

# **AnimaPhobia**

by

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*(Script Sample)*

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**:: SPECIAL INTERFACE ::**

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## 1. TUTORIAL LEVEL

[...]

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### DUNGEON. INSIDE THE VOLCANO - DARKNESS

In the corner of a dark, dry cavern maze, a faint red glow calmly pulses like a heart.

### INT. DGN. VOLCANO, LABYRINTH - CONT.

A long dark winding hallway, strewn with stone columns, thick and thin, is revealed from the shadows by a slow red pulsing light.

START INTERACTION.

3rd Person Perspective, HEARTLESS MARYLINN's silhouette is hardly visible. Red light accentuates her outline: a feeble young woman, long dark hair draped down her pale, naked frame.

There's a hole in her torso where the heart should be.

GAMEPLAY: Player controls HEARTLESS MARYLINN and must navigate the dark environment to reach the next room. Marylinn can only WALK. There are no additional controls in this scene.

Player must use dim red glow to navigate towards goal and enter next scene.

### INT. DGN. VOLCANO, STAIRWELL - CONT.

Red light pulses from a big gap in cavern wall, illuminating deep, dark rocky shaft. Shelves stick out from wall, down towards ground floor tunnel.

HEARTLESS MARYLINN enters the room.

GAMEPLAY: Player must Climb-Up the shaft to reach next room. Marylinn can walk, Climb-Up and down ledges and leap from edges. Proximity Sensitive Actions in scene: If player stands against wall, trigger a Graphic Mechanical Explanation in UI.

MECHANIC EXPLANATION

Press Action to Climb-Up.

If player stands against wall, they can Climb-Up with ACTION.

Player must Climb-Up the shelves to navigate towards goal and enter next scene.

**INT. DGN. VOLCANO, VAULT - CONT.**

Arched cavern room, the ceiling is dark, strong pulsing red light glows from below. Floating above deep hollow floor is a giant RED EMBER, pulsing like a heart. It is the infant SPIRIT OF BLAAKH'R.

From crack in middle of a wall, HEARTLESS MARYLINN enters.

GAMEPLAY: Player must navigate vault to reach Spirit of Blaakh'r. Standard Game Mechanics apply.

Proximity Sensitive Actions in scene:

1. If Player stands on ledge and moves forward, character LEAPS forward.

If player leaps into room, character is stuck inside with Spirit of Blaakh'r.

2. If player moves nearer to Spirit of Blaakh'r, it will glow brighter. If moving away, will glow less bright.
3. If player stands next to Spirit of Blaakh'r, trigger next Mechanic Explanation.

MECHANIC EXPLANATION

Press ACTION.

Player must leap into room and collect Spirit of Blaakh'r to trigger next CutScene, --

END INTERACTION.

CUTSCENE: Marylinn kneels down and carefully reaches out to the embryonic Fire Spirit.

The ember dies in her hand, releasing a small puff of smoke.

The cavern darkens.

BRIGHT LIGHT, bursts into the cave.

Marylinn, holding the burning ember to her chest, COMBUSTS INTO FLAMES with a great rumbling explosion.

Fire, debris and magma surge upwards, scorching and breaking stone, until --

### **LEVEL ONE. EASTERN ISLANDS**

#### **EXT. EASTERN ISLANDS - DAY**

CUTSCENE: Outside, on a tropical ocean, a volcano erupts with a huge explosion, blowing a crater at its top.

A fountain of magma and rocks fall down from the clear blue sky.

FLAMING MARYLINN stands tall and proud amid the fountain. Locks of flaming-red hair lash out from her head like bright sunrays.

The erupting volcano stands in a vast ocean. On the horizon, the titanic WORLD TREE rises up, its canopy spreads out into the sky, its roots crawl into the ocean.

Gusts of wind gently flow passed Marylinn, to the World Tree.

TITLE OVER:

### ANIMAPHOBIA

[...]

## 2. PARCOURSE SECTION

[...]

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**EXT. MOUNTAIN OF LEAVES, MIRAGE - CONT.**

CUTSCENE: A steaming mountainous pile of giant leaves, reaching from the distant coast to the tallest cliffs of the world. Its peak, blurred by a thick fog.

ANDAL's wings carry them over the leaves, with great speed.

