

Branching narrative - 2083 VR - Tutorial level

Context: Level is before entering the maps of the game (Perimeter) and represent the Tutorial for the game

Condition : Discovering this new world, located near Lyon - France

//Begin with **Start New Game**//

A. First conversation : Travel Companion

PLAYER (PC) wakes up in a barn, next to the one of the only passages to enter the Perimeter. PLAYER (PC) takes his Notebook, then ventures into the wild, where he first meets his two (TRAVEL COMPANIONS).

First dialog:

→ **TRAVEL COMPANION 1:**

(Friendly)“Oh, you are finally awake? Good, we were about to make our move. Not that we want to abandon you, but we will go no further. We are not interested in entering the Perimeter, as you know.”

→ **PC:**

1. **WhereAreWe?:** “Where are we now?”
2. **Stay With me:** “Sure you don’t want to continue the road with me?”
3. **Where to now?:** “What should I do now?”
4. **The road before:** “How much have we travelled since the beginning?”

→ **TRAVEL COMPANION 1:**

Response to 1:

1. “We are near the Perimeter, just like you wanted us to take you. Approximately 45km from Lyon, which is East of here, and 50km from Saint-Étienne. Lucky you found us, the Coyotes would have gotten to you had you not taken a safer route. But let’s not think about that, your true road is just about to begin.”

Response to 2.:

2. “Sorry my friend, we have no use for either the petrol or the Singularity. Our operation is well-oiled already! Besides, I’m a dad now. I want to have a careful life, not an adventurous one. But nevermind us, there is still one important thing left for you to do now.”

Response to 3.:

3. “From here, the fun begins. See, we were only the first guide for you. Now, you need to seek out Nomad and this is where we’ve led you. Nomad is a legend. He used to live here before the first explosion. Can you believe it? There are no more countries, every walker walks all over the continent, but there are still some old people that know their region like their back pocket! You have to find him to continue beyond.”

Response to 4.:

4. “Well, if you count yesterday, we’ve walked over 250km together, since the Alps. Not an easy trip, but you’re still here. And us too. How’s your feet by the way? Still full of

blisters? Ahhhh, well - nevermind all that. Blisters or not, you have things still left to do.”

Second dialog:

→ **PC:**

1. **What now?:** “So, what exactly do I have to do now?”
2. **Cold feet:** “I’m not so sure anymore.”
3. **What to expect?:** “What’s in front of us, here?”

→ **TRAVEL COMPANION 1:**

Response to 1.:

1. “Now, we have secured a connection with Nomad from one of our walkers. He is expecting you at the end of the tunnel that leads to the Hub, a center for every walker that enters the Perimeter. He had a strange request though : he wishes to know if you’ll be able to survive once inside. He asked for you to bring four horse figurines that he disseminated in this Gorge place. Bring them to him, and you’ll be granted access to the locked region.”

Response to 2.:

2. “Now-now, no need to feel frisky. You’re almost there my friend! So, we have secured a connection with Nomad from one of our walkers. He is expecting you at the end of the tunnel that leads to the Hub, a center for every walker that enters the Perimeter. He had a strange request though : he wishes to know if you’ll be able to survive once inside. He asked for you to bring four horse figurines that he disseminated in this Gorge place. Bring them to him, and you’ll be granted access to the locked region.”

Response to 3.:

3. “In this Gorge, we know that there are Coyotes roaming around, but rest easy: guns have not reached this region yet! You’ll get to move past them easily. There are also some wild animals, but you know how to handle yourself; I’m sure. So, we have secured a connection with Nomad from one of our walkers. He is expecting you at the end of the tunnel that leads to the Hub, a center for everyone that enters the Perimeter. He had a strange request though : he wishes to know if you’ll be able to survive once inside. He asked for you to bring four horse figurines that he disseminated in this Gorge place. Bring them to him, and you’ll be granted access to the locked region.”

Third dialog:

→ **PC:**

1. **Thanks!:** “Thanks for the help!”

→ **TRAVEL COMPANION 1:**

1. “Hey, it’s your money! Don’t forget the first figurine, we found it for you this morning not so far from the barn. It will help you identify the others. Good luck out there!”

B. Second conversation : Mysterious Walker

PC starts exploring the Gorge and comes across a MYSTERIOUS WALKER (MW) that stops him to open a discussion.

First dialog:

→ **MW:**

(Distraught) "HEY! Hey you! Oh you got here just in time! It's... it's my friend. I think he's in big trouble. Can you help me?"

