

3433 Team 4

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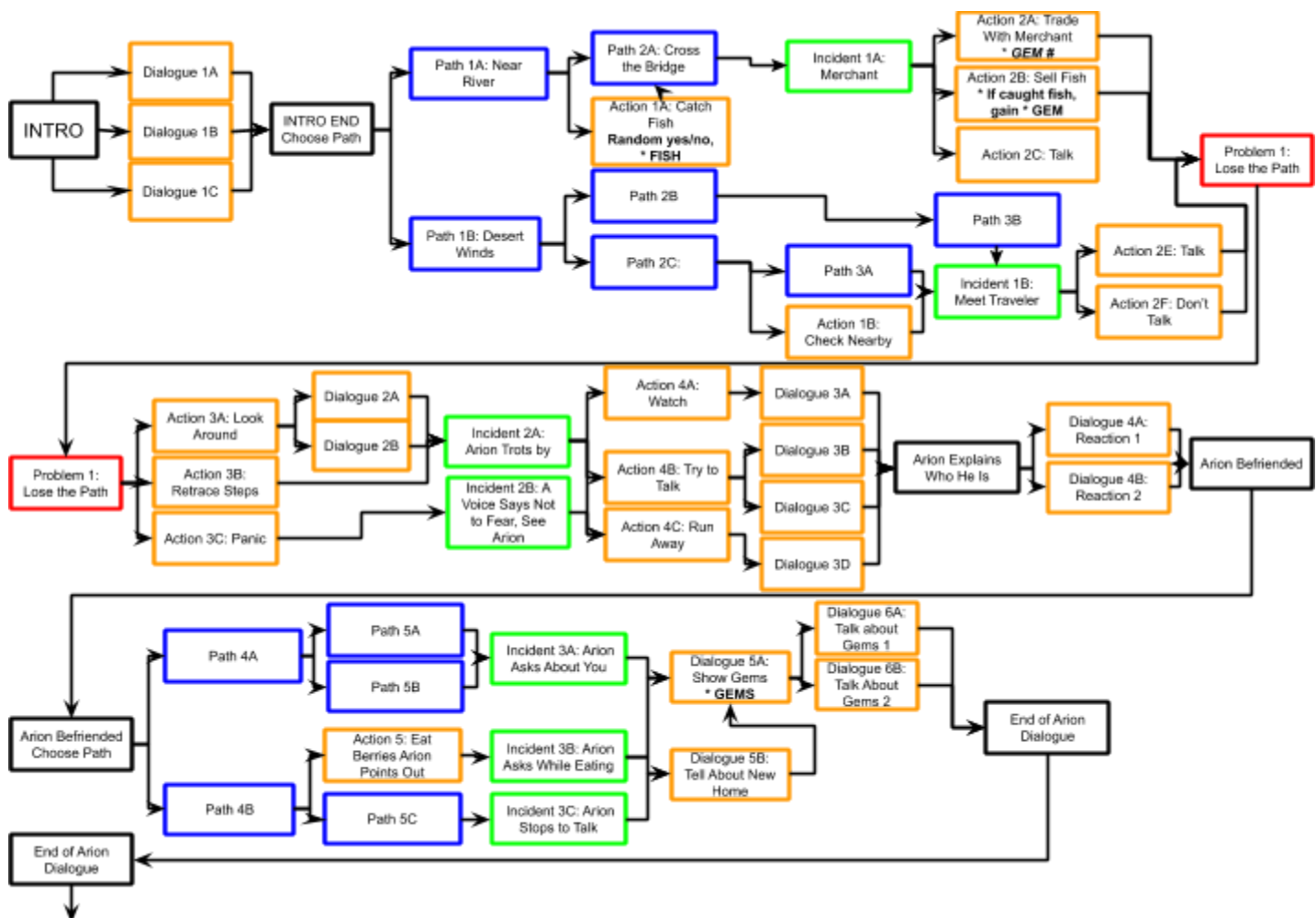
DIG 3433 Digital Storytelling

