**Purpose**

The tower scene is the opening scene where the princess is given time to explore her surroundings and learn about the world (or realize how much she doesn’t know about the world). The player is given a certain number of dialogue interactions before the Hero arrives.

**Script:**

N: Once upon a time, in a forgotten corner of the kingdom, there stood a tower. It loomed high, shrouded in mystery. The moonlight filtered through its narrow, arched window, casting a pale glow on the cold, damp walls.

N: There sat the princess, her delicate fingers tracing the rough stone sill. Her eyes, though tired, held a spark of hope. She knew that someone would come for her, as the stories always promised.

**Dialogue Options (Choose 3)**

[(Thought) It’s been so long…](#isfzjn8xcthv)

[(Act) Inspect the dusty room](#kix.r028uolqed5m) → [(Act) Inspect the dusty table](#vxqx0zgpyft1) → [(Act) Read the old book on the table](#z9aryt8fdkzs)

[(Act) Sit on the wooden bed](#uegfsfo8xmy5)

[(Act) Attempt to open the door](#wyz0nv1c54fh)

[(Thought) Why is there no escape?](#cdqyi8dgdm0v) → [(Thought) What lies beyond these walls](#snqpqc6sknl5)?

[(Thought) What secrets does this tower hold](#5w4ol4x6ck12)…

[(Act) Sleep.](#ydrr0ulflo15)

Only available after first route:

[(Thought) I’m back.](#8u73swkszd93)

(Act) Attempt to open the door → [(Act) Check the door again](#w7vj2pk4bdxu)

[(Thought) Was it all a dream?](#7x5x1zgj2j7w)

[(Thought) I remember being rescued…](#waj2f0v50glw)

Only available after second route:

[(Thought) I can’t believe I’m back here again.](https://docs.google.com/document/d/1MIto4C7kHZDc_8hXUeVSljV2LAw-e7UJr3GmswMPcG0/edit?pli=1#bookmark=id.nwi73sbnz3j3) → [(Thought) Could my emotions be causing this… anomaly?](https://docs.google.com/document/d/1MIto4C7kHZDc_8hXUeVSljV2LAw-e7UJr3GmswMPcG0/edit?pli=1#bookmark=id.vhtdin5fvp9w)

[(Thought) Is there a lesson to be learned?](#8mg1j1i2495y) → [(Thought) What if the hero holds the key to truly breaking free?](#1kwtygoq0thw)

[(Thought) Maybe the tower itself is enchanted.](#7swgen23q4it)

[(Thought) Blending realities…](#5wht85xwf6y6)

Only available after an encounter with the aware hero:

[(Thought) Who is he really?](#wjtvwpktoh2h) → [(Thought) Him? A way out?](#ws2x9esyzs2j) → [(Thought) Does he… know?](#cfwopoc9vk9)

[(Thought) Why is this happening to us?](#lmm5l4uv56ih)

If [(Act) Sleep.] was not already chosen:

N: The moon rose higher, bathing the tower in a soft, ghostly light as the stars twinkled above.

**Dialogue Options (Choose 1, if “(Act) Sleep.” was not already chosen)**

[(Act) Sleep.](#ydrr0ulflo15)

**Dialogue:**

**(Act) Inspect the dusty table**

N: The candle on the small table flickered, casting fleeting shadows that danced across the room. The princess's thoughts were filled with both hope and doubt, wondering about the future that awaited her. She longed for change, for a way out of her predicament.

PT: The stories always end with the princess being saved.

PT: There must be a way out.

**(Thought) It’s been so long…**

PT: Another night in this forsaken place. How long has it really been, waiting for a rescue that seems to never come? Waiting for a way out of this…

N: As the moon climbed higher in the sky, its silvery light bathed the tower in an ethereal glow. The princess took a deep breath. She knew that her hero would arrive soon, bringing with him what hoped to be a final escape.

PT: I will be ready.

**(Act) Inspect the dusty room**

N: Dust particles danced in the air, illuminated by the soft light, and the air was heavy with the scent of moss and old stone. The distant howl of wolves echoed through the night, adding to the eerie stillness.

N: Inside the tower, the room was sparsely furnished, with only a simple wooden bed, a worn-out rug, and a small table holding a flickering candle.

**(Thought) I wonder what lies beyond these walls...**

N: The princess's gaze drifted towards the narrow window, her mind wandering to the world outside. She imagined the vast forests, the bustling villages, and the open skies.

PT: What is out there, beyond these confining walls? A life I’ve never known, a journey of discovery...

**(Act) Sit on the wooden bed**

N: The bed creaked softly as she sat down, the old wood groaning. She ran her hand over the rough blanket, her thoughts drifting to nights of restless sleep and dreams of freedom.

PT: This bed has held me through countless nights. It’s a reminder of my captivity but also a testament to my endurance.

PT: I won’t let this tower be my end.

**(Act) Read the old book on the table**

N: An old, leather-bound book lay on the table, its pages yellowed with age. The princess opened it carefully, the musty scent of old paper filling the air.

