

DEVEILED EGGS: Game Script

This quest immediately follows the primary movement and interaction tutorials. PLAYER is newly-arrived in SCRAPESTONE, a struggling mining town, following the completion of their origin-specific cut scene & conversations. The COPPER CANDLE tavern sits at the end of SCRAPESTONE'S MAIN STREET, its warm & plentiful electric lights an inviting anachronism in the frontier setting of DEVEILED EGGS. Prior to completing *WHAT'S MINE IS ORES*, the internal and external lights flicker intermittently.

The COPPER CANDLE is initially the only open ESTABLISHMENT on MAIN STREET; other ESTABLISHMENTS, staffed by characters friendly/indebted to PLAYER, are unlocked through main path progression and upgraded through establishment-specific sidequests. Time spent in the gradually-improving SCRAPESTONE between quests is intended to make PLAYER feel their efforts are having a measurable impact on the world of DEVEILED EGGS.

QUEST: WHAT'S MINE IS ORES

INT. SCRAPESTONE: THE COPPER CANDLE TAVERN - NIGHT

THIRD PERSON GAMEPLAY

PLAYER enters the COPPER CANDLE, a cross between fantasy tavern and old west saloon. TRIXIE, the world-weary bartender and owner, is fiddling with the wiring under the bar at the other end of the crowded tavern. The PATRONS of the COPPER CANDLE are all miners, restless and irritable due to the recent closure of the SCRAPESTONE MINE. The lights flicker at irregular intervals, provoking ambient groans of frustration from the PATRONS.

If PLAYER has not been in the COPPER CANDLE before:

TRANSITION TO CUT SCENE: POWER'S OUT

CUT SCENE: POWER'S OUT

The lights go out, plunging the COPPER CANDLE into darkness.

TRIXIE Dialog Appears

<i>TRIXIE</i> <i>attract mode dialog</i>	TRIXIE	Aw, hell. Just a hot second here... almost...
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"What's Mine is Ores" Sample Quest, Cohen Edenfield

The lights come back on. TRIXIE stands up from behind the bar.

TRIXIE
That'll hold. For a minute,
anyway.

CC PATRON Barks. Do not exhaust.

<i>CC PATRONS General</i>	PATRON	Everything's falling apart since Rimeshell took over.
	PATRON	The lights keep flickering!// Thought I'd tell you, in case you hadn't noticed.
	PATRON	I'm writing a manifesto about our overdependence on electricity. Pre-order now!
	PATRON	I like the flickering lights. Reminds me of the impermanence of infrastructure.//I'm an anarcho-primitivist! Don't tell anybody.
<i>CC Patrons [Gladiator Origin=true]</i>	PATRON	Not much gladiator work around here. Maybe if The Pit hadn't closed down...
<i>CC Patrons (Bard origin only)</i>	PATRON	Hope you can play acoustic, stranger.
<i>CC Patrons (Gravedigger origin only)</i>	PATRON	Gravediggers stop at six feet, right? Can you really call that digging?
IF copperquestaccepted=true	PATRON	Watch your step in the mine. Rimeshell don't take kindly to interlopers.

Initiating conversation with TRIXIE, the bartender, for the first time, shifts to TRIXIE'S INTRODUCTION.

TRANSITION TO CUT SCENE

CUT SCENE: TRIXIE'S INTRODUCTION

TRIXIE

"What's Mine is Ores" Sample Quest, Cohen Edenfield

Welcome to the Copper Candle!
Name's Trixie. What can I getcha?

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

Response	TRIXIE's Response
I'd like something to eat.	Sorry, honey. Kitchen's closed until the power starts behavin'.
The lights are flickering.	Observant type, huh? Yeah, it's been a real problem.
A cold drink would be nice.	Sorry, all we have is warm beer since the fridge died.

TRIXIE

I tell ya, it ain't easy running a tavern with all these outages. I'm liable to go bust if somebody doesn't go down to the mine and get this seen to.

The Choice Dialog appears. All choices exhaust.