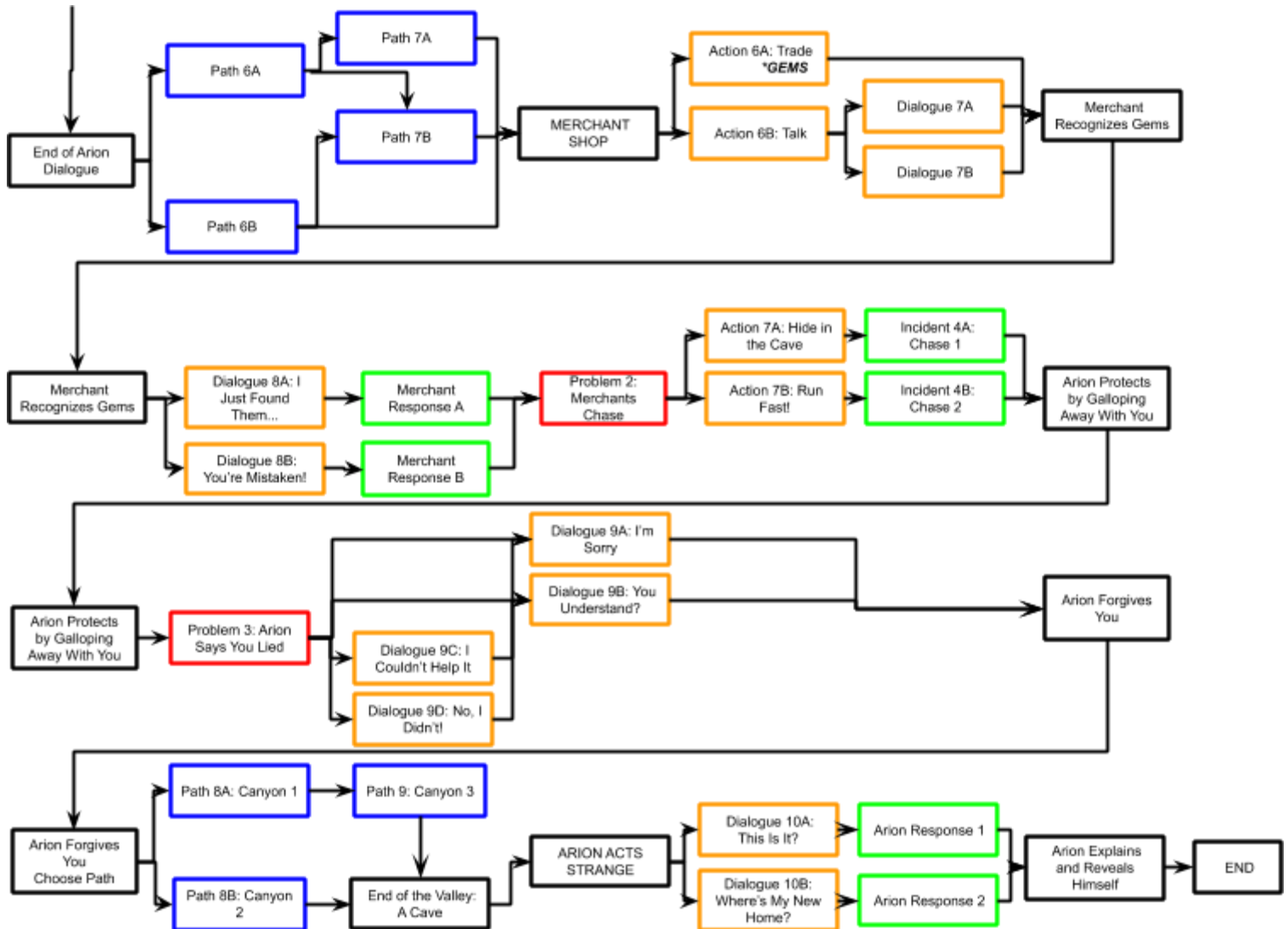
27 October 2019

### First Story Draft: “The Valley Voyager”

**Summary:** You are crossing the Valley, meet a magical horse, and reveal hidden motives.

#### STORY FLOW DIAGRAM:





Key (box labels correspond to story sections below):

- Black: Fixed points in story
- Red: Major problem points (also fixed)
- Dark blue: Location changes (May or may not have complicated introspection)
- Green: Incidents that pop up
- Orange: Player choices (may be action or dialogue)

## STORY SECTIONS

Key (section labels correspond to boxes in Story Flow Diagram above):

- Hypertext narrative -- written on screen and will be created in either Twine or Unity
- *<Player choice/action, music/effect being played, or what to read next>*
- *\*Variable* -- something triggered or influenced by an action that affects coding/gameplay
- **Section Heading Labels:**
  - **Dialogue** -- Player chooses what protagonist says
  - **Action** -- Player chooses what protagonist does
  - **Path** -- Location player chooses for protagonist to go
  - **Incident** -- Happening the player may or may not encounter
  - **Response** -- Reply from NPC based on protagonist dialogue/action
  - **OTHER** -- Fixed point in the story the player is certain to encounter
  - **# Letter** -- Varying choices, locations, or happenings in roughly the same point in the story

## INTRO:

*<Gentle but hopeful music plays.>* The bright, hot sunlight beats down on the sand of the Valley that lies ahead of you, the one you had always heard about. *<Advance>*

Yes, that long, huge canyon to the north, where the refreshing winds of winter blow through to caress your little, run-down village. Those endless paths weaving in and out of the

dusty crevices are as numerous as those dreams you have always had--the dreams of making a home in that glistening city on the other side. *<Advance>*

With those gems you earned tucked safely in that leather pouch, you can finally step into those dreams: to live among the shiny buildings, to bathe in the clear, blue water of the bay you have never seen. *<Establish \*GEM count variable on screen>* To let your tired feet rest on the velvety carpets like kings and princes do. You have waited so long, and now the day has come...

