

Writing Sample 1

Relic

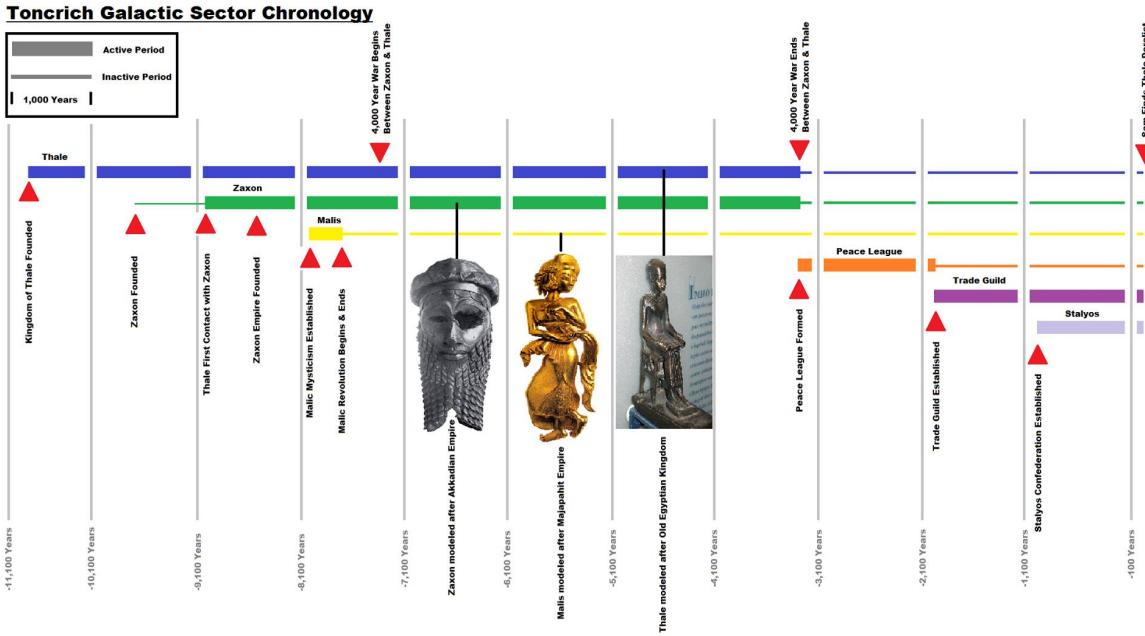
May 10, 2023

Overview

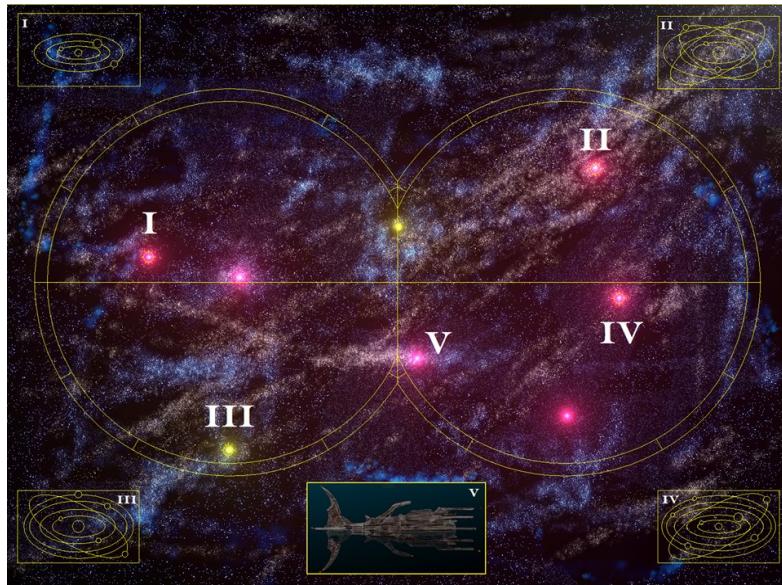
I wrote the enclosed scripts for the Relic Cinematic and Game in one week – in fact, I sacrificed going to GDC so that I could write the scripts for our game and cinematic teams when they returned from trying to network at GDC that year.

How was I able to write so much inside of a week? Well, it came down to extensive world building and using Articy Draft 2 to write the scripts quickly and efficiently. My teammates even recorded an interview where they talked about the value my worldbuilding brought to our ambitious game project, [click this link to watch](#).

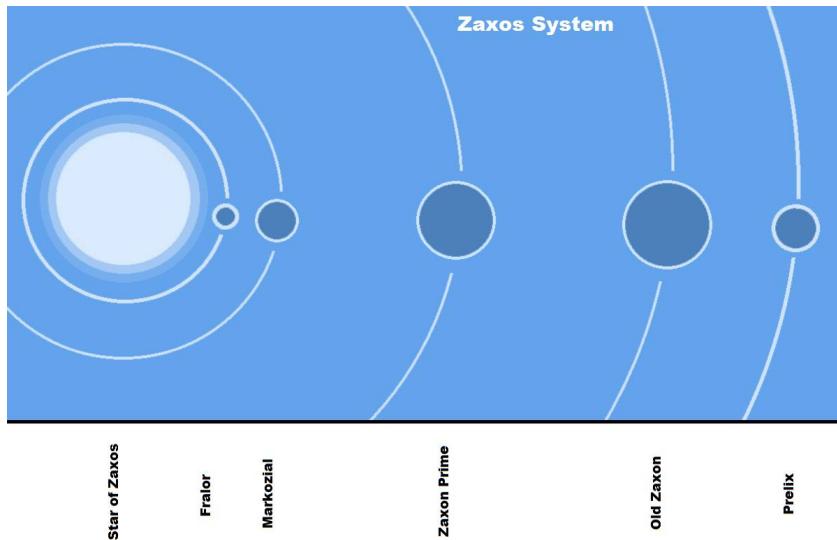
If you watch the interview, you'll notice that Devin talked about me having 5,000 years of written material to draw from.



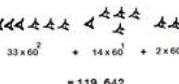
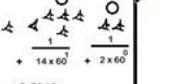
I wrote short stories, flash fiction, speeches, and generated thousands of pages of writing to cover all that history leading up to the moment the player enters the scene, including star charts for the artists to draw from when they were making the skybox for the game.



I also created system charts for Malos, Zaxon, and Thale, the ancient protagonists of the 4,000 year war that preceded the derelict ship that the player explores. For example, when you hear about Zaxon Prime being the target of the Thale Derelict ship, you'll know that it sits at the center of the Zaxos System.



I even created a counting system because that helped our composers make original music based on the counting systems of the different species I created for the game.

Thale Decimal Counting System 	Symbols 	Zaxon Sexagesimal Counting System 
Whole Number Example 	Fractional Number Example 	Whole Number Example  Fractional Number Example 

The Zaxos counting system also helped me create the original language of Zaxos for the orchestra that we used to make the Song of Zaxos, a War Cry, “We warriors of Zaxos unite / Our enemies shall bow / For we'll show them our might!”

You can listen to the song by [clicking this link](#).

After discovering the audio cue, players are in for a treat when they listen to the music. I hope you enjoy the script and the game it helped us create – it launched the careers of 24 of my teammates, and I was proud to make such an immersive science fiction world for our players to enjoy.

Happy reading,

Rob

RELIC WRITING SAMPLE 1

Cinematic Script

Context:

Relic was an ambitious [student project](#) that was both a student film and a game project. As the Narrative Lead, I was responsible for delivering all narrative elements to both projects. For this script, I not only wrote and edited the entirety of the cinematic script, I voice acted a part, I directed the voice actors, I managed a game writer's copywriting deliverables, and I worked with the audio designers and music composers to organize all of the narrative assets we needed to build out the scene that introduced our characters for the game.

DigiPen Game Awards:

My writing won the following awards at the 2015 DigiPen Game Awards. Best Spoken Dialogue and Best Characters.

See awards in the DigiPen showcase: <https://www.digipen.edu/showcase/student-games/relic>

Watch the cinematic: <https://www.youtube.com/watch?v=3BFUs9eGxdw>

What others said: <https://www.youtube.com/watch?v=pYa0aSyUcX8&feature=youtu.be&t=156>

Download and play the game (Windows 7 Optimized): <https://games.digipen.edu/games/relic>

1.	Cinematic.....	3
1.1.	DigiPen Splash Screen	3
1.2.	Exterior Shot of Gimbal Shuttle.....	4
1.3.	Interior Shot of Flight Control Panel.....	4
1.4.	Shot of Sam's Leftovers	5
1.5.	Shot of Sam's Belongings.....	5
1.6.	Shot of Flight Deck.....	6
1.7.	Breaking News Shot.....	7
1.8.	Introducing Sam	7
1.9.	First Shot of Computer Console	8
1.10.	Sam Swipes the Console	9
1.11.	Shot of Sam Getting Up/Tossing Soda.....	9
1.12.	Shot of Sam's Walk Cycle.....	10
1.13.	Reverse Shot of Sam's Walk Cycle	10
1.14.	Shot of Sam Reaching the Flight Console	11
1.15.	Shot of Sam Situating Herself at the Flight Deck.....	11
1.16.	Reaction Shot.....	12
1.17.	Reverse Reaction Shot.....	12
1.18.	Sam Pilots the Shuttle	13
1.19.	End Cinematic.....	14

1. Cinematic

References:



Hired by a wealthy Zaxonian named Kotubir to acquire rare Zaxonian relics, Sam Ward flies to a derelict on the advice of pirates she ran into in the Thetch System. She has already acquired two of the three relics in her contract and all she needs is the final relic, which is reported to be in this remote section of space.

1.1. DigiPen Splash Screen

References:



Barely audible news starts at around Frame 35. Although the audience can't hear the content, the sound of news should set the tone. It's as if we're standing down the hallway, outside a room where the news is playing in the background.

NEWSCASTER

(serious)

*This is an inaudible news clip from IGN
(Intergalactic Network) News.*

*The Ja' Dan flower show is set to begin here on
Xel.*

Following:

[↑ Exterior Shot of Gimbal Shuttle](#)

1.2. Exterior Shot of Gimbal Shuttle

References:



The newscast is still barely audible. Although the audience can't hear the content, the sound of news should continue to set the tone. It's as if we're standing outside a room where the news is playing in the background.

NEWSCASTER

(serious)

The newscaster is barely audible.

*Malic priests arrived earlier in the week to bless
the proceedings.*

Following:

[↑ Interior Shot of Flight Control Panel](#)

1.3. Interior Shot of Flight Control Panel

References:



The camera has now moved to the shuttle's interior. The newscast is starting to become more audible. There should be a noticeable increase in volume, as if we walked into a room where the news has been playing in the background.

NEWSCASTER

(serious)

The audio is getting noticeably louder. Now, the audience is starting to understand the news.

Members of the trade guild have offered to increase security measures to ensure a fun, safe environment for all attendees.

Following:
[↑ Shot of Sam's Leftovers](#)

1.4. Shot of Sam's Leftovers

References:



The camera is moving through the shuttle's cockpit. We see some of Sam's leftovers and a pizza box. The news continues to increase in volume.

NEWSCASTER

(serious)

The newscast increases in volume as the camera moves through the cockpit.

In other news, next week is election week in Zaxon.

Following:
[↑ Shot of Sam's Belongings](#)

1.5. Shot of Sam's Belongings

References:





We see some of Sam's personal belongings. The newscast is getting bit louder.

NEWSCASTER

(serious)

The news cast is getting louder now. This is an optional newsclip that we can cut if we're running out of frame budget.

Zaxonian citizens must bring their clan's blood plates to polling stations.

Following:
[↑ Shot of Flight Deck](#)

1.6. Shot of Flight Deck

References:



We hear the Breaking News announcement near the end of this shot.



NEWSCASTER

(serious, elevated tone)

The newscaster is about to break some news about a serious theft.

Now in -

Following:
[↑ Breaking News Shot](#)

1.7. Breaking News Shot

References:



This is a breaking news announcement, which introduces Sam Ward, Relic Hunter extraordinaire. The lines need to fit inside a 4.5 second window.

NEWSCASTER

(serious, elevated tone)

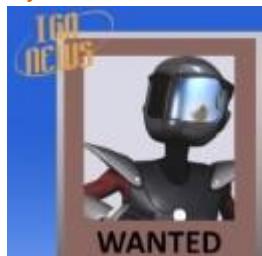
This broadcast must fit within a 4.5 second window of time to accommodate the art frames.

*- breaking news! Relics are missing from Zaxon.
Images of Relic Hunter, Sam Ward, have surfaced.*

*Following:
↑ Introducing Sam*

1.8. Introducing Sam

References:



This is our first introduction to the main character, Sam Ward, Relic Hunter Extraordinaire.

NEWSCASTER

(flat, serious)

The news can fade or cut out at either "currently" or further down at "authorities" – depending on our frame budget of course.

The investigation is currently underway. We'll keep you updated as authorities uncover more information we can share.

SAM WARD

(AFX)

Drinking Soda

Sam is drinking soda in this shot.

SAM WARD

(AFX)

Shutting off T.V.

T.V. shutting off.

Following:

[↑ First Shot of Computer Console](#)

1.9. First Shot of Computer Console

References:



Sam is checking the status of her take.



SAM WARD

(building-up, anticipating the payoff)

Sam is anticipating the increase from three million to six million credits.

Ahhhh...

SAM WARD

(self-congratulatory)

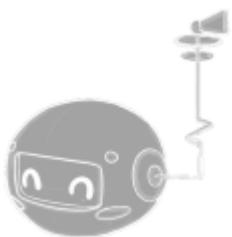
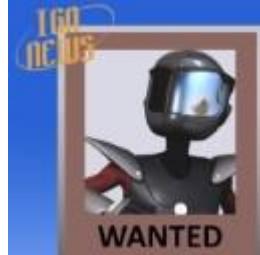
Sam learns that she just earned herself six million credits.

Yeah!

Following:
[↑ Sam Swipes the Console](#)

1.10. Sam Swipes the Console

References:



She sees the destination alert. We introduce Gimbal in this shot, and we begin to establish their relationship.

GIMBAL

(sarcastic)

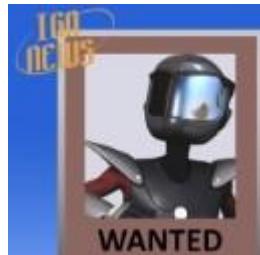
Gimbal is feeling a bit sarcastic now.

Congratulations, you're a felon now.

Following:
[↑ Shot of Sam Getting Up/Tossing Soda](#)

1.11. Shot of Sam Getting Up/Tossing Soda

References:



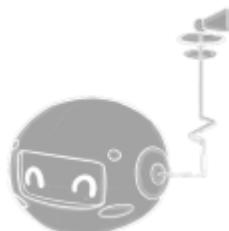
Sam gets up to go to the flight console.

SAM WARD
(stretching, responding to
Gimbal's sarcasm)
Sam gets up and stretches.
You had one job to do.

Following:
[↑ Shot of Sam's Walk Cycle](#)

1.12. Shot of Sam's Walk Cycle

References:



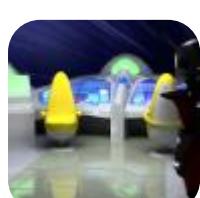
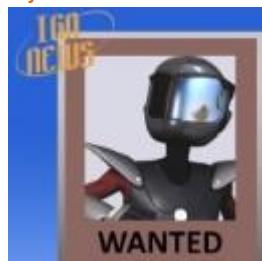
We see Sam walking to the flight console.

GIMBAL
(covering her ass)
Gimbal responds to Sam's slight jab.
I was busy... scanning the area.

Following:
[↑ Reverse Shot of Sam's Walk Cycle](#)

1.13. Reverse Shot of Sam's Walk Cycle

References:



Sam is heading to the Flight Console.

SAM WARD
(calling out Gimbal)
Sam calls out Gimbal.
Alotta good that did me.

Following:
[↑ Shot of Sam Reaching the Flight Console](#)

1.14. Shot of Sam Reaching the Flight Console

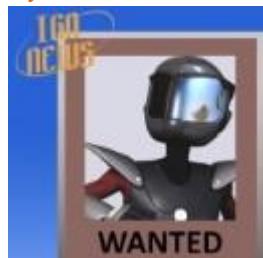
References:



There is a brief pause in dialogue here.

1.15. Shot of Sam Situating Herself at the Flight Deck

References:



Sam is getting situated in the flight deck.

GIMBAL

(slightly embarrassed but
keeping a poker face)

Gimbal is embarrassed at the fact that she did not short out the cameras.

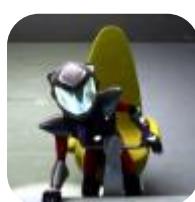
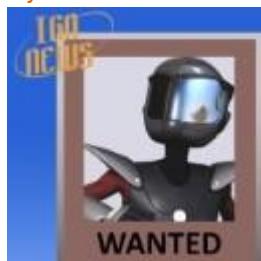
No comment.

Following:

[↑ Reaction Shot](#)

1.16. Reaction Shot

References:



This is the beginning of Sam's reaction shot sequence. She's seeing the derelict for the first time.

SAM WARD

(inquisitive)

Sam asks Gimbal if that is the derelict that they have been looking for.

