

### Pause Lines

VO [if there is a pause]: *Where a narrator awaits momentous decisions with fortitude...[clears throat] with calm fortitude...*

VO [If there is a pause] *And so our weary narrator waits...and waits...and waits...*

VO [If there is a pause] *Tick...tick...tick...thinks the patient narrator....*

VO [If there is a pause] *And the narrator pleads for you to take your time....ah wait. You are....*

VO [If there is a pause] *Time seeps away as a decision must be made [clears throat]. I said, a decision must be made....*

[Blank world fades into view]

Choice 1: Mountains, Hills, Islands.

A voice reads: *"In a magical land where anything is possible..."*

Choices appear on screen: Rivers, Mountains, Hills.

The player hovers over rivers: *Where the endless rivers sweep forward the crystal waters...*

The player hovers over hills: *Or...the lovely rolling hills tumble through the quiet countryside...*

The player hovers over mountains: *Or perhaps...*

*"The magnificent mountains soar to an endless azure sky..."*

The choice of mountains is made, and becomes reality.

Mountains selected, Choice 2 is Biome: Woodlands, Arctic, Desert.

The Voice [if there is a pause]: *And a narrator continues with near legendary patience...denying the fading hour...*

The Voice: *For despite the harsh and unforgiving climate a desert flower blooms ...*

Player hovers over Arctic: *Or...possibly...icy glaciers link cold fingers of white across untamed wilderness...*

The Voice continues: *"Well. Actually... nestled within the hushed beauty of untamed woodlands...a pastoral beauty that holds endless secrets..."*

The chosen biome washes across the terrain.

Next, player is asked to place the Hero's Camp.

New line: *"Amidst a lively encampment, a place where friends gather for lively days and bewitching conversation, with merry laughs and bold smiles..."*

Tent will go partially transparent when hovering over invalid (non-traversable) locations.

Game proceeds when player presses A to place the tent, and a camp springs up around it.

*"...and where every Spark is lit by a hero's courage. And so, deep within this land of mystical wonder, we meet..."*

Choices appear on screen: Knight, Ranger, Mage

VO: *A forthright mage, with keen senses and strong, unerring spells...*

Hover over Knight:

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VO: *Ah. Yes. A stalwart knight, intent on fighting for the honor of his lady and his land....*

As the player selects each option, the meshes swap

*"...Or...hmm. A brave ranger, deadly with a crossbow, moving with stealth speed."*

The chosen Hero transforms into reality via Spark

Hero chosen, an infestation of squirrels appears around the home and attack the hero (first gameplay session)

Voice: *"And while Sparks fly, fierce groundlings invade – until the path to victory emerges..."*

Ranger chooses to Tame them, creating a squirrel entourage that battles with her.

*"And a kind heart turns foes into friends.... worthy companions for a lonely journey..."*

Squirrels defeated/tamed, it's time to choose the Quest (choice 4): Vanquish Evil, Rescue Loved One, Find Lost Artifact

Voice: *"Towards a land that cries out for a hero.... on the road to a singular destiny. One that leads ..."*

The choices appear on screen: Vanquish Evil, Rescue, Find Lost Artifact

VO: *"To a place where evil must be vanquished, no matter how terrifying or how powerful..."*

VO: *Or...rather... to explore an ancient ruin, lined with the memories of a vanished race, where only the echo of the dead can be heard....*

VO: *"Or perhaps...to find a vanished Artifact, and unlock the vast mysteries of the future..."*

Camera pulls back out, and player is asked to place the Ruins where the artifact resides [Note: castle has been changed to abandoned ruins]

Ruins moved around with cursor

Ruins turn translucent when hovering on invalid location

Once placed, camera pulls back, and path is generated from Ruins to Camp (for Gate, may be simplified or faked)

Enemies (goblins) appear along the path, along with additional treasures that can be collected

Control returns to the player

Voice: *"And so, to reclaim what is lost and right what is wrong...only one path can be chosen..."*

Player makes their way to the Ruins (second gameplay session)

Player encounters and battles goblins

Player may collect additional treasure objects

Player arrives at Ruins, is presented with the 5th choice of Boss: Squirrel, Satyr, Troll

Voice: *"And with the abandoned ruins so close - and the goal so tantalizingly near..."*

*"...the way is suddenly blocked, by ..."*

VO: *Fierce groundlings, not yet tamed....*

VO: *"Ah. Make that a malevolent Satyr, with unrivaled power, snapping limbs like tiny twigs....*

Choice have already appeared: Squirrel, Satyr, Troll

The meshes swap as the player considers each option (similar to current prototype).

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*"Or perhaps, a hideous and monstrous Troll, who yearns to feast upon human flesh....*  
Choice made, the battle ensues!

Player defeats Troll, finds 6th choice of Loot: Map, Sword, Key  
Voice: *"Our foes banished, we begin to....(beat) Wait...What's this? Something has been left behind...*  
Choices have already appeared: Key, Map, Sword

VO: *Is it a mighty sword pulled from stone and forged for triumph?*  
VO: *Or can it be a map that leads to a new and stirring adventure?*  
VO: *Ah...a key! Curiously ancient...and what keyhole might it fit?"*

The choice made determines the next quest. The key begins a "rescue" quest; the sword begins a "defeat" quest; the map holds the location of a secret treasure, leading to a "find" quest.  
To be continued... (The XRoads demo ends here, to be remixed for Create Mode demo)  
Demo ends with narrated cliffhanger about quest opened by Key