*<Player chooses: "...to go out on my own." (Dialogue 1A) OR "...to leave this behind."*

*(Dialogue 1B) OR "...to forge my own way." (Dialogue 1C)>*

**Dialogue 1A:**

You: "The day has come to go out on my own."

Yes, you will finally be your own person, never having to answer to another. No one is there to remind you of your faults or those shortcomings they imagine that you have. No more orders or rules to follow. *<Advance to INTRO END>*

**Dialogue 1B:**

You: "The day has come to leave this behind."

Yes, far behind. Those days of tending the land like a mere peasant are over. Even now, those shacks of your old village have faded into the distance like the swift, sandy winds. Soon, those luxuries of the city will be all you remember. *<Advance to INTRO END>*

**Dialogue 1C:**

You: "The day has come to forge my own way."

Yes, it is time that you become exactly who you want. For your voice to be heard over the noise and opinions of everyone else. They never thought you would become a wealthy city-dweller. You were just a nobody. But now, you will make something of yourself and prove them all wrong. *<Advance to **INTRO END**>*

### **INTRO END:**

It will be a little voyage through the arid paths of the Valley, but soon it will be over.

*<Advance>*

And that new life will begin.

Choose the path you will take: *<Players choose: Path by the river (**Path 1A**) OR Path across the desert (**Path 1B**)>*

### **Path 1A: Near River:**

You make your way to the river and follow its path. The hazy clouds part just enough to let a ray of sunlight shine down upon the river's waters. The calming sounds of the water flowing remind you of why you picked its path. You feel a certain safety in its presence.

Through the clear waters, you notice fish making their way through its path alongside you, and as you reach further down the bend, a quaint bridge comes into focus. *<Players choose: Cross the bridge (**Path 2A**) OR Catch a fish before crossing (**Action 1A**)>*

### **Path 1B: Desert Winds:**

You make your way to the arid desert, preparing yourself for the journey. As you reach its open skies, you quickly make time to cover your head from the sun's wrath. Not too far into

your journey, a chaotic wind collects, pushing and shoving its way against your body as you harshly plant your foot with each step. Covering your face from the sand it brushes by, you vaguely see a fork in the path ahead. Choose the path you will take: *<Players choose: Left desert path (Path 2B) OR Right desert path (Path 2C)>*

### **Path 2A: Cross the Bridge:**

Crossing the bridge, you listen to the creaking of its wood with each step you take. It's an old bridge but a sturdy one. The fading of the wood shows its time and the curling vines on each end stretching toward its center create a rather beautiful appearance. *<Advance to Incident 1A>*

### **Action 1A: Catch Fish:**

Before making your way across the old bridge, your eye catches the gleaming scales of yet another fish making its way down the river. Feeling clever, an idea gathers in your mind about the value of such a fish.

You take a nearby stick and use its pointy end as a spear, watching the fish's path carefully, and leading the end of your make-shift spear to the area you guess it would go next.

*<If caught: (Random)>* To your delight, the spear catches and pierces its way through the fish. You pull its remains off the spear and pack it in your belongings. *<Advance to Path 2A>*

*<If not caught: (Random)>* You sigh as the spear smacks the river bottom, and the fish escapes. *<Advance to Path 2A>*

### **Path 2B: Left Desert Path**

As you travel along the path, the sands die down. You brush the grains out of your hair, and strangely your mind returns to thoughts of your village. *<Advance to Left desert path 2 (Path 3B)>*

### **Path 2C: Right Desert Path**

You continue walking in the sandstorm. The blurry shape of a crevice in a nearby rock makes you stop. You think you see something shiny inside. *<Players choose Continue on the path (Path 3A) OR Check Crevice (Action 1B)>*

### **Incident 1A: Merchant:**

The wind creates ripples over the water. The tinkling of chimes from somewhere nearby buzz in your ear.

You look up and see the tent of a merchant shop. The colors of its canvas have faded in the hot sun.

You curiously walk up to the merchant tent. A little man greets you with a wrinkled smile and invites you inside. Your eye quickly scans the shiny trinkets and tantalizing baubles lined on his display.