Response	TRIXIE's Response
What's wrong with the power?	All I know is it keeps going out.//I've got a feedback loop keeping the lights on for now, but you can see how well that's workin'.
The power comes from the mine?	Yeah, some kinda fancy geothermal generator. Real impressive... when it's working.
Why don't you ask one of these miners to fix it?	Miners can't enter the mine if the lights aren't workin' right.//Union rules, baby.
I might be able to help.	I'm delighted to hear it. [Proceed to next dialog tree]
Not interested.	Well, hold on a minute. [Proceed to next dialog tree]

"What's Mine is Ores" Sample Quest, Cohen Edenfield

TRIXIE

You're new in Scrapestone, right?
How's this grab you: I got a spare
room upstairs. You get the power
workin' right, it's all yours for
as long as you want it.

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

<u>PLAYER Response</u>	<u>TRIXIE'S Response</u>
A free room? I'm sold!	It ain't free if you're working for it.//But hey, do the job right and I'll even change your sheets once a week.
I don't work unless I get paid in actual money.	Fine, I'll throw in a sack of coppers. But you handle your own laundry.
What if I get electrocuted?	Ahem... "The Copper Candle assumes zero liability for injuries, deaths, loss of property, etc,//incurred by the party of the third part on the part of parties departed or divided into parts,//heretofore, simultaneously, or subsequently to the acceptance of terms by the party involved..."

The lights go out again.

TRIXIE

Dang it! Just a second...

The lights come back on, TRIXIE is now under the bar again.

TRIXIE

That's all the time I got to
chatter. Entrance to the mine's
east of town a bit.//If you feel
like helping out, it'd mean a lot
to the folks around here.//And a
nice room! Don't forget about
that. I got some charming
knick-knacks in there.

"What's Mine is Ores" Sample Quest, Cohen Edenfield

Cut scene ends.

If PLAYER attempts conversation with TRIXIE after accepting quest but before trying to enter the MINE:

TRIXIE Dialog Appears

<i>TRIXIE</i> <i>Follow-up dialog</i>	TRIXIE	Sorry, honey. I'm a little busy. The mine's due east. Just follow the power lines.
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If PLAYER attempts conversation with TRIXIE after accepting quest and after attempting to open the mine, but before receiving the key:

TRIXIE Dialog Appears

<i>TRIXIE</i> <i>Follow-up dialog</i>	TRIXIE	The mine's locked? Try askin' around at the Rimeshell office.//Don't let Grotta rattle you. He's only dangerous if you work for him.
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EXT. SCRAPESTONE: MAIN STREET - NIGHT

Exiting the COPPER CANDLE, PLAYER notices POWER LINES leading off MAIN STREET. Following the POWER LINES leads PLAYER to SCRAPESTONE MINE EXTERIOR.

EXT. SCRAPESTONE: MINE EXTERIOR - NIGHT

This area contains the MINE ENTRANCE (initially locked), and the OFFICE of the RIMESHELL MINING COMPANY. CART TRACKS extend from the mouth of the MINE to just past the OFFICE. The OFFICE itself is a small building, prefabricated and more modern than SCRAPESTONE, emphasizing RIMESHELL as newcomers. PLAYER can either attempt to enter the MINE directly or try for the SCRAPESTONE MINE KEY at the OFFICE.

"What's Mine is Ores" Sample Quest, Cohen Edenfield

If PLAYER attempts to enter RIMESHELL OFFICES, has NOT attempted to enter MINE, and does NOT have the SCRAPESTONE MINE KEY:

PLAYER

Anybody in there?

There is no response.

If PLAYER attempts to enter MINE ENTRANCE and does NOT have the SCRAPESTONE MINE KEY:

PLAYER

Never knew mines could be locked.

Didn't even know they had doors.

The Choice Options appear.

