

ACT 1- PROLOGUE

Black screen, words slowly faded into the center. Read by the queen if we do voice over.

ON SCREEN TEXT

Our world was simple once. The Elcaryn Empire stretched across the known world, entire continents bowing before its might. But then came the Ruin.

Fade to black again. Then a new paragraph

ON SCREEN TEXT

An infectious, lethal disease, the Ruin spread throughout the Empire, turning its cities into mausoleums of wood and stone. Nowhere was the death count higher however, than in the Empire's heart, it's capital, Gladiusmer, in the land of Elcara, home of the Grand Emperor and high court. Within three years of the Ruin's appearance, the Elcaryn Empire was in ashes.

Fade to black. Then fade to a background of a faint map of the game world. Words appear over it.

ON SCREEN TEXT

In the century that followed, the world rebuilt. The Empire's former colonies claimed independence while Elcara crumbled into chaos. Out of blood and war, three new cities arose in Elcara, each with their own ruler, each thirsty for the power their ancestors had lost.

Words fade. Somehow highlight the three cities on the map. Eventually the map fades. Fade in a detailed picture of protagonist, preferably with some type of nice background. Words fade in over the picture, not over her face.

ON SCREEN TEXT

You are Kendra Hale, a woman from the village of Oakhill, a small settlement in the lands claimed by the city of Stonereach. For your entire adult life you have been a clear and well-minded voice amongst your people, the young and old learning to look to you for guidance

and strength.

ACT 1- SCENE 1- OUTPOST TOLLFAR- PART 1- THE WALL

Fade to a picture of the front gate of the outpost, in game. It is closed and the back wall continues to extend off the screen to the right. We see the interior of the outpost, soldiers all standing ready. To the left of the gate is an open field, green hills and a river in the background.

ON SCREEN TEXT

Attacked by a band of Wildmen, you have led the people of your village to the Tollfar Outpost, seeking refuge. Within its walls you waited in safety... Until it too fell under attack.

A fire ball flies in from off screen, left, and collides with the outpost wall. Dark Wildmen appear and begin running towards the wall. We see this for a second and then the point of view moves to the right, zooming into the distance you play at, leaving that fight where it is, scrolling all the way until we find Kendra Hale, standing atop the back wall. The view is zoomed in enough that we can't see what is happening on the ground below. She is wearing leather armor and has a sword.

From off-screen:

SOLDIER

Ladders! They're on top of the walls!

Player now takes control. A tutorial appears instructing how to move. Once they do, another tutorial appears saying how to fight. Enemies first come from the left. As the player moves to the left, they see that the tops of ladders now protrude just above the wall. Crates and things can block the players path, even maybe a crumbled section of wall or two. Enemies begin to appear from the right as well.

After a certain amount of fighting takes place, an adult and child come running from the left. They are villagers, one is Migul, a tall man, soft, flat faced, but strong looking, with long black hair, he has a sword in his hand. The other is a young girl, Lina, blond haired, innocent looking. There's blood in her hair. She is wearing a prominent, unique looking necklace.

LINA

Kendra!

MIGUL

Kendra, thank the gods. Its good to see someone else from Oakhill. Lina came with me while I was helping distribute supplies along the wall. Before we could get back, the Wildmen were attacking.

LINA

Kendra, what's going on?

KENDRA HALE

1)It's okay Lina. Migul is going to get you back to the rest of the villagers.

KENDRA HALE

2)Get her out of here! Now!

KENDRA HALE

3)Lina, you're with me now. I'm going to take care of you.

Player chooses.

MIGUL

1)Things will go easier once we get away from the wall. Hear that Lina, everything is going to be okay for here on... And Kendra will be right behind us, right?

MIGUL

2)What do you think I've been trying to do!

MIGUL

3)I can take her the rest of the way. She'll be safe with me, I promise. You've always been better in a fight than anyone I know. If anyone can help the soldiers here, it's you.

MIGUL (CONT'D)

If we take that ladder down, we aren't too far from the barracks where the rest of the villagers are.

LINA

Are you coming with us?

KENDRA HALE

1)No, I have to stay here and do

something, sweetheart.

KENDRA HALE

2)I will in a little bit, I promise.

KENDRA HALE

3)I can't. You have to go now. I'll see you after all of this.

Player chooses.

MIGUL

1)Please be careful.

MIGUL

2)Keep that promise...

MIGUL

3)Good luck. **Softly, so Lina can't hear* Gut some of those animals for burning Oakhill...*

From off-screen:

SOLDIER

Everyone! To the front gate, they are breaking through!

MIGUL

Go. We'll see you soon.

Migul and Lina both climb down a ladder and off screen.