Merchant: “Ah, there is something that has caught the eye of the young traveler, eh?”  
*<Players choose: Trade with merchant (Action 2A) OR (If caught a fish (Action 1A)) Sell Fish (Action 2B) OR Talk (Action 2C)>*

### **Path 3A: Continue on the Path**

You decide to continue on the desert path. The sand begins to die down. *<Advance to Incident 1B>*

**Action 1B: Check Crevice**

\_\_\_\_\_ *<Advance to Incident 1B>*

**Action 2A: Trade:**

*<\* Traded Gem variable true -- triggers event later>* You feel the weight of the leather pouch hanging on your side and smile. You have plenty to spend in the city; why not splurge now? You fumble in your bag and feel the cool facets of a gem in your fingers. You pull it out and drop it on the counter with a satisfying clink.

You: "I would like to trade." *<\*GEM count minus 1>*

Merchant (smiling deviously): "Oh, my! What an expensive item you have! I will give you only the best for an item of such quality!"

You grin happily as he showers you with trinkets. You tuck them all in your bag and feel refreshed as you leave his tent. *<Advance to PROBLEM 1>*

**Action 2B: Sell Fish:**

*<Only triggered if caught fish>* Your mind returns to the fish you just caught. You pull it from your belongings and show it to the Merchant.

Merchant: "Oh, that's a very valuable fish!"



He placed a handful of jewels into your palm, and you smile, knowing how wealthy you already are. You tuck them all in your bag and feel elated as you leave his tent. *<Advance to **PROBLEM 1**>*

**Action 2C: Talk:**

Merchant: “You don’t see anything to buy? That is fine. Watch yourself out in the desert, young one. There are many thieves lurking out there.”

You feel a stir in your chest as you leave his tent. *<Advance to **PROBLEM 1**>*

**Path 3B: Left desert path 2:**

No, you can't let your mind return there, no matter how hard things got out here. The journey would be over soon. *<Advance to **Incident 1B**>*

**Incident 1B: Meet Traveler**

As you stop to wipe the sweat from your brow, you see another traveler up ahead. He carries several canvas sacks of supplies. He notices you, and you see his tired eyes. What do you do? *<Players choose: Talk (**Action 2E**) OR Keep walking (**Action 2F**)>*

**Action 2E: Talk to Traveler**

Traveler: “Hello, my fellow voyager! It is odd to see someone as young as you coming through here. Be careful! There are many dangers lurking through here.” *<Advance to*

***PROBLEM 1**>*

**Action 2F: Keep Walking**

You wave to the traveler, but you choose to keep walking along. You surely wanted to get to the city as quickly as you could. *<Advance to **PROBLEM 1**>*

### **PROBLEM 1: LOSE THE PATH**

You suddenly look around. Wait a minute! Wasn't the path here a second ago? You just took your eye off it for a moment, and now it's gone. You know the path is vital to reaching the other side of the Valley. If you lose it, you may never find the way out! *<Players choose: Calm down and look around (**Action 3A**) OR Retrace my steps (**Action 3B**) OR Panic! (**Action 3C**)>*

#### **Action 3A:**

You take a deep breath. You start to look around you. The path has got to be somewhere close. However, everything looks the same, where could the path have gone? *<Players choose: "I better go back." (Dialogue 2A) OR "I better stay here." (Dialogue 2B)>*

#### **Action 3B:**

Yes, that's the best thing to do. You were always so logical.

You turn around and start to head back, determined to find what is familiar. But all the rocks look different! Didn't you just come this way? *<Advance to **Incident 2A**>*

#### **Action 3C:**

That's always the best thing to do in times like this, right? You start to hyperventilate and sit helplessly on the ground. Your head hangs. You can't die now! It all can't end this fast!

You'll never find the city now! *<Advance to **Incident 2B**>*

#### **Dialogue 2A:**

You: "I better go back." Just not all the way back. You know you can never return there.

<Advance to **Incident 2A**>

**Dialogue 2B:**

You: "I better stay here and look around more."

Yes, you can't be too far away. But how come every rock looks just like every other rock, and there's no path in sight? <Advance to **Incident 2A**>

**Incident 2A: Arion Trots By**

<Mystical music plays> As you keep looking around, you suddenly hear the sound of hoofbeats. Someone must be nearby! You whirl around, and your eyes suddenly fall on this unexpected sight.

A horse trots by up ahead. You are almost blinded by its coat of hair. It is golden in color, unlike any horse you have ever seen. It almost glows with every move it makes. <Players choose: Watch (**Action 4A**) OR Try to talk (**Action 4B**) OR Run away! (**Action 4C**)>

**Incident 2B: A Voice Says Not to Fear, See Arion**

<Mystical music plays> ???: "Do not fear, young traveler. You are not alone."