<u>Choice</u>	<u>Consequence</u>
<i>Try again</i> [Does not exhaust]	PLAYER: Still locked. Don't know what I was expecting.
<i>Break it down</i>	PLAYER: Nothing for it. Gotta break it down.
<i>Cry for help</i>	PLAYER: Help! Oh, somebody, please help! This locked door has utterly broken my resolve!
<i>Find the key</i>	PLAYER: So, it's come to this. Key-hunting.

If PLAYER chose Break it down

MISTER GROTTA

Damage my door and you'll be working it off for the rest of your life, hooligan!

If PLAYER chose Cry for help

MISTER GROTTA

Who's making that petulant racket?

If PLAYER attempts to enter RIMESHELL OFFICES, has attempted to enter MINE, and does NOT have the SCRAPESTONE MINE KEY:

PLAYER

Hello? Anybody in there?

"What's Mine is Ores" Sample Quest, Cohen Edenfield

[All versions resume here:]

A small opening in the door swings open, revealing the smug, aristocratic face of MISTER GROTTA. The rest MISTER GROTTA is not visible.

MISTER GROTTA
Why do you darken my various doorsteps?

PLAYER
I need the key to the mine.

MISTER GROTTA
To what purpose, miscreant?

The Choice Options appear.

PLAYER Response	MISTER GROTTA Response
Trixie sent me. Something's up with your generator. I'm here to fix it, at no cost to you.	You drive a soft bargain. I find these terms acceptable.
Two Guys and a Cart Cave Cleaning. Someone ordered a limestone scour?	Ah, yes. That must have been Bethany. Just a moment.
I live in the cave. I was born there. Please, let me back in. The sky is terrifying.	Lies! I know an overworlder when I smell them.//Enter the cave! May what you find there teach you the cost of claiming a false cave-birth!
I don't care about the mine. I just love eating keys.	Truly? Well, it would be most amusing to watch you choke.

MISTER GROTTA
Take it! I have dozens more... no, hundreds!

PLAYER receives item: SCRAPESTONE MINE KEY
If PLAYER attempts to enter RIMESHELL OFFICES and has the SCRAPESTONE MINE KEY:

MISTER GROTTA

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Go away! I'm devising new ways to
exploit my employees!

If PLAYER attempts to enter SCRAPESTONE MINE and has the
SCRAPESTONE MINE KEY:

PLAYER enters the SCRAPESTONE MINE.

INT. SCRAPESTONE MINE: CHAMBER 1 - SUNSET

CHAMBER 1 is initially well-lit, with conspicuous copper wiring on the walls leading to lighting sources. LOCKERS line the wall near the entrance, and the CART TRACKS continue through the passage to CHAMBER 2. A POWERED MINECART rests on the tracks in the middle of CHAMBER 1, with a boa-constrictor-sized copper-colored worm--the COPPER WURM--coiled around it, gnawing at its mechanisms. In order to progress, PLAYER must both restore the POWER and repair the POWERED MINECART.

PLAYER
Think I see the problem.

As PLAYER approaches the POWERED MINECART, COPPER WURM uncoils, hisses, and burrows underground.

If PLAYER interacts with LOCKERS but does NOT have PICKAXE:

PLAYER
Looks like the miners left in a
hurry... hey, what's this?

[PLAYER receives HEALTH POTION and PICKAXE]

PLAYER
I'll just borrow these.

If PLAYER interacts with LOCKERS and does have PICKAXE:

PLAYER
Nothing else I can use here.

PLAYER interactions with POWERED MINECART:

If the MINECART is not repaired and player does NOT have
COPPER WIRING or COPPER ORE:

PLAYER
Damage doesn't look too bad. Might
be able to fix it if I had some
copper wire.

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If the MINECART is not repaired and player does NOT have COPPER WIRING but does have COPPER ORE:

PLAYER

Can't fix the cart with raw ore. I need to make some wiring.

If the MINECART is not repaired and player has COPPER WIRING:

PLAYER

Let's see... just gotta rewire this conduit...

PLAYER repairs MINECART. PLAYER pulls a lever on the minecart, but nothing happens. Lever returns to unpulled state.

