\*Chapter Levies-Feast

Description: Blab la

Diagram

Description automatically generated

- \*A-Market

- \*B-Street

- \*C-House

\*Section A-Market

Description: bla bla

Map

Description automatically generated

- 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

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

- \*A-Market\_Zealot-Dialog

Θ Leave the market and go to the Street leading to Levies house

► B-Street

HUB\_CHOICE\_END

\*[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.

…

Ben

Maybe I’ll do that.

GABRIEL

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

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

SET Flag\_Zealot = true

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

The Zealots look meaningfully at each other.

ZEALOT 1

Got spirit, this lad.

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

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

...

Ben

PLAYER\_CHOICE

Θ [Take the scarf]

SET 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

...

► A-Market

§A-Market\_Zealot-Dialog\_Continue-05

...

► A-Market

\*Section B-Street

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

- GAME\_EVENT: As BEN is halfway to the gate, AARON bumps into him. {ArronBump}

- \*B-Street\_Aaron-Dialog01

- \*B-Street\_Aaron-Beckons-ScriptedEvent

- \*B-Street\_Aaron-Dialog02

\*[D-DEF] B-Street\_Aaron-Dialog01

BEN

Aaron? What are you doing here?

IF 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.

► C-SEG 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.)

► D-DEF B-Street\_Aaron-Dialog02

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

Description: Aaron beckons Ben to follow him around the back of the house)

► B-Street\_Aaron-Dialog02

\*[D-DEF] B-Street\_Aaron-Dialog02

Ben

PLAYER\_CHOICE

Θ [Follow Aaron]

► E-Aaron-001

Θ [Let him go]

►F-Gate-001

PLAYER\_CHOICE\_END