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.

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.

UZI: A supporter of Wolfgang, very loud and energetic

MARKS: Another supporter of Wolfgang, speaks in muffled mumbling (has some kind of accent, according to Wolfgang and Uzi). Wears a gas mask at all times.

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.

BILL: Many people are named Bill. Bills are businessmen that are controlled by Mai because they’re interested in personal gain by gaining her favor

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?

Death Screen: You have died, bitter and alone. Retry?

HAI

-Game Start-

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. It would not surprise me that this pursuit was all futile and irrelevant to the actual truth. 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, I need to check if anything was seriously damaged.

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 fuck 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 THE TRUTH!!

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. You can recover your memories, Roy. However, 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 returning 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 murderer. 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 making you think too much, Roy. Why can’t you just forget like the rest of us? Why must you care about what is clearly gone?

Roy: You are a 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 Village. 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 Palette. 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: Give it!!

(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 each other.

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!

NPC 8 (Red): Have you heard the rumors of the Shadowsoul lately? Apparently it really is the source of all evil, I heard that it’s being sheltered by some color faction within the city.

I think the Yellow and Purple suspect each other of harboring it, as an excuse to keep fighting.

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 Village, most buildings colored in purple or yellow appears with smoke rising and sirens wailing)

**Lobby 3**

(There should be a few Blue advertisements for soup, either in the foreground or in the background or both. There should be one or two ads for knives, but rather subtle as well. Marx and Uzi should appear in this lobby as NPCs, the both of them together counting as one…? A few Bills should wander around the lobby. There might be a smattering of other colors as well, except orange because I don’t know what to make orange like yet.)

Wolfgang/Mai:

NPC 1 (Green): I’ve heard that food sales have made the Blue even more money than all the profit they got from refilling printer cartridges last month, and I still can’t get their old jingle out of my head…

If you want azure ink, get Azure, Inc. Gaaah…

NPC 2 (Purple): Don’t tell no one, but some o’ them suit guys sell weapons. Cause everybody wants one, they ain’t cheap.

NPC 3 (Yellow): I heard a rumor that a riot occurred at some manufacturing plant in the lower levels, and it has yet to be quelled…

NPC 4 (Blue): I want to become a Bill. Those guys really take their future into their own hands!

NPC 5 (Red): Raising prices on food to squeeze out more money during the shortage is disgusting…

NPC 6 (Blue): Have you heard about Mai? She’s a star, she started Azure Inc. with money from her own pocket and grew it to where it is today! She’ll put down that delinquent Red faction for sure.

NPC 7 (Red): I’m sure the people supplying that soup can feast while we all starve down here…

Roy/Mai:

NPC 8 (Green): More of those black gooey things have cropped up recently. I saw a few Bills drag one off yesterday.

NPC 9 (Yellow): Have you seen a weapon before? Some guy told me they’re linked to the appearance of monsters recently, but I don’t buy it.

NPC 10 (Blue): My employer has given me some strange orders yesterday, but I know that Mai does help people with some of the money she makes.

NPC 11 (Purple): Everybody wants a copy of the same book, ‘cept me! Books are for nerds.

Wolfgang/Mai event

(The level opens up with Wolfgang on top of a milk crate, with a red crowd sprawled in front of him. He is giving a lecture. Under one arm is a rolled up poster, in the other hand is his stop-sign, business end on the ground for support.)

Wolfgang: Friends, Comrades of White Village. Yesterday, we were trampled on, but today is our chance! Together, with all of us as one we can change our lives! By uniting our power together, every man, woman and child can gain a future where they are not worthless! Where all of us can be treated as equals to those that look down on us in hatred!

(The crowd cheers)

Today is the day where we will assert what is rightfully ours, and end this artificial hunger for our people and the other victims of the great oppression that plagues our fair village! I demand better, and you should too!

(The crowd cheers again. Wolfgang sets down his sign, and unrolls the poster. The poster depicts Mai, laughing with some kind of currency in piles around her.)

Comrades, this is Mai, the CEO and sole stockholder of Azure Inc. If you live under a rock, Azure supplies, processes and manufactures most of the resources that the citizens of this village use. Most notably, they have been raising the price of key goods, like soup, in order to create shortage and maximize profits! But I say no longer!

