

Armalia Dialogue and Game Play Script

by
Justin Anderson

**CSCI 313
Section #1
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OPENING CUT SCENE

This will introduce the player to the game. No game play will be happening with this. The cutscenes will be made of concept art (background) and text.

ARMALIA

My name is Armalia and here is my story...

Show some concept art about the beginning. This concept art may or may not change through the dialogue. The concept art will be of a plain ocean.

ARMALIA

I was once a bare planet, just barely living. If you can call it living...

ARMALIA

My loneliness... I can't bare it...
It must end

Now change the concept art. This concept art could be something with bare mountains and/or some green foresty.

DIALOGUE

With the new lucious green forest
and high mountains, wild life came.

Now change the concept art. This concept art should be some sort of primitive village.

DIALOGUE

The world lacked intellegence. So
humans were made. They were given
the power of magic. With this
power, a civilization was made.

Now change the concept art. This concept art should be something like a modern (magical looking) city.

ARMALIA

Hmm... I think I may like this..

DIALOGUE

Armalia wished to joined her newly
created world. She gave herself a
human form. With her human form she
live amongst the humans.

Now change the concept art. This concept art should be something with Armalia and Zora/Zane.

DIALOGUE

As time went by, Armalia fell in
love. It is not known who this love
was, but what came of it was
legend.

ARMALIA

I think, I'll name them Zoran and Zane. Yes... I like that.

Now change the concept art. Make it something with a sad feeling. I'm thinking of a tombstone or graveyard

ZORAN

Why our mother? She did nothing to deserve this. We did nothing to deserve this.

ZANE

sighs If only she didn't use so much of her magic power. She would still be here.

DIALOGUE

In human form, Armalia was weak. This did not stop her from caring and loving her creation. She spent her whole life watching and caring over it. She eventually depleted her magic power too much. She was unable to maintain her human form.

ZORAN

She only did so for the people. The people were her life!

ZANE

sighs Pfft... Whatever. I'm going now.

ZORAN

Hey wait up! Where you going?!

ZANE

Silence

Now change the concept art. Make it something like technologically and magically looking. Something that gives a feeling of prosperity with the use of magic.

DIALOGUE

Zane despising the people left to hide. He hid himself for years. No one knew where he was. Not even his brother. Hundred of years went by and Zoran continue his mother's work. He taught the humans how to use magic in prosperous ways.

ZORAN

This world! It has turned out to be great! My mother would be happy to see it.

Now change the concept art. The concept art should be something about an adult helping a kid or at the least give the player such a feeling.

????

Hey mister!

ZORAN

Yes? How may I help you?

????

Are you by chance the great and famed wizard, Zoran?

ZORAN

Oh! Yes I am!

????

Really!? Thats great! I was hoping you would train me in magic?

ZORAN

Magic? Aren't you a little young to learn magic. It is complex and difficult. Where are your parents?

????

Parents? I don't have any parents. I live a lone.

ZORAN

OH MY!

????

....

ZORAN

Boy, what is your name?

????

My name? Um. It is Geraldo.

DIALOGUE

Zoran took the boy into his care. He taught him everything he knew in magic. This would lead to Zoran's greatest mistakes ever.

Change the concept art. Make it something that gives the player impression of a magic-based war.

DIALOGUE

The magic learned from Zoran, Geraldo used to destroy the world Zoran loved. Geraldo wanted control the world. Forcing peace amongst its people.

GERALDO

Has ha ha!! My revenge is upon me!

DIALOGUE

War continued for years. Zoran and his forces were on the losing side. All hope was lost until. . .

ZORAN

BROTHER!!!

ZANE

What is with those wounds and smoke? What is going on!

ZORAN

Bother! I need your help! Please..!

ZANE

HELP!?

DIALOGUE

Zoran showed what remained of Armalia.

Change the concept art now. Show something with fire and rubble.

ZANE

What has happened!? This his horrible! Mother would be weeping...

ZORAN

It's all my fault! I shouldn't have done it! I shouldn't have done... IT!

DIALOGUE

Zane had no choice. He had to do what needed to be done. He joined the efforts against Geraldo's army.

Change the concept art now. Show the magic circle for sealing.

DIALOGUE

The brothers could not kill Geraldo. He became too powerful. There was only one option left.

ZORAN

WHY ARE YOU DOING THIS?! WHY!?!

