

# Adventure Game Design

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# 1 Introduction

Our proposed game is a cooperative multiplayer hybrid adventure game. We have added many features to our proposal that make it distinct from the typical adventure game that would, in our opinion, make it a very exciting game to play. The first element that separates it from other adventure games is the addition of *cooperative multiplayer mode*. Creating a multiplayer game presents many challenges; however, we feel that it also provides substantial rewards for the player's experience. Throughout this report we will address many of the difficulties that arise due to the multiplayer aspect of the game. It should however be immediately evident that the realism of the game world is significantly enhanced as there is a real person with whom one is interacting instead of the lifeless, scripted interactions with AI characters.

Another element that makes our game different and exciting is that it is a *hybrid adventure game*, meaning that the player can actually chose to play the game in different modes ranging from a largely puzzle-based adventure to a more action, "hack and slash" type of game. In order to vary the type of game play the player may chose from four distinct characters to play: an archaeologist, a mad scientist, a spy, or a mercenary. Since each character has their own set of skills the experience of the game will be different depending on which character is chosen. Having different modes of play not only has the advantage of allowing the player to tailor the game to their particular preferred type of game, but also increases the playability of the game while not significantly increasing the cost of production. It is well known that a large portion of the cost in developing a game is in producing the art. As we may reuse large portions of artwork for different modes of play this cost is amortized over the various modes of play. This idea of selecting from different types of play has been successfully implemented in at least one previous game that we are aware of, "Indiana Jones: The Fate of Atlantis."

A further advantage to the idea of "hybrid" play is that *more interesting cooperative play* can be created as the skills of one character may complement the skills of another. For example, in our proposed game the archaeologist is paired with the mad scientist who are both puzzle-oriented characters, and the mercenary is paired with the spy who are both combat-oriented characters. This further encourages cooperative play, thereby enhancing the interesting gaming dynamics that arise from our game being multiplayer. The idea of multiple players was featured in the game "Maniac Mansion." In this game a single player could switch between two characters and use the skills of each in order to best complete puzzles.

Another new feature in our game is the addition of *character development* to this genre. Characters will gain skills throughout the game that increase their ability to, for example, read and speak new languages, build wacky inventions, sneak up on people, or ignite incendiary devices. Character development has been featured successfully in many role-playing type games and improves the gaming experience by providing rewards for playing well and also by involving the player with their character more. In order to improve skills the player can play "mini-games". These are short games in each level whose outcome is not linked to the main story but rather are meant to be amusing diversions and ways for the player to improve their character's abilities.

The game is divided into several chapters and in each chapter the objective is to obtain a token to be earned within that chapter. In order to obtain the token a series of activities must

be completed. The game is won when the player collects all pieces from all chapters. The player will play all chapters in order but may complete some aspects of the challenges within a particular chapter in a non-linear manner. Within each chapter there are several points where the player can end a gaming session. This enables the player to seamlessly pick up later with a different teammate or switch between single-player and multiplayer mode. In doing so this allows players to play reasonable length sessions at a time and continue playing later without frustrating loss of previous work. If the player decides to save before reaching one of these check points, they still have the ability to continue the chapter at a later time with some other player. They may play the game in single player mode until they reach the next check point or until another player signs onto the network who is close enough to join in.

## 2 Characters

At the start of the game, players have an opportunity to choose from one of four character types: mercenary, spy, archaeologist, and mad scientist. A selection screen displays a list of skills and a short description of each character's personality and preferred mode of play. The gaming experience is heavily dependent on the choice of character class. Certain parts of the game world will only be seen by specific classes, and many puzzles will be solved using class-specific skills. The diverse skill sets of the different characters, as outlined in the following sections, helps appeal to a large audience and enhances the replay value of the game.

### 2.1 Mercenary

The mercenary is a basic hack-and-slash "muscles from Brussels" guy. He is a pure action character who does a lot of fighting and only a few puzzles (none mind-boggling). The mercenary can be paired only with the spy character below. His skills are mostly physical and can be advanced by physical mini-games.

#### Skills:

- **Shooting Accuracy:** Determines the maximum damage he can do using ranged weapons
- **Desensitization to Killing:** Determines how many people or aliens the mercenary can kill in a short time span before his conscience catches up with him and he refuses to kill anymore.
- **Vehicle Driving:** The mercenary is an excellent driver and can handle a range of vehicles, including ones he hasn't even seen before.
- **Poison Resistance:** The mercenary regularly encounters toxic chemicals in his business.

### 2.2 Spy

The spy is really a part spy and part detective. He is less physical than the mercenary but can still enter into stealth based combat. He has a good sense of what others are thinking, almost to the

point of having psychic powers. The spy is a decent puzzle solver, but prefers to get the job done through a combination of thinking, fighting, and stealth.

### Skills:

- **Lie Detection:** The spy is an excellent judge of when he's being told less than the complete truth. Whenever the spy converses with another character, an onscreen meter appears indicating the degree to which he believes that character is telling the truth. This is not equivalent to mind reading, as many of the world inhabitants speak half-truths, which must still be deciphered. Lie detection is especially useful when gambling on cards.
- **Disguise:** The spy knows how to disguise himself without being detected.
- **Sneakiness:** When he can't get ahold of the right clothes for the job, the spy also isn't bad at sneaking past guards. In fact, the spy enjoys practicing this skill in non-threatening situations in order to enhance his abilities.

## 2.3 Archaeologist

The archaeologist is primarily a puzzle solver who leverages his vast knowledge of the past to overcome obstacles (particularly when he's visiting ancient time periods). He doesn't have the build or reflexes for physical combat, but can use his superior mind to find a way out of any trap. His familiarity with the past is also helpful in locating potentially useful artifacts. The archaeologist enjoys working alongside fellow intellectuals, but despises the tactics of the mercenary and spy.