(Crowd roars)

NO LONGER WILL WE BE SECOND CLASS CITIZENS! NO LONGER WILL EVERY DAY BE A STRUGGLE FOR SURVIVAL FOR THE POOR! WE WILL OVERCOME, OVER THROW, AND STRIKE FEAR INTO THE HEARTS OF THIS OPPRESSOR AND OTHERS LIKE HER!

(The crowd is literally rioting. Glimpses of more black weaponry can be seen bristling from the riled up people. Wolfgang raises his stop sign)

The ongoing conflict between the Yellow and Purple shows that conflicts are being dominated by the strong. We are weak, but together the proletarians will drive a force that surpasses those of this cruel tyrant and her henchmen. I, Wolfgang, will serve as a leader during this time of trial.

If you will have me, I will be the first to charge and the last to retreat.

(The crowd chants WOLFGANG! WOLFGANG! Uzi is shown cheering, and Marks (though marks wears a mask but w/e)

(the level opens up and you play as Wolfgang. Like earlier, Wolfgang is armed with a stopsign. This will be a heavily combat intensive level. Down the street from the riot is a bank, tall and blue. The red crowd will rush the bank. Wolfgang must take on enemies, and could possibly have to protect members of the rioting reds from blue muscle with some kind of bonus content if he saves them all? the level could have multiple floors and different combat mechanics based around bank infiltration, to be worked out later. At the end, wolfgang cuts an image of Mai, which later turns out to be a cardboard cutout, which results in a shot of his masked blank face)

(During the riot a riot cutscene should play, with people fighting and a loud violent mob. Gunshots should ring out, with Mai at the top of the bank branch. The dead body of a red rioter will drop to the floor, and the mob will grow quiet)

Mai: ALL OF YOU! DISPERSE AT ONCE!

(People eye the gun fearfully, and then slink away, leaving Wolfgang. He and Mai lock eyes, she shoots at him and he dodges and runs off to the shadows.)

Roy/Mai Event

(Mai, flanked by two Bills, is in the hallway outside of Roy’s door in the apartment. She gingerly knocks on the door, as if the mere touch of her knuckles on wood would contaminate them.)

Mai: Is there a man by the name of Roy Biv here? I wish to speak to him immediately!

(Roy opens the door, a little groggy from being woken up)

Roy: \*Yawn\*

Hello…? Who are you?

Mai: My name is Mai, better known as the CEO and owner of Azure Incorporated. Perhaps you’ve heard of it?

(Roy’s eyes widen)

Roy: Y-you mean THE Azure Incorporated?

Mai: I don’t have much time for games, Roy. THE Azure Incorporated, the one that has taken up the responsibility for supplying White Village with everything that it needs! It has come to my knowledge that you have something to do with a book that has been circulated, and I would like to know more about it.

Roy: If you think that I have it, I most certainly don’t-

Mai: Of course you don’t have it! Why would you have it?! I want to know about it, somebody like you obviously wouldn’t be able to hold on to an object that important.

Roy: I… uh… It’s a very personal story, I don’t want to talk about it much.

Mai: I could make it worth your while, Roy. I would give or do anything you ask of me.

(Mai winks and bites her lip)

Roy: …I don’t know. It wouldn’t be right.

Mai: Is there someone else? Another woman perhaps…? I could make it so you two never worry about a thing.

Roy: Aether is dead, Mai. She’ll never be used against me, until all is said and done, and Aero pays for his decisions. Until everything is alright again in this village.

Mai: Interesting… I’ve heard you’re a pacifist, Roy. If you give me information on the book, it could prevent future conflict. I have the influence to prevent more fights before they happen.

Also, it means that if I choose to make you give me the information, I know you wouldn’t resist.

We could even profit from selling the information, together. I trust that now I… have your attention.

(Roy gulps)

Roy: …You created the soup shortage, didn’t you? It was because of you that all those people were injured.

Mai: We can point fingers at anyone, Roy. Purple and Yellow were going to fight sooner or later, it just happened to be us that pushed them over the edge. If we did not, someone else would have.

