\*Chapter Levies-Feast

Diagram

Description automatically generated

DESCRIPTION Blab la

- LOAD\_STAGE LevisFeast

- SYNC\_STAGE\_EVENT Show-Intro-Screen

- \*A-Market

\*Section A-Market

Map

Description automatically generated

DESCRIPTION bla bla

- START\_QUEST Taxes

- START\_QUEST Taxes and Loan for Levi

- HUB

Θ Eavesdrop at the booth

- \*A-Market\_Booth-Eavesdrop

Θ Talk to people at booth {CXI:Man\_1:Talk}

- \*A-Market\_Booth-Dialog

Θ Run into Gabriel

- \*A-Market\_Gabriel-Cutscene

- END\_QUEST Taxes and Loan for Levi

- START\_QUEST Attend Levi’s feast

Θ Talk to Zealots {CXI:Zealot\_1:Talk}

SET LevisFeastCore.Flag\_Zealot = true

- \*A-Market\_Zealot-Dialog

Θ As BEN is halfway to the gate, AARON bumps into him. {ArronBump}

► B-Street

HUB\_CHOICE\_END

§A-Market\_Zealot-Take-Scarf

- START\_QUEST Zealots Scarf

- START\_QUEST Help the Zealots

> A-Market\_Zealot-End

§A-Market\_Zealot-End

- STAGE\_EVENT Zealots walk away {A-Market:ZealotsWalkAway}

- STAGE\_EVENT Show zealot mindset notification {C-Zealots:MindsetNotification}

\*[D-EAV] A-Market\_Booth-Eavesdrop

DESCRIPTION Levi is not at his booth. There are: PASSERS-BY, some of them stopping to look at the booth. Ben overhears snippets of gossip as the PASSERS-BY talk to each other.

NPC1

Levi just got up and left. Like that!

NPC2

Levi’s given up collecting taxes? Sure, like a jackal would give up meat.

NPC1

What did the rabbi say to him?

NCP2

I’ve heard some stories about this Nazarene, but I can’t believe he’d have anything to do with that sort.

\*[D-DEF] A-Market\_Booth-Dialog

DESCRIPTION Ben talks with one of the men in the queue

BEN

Where’s Levi? I have money for him.

MAN 1

We all do.

MAN 2

He went with the rabbi. Pretending to turn over a new leaf.

MAN 3

That won’t last. He’ll be back to bleeding us dry in a week.

\*[C-CUT] A-Market\_Gabriel-Cutscene

DESCRIPTION GABRIEL arrives

GABRIEL

What are you doing here? Let’s go over to Noah’s house.

BEN

You know I’ve got to get Daniel back.

GABRIEL

You managed to raise the tax money?

BEN (shows him)

Right here

GABRIEL

So bring it tomorrow. They’ll send another collector by then.

BEN

It has to be paid today. Silvius is leaving Capernaum in the morning.

GABRIEL

He’s not going at dawn, is he? Not the early bird type, that one. Just get here early.

BEN

But I have to talk to Levi.

GABRIEL

You want to have company with him?! This self-enriching maggot.

GABRIEL

No godly man like us, who truly seek God's will and the best for the world and the people, should owe such a one!

BEN

Yes, I also dislike having to go to him. But I need him...

GABRIEL (annoyed)

No misery justifies to collaborate, and he is not here, and you surely don’t want to go into his tainted house.

BEN

Maybe I’ll do that.

GABRIEL

If you do that, you can kiss your fraternity affiliation goodbye!

\*[D-DEF] A-Market\_Zealot-Dialog

ZEALOT 1

You’re going to the tax collector’s house?

BEN

What if I am?

ZEALOT 2

Friendly with people like that, are you, kid?

BEN

PLAYER\_CHOICE

Θ [Defensive] It’s none of your business. Nobody put you Zealots in charge.

►A-Market

Θ [Defiant] I hate them. Levi is the reason my family is starving.

> A-Market\_Zealot-Dialog\_Continue-01

Θ [Honest] I just need to pay my taxes and get Levi to do something for me.

> A-Market\_Zealot-Dialog\_Continue-02

PLAYER\_CHOICE\_END

§A-Market\_Zealot-Dialog\_Continue-01

ZEALOT 1 (The Zealots look meaningfully at each other.)