Your head lurches up. Your eyes glance around. Who was speaking to you? As you keep looking around, you suddenly hear the sound of hoofbeats. You whirl around, and your eyes suddenly fall on this unexpected sight.

A horse trots by behind those rocks up ahead. You are almost blinded by its coat of hair. It is golden in color, unlike any horse you have ever seen. It almost glows with every move it

makes. <Players choose: Watch (**Action 4A**) OR Try to talk (**Action 4B**) OR Run away! (**Action 4C**)>

**Action 4A: Watch:**

From behind the rocks, you watch the golden beast in awe. Never had you seen something as amazing as a horse that twinkled like a star. Its fur seems to flash like lightning. Then it stops. You tense as the magnificent creature turns its long head towards you. Then you see its shimmering lips begin to move like a person.

???: “My young, lost traveler. You may come out from the rocks. Please don’t be scared.” <Advance to **Dialogue 3A**>

**Action 4B: Try to Talk:**

You don’t know why, but something inside of you calls out to the beast.

You: “H-hello...?!”

The horse skids to a stop, its hoofs kicking up dirt. Its mane flutters as it looks in your direction. Its dark eyes almost seem more human than beast, as it watches you intently. <Players choose: “I Don’t Want to Hurt You.” (**Dialogue 3B**) OR “Are You Lost?” (**Dialogue 3C**)>

**Action 4C: Run Away!**

Fear stirs inside of you at the weight of the creature’s stare. You feel your feet shake as you begin to run. Then all of a sudden...

???: “Please stop. There is no need to be afraid.” <Advance to **Dialogue 3D**>

**Dialogue 3A:**

Your jaw slowly falls open, and you stumble out in a daze towards the creature.

You: “Did you just talk to me?”

The horse nods stoically. <Advance to **ARION EXPLAINS WHO HE IS**>

### **Dialogue 3B:**

You: “I don’t want to hurt you.”

You hold your hands out, hoping to soothe the startled beast. Yet the beast does not seem to be frightened. It cocks its head and seems to smile, showing its teeth. Then you hear it talk.

???: “I know you won’t hurt me.”

Your eyes widen. <Advance to **ARION EXPLAINS WHO HE IS**>

### **Dialogue 3C:**

You: “Are you lost?”

You stare at the creature, not really expecting a reply. Then you actually hear a voice.

???: “No, but you are.”

You gasp. Did the horse talk?! <Advance to **ARION EXPLAINS WHO HE IS**>

### **Dialogue 3D:**

You: “Wh-who said that?”

You turn back and see the horse begin to move his lips.

???: “It is only me. I promise I won’t harm you.”

You (gasping): “You can talk?! This can’t be possible!”

You figure the Valley heat must have gotten to you, and you almost turn to run again when the horse speaks again.

???: “I am real, young wanderer. Do not fear.” <Advance to **ARION EXPLAINS WHO HE IS**>

#### **ARION EXPLAINS WHO HE IS**

???: “I am here to help lost travelers like you.”

You: “R-really? Who...or *what* are you?”

The horse bows its head towards you.

???: “I am Arion, one of the spirits that inhabit the Valley.” <Players choose: “Really? A spirit?” (**Dialogue 4A**) OR “That can’t be...” (**Dialogue 4B**)>

#### **Dialogue 4A:**

You: “Really? You’re a spirit?”

You shudder slightly and feel your skin grow cold.

Arion: “Yes, but I am not here to hurt you.” <Advance to **ARION BEFRIENDED**>

**Dialogue 4B:** Arion: “I protect mortals like you on their journeys through this land. You have lost your

You: “That can’t be...”

Arion: “No, I am not lying to you.” <Advance to **ARION EXPLAINS WHO HE IS**>

#### **ARION BEFRIENDED**

Arion: “I sensed you had lost your way, and I heard your distress.”

You: “You mean...you’re here to help me?”

Arion: “Yes. I will take you back to the path. I cannot choose the paths you will take from there, but I will protect you, until you reach the other side of the Valley.”

He turns and begins to trot away. You are still quite stunned, but you follow close behind. After several minutes of silence, you see the dusty path up ahead. You smile in amazement at your new traveling companion. Choose the path you will take: *<Players choose: Path along the ridge (Path 4A) OR Path through the grove (Path 4B)>*

#### **Path 4A: Path Along the Ridge**

*<Adventure music plays>* You walk with Arion trotting beside you along the ridge. You feel the gentle breeze as it dances across your skin. You feel reassured to have your friend accompanying you. A large boulder splits the path ahead. *<Players choose: Left ridge path (Path 5A) OR Right ridge path (Path 5B)>*

#### **Path 4B: Path Through the Grove**

*<Adventure music plays>* You make your way into a lush grove of berry bushes. The sight of their green leaves are refreshing after the monotony of tan of the sand and rocks. Round, little scarlet fruits hang across the thin branches.