GERALDO

You could never understand... You lived your life blindly. You, who do not pain, can not know truth.

ZORAN

What are you talking about!?

GERALDO

humph....

DIALOGUE

Everything went silent. Zoran with tears in his eyes used his entire life source and sealed Geraldo away. This left Zane without anyone. He had now lost both his mother and brother to magic. Losing his brother was his the last straw for Zane.

PRE FIRST DUNGEON SCENE

DIALOGUE

Years have passed. There is now a separation amongst Armalia. Those who use magic and those who detest it.

DIALOGUE

Simon is a young mage. He is an orphan who doesn't know either of his parents. He was raised inside Uternal College of Magic. Uternal College of Magic is the last school of magic that exists. He was a genius at magic, and he surpassed everyone around him (even his professors). It is not known why he is...

GAME PLAY BEGINS

Now we start the game. This is where the player is capable of controller the player and move around. The player is able to move around. The gameplay will begin in a Uternal College of Magic and a surrounding village. Similar to Winterhod in Skyrim. The player will walk around talking to random villagers. Once the player enters a certain area/house/etc, a quick cut scene will begin. The player's dialogue will be referred to Simon.

MAGE PROFESSOR SHULK

Awh Ha! It's my talented Simon.

SIMON

Yes, Professor Shulk! Is there anything I can help you with?

MAGE PROFESSOR SHULK

Well there is. I need you to collect something for me! Only you can get it!

SIMON

Another errand? *sigh* Fine, what is it I can get you?

MAGE PROFESSOR SHULK

I need you to collect a staff for me! It is the legendary staff of Armalia.

SIMON

Staff of Armalia? Isn't that just folklore?

MAGE PROFESSOR SHULK

Thats what I thought, but my research says otherwise...

SIMON

sigh Very well... Where may I find this staff?

MAGE PROFESSOR SHULK

It is to the east. In the Nelly's Swamp.

SIMON

Ugh! I hate the swamp! Very well...

The player is able to move around now. The player has to go east (of course). This is where the player will find the first dungeon. Once the player finishes the dungeon. The following cut scene arises.

POST FIRST DUNGEON SCENE

After defeating the first dungeon, the player will aquire the item "Staff of Armalia". This will be the first piece towards beating the game. For this scene we will not be revealing anything big for the player. The player still thinks this is just a basic mission or what not. We will reveal stuff later.

SIMON

Arg... I'm wet and mucky, but I finally got it. I guess I'll have to return it.

The player now gets control over the game. The player must return to the home Uterl. Once the player is there, the player has to talk to the Mage Professor Shulk.

MAGE PROFESSOR SHULK

Awh ha! They're you are! I assume you were successful?

SIMON

Of course! I'm Simon!

MAGE PROFESSOR SHULK
As expected from my finest student.

SIMON
This staff seems like its missing something. It seems like an orb could be placed at the tip.

MAGE PROFESSOR SHULK
A clever observation! You are correct! Speaking of that, I have another favor to ask you!

SIMON
...

MAGE PROFESSOR SHULK
Don't give me that look! It'll be easy for you!

SIMON
Let me guess, you want me to get the orb?

MAGE PROFESSOR SHULK
Awh yes! The orb is located to the west! It is in the Gorgon's Temple hidden in Delia Forest.

SIMON
Isn't that forest full of stong mosters!? You trying to get me killed?

MAGE PROFESSOR SHULK
Nonsense! That is why only you can complete it!

SIMON
... *sighs*

The player now is given control again. The player must go to the west to the dungeon. The player must complete it. Once the player completes it, another cut scene happens.

POST SECOND DUNGEON CUTSCENE

The player has completed the dungeon. The player has collected Armalia's Orb. This is the final item in completing Armalia's Staff. This cut scene will be light. However, the next cut scene will be more "juicy".

SIMON
Argh.... That took way too much time... I guess I'll have to return it to Shulk..

The player now gains control. The player must return to the Uternal College of Magic. Once the player has completed that

task, the following scene happens.

MAGE PROFESSOR SHULK
Awh ha! It is my Simon again! Did
you bring the orb?

SIMON
Yes.... *sigh*

MAGE PROFESSOR SHULK
Great! We can now repair the staff
of Armalia! Bring it here! Quickly!

SIMON
Calm down... Here it is...

