Out From Eden (Out of Eden?) script

Characters:

ROY G. BIV: Our protagonist. A man of virtue and true to his inner ethics. He brings knowledge to the village, and eventually works to solve the problems that it creates. He doesn’t believe in violence.

AETHER: Roy’s love interest. Dies early on, leading Roy to the Tome Infinity. Essentially perfect in every way, Roy’s very own slice of paradise.

AERO: A cowardly friend of Roy and Aether. He cannot stand on his own, and eventually becomes head of the Yellow, because of their yellow bellies and manipulative schemes.

TERRA: A skilled doctor. She is another mutual friend of Roy, Aether and Aero, and eventually leads the Green, a faction of peace and conformity. Name subject to change.

WOLFGANG: A revolutionary, head of the Red. He dislikes violence, but is willing to suspend his personal dislikes for what he sees as the greater good. Communistic political views rivaling the mentality of the capitalist Blue.

MAI: An intelligent and seductive tycoon and CEO of a large business that capitalizes on shortages. She leads the blue (dubbed the bluegeosie by Wolfgang). She picks whatever decision benefits her the most, but is also keen to spread her money across causes she supports. Not really a villain, but not a great person either.

More characters to be added later

A note on cutscenes:

Not all cut scenes require their own art sheets. This will be a very cut-scene intensive game, and therefore each sprite with a leading role (requiring emotions) should be drawn with any of the many faces given on the sprite example sheet. That way, basic conversations and other scenes can take place without large art spreads that would take forever to create. Scenes requiring art prints can use an almost comic-strip like approach, with different still shots. How transitions will work between shots that is both clean and appealing is difficult to envision right now-possibly through video footage that is edited, but that could prove costly memory-wise.

A note on Out From Eden’s gameplay and combat system:

Out From Eden is a platformer (sidescroller) game with numerous cut scenes and long dialogue pieces. I’m so sorry. Enemies/players can have one or both of two types of weapons – a melee or a ranged weapon. Each weapon type, though it might have a different skin, has the same amount of base damage and attack speed.

Ranged weapons fire projectiles (like Aero’s Cursed Sludge) can fire in the direction of mouse clicks on the screen (left click). Melee weapons (like Roy’s shovel and Wolfgang’s stop sign) have three different attacks, using the J, K (I) and L keys. The three melee attacks are thrust, slash, and swing. Thrust is a basic stabbing motion. It is countered by slash, and does double damage to swing. Slash is a side slash. It is countered by swing, and does double damage to thrust. Swing is an overhead swing of the weapon. It is countered by thrust, and does double damage to slash.

Thrust is used by pressing the J key, slash is K (I), and swing is L. Counters work like this: each attack lasts around a second. The last two thirds of the attack cycle, the character is safeguarded from the attack that their attack counters. During the split moment of the second third of the cycle, their attack “hits”, and if a sprite is in range, damage is calculated based on whether the other sprite is in block stage from their attack. If a sprite is hit before the damage calculation on its cycle, the attempted attack deals no damage. In instances when both the player and the enemy sprite do the same attack, nothing is blocked and the entity that hits first does damage. An attack does double damage if it hits at any point in the cycle when it’s attacking an enemy in the weaker state.

Difficulty is ramped up when enemies with melee weapons learn how to do multiple types of attacks. They start off with only one or two attacks and low health. Bosses like Wolfgang can use all types of attacks (and maybe ranged weapons), and have loads of health.

Possible note: A dojo could be part of the lobbies. The player could enter to fight different types of enemies, play multi-enemy endurance battles or possible battle another player in local area combat?

HAI

I have once heard the color white (or the shade, if you’re that particular) is actually a spectrum, an array of all colors put together, so that every color of light is reflected back at the eye when it is viewed. Therefore, at least in theory, white paint should be able to be separated into a plethora of different color paints, each unique, and if you mix paints of many different colors it should make white. However, obviously, when you mix many colors of paint you instead get a sickly brown color that I have never seen anyone paint with. It is ugly and garish, an abomination to the eye.

I’ve never liked contemplating this fact. The sad truth of the brown paint has always left me feeling like something is missing, that society deems it an insolvable problem that nobody is seriously working towards a solution for. It’s like nobody cares that it doesn’t make sense even though it intuitively should.