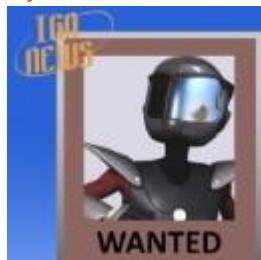
Is that it?

Following:

[↑ Reverse Reaction Shot](#)

1.17. Reverse Reaction Shot

References:



The derelict is getting easier to see.



SAM WARD

(astonished)

Sam reacts to the derelict that is slowly being revealed to her.

Whoa.

GIMBAL

(informational and affirmational)

Gimbal affirms that this is the derelict they have been looking for.

Scanning derelict.

GIMBAL

(informational)

Gimbal indicates that she is about to reveal the derelict's origin.

Origin:

GIMBAL

(frightened and confused)

Fear strikes Gimbal as she realizes that her scans indicate that the ship is of Thale origin. The fear should really start coming through as she utters the word, "Thale". Gimbal is confused by the fact that she thought that all Thale ships were decommissioned at the end of the 4,000-cycle war.

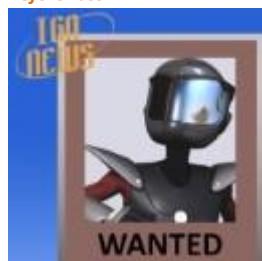
Thale

Following:

[↑ Sam Pilots the Shuttle](#)

1.18. Sam Pilots the Shuttle

References:



Sam is piloting the shuttle towards the derelict.



SAM WARD
(excited, adrenaline pumps
through you)

Sam gets into high gear in this shot.

Grab yer boots!

Following:
[↑ End Cinematic](#)

1.19. End Cinematic

This is then end of the cinematic, and the start of our game.



Following:
[↑ Hangar](#)

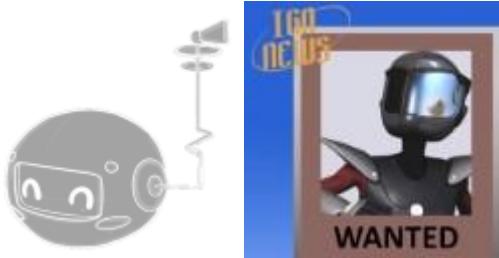
Game Script Snippets

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](#)

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](#)

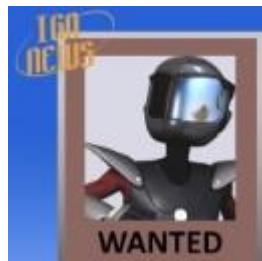


Screenshot of a Thale celestial whale relic in-game

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*

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)

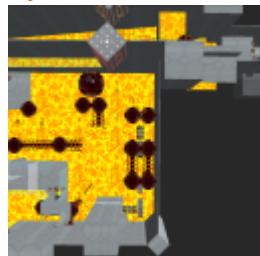
Gimbal tells her that they need to get to the core in one piece to do something to stop the ship from obliterating Zaxon Prime.

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](#)

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](#)

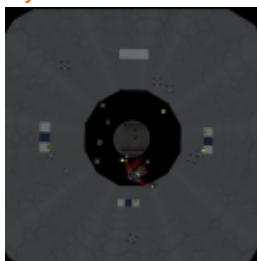


Screenshot of a Zaxon audio relic in-game

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.

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!

Gervais

Relic Game Script

3/11/2015

Relic Game Script

1.	Flow	7
1.1.	Cinematic.....	7
1.1.1.	DigiPen Splash Screen	7
1.1.2.	Exterior Shot of Gimbal Shuttle	8
1.1.3.	Interior Shot of Flight Control Panel.....	8
1.1.4.	Shot of Sam's Leftovers	9
1.1.5.	Shot of Sam's Belongings.....	9
1.1.6.	Shot of Flight Deck.....	10
1.1.7.	Breaking News Shot.....	10
1.1.8.	Introducing Sam	11
1.1.9.	First Shot of Computer Console	12
1.1.10.	Sam Swipes the Console.....	12
1.1.11.	Shot of Sam Getting Up/Tossing Soda.....	13
1.1.12.	Shot of Sam's Walk Cycle.....	13
1.1.13.	Reverse Shot of Sam's Walk Cycle.....	14
1.1.14.	Shot of Sam Reaching the Flight Console	14
1.1.15.	Shot of Sam Situating Herself at the Flight Deck.....	15
1.1.16.	Reaction Shot.....	15
1.1.17.	Reverse Reaction Shot.....	16
1.1.18.	Sam Pilots the Shuttle	17
1.1.19.	End Cinematic.....	17
1.2.	Hangar	18
1.2.1.	Sam Exits Shuttle	18
1.2.2.	Sam searches for broken panel.....	19
1.2.3.	Sam looks at blaster marks.....	19
1.2.4.	//sam has seen the blaster marks	20
1.2.5.	Sam Activates Alarm.....	20
1.2.6.	Sam Searches for Good Panel.....	21
1.2.7.	//if sam hasn't seen the blaster marks.....	21
1.2.8.	Sam looks at blaster marks.....	21
1.2.9.	//sam has seen the blaster marks	22
1.2.10.	Sam toggles good panel after alarm.....	22
1.2.11.	Sam runs through hallway.....	23
1.2.12.	Jumping Tutorial.....	24
1.2.13.	Looking At Door or Moving On.....	24
1.2.14.	Sam Peers Over Crevace.....	24

Relic Game Script

1.2.15.	Sam Jumps on Crates.....	25
1.2.16.	Hangar Main Path.....	25
1.2.17.	Proceed to Swing Tutorial	25
1.2.18.	Sam Swings from Cranes	26
1.2.19.	Sam Sees Relic on Left.....	26
1.2.20.	The Player Swings to Audio Relic.....	27
1.2.21.	Sam Jumps Down Scattered Crates.....	27
1.2.22.	Fight Evidence Path	28
1.2.23.	Player Doesn't Collect Audio Relic.....	28
1.2.24.	Sam Enters Hallway Leading to Atrium	28
1.2.25.	Transition From Hangar to Atrium	29
1.2.26.	Sam Goes Under Crates Towards Audio Relic	30
1.2.27.	Sam Collides with Audio Relic.....	31
1.2.28.	Sam Listens to Audio Relic.....	31
1.2.29.	After Listening to Audio Relic	32
1.2.30.	Sam Looks for First Relic.....	33
1.2.31.	Sam Collides with First Relic	33
1.2.32.	Sam Opens First Relic Menu.....	34
1.2.33.	Sam toggles bad panel after alarm.....	35
1.2.34.	Sam toggles good panel before alarm.....	35
1.3.	Atrium.....	36
1.3.1.	Sam and Gimbal are in the Foyer	36
1.3.2.	Gimbal Flies Through Path-of-Intent.....	36
1.3.3.	Sam Attempts to Open Door	37
1.3.4.	Sam Platforms Onto Opening Leaf	38
1.3.5.	First Platforming Choice	39
1.3.6.	Sam Platforms to Timepiece Relic	39
1.3.7.	Sam Platforms Near Timepiece Relic.....	39
1.3.8.	Sam Collides with Timepiece Relic	40
1.3.9.	Sam Opens Timepiece Relic Menu	40
1.3.10.	Sam Platforms Through Main Path	41
1.3.11.	Second Platforming Choice	42
1.3.12.	Sam Platforms to Kell's Jar Relic.....	42
1.3.13.	Sam Platforms Near Kell's Jar Relic	43
1.3.14.	Sam Collides With Kell's Jar Relic	43
1.3.15.	Sam Open's Kell's Jar Relic Menu	44

Relic Game Script

1.3.16.	Sam Reaches Second Resting Platform	45
1.3.17.	Sam Reaches Fourth Resting Platform	46
1.3.18.	Sam Reacts to Flying Moths	47
1.3.19.	Third Platforming Choice.....	48
1.3.20.	Sam Goes to Collect Malic Audio Relic.....	48
1.3.21.	Sam Nears Malic Audio Relic	48
1.3.22.	Sam Collides with Malic Audio Relic.....	49
1.3.23.	Sam Listens to Audio Relic.....	49
1.3.24.	After Sam and Gimbal Listen to Audio Relic.....	50
1.3.25.	Sam Collects Crystal.....	51
1.3.26.	Sam Returns Crystal to Door	51
1.3.27.	Gimbal Disables Alarm.....	52
1.3.28.	Sam and Gimbal Near Drop-Off Point	53
1.4.	Cave	53
1.4.1.	Transition from Atrium to Cave.....	54
1.4.2.	Path of Intent vs. Exploratory Path	55
1.4.3.	Sam Takes Left Turn Down Path-of-Intent	55
1.4.4.	Look For Relics.....	56
1.4.5.	Sam Nears Navigation Crystal Relic.....	56
1.4.6.	Sam Collides with Navigation Crystal Relic.....	57
1.4.7.	Sam Opens Navigation Crystal Relic Menu	57
1.4.8.	Gimbal Asks Sam to Grapple First Pull-Out Platform	58
1.4.9.	Sam Tries to Grapple First Pull-Out Platform	59
1.4.10.	Sam Nears the Spear	59
1.4.11.	Sam Collides with Spear	60
1.4.12.	Sam Collects Spear of Palaktir	61
1.4.13.	Gimbal Activates Pull-Out Platforms.....	61
1.4.14.	Entire Room Shakes and Crystals Fall.....	62
1.4.15.	Alarm Goes Off Again	63
1.4.16.	Sam Platforms out of the Cave into Hallway.....	64
1.4.17.	Gimbal Changes Sam's Motivation.....	64
1.4.18.	Sam Nears Wrist Band Relic	66
1.4.19.	Sam Collides with Wrist Band Relic	67
1.4.20.	Sam Opens Wrist Band Relic Menu	67
1.4.21.	Sam Nears Vase Relic.....	68
1.4.22.	Sam Collides with Vase Relic	69

Relic Game Script

1.4.23.	Sam Opens Vase Relic Menu	69
1.4.24.	Sam Jumps Down Into Exploratory Path	70
1.5.	Path To Core	71
1.5.1.	Sam Uses the Pull Panels.....	72
1.5.2.	Sam Uses Teeter Totter	72
1.5.3.	Sam Interacts with Panel (Camera Sequence)	72
1.5.4.	Sam Either Goes for Audio Relic or Not.....	73
1.5.5.	Sam Goes Up to Level.....	73
1.5.6.	Sam Grapples to Get to Interactive Spiral Staircase.....	73
1.5.7.	Sam and Gimbal Go to Lava Through Hallway	74
1.5.8.	Sam Either Gets the Rakta Blade or Not.....	75
1.5.9.	Sam Moves onto the Rotating Grapplers	75
1.5.10.	Sam Either Gets the Red Scythe or Not.....	75
1.5.11.	Sam Runs Down Hallway to Platform.....	75
1.5.12.	Sam Grapples One of the Interactive Panels.....	76
1.5.13.	Sam Jumps on Launching Platforms.....	77
1.5.14.	Sam Reaches the Open Room	77
1.5.15.	Sam Nears Red Scythe Relic	78
1.5.16.	Sam Collides with Red Scythe Relic	78
1.5.17.	Sam and Gimbal Open Red Scythe Relic Menu	79
1.5.18.	Sam is Near the Rakta Blade Relic	80
1.5.19.	Sam Collides with the Rakta Blade Relic.....	80
1.5.20.	Sam and Gimbal Open Rakta Blade Relic Menu.....	81
1.5.21.	Sam Nears Zaxon Audio Relic	81
1.5.22.	Sam Collides with Audio Relic	82
1.5.23.	Sam and Gimbal Listen to Zaxonian Audio Relic	82
1.5.24.	Sam and Gimbal React to Audio Relic	83
1.6.	Core	84
1.6.1.	Sam Sees the Core	84
1.6.2.	Sam Sees the Control Panels She Needs to Disable	85
1.6.3.	Sam Grapples Her First Helicopter Bot.....	86
1.6.4.	Sam Disables the First Shield Panel.....	86
1.6.5.	Sam Disables the Second Shield Panel	87
1.6.6.	Sam Disables the Final Shield Panel	88
1.6.7.	Sam Disables the Core	88
1.6.8.	The Ship is Exploding All Around Sam	89

Relic Game Script

1.7.	Escape Section	89
1.7.1.	Sam Stands at Platform Facing Pipe	90
1.7.2.	Sam Grapples Her Way Out.....	90
1.7.3.	Sam and Gimbal Bust Through the Manhole Cover	91
1.8.	Outro	91
1.8.1.	Sam and Gimbal Enter the Shuttle	92
1.9.	Credits.....	92
1.9.1.	Sam Sips Her Soda	92
2.0	<i>Appendix (Relic Descriptions)</i>	94

1. Flow

Unconnected:

Cinematic

1.1. Cinematic

References:



Hired by a wealthy Zaxonian named Kotubir to acquire rare Zaxonian relics, Sam Ward flies to a derelict on the advice of pirates she ran into in the Thetch System. She's already acquired two of the three relics in her contract and all she needs is the final relic, which is reported to be in this remote section of space.

1.1.1. DigiPen Splash Screen

References:



Barely audible news starts at around Frame 35. Although the audience can't hear the content, the sound of news should set the tone. It's as if we're standing down the hallway, outside a room where the news is playing in the background.



NEWSCASTER

(serious)

This is an inaudible news clip.

The Ja' Dan flower show is set to begin here on Xel.

Following:

↑ Exterior Shot of Gimbal Shuttle

1.1.2. Exterior Shot of Gimbal Shuttle

References:



The newscast is still barely audible. Although the audience can't hear the content, the sound of news should continue to set the tone. It's as if we're standing outside a room where the news is playing in the background.

NEWSCASTER

(serious)

The news is barely audible.

*Malic priests arrived earlier in the week to bless
the proceedings.*

Following:

[↑ Interior Shot of Flight Control Panel](#)

1.1.3. Interior Shot of Flight Control Panel

References:



The camera has now moved to the shuttle's interior. The newscast is starting to become more audible. There should be a noticeable increase in volume, as if we walked into a room where the news has been playing in the background.

NEWSCASTER

(serious)

The audio is getting noticeably louder. Now, the audience is starting to understand the news.

Members of the trade guild have offered to increase security measures to ensure a fun, safe environment for all attendees.

Following:
[↑ Shot of Sam's Leftovers](#)

1.1.4. Shot of Sam's Leftovers

References:



The camera is moving through the shuttle's cockpit. We see some of Sam's leftovers and a pizza box. The news continues to increase in volume.

NEWSCASTER

(serious)

The newscast increases in volume as the camera moves through the cockpit.

In other news, next week is election week in Zaxon.

Following:
[↑ Shot of Sam's Belongings](#)

1.1.5. Shot of Sam's Belongings

References:



We see some of Sam's personal belongings. The newscast is getting bit louder.

NEWSCASTER

(serious)

The news cast is getting a little louder now.

Zaxonian citizens must bring their clan's blood plates to polling stations.

Following:

[↑ Shot of Flight Deck](#)

1.1.6. Shot of Flight Deck

References:



We hear the Breaking News announcement near the end of this shot.



NEWSCASTER

(serious, elevated tone)

Now in Breaking News

Now in -

Following:

[↑ Breaking News Shot](#)

1.1.7. Breaking News Shot

References:



This is a breaking news announcement, which introduces Sam Ward, Relic Hunter extraordinaire. The lines need to fit inside a 4.5 second window.



NEWSCASTER

(serious, elevated tone)

This broadcast must fit within a 4.5 second window of time.

- breaking news! Relics are missing from Zaxon.
Images of Relic Hunter, Sam Ward, have surfaced.

Following:
[↑ Introducing Sam](#)

1.1.8. Introducing Sam

References:



This is our first introduction to the main character, Sam Ward, Relic Hunter Extraordinaire.

NEWSCASTER

(flat, serious)

The news is fading.

The investigation is currently underway. We'll keep you updated as authorities uncover more information we can share.

SAM WARD

(AFX)

Drinking Soda

Sam is drinking soda in this shot.

SAM WARD

(AFX)

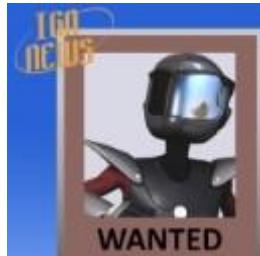
Shutting off T.V.

T.V. shutting off.

Following:
[↑ First Shot of Computer Console](#)

1.1.9. First Shot of Computer Console

References:



Sam is checking the status of her take.



SAM WARD

(building-up, anticipating the payoff)

Sam is anticipating the increase from three million to six million credits.

Ahhh....

SAM WARD

(self congratulatory)

Sam learns that she just earned herself six million credits.

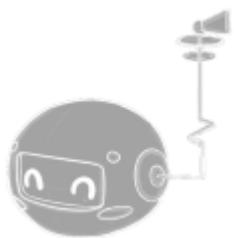
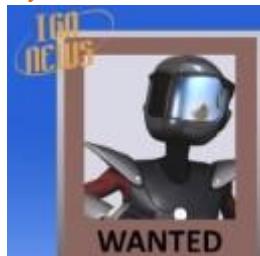
Yeah!

Following:

[↑ Sam Swipes the Console](#)

1.1.10. Sam Swipes the Console

References:



She sees the destination alert. We introduce Gimbal in this shot and we begin to establish their relationship.



GIMBAL

(sarcastic)

Congratulations, you're a felon now.