I hope you don’t make me have to do this the hard way, Roy. I don’t yet want to learn if you undecided bleed your color the way Yellows and Purples do.

Roy: I… This village is in chaos, I can’t make a deal with you in good faith that it won’t make things worse. Try to understand…

Mai: Oh, Roy… I thought I made it clear that I didn’t play games… Bills, restrain him.

(Mai’s muscular bodyguards squeeze their way into the room, when Mai’s phone rings. Everyone turns.)

Mai: You’re interrupting something very…!

What?! The main branch!? A riot!?

…Of course I’ll be right over! We need to crush them immediately!

(Mai lowers the phone)

It looks like you’ll have to wait, Roy. This is your lucky day, some rabble is violently rioting near an important building of mine. I’ll need these two, which means you will be momentarily free to go.

However, business between us is not over. Perhaps this will give you time to consider my offer more carefully. Do not try to escape me, you will not succeed, so I’m looking forward to talking to you soon <3!

(Mai and the two Bills lumber off towards the apartment stairs.)

(In this level, you play as Mai. The idea is to grab Bills and order them to fight for you. Some of them might be able to move obstacles or fight powerful enemies depending on what we can do. Mai can also fight, though I don’t know what weapon she will wield. Eventually, you encounter the riots. A riot cutscene should play, with people fighting and a loud violent mob. Gunshots should ring out, with Mai at the top of the bank branch. The dead body of a red rioter will drop to the floor, and the mob will grow quiet)

Mai: ALL OF YOU! DISPERSE AT ONCE!

(People eye the gun fearfully, and then slink away, leaving Wolfgang. He and Mai lock eyes, she shoots at him and he dodges and runs off to the shadows.)

**Lobby 4**

(There should be evidence of a riot and/or looting. Buildings might have boarded up windows or obviously broken glass or doors. Both Red and Blue propaganda should be in full view. There is obviously tension between the two factions, but no open conflicts. There might even be the sound of sirens occasionally in the background. Wind? Whatever is needed to create a more tense atmosphere.)

Shadowsoul event:

Red NPC 1: Have you heard of the Shadowsoul? No?

I’ve heard that Blue has been sheltering it. It’s supposedly the source of all evil, it’s definitely how Mai got that gun…

Green NPC 2: I don’t think the Shadowsoul actually exists. We haven’t had any issues that could be remotely connected to it, and the influx of injuries has been good for hospital growth in all honesty.

Purple NPC 3: Do you think there’s a reason why all bad things happen?

It’s not always because of somebody, but sometimes it is.

Blue NPC 4: Only a mastermind of immense cunning could organize a riot like that.

Wolfgang is street trash. I don’t think he would be up to the challenge.

Yellow NPC 5: I definitely believe in the Shadowsoul! It’s just so convenient to have a being that we can blame all evil on and use it to accuse each other.

When Aero heard the rumors about it, he had a hearty laugh.

Yellow Weaponry Event:

Yellow NPC 6: What? You don’t have a weapon yet?

Ha! I don’t think you’re going to last long with no allegiance and no way to protect yourself!

Purple NPC 7: Knives starting popping up in our circles a bit after the Tome Infinity appeared. I heard people began finding them at the edge of White Village in the morning. Isn’t that weird?

Green NPC 8: We don’t own any weapons, either.

Most of us only interact with people of other colors while giving care. At that point, the need to defend yourself isn’t really that vital.

Yellow NPC 9: Nothing really feels as powerful as a tightly-held concealed knife. You’re basically untouchable, and nobody knows.

…

What, is that a weird thing to say? The world’s changing, buddy!

Red NPC 10: Can Wolfgang kill with his stop sign? I don’t think so, it isn’t sharpened and it isn’t like all the other weapons I’ve seen. He didn’t find it at the edge of the village.

He could probably mess you up pretty badly with it, though. It just can’t cut skin.

Shadowsoul Event:

(A moon rises over White Village. A man clothed in a dark robe slinks into a dark alley. You can see the glint of something under his hood, but he quickly runs. A few Red individuals (NPC, Uzi, Marks) are camping around a trashcan fire. Without hesitation, the man in the cloak plunges a long knife into the back of one. Marks’ eyes widen, and Mai screams)

Uzi: F-fuck you! You’re the Shadowsoul, aren’t you!?

