Heartfelt

FADE IN:

INT. INTRODUCTORY CUTSCENE

3 images on top of screen and text below telling the tragic tale of the player’s seduction by other ‘seductors’ and how he is able to redeem his ability to love/be loved.

ON SCREEN

Seduction...Oh, you poor dear...Seduction is a dangerous thing. If not treated carefully, it can be *most* dreadful, *most* detrimental, *perhaps* - oh yes, *perhaps* even irreparable.

Scene fades and another image appears with more text below.

ON SCREEN

Seduction truly is a cruel mistress. Or...maybe it is your mistress that is cruel...as..as well as seductive! Oh...W-wait that’s...that’s just a dominatrix...Moving on!

Scene fades and another image appears with more text below.

ON SCREEN

You. Your heart was **broken**. **Shattered.** Your precious heart scattered and those 5 measly pieces lie abandoned. You were seduced and destroyed, but, ah! There is hope for you yet, poor soul. In this dreadful home of lost love, you may collect those 5 pieces - seduce those who hold your heart from you - and you will be able to love again.

[Pause text generation]

But if you should fail…

FADE OUT:

FADE IN:

INT. DUNGEON START ROOM - DUNGEON TIME

Text detailing PLAYER MOVEMENTS, PLAYER ATTACKS, and recounting the objective.

TOP LEFT/CENTER/TOP RIGHT OF SCREEN

MOVEMENT:

WASD OR ARROW KEYS

ATTACK:

1 - Kissy lips: Deals x Damage

2 - Rockette Rocket Leg (RRL): Deals x Damage

3 - Ass Attack: Deals x Damage

4 - Wink: Decreases Enemy Defense

On separate part of screen is recount of objective

ON SCREEN

You must retrieve all 5 parts of your heart. Seduce enemies who are holding your heart hostage and repair your ability to love.

FADE OUT:

FADE IN:

INT. BOSS FIGHT - BEFORE FIGHT

Realization by the player character that they must fight their own self so that they can love and be loved again.

PLAYER THOUGHT BUBBLE

!

[Pause text generation]

?

Narrator’s voice quietly fades in

NARRATOR

Oh, you poor unlovable creature...You’re *so* close! But, as of course you know, the last person standing in your way - is you! \*Softly whispers ‘cliche’ and fades out\*

FADE OUT:

FADE IN:

INT. CUTSCENE (FAILURE) - AFTER BOSS BATTLE

Narrator dictates the player’s fate

NARRATOR

(Narrator sighs)

Well...sometimes when you take a chance...it doesn’t always work out in your favor.

[Pause text generation]

I must say, you put up a *valiant* fight - I’m rather sad to have to say this.

[Pause text generation/perhaps change image]

You, \_\_\_\_ , have lost your heart. You can neither love nor be loved. You are destined to an eternity in this world devoid of affection.

[Pause text generation}

I’m sorry.

FADE OUT:

FADE IN:

INT. CUTSCENE (SUCCESS) - AFTER BOSS BATTLE

Narrator dictates the player’s fate

NARRATOR

Ah! What a happy day! What a happy occasion! Oh, it’s so *pleasing* to finally see someone do it...I swear you are the first one in **eons** to make it through!

[New paragraph]

Well, you’ve certainly earned this!

[Popup of heart]

Treat it well. I rather doubt that you want to do all this again…

[New paragraph]

And, if you can manage it, please keep in mind that while seduction can be a perfectly wonderful thing - just make sure you don’t *catch* anything, and that your dear seductor doesn’t *take* anything.

[New Paragraph]

Watch over your heart.