### Skills:

- **Cartography:** The archaeologist has an enhanced mini-map view and even starts off with rough maps of historical places familiar to him.
- **Artifact Location:** The archaeologist knows approximately where to find useful inventory items in several time periods.
- **Languages:** While all characters can acquire a babelfish to act as a translator for spoken language, only the archaeologist is able to decipher foreign written languages (Surprised? Did you really expect fish to be able to read?)

## 2.4 Mad Scientist

The mad scientist is a regular ladies' man. Oh, and he's also a crazy scientist. He likes to solve puzzles by building novel contraptions from common items he acquires.

### Skills:

- **Flirting:** This skill is increased by successful interaction with women, especially at bars. Giving the right type of gift might also advance this skill. The more successful the mad scientist is with the right women, the more valuable information they will entrust to him.
- **Level of Crazy:** The mad scientist becomes madder as he picks up more and more useless inventory items. In fact, he may become so crazy that he just might be able to make previously ridiculous combinations of inventory items do something useful.

### 3 Overall Story

The game begins with a short movie explaining the backstory. You (one of 4 characters) have been hired by a mysterious and wealthy man who tells you of the existence of six metallic pieces of extraordinary power, each of which has been recorded as existing during the height of six empires throughout history. No one knows of their whereabouts now, and for a long time the pieces were thought of as mere legend. Now, he claims, he has proof, as he has invented a time machine and saw one of the pieces for himself. Unfortunately, as he is now an old man, he barely escaped back to the present with his life. He now needs your help to gather the pieces so that they may be studied and placed in a museum. He is willing to pay you handsomely for them, as the collection of the pieces will validate his life's work. You agree, and he provides you with all he knows about the pieces (sketches so that you know what they look like) and access to the time machine, which only he knows how to set. Soon you're off to the first period...

#### 3.1 The Roman Empire

You arrive in the middle of Rome during the height of the Roman Empire. The piece is being held by the chief gladiator keeper, who is just inside the arena of the Coliseum. He is an evil man who mistreats the gladiators, and sends them to particularly gruesome ends, and has a large green jewel around his neck.

- As the Mercenary, you...become a gladiator, working your way up to a fight in the main arena, where you challenge the gladiator keeper, killing him with your superior strength and taking the piece hidden in his robes.
- As the Spy, you...talk your way into the Coliseum, befriend guards, and coercing and sneaking your way to the main arena. You trick the gladiator keeper into being eaten by a lion, and you take the slightly chewed on piece.
- As the Archaeologist, you...find a back passage into the Coliseum and using your knowledge of the structure and the times, destroy part of the Coliseum, crushing the gladiator keeper, and creating a walkway from your hideout to the miraculously unscathed piece.
- As the Mad Scientist, you...invent a machine to fly over the walls of the Coliseum, where you unleash your exploding robot gladiator near the gladiator keeper, killing him and allowing you to take the piece.

- As the Mercenary/Spy combo, you...as the warrior end up fighting the gladiator keeper, while as the spy you release the lions to help the warrior win.
- As the Archaeologist/Mad Scientist combo, you...as the archaeologist help you and the mad scientist get into the Coliseum the back way, and as the mad scientist, build the exploding robot gladiator, which you lower down from a window at your hideout into the arena.

Cut Sequence: After obtaining the piece, you run back to your time machine and return briefly to the present, where the mysterious man resets it to...

### 3.2 World War II

You arrive somewhere in a mostly uninhabited part of Eastern Europe in 1944, right outside a Nazi dig site. They are searching for a mystical lost city, and have made considerable progress. The piece is being held by a high ranking Nazi general, who is deep within the site.

- As the Mercenary, you...fight your way into tanks and small airplanes, using them to fight your way to the general, where you kill him and take the piece.
- As the Spy, you...dress up as a Nazi, gaining access to the general and learning of his weaknesses, which you use to kill him and take the piece.
- As the Archaeologist, you...excavate the site further, and find a stone which you recognize as a stone of power which, when used improperly, will kill its user. You leave it for the general, it kills him, and you to take the piece.
- As the Mad Scientist, you...make the mystical dig site "work" again, and the excavated statues come to life and eat the Nazis, allowing you to take the piece easily.
- As the Mercenary/Spy combo, you...as the spy, dress up as a Nazi and help keep the other Nazis off guard, so that the warrior can come and physically kick their asses.
- As the Archaeologist/Mad Scientist combo, you...as the archaeologist excavate the site, and help the mad scientist figure out how to make the site work again without angering any of the ancient gods the statue represents.

Cut Sequence: As each of the characters, you notice that the Nazi general was wearing a brilliant green stone, similar to the one that the chief gladiator was wearing. You make a note of this, and you go back to the present where the man sets the machine for...

### 3.3 Samurai Times

You arrive in the middle of Japan in at the height of Samurai power. Here the piece is being held by the evil consult to the emperor.