Something is needed to block the player from running back right, maybe a stack of boxes that is too big to jump over without standing on a smaller box first. On screen prompt to run left. The player continues to fight her way along the wall to the main gate. Once she is there, there is a set of stairs down to the ground on the inside of the outpost. We can choose to show the gate and the men there or not. We could just leave it off screen.

ACT 1- SCENE 1- OUTPOST TOLLFAR- PART 2- TO THE STORES

As the player reaches the bottom of the stairs:

CAPTAIN ROBERT GALLESS

Wait there.

The player can no longer move. A conversation begins as Captain Galless walks over from the left. He is a gruff looking man, gray hair, his face drawn and stern. His face is not cleanly shaven, but his gray beard is trimmed and well-kept. He wears a large suit of armor, a cloak draped

over his shoulders, his two-handed sword drawn.

CAPTAIN ROBERT GALLESS

Hale right? Kendra Hale? You brought in the group of villagers yesterday. We met briefly. I am the Captain of this outpost, Robert Galless. I would order you to safety, but it seems you're quiet able to look after yourself.

KENDRA HALE

1)Are the people from my village safe?

KENDRA HALE

2)How can I help the fight?

KENDRA HALE

3)Who is attacking?

Player chooses.

CAPTAIN ROBERT GALLESS

1)They're safe. They are still in the South-East Barracks. The soldiers there won't let anything happen to them. I swear.

CAPTAIN ROBERT GALLESS

2)My soldiers can cover the front gate. If these mad men do manage to break through somehow, they wont get far. My real concern though are the ones already inside the outpost.

CAPTAIN ROBERT GALLESS

3)One of the Wildmen tribes. Probably the same one that attacked your village. I don't recognize any of the tribal markings though...

CAPTAIN ROBERT GALLESS (CONT'D)

Now, I hesitate to ask, but I have an idea. There is something you can do to help. Even if we do fight them off, Wildmen are known for destroying anything they can't take. They will try for our supply stores, either raiding them, or burning them to the ground. We can't let that happen. I've already sent three soldiers to secure the stores, but I would feel better if you went along

too. Another blade can't hurt.

KENDRA HALE

1)Of course. Anything you need.

KENDRA HALE

2)No. If you don't need me to help at the gate, my place should be with the people from my village.

Player chooses.

CAPTAIN ROBERT GALLESS

1)Thank you.

CAPTAIN ROBERT GALLESS

2)I can respect that. But, the supply stores are on the way to where your people are being housed. Aid my men there and it will help your people too, in the long run.

CAPTAIN ROBERT GALLESS (CONT'D)

Hurry. I must return to the fight. The stores are further into the outpost. We will speak again when this is over. Gods protect you.

Conversation ends, Captain Galless goes left, player is prompted right. The fighting continues and grows stronger the further the player goes into the outpost. Wildmen drop onto buildings, conceivably from the wall above, and then down to the ground. Things are burning and dead bodies are everywhere. Put tutorials in as necessary, healing, magic, weapon switching, anything. You come to a collapsed building, blocking the path. A soldier comes out of a doorway in the tower in the back wall. He is wounded but standing.

WOUNDED SOLDIER

Wh- Who are you?

KENDRA HALE

1)You're hurt. Let me help you.

KENDRA HALE

2)How can I reach the supply stores?

Player chooses.

WOUNDED SOLDIER

1)No, its okay. Thank you. I- I'll manage...

WOUNDED SOLDIER

2)That's where I just came from.

WOUNDED SOLDIER (CONT'D)

You need to hurry. Through this door is the armory. Through there, you can eventually get to the stores. The Wildmen are everywhere. I don't know where they all came from. They just began pouring in... They are trying to break through the storeroom door. We called in reinforcements from the East gate, but even that was not enough.

KENDRA HALE

1)Are you one of the soldiers Captain Galless sent?

KENDRA HALE

2) Get yourself somewhere safe. I'll do what I can to protect the stores.

KENDRA HALE

3)You should have stayed and fought them!

Player chooses.

WOUNDED SOLDIER

1)Yes. But the men he sent with me... they're dead, just like the others. I'm the only one who made it out.

WOUNDED SOLDIER

2)Thank you.

WOUNDED SOLDIER

3)Every man there is now dead! And if I hadn't left when I did, I'd be gutted and face down on the ground just like them!

WOUNDED SOLDIER (CONT'D)

I stayed as long as I could...

Conversation ends and the wounded soldier goes off-screen left. Player goes through the door and is sent to a indoor map. The armory is not big, but is a change of scenery from the outdoor fighting that has taken place so far. Good place to pick up a new weapon. Eventually, the player fights through the armory and reemerges outside. If we don't want the extra map, we could just go into the first door, and

reemerge at the second, no map in between. A group of Dark Wildmen are hacking at the door to the supply stores. Big fight. Maybe give the door a health bar.