Congratulations, you're a felon now.

Following:

[↑ Shot of Sam Getting Up/Tossing Soda](#)

1.1.11. Shot of Sam Getting Up/Tossing Soda

References:



Sam gets up to go to the flight console.

SAM WARD

(stretching, responding to
Gimbal's sarcasm)

Sam gets up and stretches.

You had one job to do.

Following:

[↑ Shot of Sam's Walk Cycle](#)

1.1.12. Shot of Sam's Walk Cycle

References:



We see Sam walking to the flight console.



GIMBAL

(covering her ass)

Gimbal responds to Sam's slight jab.

I was busy... scanning the area.

Following:

[↑ Reverse Shot of Sam's Walk Cycle](#)

1.1.13. Reverse Shot of Sam's Walk Cycle

References:



Sam is heading to the Flight Console.



SAM WARD

(calling out Gimbal)

Sam calls out Gimbal.

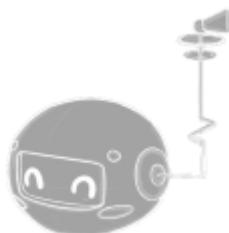
Alotta good that did me.

Following:

[↑ Shot of Sam Reaching the Flight Console](#)

1.1.14. Shot of Sam Reaching the Flight Console

References:



There is a brief pause in dialogue here.



1.1.15. Shot of Sam Situating Herself at the Flight Deck

References:



Sam is getting situated in the flight deck.

GIMBAL

(slightly embarrassed, but keeping
a poker face)

*Gimbal is embarrassed at the fact that she didn't
short out the cameras.*

No comment.

Following:

[↑ Reaction Shot](#)

1.1.16. Reaction Shot

References:



This is the beginning of Sam's reaction shot sequence. She's seeing the derelict for the first time.

SAM WARD

(inquisitive)

Sam asks Gimbal if that is the derelict that they've been looking for.

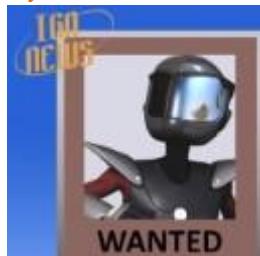
Is that it?

Following:

[↑ Reverse Reaction Shot](#)

1.1.17. Reverse Reaction Shot

References:



The derelict is getting easier to see.



SAM WARD

(astonished)

Sam reacts to the derelict that is slowly being revealed to her.

Whoa.

GIMBAL

(informational and affirmational)

Gimbal affirms that this is the derelict they've been looking for.

Scanning derelict.

GIMBAL

(informational)

Gimbal indicates that she is about to reveal the derelict's origin.

Origin:

GIMBAL

(frightened and confused)

Fear strikes Gimbal as she realizes that her scans indicate that the ship is of Thale origin. The fear should really start coming through as she utters the word, "Thale". Gimbal is confused by the fact

that she thought that all Thale ships were decommissioned at the end of the 4,000 cycle war.

Thale

Following:
[↑ Sam Pilots the Shuttle](#)

1.1.18. Sam Pilots the Shuttle

References:



Sam is piloting the shuttle towards the derelict.

SAM WARD

(excited, adrenaline pumps through you)

Sam gets into high gear in this shot.

Grab yer boots!

Following:
[↑ End Cinematic](#)

1.1.19. End Cinematic



This is then end of our show... and the start of our game.

Following:
[↑ Hangar](#)

1.2. Hangar

References:



Sam finds an open hangar, which is a clear indication that the ship was hastily abandoned by the Thale. While she's inside the hangar, her AI Unit, Gimbal, tells her to try and find a control panel so that she can hack it. Sam activates the panel and an alarm accompanies the closing hangar door. Sam asks Gimbal to translate the intercom system's voice.

1.2.1. Sam Exits Shuttle

References:



This is where the game starts, Gimbal and Sam exit their shuttle, observing the messed up hangar bay.

GIMBAL

(curious)

Interesting

Interesting.

SAM WARD

(questioning)

What's up?

What's up?

GIMBAL

(curious)

They didn't leave without a fight.

Whoever lived here...

SAM WARD

(finishing gimbal's thought)

Find me a panel, quick.

...certainly put up a good fight. Now find me a panel, quick.

GIMBAL

(informative)

Over there, along the wall.

Follow me.

Following:

- Sam looks at blaster marks.
 - Sam Activates Alarm
 - Sam toggles good panel before alarm.
-

1.2.2. Sam searches for broken panel.

Following:

- Sam looks at blaster marks.
- Sam Activates Alarm
- Sam toggles good panel before alarm.

1.2.3. Sam looks at blaster marks.

References:



Sam looks at an interesting part of the Hangar Bay, there are blaster marks and scratches on the wall.

GIMBAL

(informative)

Blaster marks of Zaxonian origin.

Scanning residue. Composition: Plasma blast.

Age: Five Thousand Cycles. Origin: Zaxon Prime.

SAM WARD

(pensive)

Did they come for their spear?

All this for an old spear?

GIMBAL
(responsive)
Doubtful.
Doubtful.
Following:
↑ //sam has seen the blaster marks

1.2.4. //sam has seen the blaster marks

Following:
→ Sam searches for broken panel.

1.2.5. Sam Activates Alarm

References:



Sam has activated the alarm by toggling the control panel.



Following:
↓ Derelict Voice: "Duri"
↓ Sam Ward: "Celestial me! What is that!?"

DERELICT VOICE
(intercom voice (looping))
Recharge power matrix in ancient Thale.

Duri

GIMBAL
(helpful)
There, got it.

There, got it.

SAM WARD
(surprised)
What was that all about?

Uh, what'd I just do?

GIMBAL

(curious and informative)

Running it though my translation matrix. Find another panel.

Not sure. Try another panel.

Following:

↑ //if sam hasn't seen the blaster marks
↑ Sam toggles good panel after alarm.
↑ Sam toggles bad panel after alarm.

SAM WARD

(surprised)

While the alarm is going off, Sam wants to know what is going on... this is a reaction line.

Celestial me! What is that!?

Following:

→ Gimbal: "There, got it."

1.2.6. Sam Searches for Good Panel

Following:

→ //if sam hasn't seen the blaster marks
→ Sam toggles good panel after alarm.
→ Sam toggles bad panel after alarm.

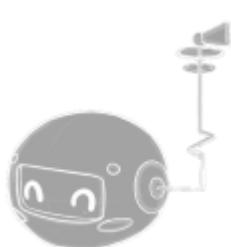
1.2.7. //if sam hasn't seen the blaster marks

Following:

→ Sam looks at blaster marks.
→ Sam Searches for Good Panel

1.2.8. Sam looks at blaster marks.

References:



Sam looks at an interesting part of the Hangar Bay, there are blaster marks and scratches on the wall.

GIMBAL

(informative)

Blaster marks of Zaxonian origin.

Scanning residue. Composition: Plasma blast.

Age: Five Thousand Cycles. Origin: Zaxon Prime.

SAM WARD

(pensive)

Did they come for their spear?

All this for an old spear?

GIMBAL

(responsive)

Doubtful.

Doubtful.

Following:

↑ //sam has seen the blaster marks

1.2.9. //sam has seen the blaster marks

Following:

→ Sam Searches for Good Panel

1.2.10. Sam toggles good panel after alarm.

References:



Sam unlocks the door after toggling this control panel.



DERELICT VOICE

(intercom voice (single play))

Recharge power matrix.

Duri

Following:

↑ Sam runs through hallway.

1.2.11. Sam runs through hallway.

References:



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

GIMBAL

(congratulatory)

Great job on the door, Sam.

Great job with the door, Sam.

SAM WARD

(confused)

Wait, that wasn't you?

Wait, that wasn't you?

GIMBAL

(didactic)

Gimbal didn't open the door.

That's a negative.

SAM WARD

(confused and curious)

Weird. Well then who opened the door?

Weird. Who opened the door?

GIMBAL

(informative)

The ship's neural cluster might know.

The ship's neural cluster might know.

SAM WARD

(interested)

Translate the intercom while your at it.

Translate the intercom while you're at it.

GIMBAL

(affirmative)

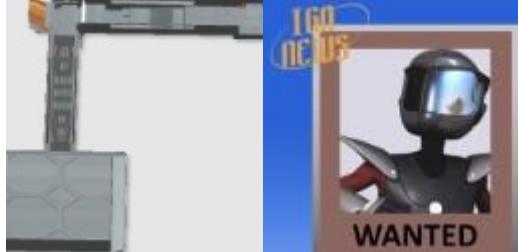
Already on it.

Already on it. Keep your current heading.

SAM WARD
(affirmative)
Already on it.
Already on it.
Following:
[↑ Jumping Tutorial](#)

1.2.12. Jumping Tutorial

References:



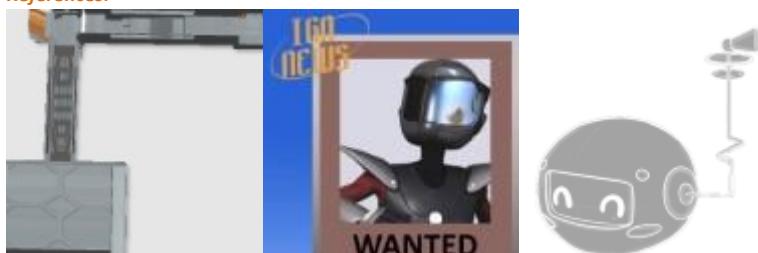
This is the section where the player learns how to jump. There is no dialogue in this segment of the level.

1.2.13. Looking At Door or Moving On

Following:
[→ Sam Peers Over Crevace](#)
[→ Sam Jumps on Crates](#)

1.2.14. Sam Peers Over Crevace

References:



Sam peers over the deep hole before jumping up crates.

GIMBAL

(directional)

We should go through that doorway.

We should go through that doorway.

SAM WARD

(inquisitive)

Is my prize on the other side?

Will we find what we're lookin' for?

GIMBAL

(affirmative)

A node to Professor Volper.

Most probably.

Following:

[↑ Sam Peers Over Crevace](#)

[↑ Sam Jumps on Crates](#)

1.2.15. Sam Jumps on Crates

References:



This is the section where the player jumps up the crates to the grappling tutorial segment. There is no dialogue in this segment. This flow fragment assumes that the player might explore the floor around the crates that she needs to jump on.

1.2.16. Hangar Main Path

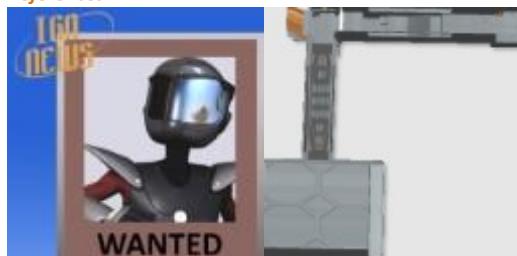
Following:

[→ Proceed to Swing Tutorial](#)

[→ Sam Looks for First Relic](#)

1.2.17. Proceed to Swing Tutorial

References:





The player moves onto the Swinging/Grappling Tutorial Section. There is no dialogue in this section because we want the player to concentrate on learning how to swing.

1.2.18. Sam Swings from Cranes

References:



After activating the console in the Control Room, the player swings along cranes to the other side of the crevace. There is no dialogue planned in this sequence due to the fact that the player needs to continue learning how to swing with the grapple gun.

1.2.19. Sam Sees Relic on Left

References:



As the player jumps over platforms, they see a relic on the left, at the base of several crates.

SAM WARD

(questioning)

There something down by those crates?

There something down by those crates?

GIMBAL
(confirmation)
Affirmative.
Affirmative.
Following:
[↑ The Player Swings to Audio Relic](#)

1.2.20. The Player Swings to Audio Relic

References:

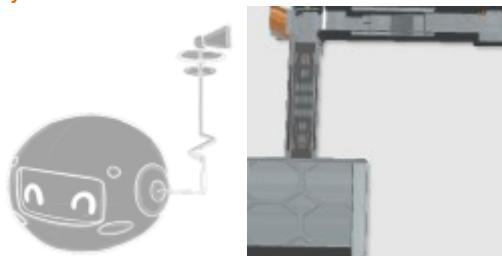


The player swings towards an audio relic located at the base of several overturned crates. There isn't any dialogue in this sequence.



1.2.21. Sam Jumps Down Scattered Crates

References:



After swinging towards the barricaded crate pile, the player needs to walk down the crates in order to get to the Audio Relic. Gimbal notices that these crates are set-up in a strange way.



GIMBAL
(curious)
Gimbal notices that the crates aren't stacked properly.
These crates.

GIMBAL

(curious)

Gimbal questions why the crates were set-up this way.

Why were they left this way?

Following:

[↑ Player Doesn't Collect Audio Relic](#)

[↑ Sam Goes Under Crates Towards Audio Relic](#)

1.2.22. Fight Evidence Path

Following:

[→ Player Doesn't Collect Audio Relic](#)

[→ Sam Goes Under Crates Towards Audio Relic](#)

1.2.23. Player Doesn't Collect Audio Relic

References:

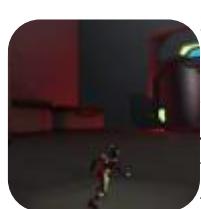


There's no dialogue here. Sam heads towards the hallway leading to the Atrium.



1.2.24. Sam Enters Hallway Leading to Atrium

References:



Sam and Gimbal traverse the hallway leading to the Atrium's entryway. Gimbal starts putting together the data that she collected and alerts Sam to the fact that something went down in this ship. Gimbal suspects that a battle was fought here. Judging from the damage, Gimbal suspects that the Zaxoniens had a nasty fight with the Thale. Sam tells Gimbal that they should stay on point and get the heck out of this derelict as quickly as possible. Gimbal agrees and they move onto the Atrium.

SAM WARD

(glad)

Sam tells Gimbal how nice it is that the derelict is easy to infiltrate.

That was too easy! This is the best gig ever!

GIMBAL

(worried)

Gimbal is worried at the fact that the ship is completely abandoned.

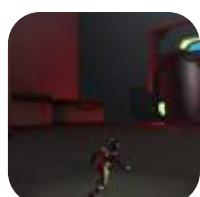
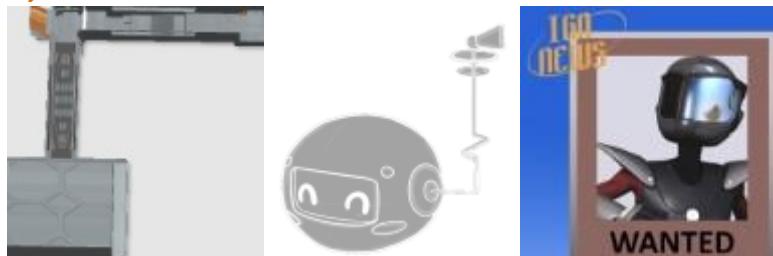
I don't know about this. The Thale weren't in the habit of leaving things behind.

Following:

[↑ Transition From Hangar to Atrium](#)

1.2.25. Transition From Hangar to Atrium

References:



Sam and Gimbal enter the elevator. This is a brief transition.

GIMBAL

(concerned)

Gimbal is worried about the ship.

Blaster marks. Explosions. Scrambled records.

SAM WARD

(consoling)

Sam tells Gimbal that she worries too much.

You worry too much.

GIMBAL

(concerned)

Gimbal assures Sam that her worries are well placed.

Something's not right here, Sam. This ship. It's a weapon and it's way too close to Zaxon Prime.

SAM WARD

(slightly authoritative)

Sam directs Gimbal to keep working on finding out what happened here, but she cautions her to not get too distracted.

See what you can dig up, but remember, we're here to get the spear.

GIMBAL

(confirming)

Gimbal agrees with Sam.

Affirmative.

Following:

[↑ Atrium](#)

1.2.26. Sam Goes Under Crates Towards Audio Relic

References:



Sam goes under the crates towards the audio relic.



GIMBAL

(informational)

Gimbal informs Sam of a nearby relic.

Relic detected.

Following:

[↑ Sam Collides with Audio Relic](#)

1.2.27. Sam Collides with Audio Relic

References:



Sam collects the audio relic.

GIMBAL

(informational)

Gimbal scans the relic.

Scanning relic.

Following:

[↑ Sam Listens to Audio Relic](#)

1.2.28. Sam Listens to Audio Relic

References:



There is no dialogue during this sequence. Sam and Gimbal listen to the amazing music playing from this audio relic.

1.2.29. After Listening to Audio Relic

References:



Gimbal and Sam react to what they just heard playing from the Audio Relic.

GIMBAL

(admiring the music)

Gimbal thinks that the music they just heard is beautiful.

That was beautiful.

SAM WARD

(guessing)

Sam agrees with Gimbal and asks her how much they can get for the relic.

I know, right? How much can we get for it?

GIMBAL

(confirmational)

Gimbal tells Sam that she gets a decent payday with this audio relic.

Conservatively... Five thousand CR.

SAM WARD

(pumped)

Sam likes Gimbal's estimate.

Nice! Now that's a beautiful thing!

GIMBAL

(dead pan)

Gimbal like's Sam's play on words.

Ha. I see what you did there.

Following:

[↑ Player Doesn't Collect Audio Relic](#)

1.2.30. Sam Looks for First Relic

References:



The player decides to collect the relic, which is located at the base of the path leading to the swinging/grappling tutorial.