MAGE PROFESSOR SHULK
Wonderful! Lets now place the orb
into the staff!

MAGE PROFESSOR SHULK
...

SIMON
What? Whats wrong? Nothing is
happening.

MAGE PROFESSOR SHULK
I didn't know what to expect, but
certainly not this. It seems to be
not working.

SIMON
Here. Let Me take a look?

MAGE PROFESSOR SHULK
NO! YOU MUST'VE TOUCH IT! Umm.. I
mean it could be dangerous. I
wouldn't want my star pupil to get
harmed.

SIMON
I wonder whats wrong exactly...

MAGE PROFESSOR SHULK
I do too... Maybe it needs a jump
start.

SIMON
Jump Start? How in the world would
we do that?

MAGE PROFESSOR SHULK
Hmm..

MAGE PROFESSOR SHULK
...

MAGE PROFESSOR SHULK
Awh ha! Take it the the Fountain of
Zoran!

SIMON
Fountain of Zoran?

MAGE PROFESSOR SHULK
You have never heard?!

SIMON
I've heard about it. It is the
location where the great mage Zoran
sealed the lord Geraldo.

MAGE PROFESSOR SHULK
Awh.. Yes! Legend says the fountain
lucious with magical power! I bet
it could revive the staff!

SIMON
shrugs

MAGE PROFESSOR SHULK
What's wrong Simon, why you
shrugging?

SIMON
Let me guess. You want me to bring
the staff and revive it?

MAGE PROFESSOR SHULK
Why the down face? It'll be fun! I
promise! The fountain is located to
the north! It is at the bottom of
brother valley.

The player now gains control. The player has to go north and
go to another dungeon. This is the last dungen and leads to
the boss battle. Once the player has beat the dungeon and
revives the staff of Armalia.

POST THIRD DUNGEON SCENE

We see Professor Shulk enter the scene. He walks up to Simon

MAGE PROFESSOR SHULK
OH MY! You did it! It's glowing!
It is complete!

SIMON
Yes.. Yes I have.

MAGE PROFESSOR SHULK
GIVE IT TO ME NOW! QUICKLY!! Um.. I
mean please hand it over to me.
Thankkyou!

SIMON

... You seem a little eager. Why do you want this anyways? What purpose will it serve you?

MAGE PROFESSOR SHULK

(Shulk grabs the staff)

GIVE IT TO ME NOW!

SIMON

Hey! Ouch. You didn't have to grab it so roughly.

MAGE PROFESSOR SHULK

FINALLY!! MY HARD WORK HAS BEEN REWARDED! MY MASTER WILL BE PLEASED! I MUST BRING THIS TO LORD ZANE QUICKLY! HE AWAITS!

Professor Shulk disappears.

SIMON

What the.... What just happened!?

The player is now transported outside the dungeon. The surroundings look dark and creepy. The player sees Professor Shulk and he is standing by some guy.

ZANE

Shulk.. You have done me well. The staff looks almost completed.

MAGE PROFESSOR SHULK

Almost? What do you mean!? I have revived it in your brother's fountain.

ZANE

Only partially, it requires one more thing...

MAGE PROFESSOR SHULK

What is that my lord?

ZANE

A human sacrifice. For this staff to exist in this world, it must replace another's existence.

MAGE PROFESSOR SHULK

My lord! Please don't! I beg of you! NOO!!

Zane uses the staff on Professor Shulk. The staff absorbed his body and soul. It now glows even brighter. The player must fight the Zane. Player enters the scene.

ZANE

Zoran?! Is that you? My brother?

SIMON

Zoran? What are you talking about?
I'm Simon of Uternal College of
Mage!

ZANE

I see. You are not my brother. Then
you'll be my first victum. I now
have my mothers staff! THE SOURCE
OF ALL MAGIC!!

Zane and the player battle. This is the final battle. Once
the player has beat the final boss battle.

END OF GAME SCENE

ZANE

How could you beat me!? Why are you
so strong!? Why do you look like my
brother!? HOW CAN THIS BE
HAPPENING!

SIMON

You brought this upon yourself!

ZANE

I was going to eradicate the source
of magic! Elimated the thing that
took my mother and brother's life!
The same thing that is ending my
life as we speak! NOOO!

SIMON

sighs I'm going home.

Zane disapears! Simon has beat him. He has saved the land of
Armalia for now. End credits roll.