→ **PC:**

1. **Not sure:** "I'm just passing through. What is it?"
2. **Who are you?:** "Whoa, I didn't see you there. Who are you?"
3. **Yes, I'll help!:** "For sure, what is happening?"

Second dialog:

→ **MW:**

Response to 1.:

1. "Please help! Between walkers, we should take care of each other. My friend and I were camping not so far from here and this morning we got attacked by wild dogs! Can you imagine? I ran as fast as I could, not checking on my friend. Now, I don't know where he is and I'm too afraid to go back. Can you go check for me?"

Response to 2.:

2. "I'm just a simple walker, coming from Spain. My friend and I got lost on the trip and we were camping not so far from here. We got attacked by wild dogs this morning and now, I don't know how he is. But I'm too afraid to go back. Can you go check for me?"

Response to 3.:

3. "Oh my god, thank you! My friend and I got lost on the trip and we were camping not so far from here. We got attacked by wild dogs this morning and now, I don't know how he is. But I'm too afraid to go back. Can you go check for me?"

→ **PC:**

Yes: "I'll go check it out, no worries."

No: "Sorry, not my thing"

Third dialog:

→ **MW:**

Response to 1.:

1. "This is god sent, thank you. It's over by the ridge you see in front of us. Maybe, before going, you can check my old resting spot. It's by the fire camp. You find there my old gun, a revolver. It can help you more than me: guns are not my thing. Come back to me when you know more."

Response to 2.:

2. "I see, it's ok. Thanks anyway. But, if life finds a way, please know that it happened over by the ridge you see in front of us. Maybe, if you go, you can check my old resting spot. It's by the fire camp. You find there my old gun, a revolver. It could help you more than me anyway: guns are not my thing."

C. Third conversation : Mysterious Walker (Return)

→ If the Player explores the Dog's den, finds the body of the MW's friend and comes back to talked with the MW.

First dialog:

→ **MW:**

(Distraught) "So?"

→ **PC:**

1. **Sorry about your loss (saw body):** "Your friend is dead."
2. **I saw nothing (if PC saw nothing / or lie):** "Nothing indicates that your friend is still here."

Second dialog:

→ **MW:**

Response to 1.:

1. (Distraught) "I knew it. We should have never come here. You can keep my stuff, I won't need it any longer. Now I will go back and leave this place forever."

Response to 2.:

2. (Distraught) "I see. Maybe he left as well... It resolves nothing for me. I should have stayed with him. Please keep my stuff, it is time for me to go back and leave this evil place."

D. Fourth conversation : Coyote Sentinelle

PC continues his road and comes across a COYOTE SENTINELLE (CS). No real dialog is possible, since the CS is very aggressive and blocks its way.

First dialog:

→ **CS:**

(Authoritative/Menacing) "Don't come any closer. No trespasser is allowed is our base. Move or be removed."

E. Fifth conversation : The Smuggler

PC makes his way to the tunnel, where he encounters THE SMUGGLER (TS). Player learns that to get entry to the last part of the tunnel, he must have found the four (4) horse figurines.

First dialog:

→ **TS:**

(Enigmatic) “Such a nice day for a simple stroll, isn’t it? Just like the roadside picnics I use to do before the First explosion... And, who might you be?”

→ **PC:**

Finding Nomad: “I was sent here to find Nomad.”

Who are you?: “Just a walker enjoying the sun. And, who are you?”

Second dialog:

→ **TS:**

Response to 1.:

1. “Oh, it’s you. Your friends warned me you were seeking entry to the Perimeter. I am the Smuggler and before meeting Nomad, you must prove yourself. Have you find the four figurines you were asked to bring here?”

Response to 2.:

2. “Somebody that enjoys its privacy just as you. I am the Smuggler, guarding entry to the Perimeter and deciding who can or can’t meet my boss, Nomad. I suppose you are one of them walkers. Have you found the figurines?”

→ **PC:**

1. **I have them:** “Yes, they are in my bag.”
2. **I don’t have all:** “I didn’t find all of them”.

→ **TS:**

Response to 1.:

1. “Good, put them on the buffet right there and you’ll get to see Nomad.”

Response to 2.:

2. “Have you checked everywhere? I smuggled one inside the Coyote base for a bit of fun. Maybe you can check there. You can also find some in the Dog’s den. Come back with all of them and put them on the buffet. Then you’ll get to see Nomad.”