Shadowsoul: . . .

(Uzi quickly picks up a long halberd lying behind her)

Uzi: He was a friend! Wasn’t that rioter enough for you people!?

(This part is a boss fight. You play as Uzi, or maybe Marks who could have a different battle setup. The enemy is the Shadowsoul, who both throws knives and can do melee attacks, and maybe some aerial combat? The Shadowsoul should throw laggily at a distance which would give you an opportunity to cut in and beat him up. Once he’s been beaten, a cutscene should reveal a blue shirt under the robe. The face should still be hidden, however)

(After the bossfight, the Shadowsoul should flee towards the banking district. This pursuit scene should be very reminiscent of the chasing Aero scene. VERY reminiscent, like maybe even the exact same level with a few palette changes. Not because I’m lazy but because Aero is the Shadowsoul as is revealed later. Uzi eventually loses him.)

Uzi: GODDAMNIT! THIS CITY WON’T KEEP US DOWN FOREVER!

(Uzi throws a rock at the bank, because she is now in the riot square. It bounces off the building façade, but a Bill notices and furrows his brow. In the shadows, the Shadowsoul lowers his hood to reveal a wide smile and the glinting circular glasses of Aero)

Yellow Weapon Event:

(Roy is sitting on the ledge of a building, gazing towards the dark jungle. He seems to be very troubled, and the sun is rising, and very red. A teardrop falls.)

Roy: “(A man died because of me. I didn’t kill him, but I might as well have.)

(I just wanted to remember Aether! Is that such a bad thing?)

(It has cost this village so much… Not just that man, but in some places you can’t even walk if you’re the wrong color…)

(Maybe I should just jump and leave this city behind. Then Aether and I would be reunited, and I can’t fuck anything else up…)

(But that goddamn jungle.)

(I might be responsible, but so is every fucking beast that walks in it.)

(I want to die, but…)

(Aether wouldn’t be happy with me.)

(I wouldn’t be happy, more importantly, if there would even be a me left to be distraught.)

(If only things were the way they used to be, and nobody could understand… I finally get it.)

(Fuck you, Wall Spirit. I hope you smite me.)”

(The sun rises, and a lone Trial is wandering about at the village border. As soon as the light hits it, it bursts into flame)

Trial: SCREEEEEEEE!!

Roy: “Burn, you monster.”

(The trial disintegrates into something very, very grenade shaped amid the other ashes. Roy stares down, and suddenly a yellow shape darts out across the village border and snatches it up. Roy jolts up. The yellow man senses the movement, and turns around)

Roy: “Aero!”

(Aero is very nervous, and runs off with the grenade. He runs down an alleyway, but sees he is cornered. Gulping, he produces a knife, and prepares to fight)

Roy: “What did you just pick up!?”

(Aero runs at Roy with the knife. Roy dodges, and produces his shovel. How did he get it? I’ll figure it out later)

(This might be a tricky battle. Aero should have all sorts of weapons on him. He can start out with the knife, but might switch to melee weapons with larger reaches as he gets damaged. He can also have some sort of ranged weapon, maybe throwing knives, a slingshot, something along those lines. No guns. After landing the last hit, the battle ends)

Aero: I’ve had enough of you, Roy! How can you even stand existing, knowing this is all your fault!?

(Roy’s eyes narrow, a shot of Aero’s hands pulling the grenade pin)

Roy: I can’t believe you just sa-

(Aero tosses the grenade.)

Aero: I hope the end hurts less than your conscience, you weakling.

(The explosion goes off, silhouetting Roy trying to get away.)

Lobby 5:

(At this point, I have to start linking the story together better. There are a few details that are inconsistent with everything else, and I need to make it flow well even though it diverges event to event. At some point, I’ll make a list of conversations I need to edit. Explaining where and what the book is doing is also important.

Another point to consider is that not knowing what’s going on in a certain string of events might also increase replay value, which would allow the player to play other events in order to truly understand what’s happening, but it might decrease the value of playing the game only once. If the plot is too convoluted, then it might not even get a second shot which should be considered.)