GIMBAL

(informational)

Relic Detected

Relic detected.

Following:

[↑ Sam Collides with First Relic](#)

1.2.31. Sam Collides with First Relic

References:



The player collides with the relic so as to collect it.

GIMBAL

(informational)

Scanning Relic

Scanning relic.

Following:

[↑ Sam Opens First Relic Menu](#)

1.2.32. Sam Opens First Relic Menu

References:



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

GIMBAL

(informative)

Scans reveal this is a genuine Thale relic. Age: 6,000 cycles. Origin: Thale

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

SAM WARD

(inquisitive)

How much we get for this?

How much we get for this?

GIMBAL

(informative)

400,000 CR

Four-hundred thousand CR.

SAM WARD

(poking at gimbal)

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

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

GIMBAL

(curious)

Why would the Thale leave this treasure behind?

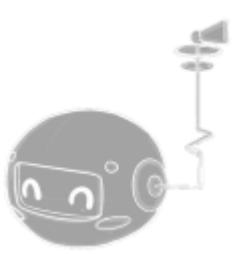
Why would anyone leave this behind?

Following:

[↑ Proceed to Swing Tutorial](#)

1.2.33. Sam toggles bad panel after alarm.

References:



Sam tries to activate the bad panel after activating the alarm.



GIMBAL

(AFX)

Negative beep.

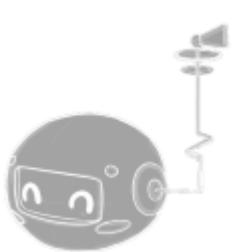
Gimbal emits a negative beep.

Following:

- ↑ //if sam hasn't seen the blaster marks
 - ↑ Sam toggles good panel after alarm.
 - ↑ Sam toggles bad panel after alarm.
-

1.2.34. Sam toggles good panel before alarm.

References:



Sam tries to activate the good panel before activating the alarm.



GIMBAL

(AFX)

Negative Beep

Gimbal emits a negative beep.

Following:

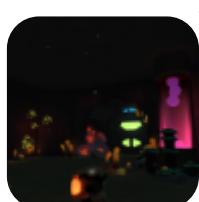
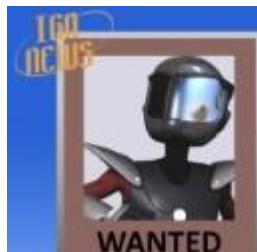
- ↑ Sam looks at blaster marks.
 - ↑ Sam Activates Alarm
 - ↑ Sam toggles good panel before alarm.
-

1.3. Atrium

References:

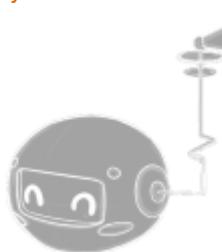
While she's in the Atrium, Sam finds various artifacts that she's planning to sell. Gimbal tells Sam that she needs to find an activation crystal in order to disable the locked door that leads to the Cave. When Sam activates the door, the alarm goes off again. Gimbal is still working on translating the intercom's voice. Still needing to find the Spear in the Cave, Sam jumps down a deep hole.

1.3.1. Sam and Gimbal are in the Foyer

References:

They are exploring the foyer. There is no dialogue in here.

1.3.2. Gimbal Flies Through Path-of-Intent

References:



As Sam and Gimbal enter the Atrium. Gimbal immediately notices that there is a door in the room. She flies down through the path of intent to let Sam know that she should try opening the door.

GIMBAL

(informative and slightly excited)

Gimbal has flown to the door.

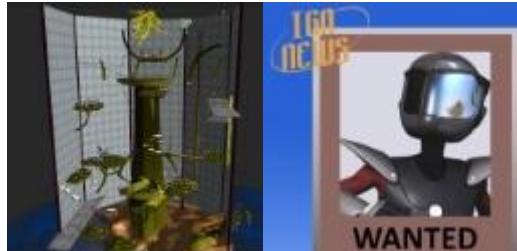
Over here. Try opening this door.

Following:

[↑ Sam Attempts to Open Door](#)

1.3.3. Sam Attempts to Open Door

References:



Sam tries opening the door before she's obtained the crystal Gimbal needs to disable the lock.

SAM WARD

(slightly annoyed)

Sam just tried opening the door to no avail.

It's jammed.

GIMBAL

(thoughtful)

Gimbal starts looking for a way to open the door.

Wait a moment. Scanning neural cluster.

GIMBAL

(informative)

Gimbal's just found the answer.

We need to find a crystal. That's the only way I'll be able to unlock this door.

SAM WARD

(questioning)

Sam wants to know what the crystal looks like.

What's it look like?

GIMBAL

(hint of sarcasm)

Being somewhat glib, Gimbal doesn't know what the crystal looks like

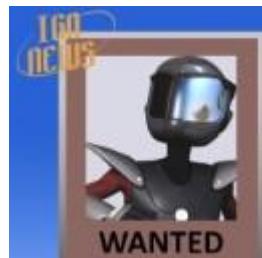
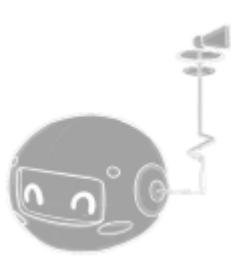
We'll know when we find it.

Following:

[↑ Sam Platforms Onto Opening Leaf](#)

1.3.4. Sam Platforms Onto Opening Leaf

References:



Sam just platformed onto an opening leaf... She really likes the effect of jumping onto a floating leaf.

SAM WARD

(remembering)

Sam is reminded of her time in Malis, when she and Gimbal were chased by Pentosian Pirates.

'member the last job we did on Malis?

GIMBAL

(confirming)

Gimbal knows what Sam's referring to.

These were all over Mount Al.

SAM WARD

(slight bit of laughter in her voice)

Setting up her punch line.

'member that pirate?

GIMBAL

(serious)

Gimbal remembers the pirate.

What happens on Malis...

SAM WARD

(seeing where Gimbal was going)

Finishing Gimbal's thought on the matter.

...I know. Stays on Malis.

Following:

[↑ Sam Platforms to Timepiece Relic](#)

[↑ Sam Platforms Through Main Path](#)

1.3.5. First Platforming Choice

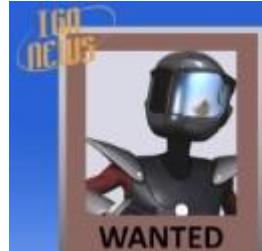
Following:

[→ Sam Platforms to Timepiece Relic](#)

[→ Sam Platforms Through Main Path](#)

1.3.6. Sam Platforms to Timepiece Relic

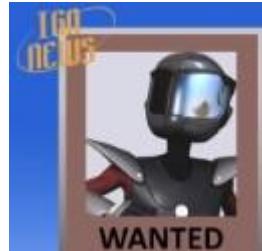
References:



The player decides that they want to platform up to find the relic that is nearby.

1.3.7. Sam Platforms Near Timepiece Relic

References:

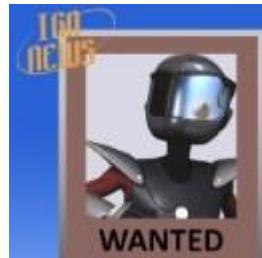


Sam is getting near the relic.

GIMBAL
(informative)
She's detected a relic nearby.
Relic detected.
Following:
[↑ Sam Collides with Timepiece Relic](#)

1.3.8. Sam Collides with Timepiece Relic

References:

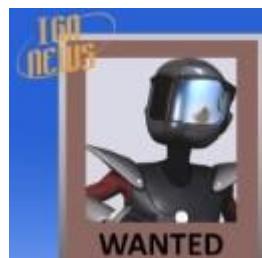
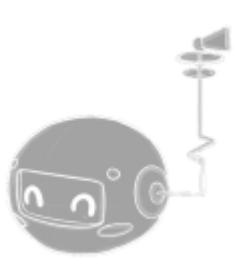
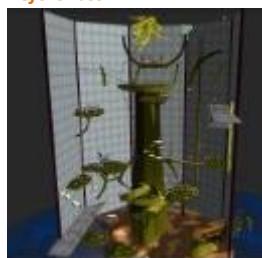


Sam finds the relic and collects it.

GIMBAL
(informative)
She scans the newly collected relic.
Scanning relic.
Following:
[↑ Sam Opens Timepiece Relic Menu](#)

1.3.9. Sam Opens Timepiece Relic Menu

References:



Sam and Gimbal inspect the relic. This is going to be one of the Malic relics.

SAM WARD

(disgusted)

Sam can't believe that she found a watch... no one uses these anymore!

Who uses these anymore?

GIMBAL

(informative (emphasis on 'your'))

Gimbal points out the fact that this isn't just your run of the mill timepiece.

These are rare, my dear.

SAM WARD

(careless)

Sam still doesn't see how this is worth anything.

Still can't be worth much. I'll be happy if we clear a grand with this.

GIMBAL

(refuting Sam)

Gimbal refutes Sam on this point. This timepiece is, in fact, worth quite a bit.

Try twenty five grand.

SAM WARD

(surprised)

Sam didn't see this one coming.

Honestly didn't see that.

GIMBAL

(understanding)

Gimbal knows that the value of the timepiece flew past Sam.

I know.

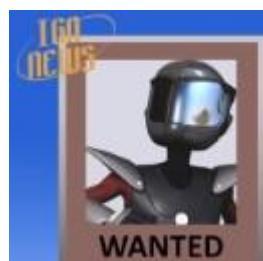
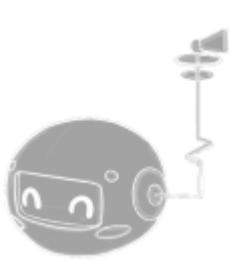
Following:

[↑ Sam Platforms to Timepiece Relic](#)

[↑ Sam Platforms Through Main Path](#)

1.3.10. Sam Platforms Through Main Path

References:





Sam and Gimbal go looking for the crystal along the main path of intent. Sam reminds Gimbal to keep an eye for the spear.

SAM WARD

(somewhat authoritative)

Sam wants Gimbal to keep an eye out for the spear while she's focusing on finding the crystal.

Any sign of the spear?

GIMBAL

(affirmative)

Acknowledging Sam's request.

Scans aren't picking it up.

Following:

[↑ Sam Platforms to Kell's Jar Relic](#)

[↑ Sam Reaches Second Resting Platform](#)

1.3.11. Second Platforming Choice

Following:

[→ Sam Platforms to Kell's Jar Relic](#)

[→ Sam Reaches Second Resting Platform](#)

1.3.12. Sam Platforms to Kell's Jar Relic

References:

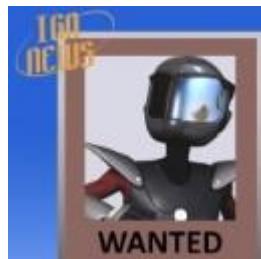


The player decides that they want to platform up to find the relic that is nearby.



1.3.13. Sam Platforms Near Kell's Jar Relic

References:



Sam is getting near the relic.

GIMBAL

(informative)

Informing Sam of a nearby relic.

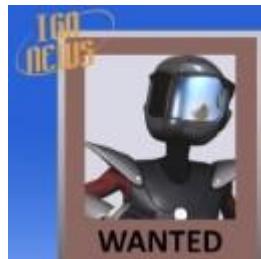
Relic detected.

Following:

[↑ Sam Collides With Kell's Jar Relic](#)

1.3.14. Sam Collides With Kell's Jar Relic

References:



Sam finds the relic and collects it.

GIMBAL

(informative)

Informing Sam that she is scanning the relic.

Scanning relic.

Following:

[↑ Sam Opens Kell's Jar Relic Menu](#)

1.3.15. Sam Open's Kell's Jar Relic Menu

References:



Sam and Gimbal inspect the relic. This is going to be one of the Malic relics.

GIMBAL

(informative)

Informing Sam of the gravitas behind this relic.

Kell's Jar. Perfect in every way.

SAM WARD

(chilly)

Sam is getting a bit chilly inside her suit.

Did the temperature just drop?

GIMBAL

(thoughtful)

She wonders if the jar is responsible for the temperature drop.

This jar... Did it just...

GIMBAL

(realizing her mistake)

She just realized that she accidentally disabled Sam's temperature regulator.

Wait... my bad.

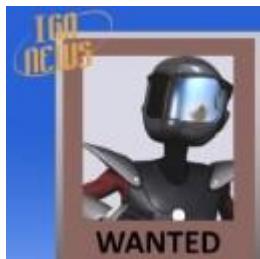
Following:

[↑ Sam Platforms to Kell's Jar Relic](#)

[↑ Sam Reaches Second Resting Platform](#)

1.3.16. Sam Reaches Second Resting Platform

References:



Sam reaches the second resting point. She's starting to wonder if the crystal is even up here.

SAM WARD

(getting impatient)

*Sam is starting to doubt the crystal's existence.
She's growing impatient.*

You sure the crystal's up here?

GIMBAL

(reassuring)

Gimbal reassures Sam that it has to be here somewhere.

Logic dictates...

SAM WARD

(resigned to her fate)

Sam cuts Gimbal off and resigns to her fate of going up these platforms.

We'll know soon enough.

GIMBAL

(agreeing)

She agrees with Sam's point.

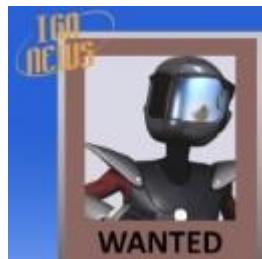
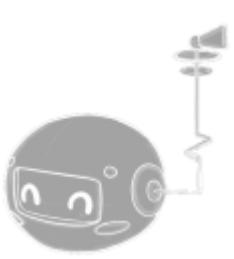
Indeed.

Following:

[↑ Sam Reaches Fourth Resting Platform](#)

1.3.17. Sam Reaches Fourth Resting Platform

References:



Sam reaches the fourth resting point. She exalts the fact that this room is HUGE!

SAM WARD

(amazed)

She realizes the sheer size of this room.

This room is huge!

SAM WARD

(mixture of concern and
annoyance)

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

Um... Heellloooo...

GIMBAL

(amazed)

*Gimbal's been admiring the size of the tree... She
just figured out the age of the tree. It's over five
thousand cycles old!*

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've brought something like
this here.*

Why would they plant it here?

SAM WARD

(annoyed)

Sam wants to end the conversation.

To hide our crystal?

Following:
[↑ Sam Reacts to Flying Moths](#)

1.3.18. Sam Reacts to Flying Moths

References:



Sam and Gimbal make it to the top of the tree and they see giant moths flying around. Sam reacts to the moths.

SAM WARD

(intrigued and thankful)

Sam is happy that giant moths were left behind.

Good thing Thale left these ouloths behind.

GIMBAL

(skeptical)

Gimbal's not sure that Thale left these moths behind.

Not sure they did.

SAM WARD

(intrigued)

Sam is intrigued by Gimbal's skepticism.

Do tell.

GIMBAL

(explanatory)

Gimbal explains her skepticism.

Only Malics would have anything to do with these creatures.

Following:

[↑ Sam Goes to Collect Malic Audio Relic](#)

[↑ Sam Collects Crystal](#)

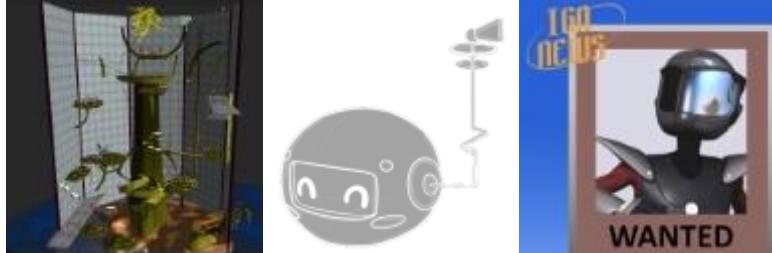
1.3.19. Third Platforming Choice

Following:

- Sam Goes to Collect Malic Audio Relic
- Sam Collects Crystal

1.3.20. Sam Goes to Collect Malic Audio Relic

References:

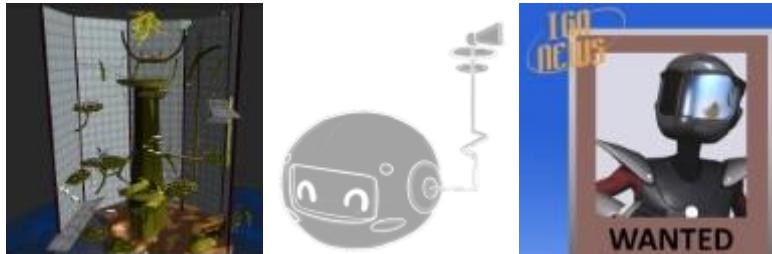


The player decides that they want to look for the Malic Audio Relic.



1.3.21. Sam Nears Malic Audio Relic

References:



Sam is getting near the audio relic.



GIMBAL

(informational)

Gimbal detects a nearby relic.

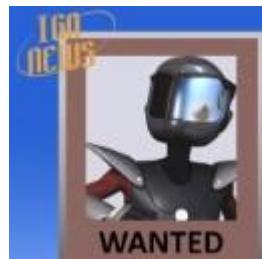
Relic detected.