F. Sixth conversation : Nomad

After PC opens the last door of the tunnel, he walks along a narrow corridor that leads him to NOMAD (N). The last step before entering the Perimeter. (Lore giving)

→ **N:**

(Wise/Calm) "First thing first, the world owes you nothing. All of you walkers arrive to this point with delusions of grandeurs and tsunamis of wealth in mind. Yet, the world owes you nothing, but you owe everything to the world. It's a good way for you to understand how the Perimeter works. Because, if you receive, then your gift will be meaningful - as it was not owed to you. Because it was the world wishing to let you know you are on the right path. Such is the life in the Perimeter. And, since you passed my smuggler, it means you might have enough in you to survive some time in there. But, hey, who knows for how long?"

→ **PC:**

1. **I know my worth!:** "You're wasting your threats, I will strive."
2. **What is the Perimeter?:** "What is that place everybody talks about?"
3. **Who are you?:** "And who might you be, in all that?"

→ **N:**

Response to 1:

1. "Good. Keep that survival instinct intact. Where we are going, bullets fly everywhere, at any point, from every place. Then, you need to keep in check your water and food supply. Then, there's the Coyotes, the Fanatics, the Baron's men and, of course, the bad walkers roaming around. Survival is a choice, dying is one also. Would you like to know more before we go? Or are you ready?"

Response to 2.:

2. "You must be new from around. The Perimeter is a sealed-off region, existing since 2074 - when the old French government expropriated the inhabitants. They wanted to keep secret their new military grade industrious mega-complex, in the center of the Parc du Livradois-Forez. From there flow the only source of petrol the world still has today. A lot of factions compete for who will control the region. Death and taxes. Death and taxes, as you know. Would you like to know more before we go? Or are you ready?"

Response to 3.:

3. "I'm Nomad. I am the bridge between the sane world and the dangerous one. Here, even without government, technology, energy, the world still keeps on turning; and Life finds a way. But beyond the line, inside the Perimeter, I'm the closest thing you have to an ally. That's who I am. Would you like to know more before we go? Or are you ready?"

Second dialog:

→ **PC:**

1. **What about the Factions:** "Who are those factions I heard of?"
2. **What about the world:** "What happened to the world?"
3. **What about the Hub:** "What is the Hub I keep hearing about?"
4. **I'm ready:** "No need for more. I'm ready to go in."

→ **NC:**

Response to 1.:

1. "You have four factions living inside the eastern part of the Perimeter: the Coyotes, the Fanatics, the Baron's men and the Walkers. Coyotes are old mercenaries from the flagless wars looking for the petrol and valuables, Fanatics are led by the Bishop who believes the First explosion of the Perimeter was a divine intervention announcing the apocalypse, Baron's men are led by the Baron who's looking to burn all of the Perimeter and Walkers... well they're just like you : looking to make a quick profit in all of that. I would say be wary of all, especially the Walkers. You can only get betrayed by those you trust. Had enough? Are you ready to go?"

Response to 2.:

2. "Were you hiding in a cave these last 5 years? There are no more laws, governments, police or any institutions left since the First explosion in 2078. The one that emanated from the Perimeter. Since then, no technology can operate, no communications. Only voice and pieces of paper. That's why, from all over the continent, Walkers leave their town to come here, in the Perimeter : here you can find petrol, sometimes the communication devices work... But more than that, here, you can find purpose. Here, there is hope, the only hope for our current world: the Singularity. It is rumored that it holds infinite energy. Enough, you can imagine, to repower the whole of Europe. Had enough? Are you ready to go?"

Response to 3.:

3. "The Hub has been put in place by Ezhekiel, a great man with whom I do business. I am leading you to him, actually. He understood fast the need to organize all of the Walkers coming to the region: organization is the key to success, as you surely know. There you'll hear people speaking French, English, Spanish, Ukrainian, Polish, Italian... well, all the languages actually. But, you'll see soon enough. Had enough? Are you ready to go?"

Response to 4.: **STARTS THE GAME**

→ **PC (repeating the options to learn more):**

1. **What about the Factions:** "Who are those factions I heard of?"
2. **What about the World:** "What had happened to the World?"
3. **What about the Hub:** "What is the Hub I keep hearing about?"
4. **I'm ready:** "No need for more. I'm ready to go in."

MODIFICATION FROM THE PROTOTYPE

Voice-over

INTRO

1.1

Oh, you are finally awake?

Good, we were about to make our move. Not that we want to abandon you, but we will go no further.

