* Start Game =>
* Character Creation:
* Choose Race: [Available options: Amphibian,

Animal,

Bird,

Body of Energy/Light,

Humanoid,

Insect,

Plant,

Reptile,

Sea Creature;

]

* Choose Background:

1. Fleeing from your war-torn planet Voloc, you leave everything behind in hopes of finding a peaceful deserted planet to thrive on. Unfortunately, your ship malfunction while in hyperdrive and crashes you into planet Earth;
2. Coming from a renowned family of space-time explorers, you decide to study solar system planets through-out space time. However, when you decide to visit Pangean Earth, your ship malfunctions crashing you into c. 2000AD version of it;
3. Trying to solidify your presence in the intergalactic Smuggler’s Guild, you attempt to smuggle ancient relics from now-desolate planet Mars. However, once you carry the artifacts onto your ship, the vessel malfunctions and crushes you into planet Earth;
4. While in the process of crossing off your bucket-list goal of solo cruising the universe, your ship is set off by a passing comet near the Solar system and you crash into planet Earth.
5. [EXTRA] Since the first day of your life that you can remember, you’ve been subject 011 of a super classified studies on Dark Matter Infused Life Forms. After years of training your telekinetic and liquid-controlling powers, you manage to escape the comet-ring based secret facility and mount a ship. However, presence of a black hole warps your hyperdrive trail and sends you crashing into planet Earth c. 1900AD.

**Scene 1(1P[[1]](#footnote-1)):**

It’s dark. You can only hear the fire sounds and that of lightning strike. You grunt. You can hear the rain starting to pour, dripping on your ship’s metallic carcass. Fire sounds fade out. You wake up. You check your computers, but nothing seems to be working; You shift and shuffle to get out. [exit through the hatch].

Image: Darkness; Messed up computers and a half open hatch;

Sounds: Fade in fire sounds and lightning strike; Grunting sounds; Raining, fire sounds fade out;

Interactions: 1) Computers – Bleep; 2) Hatch – go outside;

Inputs: the interactions;

**Scene 2(3P):**

You’re standing on the ship rubbles. You can: search the ship remains to find anything useful; Go to mountains; Go to forest;

Image: Alien standing on top of the ship’s rubbles; forest to the right, mountains in the back, clouds and rain around.

Sounds: Raining; Rubble shuffling; Steps;

Interactions: 3) Search ship rubbles – find a device that needs to be charged; 4) Go to mountains; 5) Go to forest;

Inputs: the interactions;

**Scene 3.3(3P):**

You’ve chosen to search the debris for anything useful. You discover an important device, but it needs to be charged ASAP. It’s gotten darker in the meantime. You feel urged to hurry up and leave the place to find a better shelter.

Image: Same as [Scene 2];

Sounds: Same as [Scene 2];

Interactions: 4) Go to the mountains; 5) Go to forest;

Inputs: the interactions;

=>

**Scene 3.4(3P):**

You’ve chosen to go to the mountains. It’s gotten darker but you see a wood cabin with fire going on.

Image: Mountain-side, partially rocky, partially covered with trees and bushes. Cabin is to the right of the character.

Sounds: raining;

Interactions: 6) Look; 7) Go inside the Cabin;

Inputs: the interactions;

**Scene 3.5(3P):**

You have chosen to go to the forest. After a while of walking it gets very dark and you notice a pair of flashing eyes.

Image: unclear darkness with two flashy eyes on the right side of the screen.

Sounds: raining;

Interactions: 8) Run; 9) toggle eyes;

Inputs: the interactions;

=>

**Scene 3.9(3P):**

You begin to see an image of a [earthling being]. The being seems to be aware of your distress you decide to gesture it to help you;

Image: same as [Scene 3.5] + the shape of the being is revealed;

Sounds: still raining;

Interactions: none;

Inputs: gesture help commands (e.g. drink, food, sleep, etc.);

**Scene 4.7(3P):**

You’ve decided to go inside the cabin. Inside you see a being very similar to you cooking sth. Over the stove. The stranger realizes who you are and asks you questions; after answering most of the questions, choose how to interact only to answer more questions; once you’re done answering the questions you can interact with the stairs to go to bed.

Image: wooden cabin setting with fireplace on, food on the stove, the kettle boiling… the stranger is on the right side of the screen;

Sounds: fire cracking and kettle boiling;

Interactions: [after answering the questions] 10) sit by the fireplace => 11) eat food; 12) drink something warm;; 13) toggle stairs to go to bed;

Inputs: answers to the questions + the interactions;

* When the stranger asks you questions/when you answer them, he mixes German with your language so you can detect the simple patterns (verbs, nouns, etc.).

**Scene 4.8(3P):**

You decide to run from the flashing eyes. While running you stumble over what appears to be ruins of a house. You could use this place as your shelter for the night.

Image: character is standing in the middle of a ruin of a house. Fireflies illuminate the place by a bit.

Sounds: raining outside;

Interactions: 14) search the rubbles; 15) go to sleep;

Inputs: the interactions;

**Scene 4.9(3P):**

After getting help from the earthling, it leads you to what appears to be rubbles of a house. You could use this place as your shelter for the night.

Image: same as the [Scene 4.8];

Sounds: also same;

Interactions: also same;

Inputs: also same;

* If you search the rubbles, you find two books – a pocket picture dictionary of German (can carry) and an old & torn children’s book (can’t carry);

**Scene 5.13(3P):**

You go upstairs and the stranger tucks you inside the bed and leaves a glass of milk and some books on the night-stand. After [interaction] you fall asleep.

Image: cabin style bedroom, the character is tucked inside a bad and the milk and the books are to the right on top of a night-stand;

Sounds: raining outside;

Interactions: 16) drink milk; 17) look at the books;

Input: the interactions;

* The books are a nice children’s book and a complicated two-language (German-English or sth.) and picture dictionary (can’t carry either of them);

**The End.**

1. #P – view of the scene (1st person, 2nd person, etc). [↑](#footnote-ref-1)