I could be wrong, of course. Maybe it doesn’t matter that much, and this entire story and every color used to paint it were in fact much ado about nothing. After all, most of us are prisoners in the cave, looking at shadows.

(A picture of a white city shadowed by a black colossus appears)

**Out From Eden**

Our story begins somewhere, a long time ago in a pristine city surrounded by a dark jungle.

This city is what could be described as a utopia, and the citizens have no complaints. They don’t even protest the chilling feel of the jungle that marks its border or about the apparent unresponsiveness of the Wall Spirit, who some say is the benevolent guardian of the city. In fact, nobody even notices.

However, not all is right with this illusion of peace…

(The moon peeks over the window, illuminating a room. There is a shot of a photo on a headboard, that contains a picture of a beautiful girl, smiling. Then it goes back to ROY, asleep and waking up. Suddenly, a sound of breaking glass and rumbling wakes up Roy)

Roy: \*Yawn\* Wha… What’s that? It’s so loud. It sounds like something’s happening down on the streets.

(Player controls Roy, he jumps up from his bed and goes to the foot of the building. Outside, there is a gathering and there is panic. Everyone is running in one direction. Any person Roy stops to talk to is incoherently screaming. You can only move towards the direction of the people running away. One character is different from the rest, a white-colored AERO)

Roy: Aero! What’s going on?!

(Aero’s expression changes from panic to something guilty. He turns around towards where the crowd is fleeing from)

Aero: Roy… Oh, I’m so sorry! I could have helped her, could have called out, but I was too… I couldn’t…

(The picture of the girl on the headboard flashes for a split second and then is gone. Aero pauses awkwardly.)

Aero: …

Bye, Roy…

(Aero turns around again, and begins to run in the direction of fleeing masses. Roy should continue to track down the source of the panic. At this point, large black blobs should start raining down occasionally. A hit deals damage to Roy. After a period, the crowds thin out and Roy looks at the source. A large, angry black giant/blob resides in the center of a town square. A shot examines the slime, and another shot looks at Roy’s facial expression. Suddenly, there should be a close up of AETHER, trapped in the beasts’ grasp, and the shot of her picture on the headboard should again flash onscreen)

Aether: Roy! Get out of here! Don’t come any closer, you can’t escape! Leave me, I-

(a tentacle of slime covers Aether’s mouth.)

Roy: \*gulp\*

(Roy picks up a shovel, and a bossfight ensues. The giant slime should be unable to be killed but should give the illusion that it can be fought. Different attack patterns can be worked out later. Eventually, Roy will lose the fight)

(Possibly a cut scene of the monster burning in daylight and dropping a single black dagger, to be worked out later)

(Roy wakes up in a hospital ward. It is to be noted that all characters and settings to this point should be colored with a palate of white and light grey, except the blob. Roy sits up and clutches his head. He then looks around the ward. Just then, a doctor, TERRA, pops her head in (name is subject to change))

Terra: You took quite a tumble there, Roy! You came out all right though. The town Palette is in shambles, the builders are all hard at work rebuilding it. Get this; nobody knows why or how it was destroyed!

…

Roy…?

How’s your head?

Roy: Yeah, I… How do you not know what happened…? There was… I remember…

(A shot of Aether in the clutches of the slime flashes for a split second)

Roy: Where… Where’s Aether? What happened to her?

…I can’t recall…

Terra: Ooo, that must be the concussion... Roy, I don’t know anybody by the name of Aether. This is the only hospital, and she certainly didn’t come through here. Can you do me a favor? Spell out your full name for me please.

Roy: But Aether… Aether…

Terra: Roy, your name! You’re worrying me,

Roy: …

R-O-Y G. B-I-V.

\*Sigh\*

I can’t believe you have no idea what happened to Aether. We’ve known her for years, how could you just… You can’t just…

Terra: I’m sorry, Roy. The name doesn’t strike a bell. Why don’t you rest a while? All this activity must be tiring you out.

Roy: Yeah… I need rest… Aether… Nobody is named… Aether.

(Roy sinks into bed, and falls asleep)

(A few shots of Roy slinking home in the rain. Darker greys should be used, but still monochromatic palette. Roy goes up the stairs to his apartment. Suddenly, his eyes fall on the picture of Aether and widen. Roy screams and sinks to his knees.)

Roy: Where are you!? WHO ARE YOU!?!

(No lame scream sound effect should be played or anything, just the picture of his hands on his head as he writhes on his knees should be enough.)

