

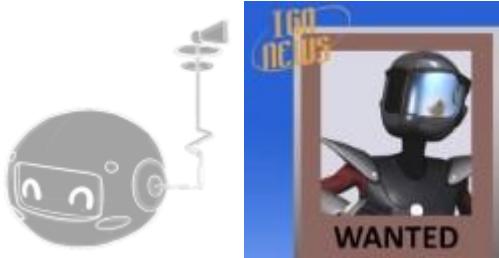
# Game Script Snippets

## **Context:**

The following series of game script snippets demonstrate some key moments in the game where the player traverses a derelict ship to find an ancient spear. For this script, I served as the Narrative Lead, writing and editing the entirety of the game script, I voice acted a part, I directed the voice actors, I managed the writer's room and the game writer's copywriting deliverables, I wrote journals and item descriptions, I created three new languages and wrote lyrics for songs, and I worked with the audio designers, music composers, and game designers to organize all of the narrative assets we needed to help the artists fill out the levels.

### 1.1.1. Sam runs through the hallway ([click to watch dialogue in-game](#))

References:



As Sam and Gimbal traverse the hallway, Sam congratulates Gimbal for unlocking the door. Gimbal is confused by this.

GIMBAL

(congratulatory)

*Thinking that Sam was the one who opened the door, Gimbal congratulates Sam.*

*Great job with the door, Sam.*

SAM WARD

(confused)

*Sam is a bit confused because she thought Gimbal was the one who opened the door.*

*Wait, that wasn't you?*

GIMBAL

(didactic)

*Gimbal didn't open the door.*

*That's a negative.*

SAM WARD

(confused and curious)

*Sam's curious about how might have opened the door if neither she or Gimbal were the one's responsible for getting them here.*

*Weird. Who opened the door?*

GIMBAL

(informative)

*Gimbal thinks that the neural cluster might know more.*

*The ship's neural cluster might know.*

SAM WARD

(interested)

*Sam orders Gimbal to translate the intercom so that they can understand what the ship's computer is announcing.*

*Translate the intercom while you're at it.*

GIMBAL

(affirmative)

*Gimbal affirms that she's already getting started on the order.*

*Already on it. Keep your current heading.*

SAM WARD

(affirmative)

*Sam confirms in solidarity because they're a great team.*

*Already on it.*

*Following:*

[↑ Jumping Tutorial](#)

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### 1.1.2. Sam opens first relic menu ([click to watch dialogue in-game](#))

References:



The player opens the relic menu and hears Gimbal and Sam reacting to their newly acquired artifact.

GIMBAL

(informative)

*Gimbal tells Sam what her scans reveal about the relic.*

*Scans reveal this is a genuine Thale relic. Age: Six thousand cycles. Condition: Mint.*

SAM WARD

(inquisitive)

*Sam wants to know what her pay-day is going to look like.*

*How much we get for this?*

**GIMBAL**

(informative)

*Gimbal gives great news by telling Sam that she is going to get 400,000 CR, which is a tidy sum for a Thale relic.*

*Four-hundred thousand CR.*

**SAM WARD**

(poking at Gimbal)

*Sam pokes fun at Gimbal.*

*And you said we'd find nothin' but junk.*

**GIMBAL**

(curious)

*Gimbal is curious as to why anyone would leave this valuable of a relic behind.*

*Why would anyone leave this behind?*

**Following:**

[↑ Proceed to Swing Tutorial](#)

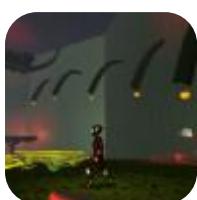
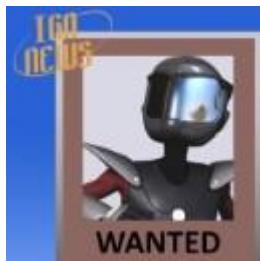


*Screenshot of a Thale celestial whale relic in-game*

**Context:** Our writer's team wrote a multitude of relic descriptions for players to find throughout the game – the relics were left behind by three alien species, the Thale, Zaxon, and Malis. While the relics were not part of the primary mission, Explorer and Collector Bartle type players could get plenty of satisfaction from collecting all the relics.