Following:

- ↑ Sam Collides with Malic Audio Relic

1.3.22. Sam Collides with Malic Audio Relic

References:



Sam collects the audio relic.



GIMBAL

(informational)

Gimbal scans the relic.

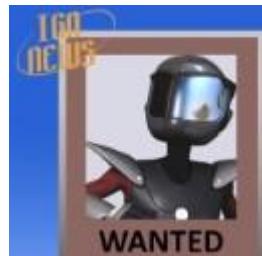
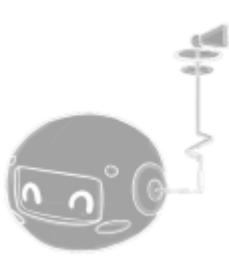
Scanning relic.

Following:

[↑ Sam Listens to Audio Relic](#)

1.3.23. Sam Listens to Audio Relic

References:



Sam and Gimbal listen to the audio relic. There is no dialogue while they're listening to the music.



1.3.24. After Sam and Gimbal Listen to Audio Relic

References:



The song reminded them of the temple in Malis.

SAM WARD

(inquiring)

The song reminds her of a mountain that she and Gimbal once visited.

Back in Malis. What was that mountain we climbed?

GIMBAL

(informational)

She knows the mountain's name.

Mount H' ol' Abi.

SAM WARD

(recollecting)

She remembers the ritual.

Yeah... That song kept playing all the way up.

GIMBAL

(informational)

She reminds Sam of her lost prayer beads.

Too bad you lost your prayer beads.

SAM WARD

(zinger)

Zinger.

If being robbed by Pentosian Pirates means losing somethin'...

GIMBAL

(zinger)

Zinger back.

...semantics.

Following:

[↑ Sam Goes to Collect Malic Audio Relic](#)

[↑ Sam Collects Crystal](#)

1.3.25. Sam Collects Crystal

References:



Sam and Gimbal find the crystal they need to open the door that leads to the cave.

GIMBAL

(encouraging, congratulatory)

*Encouraging... Congratulating Sam for finding
the door crystal.*

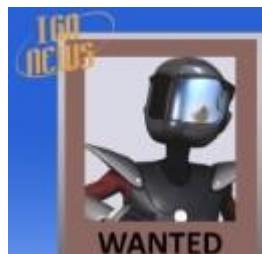
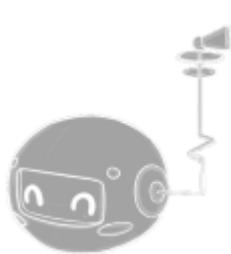
Nice work! I can open the door with this.

Following:

[↑ Sam Returns Crystal to Door](#)

1.3.26. Sam Returns Crystal to Door

References:



Sam returns the crystal to the door.

GIMBAL

(glad)

Gimbal unlocks the door.

Perfect.

SAM WARD

(glad)

After the door clicks open... Sam tells Gimbal that she did good work!.

Sweet!

DERELICT VOICE

(flat alarm system)

The derelict's alarm system goes off again. The alarm loops for a bit. As the door opens.

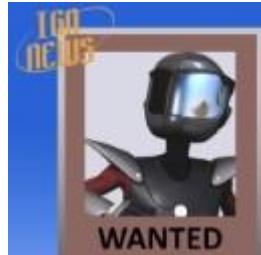
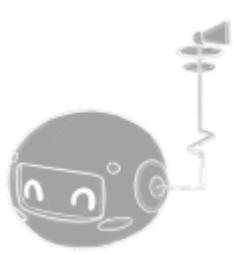
Duri Kraze

Following:

[↑ Gimbal Disables Alarm](#)

1.3.27. Gimbal Disables Alarm

References:



After disabling the alarm, Sam asks Gimbal if she knows what the alarm is saying.

SAM WARD

(inquisitive)

Sam wants to know if Gimbal figured out the alarm's message.

You figure out what that means?

GIMBAL

(informative)

Gimbal figured out what the voice is saying.

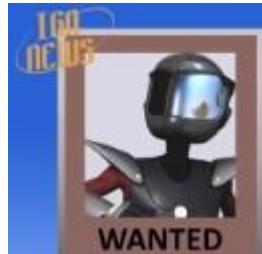
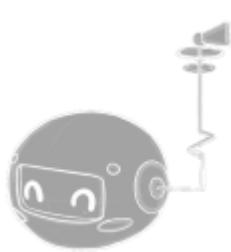
It says... "System Reset".

Following:

[↑ Sam and Gimbal Near Drop-Off Point](#)

1.3.28. Sam and Gimbal Near Drop-Off Point

References:



Sam and Gimbal are looking down the drop-off point... Right before they head to the cave.

SAM WARD

(a little afraid)

Sam questions Gimbal regarding the whereabouts of the Spear of Palaktir.

You sure the spear's down there?

GIMBAL

(urging Sam)

Gimbal urges Sam to jump.

Logic dictates...

SAM WARD

(excited)

Sam tells Gimbal to hold onto her britches!

Yadda, yadda, yadda... Grab yer boots!

Following:

↑ Cave

1.4. Cave

References:

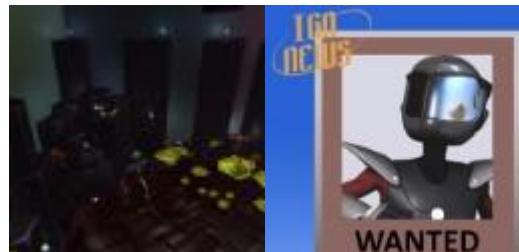




Gimbal tests out her radio receiver after she gets into the cave. Sam and Gimbal are now exploring the cave so that they can find the Spear of Pala 'K 'tir. Eventually, they find the spear and at some point, Gimbal resolves the translation matrix and the voice is now speaking in English. The voice is telling them that the ship is powering up and that the targeting matrix has been resolved. Gimbal pipes in a news clip from Zaxon prime with people panicking due to a planet-wide alert. Sam and Gimbal resolve to go disable the core power matrix.

1.4.1. Transition from Atrium to Cave

References:



Sam and Gimbal have jumped down the chasm to the room that leads to the cave. Gimbal is concerned that she won't be able to receive a signal because they are so far into the belly of the derelict. Gimbal pipes in Sam's favorite soda commercial in order to make sure she can still receive a signal.

GIMBAL

(AFX)

Gimbal is testing her audio system here. The player can hear static as she adjusts the receiver. Kind of like when you're searching for a radio station.

This is static. Like when you're searching for a radio station.

NEWSCASTER

(audio clip of a soda commercial)

Gimbal is testing her receiver to make sure that she can still get a signal down in the cave. She pipes in a Calin Cola commercial.

Thirsty? Wanna get cool on a hot day? Synaptic Sugar Soda will quench your thirst and cool you down instantly. Your satisfaction guaranteed or your credits back. Synaptic Sugar is available right now for the low, low price of one credit per bottle. Quench your thirst Synaptic Sugar!

SAM WARD

(confused and annoyed)

She wonders what is going on.

What're you doing?

GIMBAL

(explanatory)

Gimbal explains what she's doing.

Sorry. Just checking my receiver. Making sure we can still get a signal.

SAM WARD

(slightly motivational)

Sam asks Gimbal if she can detect any relics down here... Specifically, the spear.

The spear.

GIMBAL

(confused)

Gimbal's still fidgeting with her electronics.

What about it?

SAM WARD

(slightly annoyed)

Sam reinforces the fact that she's here for the spear.

You know... The thing we're here to get. Is it down here?

GIMBAL

(confirmational)

Nod to Volper.

Most probably.

Following:

→ Sam Takes Left Turn Down Path-of-Intent

→ Sam Jumps Down Into Exploratory Path

1.4.2. Path of Intent vs. Exploratory Path

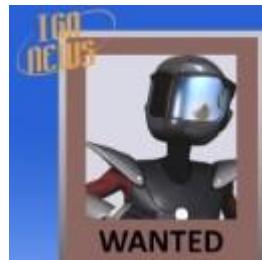
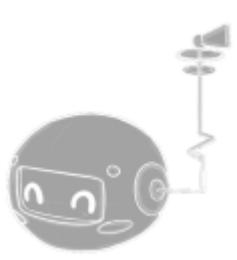
Following:

→ Sam Takes Left Turn Down Path-of-Intent

→ Sam Jumps Down Into Exploratory Path

1.4.3. Sam Takes Left Turn Down Path-of-Intent

References:



Sam takes a left turn, where she platforms down the path of intent. There is a relic hidden nearby. This will be the Zaxon audio relic.

GIMBAL

(informative and optimistic)

Gimbal detects the spear and lets Sam know this.

Good news. I'm detecting the spear. It's somewhere nearby.

SAM WARD

(exuberant)

Sam is exuberant at Gimbal's news.

Ca-ching. Payday, here I come.

GIMBAL

(urging, slightly anxious)

Gimbal wants to get out of this ship.

Keep your eyes peeled. I want to get off this ship.

Following:

- [↑ Sam Nears Navigation Crystal Relic](#)
 - [↑ Sam Nears Wrist Band Relic](#)
 - [↑ Sam Nears Vase Relic](#)
 - [↑ Sam Tries to Grapple First Pull-Out Platform](#)
-

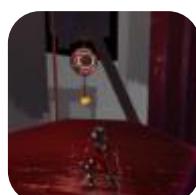
1.4.4. Look For Relics

Following:

- [→ Sam Nears Navigation Crystal Relic](#)
- [→ Sam Nears Wrist Band Relic](#)
- [→ Sam Nears Vase Relic](#)

1.4.5. Sam Nears Navigation Crystal Relic

References:



Sam grapples up to the Navigation Crystal Relic, which is located up in the perch that overlooks the level.

GIMBAL

(informational)

Gimbal detects a nearby relic.

Relic detected.

Following:
[↑ Sam Collides with Navigation Crystal Relic](#)

1.4.6. Sam Collides with Navigation Crystal Relic

References:



Sam collects the Navigation Crystal Relic in the perch.

GIMBAL

(informational)

Gimbal scans the relic.

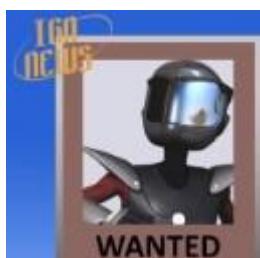
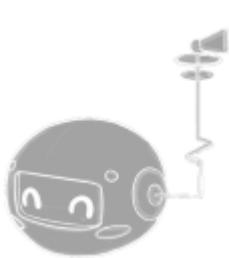
Scanning relic.

Following:

[↑ Sam Opens Navigation Crystal Relic Menu](#)

1.4.7. Sam Opens Navigation Crystal Relic Menu

References:



Sam and Gimbal inspect the Navigation Crystal Relic.

GIMBAL

(astonished)

She can't believe that Sam found a genuine Thale Navigation Crystal.

Is that what I think it is?

SAM WARD

(questioning)

She thinks that this is a plain-old navigation crystal.

A nav-crystal?

GIMBAL

(explaining)

She explains that this isn't any old navigation crystal.

Not just any old nav-crystal. A genuine, Thale navigation crystal.

SAM WARD

(intrigued)

Sam wants to know how much this is worth.

How much we get for it?

GIMBAL

(cautionary)

She's not willing to sell this relic.

We're not selling this.

Following:

[↑ Sam Nears Navigation Crystal Relic](#)

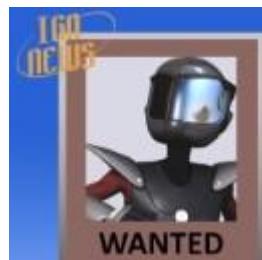
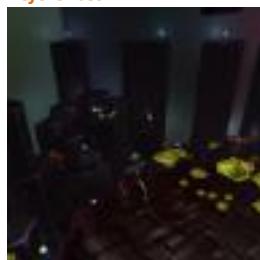
[↑ Sam Nears Wrist Band Relic](#)

[↑ Sam Nears Vase Relic](#)

[↑ Gimbal Asks Sam to Grapple First Pull-Out Platform](#)

1.4.8. Gimbal Asks Sam to Grapple First Pull-Out Platform

References:



Gimbal flies over to the pull out platforms and she asks her to give it a shot.

GIMBAL

(informational)

Gimbal flies over to the platforms.

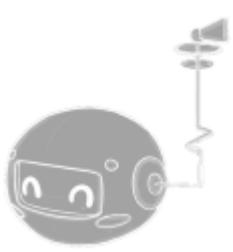
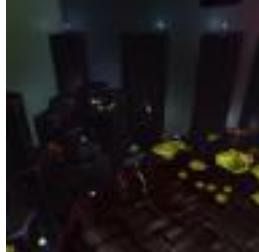
Try toggling these steps. Exit's right up top.

Following:

[↑ Sam Tries to Grapple First Pull-Out Platform](#)

1.4.9. Sam Tries to Grapple First Pull-Out Platform

References:



Sam attempts to activate the pull-out platforms. Unfortunately, she can't activate them yet.

SAM WARD

(inquiring and commanding)

Sam asks Gimbal to see if she can activate these platforms.

See what you can do to get these working.

GIMBAL

(informational)

Gimbal's on it!

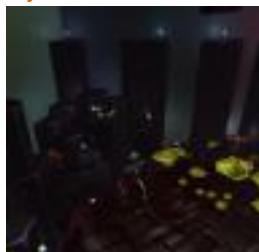
Hacking, now. Grab the spear while I'm at it.

Following:

[↑ Sam Nears the Spear](#)

1.4.10. Sam Nears the Spear

References:





Sam is getting close to the Spear of Palaktir.

GIMBAL

(informational)

Gimbal detects the nearby spear.

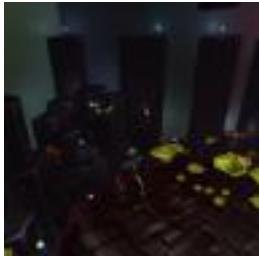
Relic detected.

Following:

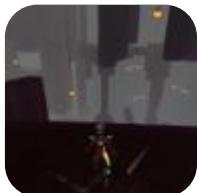
[↑ Sam Collides with Spear](#)

1.4.11. Sam Collides with Spear

References:



Sam collects the Spear of Palaktir.



GIMBAL

(congratulatory)

Gimbal congratulates Sam.

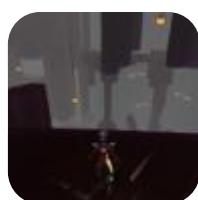
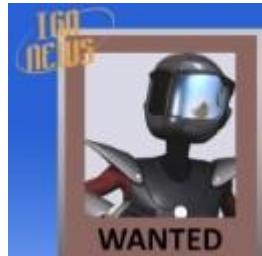
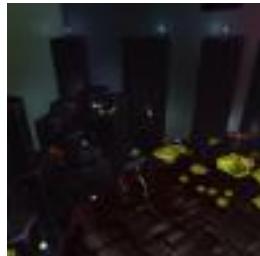
Congratulations, Sam. Notifying Kotubir, now.

Following:

[↑ Sam Collects Spear of Palaktir](#)

1.4.12. Sam Collects Spear of Palaktir

References:



This is an in-game camera sequence. Sam and Gimbal are enjoying their success.

SAM WARD

(self-congratulatory)

Sam is self-congratulatory because she just acquired her primary objective.

Not bad for a girl from Stalyos, eh?

GIMBAL

(glad)

Gimbal is reveling in the success as well.

Retirement beckons.

SAM WARD

(glad)

Sam doesn't want to retire yet.

Speak for yourself.

GIMBAL

(zinger)

Gimbal is speaking for herself.

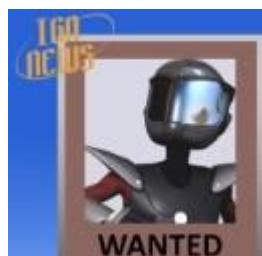
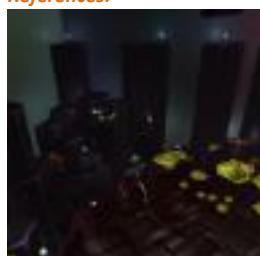
I am.

Following:

[↑ Gimbal Activates Pull-Out Platforms](#)

1.4.13. Gimbal Activates Pull-Out Platforms

References:





After collecting the Spear of Palaktir, Gimbal gives Sam the good news that the pull-out platforms have been activated.

GIMBAL

(informational)

Gimbal just got the ledges to work.

See if you can interact with these ledges.

SAM WARD

(happy and congratulatory)

She's happy that Gimbal got the ledges to work.

Good work!

GIMBAL

(blushing)

That's the least that Gimbal can do.

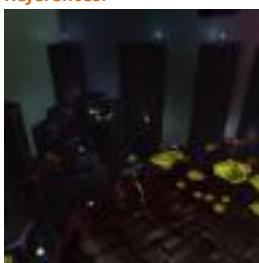
Oh, stop it...

Following:

[↑ Entire Room Shakes and Crystals Fall](#)

1.4.14. Entire Room Shakes and Crystals Fall

References:



The derelict is shaking because it's charging the cannon. The room shakes, crystals fall from the roof, cutting off Sam's escape via grappling. There is no dialogue during this sequence.



1.4.15. Alarm Goes Off Again

References:



The ship's voice come on after the camera sequence. The ship is charging its weapon because the primary target has been acquired.