BLAAKH'R

Slow down you idiot, what are you doing?

ANDAL

My mother is in trouble and it is all my fault! We got to save her.

Leaves bubble up and puff out steam.

BLAAKH'R

Let it go, this has nothing to do with our destiny.

ANDAL

This has everything to do with your accursed destiny. Don't you understand!

Marylinn gasps, wide-eyed, --

A curtain of steam rises up from the leaves, --

Andal flies straight into it, --

The world turns upsidedown as MARYLINN, BLAAKH'R and ANDAL make a barrel-roll up into the air.

Warped by a hazy mirage, the heat MIRRORS the red rolling hills below, reflecting the ground into the air. A golden sunset glows at its centre.

ANDAL

What's going on? Where is the ground?

Blaakh'r's flame lags and dulls.

BLAAKH'R

Slow down... So dizzy...

Can't breathe...

With a puff of smoke, Blaakh'r sucks back into Marylinn.

Andal gradually loses altitude, hurtling straight towards the leaves below.

Andal crashes with a great explosion of leaves, throwing Marylinn from his back and loops her through the air.

CUTSCENE: On the horizon of a golden sunset, the silhouette of MARYLINN falls down amid a flurry of leaves.

ANDAL (O.S.)

Marylinn!

Marylinn opens her eyes.

She's falling down to the crimson, gold and copper sea below her.

Marylinn lands on top of a giant leaf and slides down the hill with increasing speed.

START INTERACTION.

SPECIAL MOVEMENT SEQUENCE - SLIDING PART 1.

GAMEPLAY: Player controls Marylinn sliding downward on a leaf. Player can veer left, right, move forward to increase speed, backwards to decrease speed and jump. Large branches lay scattered across the track, functioning as hoops and obstructions.

Player must navigate downward, avoid obstacles and reach MidSection to trigger next Ingame Event.

INGAME EVENT: PHOSREUS jumps up, arcs over Marylinn and dives down again on the other side. His long tail flowing, like a red banner, behind him.

After MidSection, Phosreus continuously jumps playfully up and down, ever proceeding player like a dolphin at sea.

On track, fissures spout out under the leaves, exploding in geysers of hot air and leaves.



If player hits geyser, they lose control for a brief moment, lose Speed and BOUNCE to parcours wall.

If player correctly times the jump over geyser, before eruption, trigger next Ingame Event.

INGAME EVENT: Marylinn is shot upwards, jumping high in the air.

Slope becomes steeper over time, hills rise up both left and right, creating a narrow curved trench. Slowly leading to, --

A dark cavernous hole under a large hill. Heatwaves rise out before it.

Player must navigate downwards, avoid obstacles and enter the cavernous hole to enter next Dungeon.

[...]

### 3. DUNGEON

[...]

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*WRITING SAMPLE - ANIMAPHOBIA - DUNGEON*

**DUNGEON. CRYSTAL PANDEMONIUM - DARKNESS**

**INT. DGN. CRYSTAL PANDEMONIUM, INGRESS - CONT.**

A long crystal tunnel of fractal shapes spirals gradually down into darkness.

MARYLINN, mounted on ANDAL, soars down the tunnel with dazzling speed.

GAMEPLAY: Player controls Andal in flight and must navigate down the tunnel. Standard Game Mechanics apply. Andal cannot land on any surfaces in this scene.

As tunnel progresses it gets darker, obscuring obstacles. Blaakh'r emanates a sphere of light around player.

If player bumps into walls it triggers next Ingame Event.

END INTERACTION.

INGAME EVENT: Andal shrieks and bumps off wall. Losing flight speed.

RESUME INTERACTION.

Player must use private sphere of light to avoid obstacles and reach goal to enter next CutScene.

**INT. DGN. CRYSTAL PANDEMONIUM - CONT.**

END INTERACTION.

CUTSCENE: Crystal shafts shimmer in the darkness, behind, light fractures off a vast crystal complex of geometrical shapes.

The sound of dripping water echoes inside the fractal compound.

A NYMPH giggles O.S..

**INT. DGN. CRYSTAL PANDEMONIUM, CITADEL, 1rst FLOOR - CONT.**

Light reflects off a vast underground lake resting inside a crystal cavern. A single ray of light shines down upon a giant shimmering stalagmite, erected amid the lake.