(The screen goes white. THE WALL SPIRIT speaks)

(Roy’s apartment when the wall spirit converses with him should be lit up, but the actual sprite of the wall spirit should be sort of a white silhouette)

???: Tell me child, what is wrong with this paradise?

Roy: You… You fucker! God, what the hell is wrong with you?! Aether is gone, and you ask what’s wrong?! Who the hell are you?!

Wall Spirit: I am the Wall Spirit, and I am here to assess the only discontented soul in my village. Tell me what is wrong, and I will do whatever is in my power to rectify it. What is your request?

Roy: You let them pass! If you’re the Wall Spirit, why were there monsters in the village?! Why is Aether dead?! If you offer wishes, can you bring her back?!

Wall Spirit: Nobody is dead, child; the world is innocent and pure. Lie down and take a rest, and it will all be gone from your mind. By morning, she will be dust again and you can be happy once more. I insist.

Roy: I DON’T WANT TO FORGET, DO YOU NOT UNDERSTAND?! I WANT TO KNOW!! I REQUEST KNOWLEDGE, SPIRIT!! TELL ME SOMETHING TRUE!!

Wall Spirit: …

You ask a great deal, and what you want is not in your own self-interest, though you believe that it is right now. However, I am benevolent. You desire independence, and in my infinite love I will grant it. Look at your bedside table, Roy.

(Roy turns around. On the table lies a brown leather book, of a staggering size with an uncountable number of pages. It is bound in gold, and the title reads “Tome Infinity”. A white bookmark sticks out the top.)

Wall Spirit: That book contains everything you could ever possibly wish to know, to the last iota of knowledge and data in our multiverse. Inside it is bookmarked the section on Aether, which I hope you will find to your taste. Recover your memories, Roy. But I urge you to leave it unopened and destroy it immediately.

It contains everything you wish to know, limited only by the number of pages you can read. However, once you open that cover Roy, there is no return to this life without what it contains. You will be the book’s forever. Are you willing to pay?

Roy: I know the risks… Leave my bedroom, you monster. Your gift will not go unused, but I can’t forgive one who permits the murder of a young girl. Her bloods on your hands, Spirit.

Wall Spirit: As you wish, child. I will cradle Aether for all eternity.

(Roy turns to chuck the book at the Wall Spirit, but he has already vanished. Roy sighs and lowers the heavy tome.)

Roy: Did that really happen? Was that really the Wall Spirit?

(Roy shakes his head, then moves the book to his desk and sits down to read. Nights and days pass, a light bulb flickers, and Roy gazes at pictures of him and Aether, and pictures of Aether alone in the book. Roy gets up, and scrawls a drawing of the photo from his bedside table on his wall in a grotesque mural in his own blood (colored black), after he scratches his arm open with his fingernails. Eventually, Roy retires to his bed in a fit of tears)

(The sound of Aero knocking on the door plays in the background.)

Aero: Roy? Roy, are you in there? Are you ok? I was going to visit you in the hospital, but you know how shy I am with Terra… Are you doing alright?

Roy: …Go away, you monster. You let her die.

Aero: I’m afraid I have no idea what you’re talking about, I’m coming in now.

Roy: …

(Aero enters the room, and gives it a sweeping gaze. Suddenly, he sees the book on the table to the picture of Aether, and the blood drawing on the wall. His eyes widen fearfully)

Aero: Erk… Roy, I didn’t mean. Aether, she… She was gone, Roy, I couldn’t have helped, I couldn’t…

Roy: She needed you, Aero, and you ran away. She counted on you, and you turned your back. I couldn’t help her, but you had the time to stop her heroics. You didn’t pull the trigger, but you sold the gun.

Aero: Your choice of reading is giving making you think too much, Roy. Why can’t you just forget like the rest of us?! Why must you try to make real what has left?

Roy: You coward. Face the light, Aero.

(Aero gulps, then races for the book. He snatches it off the desk, and Roy leaps from the bed.)

Roy: AERO!!

(Aero runs out of the room quite quickly. Roy pursues him at the foot of the apartment, but Aero is quickly lost in the crowd.)

**LOBBY 1**

(Lobby stages take place out on the street. There are numerous NPCs to talk to, each one gives you information about past, current and future events taking place in White City. By talking to enough NPC’s with knowledge about an event, it causes the game to ‘pick’ the event coming next. For a more planned run-through of this game, a setting should be enabled for players to listen to different conversations and ‘pick’ which ones they want manually. However, for a more authentic experience, the choices should be manual.)