DERELICT VOICE

(alarm's voice)

"Duri Kraze Ledu" means "System Reset. Target Acquired." (Only Plays Once)

Duri Kraze Ledu

SAM WARD

(confused)

Sam is wondering what the heck is going on.

What's going on?

GIMBAL

(afraid)

Gimbal just realized that the ship has acquired a target.

That voice. Can't be right.

SAM WARD

(confused and curious)

She's wondering what the heck is going on.

What are you talking about? What's it saying?

GIMBAL

(afraid and informational)

Gimbal explains.

Duri. System Reset. Kraze Ledu. Target Acquired.

SAM WARD

(dumb struck)

She's befuddled by this new revelation.

You've gotta be kidding me.

GIMBAL

(afraid and resigned)

Fear stricken, Gimbal affirms that she isn't kidding about this.

Unfortunately... no.

SAM WARD

(inspired to leave)

Filled with fear and adrenaline, Sam urges Gimbal to boogy on outta here!

Let's boogy on outta here!

GIMBAL

(affirmative)

Gimbal agrees.

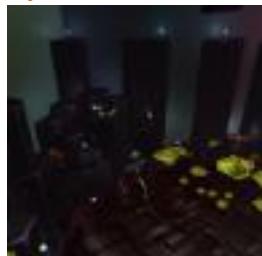
Yes... Let's boogy.

Following:

[↑ Sam Platforms out of the Cave into Hallway](#)

1.4.16. Sam Platforms out of the Cave into Hallway

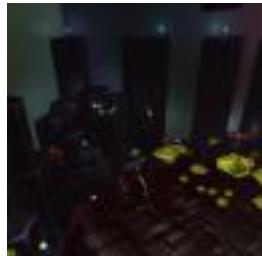
References:



This is an action sequence. Sam gets out of the Cave and heads into the hallway leading into the Furnace. there is no dialogue during this sequence.

1.4.17. Gimbal Changes Sam's Motivation

References:



Gimbal tells Sam what they've done and what's happening. Gimbal pipes in a newscast from Zaxon Prime, where the news anchor is reporting the fact that the planet is being targeted by an unknown source. Gimbal and Sam must now disable

the ship's core. Gimbal leads Sam to the furnace. Their motivation has now gone from "Acquire Spear" to "Disable Core".

GIMBAL

(authoritative)

Gimbal stops Sam from going any further. She has to tell Sam what's going on.

Sam!

SAM WARD

(annoyed)

Sam is a bit annoyed at the fact that Gimbal is calling her attention while they're boogying on out.

What?!

GIMBAL

(cautionary)

Gimbal needs to tell Sam the news.

We... can't leave yet.

SAM WARD

(stupefied)

Sam thinks that Gimbal is going nuts!

You crazy?!

GIMBAL

(horrified)

Gimbal is horrified by what she just found out.

The ship's neural cluster...

SAM WARD

(annoyed and hurried)

Sam is really annoyed now. She wants to get the heck out of here!

Yeah?

GIMBAL

(horrified)

Gimbal finally tells Sam what's going on.

...it's targeting Zaxon Prime!

SAM WARD

(confused and slightly annoyed)

Sam is this is, indeed, true.

Wha...?

GIMBAL

(afraid/explanatory)

Gimbal explains how she came across this news.

Kotubir. When I told him we secured the spear. He said he was evacuating Zaxon. Here... Listen to this.

NEWSCASTER

(alarmed and informational)

The newscaster is reporting on an unidentified targeting device. People are screaming in the background. There is obvious chaos in the background.

Citizens of Zaxon are on planet-wide alert. Something, or someone, has targeted the planet's defensive grid. We are on total lockdown.

GIMBAL

(horrified)

Gimbal has finally pieced everything together.

The alarm, the crystal, the system resetting itself...

SAM WARD

(horrified)

Sam is horrified by what they accidentally did.

Did we...

GIMBAL

(afraid)

Gimbal affirms Sam's fears and she says that she knows how to fix this.

We did.

SAM WARD

(inquisitive)

Sam wants to know how to stop this thing.

How do we stop this thing?!

GIMBAL

(directional)

Gimbal knows the way to the ship's core.

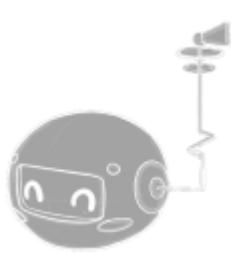
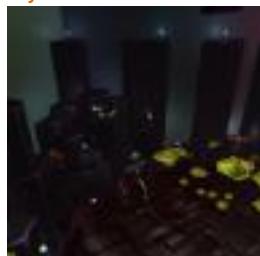
Follow me. I think I know a way.

Following:

[↑ Path To Core](#)

1.4.18. Sam Nears Wrist Band Relic

References:



Sam platforms down to the nook, which holds the Wrist Band Relic.

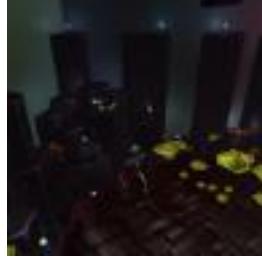
GIMBAL
(informational)
Gimbal detects the nearby relic.

Relic detected.

Following:
[↑ Sam Collides with Wrist Band Relic](#)

1.4.19. Sam Collides with Wrist Band Relic

References:



Sam collects the Wrist Band Relic in the nook.



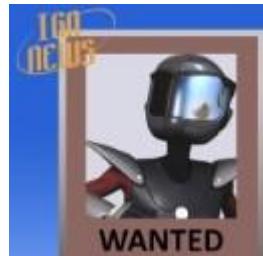
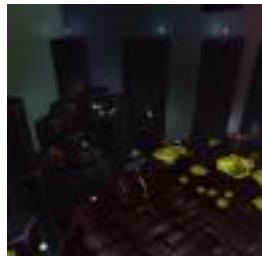
GIMBAL
(informational)
She starts scanning the relic.

Scanning relic.

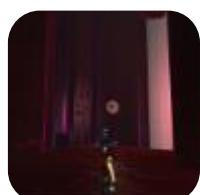
Following:
[↑ Sam Opens Wrist Band Relic Menu](#)

1.4.20. Sam Opens Wrist Band Relic Menu

References:



Sam and Gimbal inspect the Wrist Band Relic menu.



GIMBAL

(sad)

Gimbal knows that this was a weapon for war.

The War. It changed everything. Especially Thale.

SAM WARD

(reverent)

Sam knows what this is. A Thale weapon that destroyed legions of Zaxonian warriors.

Yeah. Heard about these... A direct hit could vaporize anyone.

GIMBAL

(cautionary)

Gimbal cautions Sam that she can't sell this.

All those deaths. We can't sell this.

SAM WARD

(agreeable)

She agrees with Gimbal.

For once, Gimbal. I completely agree.

Following:

[↑ Sam Nears Navigation Crystal Relic](#)

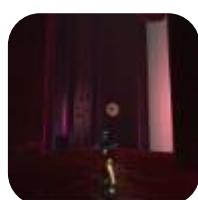
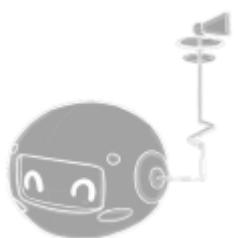
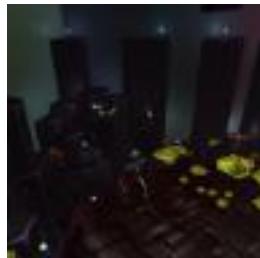
[↑ Sam Nears Wrist Band Relic](#)

[↑ Sam Nears Vase Relic](#)

[↑ Gimbal Asks Sam to Grapple First Pull-Out Platform](#)

1.4.21. Sam Nears Vase Relic

References:



Sam grapples up and platforms over to the Vase Relic.

GIMBAL

(informational)

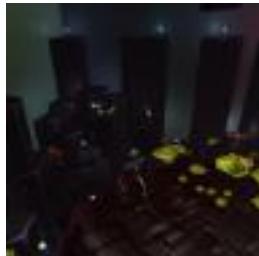
Gimbal detects a nearby relic.

Relic detected.

Following:
[↑ Sam Collides with Vase Relic](#)

1.4.22. Sam Collides with Vase Relic

References:



Sam collects the Vase Relic.



GIMBAL

(informational)

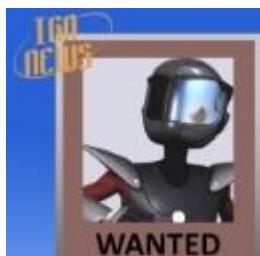
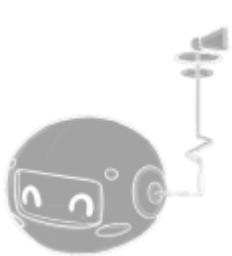
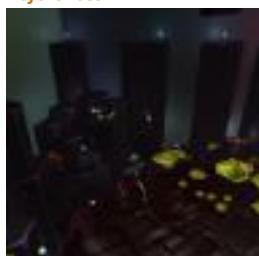
She scans the relic as soon as Sam collects it.

Scanning relic.

Following:
[↑ Sam Opens Vase Relic Menu](#)

1.4.23. Sam Opens Vase Relic Menu

References:



Sam and Gimbal inspect the Vase Relic.



Relic Game Script

SAM WARD

(remembering)

Sam recalls seeing this type of vase back home.

The museum back home. They had one of these.

GIMBAL

(challenging)

Gimbal knows that the vase in Gimbal's homeworld had to be a fake.

No, they didn't

SAM WARD

(challenging back)

Sam knows what she saw.

Yes, they did.

GIMBAL

(explaining)

She explains why it's impossible to have one of these jars at a museum.

Impossible... These absorb the matter of anything that dies.

SAM WARD

(inquiring)

Sam wonders why this should matter.

So?

GIMBAL

(making her point)

She drives her point home.

Was your museum full of skeletons?

SAM WARD

(flatly understanding)

She sees Gimbal's logic.

Good point.

Following:

[↑ Sam Nears Navigation Crystal Relic](#)

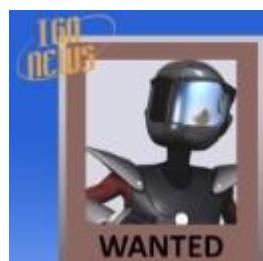
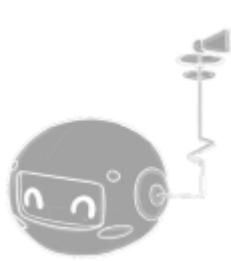
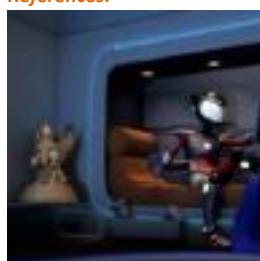
[↑ Sam Nears Wrist Band Relic](#)

[↑ Sam Nears Vase Relic](#)

[↑ Gimbal Asks Sam to Grapple First Pull-Out Platform](#)

1.4.24. Sam Jumps Down Into Exploratory Path

References:





Sam decides to jump down into the cave so as to explore the floor beneath the room she was just in.

GIMBAL

(informative)

Gimbal informs Sam that she's detected several relics nearby.

I'm detecting several relics.

SAM WARD

(inquisitive)

Sam really wants to get the spear.

And the spear?

GIMBAL

(confirmational)

Gimbla double checks her signals to make sure the spear is indeed in this cave.

It's nearby... Keep looking.

Following:

[↑ Sam Nears Navigation Crystal Relic](#)

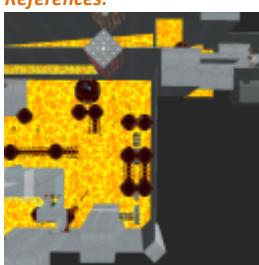
[↑ Sam Nears Wrist Band Relic](#)

[↑ Sam Nears Vase Relic](#)

[↑ Sam Tries to Grapple First Pull-Out Platform](#)

1.5. Path To Core

References:

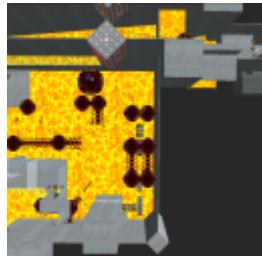


Sam and Gimbal make their way to the Core, where they hope to disable the ship's power matrix so that it doesn't destroy Zaxon Prime! They find Zaxonian relics throughout the Furnace and they resolve to continue trying to help the people of Zaxon.



1.5.1. Sam Uses the Pull Panels

References:

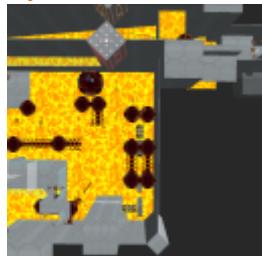


This is purely an action sequence. There isn't any dialogue.



1.5.2. Sam Uses Teeter Totter

References:



This is purely an action sequence. There isn't any dialogue.

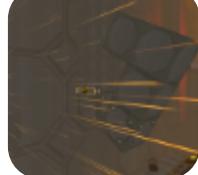


1.5.3. Sam Interacts with Panel (Camera Sequence)

References:



This is purely an action sequence. There isn't any dialogue.



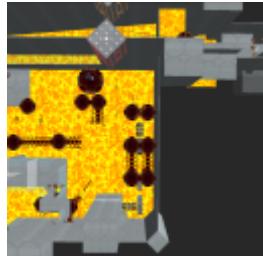
1.5.4. Sam Either Goes for Audio Relic or Not

Following:

- [Sam Goes Up to Level](#)
- [Sam Nears Zaxon Audio Relic](#)

1.5.5. Sam Goes Up to Level

References:

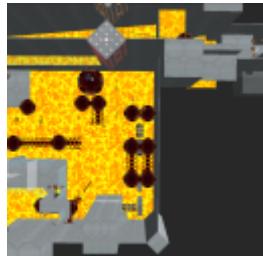


Sam continues through the level. There is no dialogue here.



1.5.6. Sam Grapples to Get to Interactive Spiral Staircase

References:

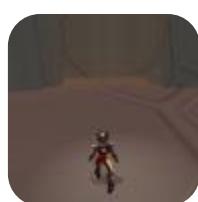
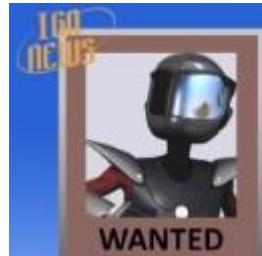
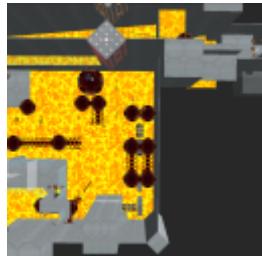


This is purely an action sequence. There is no dialogue here.



1.5.7. Sam and Gimbal Go to Lava Through Hallway

References:



Gimbal tells Sam that she's working on a way to disable the ship.

GIMBAL

(informative, thoughtful)

Informing Sam that she's working on the problem.

I'm working on a theory how to fix this mess. It's a long shot...

SAM WARD

(getting tired)

Sam just wants to keep on moving.

Let me know ASAP.

GIMBAL

(agreeable)

Agreeable.

Indeed.

Following:

[↑ Sam Moves onto the Rotating Grapplers](#)

[↑ Sam is Near the Rakta Blade Relic](#)

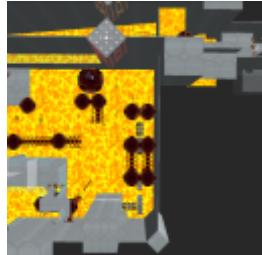
1.5.8. Sam Either Gets the Rakta Blade or Not

Following:

- Sam Moves onto the Rotating Grapplers
- Sam is Near the Rakta Blade Relic

1.5.9. Sam Moves onto the Rotating Grapplers

References:



This is purely an action sequence. There is no dialogue here.



1.5.10. Sam Either Gets the Red Scythe or Not

Following:

- Sam Runs Down Hallway to Platform
- Sam Nears Red Scythe Relic

1.5.11. Sam Runs Down Hallway to Platform

References:



The ship shakes because it's 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)

Coupled with the sound of a charging cannon (SFX) and the camera shaking, the ship is charging its cannons (and letting everyone aboard know this fact).

Charging Main Cannon

SAM WARD

(scared)

Scared, Sam informs Gimbal that they don't have much time!

We're running out of time!

GIMBAL

(scared and informative)

She tells Sam her plan.

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

SAM WARD

(impatient)

She's getting impatient.

And?!

GIMBAL

(informative)

Here's Gimbal's plan.

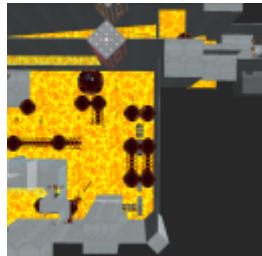
If we get there in one piece, we might be able to do something to stop the ship from firing. Just keep going!

Following:

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

1.5.12. Sam Grapples One of the Interactive Panels

References:

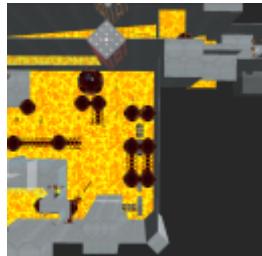


This is an action sequence. There is no dialogue.