- As the Mercenary, you...force your way to and kill the consult with the Samurai sword you earned along the way. When you're fighting with the consult, you hit the green jewel he's also wearing, and his form shimmers for a moment in the form of a weird alien. You take the piece from his dead body.
- As the Spy, you...cause a revolt, in which the consult is imprisoned. One of the rebel forces takes the jewel from the consult's neck, and the consult turns into a weird alien form. They hold him while you take the piece.
- As the Archaeologist, you...convince the emperor that the consult is evil, with evidence you collect through a series of puzzles. The emperor banishes the consult, taking away his royal clothing and possessions (and giving the piece to you for your help.) When he takes away the green jewel, the consult turns into a weird alien form.
- As the Mad Scientist, you...invent a "true self" serum to convince the emperor that the consult is evil, and when you give it to the consult, he also turns into a weird alien.
- As the Mercenary/Spy combo, you...as the spy cause a revolt, but the warrior will be the lead fighter of the revolt.
- As the Archaeologist/Mad Scientist combo, you...as the archaeologist help convince the emperor that the consult is evil through a series of puzzles. Unfortunately, there is some opposition, and the mad scientist, in addition to helping with the puzzles, must also make potions to knock out or confuse the guards, etc.

Cut Sequence: At this point, you realize that the people who have the pieces in each era are weird alien creatures, and the green jewel around their necks appear to give them human form, all of which you postulate to yourself. Again, you are transported briefly to the present, where the mysterious man transports you to the...

### 3.4 Incan/Aztec Rainforest Tribe

This chapter will be described in detail later in this report, including puzzles.

Cut Sequence: After this time period, you are transported to the present so that the mysterious man can transport you to...

### 3.5 The Renaissance

You arrive in Florence at the height of the Renaissance. You are in fact near the home of Leonardo Da Vinci, who it turns out is the keeper of the piece. When you talk to him, however, he doesn't appear to be evil, and in fact agrees to give you the piece if you solve a series of puzzles.

- As the Mercenary, you...are sent to find an ancient book of philosophy that Leonardo wants to read, which is somewhere in one of the neighboring cities. You are sent essentially on a

city hop, during which you meet several thugs that you have to fight your way through to find out more information.

- As the Spy, you...have a similar city hop to the Mercenary, but you do it sneakily, and steal and coerce clues.
- As the Archaeologist,...Leonardo gives you a series of art and music based puzzles to solve, to prove your intellectual worth to him.
- As the Mad Scientist,...Leonardo asks you to finish one of his inventions.
- As the Mercenary/Spy combo, you...go through the city hop, both sneaking and beating up thugs.
- As the Archaeologist/Mad Scientist combo,...Leonardo asks you to finish one of his inventions, but it has a lot of artistic and musical elements to it as well, which requires the archaeologist's help.

Cut Sequence: Once you have proven your worth to Leonardo, he gives you the piece and tells you the truth about it. He tells you that he was the alien guard on an alien prison ship that crash landed on earth. Because of the large amount of power emitted by the ship, as well as the effects of falling through the atmosphere, the ship exploded into fragments scattered throughout time, along with the inhabitants of the ship. He said that the pieces that you were asked to collect were actually pieces of the ship, and that the person who asked you to collect them was probably the evilest prisoner of them all, and the one the rest looked to as the leader, Xrapiladoo. You don't know whether to believe Leonardo, and he says that he will send you to the future so that you can witness what will happen to earth if the Xrapiladoo collects and rebuilds the ship. Soon you are on hurtling on your way to....

### 3.6 The Future

You arrive in the future where aliens have taken over the world and enslaved the humans. The humans are kept in a large detainment center, which you have transported in the middle of. You talk to a small group of rebels, part of the anti-alien movement, and you agree to help break the humans out of their prison.

- As the Mercenary, you...fight you and your comrades out of the prison.
- As the Spy, you...sneak people out of the facility, and they sneak up and kill the alien guards.
- As the Archaeologist, you...learn more about the detainment center, and find out that it's actually built over your home town. You figure out where the metro was, dig it out, and transport the humans out that way.
- As the Mad Scientist, you...determine that the detainment center is actually a non-operational space base. You fix it, and fly it far enough to crush the alien barracks.

- As the Mercenary/Spy combo, you...fight and sneak your way out of the prison.
- As the Archaeologist/Mad Scientist, you...as the archaeologist determine that the detainment center was built over your home town, and find the metro. Unfortunately, it's not working anymore, and you need the help of the mad scientist to get it to work again.

Cut Sequence: At this point you believe Leonardo, and transport back to the present in order to confront and hopefully kill the mysterious man. Unfortunately, the mysterious man takes that last piece you got in the Renaissance, and runs to his workshop. You follow him only to get there too late – he's inside the working spaceship, laughing at you. He blasts off, but you hear a weird noise, puff of smoke, and a yelp. You stand there for a moment, thinking you've lost, and that Xrapiladoo has managed to get back to his home planet and recruit other evil aliens to take over the earth. Suddenly Leonardo appears in a banana-powered time machine. He tells you that Xrapiladoo hasn't actually gotten away, since, unbeknownst to him, the spaceship was actually missing its warp drive. Luckily, Leonardo had gotten his hands on it before the blast, and was able to transport it to another time and hide it. Leonardo tells you that you must find the warp drive, and then go to where Xrapiladoo has crash-landed and kill him. Then, you must blast the ship into space, since when it crash-landed the self-destruct was set, and if it's not transported off Earth, Earth will be blown up. Leonardo sets your time machine to where he hid the warp drive, in...

### 3.7 1920s Gangster Times

You land in the middle of New York, at the height of prohibition, when the Mafia ran the show. Here there are no aliens, but the piece is guarded by the Rigatoni mob family. (They value the piece, since the warp drive runs off of a large diamond.)