(The background of the lobby reveals a cave-like city image. There should be buildings in the foreground, and the NPCs populate the street and various platforms and ledges that Roy or others can jump to access. The buildings are tall and white, but turn various colors as the game progresses. In the background always lurks a black jungle, dark and unchanging. The NPCs are similar to the buildings, and start out pure white but turn various colors depending on what event they are linked to)

(In Lobby 1, all the NPCs are white. However, they give information on one event from two points of view: Aero’s use of the book through the lens of Aero and WOLFGANG)

Aero’s NPCs

NPC 1: I saw a man running out of that building with a large book and a maddened look in his eye a few days ago. I don’t suppose you know anything about that?

NPC 2: Ha, can you believe it? I visited Aero the other day, and he actually had a few guys over at his place. Maybe he won’t be so afraid of people all the time anymore!

NPC 3: I don’t know if you’ve seen the color yellow before. It’s really different from white, grey and black; I’ve never seen anything like it.

NPC 4: Somebody was trying to tell me to read a page of this large book he had.

NPC 5: Roy, you look bad this morning. Did you have a fight with a friend of yours?

NPC 6: Where did that guy get that thick book? Looked like he was no good, too. Beady eyes. Pretty sketchy, if you ask me!

NPC 7: I saw Aero this morning, and he looked both excited and like he had something to hide.

Wolfgang’s NPCs

NPC 1: Can you spare a bit of change? I don’t know how I’ll feed my wife tonight…

NPC 2: We have to work all day, and others don’t. It all balances the city though, I’ve heard…

NPC 3: Do you have some clothing I could use? The night is really cold, and I’ll give it all back, I swear!

NPC 4: Everyone should know their place in society. It isn’t up to us, so we might as well accept where we are now.

NPC 5: Good morning, Roy! Don’t you have somewhere you need to be this morning?

NPC 6: I heard you gave away food the other day to the beggars. How do you expect to motivate these people to work if you still offer them handouts? Just let it be.

NPC 7: My home and shop used to be at the Palette until it was destroyed. I don’t know where to go now…

(Once a player talks to either 4 or 5 of one event’s NPCs, it activates the connected event.)

Aero’s Event

(Shot of Aero running with the book breaks into a gameplay level (finally). You play as Aero, clutching the book and being chased by Roy. Roy chases you up through parkour platforms. Eventually, you reach the Palette again, black piles of goop lie on the ground. When you trod over a small pile, you get the item CURSED SLUDGE. Here, it shortens into a platformer level. You must pick up dirt from the pile while simultaneously avoiding Roy. Roy touching you at any point is a game over, requiring you to start the level over. You throwing dirt at Roy deals damage to him. Once Roy is blinded, the level ends.)

(Roy clutches his eyes in pain, now blinded by the dirt.)

Roy: AERO, YOU BASTARD!!

(Roy sinks to his knees. In the background, a small Wolfgang plucks a bent stop sign from the other rubbish piles.)

(Next shot is Aero tearing out a page with Aether’s face on it, and ripping it up. A sick smile is on his face. After he goes to tear out another page, there is a page titled YELLOW on it. Aero later reads from the book. Each new shot has more people, each turning a little more yellow with each succeeding meeting. Words like “selfishness”, “Darwinism”, “Domination”, “manipulation”, and synonyms to those words could also build on the meetings. Suddenly, a shot of Wolfgang with his stop sign (still white) appears. Wolfgang steals the book off of Aero’s desk as he sleeps, and the sun rises.)

Wolfgang’s Event:

(Wolfgang picks over trash in the ruined town Palatte. Wolfgang is a scruffy looking individual, recolored in black and white before he becomes part of the Red. He finds a pale pumpkin in the ruins of a food stand, and licks his lips. Suddenly, a soon-to-be-purple thug appears and Roy is pushed down.)

Wolfgang: Hey, you swine! Give me back that, I found it! I need it!

Thug: That’s a shame. It’s mine now!

(Wolfgang eyes down the thug. He is carrying a long baguette, a leg of mutton and tucks the pumpkin under one arm)

Wolfgang: You have tons of real food! All I want is the pumpkin!

Thug: Heh. What pumpkin?