Got spirit, this lad.

- SET LevisFeastCore.Flag\_test == true

ZEALOT 2

You don’t have to be a victim.

> A-Market\_Zealot-Dialog\_Continue-02

§A-Market\_Zealot-Dialog\_Continue-02

ZEALOT 1

You don’t want to owe favours to people like him. You’re making the wrong friends.

BEN

I should help you Zealots, should I?

ZEALOT 1

Help yourself. Help all of us. We can strike a blow those Rome-lovers won’t forget.

BEN

PLAYER\_CHOICE

Θ [Reject] Leave me out of it. All you Zealots do is make trouble for all of us.

► A-Market

Θ [Consider] What do you mean? What kind of blow?

> A-Market\_Zealot-Dialog\_Continue-03

PLAYER\_CHOICE\_END

§A-Market\_Zealot-Dialog\_Continue-03

ZEALOT 2 (shows scarf)

Smell it. That perfume’s a year’s taxes to you and me, but a tax collector’s whore will sprinkle it like water.

ZEALOT 1

Give it to a man called Hezion. He’s one of Levi’s dinner guests. Another one who’s grown fat off the sweat of your brow.

ZEALOT 2

Very fat!

BEN

PLAYER\_CHOICE

Θ [Take the scarf]

SET LevisFeastCore.Flag\_Scarf = true

> A-Market\_Zealot-Dialog\_Continue-04

Θ [Refuse]

> A-Market\_Zealot-Dialog\_Continue-05

PLAYER\_CHOICE\_END

§A-Market\_Zealot-Dialog\_Continue-04

BEN

How will I get in?

ZEALOT 2

Act like you belong and nobody will give you a second glance. Lesson in life there, boy.

ZEALOT 1

Get going. Don't want to be seen talking.

► A-Market\_Zealot-Take-Scarf

§A-Market\_Zealot-Dialog\_Continue-05

BEN

Do your own dirty work.

ZEALOT 2

Time’s coming when you’re going to have to pick a side, boy.

► A-Market\_Zealot-End

\*Section B-Street

DESCRIPTION Ben walks along the street to Levi’s house. The major-domo ELIAS is standing at the gate.

- \*B-Street\_Aaron-Dialog

§B-Street\_ChooseWhatToDo

- HUB

Θ Talk to Aaron {CXI:Aaron:Talk}

> B-Street\_the-end

Θ Approach Elias {STE:F-Gate:ApproachElias}

> B-Street\_the-end

Θ Approach Elias {STE:F-Gate:ApproachElias}

> B-Street\_the-end

Θ Take Foodbasket {STE:F-Gate:FoodBasketTaken}

- SET LevisFeastCore.FoodbasketTaken = true

HUB\_CHOICE\_END

§B-Street\_the-end

- THE\_END The End

\*[D-DEF] B-Street\_Aaron-Dialog

BEN

Aaron? What are you doing here?

IF LevisFeastCore.Flag\_Zealot == true

> B-Street\_Aaron-Dialog\_Continue-01

ELSE

> B-Street\_Aaron-Dialog\_Continue-02

ENDIF

§B-Street\_Aaron-Dialog\_Continue-01

AARON

Those scum are in there stuffing their faces on your money. The Zealots have the right idea how to deal with them.

BEN

Which is…?

AARON

Just turning the tables - or at least help yourself to theirs. Secretly. Tag along if you dare.

► B-Street\_Aaron-Beckons-ScriptedEvent

§B-Street\_Aaron-Dialog\_Continue-02

AARON

You don’t want to know.

(Aaron walks off around the back of the house.)

► B-Street\_Aaron-Runs-Off-ScriptedEvent

\*[C-SEG] B-Street\_Aaron-Runs-Off-ScriptedEvent

DESCRIPTION Aaron walks off around the back of the house.

► B-Street\_ChooseWhatToDo

\*[C-SEG] B-Street\_Aaron-Beckons-ScriptedEvent

DESCRIPTION Aaron beckons Ben to follow him around the back of the house

► B-Street\_ChooseWhatToDo