- As the Mercenary, you...get yourself hired as law enforcement, and fight your way through the Rigatoni family stronghold.
- As the Spy, you...get yourself hired as an assassin for the warring Penne family. You overhear where the piece is, and on an assassin mission, you steal it.
- As the Archaeologist, you...become a butler for the Rigatoni family, and through a series of puzzles, learn how to disarm the alarm system and gain access to the piece.
- As the Mad Scientist, you...build a machine to turn water into alcohol, and vice versa, and the Rigatoni family gives you the piece in exchange.
- As the Mercenary/Spy, you...as the warrior get hired as law enforcement, and work with the spy, who's been hired as an assassin of the warring Penne family, and together you storm the Rigatoni family hideout.
- As the Archaeologist/Mad Scientist combo, you...as the archaeologist become a butler for the Rigatoni family, and help crumble their rule through the careful placement of a series of contraptions the mad scientist makes. During the ensuing confusion, you take the piece.

Cut Sequence: You go back to the present, where Leonardo is waiting to send you to where Xrapiladoo crashlanded, in...

### 3.8 Ancient Egypt

Here, Xrapiladoo is thought to be a god, and has barricaded himself in a pyramid.

- As the Mercenary, you...fight your way through the opposition, into the pyramids, and kill Xrapiladoo through sheer strength.
- As the Spy, you...join the Egyptian opposition that believes Xrapiladoo is not a god, and lead your small army through the pyramids. You have to manage your people, making sure they remain in your command, and sneak past several difficult guards. When you get to Xrapiladoo, you appeal to his intellect, and challenge him to a battle of the wits to the death, in which he dies.
- As the Archaeologist, you...find your way through the pyramids avoiding any serious opposition using your map reading skills and knowledge of the times. When you find your way to Xrapiladoo, you lead him in a chase through a part of the pyramid where he is eaten by a mummy.
- As the Mad Scientist, you...turn the warp drive into a warp drive/homing beacon, and learn through radar what section of the pyramid the ship is, without actually having to go in. You then use it to find a shortcut into the room you want to end up in, and kill Xrapiladoo with one of your contraptions.
- As the Mercenary/Spy combo, you...join forces with the Egyptian opposition, which as the spy you command, and as the warrior you lead in battle. The puzzles will be more difficult and require both sneaking and physical force. When you confront Xrapiladoo, at first the warrior strikes him down physically, but because of mystical powers, he comes back even more powerfully, as a spirit. As the spy, you trick him into getting trapped into a bottle that the warrior destroys.
- As the Archaeologist/Mad Scientist combo, you...find your way at first into the pyramids without opposition, but you lose part of your map. The mad scientist converts the warp drive into a homing beacon, and you combine efforts to find your way through the pyramid in the correct direction, while the archaeologist uses clues on the walls, etc, to keep them from entering hostile territory. When you confront Xrapiladoo, you stun him with a contraption, and you place him so that he is eaten by a mummy.

Cut Sequence: Once you've killed Xrapiladoo, you put the warp drive back into the ship, and auto-blast it into space, just in the nick of time. The ship explodes high enough up, that it does no damage. Leonardo appears, and together you leave the pyramids, where thousands of people are waiting, cheering for you. It briefly flashes over each of the times, where people are living more peacefully and happily. You then go back to the present and walk into the sunset, with lots of epic music playing.

## 4 Mini-Games

Throughout the adventure, characters will encounter mini-games. We designed the mini-games to (1) give players a chance to play different type of games, and (2) build character skills.

The types of mini-games players happen upon range from Pokemon-inspired battles to gambling, pod-racing, and flirting. The rich variety helps to maintain player interest by changing the pace and goals of the game. Consider for example how much pod-racing differs from a narrative-driven adventure.

However, mini-games are also intended to be part of the narrative because playing them well increases a character's skills. For instance, playing a drinking game skillfully increases a character's tolerance to poison, which is useful later on in the game. This tie to character skill makes our mini-games an interesting and necessary diversion from the main storyline. The mini-game pictures follow this section.

### 4.1 Babelfish

One challenge players will face in the game is that they will not be able to speak the local languages of the civilizations they visit throughout time. To solve this problem, players will acquire a babelfish from the aliens at some point. This is an actual pet fish that acts as a universal translator by speaking into its owner's ear.

The babelfish will also act as a virtual pet which you can manage as a mini-game. For example, the player can go fishing at one point in the game and catch other fish to feed to the babelfish. There are different fishbowls one can find throughout the game. The babelfish will grow as you provide it with a larger fishbowl and more food. As the babelfish grows, it gain skills, allowing it to understand more languages.

The fish also listens to conversations from your pocket and its skills will increase as your overhear more conversations. When you need to understand a conversation, you stick the fish in your ear. The first few times you use it, an actual fish voice will be heard from the computer speakers, translating the foreign conversation for you (afterward, the fish correctly learns the human accent, so as not to annoy you with fish voices the entire game).

In a multi-player game, you can pit your babelfish against your friend's in a Pokemon-style battle. (The babelfish are a naturally aggressive species). See the included drawing of the user interface for this mini-game.

### 4.2 Gambling and Drinking

During their visit to the 1920's time period, players will have the opportunity to gamble with mobsters. The interface for this mini-game will be just like a standard online poker game interface. The player views his own cards, the cards on the table, and the current bet. Each turn, he will have an opportunity to fold, bet, or raise as appropriate.

The spy has an innate advantage in this game as a result of his lie detection skill. A meter

displaying the probability that each player is bluffing will also appear on the spy's screen.

There is one further twist to this game. Mobsters like it when those they are gambling with are also drinking. Players will have an option of making their characters drink as they gamble, thereby increasing their opponent's willingness to bet high. However, this decreases their mental sharpness, making the screen become blurry if their character drinks too much. The mercenary has an advantage in this situation with his poison resistance skill.

Money gained from gambling will be useful to buy items from local shops at later stages of the game.

