Male Voice: "Well... \*ahem\* I guess it's best to start in the beginning..."

[Screen gets slightly brighter, but still fairly dark]

Male Voice: "In the beginning, there was nothing. No trees, no air... nothing, except for Nyame."

[Nyame fades into view, coming out of darkness towards player with hands held on her chest]

Male Voice: "Nyame was the original ancestor, or nana, and from her we all derived. However, the world itself came from this egg..."

[Nyame, smiling, uncovers her hands, revealing an egg within them, floating up and down slightly above her open hands]

Nyame: "Go on, take it..."

[Text: Press A to pick up objects]

[The egg spins and floats in your hands, giving you a good view of it, allowing you to notice the symbol of Nyame on it]

[Text: Press B when holding an object to throw it]

[Throws egg, causing "Big Bang". Time slows as Big Bang effects display and colors spill out of the egg.]

Male Voice: "As the egg broke, Nyame took the contents and created the known world."

[Time speeds back up and, Nyame takes parts of the colors mentioned before and starting to them into different objects including land, trees, etc.]

Male Voice: "Three realms had been formed..."

[Blue, purple, and other dark colors, on a landscape move in front of the viewer from behind them on their right side]

[Text: Press A to pick up objects]

[Text: Press A to place held objects(disappears at \*)]

Male Voice: "The underworld..."

[Indicator: Place here]

[light brown and green landscape moves in front of the viewer from behind them on their right side]

Male Voice: "The known overworld..."

[Indicator: Place here]

[sky blue, Cloud filled sky moves in front of the viewer from behind them on their left side]

Male Voice: "And the sky."

[Indicator: Place here]

\*

[Camera zooms closely into a certain section of overworld over time.]

Male Voice: "Along with these realms were beings. Not necessarily entities, but rather... “beings”, that found life from Nayame's creations."

[Camera moves quickly through savannas and jungles, displaying clear shots of animals and spirits that live in these areas, both fighting and living peacefully.]

Male Voice: "On one level live the spirits, mystical sprites that inhabit almost everything around us. Coexisting with these animals and spirits, are the humans."

[Briefly zooms in on a village, hovering and moving around it slowly, giving a view of villagers going about their daily tasks.]

Male Voice: "They live in harmony, coming and going, with ancestors to guide them in their endeavor."

[Camera moves past village, following a road closely, and approaching another one, this time going towards a house]

Male Voice: "Now, it is your time, oh young one. It is time for you..."

[Goes inside a sleeping man's head, turning the screen dark]

Male Voice: "...to start your journey."

[Your “eyes” flitter open, covering the screen in a brief white light before more colors slowly appear. The players view is sideways, since they are lying down in bed. The player’s character sits up with his legs off of the side of the bed, allowing the player to look around now. A woman, holding a large basket filled with cocoa beans, walks by the window to your room and looks in, looking at you from your right.]

Abenaa Píèsíe (Sister): “Oh, you’re awake. That’s good. We’re finishing harvesting today. In case you had forgotten, it’s harvesting season.” She adjusts the basket in her arms and looks down at it. “Hey can you \*looks at you mid sentence\* come help me with this basket, it’s a little heavy.”

[Objective list updates: “Make your way to Abenaa Píèsíe and help her with her basket”.

The player walks through the house, while being able to look all around it. Different family members talk to you if you happen to approach them or get near them the first time. (quotes below, ends after \*, probably won’t be included in game)]

Mother: “Your sister was looking for you. I think she wanted you to help her with harvesting the cocoa, so go out to the fields before she finishes it all without you. I’d hate if she did it all alone.”

Father: “Ah, you’re up late as always i see. Well, better late than never i guess. You should start working... helping your sister in the fields or something.”

Kwakú Meńsã́ (younger brother): “Hey, come help me take some cocoa to the marketplace. It’s tedious, but at least we can make some fun out of the trip, right?”

Grandmother: “Oh, good morning. How was your sleep?” \*pauses\* “Ah I see you don’t really seem to want to talk. That’s alright.”

\*

[As the player approaches Abenaa Píèsíe, her head turns towards you with a smile and she giggles as she talks.]

Abenaa Píèsíe: “Ah, there you are.” She chuckles. “You had me scared for a minute. I thought you were going to leave me.”

[Slight indicator to pick up basket. The player picks up the basket from Abenaa Píèsíe’s arms. Objective bar updates and removes current objective.]

Abenaa Píèsíe: \*sigh\* “Thank you so much. My arms were getting very tired from all the work this morning.”

[She massages her arms as you two turn and start to walk towards a table, where she starts to sort out the cocoa beans]

Abenaa Píèsíe: “You know, you need to stop sleeping in so much. I did all the work on my own this morning. Well, i did get a little help from Kofí Kaakyire today, but i still did most of the work myself. Here, \*she hands you a bowl with water in it\* get in touch with the spirits to clean the beans off.”

[Water spirits inside are glowing a very distinct pattern]

[Text: “Grab a water spirit to clean off the beans”]

\*player properly uses spirit\*

[She smiles and hums while she checks the good and bad beans, giving them to you so you can clean the good ones and put away the bad ones.]

Abenaa Píèsíe: Take these to the cart over there, and then Kwakú Meńsã́ will take them to the marketplace. But you know him, he always wants to do things with his older brother.”

[Objective bar updates and says: “Take the cocoa to your brother, Kwakú Meńsã́, and help him take them to the marketplace.” You take the basket over to the cart, where you find your little brother standing. He has a big smile on his face as he watches you put the basket into the cart.]