PLAYER

Minecart's fixed. Just gotta get the power back on.

If the MINECART is repaired but the CHEWED WIRING is NOT repaired:

PLAYER pulls a lever on the minecart, but nothing happens. Lever returns to unpulled state.

PLAYER

The cart will work... as soon as I get the power back on.

If the MINECART is repaired and CHEWED WIRING is repaired:

TRANSITION TO CUT SCENE: CART RIDE

CUT SCENE: CART RIDE: PLAYER hops into the POWERED MINECART and throws a lever. The POWERED MINECART travels along the rail towards CHAMBER 2 at rapid speed. POWERED MINECART rolls into CHAMBER 2, then crashes through FALSE WALL into DARKENED CHAMBER.

Cut scene ends.

INT. SCRAPESTONE MINE: CHAMBER 2 - NIGHT

PLAYER moves into CHAMBER 2. CHAMBER 2 is the "mining" part of the mine, with several harvestable COPPER OUTCROPPINGS. PLAYER can mine them for COPPER ORE once they have the PICKAXE. The CART TRACKS come to a sudden end before a FALSE WALL hiding the entrance to the HIDDEN CHAMBER. The FALSE WALL is telegraphed by the TRACKS and a purple light pulsing through faint cracks in

"What's Mine is Ores" Sample Quest, Cohen Edenfield

the masonry, more visible while the POWER is off. PLAYER's goal in this area is to defeat the COPPER WURM, then restore power to the mine. COPPER WURM is now gnawing at the COPPER WIRING at the other side of the chamber.

PLAYER

Quit making more work for me!

COPPER WURM pulls a mouthful of wiring out of the wall, plunging the room into near-darkness, except for the pulsing purple light coming through cracks in the FALSE WALL.

PLAYER

A copper worm... an exceptionally aggressive one. Lucky me!

COPPER WURM spits out the CHEWED WIRING, hisses, and lunges towards PLAYER. Combat ensues.

COPPER WURM ENCOUNTER

PLAYER engages the COPPER WURM in combat.

COPPER WURM ENCOUNTER Combat Barks

<i>PLAYER combat barks</i>	PLAYER melee attack hits enemy	(forceful) All in the hips.
	PLAYER bow attack misses enemy	(frustrated) Hold STILL!
	PLAYER bow attack hits enemy	(satisfied) Eyes on the prize!
	PLAYER magic attack	(hissing) Chew on THIS!
	PLAYER uses healing potion	(defiant) Back in the fight!
	PLAYER when health <40%	(winded) This was so easy in my head.
	PLAYER dies	(halting) Can't believe I died... on a service call...
	PLAYER when COPPER WURM health <60%	(serious) Now it's angry.

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	PLAYER when COPPER WURM defeated	(confident) Stay down.
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End combat. The injured COPPER WURM hisses at PLAYER and burrows beneath the FALSE WALL.

PLAYER
Damn it, get back here!

PLAYER rushes to FALSE WALL and stops short.

PLAYER
I can fix the power, but that
worm'll chew it to pieces as soon
as I leave.// The job's not done
until that thing's dead.

If PLAYER interacts with FALSE WALL:

PLAYER
That worm slithered under here.
Probably back to its nest.//Unless
I find it, it'll be right back to
chewing the wires.

PLAYER explores the room. PLAYER must mine the COPPER OUTCROPPINGS using the PICKAXE from the LOCKERS in CHAMBER 1 to receive COPPER ORE. PLAYER can then craft COPPER ORE into COPPER WIRING and use it to repair CHEWED WIRING.

If PLAYER interacts with COPPER OUTCROPPINGS but does NOT have PICKAXE:

PLAYER
Plenty of copper, but I can't get
at it with my bare hands.//Maybe
one of the miners left something
behind.

If PLAYER interacts with COPPER OUTCROPPINGS and has PICKAXE:

PLAYER mines the COPPER OUTCROPPINGS using the PICKAXE and receives COPPER ORE.