Wolfgang: The one you took!

(The thug smiles a stupid grin, with missing teeth)

Thug: I don’t see any pumpkins here, mister.

Wolfgang: AAAAAAAH!

(Wolfgang rushes the thug with his fist. This is 1 v 1 melee combat. Wolfgang needs to win the fight to advance. Once the thug is defeated, it switches to a cutscene. The thug, beaten bloody, picks up a pipe on the ground. The pipe falls, everything goes dark. Wolfgang wakes up to see Terra, in full hospital clothes)

Terra: I was told that there was a patient in need of help here, but you appear to be a street rat. I don’t think I’ll be able to admit you.

Wolfgang: I… Please, I need help…

Terra: But we require money, see? I can’t just admit you! Ugh, I can’t believe that this much of my time got wasted! Maybe I could stop by and check up on Roy, since he just got discharged and I’m in the area…

(Terra walks off. Wolfgang staggers to his feet, and maybe stumbles. He scans the ruins of the Palatte, and spies a stop sign in a pile of rubble. The falling pipe plays on in his mind, and he plucks the sign from the ruins. Suddenly he sees Roy and Aero fighting in the background, and Roy collapse, clutching his eyes.)

Roy: AERO!!

(Aero runs off with the Tome Infinity, and Wolfgang, from some whim, decides to follow him. Days pass, and Wolfgang camps on Aero’s doorstep. People walk in and out the door, gradually becoming more yellow. Eventually one stops and looks at him.)

Villager: You know what you lack? You lack a purpose! I’ve seen you around, and you just aren’t going anywhere. Every day you sit here, nothing changes. Aero, he could straighten you out. Listen to him read from the Tome, it contains everything, and specifically information on Yellow! Yellow could work wonders on street trash like you.

(Wolfgang considers the man’s words. That night, there is a sequence of Wolfgang breaking down the door with his sign and stealing the book off of Aero’s desk. Wolfgang reads the book, and his stop sign becomes more and more red every dawn and dusk.)

**LOBBY 2**

(Scene opens up to a shot on the wall. A poster is shown with a picture of the Tome Infinity, text reading “Wanted by the Village Council – Incredibly Dangerous, Turn in if Found”. The scene zooms out to a picture of the building the poster is posted on and the surrounding village skyline, now colored a rainbow of different shades and hues.)

(The various villagers around this Lobby are colored either green or yellow/purple. A few yellow and purple villagers can still be squabbling with each other.)

Green:

NPC 1: Good to see you out walking Roy! Took quite the hit to the thigh, didn’t you?

NPC 2: You ought to be ashamed, you had Terra worried sick for the second time this month! Be more careful about your personal wellbeing, it affects more than just you, you know!

NPC 3: I sure wish the Village Council would give us more funding… It is truly now going to be necessary, with violent conflicts breaking out so quickly…

NPC 4: We’ve been having trouble keeping encounters between combatants to a minimum in the wards. Sterilization is difficult too, with all those rotten Purple…

NPC 5: That knife was buried four inches deep! You should go back and get more sleep, Roy!

NPC 6: I didn’t know your full name until they brought you to the hospital unconscious last week. Roy G Biv sounds like an acronym for something, especially since your middle name is only one letter!

NPC 7: I just finished treating the man who assaulted you. It looks like everyone involved in that rumble was really roughed up.

Yellow/Purple

NPC 1 (Purple): Those Yellow need to back off! For too long they treat like we has no deserve respect! I think!

NPC 2 (Purple): I hate it when you’re looting some unconscious Yellow, he yells “Look, a distraction!” and the next thing you know he’s gone.

NPC 3 (Yellow): I heard the book got jacked by some Red leader, and it got leaked to everyone. If only Aero had been more careful, this wouldn’t be a problem and everyone would still be Yellow…

NPC 4 (Yellow): You’re still colorless, Roy? You make me sick. Don’t you have something to stand for?

NPC 5 and NPC 6 appear to be swinging weapons at eachother.

NPC 5 (Yellow): Give me back that soup, you goddamn thief! Jesus, if you just give up we can end this dumb fight!

NPC 6 (Purple): I’ve put in too much effort getting this soup! Too much time! You won’t tear it away from me now!

NPC 7 (Yellow): Oh, you’re that guy Aero keeps mentioning. He had some pretty snide remarks to say about you regarding the ease in which he took the Tome from you and what you said at the hospital. Bet he felt kind of silly after it got jacked!