### **4.3 Video Games**

The aliens, bored at being stuck in time, like to entertain themselves by playing video games. Players will be able to steal some handheld games from the aliens for their own use. The aliens tend to leave important files on their handheld gaming devices in addition to games themselves. The information in these files will be an important clue in puzzles. Players can also acquire an alien iPod and listen to some alien tunes.

The handheld game the aliens leave behind resembles an old LCD game, where you push the big buttons to move your character in a 2D world. See the attached screenshot of this game.

### **4.4 Racing (Mercenary-only)**

At one point the mercenary can participate in a pod race against the aliens, or against aliens plus his friend (if he's playing multi-player with another mercenary).

The game interface is just like pod racing in the Star Wars Episode I video game. The player sees a cutaway view of the pod with the other surrounding pods and also has rear-view mirror, as shown in the attached screenshot. Buttons control the pod's movement and also a rocket booster.

### **4.5 Hunting (Mercenary-only)**

In the Jungle Tribe time period, the mercenary can go hunting for monkeys in the jungle. Successfully shooting monkeys would increase his accuracy and desensitization skill levels, which are useful when he must fight alien guards later in the game. If two mercenaries are playing together, they can compete at this game.

A standard first-person shooter is displayed for the hunting mini-game.

### **4.6 Trapping (Spy-only)**

In the Jungle Tribe time period, the Spy will try to capture monkeys by sneaking up on them quietly and throwing them into a bag. This game will increase the spy's sneakiness skill. If two spies are playing together, they will compete. This game is exactly the same as the hunting game

above, except the spy has a net instead of a gun. If the spy and mercenary are playing multi-player together, they can compete at capturing/killing monkeys.

#### **4.7 Maze (Archaeologist-only)**

In the Jungle Tribe time period, the Historian will have to try to find his way through an ancient Mayan maze. His skill at cartography will increase proportional to the time it takes him to get out of the maze. If two historians are playing multi-player, they will race each other through the maze (starting from different start points).

A top-down view of a small portion of the maze surrounding the archaeologist is available to the player.

#### **4.8 Flirting (Mad Scientist-only)**

The mad scientist will try to pick up hot jungle women in a pick-up line game. The player is given short descriptions of 5 women, and must choose the best pickup lines (out of a fixed set of options). Points are awarded based on the quality of the choices. In multi-player mode, two mad scientists can play against each other.

#### **4.9 Sports**

Players will have an opportunity to field a team of monkeys in jungle basketball. This game will play with an interface similar to the NBA Live basketball game (see attached screenshot). In multi-player mode, players can of course compete against one another.

## 5 Detailed Storylines of Incan/Aztec Rainforest Tribe

This section contains the detailed walkthrough of several of storylines for the Incan/Aztec Rainforest Tribe chapter mentioned initially Section 3.4. The storylines for the spy, mercenary and spy/mercenary multiplayer path are described in detail. Following the the storylines are figures illustrating the village map, forest map, temple front, temple level map, and the final level with Zaktuaal.

### 5.1 Spy Storyline

You materialize in a hut that looks like a barn inside. Luckily there is no one inside. You go out and realize that you are in a small village. There are women around a pond doing their daily chores. You go to the women and say “hi” (the young ones get giggly and the old ones get stern). You ask one of the old ones if she knows someone with a big necklace. She says that only the clergy are allowed to carry necklaces and advises you to leave them alone and go see the priest.

#### 5.1.1 Village Temple

So, you go to the small temple and go inside. Along the inner wall on the left side there are crude paintings depicting a tall chubby figure with “The Necklace” and people bowing in front of him with baskets full of something that looks like barley. The painting on the right wall shows hideous monkeys hunted down by men that look like soldiers. The monkeys are everywhere and they throw something that looks like bananas at the soldiers. Then there is a single monkey figure crossed out with red, followed by a crossed banana figure.

At the corner you notice the priest cleaning some statues. You ask him about the figures. He explains to you that a long time ago a god named Zaktuaal appeared right in the middle of the village. Unfortunately, this turned out to be a bad god who made them abandon their beliefs and traditions and start worshipping him. He says that the new god makes them grow a weird plant (barley) for him even though it’s very hard to grow (they live in the Amazon) and he punishes them if they don’t have enough. You ask him about the early traditions and he explains that in the early years, they considered the monkeys sacred (the messengers of the gods) and they grew bananas (the holy fruit) for them. However, the new god hates them both. He declared the banana the forbidden fruit and hunted the poor monkeys deep into the woods.

You ask him if there is anyone growing bananas anymore. He says that there used to be a wealthy family in town who grew the best ones. But the new god demolished their house and their banana trees. It’s a ruin now and no one is allowed to enter it. There are only berries there. The rumor is that some family members survived and they live deep in the forest as well (your map icon glows, a new item is added to the map). Finally you ask him where you can find this god and he tells you that he has a mighty temple on the other side of the forest (the map icons glows again). You thank him and leave.

### 5.1.2 Door of the Temple - Part 1

You go through the forest (or via the map directly) to a place near the temple. You automatically go into stealth mode (a la “Beyond Good and Evil”). You see that the temple entrance is guarded by two guards: a strong evil looking one and a chubby naive looking one. You see them talking, but you can’t hear them. You try to get closer (there is a stealth-o-meter displayed with a baseline; when you move the bar moves up and if it exceeds the baseline, you are caught). You realize that your current baseline (level of your stealth skill) is too low for these smarties (whatever you do you get caught). So you go back to the other clue location on your map, deep into the forest.