N: The book was filled with tales of bravery and adventure, stories of heroes and heroines who faced insurmountable odds.

PT: These stories... they all speak of courage and destiny. Maybe there’s something here, some clue to help me find my own path.

**(Act) Attempt to open the door**

N: The princess approached the heavy wooden door, its surface worn and scratched from countless attempts to open it. She grasped the iron handle, pulling with all her might.

N: The door didn’t budge, its hinges creaking in protest. She let out a frustrated sigh, her hope waning with each futile attempt.

PT: Locked, as always. This door is my prison, a barrier between me and the world.

PT: There must be a way to break free.

**(Thought) Why is there no escape?**

N: The oppressive silence of the tower echoed her thoughts, each one a plea for freedom that went unanswered. The weight of her captivity felt suffocating.

PT: No matter where I turn, there’s no escape. These walls, this door, this bed... they all serve to remind me that I’m trapped.

PT: Why can’t I find a way out?

**(Thought) What secrets does this tower hold?**

N: Her eyes scanned the room, taking in every shadow and corner, her mind racing with possibilities. But all she saw was the familiar, unchanging interior of her prison.

PT: This tower has stood for ages. What secrets does it hold?

PT: Apparently, none that I can find.

**(Act) Sleep.**

N: As she lay down, the soft glow of the candle flickered and dimmed, casting long shadows on the cold stone walls. The princess's thoughts, whether filled with hope or the weight of repeated days, slowly quieted.

N: As exhaustion overtook her, the princess's eyelids grew heavy, and she slowly drifted off to sleep.

If previously encountered aware hero and romance is 70+ :

PT: A warmth in the cold of night.

PT: I’ll see you soon…

PT: my hero.

Else if previously encountered aware hero and romance is 70- :

PT: Hero…

PT: I will find out soon enough…

Else if after the first route:

PT: Here we go again.

**(Thought) I remember being rescued...**

PT: I remember being rescued... It was real. It felt so real. How can I be back here now?

N: The princess's heart pounded as she recalled memories of the past, vivid and undeniable.

N: No doubt, the stress was getting to her.

**(Act) Check the door again**

PT: Maybe the door is different now. Maybe I can get out...

N: She rushed to the door, her hands trembling as she tried the handle once more.

N: But to no avail.

**(Thought) Was it all a dream?**

PT: Was it all a dream? Did I imagine being rescued? No, it felt too real. But why am I here again?

N: Doubt crept in as the princess questioned the reality of her memories, the line between dream and reality blurring.

**(Thought) I can’t believe I’m back here again.**

PT: I can’t believe I’m back here again. How many times must I go through this?

N: The princess’s frustration boiled over, the same surroundings greeting her once more.

**(Thought) Could my emotions be causing this… anomaly?**

PT: Could my emotions be influencing the loop? Do I need to feel… a certain way to break free?

N: She pondered whether her own feelings might hold the key to her predicament.

**(Thought) What if the hero holds the key to truly breaking free?**

PT: What if the hero is the answer?

PT: Maybe I need to change how I interact with him.

N: Her mind raced with the idea that her savior will be integral to her escape.

**(Thought) Is there a lesson to be learned?**

PT: Is this all merely a lesson? Is escape simply a reward?

PT: Maybe I’m missing something crucial.

N: The princess considered that her imprisonment might be a test, teaching her something important about herself and her fate.

**(Thought) Maybe the tower itself is enchanted…**

PT: Could it be that there is a spell binding me here…

N: The princess glanced around at the ancient stones, considering the possibility of hidden magic within the walls.

**(Thought) I’m back.**

PT: I’m back. Everything is gone... my wounds, my possessions, even the signs of my struggle.

PT: It’s like it never happened.

N: The princess’s eyes widened as she took in her surroundings, the cold and unyielding walls of the tower greeting her once more.

**(Thought)** **Blending realities…**

PT: No scratches, no bruises... nothing to show for my struggles.

PT: How many times have I been through this?

PT: How long has it… truly been?

N: The tower stood silent and unchanged, oblivious to the princess's inner turmoils.

**(Thought) Does he… know?**

PT: Does he know about this… replaying of events? The retelling of stories past? He acts like he’s hiding something, but how much does he really know?

N: The princess's thoughts lingered on the hero who might come to save her, a mixture of suspicion and curiosity in her eyes.

**(Thought) Him? A way out?**

PT: What if he knows the way out? Why is he still here?

PT: There is something he knows. He must tell me.

N: The princess’s resolve hardened.

**(Thought) Who is he really?**

PT: Who is he really? Could he be more than just my savior in this story?

N: Her mind was filled with questions, her curiosity about the hero who may finally save her overwhelming.

**(Thought) Why is this happening to us?**

PT: Why is this happening? Is there a reason we’re stuck in this endless cycle? Who designed this?

N: A sense of urgency filled the princess as she pondered the purpose behind her situation.