1.5.13. Sam Jumps on Launching Platforms

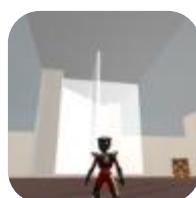
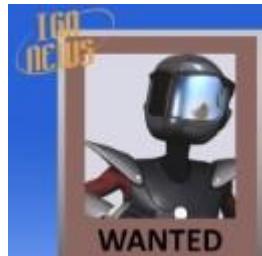
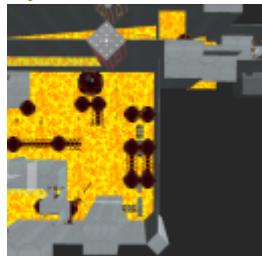
References:



This is an action sequence. There is no dialogue.

1.5.14. Sam Reaches the Open Room

References:



This was an old control center. Gimbal fills Sam in on what this ship was doing thousands of years ago. Gimbal tells Sam to keep heading to the Core. Everyone's lives depend on their success!

GIMBAL

(informative)

Gimbal spills her beans to Sam.

*The ship... So close to Zaxon. The blaster marks.
It all make sense now. Zaxon stopped Thale from
obliterating their homeworld.*

SAM WARD

(regretful, sorrowful)

She regrets coming here.

*We've gotta make this right, Gimbal. We've just
gotta!*

GIMBAL
(directional)
Directing Sam to the Core.
Just keep heading to the Core.

Following:
[↑ Core](#)

1.5.15. Sam Nears Red Scythe Relic

References:



Sam gets close to the Red Scythe Relic.



GIMBAL
(informational)
She detects a nearby relic.
Relic detected.

Following:
[↑ Sam Collides with Red Scythe Relic](#)

1.5.16. Sam Collides with Red Scythe Relic

References:



Sam collects the Red Scythe Relic.



GIMBAL

(informational)

She scans the collected relic.

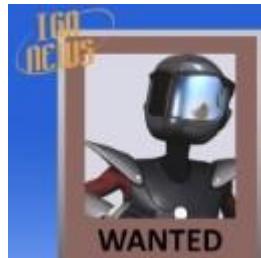
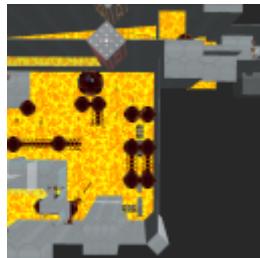
Scanning relic.

Following:

[↑ Sam and Gimbal Open Red Scythe Relic Menu](#)

1.5.17. Sam and Gimbal Open Red Scythe Relic Menu

References:



Sam and Gimbal open the Red Scythe Relic Menu.



SAM WARD

(resigned)

At this point, she doesn't care about keeping this scythe. She feels bad for being a part of this imbroglio.

Don't care how much this is worth. I just wanna get this back to Zaxon in one piece.

GIMBAL

(slightly resigned)

Being somewhat resigned herself.

Assuming Zaxon's in one piece.

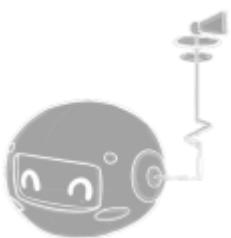
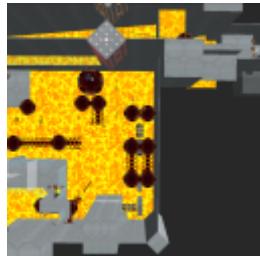
Following:

[↑ Sam Runs Down Hallway to Platform](#)

[↑ Sam Nears Red Scythe Relic](#)

1.5.18. Sam is Near the Rakta Blade Relic

References:



Sam gets close to the Rakta Blade Relic.



GIMBAL

(informational)

She detects a nearby relic.

Relic detected.

Following:

[↑ Sam Collides with the Rakta Blade Relic](#)

1.5.19. Sam Collides with the Rakta Blade Relic

References:



Sam collects the Rakta Blade Relic.



GIMBAL

(informational)

Scanning the collected relic.

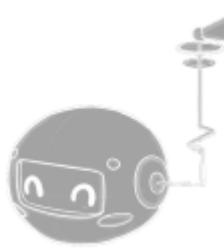
Scanning relic.

Following:

[↑ Sam and Gimbal Open Rakta Blade Relic Menu](#)

1.5.20. Sam and Gimbal Open Rakta Blade Relic Menu

References:



Sam and Gimbal open the Rakta Blade Relic menu.



GIMBAL

(stating a fact)

Gimbal states the obvious.

Whoever gave this up...

SAM WARD

(finishing Gimbal's thought)

Sam ends Gimbal's thought.

...wasn't quiet about it.

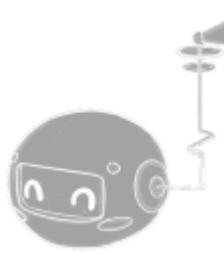
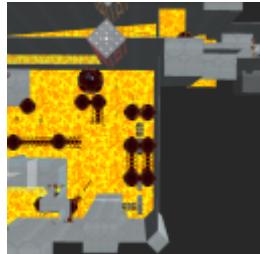
Following:

[↑ Sam Moves onto the Rotating Grapplers](#)

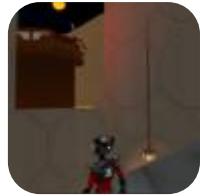
[↑ Sam is Near the Rakta Blade Relic](#)

1.5.21. Sam Nears Zaxon Audio Relic

References:



Sam gets close to the Zaxonian Audio Relic.

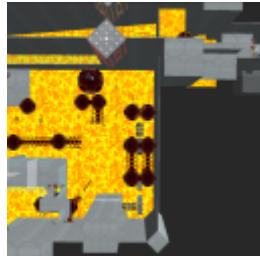


GIMBAL
(informational)
She detects a nearby relic.
Relic detected.

Following:
[↑ Sam Collides with Audio Relic](#)

1.5.22. Sam Collides with Audio Relic

References:



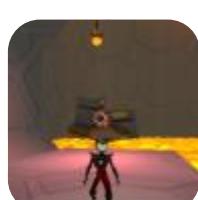
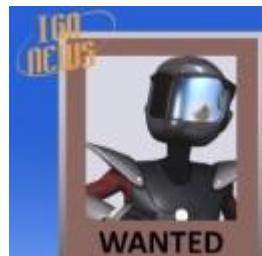
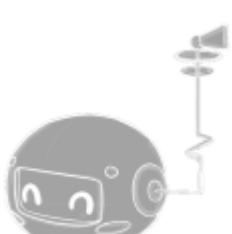
Sam collects the Zaxonian Audio Relic.

GIMBAL
(informational)
She scans the Audio Relic.
Scanning relic.

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

1.5.23. Sam and Gimbal Listen to Zaxonian Audio Relic

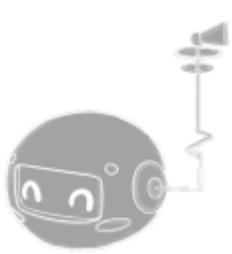
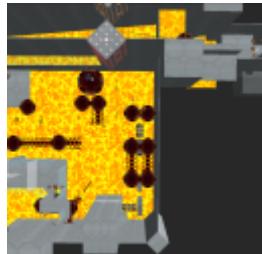
References:



Sam and Gimbal listen to the relic. There isn't any dialogue while they're listening to the music.

1.5.24. Sam and Gimbal React to Audio Relic

References:



Sam and Gimbal react to what they just heard.

SAM WARD

(curious)

She wants to know what the lyrics said.

What did they say? Something about 'might'?

GIMBAL

(informative)

She tells Sam the lyrics.

We warriors of Zaxon unite. Our enemies shall bow.

SAM WARD

(remembering her Zaxonian lessons)

Remembering her old foreign language class lessons... She stumbles to the finish.

For... we'll show them our might!

GIMBAL

(impressed)

She's impressed.

Impressive.

SAM WARD

(thankful)

Sam thanks Mrs. H.

Mrs. H. Wherever you are. Thank you.

GIMBAL

(slightly authoritative)

Gimbal reminds Sam that they have to get a move on.

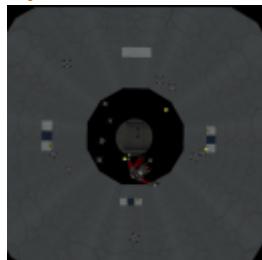
Let's make sure Mrs. H. didn't teach you a dead language.

Following:

[↑ Sam Goes Up to Level](#)
[↑ Sam Nears Zaxon Audio Relic](#)

1.6. Core

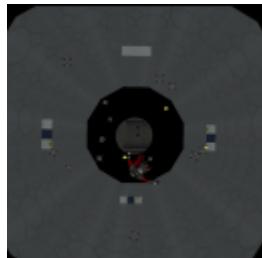
References:



When Sam and Gimbal reach the Core, they eventually disable the ship's power matrix, thereby triggering a short circuit. With nowhere to go, Sam thinks that she is a gonner. Gimbal then tells Sam follow her so that she can get them out of the core!

1.6.1. Sam Sees the Core

References:



Sam and Gimbal just entered the Hallway leading into the Core. The Core is in the distance.

SAM WARD

(inquisitive, impatient)

She wants to know Gimbal's theory.

You mentioned a theory?

GIMBAL

(informative)

Clueing Sam into her plan.

See that giant orb? That's the core.

SAM WARD

(realizing her fate)

Connecting the dots.

Don't tell me we need to short it out.

GIMBAL

(informative)

Slightly impressed with Sam's deduction.

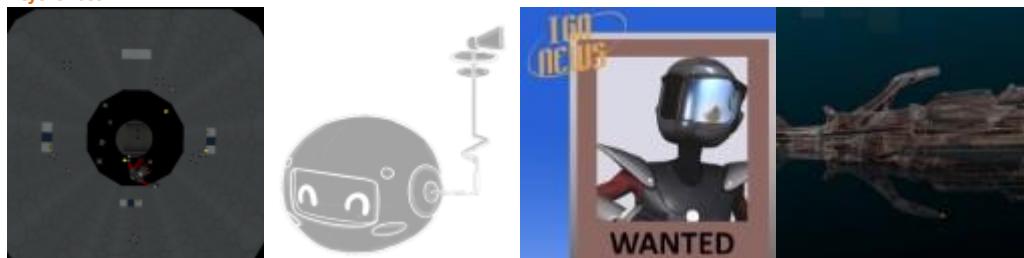
Read my mind.

Following:

[↑ Sam Sees the Control Panels She Needs to Disable](#)

1.6.2. Sam Sees the Control Panels She Needs to Disable

References:



There is a camera sequence showing that Sam sees the panels controlling the shield protecting the core.

GIMBAL

(informative)

Drawing Sam's attention to the control panels.

Did you see those panels?

SAM WARD

(intrigued)

Interested in hearing Gimbal's suggestion.

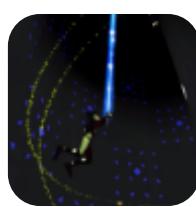
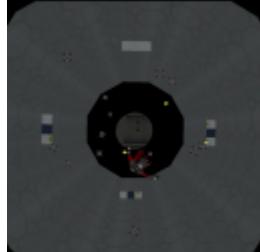
Yeah.

GIMBAL
(informative)
Informing Sam of her plan.
Disable them to deactivate the shield.

Following:
[↑ Sam Grapples Her First Helicopter Bot](#)

1.6.3. Sam Grapples Her First Helicopter Bot

References:



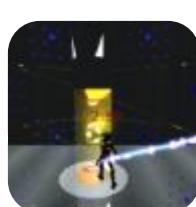
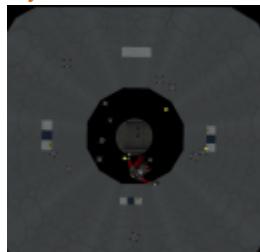
Gimbal tells Sam to hurry!

GIMBAL
(worried, energetic)
She urges Sam to be quick about her tasks.
Hurry!

Following:
[↑ Sam Disables the First Shield Panel](#)

1.6.4. Sam Disables the First Shield Panel

References:



Gimbal gives Sam some progress dialogue to go disable another shield panel. The clock is ticking!

DERELICT VOICE

(intense, informative)

After Sam grapples the first panel... The derelict informs it's occupants that there are only three micrauts till the ship fires it's cannon.

Cannon charged. Firing in three micrauts.

GIMBAL

(encouraging)

Informing Sam that she only has two to go.

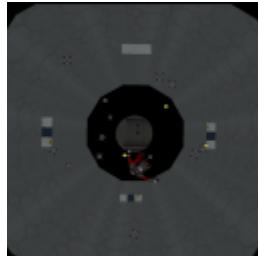
One down, two to go.

Following:

[↑ Sam Disables the Second Shield Panel](#)

1.6.5. Sam Disables the Second Shield Panel

References:



Gimbal gives Sam some progress dialogue to go disable the final shield panel.

GIMBAL

(encouraging)

Informing Sam that she only has one more to go!

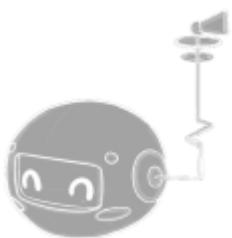
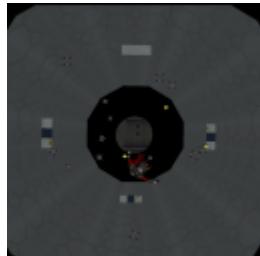
One more and we're home free!

Following:

[↑ Sam Disables the Final Shield Panel](#)

1.6.6. Sam Disables the Final Shield Panel

References:



This is the final progress dialogue that Gimbal gives Sam.



GIMBAL

(encouraging, authoritative)

Telling Sam that she needs to short out the core.

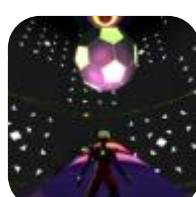
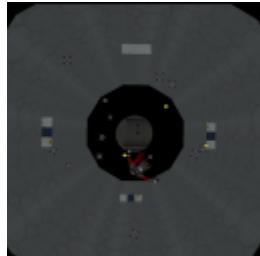
Get over there and short it out already!

Following:

[↑ Sam Disables the Core](#)

1.6.7. Sam Disables the Core

References:



Sam has just disabled the core, and the ship's voice tells everyone to abandon ship!
The camera is shaking... Sounds of the ship failing are all around them.

DERELICT VOICE

(informative, alarming)

The camera is shaking, explosions are going off...

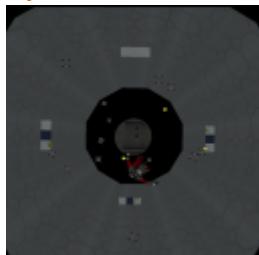
The ship is in total meltdown! (The Alarm Loops)

System Failure. Abandon Ship.

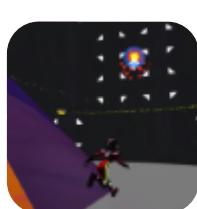
Following:
[↑ The Ship is Exploding All Around Sam](#)

1.6.8. The Ship is Exploding All Around Sam

References:



Gimbal tells Sam to follow her out.



GIMBAL

(encouraging, directional)

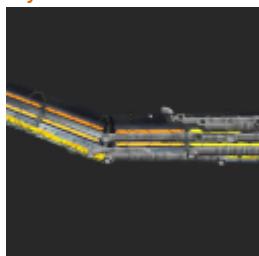
Encouraging Sam to follow her.

Great job! Follow me!

Following:
[↑ Escape Section](#)

1.7. Escape Section

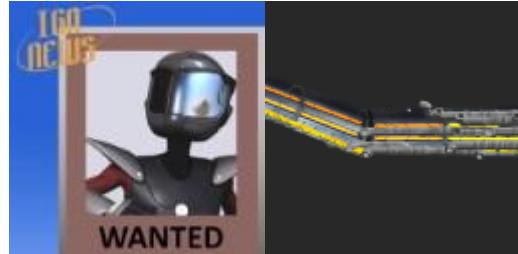
References:



Sam and Gimbal escape the exploding derelict by the skin of their teeth! They manage to get to the shuttle with moments to spare.

1.7.1. Sam Stands at Platform Facing Pipe

References:



Gimbal is fiddling with her audio system.

GIMBAL

(SFX)

This is the sound of Gimbal messing with her audio system... Kind of like changing radio stations.

Sound of Gimbal changing radio stations.

SAM WARD

(perplexed, rushed)

Sam's a little perplexed by this.

What're you doing?

GIMBAL

(informative)

Gimbal fills Sam in...

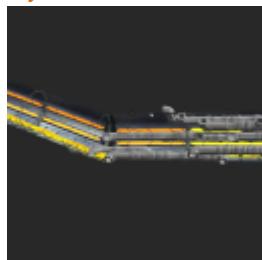
Just setting the mood... Now, let's boogy.

Following:

[↑ Sam Grapples Her Way Out](#)

1.7.2. Sam Grapples Her Way Out

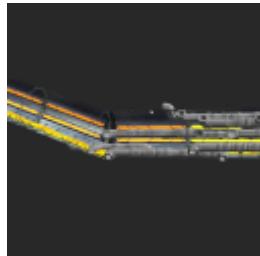
References:



Gimbal plays the coolest dubstep music as they make their way through the pipes and back into the Hangar Bay. No dialogue, just badass music!

1.7.3. Sam and Gimbal Bust Through the Manhole Cover

References:



After busting through the manhole cover, Gimbal urges Sam to get into the shuttle.