### 5.1.3 Crazy Monkeys

You go back to the forest. There is a sign that reads “Hidden-Path.” You follow the not so hidden “hidden-path” or use your map to get to the exiled banana family. You see a man sitting on the floor staring into the void. You ask him if he is a member of the banana family and he says that he used to be. He can’t grow bananas since the monkeys went mad after years of abuse by Zaktaal. Even Zaktaal himself can’t touch them anymore since they are so vicious. They’ve eaten almost all his bananas. He has only a few left. You ask him if he can give you one. He says that you need to help him get rid of the monkeys from his garden. He says that they are very dangerous and that you need to catch them off-guard to beat them. Here comes the monkey mini-game to get more stealth skills. At the end he gives you a banana.

### 5.1.4 Door of the Temple - Part 2

With your stealth skills increased, you go back to the temple entrance and sneak until you can hear the guards talking:

The chubby guard is looking at a strand of hay (hay is holy to these people), saying: “Oh Mirana! Your hair is so nice just like a holy hay, your eyes are like a Pok-ta-pok captain, and your blue dress ...”

The skinny one says: “Shut up Kaktuul! Heard enough of that. If you like her so much go and ask her father for her hand!”

Kaktuul: “I’m scared of him. But I know she loves me.”

Skinny: “No she doesn’t! She just makes you do things for her. Good thing you didn’t remember how to open the temple door the other day when she asked you to give her a tour of the temple. I will not leave you both alone here again. Ever!”

Kaktuul: “Oh! I wrote the instructions down now. I won’t forget it again!”

Skinny: “Kaktuul, you are an idiot!”

Suddenly someone carrying a pot arrives.

Skinny: “Oh our food. Late as usual!”

Cook: “Do you think a dish as gourmet as this can be rushed”

Skinny: “It’s a MUSHROOM SOUP. EVERYDAY! How hard can it be?”

Cook: “It’s not just any mushroom. These are all homegrown and hand picked.”

Skinny: “You’re sure you don’t use any of THOSE mushrooms in the forest.”

Cook: “You would be in the monkey-land by now, if I did.”

The cook leaves. You go back into the forest and pick the famous mushrooms. You then go back to the village to cook’s house, but it’s locked.

### 5.1.5 Dress-up

You need to disguise as Mirana to distract Kaktuul. So, you go to her house but it’s locked. There are some of her dresses drying outside. Unfortunately, none of them are blue. You pick up the white dress instead. Next, you go to the forbidden garden the priest mentioned and pick up some blueberries. Then you look for hot water to dye the dress to blue. You look around and notice the weapon maker has his stove turned on, but you can’t go inside. There is a “help wanted” sign outside. So you go in and ask him if he can take you as his apprentice. He says that you need to prove yourself. You show him your Samurai sword you obtained in the previous chapter. He says that he has great respect for anyone who carries any weapon as beautiful as this and lets you in. Then he says that he needs to go to the Pok-Ta-Pok try-outs (it turns out Pok-Ta-Pok is the native ball game). He says that tomorrow is a big game and they are choosing a player to play on one of the teams.

When he leaves you put the dress and berries into the boiling water and take the blue dress out. Then you go to the arena and sign up for trials. This starts the Mayan ball game mini-game. When you win the try-outs, you get to have a ritual dinner in the captain’s house before the big game. You go into the captain’s house and you ask him about tomorrow’s game and he explains that it is a very important one. The winning captain gets rewarded and the losing captain is banished. You ask him how many times he has won and he starts looking shaky. It turns out his team (and your new team) is on a losing streak. He was just elected by his teammates to be the captain. You tell him that his teammates must love him so much and he starts drinking. Among the choices for dialogue, there are ones that cheer him up and ones that make him feel bad. Whenever you make him feel bad he drinks more. So you keep choosing the bad ones to get him drunk. Eventually he dozes. You pick up the makeup. Then you go to the barn you started from and pick up some hay.

### 5.1.6 Door of the Temple - Part 3

Now you are ready to lure Katmuul. You go to the entrance and put on the dress, makeup and hay, and wave to Katmuul. He gets excited and asks Skinny to give them some “privacy.” Skinny says no way and asks him to go to the forest instead. So Katmuul comes to you while you remain in the shadows and say:

Katmuul: “I could show you in but Gargoog doesn’t want to leave his post.”

You: “But you couldn’t remember last time”

Katmuul: “But I wrote it down this time”

You: “Can I take a look”

He hands the paper to you and the instructions read: Put both fingers into the eyes of the ugly monkey on the left pillar. You think to yourself: “Man! This guy really hates monkeys!” Then you say that you need to go and that you want to see him again and leave.

### **5.1.7 The cook**

You go back to the village and check out the cook’s house, which is open this time. You hear the cook in the next room mumbling about the dinner, which is mushroom soup of course. You sneak into the kitchen and put mushrooms into the pot and leave. Your job in the village is done.

### **5.1.8 Door of the Temple - Part 4 (Last one. I mean it)**

You sneak to the temple door again and watch the cook bring the dinner and leave. The guards eat the soup and doze off (or turn into monkeys). You go in and open the door. The temple is yours. At last!

### **5.1.9 Zaktuaal’s Temple**

#### **First Floor**

You go into the temple and enter the main room. To your right is a big heavy door with a sign on it. It reads “Treasury” and it’s locked (naturally). On the other side there is an open door that leads to the torture room. In there you see a man tied. There is water dripping on his head (Chinese water torture). You talk to him and he tells you that he used to be the fortune teller and talks about his good days in the observatory. Then he tells that he made a bad prediction one day, now he is sentenced and he can’t take the torture anymore. He tells you that there is a secret passage to the top floor from the observatory and that he would tell you how to open it if you end his misery.