Arion: “Young traveler, these berries are the finest in the whole Valley. If you are weak, please stop and eat.” *<Players choose: Eat some berries (Action 5) OR Continue along the path (Path 5C)>*

#### **Path 5A: Left Ridge Path**

<*Sweet music plays*> You take the left path. As you crunch over the rocky terrain, the breeze begins to kick up dirt in your face. Arion leaps ahead and shields you from the rubble.

You: “Thank you.” <*Advance to Incident 3A*>

### **Path 5B: Right Ridge Path**

<*Sweet music plays*> You take the right path. You are cut off from the breeze, and the sun begins to burn against your skin. Arion scampers ahead and shields you from the sun.

You: “Thank you.” <*Advance to Incident 3A*>

### **Action 5: Eat Berries Arion Points Out**

<*Sweet music plays*> You stop and pick a handful of the scarlet berries and eat one after another. You feel the sweet juice of the tiny fruits tickle your tongue. It seems to energize your aching muscles with every bite. <*Advance to Incident 3B*>

### **Path 5C: Continue Along the Path**

<*Sweet music plays*> As the berry bushes fall behind you, you gaze at your amazing friend trotting there beside you. You were full of questions, but your tongue held still. <*Advance to Incident 3C*>

### **Incident 3A: Arion Asks About You**

Arion looks toward you and smiles. In a concerned tone, he begins to speak.

Arion: “You are on a deep quest in your voyage. Tell me what has led to you being here.”

<*Players choose: Show gems (Dialogue 5A) OR Tell About New Home (Dialogue 5B)*>

### **Incident 3B: Arion Asks While Eating**



Arion waits patiently nearby as you eat. He watches with the gentle eyes a father would have--or *should* have.

Arion: "My traveler, please tell me about yourself. Why are you journeying to the city?"

*<Players choose: Show gems (Dialogue 5A) OR Tell About New Home (Dialogue 5B)>*

### **Incident 3C: Arion Stops to Talk**

As you near some rocky terrain again, Arion suddenly stops.

Arion: "Let us stop and rest for a moment. Tell me about yourself." *<Players choose: Show gems (Dialogue 5A) OR Tell About New Home (Dialogue 5B)>*

### **Dialogue 5A: Show Gems**

You reach for your leather pouch and pull out a handful of gems. Their facets glitter almost as brightly as Arion's fur as they lay your hands. He watches inquisitively.

You: "I collected these and am now wealthy enough to live in the city."

Arion: "Ah, I see. How did you obtain such precious stones?" *<Players choose: "I earned them myself." (Dialogue 6A) OR "I just found them.">*

### **Dialogue 5B: Tell About New Home**

You: "I have decided to leave my village and make a new life for myself in the city."

Arion: "That is admirable, but how has a young traveler like you been able to afford such a thing?" *<Advance to Show Gems (Dialogue 5A)>*

### **Dialogue 6A: Tell About Gems 1**

You (stating proudly): "I earned them myself."

Arion: “What hard work you must have done to do so. You have certainly earned your life in the city. Let us journey on.” *<Advance to **END OF ARION DIALOGUE**>*

### **Dialogue 6B: Tell About Gems 2**

You (speaking with awe): “I actually just found them. Can you believe it?”

Arion: “What luck and blessings you have in your quest. Let us continue and see it through.” *<Advance to **END OF ARION DIALOGUE**>*

### **END OF ARION DIALOGUE**

Choose the path: *<Players choose Sandy pass (**Path 6A**) OR Swampy bog (**Path 6B**)>*

### **Path 6A: Sandy Pass**

*<Adventure music plays>* Cacti dot the landscape before you. A whirlwind begins to blow. *<Advance to **Path 7A**>*

### **Path 6B: Swampy Bog**

*<Adventure music plays>* Muddy swamps bubble around you. The stench stings your nose. *<Advance to **Path 7B**>*

### **Path 7A:**

You hide close to Arion as a sandstorm lashes against you. As it settles, your body stings. You brush the dirt from Arion’s golden fur and sigh. *<Advance to **MERCHANT SHOP**>*

### **Path 7B:**

You cough as you and Arion tiptoe through the rough terrain. You sigh as you shake out your aching legs. *<Advance to **MERCHANT SHOP**>*

## **MERCHANT SHOP**

You realize to journey on and survive, you and Arion must find the best path to reach the city in the quickest and easiest way. You look up and see a merchant shop ahead. Maybe someone there can help.