ANDAL, carrying MARYLINN, soars in over the lake, lighting up the room with BLAAKH'R, like a torch.

Marylinn looks around in awe at the magnificent fractal superstructure glistening around them.

Andal lands atop the stalagmite, overlooking the lake.

BLAAKH'R

I hunger...

RESUME INTERACTION.

GAMEPLAY: Player controls Andal or Marylinn and must navigate the vast dark Citadel to find the next room. Standard Game Mechanics apply. A Nymph is hidden in the darkness, at the entrance of ARCADES.

If Blaakh'r is doused by Nymph, his light is extinguished for a moment.

If Nymph is defeated, trigger next Ingame Event.

INGAME EVENT: Nymph flees into entrance of ARCADES.

The stream flows into entrance to Arcades. It is a narrow cleft, too small to fit Andal.

Player must follow flow of water, dismount Andal and enter tunnel to reach goal and enter next scene.

**INT. DGN. CRYSTAL PANDEMONIUM, ARCADES - CONT.**

Water trickles down an eroded crystal chasm.

MARYLINN enters room, with BLAAKH'R hovering close by, illuminating the narrow chasm like a torch.

GAMEPLAY: Player controls Marylinn and must follow down the stream to enter next section. Player can only walk. No other mechanics possible in this scene.

BLAAKH'R (V.O.)

Do you trust Andal's faith in our destiny? Why do you think he was so mysterious about sharing the Sky Gods' revelations with us? He seems to know a lot more about the prophecy than we do.

Player must pass through the chasm to enter the 2nd Section.

2nd Section: Massive crystal columns sink into a flooded cavern room. Peaks of large geometric shapes stick out of the water like platforms.

A NYMPH's giggle echoes in the darkness.

GAMEPLAY: Player must navigate the room to find an exit. Standard Game Mechanics apply. A Nymph is hidden in the room.

If Nymph douses Blaakh'r, trigger next Dialogue.

BLAAKH'R (O.S.)

Wretched imp! Where are you?

If Nymph is defeated, trigger next Ingame Event.

INGAME EVENT: Nymph jumps up into the darkness.

Player must defeat Nymph, leap from platform to platform, swim under arches and Climb-Up stairs to enter 3rd Section.

3rd Section: A parcours of beams hang over the flooded room, leading ever higher to the entrance to CITADEL, 2nd FLOOR. A Nymph is hidden on last beam.

If Nymph is defeated, trigger next Ingame Event.

INGAME EVENT: Nymph flees out Entrance to Citadel, 2nd Floor.

GAMEPLAY: Player must navigate the room to find an exit. Standard Game Mechanics apply.

If player falls down, they enter water of 2nd Section.

Player must jump over beams and defeat Nymph to reach goal and enter next scene.

#### 4. PLAYABLE CUTSCENE

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##### LEVEL 7. UNDERWORLD

###### DUNGEON. UNDERWORLD - DARKNESS

###### EXT. DGN. UNDERWORLD, TREE OF SOULS

In an upside down world, a single watery stream flows upwards around a grey island. The top of a wide, white tree sticks out in the middle of the island.

BRUNETTE MARYLINN falls out from the top of the tree.

She floats up, besides the stream.

Above her, the stream flows down into a field of white pillars.

###### EXT. DGN. UNDERWORLD, SPIRIT VAULT

Marylinn turns around. So does the world around her, so that she is sinking down.

Tall white glowing monoliths rise up around her.

They are constructed out of embryonic SPIRITS, with green, red and blue hearts beating in their transparent bodies. The spirits are closely held together to form the tall spires.

The upturned waterfall flows protectively around the tallest Monolith, standing in the middle. High atop, a Green Spirit glows bright.

Dozens of white monoliths of various sizes surround the great middle one.

Marylinn lands down on a dark, reflective surface between them.

START INTERACTION.

GAMEPLAY: Player controls Brunette Marylinn and must navigate the Sea of Souls to find the Green God's Spirit. Player can Walk, Run, Climb, Leap, Jump and Wall-Jump.

The monoliths are smaller on the outside and taller towards the inside. Player can jump up Monoliths or up against to perform a Wall-Jump.