PLAYER
Mining's a lot harder than it
looks.

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If PLAYER interacts with CHEWED WIRING but does not have COPPER WIRING or COPPER ORE:

PLAYER
That wurm was chewing these wires.
Must be nesting. I might be able
to repair these if I had some
undamaged copper wiring.//Should
be easy enough to find the raw
materials in a copper mine.

If PLAYER interacts with CHEWED WIRING but does not have COPPER WIRING, and has COPPER ORE:

PLAYER
Can't fix this with raw ore. I
need to craft it into wires.

[ONCE]: Run CRAFTING TUTORIAL. PLAYER receives COPPER WIRING as result of tutorial.

If PLAYER interacts with CHEWED WIRING and has COPPER WIRING:

PLAYER repairs CHEWED WIRING. Lights come back on, and POWERED MINECART can be used once repaired.

PLAYER
Power's back on... for now. Now I
can get the minecart going and
find that wurm.

INT. SCRAPESTONE MINE: HIDDEN CHAMBER - NIGHT

PLAYER enters a dark chamber, its dimensions uncertain due to the dim lighting: the dim purple lighting cast in irregular pulses by an enormous, roughly egg-shaped crystal outcropping--the HEXIUM MOTHERLODE. The MOTHERLODE is cloudy purple, marbled with red veins that throb in sync with the pulsing light. Several bunches of CHEWED COPPER surround the base of the MOTHERLODE, forming a crude NEST. Magical energy erupts from the MOTHERLODE in bursts, arcing across the wiring of the NEST, which seems to both protect the MOTHERLODE and channel the energy. A COPPER WURM emerges from the ground and spits a mouthful of CHEWED COPPER onto the NEST.

PLAYER

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The wurms are nesting... that explains the chewed cables. And the aggression.//But that egg's too big to be a copper worm's...

As PLAYER approaches the MOTHERLODE, the COPPER WURMS grow agitated, hissing angrily. An enormous HEXIUM WURM emerges from behind the MOTHERLODE, similar in appearance to the COPPER WURMS but much bigger, with chitinous armor visually similar to the MOTHERLODE.

MISTER GROTTA
Step away from my egg, you leggy peasant!

The HEXIUM WURM bends down, towering over the player, opening its mouth to reveal rings of serrated teeth, from the center of which glares...the face of MISTER GROTTA!

If PLAYER told MISTER GROTTA they came to fix the power:

MISTER GROTTA
Looking for the generator? It's entirely elsewhere! Did you even reference the schematic?

If PLAYER told MISTER GROTTA they came to clean the cave:

MISTER GROTTA
It's the cave-cleaner! Will Two Guys and a Cart Cave Cleaning be sending someone to clean up your remains?

If PLAYER told MISTER GROTTA they live in the cave:

MISTER GROTTA
You seem rather lost. I thought you said you lived here! I didn't believe you at first, but I'd come around! For shame!

If PLAYER told MISTER GROTTA they wanted to eat the key:

MISTER GROTTA
Oh, how I wanted to watch you choke on that key. And you robbed me of that!

[All versions resume here:]

"What's Mine is Ores" Sample Quest, Cohen Edenfield

The Choice Options appear. Some choices go to combat, all exhaust.

<u>PLAYER Response</u>	<u>MISTER GROTTA Response</u>
You're a worm? I thought you owned the mine or something.	I do own the mine. I dug it myself, eons ago! A respite and refuge, far away from leg-folk. And when I returned to lay my egg, do you know what I found?//Leg-folk! Scurrying about everywhere, scratching at my ores. The impertinence!//But I am reasonable. I burrowed into that little structure and explained to that horrid man that I was here to lay my egg.//He insisted he owned it--owned what I dug myself! Waved papers at me! Told me to leave or he'd have me destroyed!//Utterly unreasonable.//I devoured him, obviously. Except the face.//I use it to keep the scrapers at bay while my child gestates in its conductive nest. [go to next conversation]
You're a worm? That's disgusting.	I will not be sneered at by a creature that measures its life in mere years! [go to combat]
You're a worm? That's hot.	I commend you on your good taste! [exhausts]
I was hoping I'd get to kill you.	Reconsider your aggressive tendencies as you drown in my stomach! [go to combat]

The Choice Options continues. Some choices go to combat, all exhaust.