You enter the old merchant shop and see one of the owners standing behind a counter across the shop. You approach and speak to a merchant, who looks lifeless and sunburned as if he has been here a lifetime. <Player Choose: Trade GEMS (**Action 6A**) OR Talk (**Action 6B**)>

### **Action 6A: Trade GEMS**

You look around the shop for a map to cross the valley. You find a magical path finder map that will guide you through your most desired path. After all the hurdles the has come your way, you decide to trade your gems for the magical path.

You give the merchant the pouch with the gems for the magical guide. When he opens the bag to check the gems, the merchant is taken aback by surprise. From surprise, his pale face turned red as anger spread across his face. <Tense music plays>

### **Action 6B: Talk**

Instead of looking through the shop, you directly approach the merchant. After you briefly explain you voyage to him, you ask him if there is anything the merchant owns that will help you with your journey <Proceed to **Dialogue 7A**>

### **Dialogue 7A:**

You: “So far my...*friend*...and I have been navigating the paths ourselves, but is there anything in your shop that will make this voyage quicker and easier?”

Merchant (in a lifeless and dry tone): “Yes...yes, there is something I can offer you. Once I collected this magical map that can guide you through your most desired path.”

You: “.... really? A magical map?”

Merchant: “If you do not believe me, I can show you (*Shows the map*). But this will cost you a fortune...” <Proceed to **Dialogue 7B**>

### **Dialogue 7B:**

You: “I have something that will be worthy of the map.... (you take out some of your gems and place them on the counter) see for yourself.”

<*Tense music plays*> Merchant (opens the pouch and is taken aback... anger spread across his face...he yells): “You thief!” <Proceed **Dialogue 8A**>

### **MERCHANT RECOGNIZES GEMS**

Merchant: “Those are the Gems that were stolen from us in a little village south of the Valley, aren’t they?!”

He motions for the other merchants to approach, and they nod their heads as they examine the gems. Fear spreads across you, you try to pull yourself together but you stand there in shock for a good minute. <Player choose: **Dialogue 8A** OR **Dialogue 8B**>

<If \* **Traded Gem** true from Action 2A> Merchant: “Yes, another merchant told me there was a young traveler spending our stolen gems!”

**Dialogue 8A:**

You (trying to keep calm): “No. No. No... I am not a THIEF! I just found them.”

**Dialogue 8B:**

You (trying to keep calm): “No. No. No... I am not a THIEF! You are mistaken!”

**Merchant Response 1:**

Merchant: “No, you lie, young insolent! You will pay for stealing these from us!”

<Advance to **PROBLEM 2**>

**Merchant Response 2:**

Merchant: “No, I am not mistaken, you thief! You *were* the one who stole these from us!

You will surely pay for your evil deeds!” <Advance to **PROBLEM 2**>

**PROBLEM 2: MERCHANTS CHASE**

You burst out of the merchants’ shop, panting wildly. You see Arion standing there watching you calmly. Your chest aches. You can’t call to him for help. He was a spirit of goodness who would never protect someone like you!

You hear hoofbeats around the opposite end of their tent. They must be mounting their horses to chase after you! What do you do?! <Players choose: *Hide in the nearby cave (Action 7A) OR Run fast! (Action 7B)*>

**Action 7A: Hide in the Cave:**

In a panic, your eye spots a cave in the rocks behind the merchants’ shop. You strain to run for it as quickly as you can and dive inside. <Advance to **Incident 4A**>

### **Action 7B: Run Fast!**

With no other options, you decide the only thing you can do is to run as fast as you can!

The sandy breeze stings your eyes as you push harder and harder. <Advance to **Incident 4B**>

### **Incident 4A: Chase 1:**

In the darkness, you hear the merchants' yells getting louder. You squish yourself into a crevice along the cave wall as they gallop past, nearly clipping you. You dash out of your hiding place and try to make a break for it before they notice you.

Merchant: "There's the thief!"

They begin to charge for you. Is there any escape?! <Advance to **ARION PROTECTS**>

### **Incident 4B: Chase 2**

As you keep running, you hear the hoofbeats thundering louder and louder. You know they will soon catch you. Is there any escape?! <Advance to **ARION PROTECTS**>

### **ARION PROTECTS**

As the merchants nearly catch you, you suddenly feel your body swept off your feet. As you open your eyes, you realize you are draped across the back of a golden steed. Arion!

He is thundering away, and you see the awestruck faces of the merchants staring after you quickly fade into the distance. <Advance to **PROBLEM 3**>

### **PROBLEM 3: ARION SAYS YOU LIED**

<*Somber music plays*> Arion's gallops slow into trots. Soon, he stops altogether, and you slide off his golden back. You cannot make eye contact with your friend, knowing what he must think. He huffs.