#### **Second Floor**

You go out of the room and go to the second floor. There is a pool directly above the torture room (the source of the water). There is a key in the pool but you can’t swim. You go out and to the other side. There is a room with a sign saying “Prayer Room”. You go in and voila! it’s an altar room with an altar at the end. There is also another door in this room. You go there and it’s a Gym! You go back to the altar. The back of the altar looks like the opening of a giant candy machine. There is a small sign that says “Only the balanced soul will earn his reward.” There is a single statue next to the altar. You lift it and nothing happens, but you see the altar being raised as well. You say to yourself: “I guess I need to balance the weight of the statue.” So, you put the

statue back and go back to gym and pick up a weight, go back and put it on the altar. Then, you pick up the statue again and the big door opens.

You hear a rumbling and you say “O-Oh!” Instead of a big Indiana Jones boulder, a little plastic egg rolls out of the opening. You open it and there is a little sponge rock and a note. The note reads “Extremely shrunk dried-rock. Use water to inflate it!” You take it and go back to the pool and throw the little rock inside and it sucks up all the water. Now you have a giant boulder inside a dried up pool. You go down and pick up the key. It says “observatory” on it. You remember the torture guy and go down to the torture room. There is no water dripping and he is happy. Since he is not completely rescued, instead of telling you how to open the secret door he tells the location of the door and gives you a riddle and says that if you solve this you’ll know how to open the door.

## **Observatory**

So, you go up to the 3rd floor. The only door is to the observatory. You use the key and go inside. You find the secret door and all of a sudden the riddle is clear. You open the door and go up to the 4th floor.

## **Zaktaal’s**

There you see a big door with a neon sign saying “Zaktaal’s.” You go in and it’s a bar. Zaktaal is standing behind the counter. He has three taps in front of him all with different colors (red, green and blue). There is a key hanging on the other end of the counter which you can’t take without distracting Zaktaal. There is a Love-Meter to your left, a huge flamingo light next to it, which is turned off, and a piano at the center.

He says that he’s glad that someone finally showed up after all these years and that he knows why you are there: To take The Piece. He says you won’t find it unless you are full of love and that he guards the way to the true love. Then he says there is no point killing you since you are trapped in the temple anyhow. He says while you are there, you might as well entertain him. He says: “I need a mood. None of these primitives know how to play a piano. Play me a song and put me into a mood!” There are three sheet music on the piano, each putting him to a different mood. Each time you play a song he drinks from the tap corresponding its color. Each time he drinks he gets a kick and gets dizzy for a while. You play any sequence of songs to get him disoriented long enough to pick the keys on the wall. The keys say “Treasury.”

At this point, you examine the Love-o-meter. You see the piece inside. But when you use it, the meter shows low and nothing happens. You think: “I guess my hand is not warm enough.” Zaktaal says: “Only the true love will open it.” When you examine the lamp you say: “I bet it gets very hot when it is on.” You leave the bar. He says: “You can’t leave the temple no matter what you do. So don’t be long. Come back and entertain me!”. You go down to the first floor and open the door to the “Treasury.” It’s a brewery room! You go in and see three brew tanks each have a big colored pipe going in. You can only open the one that has the blue pipe going in. You open it and put the banana in.

You go back to the bar and say that you are ready to play more songs and Zaktaal says: “Play

it again Sam! Can I call you Sam?” You play the sad song to put him into “Blue” mood. He drinks from the blue tap and says: “This has a ... weird taste ... a (beep) banana (beep) taste ... oh (beep)!” and disintegrates. You go back to the counter and notice a switch with a note on it saying “Path to true love.” You turn the switch on and the lamp turns on. You go and hold the lamp (either by the *use* or *grab* command) and you’ll say: “Ouch! That’s hot.” You go back to the Love-o-meter immediately and use it. It shoots to max and releases the piece. Yay! You finished the chapter.

## 5.2 Mercenary Storyline

You materialize in a small town right in the center of a pond, getting completely soaked in the process. There are villagers standing around the pond with looks of terror on their faces. You turn around just in time to see a giant eel rise up next to you. You pull out your sword and start hacking at the eel. You manage to slaughter the eel with one fell swoop that severs its head from its body, but your sword is shattered. The women swoon and cheer on your victory. They bring you to the high priest of the village.

### 5.2.1 Village Temple

So you go to the small temple and enter inside. Along the inner wall on the left side there are crude paintings depicting a tall chubby figure with “The Necklace” and people bowing in front of him with baskets full of something that looks like barley. The painting on the right wall shows hideous monkeys hunted down by men that look like soldiers. The monkeys are everywhere and they throw something that looks like bananas at the soldiers. Then there is a single monkey figure crossed with red, followed by a crossed banana figure.

At the corner you notice the priest cleaning some statues. You ask him about the figures. He explains to you that long time ago a god named Zaktuaal appeared right in the middle of the village. Unfortunately, this turned out to be a bad god who made them abandon their beliefs and traditions and start worshipping him. He says that the new god makes them grow a weird plant (barley) for him even though it’s very hard to grow (they live in the Amazon) and he punishes them if they don’t have enough. You ask him about the early traditions and he explains that in the early years they considered the monkeys sacred (the messengers of the gods) and they grew bananas (the holy fruit) for them. However, the new god hates them both. He declared the banana the forbidden fruit and hunted the poor monkeys deep into the woods. The priest says that he happens to have some bananas and gives them to you. Finally you ask him where you can find this god and he tells you that he has a mighty temple on the other side of the forest (map icon glows). You thank him and leave.

