*Anything in italics is just a note about where we are in the script*, [text in brackets] are a choice for players to click on and iterate through the story. Feel free to leave comments, please leave it directly on the doc and highlight them since I’m copying over from ms word!

Saving Camp Kronos

*(Setting the beginning events of where Jimmy wakes up)*

The impending rumbling that will swallow them whole. They were crumbled into broken bits, with each piece crushed apart abruptly without warning. It was violent. Nothing was left untouched when disaster strikes.

[Wake up Jimmy].

Shreds of Earth torn with each seismic wave. The mountains serrated, like fangs, the ground split.

[Wake up Jimmy].

Their footsteps are pounding. Running to shelter as everything is devoured by it.

[Wake up, Jimmy].

Jimmy’s eyes shot open; his body drenched in cold sweat. Sirens are ringing as people from a distance are shouting.

“The campgrounds! … Where are the campers?”

The crackling of their walkie-talkies permeates the air for few seconds before the group can receive a stable signal.

“We just got word that there were a couple campers up north near the lake before the earthquake hit,” said the voice over the walkie-talkie. “Five children, ages eight to ten, are missing. Two boys and three girls. Last seen with—”

The park rangers cover their ears as the voice warped into a series of high pitch screeches. One of them tries adjusting the knob on the little device but to no avail.

The screeching comes to a halt.

[The campers?]

A sharp pain begins at the temple of Jimmy’s head. Trying to subdue the pain, he places a hand on his forehead, slowly breathing in. Breathing out. Jimmy closes his eyes.

He opens his eyes and sees a silhouette approaching. Jimmy shuts his eyes again to dilute his senses, trying to process what’s happening.

[Alice.]

Alice runs towards Jimmy with mixed of emotions. A wave of relief mixed with fear and anxiety. Kneeling, she looks at his current state.

“Jimmy, I’m so glad that I found you. Are you alright? I thought we had lost you when you went to chase \_\_\_\_\_\_,”. Alice notices a trickle of blood go down Jimmy’s forehead. “Shit, is that blood? Let’s get you to a medic. Can you stand up?”

[Let Alice help him.]

Pulling off the hand from his head, Jimmy could feel a sticky residue left on his forehead. He turned his palm to observe, blood had been smeared over his hands. The scent of sweat and iron was finally hitting the senses, the feeling of nausea taking over. Jimmy could feel bile rise in the back of his throat.

Alice could see Jimmy’s unease increase. Quickly, she gets up and helps him stand. Putting his arm around her shoulder, they awkwardly maneuver out the encircling of fallen trees and fault lines.

Scanning the freshly stabbed crevices that have been carved into the ground, Jimmy’s focus begins to succumb.

[Stay awake Jimmy.]

“Hey!”, Alice said. “Can we please get a medic or someone to get him checked out? There’s blood on his head. He might have hit it.”

A ranger splits from the group. “Not sure if we can get any medical help right now. We can’t get any signal to communicate with them,” gesturing towards their walkie talkie and sighed in frustration. “What I can do is get you something to bandage and clean yourself up”. She hands Alice a first aid kit.

“We found some of your party by the lake, so some of us will be heading up. Anything else you need ask them.” The ranger points towards the rest of her colleagues. “Make sure to stay away from the tre—”. The blaring of sirens seems to have amplified.

[Look Jimmy.]

He slowly turns his head to the sky, flocks of birds flying in sporadic patterns. They seemed panicked.

[Jimmy, look.] (*Is it possible to make this choice appear like a split second so it makes the player seem like they can press it, but it defaults to move to the next dialogue)*

The rumble begins again. The feeling of control was lost suddenly. Their bodies no longer obeyed them. Their balance was manipulated by the plates beneath them, sliding at jagged intervals. The birds who have taken refuge in the sky, swirl above as they watch it collapse.

[Let us in.]

(*Jimmy realizes he gains his powers section)*

*(Dinner event)*

“Welcome to Camp Kronos! My name is Jimmy and I’ll be in charge of group \_\_\_\_\_\_.

[Otters || Foxes || Banana Slugs.] (*Players choose animal and that will dictate next sentence)*

\_\_\_\_\_\_!” he said enthusiastically.

[Let us rewind a little closer to our dilemma.]

The warmth of the sun was slowly fading as the sun began to set behind the arches of trees in the horizon. It had been a long day of hiking with the fellow campers: trekking the long paths of the forest. They welcomed the darkness, a relief from the blazing heat.

Jimmy takes a look around. His party of adventurers were a bit ravenous from the day's activities.

Jimmy crouches down, turning his head: “My little [Otters || Foxes || Banana Slugs.] Are you ready for the hunt? To the dining hall!” The children cheered, waddling in a single filed line, following Jimmy the mother goose. The children chatter as they cross the bridge and turn right into the entrance of the wooden doors leading to the dining hall.

[Here begins our journey.]

Once Jimmy crossed through the large mahogany doors, he felt a strange shiver. As if someone was watching him. Peering into his head. He turns around and sees the campers, making conversation with each other to pass the time waiting in line to get their chicken nuggets and French fries. Nothing seemed out of place. Not yet.

He takes a glance around; the dining area was spacious. Tables line up in rows, filled with hungry children and counselors eating, yelling, chewing lively. Large windows line the three walls opposite facing of Jimmy. The windowsills seem to be made of logs, with the bottom rail carved out like a canoe for people to sit in. Jimmy and the kids were near there serving window. The dining workers placing plates of fries and nuggets to the children cautiously, reminding them not to run too quickly to their seats.

The wall above the serving area is a cork board with different crests. The crests represented three teams, represented by an animal. The yellow and navy blue with a creature with a pair of antennas and squiggly body were the Banana Slugs. Burgundy and grey with a small icon of a curled-up fluffy illustrate the Foxes. The Otter’s crest was a cuddly critter on their back floating in a sea of sky blue and black.

(Depending on what animal the player picks that will dictate the following dialogue)

*(if the player choose otters)*