We are not interested in entering the Perimeter, as you know.

2.1

We are near the Perimeter , just like you wanted us to take you.

We are approximately 45km from Lyon, which is east of here, and a few dozen kilometers from Saint-Étienne.

Lucky you found us, the Coyotes would have gotten to you had you not taken a safer route.

But let's not think about that, your true road is just about to begin.

2.2

Sorry my friend, we have no use for either the petrol or the Singularity.

Our operation is well-oiled already! Besides, I'm a dad now. I want to have a careful life, not an adventurous one.

But nevermind us, there is still one important thing left for you to do now.

2.3

From here, the fun begins.

Look... We were only the first guides for you. Now, you need to seek out Nomad and this is where we've led you.

Nomad is a legend. He used to live here before the First explosion. Can you believe it?

There are no more countries, everyone that can walk all over the continent, but there are still some old people that know their region like their back pocket!

You have to find him to continue beyond.

2.4

Well, if you count yesterday, we've walked over 250 kilometers together, since the Alps.

Not an easy trip, but you're still here. And us too. How's your feet by the way? Still full of blisters?

Ahhhh, well - nevermind all that. Blisters or not, you have things still left to do.

3.1

Now, we have secured a connection with Nomad from one of our walkers.

He is expecting you at the end of the tunnel that leads to the Hub, a center for every walker that enters the Perimeter.

He had a strange request though : he wishes to know if you'll be able to survive once inside.

He asked for you to bring four horse figurines that he disseminated in this Gorge place.

Bring them to him, and you'll be granted access to the locked region.

3.2

Now-now, no need to feel frisky. You're almost there my friend!

So, we have secured a connection with Nomad from one of our walkers.

He is expecting you at the end of the tunnel that leads to the Hub, a center for every walker that enters the Perimeter.

He had a strange request though : he wishes to know if you'll be able to survive once inside. He asked for you to bring four horse figurines that he disseminated in this Gorge place.

Bring them to him, and you'll be granted access to the locked region.

3.3

In this Gorge, we know that there are Coyotes roaming around, but rest easy: guns are still rare in this region!

You'll get to move past them easily. There are also some wild animals, but you know how to handle yourself; I'm sure.

So, we have secured a connection with Nomad from one of our walkers. He is expecting you at the end of the tunnel that leads to the Hub, a center for everyone that enters the Perimeter.

He had a strange request though : he wishes to know if you'll be able to survive once inside.

He asked for you to bring four horse figurines that he disseminated in this Gorge place.

Bring them to him, and you'll be granted access to the Perimeter.

4.1

Hey, it's your money! Don't forget the first figurine, we found it for you this morning not so far from the barn.

It will help you identify the others. Good luck out there!

MYSTERIOUS WALKER

1.1

HEY! Hey you! Oh you got here just in time! It's... it's my friend. I think he's in big trouble.

Last night, we found two figurines for Nomad as we wished to cross to the Perimeter.

But... wild dogs attacked us this morning. I... I got away. I don't know about my friend.

Can you help me?

2.1

Please help! Between walkers, we should take care of each other.

My friend and I were camping not so far from here and this morning we got attacked by wild dogs!

Can you imagine? I ran as fast as I could, not checking on my friend. Now, I don't know where he is and I'm too afraid to go back. We were camping behind that ridge.

I don't know about his figurine, but I can offer you mine if it is of interest to you.

Can you go check for me?

2.2

I'm just a simple walker, coming from Spain.

My friend and I got lost on the trip and we were camping not so far from here, over the ridge.

We got attacked by wild dogs this morning and now, I don't know how he is. But I'm too afraid to go back.

I don't know about his figurine, but I can offer you mine if it is of interest to you.

Can you go check for me?

2.3

Oh my god, thank you!

My friend and I got lost on the trip and we were camping not so far from here, behind the ridge.

We got attacked by wild dogs this morning and now, I don't know how he is. But I'm too afraid to go back.

I don't know about his, but I can offer you my horse figurine if it is of interest to you.

Can you go check for me?

3.1

This is God sent, thank you!

It's over by the ridge you see in front of us. Maybe, before going, you can check my old resting spot.

It's by the fire camp. You find there my old gun, a revolver. It can help you more than me: guns are not my thing.

Come back to me when you know more.

3.2

I see, it's ok. Thanks anyway.

But, if life finds a way, please know that it happened over by the ridge you see in front of us.