Arion: "Why did you lie to me?" <*Players choose: I'm sorry (Dialogue 9A), You understand? (Dialogue 9B), I couldn't help it (Dialogue 9C), OR No, I didn't! (Dialogue 9D)*>

#### **Dialogue 9A: I'm Sorry**

You: "I'm really sorry. I knew the truth, and I couldn't tell you. How could I tell you that I stole them? Please be merciful to me." <*Advance to ARION FORGIVES YOU*>

#### **Dialogue 9B: You Understand?**

You: "What was I supposed to tell you after you helped me? I couldn't tell you I stole them? Please, my friend, you understand? Please forgive me." <*Advance to ARION FORGIVES YOU*>

#### **Dialogue 9C: I Couldn't Help It!**

You: "I couldn't help it! My father was so oppressive to me! When I saw those gems they had, I saw my freedom sparkling back at me!"

Arion seems unmoved by your explanation. <*Players choose: I'm sorry (Dialogue 9A) OR You understand? (Dialogue 9B)*>

#### **Dialogue 9D: No, I Didn't!**

You: "No, I didn't!"

You insist, but Arion just stares back at you unmoved. *<Players choose: I'm sorry (Dialogue 9A) OR You understand? (Dialogue 9B)>*

### **ARION FORGIVES YOU**

Arion (gently sighing): "I forgive you of your lies. Good often comes out of things that were once evil. Let us continue. The end is near." Choose the path: *<Players choose Canyon 1 (Path 8A) OR Canyon 2 (Path 8B)>*

#### **Path 8A: Canyon 1:**

*<Adventure music plays>* You see the canyon walls begin shrinking lower and lower. The end must be close. *<Advance to Canyon 3 (Path 9)>*

#### **Path 8B: Canyon 2**

*<Adventure music plays>* The path climbs higher and higher out of the Valley. You can already smell the luxuries of the city. *<Advance to **END OF THE VALLEY: A CAVE?**>*

#### **Path 9: Canyon 3**

The path climbs higher and higher out of the Valley. You can already smell the luxuries of the city. *<Advance to **END OF THE VALLEY: A CAVE?**>*

### **END OF THE VALLEY: A CAVE?**

At last, you and Arion have come to the end of the Valley. The ground is sloping upward, higher and higher. Finally, you see it. That glittering city you had only dreamt about. *<Advance, creepy music plays>*



But wait...As you scale to the top of the slope, the city is not in sight. You cannot even see out of the Valley. A rocky hill blocks your path. Pitch blackness floods a cave ahead of you. It descends into the side of the hill for what looks like an eternity. You look around. You had never heard that a cave led out of the Valley. <Advance to **ARION ACTS STRANGE**>

### **ARION ACTS STRANGE**

Arion: “Why are you stunned? Didn’t you guess this was where the Valley ends?”  
<Players choose: “Is this it?” (**Dialogue 11A**) OR “Where is the city?” (**Dialogue 11B**)>

### **Dialogue 10A:**

You: “Is this it? Is this the exit out of the Valley?” <Advance to **Arion Response 1**>

### **Dialogue 10B:**

You: “Where is the city? Where is my new home?” <Advance to **Arion Response 2**>

### **Arion Response 1:**

Arion: “Yes, this is the end of the Valley. But it is not the exit.” <Advance>

You: “What? I know there is an exit!”

Arion: “There is no exit out of the Valley...at least for you.” <Advance to **ARION**

### **EXPLAINS HIMSELF**>

### **Arion Response 2:**

Arion: “Your new home? Oh, no, young traveler. Your new home is not in that city.”

You: “What are you talking about? That’s where you were taking me.”

Arion: “No, your new home is here.” <Advance to **ARION EXPLAINS HIMSELF**>

## **ARION EXPLAINS AND REVEALS HIMSELF**

You: “What are you saying?! Arion what’s wrong?” <Advance>

You: “Why are you looking at me like that? Why are you acting so strange?”

Arion: “Acting strangely? Strange for what? The spirit of goodness that you think I am?”

A cold laugh escapes from the horse’s wide jaws as you try to grasp what is happening.

Arion: “You have been so foolish, young traveler. You made it too easy for me. You believed every lie, even more than I believed yours.” <Advance>

You leap back against the cave wall, startled, as Arion’s body begins to mutate. The shimmering golden hair melts, morphing into thick black scales. Those lithe limbs dissolve into a long, ropelike body. His muzzle distorts into a serpentine stare. This new Arion lets out a hiss and shows his fangs.

Arion: “Didn’t you guess this was how your voyage would end? That your evil deeds would never lead you anywhere? Some mortals are granted second chances, but others like you never live to see them.” <Advance>

A swift snap. Those powerful jaws crack. A heap of gems fall to the ground.

Another Valley Voyager lost forever...

**END**