If player jumps on or against Monolith, it trembles and collapses. Scattering floating Spirits across the vault floor.

If Marylinn comes near to Spirit, it curiously follows her.

With every collapses Monolith, the collection of spirits grows thicker around Marylinn.

Tallest Monolith does not tremble or collapse on contact.

Player must navigate the sea, jump up, or wall-jump up monoliths to try and reach to the Green God's spirit.

Player must collapse twelve monoliths to trigger next CutScene.

END INTERACTION.

CUTSCENE: A tall white monolith stands firmly amid a glowing sea of Spirits.

Marylinn is engulfed in a blurring cluster of floating spirits.

She looks up.

The Green God's spirit glows out bright and shining at the top.

Marylinn runs up to the base of the Monolith. Jumps up against it, --

But slides down its surface.

She SCREAMS and slams her fists against the Spire.

Her scream echoes amongst the sea of Spirits.

Marylinn stands back and stays idle in front of the Tall Monolith.

An eagle screams faintly O.S..

RESUME INTERACTION.

[...]

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[...]

RESUME INTERACTION.

GAMEPLAY: Player controls Spirit Andal and must fly up to the Green God. Standard Game Mechanics apply for Andal.

Nearby Spirits follow player.

Player cannot dismount.

Spirit Andal does not destroy columns upon contact.

Player must Climb-Up white spire, fly up between them to get up higher and fly up to the Green God's Spirit to trigger next CutScene.

END INTERACTION.

CUTSCENE: The Green God's Spirit glows bright and green, stacked between the other Spirits in the dark sky.

Marylinn screams O.S..

The Green God's Spirit opens its eyes.

Marylinn, mounted atop Andal, soar around the Monolith's peak.

Marylinn tries to reach out her hand.

The Green God's Spirit looks up. It slowly reaches out an arm.

But they cannot reach each other as Andal circles around the reversed waterfall, spiraling around its peak.

Marylinn pulls herself up on Andal, --

RESUME INTERACTION

GAMEPLAY: Player controls Marylinn, soaring around the Monolith's peak on top of Andal. Player can jump with ACTION. Andal circles the Monolith. The Green God's spirit shines out on its top, sticking out its hand. Camera is Locked-onto Green God's Spirit.

Player must jump to trigger next Ingame Event.

END INTERACTION.

INGAME EVENT: Marylinn soars down to towards the Green God.  
--

Passes through the spiraling waterfall, landing on the  
Monolith, --

But slides down against its surface.

The Green God's Spirit arm grabs Marylinn's.

Marylinn gasps.

She hangs by the Green God's arm on the side of the Monolith.

RESUME INTERACTION.

GAMEPLAY: Player controls Marylinn on side of Monolith.  
Player can MOVE to pull Marylinn up, or ACTION to Tug the  
Green God's Spirit.

Player must pull up and tug the Green God's spirit several  
times simultaneously to achieve goal and to trigger next  
Ingame Event.

END INTERACTION.

INGAME EVENT: Marylinn pulls out the Green God's Spirit,--

Slowly crumbling the Monolith behind him, --

Marylinn falls down, holding onto the Green God's Spirit.

CUTSCENE: The Monolith crumbles down into a flurry of  
Spirits. Marylinn and the Green God fall down among them.  
Andal circles around the top.

The inverted waterfall slowly evaporates in the air.

A GREAT ROAR shakes the vault.

The colossal black serpentine body of the SEA GOD swims down  
behind the collapsing monolith.

Marylinn Screams for Andal.

Andal screams back, diving down.



The Sea God dives towards Marylinn and the Green God, opening its maw, --

Andal dives down, catches them before the Sea God.

They turn up. A bright light shines at the top of the dark sky. The waterfall evaporates back up to it.

Andal flies up with Marylinn on his back, holding onto the Green God's Spirit. A swarm of Spirits follow at their back.

RESUME INTERACTION.

GAMEPLAY: Player controls Andal, flying with great speed up the inverted spiralling waterfall. Player can only veer left or right around the waterfall.

The Sea God roars O.S..

The light comes ever closer.

Player must wait and can steer Andal, until the light engulfs everything to reach goal and enter next Scene.

[...]

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