

THE DOUBLE CROSS: Sample Game Script

This dialogue script is based on quest parts 14 and 15 of the Quest Design Test Answer document you can also find elsewhere in my portfolio. We pick up at the start of part 14, after the PLAYER has acquired ANOTHER NOTE upon killing THE VAMPIRE. The note is an invitation by THE EVIL KING to join forces and attack THE TROLL LORD in THE WILD LANDS. The PLAYER and their party of characters have gone to THE EVIL KINGDOM to confront THE EVIL KING about the plan.

PART 14

ITEM: ANOTHER NOTE

DESCRIPTION:

To the most honorable Vampire,

The time has come to put aside our mutual enmity and join forces to defeat our True Enemy: The Troll Lord. If we work together, we are more than a match for his army of storm trolls and can divide The Wild Lands equally between our two realms. Please respond to this proposal with a time and place for our forces to assemble and begin our invasion.

Respectfully yours,

The Evil King

INT. EVIL KINGDOM: THE EVIL KING'S CHAMBER

THIRD PERSON GAMEPLAY

PLAYER enters THE EVIL KING'S CHAMBER. THE EVIL KING is seated on his throne but appears to be frozen. There is a MAGICAL BARRIER surrounding the throne, preventing the PLAYER from interacting with THE EVIL KING. Arrayed in front of the throne, between the PLAYER and THE EVIL KING, stand THE EVIL WIZARD and five EVIL KNIGHTS.

EVIL KNIGHTS Barks. Do not exhaust.

EVIL KNIGHT general barks	EVIL KNIGHT	Being a knight is hard work, but being evil makes it all worth it.
	EVIL KNIGHT	Are we the baddies?
	EVIL KNIGHT	Don't bother me; I'm working. Talk to the Wizard.

If PLAYER attempts conversation with THE EVIL KING:

PLAYER

There's some sort of magical barrier around the throne that I can't pass through. The Evil King appears to be staring straight ahead, frozen in place. I've got to find a way to speak to him. Maybe that wizard knows something about all this.

If PLAYER attempts conversation with THE EVIL WIZARD:

THE EVIL WIZARD

What is this? Another party of meddling adventurers interrupting my work! What do you want? Quickly now!

The Choice Dialogue appears. All choices exhaust.

<u>PLAYER Response</u>	<u>THE EVIL WIZARD Response</u>
Who are you?	I am the Lord High Chancellor, Grand Magus of the Realm, and the King's closest advisor. If you have business here then you must attend to me.
We have come to speak with the King.	I am afraid His Majesty is... indisposed at the moment. Your efforts to speak to him will be fruitless. What is it you want?
What is this barrier?	That is none of your concern. Now say what you have come to say or go away!
We have discovered your plans to invade The Wild Lands. The Troll Lord has been warned and we have eliminated The Vampire. This note proves the King's guilt in this matter. What is your defense?	You meddling fools! I will neither allow you nor anyone else to stop my plans now. Guards! Execute them! [go to combat: THE EVIL KING'S CHAMBER ENCOUNTER]

THE EVIL KING'S CHAMBER ENCOUNTER

PLAYER engages in combat with 5 EVIL KNIGHTS and 1 THE EVIL WIZARD.

THE EVIL KING'S CHAMBER ENCOUNTER COMBAT BARKS

<i>EVIL KNIGHT combat barks</i>	EVIL KNIGHT health is <=50%	(worried) Fall back! Fall back!
	EVIL KNIGHT health is <=0%	(gasping) Long... live... the King...
<i>THE EVIL WIZARD combat barks</i>	THE EVIL WIZARD health is <=50%	(frustrated) No! Not when I'm so close!
	THE EVIL WIZARD health is <=0%	(gasping) This... is not... the end...

When all enemies are dead, end combat. The MAGICAL BARRIER surrounding THE EVIL KING disappears. THE EVIL KING rouses and starts to move again, eyes blinking.

If PLAYER attempts conversation with THE EVIL KING:

THE EVIL KING

Well now, this is most unexpected. Thank you, mighty adventurers, for freeing me from that accursed spell. I watched your struggle with great interest but I was unable to intervene.

The note? Ahh, yes, the note. It would appear that my Lord Chancellor, The Evil Wizard, was plotting without my knowledge, hence the state in which you found me. I have no plans for invading The Wild Lands and bear no ill will towards The Troll Lord.

We must act quickly if we are to prevent this incident from escalating into all-out war. May I impose upon your group for one more favor? Please, hurry back to The Troll Lord and inform him of The Evil Wizard's betrayal. Tell him I only wish peace and cooperation between our two kingdoms. Put an end to this whole business and I shall ensure you are rewarded for all of your troubles.

At this point the conversation ends and the quest ADVANCES to the next part.

PART 15

INT. THE WILD LANDS: THE TROLL LORD'S STRONGHOLD

PLAYER enters THE TROLL LORD'S STRONGHOLD. The underground cavern is dominated by a large stone table showing a map of the surrounding territory: THE WILD LANDS, THE DEATH LANDS, and THE EVIL KINGDOM. On the map are markers representing the locations and relative strengths of various forces. THE TROLL LORD and 5 STORM TROLLS stand around the map, examining it intently. When the PLAYER approaches closer or attempts to interact with any of the trolls, a CUT SCENE is triggered.