Green Event:

(Roy wakes up at the hospital again, only this time the ward is colored green. He rolls over to see Aero in another bed. A bloody, black knife rests on a table between the two of you)

Roy: …

Where are we?

(Roy winces. His leg appears to be bandaged)

Roy: Aero, whatever it is you did, it’s not too late to change it. I don’t think you meant for it to go this way…

Aero: No, Roy, it’s far too late to go back. It was too late when you elected to read the Tome instead of burn it. Not that it matters. Soon we’ll have put the Purple behind us, and put the whole village to a higher level.

Roy: But through fistfights and expulsion!? Surely there’s a better way to do it!

(Aero smiles)

Aero: Your naiveté knows no bounds, Roy. If you feel like something must be done, get out of bed and go do it.

Roy: …Fine, I will. But your actions have consequences, Aero. Think next time, because you alter the lives of thousands!

(Aero smirks, and Roy drags his leg to the floor. The next level takes place in hospital corridors. Yellow and Purple patients are locked in combat. Occasionally, a Green nurse or doctor is running around yelling and screaming. Roy takes damage every time he jumps from his leg wound, and the player should be warned of this. Mobs of brawlers tangle around, getting hit by an attack from one deals damage. Roy must make it to the first floor to see Terra. Finally, he gets there. At building lobby is a black demon the size of a baby made of pixel goo, clutching a can of soup and hiding behind a desk, visible to the player. Terra kneels in the corner and bandages a purple mass.)

Roy: Terra! How did it spread to the hospital? This is carnage, even the doctors have to protect themselves!

Terra: Roy, I want you to turn around very slowly and catch what’s behind the desk before it gets away.

Roy: I don’t have time for games, Terra! Besides, there’s nothing-

Demon: SOOOOOOOOOOUP!!

(The demon clutches its can and leaps at Roy. This will be a boss battle. The demon will alternately jump up on the desk and toss cans of soup and blobs of goo like the ones from the first monster. Roy’s health carries over from before. Roy’s weapon is the knife from before? (to be revised later). Once the demon’s health is zero, Roy seizes it by the scruff of the neck. The demon struggles and drips with goo)

Demon: SCREEEEEEEL!

Roy: It makes a loud noise, doesn’t it! What is this foul thing?!

Terra: I’ve been trying to track it down for hours! It’s been stealing the cans of soup that we’ve had to ration to the patients that are too weak to fight. I’ve taken to calling it Famine because of that.

Roy: It looks similar to the monster that killed Aether. You take it, I don’t want to hold it.

(Roy could possibly wipe his hand on terra’s scrubs)

Terra: If it is like what killed Aether, we need to put it down. Let’s-

(The beast wriggles free and escapes)

Roy: Stop it, it’s getting away!

Famine: SOOOOOOOOOOOUP!!

(Famine successfully makes it’s way to the barricaded door and jumps over the furniture. Once it reaches the sunlight, it begins to burn. It’s eyes widen.)

Famine: SCREEEEEEEEEL!! SCREEEEEEEEEL!!

(Famine devolves into a pile of sizzling mush. From the mush, a knife appears. It looks the same as the knife in Roy’s hand, and he drops it.)

Roy: Ew!

(Roy wipes his hands on Terra’s scrubs again)

Terra: \*Sigh\*

Yellow/Purple Event

(The scene starts with a picture of a grocery store shelf. Famine walks in sneakily, takes a can of soup off the shelf, leaving one, and cackles as it goes off to hide. The camera zooms out, revealing that the soup is the last can in the whole aisle of soups, stews, and other broth based dishes. A yellow man and a large purple thug (same one that mugs Wolfgang?) Both walk in, notice each other, and run for the can. The yellow man reaches it first, and smiles as he holds it above his head, only to be taken by the purple man. The thug turns around to leave, grinning, only to be hit in the back by the yellow man. He in turn hits the yellow man back with a massive swing, and the yellow man flies into a crowd of yellow people that go beat up the purple thug, drawing more purple people into the growing brawl.)

(You play as Roy. Roy notices the growing street fights from his window, and goes downstairs to check it out. A Green lady with a bag of canned food stands at the foot of the apartment.)

Lady: I’ve heard this riot is caused by a shortage! Help me distribute this food, maybe it can succeed in calming the people down.

