

Branching Dialogue - Varia Chernova

Narrative Design Materials and Writing Sample from Crimson Apple - Narrative Game

Context: In this ACT I scene, the player finds themselves face to face with Baker, who is contemplating a daring escape from the safety of the tavern, spurred by the desire to shield his loved ones from impending danger. Players are confronted with their first morally charged choice - whether to adhere to the cryptic instructions of a mysterious voice in their head known as "The Lady" or to defy her directives. *The below text was adapted from an Inky file for readability.*

Baker: I do not recognise your face. You were not here before.

Baker: Barkeep is letting in more souls... The door must be open again.

Baker: What brings you to the Crimson Apple?

* **Player:** [Barkeep?]

Player: Is that what is keeping you here?

Player: This Barkeep?

-> **Barkeep**

* **Player:** [I am here to save you.]

Player: I have come to rescue you.

Player: Show me to the Evil that keeps you here.

-> **Evil**

* **Player:** [I am here to defeat Evil.]

Player: I am not here to talk.

Player: I am a Hero, here to slay Evil, as a Hero must!

-> **Evil**

= **Barkeep**

Baker: Huh? Oh... The Barkeep keeps us safe.

Baker: Makes sure we are sealed... and idle...

Baker: You can come in, just as you have, but you do not stay out of choice.

Lady: A doubt. This one is restless, displeased. It can be saved!

* **Player:** [I will free you!]

Player: So you are a captive?

Player: I shall free you! It is a Hero's duty!

-> **Escape**

* **Player:** [Why not stay?]

Player: You are so eager to leave the safety of this place.

Player: But why?

-> **Escape**

= **Evil**

Baker: Evil? You have come from Evil. It lurks outside, not within.

Baker: Barkeep made sure we stay sealed-... stay safe.

Baker: Waiting for it to relent. Or succeed...

Lady: Ah, this one knows. It yearns, it wants out. Urge it. Help it!

* **Player:** [It is not safe here.]

Player: Waiting would mean certain doom.

Player: Heroes do not wait.

-> **Escape**

* **Player:** [It is safe here.]

Player: You have survived this long.

Player: Sealed or not, it serves you well.

-> **Escape**

* **Player:** [What is your plan?]

Player: You are so eager to leave the safety of this place.

Player: But how?

-> **Escape**

= **Escape**

Baker: I have waited once before, only to see my kin fall. Slain, defending me.

Baker: Whatever lies beyond the door must be stopped before it makes its way in.

Baker: There must be a way to outrun it. Leave it behind.

Baker: You can help me past the door, so I shall find this path and lead others out of here.

***Lady:** A success! It will lead the way so others may follow. You must only help it along, Hero.*

* **Player:** [I cannot help you.]

Player: You may be brave, but I won't send you to your end.

Baker: Very well. But do not stand in my way. If not me, now - another may try.

Baker: I cannot let that happen.

-> **Lady_dissapproves**

* **Player:** [We will do this together.]

Player: Another brave hero emerges!

Player: I shall aid you. Lead me to our quest!

-> **Lady_approves**

= **Lady_dissapproves**

***Lady:** A mistake, Hero. This one will perish without my help.*

* **Player:** [Help Baker escape.]

Player: He is intent on leaving.

Player: The least I can do is lend a hand before he hurts himself trying.

-> **Lady_approves**

* **Player:** [Refuse to help Baker.]

Player: He is weak. It is too dangerous out there.

Player: At least here he will have a chance.

***Lady:** A shame...*

[END CONVERSATION]

Consequence: Lady and Baker reputations are negative. Lady will no longer consider the player an ally. Baker will remain by the door, trying to open it. However, he will stay inside through to ACT II.

= **Lady_approves**

Baker: Thank you! I shall wait for you by the door.

Lady: *A rush! Relief! There may be hope for this one yet. Bring it to me, and I will set it free...*

* **Player:** [Seems safe.]

Player: I am not sure. It seems safe enough here...

-> **Lady_disapproves**

* **Player:** [Help Baker escape.]

Player: Yes, I will lead him to safety!

Player: Like a heroic Hero who saves...heroically!

Baker: We do this now! When you're ready, that is.

Baker: No rush, of course. I will wait...

[END CONVERSATION]

Consequence: Lady and Baker reputations are positive. Lady will consider the player an ally and will continue to persuade them to send more people outside. Baker will wait for the player by the door. However, if allowed outside, Baker will die in ACT I.