After the fight, Captain Galless arrives from the left, accompanied by a couple of soldiers. His face is covered in blood, most of it not his.

CAPTAIN ROBERT GALLESS

Kendra, you did it... But I'm afraid its pointless now. The west gate is overrun. I have men barricading the armory door, but that will only hold for the moment. I've fought Wildmen for years, but I've never seen this many working together... This is more force than any single tribe could manage...

A soldier appears from the right and enters the conversation.

SOLDIER

Captain Galless, Sir, our men at the East gate are being surrounded. The bulk of the raiders inside the outpost are moving to attack there and take the gate.

CAPTAIN ROBERT GALLESS

If that happens, everyone still alive in the outpost will be trapped. All of you, with me! We must secure the gate and get as many people out as we can. Kendra, I'll send you and two of my men to get your villagers and bring them to the gate. With any luck, they should all still be in the South-East barracks.

SOLDIER

Sir, hasn't anyone told you...

CAPTAIN ROBERT GALLESS

What is it?

SOLDIER

Sir... the South-East barracks are gone... It was demolished in one of the catapult volleys, the entire building set on fire...

KENDRA HALE

1)Did any of the villagers make it out?

KENDRA HALE

2)Galless! How could you let this happen? You swore they were safe!

KENDRA HALE

3)Which way to the barracks! We have to save them.

Player chooses.

SOLDIER

1)No... The doors collapsed... We tried, but there was nothing we could do...

SOLDIER

2)Sir, I'm sorry. We tried to save them, but the building began to come down on us as we did...

CAPTAIN ROBERT GALLESS

3)Wait, you can't go alone! Not now that the outpost has been breached. You'll never make it.

Then add this line on top of the last chunk if the player chose option 2:

CAPTAIN ROBERT GALLESS

2)You did what you could. She's right. They were under my protection. If anyone is to blame, it is me.

CAPTAIN ROBERT GALLESS (CONT'D)

Is there any chance the villagers may still be alive?

SOLDIER

No. I was there. We tried to put out the flames, but the Wildmen were coming over the walls. And even if any of the villagers did survive, the Wildmen have reached them by now.

CAPTAIN ROBERT GALLESS

I will ask again. And you should know the lives of over one hundred people now rest on your words alone. Could any of the villagers still be

alive?

SOLDIER
No Sir, I'm sorry...

KENDRA HALE
1-1)I'm going to kill every last
Wild Man!

KENDRA HALE
1-2)We have to save what's left of
the soldiers and secure the gate...
It's the only way any of us are
making it out of here alive...

KENDRA HALE
2-1)We trust in his word alone!? No.
Give me some of your men, we are
going and saving my people.

KENDRA HALE
2-2)I have to make sure. I have to
see for myself.

Player chooses.

CAPTAIN ROBERT GALLESS
1-1)We all need to stay focused if
we are going to secure any type of
escape.

CAPTAIN ROBERT GALLESS
1-2)Good. We'll make them pay for
what they've done.

CAPTAIN ROBERT GALLESS
2-1)No. Your people are gone, you
have to accept that. Right now, what
is most important is saving as many
of the living as we can.

CAPTAIN ROBERT GALLESS
2-2)It's not safe. You can't go
alone, and I can't spare men on a
lost cause.

The final dialogue chunk will then depend on the first choice the player made, whether 1, one of the options to go save the soldiers, or 2, one of the options to save the villagers. These chunks do not both happen. They are either/or.

First, 1 (only following 1-1 and 1-2):

CAPTAIN ROBERT GALLESS (CONT'D)

1) Now, everyone, with me. To the east gate!

Now, 2 (only following 2-1 and 2-2):

CAPTAIN ROBERT GALLESS (CONT'D)

2) I'm sorry, but there is nothing you can do for your villagers now. I have men who are still alive and fighting to stay that way. We can't abandon them. Kendra, you're good with a blade, and we could use your help...

Then, only following 2, if the player originally asked to go save the villagers, there is another dialogue choice.

KENDRA HALE

1) You're right... Lead the way.

KENDRA HALE

2) I'm sorry, but if even a single one of my people is still alive, I have to help them, even if I have to go alone.

Player chooses.

CAPTAIN ROBERT GALLESS

1) Good. Now, everyone with me. To the East gate!

CAPTAIN ROBERT GALLESS

2) To get to the barracks, go through this side street. If you can, meet us back at the East gate. We'll wait as long as we can.

Conversation ends, and the Captain and his men walk off the right side of the screen. If she decided to go with them to save the soldiers, Kendra goes with them. If not, she stays where she is. In both cases, the screen fades and a new map appears.