(Mobs and single enemies will be patrolling or locked in combat, yellow on purple. Roy must throw cans at them to get them to stand still and just blink peacefully. Once Roy reaches the end of the stage, the original thug is fighting the original yellow person over soup. This could be sort of like a boss battle, or just an included detail. Once Roy dispatches them with soup, Aero appears)

(Some sort of blue salesman could be here, trying to sell soup to people)

Aero: Oh, Roy! Nice job subduing the rioters, they got what they wanted, that’s for sure.

Roy: …

Aero, I just want you to know that I’ve already forgiven you. If you help me fix this, things can be okay again.

Aero: A second chance? You’re too kind, Roy. Let’s get these two to a hospital.

Roy: Thanks, old friend.

(Roy bends over to pick up the man’s hand. Aero draws a black dagger (from the original slime monster) and stabs Roy in the thigh. Roy crumples. The shot pans out to more fighters, and the farther out it goes, a shot of white city, most buildings colored in purple or yellow appears with smoke rising and sirens wailing)

**Lobby 3**

-plot division: the next events follow, but far later-

Terra: Roy, you don’t understand. The Red are not true darkness, and neither are the Blue. Aero and his yellow crew aren’t the reason why the village is in shambles. Not even is the Trial that killed Aether true darkness. True darkness is a seed planted in every single man, woman and child. It is our greatest common enemy, and our struggle against it has the potential to unify our village. However, it is also a shrewd manipulator, and its ability to divide us is by far its greatest weapon. True darkness is that which can set us against ourselves.

That is why we need Green, Roy. We need peace, but true peace can only come through conformity and harmony. That’s what I believe, anyways.

Roy: You’re… You’re wrong, Terra. As much as it pains me to say it, you are. Your beliefs are your own, but you can’t hold everyone with conformity. There is no harmony with only one pitch.

Terra: As much as I wish we could all believe what we want, you have an ignorant view. Not everyone can be right, and those who aren’t can be made to see their error. I sincerely wish you luck pursuing whichever childish, gossamer dreams float your fancy, but I’ll be working towards solidarity.

Roy: Funny, the last person the call me childish thought people should think his way too! Terra, I like you, but singularity of thought isn’t the answer that I can accept.

Terra: And when the real answer tumbles out of your bonehead mind, I will be ready to bow down and accept it. This I vow, Roy. Until then, bother somebody else.

-plot division: the next events follow, but far later-

(Wolfgang stands on the top of a building. He examines his stop sign stained in blood, with a self-satisfied smile [shot, shot]. Roy jumps up, and glares at him angrily from across the building. A bound, gagged council member kneels near Wolfgang. A blue sign advertising T.J. Eckleburg’s oculist business leers in the background.)

Roy: I… You bastard!

(Roy raises a shovel, and rushes Wolfgang. They fight with shovel on stop sign, Wolfgang is a bossfight with a difficult AI that lets him do all 3 attack swings. He must be a worthy opponent. Once he runs out of health, he produces a pistol from his trench coat)

Wolfgang: End of the line, Roy. Nobody complains long about their enemy bringing a gun to a knife fight.

Roy: I can’t believe you… you actually did it! The village council!? How could you!? They’re the only thing that keeps us together, and you- You… you monster!!

(Wolfgang laughs)

Wolfgang: You might find it hard to believe Roy, but I find killing almost as unpleasant as you do. You must not believe in what you’re doing as hard as I do though. I am like a fire, Roy. I offer myself as fuel in order to spark change.

I’ll take up the burden of these red hands if it means a brighter tomorrow that these flames promise. And now is your opportunity to do the same.

(Wolfgang slides a pistol over to Roy. Roy warily picks up the gun)

Wolfgang: I don’t wish to kill you, Roy. You and I are just two revolutionaries, two rioters struggling against the current, sticking up for what we believe in. This is the last council member, the last strand that binds this city together. Stop me Roy. Show me that you believe harder than I do, and I promise you I won’t be here to protest.

(Roy shakily raises the pistol. Wolfgang hefts his stop sign over his head, to decapitate the last council member with, and smiles)

Wolfgang: Choose, Roy.

(The sign comes down. Shots of Roy crying, closing his eyes. The screen goes black and a shot rings out. Wolfgang crumples.)

Roy: I… How could I? How could you?

(Roy looks around, and then flees the scene)

KTHXBAI