(In this lobby, you should play as another character. I don’t want it to be Roy to build up the tension after the grenade went off. Him not appearing in the lobby should also throw off anyone who came from the Shadowsoul route, and only knows that Aero is responsible for supplying the city with weapons. Maybe it works, but maybe it doesn’t.)

Mai Event:

Blue NPC1: I’ve heard that the CEO Mai has defined a new training regimen that employees of Azure Inc. have to go through. I haven’t been called for it but I’m very confused. There really isn’t anything else I need to know to do my job effectively…

Red NPC1: Hey, have you found a solid weapon yet? From the way things are going, it looks like White Village is gonna go down in flames.

Between you and me, I hear all Colors are trying to organize themselves and protect their own if all-out war breaks out. Red will always accept those willing to listen, ya know?

Green NPC1: The hospital has made a statement that we’ll be taking no part in future conflicts, but I don’t know if I can keep my family safe if I don’t fight back…

I don’t want to have to fight, but I know some other doctors are preparing for the worst. Even Terra said she found a katana somewhere.

Red NPC2: I made a vow that I would fight for my color and the betterment of White Village’s citizens, but it’s tough seeing has I don’t know how to fight at all…

Green NPC2: I can let you in on a little secret. We greens are sworn to not be violent, and I would never lift a finger to attack another person. I don’t ever want to cause violence or pain on another.

I would give my life to defend myself and my loved ones. You should get a knife, and take your future into your own hands.

Yellow NPC1: I’ve heard that Azure Inc. has been stockpiling a lot of weapons lately.

Heh, who knows who they could have got them from?

Purple NPC1: Sometimes, force is the only thing that you can say to people. Nothing like a big wallop to let them know! My strength lets me take things from others.

I used to want to destroy Yellow, but since the food shortages it’s everyone for themselves.

Shadowsoul/weapons ring event:

Green NPC3: I’ve talked to a lot of people, and they all claim the Shadowsoul is in some other faction. What gives? I don’t think any of them have actually seen his face, or what color he truly calls his own.

I believe he exists, though. I have to. There has to be someone to blame for all this violence.

Yellow NPC2: Yellow’s always looking for new members! Let me tell you, there’s never been a better time to be on our side than right now.

Why, you ask? Are you blind? Look at the number of people who need what we have to offer! In times like these, you have to take advantage of every opportunity given to you, and given the circumstances I don’t know how you could even say no.

Blue NPC3: Two people, one in a gas mask and the other in a beanie, came up to me the other day and tried to get me to tell them who the Shadowsoul was! Can you believe it?

As if Mai would hire somebody that would bring our company that much under fire! It’s completely ludicrous.

Orange NPC1: What? You’ve never seen us before?

Ok, you’re right. Nobody in Orange has ever actually laid eyes on the Tome Infinity. We’re just sick of being blamed for the Shadowsoul’s terror attacks! We’ve tried to distance ourselves from the outbreaks, for the sake of our own families!

That only makes people more suspicious though…

Orange NPC2: Most of us came from red and yellow. We’re scared of being attacked, but we want the safety of being in a group. Some of us have even stated that they assisted the Yellow in weapons dealing…

I can’t even stomach the guilt they must feel.

Red NPC3: I know it’s an unpopular opinion, especially among Red, but if you ask me, Yellow harbors the Shadowsoul. Ever since the Soup Scuffle, they’ve been lying low.

Everyone I know who has a blade says that they got one from them. I’ve even heard of people getting firearms, like the one Mai has.

Blue NPC: The ability to kill at a distance, without even having to look the person in the eye…

Oh, what I would give up for that power.

Mai event:

(The bank appears again. A cross in the square marks the spot where a man was killed. Inside the bank, Mai is at her desk, with the pistol in front of her. She looks at herself in the mirror.)

Mai: You’ve turned into a monster, but it’s ok. Once they’re cooperative, you can help them. With the Tome, you can make everything right again.

When they attacked, they knew the risks. They would have done the same to me. They will do the same to me.

I need to defend what’s rightfully mine…

That matters the most, right?

(A Bill walks in the door)

Bill: Mai, the rioters have returned.