Kwakú Meńsã́: “Mother said you can come with me to take the beans to the market since it’s market day. Are you ready to go?”

[UI: A: Yes

B: No ]

(If yes) “Alright! Come on we have a long road to travel and we have to get there by mid-morning!”

(if no) “Ok take your time. Just keep in mind, i’m not leaving without you so you better let me know when you’re ready.”

**Road-to-Marketplace/Marketplace**

[ Objective update: “Escort your brother to the marketplace” (ends at \*)

The two of you leave the village, allowing the player to look around and take in the sights around them. The jungle is visible in the distance, aside from hills and savanna mostly around it. At this time, the character will be free to move about the field and spirits will be present but not available. The spirits will perform actions, however the actions will be only slightly educational towards their affiliation with nature and towards their future use. Kwakú Meńsã́ will continue to move, speaking as if you’re with him, until he gets to the entrance to the marketplace, where he will wait for you until you are next to him.]

Kwakú Meńsã́: \*Spots something on the ground\* “Ooh! Here hold the cart and i can add this to my rock collection!”

[Upon holding the cart, your brother bends down and picks up a rock, tossing it in a special place in the cart, and then taking it back from you. (All of the upcoming quotes are only available in this order, and if you’re standing next to your brother when he is supposed to say them, ending at \*)]

Kwakú Meńsã́:

(Right as you leave) “Alright lets get started! Mother doesn’t let me do this too often, so let’s make it fun.”

(About ⅓ of the way there) \*points a finger as he walks\* “Wow look at the hills. They really look amazing at this angle!”

(About ⅔ of the way there) “Oh hey, there’s so many people in the marketplace today. I wonder if it’s always this busy!”

(There)”Alright we’re here!”

[You start moving with your brother but a fairly large and heavy rock is blocking a wheel, and you can’t get it out due to your size as a person.]

[Objective: “Use an earth spirit to move the rock out.”]

[Next to the rock you see a glowing cocoa bean sticking out of a hole, representative of the earth spirit. You move the rock out using the spirit]

“Thank you! Now we can go inside!”

\*

[You walk in and your brother starts to set up the items, along with the cocoa, at a nearby stand. Many other families have set up and it’s quite a bustling area at the moment. It’s not too crowded, but it is quite popular at the moment. You see that there’s multiple roads to other villages for you to access, should you desire to. At the center of the area you see a large crowd and something glowing in the center, intended to draw the player’s attention. Upon approaching the crowd, you notice that people are participating in libation, and decide to do the same.

Objective update: “Collect items for libation (Oil, grains, rum)”

You look around and talk to people (quotes below) until you gain the necessary items for libation and return to the center.]

Random woman near oil: “You have to mix oil with the grains and flour during libations.”w

Random man near grains: “Without grains, you can’t properly perform the prayer.”

Random man near rum: “Rum is the most important part of libations, you know.”

[The priest guides you through libation (quote below)

We speak to our ancestors, near and far, and the ancestors of our ancestors

To take witness in our daily lives

And to continue to lead us along the right path

Reclaiming our minds, rejuvenating our spirit

Liberating our home, and Reinstating our greatness as a people

We pour this libation to bring unto us their venerable African spirit, flowing with their great wisdom, bravery, perseverance, and unyielding commitment to victory by any means necessary. It is in the honor of our Creator, our Ancestors, our Children and their children that we pour this libation. For the Creator, and the various manifestation of the Creative spirit;

We pour this libation (The people around you say “Ashay be with us”)

For our revered ancestors, who laid the foundation for our lives, and who provided the customs by which we live and the models by which our lives are led;

We pour this libation (The people around you say “Ashay be with us”)

And finally, for our descendants and their descendants and future generations of our people to come, that they too in their time will vindicate our race from all adversaries and continue to imprint upon the world the wisdom of our ancestors;

We pour this libation (The people around you say “Ashay be with us”)

May their venerable spirit engulf this occasion to reaffirm our humanity.

It is done.

Amon is satisfied.

has you drink the rum, completing the process. As you drink it, the world around you grows slightly brighter, spirits become more visible to the common eye, and Anansi appears before you. He stands in front of the shrine, however you can choose not to talk to him, but you cannot progress further in the story until you talk to him. When you talk to him it seems as though the indistinct chatter all around you fades into silence.]

Anansi: “Hello. I am Anansi, the Keeper of all Stories. It is time you learn of your origin and your people. Nyame is the creator of all. She created you, me, and anyone else that you may see in your journey. I, however, have achieved a special place among the gods by completing tasks given by Nyame to become the Keeper of the stories that your people hold dear. I have watched you for some time now, and have chosen for you to be my apprentice. This will be no easy task, but I think you are capable. To become my apprentice, you must be stronger than an elephant, sneakier than a snake, and smarter than death himself. To do this you must use the spirits to your advantage. This includes the earth, water, and music spirits. If I am correct, and you are truly worthy, then you’ll be able to do it, just as I did many years ago. Now go, complete these tasks. You can find your way to the jungle through the door to your right. I shall be waiting for you.”

[Through this time he is walking around and interacting with people as if they can see him, when you’re the only one that can. Anansi then disappears and the player is free to move in the world again. The doors to the sides are now able to be walked through. Through one of them you can see a jungle and through the other it’s a small road to a shrine, somewhat ominous looking.]