### 1.1.3. Sam lands on fourth resting platform ([click to watch dialogue in-game](#))

References:



Sam reaches the fourth resting point, and she exalts the fact that this room is huge!

SAM WARD

(amazed)

*Landing on the fourth platform, she realizes the sheer size of this room.*

*This room is huge!*

SAM WARD

(mix of concern and annoyance)

*After a brief pause, Sam questions whether Gimbal is listening to her at all.*

*Um... Hello...*

GIMBAL

(amazed)

*Gimbal's been admiring the size of the tree, and she just figured out that it's from Malis.*

*This tree, it's from Malis.*

SAM WARD

(slightly annoyed)

*Sam is slightly annoyed that Gimbal is stating the obvious.*

*And?*

GIMBAL

(questioning)

*Gimbal questions why this tree is even here... Only the Malics would have brought something like this here – the subtext here is that Malics don't plant trees in ships like this.*

*Why would they plant it here?*

SAM WARD  
(annoyed)

*Sam ends the conversation by stating the obvious with a little tongue-in-cheek repartee.  
To hide our crystal?*

*Following:  
↑ Sam Reacts to Flying Moths*

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#### 1.1.4. Sam rides onto a platform ([click here to watch dialogue in-game](#))

References:



The ship shakes because it is charging the main cannon. There is a sound of a charging cannon. The ship is coming to life! Gimbal tells Sam that she's found a way to possibly disable the ship. She tells Sam the plan.

DERELICT VOICE

(informative)

*The ship's intercom is blaring its warning message.*

*Hame Du'ri Zo'ku*

SAM WARD

(scared)

*Scared, Sam tells Gimbal that they don't have much time*

*We're running out of time!*

GIMBAL

(scared and informative)

*Gimbal tells Sam that she knows where the energy is concentrating.*

*All of the ship's energy is concentrating in the core.*

SAM WARD

(impatient)

*Sam's getting impatient.*

*And?!*

GIMBAL  
(informative)

*Gimbal tells her that they need to get to the core in one piece to do something to stop the ship from obliterating Zaxon Prime.*

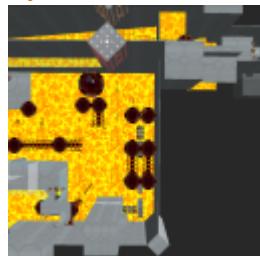
*If we get there in one piece, we might be able to do something to stop the ship from firing. Just keep going!*

*Following:*  
[↑ Sam Grapples One of the Interactive Panels](#)

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### 1.1.5. Sam collides with Zaxon audio relic ([click to watch dialogue in-game](#))

References:



Sam collects a Zaxon Audio Relic.

GIMBAL

(informational)  
*She scans the Audio Relic.*

*Scanning relic.*

*Following:*  
[↑ Sam and Gimbal Listen to Zaxonian Audio Relic](#)

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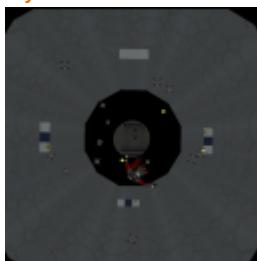
Screenshot of a Zaxon audio relic in-game

**Context:** I wrote lyrics in a fictional Zaxon language for the DigiPen Audio choir to perform the Battle Hymn of Zaxon. Gamers could play the audio relic whenever they wanted to during the level. All told, there were three audio relics in the game, one for each of the alien species.

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### 1.1.1. Self-destruct sequence begins ([click here to watch dialogue in-game](#))

References:



After Sam destroys the ship's core, Gimbal tells her that the ship's self-destruct sequence has activated, and that she needs to quickly leave.

#### GIMBAL

(encouraging, directional)

*Gimbal encourages Sam to get out.*

*And... There goes the ship's self-destruct sequence. We need to get off this ship. Pronto!*