Eternal Transience Script

Seb Money

INTRO

Fade in from black

1. Open sky with clouds, small birds, looking up from the ground. Rift opens in the sky, Astral Citadel appears in the sky with an optional glitchy effect, seen from underneath, a frame or two of it falling towards the surface.

2. Cut to an over-the-shoulder shot of Human Kaira observing the Citadel, which is now on the ground, from far away (optional telescope). She is on the deck of the airship, which is not flying. The Citadel explodes more, as an overlay on this scene, with one or two frames of pieces flying away while the main body is on fire. One of the pieces has lens flare, or some effect to make it seem shinier or more distinctive than the rest. Overlay indistinct figures flooding out of the citadel from various points. The shiny object falls closer than the rest for a few frames, impacting in the forest below. Human Kaira notices (cartoony surprise effect around head, optional head movement).

CONTROLS TUTORIAL

1. Cut to gameplay in a small forest scene with the fallen object in the centre. Human Kaira can move around and interact with it. When she does, dialogue:

Kaira: Never seen this kinda junk before… looks dangerous.

Kaira: But… Phi's been so down in the dumps lately, she needs something new to work on.

Kaira: …

Kaira: Oh, what the hell.

2. Kaira takes the sword. Dialogue:

WARNING: FATAL ERROR

Kaira: What the hell?!

PERIMETER STATUS: OFFLINE

CHECKING…

ERROR

CHECKING…

ERROR

3. Two or three repeated frames of Kaira's arm shaking, hand
   open, with sword stuck to her hand. Dialogue:

Kaira: Get off me! Go away go away go away go away!

ATTEMPTING RESTART…

RESTART COMPLETE

CHECKING…

ERROR

ATTEMPTING BACKUP PROTOCOLS…

LIKELIHOOD OF CITADEL BREACH: 86%

LOCAL SENSORS STATUS: ONLINE

BOOTING…

Kaira: How's it stuck to me? Get off!

UNAUTHORISED LIFEFORMS: 1

PENDULA SYSTEM STATUS: ONLINE

BOOTING…

4. Screen shake, tint screen red with quick attack and slow
   decay. Dialogue:

Kaira: Agh! Wh… what's happening?! Gotta get to Phi!

Kaira: Back the way I came, come on… I can make it!

5. Cut to gameplay, health drain zoomed in then returned,
   player must cut through bushes, dash over gaps, avoid
   debris falling from the sky. If they run out of health,
   reset from 10.
6. When the player reaches the end of the scene, fade to
   black (optional Human Kaira falling over).

CONTROLS TUTORIAL DIALOGUE SUMMARY

- Kaira picks up an unusual machine, which starts spouting threatening technobabble. Now, something is very wrong.

FULL STORY SETUP

1. Fade in to Kaira on her bed. The mirror does not reflect her. Dialogue:

Kaira: Ugh… wh… huh?

2. Kaira walks over to the mirror and appears in it however is easiest. Dialogue:

Kaira: What's happened to me?! Oh gods… I'm…

3. Door opens (optional), Phi walks into the doorway. Dialogue:

Phi: Quiet down, Kaira. I have a headache.

Kaira: Phi, help me! I… I'm a demon! What-

Phi: Plenty of things have tails and horns! You will adjust.

Kaira: But-

Phi: No time! You messed with something from another dimension, now we have a problem.

Kaira: …

Kaira: Phi… what's going on?!

4. Kaira sits on the bed and Phi walks into the room.

Phi: The crash you were so curious about… it released a horde of violent creatures.

Phi: My scans of the site found links with those ancient records of the Great Tectonic Shift.

Kaira: What, all that Astral Citadel stuff really happened? We shoved a prison out of the universe?

Phi: It's easy for history to feel like a story, or another world, but now it's staring us in the face;

Phi: The most dangerous criminals across countless dimensions are tearing our home apart.

Kaira: Cool!

Phi: …

Phi: No. That's not what you said when I practised this in my head earlier. Try again.

Kaira: Phi, we can escape! Have that airship adventure! The country was due a shakeup anyway.