(Mai’s face twinges in anger. Her hand darts to the gun)

Bill: Uh, with all due respect, it might be best not to escalate tensions beyond what they already are?

Mai: This useless piece of shit! They knew, they knew I would use it!

That fucking cowardly peddler and his Yellow friends! We should never have purchased from them! And they still have no idea where the Tome is! They’ve stiffed me!

You, Bill, cut the food shipments to them at once! How is the combat training?

Bill: Our recruits should be able to go toe to toe with the rioters, the regimen was completed yesterday with most passing with flying colors. They're very Green, uh, in the sense that they’ve never seen real combat.

Mai: Send them in! If I ever have to deal with another protester myself, there will be hell to pay from every armed member of this company. And when we emerge victorious, we’re going straight for Yellow.

Bill: Mai, that’s inadvisable. From what I’ve heard-

Mai: Bill, DEAL with THEM.

Bill: Yes… Yes ma’am.

(a figure appears from the shadows. He appears to be cloaked, but when he steps into the light it is Aero)

Aero: Hello again, Mai. Are we going back on our word? From what I’ve heard, that pretty little pistol you purchased worked very well.

Mai: You… You knew it would do that! Aero, the power to kill someone without fear of reproach… What have you done to me?

(Aero sneers)

Aero: Ah… I think you’re afraid, Mai. And deep down, you’re guilty. You put up a cool front, but you’re just as soft as Roy. I found it hard to believe that your level of indifference was even possible.

You have to bury him, Mai. Bury that man deep down in your conscience, because face it. This is a zero sum game, and you can’t succeed when there are masked men with Red banners congregating to dismantle everything you’ve built for yourself.

If you let go, you might feel better, but hopefully you’ll stop feeling at all and do what’s best for you.

Mai: Are you perhaps referring to Aether?

Aero: N-no. H-how did you hear about her?

(Mai smiles, seizing a chance to regain control)

Mai: Poor, pitiful Aether. The girl who exposed your cowardice to the entire world? The one who called you a friend, but when she needed you, you left her to die. Do you think about her often?

It’s hard to bury people completely. I’m sure you think about that sometimes, while you topple the dominos.

Aero: I-

I just meet the needs of those around me, with myself as the priority. I’m sure you’re familiar with that concept.

Mai: I have made a mistake, Aero. You’ve used me, and that is poor customer service. Consider our contract terminated. I will find out how you get these.

(Mai handles the gun gingerly)

Mai: I won’t let you sway me from my path again with your trinkets. Don’t consider yourself safe.

(Aero smiles. The damage has been done.)

Aero: When you destroy Red, my neck is yours to chop.

(Mai looks uneasy. An image of the protesters flashes. Aero slinks back into the shadows. When Mai looks around, he is gone)

(The image cuts to another protest, but signs of the dead man are among the crowd. In this level you play as Uzi, fighting blue Bills. Go crazy, this level can be really fun. In fact, a level involving scaling to Mai’s floor would be really cool. Make sure to make a Blue tower specific sprite sheet for this level, to capture the lap of luxury that Mai lives in while everyone starves. Eyes of the protester should be paired with images of TJ Eckleberg with Mai’s glasses. This would represent the motivations of the slaughter; how it is justified even though it is being manipulated by Aero)

Weapon Ring Event:

(Starts off with Wolfgang, watching the fight between Roy and Aero. His eyes are blank when the explosion goes off, and watches the dust settle. Roy is prone and Aero laughs as he drags him off. Wolfgang decides to follow them.)

(To follow Aero, Wolfgang must fight a variety of Trials around the outskirts of the village. He can dispatch them with his stop sign, and they drop a variety of weaponry. One of them drops a bazooka? Wolfgang should have an animation of him putting the weapons in his cloak. It should become noticeable that when he picks up heavier weapons, his speed decreases [encumbered?] or he is given a temporary debuff. Weapons could spray out of larger trials. Maybe this teaches the player about the burden of weaponry which is a similar topic to the other part of this chapter, but following Aero and Roy into defunct warehouse reveals a big pile of black things used for killing. Yellow workers, complete with hardhats, move, sort and distribute the weapons but never use them. If Wolfgang beats one up with his sign, the others run instead of fight.)