GIMBAL

(full of adrenaline)

Gimbal urges Sam to boogy on to the shuttle.

Hurry! Get into the shuttle.

Following:

[↑ Outro](#)

1.8. Outro

References:



Piloting their way out of the ship, Sam and Gimbal have save Zaxon Prime and they can go claim their reward!



1.8.1. Sam and Gimbal Enter the Shuttle

References:



Just as they're about to fly the heck out of the Hangar Bay, Sam uses her catch phrase to get focused.

SAM WARD

(excited, pumped, full of
adrenaline)

Excited, Sam is pumped to get out!

Grab yer boots!

*Following:
[↑ Credits](#)*

1.9. Credits



At the end of the credits roll... We hear Sam sipping her soda. This is an audible indication of her success.

1.9.1. Sam Sips Her Soda

References:



Sam finally gets her soda.

SAM WARD

(AFX)

Chilling with her soda.

This is an audio clip of Sam drinking her soda to completion.

APPENDIX

Team Synaptic Sugar

Relic Descriptions

Version 5

Writers | Robert Gervais & Alexandra Lucas

Editor | Geoff Hammon

3-10-2015

THALE RELIC DESCRIPTIONS



Artifact Name: "Statuette of Celestial Whale"

Estimated Value: 400,000 CR

Brief Description

Mythological whales are the stuff of legend, they are an ancient species of energy beings roaming the galaxy, consuming energy, and creating stars.

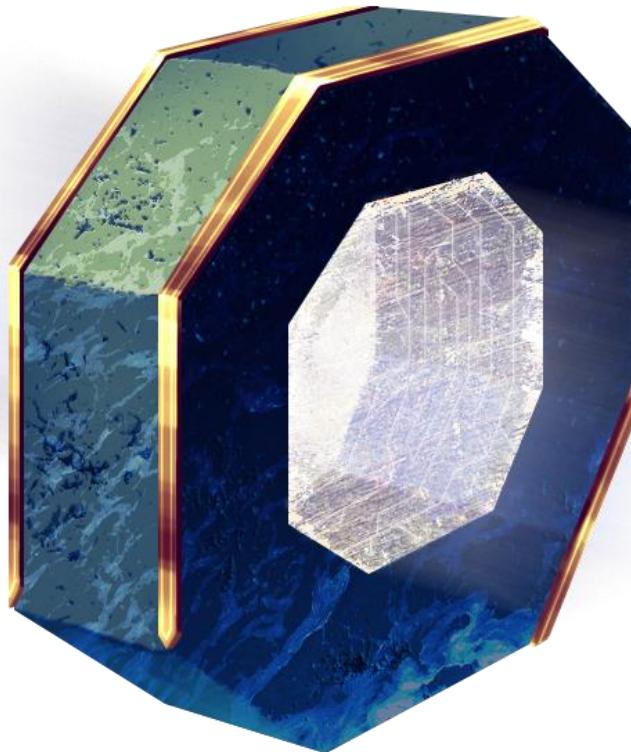
Expanded Description

They came from another part of the galaxy, how long they lingered in the Toncricht Sector remains a mystery. What we do know is that their legacy, orbs producing limitless energy, remains with us. Ancient Thale astronomers were the first to record the existence of these energy beings.

Devlarian, the greatest sculptress and astronomer of Old Thale, venerated these creatures, fashioning statuettes as gifts for high nobility.

"You honor the celestials with your artistry. Many thanks for your gifts, they are worth mentioning among nobles and commoners for generations to come," said Gre'lar the Great.

These works of art, carved from Bland' lok stone, are rare, their Estimated Value is legend.



Artifact Name: "Navigation Crystal"

Estimated Value: 80,000 CR

Brief Description

During peacetime, Thale explorers used these navigation crystals to travel throughout the Toncricht Sector of our galaxy. Every ship captain in the galaxy would trade their entire life savings for a Thale Navigation Crystal.

Expanded Description

When I entered the land of our fathers, it was a burning wasteland. There was chaos everywhere. Father killed daughter and mother killed son. Sadness overcame me and I journeyed for three days, praying for a savior. All seemed lost, for our fathers were silent. Then, the clouds parted. For a hero was brought to us by the light of a falling star, born by the light of a blue comet.

-Revelations of the Prophet Mikal, Song XI, Verses 18-23

Mikal's prophesy came true when the comet rider landed on my home world with the dust of a thousand legions and opened the hearts of my people to the mysteries of space. Our eyes lifted from the words of the prophet to the stars above, we lusted for space.

The comet rider brought two things that enabled our desire to explore our stars, celestial orbs to power our ships, and navigation crystals to pilot our way to distant worlds.



Artifact Name: "Wrist Band"

Estimated Value: 5,000 CR

Brief Description

When Thale first encountered Zaxon 8,900 cycles ago, they realized that they would have to eventually guard themselves against the ferocious nature of the creatures that inhabited the lava filled planet. Wrist bands like the one here, were developed as weapons meant to hone the destructive power of celestial orbs.

Expanded Description

J'ahlud put his hand on a headboard, his wristband clinging loosely, dangling at the precipice of darkness. Light from the sacred moon of Thale spills in from a portal, illuminating the foot of his bed, an orb sits at the center of the wristband, reflecting moonlight like a kaleidoscope, painting the room in red spots, giving the walls a Jackla cat's skin, reminding J'ahlud of his jungle visit.

Flexing his wristband, twisting and turning it until it reveals reflections from the day's events, the orb's light intensifies. A smile emerges as he sees the red spots meld into a cat he'd spent the day following. It leaps from wall to wall, climbing up the ceiling, crouching over bed posts, lurking to the edge of his bed, pouncing at shimmering moonlight.

Relic Game Script

Clouds lumber across the portal, blocking moonlight, silencing the cat's existence, cutting off the wristband's power, sending J'ahlud back to his present, back to the darkness of Thale's long nights.

ZAXON RELIC DESCRIPTIONS



Artifact Name: "Rakta Blade"

Estimated Value: 20,000 CR

Brief Description

When a young Zaxonian, both male and female, comes of age, they are sent to the volcanic region of Yaktarishia, where they undergo tests of strength and willpower. If they survive the harsh conditions in Yaktarishia, they are enlisted into the Zaxonian military and issued a Rakta Blade. A Zaxonian warrior can never be found without their Rakta Blade, it is their life, their love, their passion.

Expanded Description

These are the last words of Lord Rakta, Master of Swords, Chieftain of Lesh.

Jevilak, Grand Emperor of Zaxos, First of His Name, demands a sword worthy of his status. He is a fool, unforgiving, quick to punish, unworthy to sit upon the throne I once revered.

For the first time in all my cycles, I stand on the field of battle without the Blood Plate of Victory. He makes his way to me, seeking his prize, the blade of my clan, the first of many tributes from Rakta to Jevilak.

He demands my blade. Demands!

By the blood of Rakta, I will never surrender my blade. Never.

The duel that followed remains legend among warriors of Zaxon. Rakta, the old chieftain, sword in hand, gave his life for honor, never yielding his blade, killing Emperor Jevilak.

Warriors in the Circle of Honor still shout Rakta's battle-cry before every engagement, *K' Al M' Aktolar Z' Axos Dr' Agar*, "Warriors of Zaxos unite," *M' Elko' Stu K' Av R'Ak*, "Our enemies shall bow," *Mo' Gk K' Alst Gul' A' Riox Nen Duvreg!*, "For we'll show them our might!"



Artifact Name: "The Red Scythe"

Estimated Value: 10,000 CR

Brief Description

Emperor Zaxos enjoyed fighting his battles in close proximity with his enemies. Butchering his enemies with a scythe, he was often seen leaving the battlefield drenched in blood.

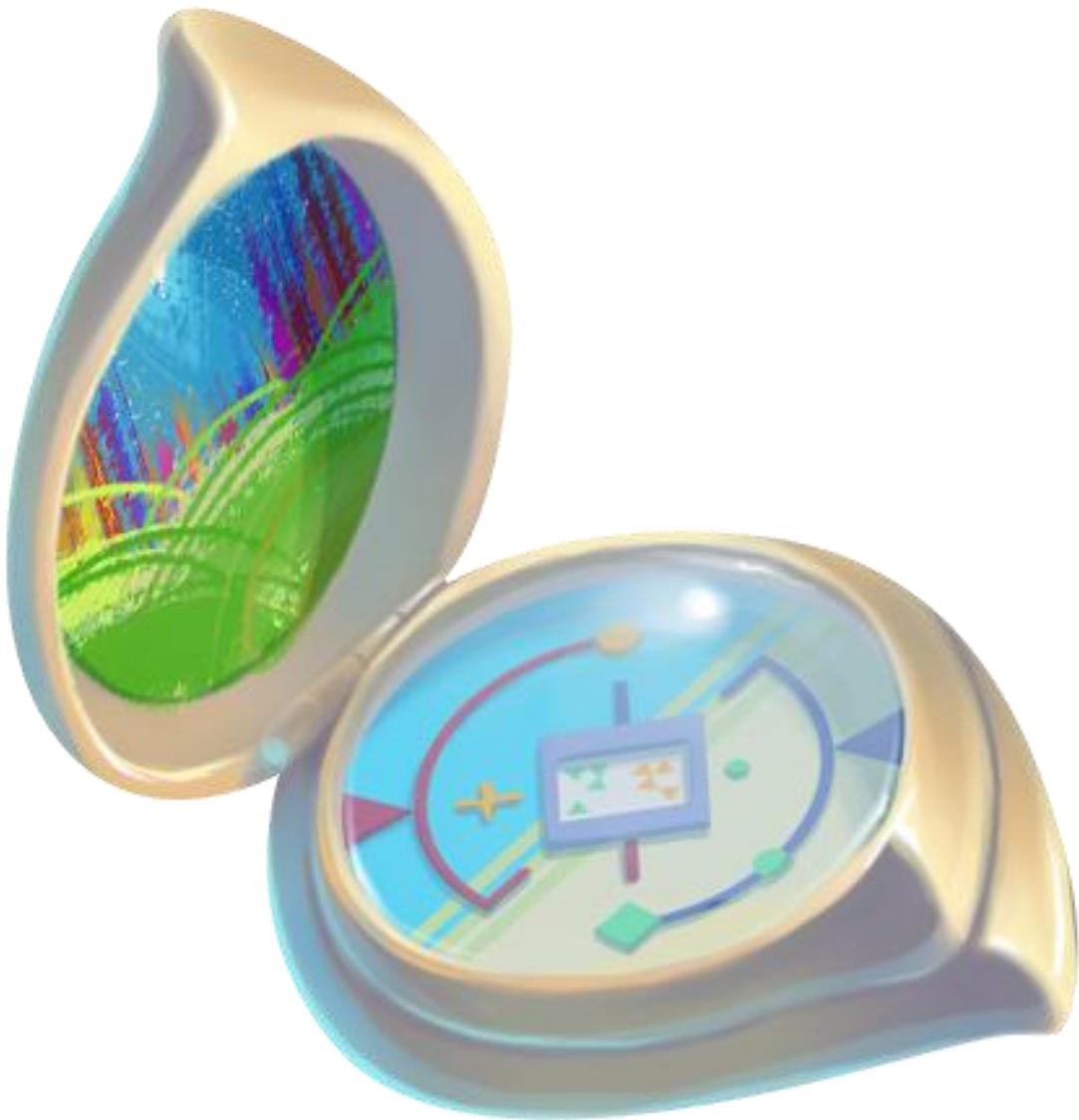
Expanded Description

Many things drive the course of history: power, money, blood. But the reign of Emperor Zaxos would not have come to pass if not for the ill-fated intervention of love.

Having spent his youth in the fields, Zaxos learned how to wield a scythe and wield it well. He would have been content to remain a slave to the dread tyrant Virrin, had the slavemaster not claimed Sitha, Zaxos' lady fair, for his bride. This slight Zaxos could not abide.

After all but the night guards were asleep, Zaxos took to Virrin's fortress to rescue his mate. Swinging his scythe, Zaxos cut through all who stood in his way, until at last he reached Virrin himself. The tyrant refused to reveal Sitha's location, although he loosened his tongue after enduring a few slices of Zaxos' scythe. Virrin confessed that he had sent Sitha into hiding by way of an enslaved Malic priest, but when he would say no more, Zaxos silenced the tyrant for good, claiming the empire for himself. Emperor Zaxos spent his reign searching for Sitha and taking revenge against the hidden Malic priest by systematically destroying the Malic civilization. It is no wonder that most artifacts from his era, from currency to child armor, have been found adorned with Emperor Zaxos' sigil, the red scythe.

MALIS RELIC DESCRIPTIONS



Artifact Name: "Timepiece"

Estimated Value: 25,000 CR

Brief Description

Malics don't have the same sense of time as other species in this sector of the galaxy. Malics measure time by energy signatures, which makes their timepieces highly sought after. Based on the construction of this timepiece, it's safe to assume that it dates back to the time of Vedic, High Priest of Malis.

Expanded Description

A letter from a questionable merchant to a member of the Guild of Elite Thales (GET). Both names have been redacted to protect the not-so-innocent.

You know I try to protect the identity of my clients – how else would a merchant make it in the black market, I ask you? – but there was something off about this one. She was clearly a Zaxonian sympathizer using a cloaking device – a cheap one, I might add – almost as if she wanted to get caught. Strangest of all was her request: one of those old Malic timepieces. The only one I had in

stock was a red mess – why bother restoring junk no one in their right mind would want? I almost let her have it gratis, but I can't just be giving things away. Bad for business.

Don't rightly recall how they're supposed to work, but I remember something from my studies as a youngling about how Malic timepieces measure energy rather than time. Their system has some unique energy signature that makes them all feel connected, especially when they wear one of those timepiece things. If you ask me, that's a little too close for comfort.

Not my place to ask questions, but it seems like a Zaxonian sympathizer wouldn't even know how to use such a thing...come to think of it, maybe I should've kept it out of their hands. A Malic timepiece – even a worn out antique – could still probably pick up energy readings about Malic affairs. Maybe I'm just a silly old man who remembers the times of the Revolution all too well. But I figured you should know, just in case the Zaxonians were getting some ideas...well, I don't want to think about that.

[I'll never understand those Malics – mad wildlings with their incense and herbs and Celestials know what else.]



Artifact Name: "Kell's Jar"

Estimated Value: 8,000 CR

Brief Description

Malic priests are well known artisans, which is clearly evidenced by this multifaceted glass jar.

Expanded Description

Fan the coals. Check the pumps. Not too hot. If I burn, I stop. If I stop, I die.

A Malic priest named Kell was arguably the greatest practitioner of artisanal meditation of all time. In order to connect with the heartbeat of the universe, all Malic priests must choose a craft that will induce a meditative state and also fulfill a need of their community. But it was the art of glass blowing that chose him.

They're gone. Did the night come? Always watching. Can't stop.

At the age of nine, Kell collapsed on the doorstep of an orphanage on the icy planet Vedi. He could not remember his name or origin, but the Malic priests who ran the orphanage welcomed the boy, teaching him their craft: blowing glass. A quick study, Kell soon surpassed the skill of even the most talented priests among them, and it was not long before wealthy benefactors learned of his talent. They fought for the privilege of funding him, but Kell insisted on continuing to provide his creations to the community without making a profit.

Can't anymore. Can't fight. Just one left. Then rest. Finally rest. Coming home.

During Zaxonian enslavement of the Malic people, a nameless general captured Kell; word of his talents had reached even the remote regions of Zaxon Prime. Zaxon soldiers forced Kell to blow glass for Zaxon dignitaries at all hours of the day, allowing him only three hours of rest each night. Unfortunately, Kell died two weeks before Thalish liberators arrived, and thus the Zaxons' greed snuffed out the closest any civilization ever came to looking in the eyes of the Celestials.



Artifact Name: "Vase"

Estimated Value: 2,000 CR

Brief Description

Malics love to grow flowers inside vases made of ja'dan, one of the only known materials capable of capturing celestial energy.

Expanded Description

[I admit that, at first, I could not distinguish the tribe from the trees. Perhaps I was not meant to. I had been told that they breathe light, live on the wind, and speak as animals, finding words for concepts beyond Thalish comprehension. But who can believe such fancies without seeing the truth for themselves?]

It was not until one of them – a short, green- and red-speckled creature that I initially mistook for a mulberry bush – unfurled from his disguise that I realized that I had stumbled upon the very people for whom I had been searching.]

The creature explained that his tribe was conversing with nearby flowers about the prospect of picking them. When I asked why the flowers would agree to this fate, he assured me that these flowers would not die and pulled an indigo vase from his cloak. It glowed with a slow, throbbing pulse that only seemed to grow stronger when the creature finally placed a flower in the vase.

Several days later, I looked again upon the vase and was astounded to find that the flower had dissolved and become one with it. Its pulse had increased in speed and intensity, a curious result that seemed to satisfy the creature. "She has transcended," he sighed, bowing his head in reverence. I learned later that the vase was made of ja'dan, a dark blue stone capable of harnessing and spreading the celestial energy of all lifeforms. To my new friend, the flower had simply returned its energy to the collective, living on in every Malic that is, was, or ever will be.

I imagine that I am not the first traveler to encounter the Malics only to feel, upon leaving them, abruptly, painfully alone in the universe.