Phi: I-

Phi: No! We must sort this out! You're in danger!

Kaira: Huh?

Phi: That machine… it cursed you, to put it simply. In more ways than those demon-features.

Kaira: Now you mention it… I- I was running. I felt… weak. I kept getting weaker…

Phi: It is persistently calling the Citadel, blocked by our shields. Likely part of its security system.

Kaira: Security? So… it thinks I'm the problem?

Phi: Yes. It is very confused, but deadly. It seems to constantly drain the life force of escapees.

Phi: Now, it only affects you. If you ever want it to stop, we must deactivate that security system.

Kaira: …Oh, darn. How…?

Phi: There is only one solution I can see. The invaders must… go offline. It can still see them.

Kaira: Oh… I… I see.

Phi: …

Kaira: …Right. If that's our best shot, we have to try, but I'm not strong enough alone.

Phi: That's where the machine comes in. I have been busy, you know.

Phi: I reverse-engineered its life-draining tech. I could not stop it from affecting you, but…

Phi: It should be able to siphon life force from any being it touches and transfer it to you.

Kaira: So it'll keep me alive, as long as I hit the monsters?

Phi: Correct. Now come on, I have rigged the training room up for a practice session.

   5. Phi walks through the door into the airship. The player can to follow her, though can't go onto the airship deck.

BEFORE TUTORIAL BOSSFIGHT

   1. The door leads to the Training Room for the Holo-Phi bossfight. Phi is in a corner, protected by walls, using a giant game controller (optional). Dialogue:

Phi: Just stand in the middle there and hold still…

   2. The player is moved to the middle of the room.
   3. Holographic whole-screen effect or similar, then a vague holographic shape the same size as Holo-Phi appears and flickers in front of Kaira. Dialogue:

Phi: Booting projectors…

Kaira: Hang on! What's-

Phi: This won't hurt a bit!

Kaira: Phi, wait!

   4. Holo Phi appears. Bossfight begins.

DISTORTION ACTIVATION

   1. At an undetermined Holo-Phi health threshold, the player becomes able to use Distortion. This is illustrated by some kind of screen effect, and the fight pauses. Before the fight continues, dialogue:

Kaira: Wh- what is this?!

Phi: Wow, the machine is in overdrive! It's draining more life, but pumping in energy!

Phi: Fascinating! Let me just fit a switch for that…

Kaira: How does that even…

Phi: Kay, go! Test it out!

   2. Bossfight continues.

AFTER TUTORIAL BOSSFIGHT

1. If the player loses the Holo-Phi bossfight, they can restart after this dialogue:

Phi: Come on Kay, I know you can do better than that. Ready for a rematch?

Kaira: So… tired…

Phi: Great! I'll reset it, and we can go again.

Kaira: Ugh…

2. When the player wins the Holo-Phi bossfight, dialogue:

Kaira: Huff… puff…

Phi: See? My simulations were very accurate. I knew it was possible for you.

Kaira: You have… a simulation of me?

Phi: Not important. Now, come up to the flight deck for our final preparations.

Kaira: Can't I… I dunno… lie down for a sec?

Phi: Not when the world is at stake.

Kaira: I don't caaaaare about the world!

Phi: Quiet down and follow me!

FINAL SETUP

1. Phi and Kaira are moved through the Training Room Door, fade to black, emerge on the Airship Deck. Dialogue:

Phi: Our long-range sensors have located many escapees. They are spread out, but in clusters.

Phi: We will have to fly to each cluster and clear out the invaders.

Kaira: Could've been harder, I guess. I hate hunting. When do we start?

Phi: No time like the present! Come on up to the controls.

2. Phi moves to the Airship Controls. The player can move around the Airship Deck but only interact with the Airship Controls or Phi. When they do either, dialogue:

Phi: Go ahead, select a destination on the Navigation Array.

   3. The Expedition Select screen opens.

SPAWN IN DOGU DUNGEON

   1. The player cannot move. Dialogue:

Phi: Reading me, Kaira? My instruments detect some unidentifiable radiation deep in that forest.