TRANSITION TO CUT SCENE: THE DOUBLE CROSS REVEALED

CUT SCENE: THE DOUBLE CROSS REVEALED

THE TROLL LORD and the 5 STORM TROLLS turn towards the PLAYER and their party as they approach the table. THE TROLL LORD laughs heartily.

THE TROLL LORD

Ho ho ho. Survived, you have? Did not expect. No big deal. You die soon anyway. Peace? Trolls no want peace. Trolls trick you. Send you on mission to kill The Vampire. The Evil Kingdom no more allies. Now The Evil Kingdom weak. We invade now, trolls win. But first, you die.

Before the trolls can attack, suddenly a new threat bursts into the room behind the party, from the way they came in. 5 EVIL KNIGHTS come charging in, lead by THE EVIL KING himself, armored up and looking far more invigorated than when the PLAYER saw them before.

THE EVIL KING

Well done, my friends. Well done indeed! Your little squad has led me straight to The Troll Lord's secret stronghold. Yes, I confess. The plan to invade The Wild Lands was all mine from the start. My dear Lord Chancellor was the last obstacle preventing me from seeing my plan to fruition. I was fortunate you came along when you did.

So I used you to further my own ends. Just as The Troll Lord used you as well, it would seem. But now is the time to put what is past behind us. Join me now, and together we can finally defeat The Troll Lord - forever!

THE TROLL LORD
 No! You help trolls! The Evil King
 bad! Help trolls now, you live!

CUT SCENE ENDS.

The Choice Dialogue appears. Only one choice may be selected.

<u>PLAYER Response</u>	<u>ENEMY Response</u>
[side with THE EVIL KING] THE EVIL KING may have tricked us, THE TROLL LORD, but you tricked us first! We killed THE VAMPIRE because of your deception. Now you will pay for your crimes!	[THE TROLL LORD] Then you die! For the Wild Lands! RAAARRGH!!! [go to combat: THE TROLL LORD'S STRONGHOLD ENCOUNTER: CHOICE A]
[side with THE TROLL LORD] We were fools to have ever trusted you, THE EVIL KING. We killed THE EVIL WIZARD because of your deception. THE TROLL LORD may be bad, but you are the greater evil. Justice will be served this day!	[THE EVIL KING] Then the die is cast. Kill them! Kill them all!!! [go to combat: THE TROLL LORD'S STRONGHOLD ENCOUNTER: CHOICE B]

THE TROLL LORD'S STRONGHOLD ENCOUNTER

PLAYER engages in combat with either:

- CHOICE A: 5 STORM TROLLS and 1 THE TROLL LORD
- CHOICE B: 5 EVIL KNIGHTS and 1 THE EVIL KING

THE TROLL LORD'S STRONGHOLD ENCOUNTER COMBAT BARKS

STORM TROLL combat barks	STORM TROLL health is <=50%	(groaning) Ugh! You hurt me! Now me hurt you!
	STORM TROLL health is <=0%	(quietly) Me tired... me sleep now...
THE TROLL LORD combat barks	THE TROLL LORD health is <=50%	(enraged) RAAARRGH!!! SMASH!!!
	THE TROLL LORD health is <=0%	(theatrical) A plague on both your houses... [go to end combat]

EVIL KNIGHT combat barks	EVIL KNIGHT health is <=50%	(worried) Fall back! Fall back!
	EVIL KNIGHT health is <=0%	(gasping) Long... live... the King...
THE EVIL KING combat barks	THE EVIL KING health is <=50%	(rallying) Press forward! Stand with me!
	THE EVIL KING health is <=0%	(gasping) I... shall be... avenged! [go to end combat]

When either The Troll Lord or The Evil King is dead, and remaining enemies surrender and combat ends. PLAYER is rewarded depending upon which side they were on and whether or not that side won.

The Final Dialogue appears. Only one option is triggered based on condition.

<u>Condition</u>	<u>Final Dialogue</u>
[PLAYER sided with THE EVIL KING] [THE TROLL LORD died]	[THE EVIL KING] You chose wisely, my friends! With The Troll Lord dead, the monsters in The Wild Lands will be in disarray. My armies will make quick work of them. You have earned your reward. [LARGE REWARD A]
[PLAYER sided with THE TROLL LORD] [THE TROLL LORD died]	[THE EVIL KING] You chose poorly, foolish ones. With my victory, The Wild Lands will soon be overrun with my troops. However, without your "assistance" I would not have gotten this far. Take this small token for your efforts, and be gone from my sight! [SMALL REWARD A]
[PLAYER sided with THE TROLL LORD] [THE EVIL KING died]	[THE TROLL LORD] Today trolls kill The Evil King. Tomorrow trolls invade The Evil Kingdom. You help, so you live. You take big reward. Now you go. [LARGE REWARD B]
[PLAYER sided with THE EVIL KING] [THE EVIL KING died]	[THE TROLL LORD] The Evil King now dead. The Evil Kingdom soon new home for all monsters. Sad you hurt many trolls. But without you, trolls' trick not work. You take small reward. Now you go. [SMALL REWARD B]

QUEST COMPLETE: THE DOUBLE CROSS