(Roy and Aero are in a room at the end. Wolfgang watches from a vent or window or something. Aero points a gun at Roy’s unconscious head.)

Aero: Old friend… Maybe I can find solace knowing I’m sending you to join her. After all, if you had found this…

I can’t risk that.

(Zoomed in shot of his finger on the trigger. He is obviously shaking, shown by the finger jittering.)

(Aero closes his eyes, and then lowers the gun. He can’t do it. He walks out of the room and then closes the door. Wolfgang jumps down when the coast is clear, and nudges Roy awake.)

Wolfgang: Up and at ‘em. Are you Roy? Like, THE Roy?

Roy: I… Ow ow ow! What the fuck?

Wolfgang: Be careful, you’ve been knocked unconscious by an explosion. Where do you hurt?

Roy: The back of my head… My body feels really sore all over… Terra’s gonna kill me…

Wolfgang: Do you remember who kidnapped you? We’re in some sort of warehouse, I followed both of you after the fight ended. He tricked you, don’t feel bad. That man, Aero, is a weapons dealer, and the founder of Yellow. Do you know of him?

Roy: Know of him? He stole the Tome Infinity from me! He STABBED me! But… if I had never gotten the Tome, none of this…

Wolfgang: You are Roy! Nice to meet you! I can’t believe it’s really you, I’m amazed!

You’re a huge inspiration to me! You changed society with the passion of your ideals, that level of commitment to your cause to make your dream real is something I can only hope to achieve!

You knew the consequences, and damn them all, you carried on!

(A flashback of the man dying crosses Roy’s mind. He pukes.)

Roy: No, you don’t understand. It was a mistake, it wasn’t worth-

Wolfgang: A mistake? Justice isn’t a mistake, Roy! You saved people, you lifted the wool, it’s because of you that Red is going to triumph! You’re going to let the poor seize what they deserve!

(A shot of the protest with the dying man on the signs)

Roy: No, no, no… It wasn’t… This wasn’t supposed to…

(Roy looks at the weapons heap outside.)

Roy: I never meant for this…

(Wolfgang looks at the weapons too)

Wolfgang: I’ve heard they belong to Yellow. I wondered where they were getting them all. Aero was in charge of all this! It blows my mind, Red has been buying from him for a while but we never figured out where he got them until now!

(Produces pistol on the table, or another weapon depending on what he picked up in the level)

Wolfgang: Can you believe this? They’ll get theirs soon! It’s an even playing field now, mark my words. It was good to meet you, Roy! Get out while you can, Aero might come back soon! You look like you need medical attention, but if you don’t want to deal with the Green layabouts, you're always welcome to join Red. We’ll avenge my comrade. We can end the food shortage, just you see!

(Roy stares at the pistol, and starts to cry as Wolfgang leaves the room)

**Lobby 6:**

-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)

Ending

Roy: And with this treaty, I hereby cease all conflict within White Village and usher in a new age of peace and prosperity! From now on, differences that were fought over and discriminated against will be celebrated, because together, we can be more colorful than we are apart!

(Crowd cheers)

FROM NOW ON, THE TOME INFINITY WILL BE PUBLIC PROPERTY THAT ALL COLORS WILL HAVE ACCESS TO, TO READ AND EXPLORE AT THEIR CHOOSING! BUT THAT’S NOT ALL!

WE SHALL CREATE A NEW VILLAGE COUNCIL, REPRESENTING THE PEOPLE, ALL THE PEOPLE, NOT JUST US AND THEM!

(Suddenly, Aero appears from a tower across from Roy. He fires the pistol up in the air)

Aero: I trust I now have your attention.

You’ve undone everything I strove for, Roy. Everything our colors represent. There will never be peace while people still cling to different ideals. For that, you have sealed your fate.

(Aero raises the gun, Uzi takes aim at Aero)

Goodbye, friend.

Uzi: FREEZE!

(the screen goes black as a gunshot is played, and the sound of somebody falling is heard. A bit of time passes)

Narrator: The rest is up to you, player. Do you understand?

Your actions dictate if Roy lives or dies.

Play well enough, and maybe one day all of us can escape this cave of shadows together and finally see the light.

The End

(credits)

KTHXBAI