Kaira: Radiation?! Wh-

Phi: I have provided you with the direction it is emanating from. Good luck.

Kaira: Phi, hold on! …ugh.

   2. The player can explore the dungeon.

BEFORE DOGU BOSSFIGHT

   1. Once the player travels through the portal, they cannot move. Dialogue:

Phi: Well done. I have performed as much analysis as I can on the creature ahead.

Kaira: Well done? Is that all you have to say?!

Phi: Its body is encased in stone, and it appears to harness telekinetic abilities.

Phi: It will try and keep you away, but aim for its main body. Anything else is a distraction.

Kaira: Got it, hit the body. Just a psychic, solid stone monster…

Phi: This is well within your capabilities. I will see you on the other side.

   2. The player can move.
   3. If the player loses the fight, they restart at the spawn point without the dialogue.

FIRST DUNGEON BEATEN

1. The player appears back on the Airship deck. Cannot move. Dialogue:

Phi: Excellent work! I knew my simulations were accurate.

Kaira: Hell yeah! I've never felt more alive!

Kaira: Now fix me.

Phi: …I cannot. You have a lot more work to do.

Kaira: Come on! All that effort for nothing?

Phi: Not quite, I see you have made some interesting findings! Perhaps visit my workshop.

2. The player can move around the airship.

SHOP TUTORIAL

1. If the player interacts with shop for the first time, remove interactivity and play dialogue:

Phi: If you have enough scrap, I can craft new equipment for you. Here are my schematics:

2. The player can interact with the shop. If the player crafts an upgrade, dialogue:

Phi: Excellent! I needed a willing test subject for that.

3. Circle/arrow/screen gradient highlighting Inventory tab. Dialogue:

Phi: Have a look at your current equipment.

4. The player can craft and move to the other tab, but cannot exit the shop. When the player moves to the other tab, dialogue:

Phi: You can carry one active item and two passive items. Choose a slot to fill:

5. The player can choose one slot to fill with an upgrade, but cannot exit the shop. When they have done so, dialogue:

Phi: Good. If you're finished here, we can get going.

6. Circle/arrow/gradient highlighting shop exit button/prompt. The player can freely use the shop or exit.

SPAWN IN PHASIA DUNGEON

1. The player cannot move. Dialogue:

Phi: Inside ok? Something in that theatre is playing with my readings.

Kaira: …Can this be a quick mission, please? I keep seeing things in the corner of my eye…

Phi: I have detected a series of troubling anomalies deep inside. You should see the direction.

Kaira: Oh, great…

2. The player can explore the dungeon.

BEFORE PHASIA BOSSFIGHT

1. Once the player reaches the boss room, they cannot move. Dialogue:

Phi: Finally! I have re-established contact. Good job making it this far.

Kaira: Phi! Please tell me I can leave now.

Phi: Not yet. The creature ahead keeps evading my analysis. It seems to have mastered illusion.

Phi: It will continuously attempt to deceive you. Try to find any fault in its trickery.

Kaira: …Right. Just spot its fakery. Easy.

Phi: That is the correct attitude!

2. The player can move.
3. If the player loses the fight, they restart at the spawn point without the dialogue.

BOTH DUNGEONS BEATEN

1. The player appears back on the Airship deck. Cannot move. Dialogue:

Phi: You are performing well beyond my minimum predicted expectations. Congratulations!

Kaira: …Thanks, Phi, I know analysis is your love language. Let me guess, we're still not done?

Phi: Indeed, but the airship's long-range sensors are malfunctioning. I hypothesise the Citadel-

Kaira: Save it. How long until you can fix them?

Phi: I… do not know. Until then, we cannot easily find more invaders. Our mission is on hold.

Kaira: Seriously?! I'm still cursed! Is there anything we can do at all?

Phi: We can train and collect scraps in sites we have already visited;

Phi: I am sure more escapees will have found them. Maintain hope, Kay.

Kaira: …Ok, yeah! Whatever it takes!

2. The player can explore the airship. If they replay any dungeons, dialogue is removed.