Maybe, if you go, you can check my old resting spot. It's by the fire camp. You find there my old gun, a revolver. It could help you more than me anyway: guns are not my thing.

It might even be the only thing that can break this vase, a gunshot can crack a great many things. This morning, I lost a valuable item in it.

MYSTERIOUS WALKER RETURN

1.1

So?

2.1

I knew it. We should have never come here. You can keep my stuff, I won't need it any longer.

Now I will go back and leave this place forever.

Please, break the vase with my gun. My figurine is in it, it's yours now.

2.2

I see. Maybe he left as well... It resolves nothing for me. I should have stayed with him.

Keep my stuff, it is time for me to go back and leave this evil place.

Please, break the vase with my gun. My figurine is in it, it's yours now.

CONFRONTATION

1.1

Don't come any closer. No trespasser is allowed in our base.

Move or be removed.

SMUGGLER

1.1

Such a nice day for a simple stroll, isn't it?

Just like the roadside picnics I use to do before the First explosion...

And, who might you be?

2.1

Oh, it's you. Your friends warned me you were seeking entry to the Perimeter.

I am the Smuggler and before meeting Nomad, you must prove yourself.

Have you found the four figurines you were asked to bring here?

2.2

Somebody that enjoys its privacy just as you.

I am the Smuggler, guarding entry to the Perimeter and deciding who can or can't meet my boss, Nomad. I suppose you are one of them walkers.

Have you found the four figurines?

3.1

Good, put them on the buffet right there and you'll get to see Nomad.

3.2

Have you checked everywhere?

I smuggled one inside the Coyote base for a bit of fun. Maybe you can check there. You can also find some in the Dog's den.

Come back with all of them and put them on the buffet. Then you'll get to see Nomad

NOMAD

1.1

First thing first, the world owes you nothing.

All of you walkers arrive to this point with delusions of grandeurs and tsunamis of wealth in mind. Yet, the world owes you nothing, but you owe everything to the world.

It's a good way for you to understand how the Perimeter works. Because, if you receive, then your gift will be meaningful - as it was not owed to you.

Because it was the world wishing to let you know you are on the right path.

Such is the life in the Perimeter.

And, since you passed my smuggler, it means you might have enough in you to survive some time in there.

But, hey, who knows for how long?

2.1

Good. Keep that survival instinct intact.

Where we are going, bullets fly everywhere, at any point, from every place.

Then, you need to keep in check your water and food supply.

Then, there's the Coyotes, the Fanatics, the Baron's men and, of course, the bad walkers roaming around.

Survival is a choice, dying is one also.

Would you like to know more before we go? Or are you ready?

2.2

You must be new around here.

The Perimeter is a sealed-off region, existing since 2074 - when the old French government expropriated the inhabitants.

They wanted to keep secret their new military grade industrious mega-complex, in the center of the Parc du Livradois-Forez.

From there flow the only source of petrol the world still has today. A lot of factions compete for who will control the region.

Death and taxes. Death and taxes, as you know.

Would you like to know more before we go? Or are you ready?"

2.3

I'm Nomad.

I am the bridge between the sane world and the dangerous one.

Here, even without government, technology, energy, the world still keeps on turning; and Life finds a way.

But beyond the line, inside the Perimeter, I'm the closest thing you have to an ally.

That's who I am.

Would you like to know more before we go? Or are you ready?"

3.1

You have four factions living inside the eastern part of the Perimeter: the Coyotes, the Fanatics, the Baron's men and the Walkers.

Coyotes are old mercenaries from the flagless wars looking for the petrol and valuables.

Fanatics are led by the Bishop who believes the First explosion of the Perimeter was a divine intervention announcing the apocalypse.

Baron's men are led by the Baron who's looking to burn all of the Perimeter and Walkers...

Well they're just like you : looking to make a quick profit in all of that. I would say be wary of all, especially the Walkers.

You can only get betrayed by those you trust. Had enough? Are you ready to go?

3.2

Were you hiding in a cave these last 5 years?

There are no more laws, governments, police or any institutions left since the First explosion in 2078. The one that emanated from the Perimeter.

Since then, no technology can operate, no communications.

Only voice and pieces of paper. That's why, from all over the continent, Walkers leave their town to come here, in the Perimeter : here you can find petrol, sometimes the communication devices work...

But more than that, here, you can find purpose. Here, there is hope, the only hope for our current world: the Singularity. It is rumored that it holds infinite energy.

Enough, you can imagine, to repower the whole of Europe.

Had enough? Are you ready to go?

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