<u>PLAYER Response</u>	<u>MISTER GROTTA Response</u>
Can you please tell those copper worms to stop ripping out wires?	In truth, the nest is complete. But the broken wires and damaged equipment keep the scrapers away.//If they return,

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	and my egg is discovered... it might come to harm. I cannot have that.//My egg is only a few days from hatching. Then we will burrow to the heart of his world and not return for millenia.[go to next conversation]
I don't want to fight you. Maybe we can come to some arrangement.	You seem rather reasonable for a leg-creature. If you can assure me my child will be left in peace, I see no reason to kill you.//My egg is mere days from hatching. Then we will burrow to the heart of this world and not return in this age.[go to next conversation]
You killed somebody. You're going to pay for that.	I don't know why I bother explaining things to leg-folk. It always ends the same way. [go to combat]

The Choice Options continues. Some choices go to combat, all exhaust.

PLAYER Response	MISTER GROTTA Response
If you stop tearing out wires, I can keep everyone away for a few days.	These terms are agreeable. We will not meet again. [go to PEACEFUL END cutscene]
To hell with this. I'm just gonna kill you.	I don't know why I bother explaining things to leg-folk. It always ends the same way. [go to combat]

If PLAYER chose non-combat dialogue option

TRANSITION TO CUT SCENE: PEACEFUL END

CUT SCENE: PEACEFUL END. PLAYER walks toward the DARKENED CHAMBER exit. MISTER GROTTA turns away and back towards the MOTHERLODE. As PLAYER steps into CHAMBER 2, MISTER GROTTA turns toward them one last time.

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MISTER GROTTA

You know, you're not at all like the leg-folk I recall. I look forward to seeing what you've made of yourselves when we return.

MISTER GROTTA swings an enormous tail at the ceiling of the chamber, collapsing the passage between DARKENED CHAMBER and CHAMBER 2.

Cut scene ends.

If PLAYER chooses any combat dialogue option

GROTTA WURM COMBAT

If PLAYER engages the GROTTA WURM in combat, most barks repeat from the previous encounter. New barks below:

GROTTA WURM ENCOUNTER Combat Barks

<i>PLAYER combat barks</i>	PLAYER when COPPER WURM health <60%	(serious) Now it's angry.
	PLAYER when COPPER WURM defeated	(confident) You should've stayed buried. [go to VIOLENT ENDS cutscene]

TRANSITION TO CUT SCENE: VIOLENT ENDS

CUT SCENE: VIOLENT ENDS. PLAYER before a severely-wounded MISTER GROTTA.

MISTER GROTTA

Buried, yes... I should have stayed... where it was warm... but...//to be lonely always...//I could not... bear it.

MISTER GROTTA collapses atop the HEXIUM MOTHERLODE, crushing it. Violent energies pour out, melting the NEST and causing the room to shake. PLAYER flees into CHAMBER 2 as DARKENED CHAMBER collapses.

Cut scene ends.

[All versions resume here:]

PLAYER returns to MISS TRIXIE to complete quest.

"What's Mine is Ores" Sample Quest, Cohen Edenfield

INT. SCRAPESTONE: THE COPPER CANDLE TAVERN - NIGHT

Regardless of how PLAYER resolved things with MISTER GROTTA, the lights in the COPPER CANDLE don't flicker anymore. The PATRONS are in better spirits.

<i>TRIXIE</i> <i>quest complete</i> <i>dialog</i>	TRIXIE	Hey, reckon I got you to thank for gettin' the lights working.// Deal's a deal. Your room's just upstairs. Welcome to Scrapestone!
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QUEST COMPLETE: WHAT'S MINE IS ORES