### 5.2.2 Door of the Temple - Part 1

The temple is a large stone building. Standing in front of it are two ugly looking monkey statues with glowing red eyes. The gates of the temple are guarded by two strong looking men, one large

evil looking one and one smaller one who seems to be a bit of a dunce. Every few minutes the small man pulls a piece of paper out of his pocket, studies it and then puts it away. You decide to get a new weapon before tackling these two burly men. You return to the village to seek out a new weapon.

### **5.2.3 Arrowmaker - Part 1**

You enter the arrowmakers shop looking for a new weapon and spot a shiny sword hanging on the wall.

You: “How much for that sword there?” Arrowmaker: “That sword is not for sale. It is a magical sword that will serve a very special purpose.” You: “What purpose is that?” Arrowmaker: “I forged that sword in the hopes that someday a great warrior will arrive and use it to defeat the evil god who has enslaved our village.” You: “Well I am just that warrior. I have come to defeat the evil god.” Arrowmaker: “Hmmm you don’t look very warriorlike. You must prove your worth before I will entrust this great weapon to you. You must go into the cave and defeat the evil creatures that live there. If you can do this I will give you the magical sword.”

The arrowmaker gives you a (non-magical) sword to use in the cave.

### **5.2.4 Cave - Part 1**

You enter the cave. It is dark and there seem to be things crawling all over the walls. You stumble around for awhile and as your eyes adjust to the darkness you begin to make out very large rodents. You mumble to yourself, “My those are some ROUS’s” (rodents of unusual size). They seem to move very very fast and you are unable to kill them as they dart away from your sword as soon as you start to swing. You realize that your current speed/accuracy level is too low.

### **5.2.5 Forest**

You do a hunting mini-game in the forest to gain speed and accuracy. Then, you return to the cave.

### **5.2.6 Cave - Part 2**

Using the sword and your newly gained speed/accuracy skills, you hack and slash your way through all of the ROUS’s. At the back of the cave you find a large jewel.

### **5.2.7 Arrowmaker - Part 1**

You return to the arrowmaker and give him the jewel as proof that you defeated the rodents. He bestows on you the magical sword.

## 5.2.8 Door of the Temple - Part 2

The two guards are lounging at the gate, but jump to attention when you arrive and glare at you menacingly.

You: "Let me pass" Evil guard: "Hah! You think we would let you enter the temple of Zaktuaal! Never!!!" Stupid guard: "Yeah" You: "I am here to defeat the evil Zaktuaal" Evil guard: "You are a puny mortal no match for our great god" Stupid guard: "Yeah" You: "Alright then, I challenge you to a fight" Stupid guard: "Yeah.. I mean ... oops"

You advance on the two guards and after a lengthy battle defeat them both.

You notice the paper you saw the stupid guard reading sticking out from his pocket. You bend down and retrieve it from his pocket. Written on it is: "To open the gate, put both fingers into the eyes of the ugly monkey on the left pillar." You put your fingers in and the large stone door slides silently to the side. The temple is yours at last!

## 5.2.9 Zaktuaal's Temple

### First Floor

You enter the temple on the first floor. It is dark and spooky inside and there is a smell of blood in the air. The first thing you see upon entering is that there are a lot of people in the room with you and they don't look too friendly. They immediately turn on you and start trying to kill you.

Also on this floor are a door marked "Treasury" locked of course and a torture room with what looks like a water torture device, only it seems to be dripping onto the head of a skeleton (guess they didn't get around to breaking that guy). You start up the stairs to the second floor.

### Second Floor

On this floor are a personal gym, a swimming pool and an altar room. You decide that while you're here you might as well brush up on your strength (level) and work out with the weights for awhile. You enter the pool room. The water is a bit murky and seems to have a redish tinge to it... At the bottom you see the glint of something metallic. You decide to brave the water and jump in. All of a sudden you are being attacked by sharp teeth from all sides. There are giant pirana in there with you! You manage to fend off the pirana and retrieve the key albeit suffering some flesh wounds.

### Observatory

You climb up a winding set of stairs to a small room marked "Observatory." Using the key you got from the pool, you gain access to the observatory where there is a large man guarding the telescope.

Man: "Who are you?" You: "I am a great warrior here to defeat the evil Zaktuaal." Man: "Haha you will never defeat him!" You: "Oh yes I will!" Man: "Over my dead body!" You: "If that's how it must be"

You duel with the man, until he (really a coward who is afraid to die) shouts

Man: “Uncle. I give up.” You: “Take me to Zaktuaal” Man: “Ok ok you win. I will open the door that leads to his sanctuary”

The man fiddles with the telescope spinning it around in a complex combination of turns until a door opens that leads upstairs.

Man: “Please don’t kill me. Zaktuaal is up here.” You: “Ok, I will spare you. Now get lost”

## **Zaktuaal’s**

Zaktuaal’s lair – For some reason Zaktuaal’s place is set up to look exactly like a bar. There are lots of signs one reading “Zaktuaal’s” in bright pink neon. There is a piano with a skeleton sitting at the keyboard and Zaktuaal himself dressed in an Elvis costume. This Zaktuaal must be quite a character. There are also a bar with three colored taps, a love-meter, and a flamingo lamp that is not turned on.

Zaktuaal: “Play it again Sam. Oh wait, Sam’s dead. :(”

There are 3 guards standing around Zaktuaal. They are each wearing uniforms in different colors

Zaktuaal: “These are my strongest guards. Each time they defeat another warrior I drink in their honor from the tap of their color. I have drunk many times to men they have defeated.”

First the red guard steps forward. You fight a great battle with him and eventually defeat him.

Zaktuaal: “Aha you are indeed a good warrior. You have defeated my red guard. But you will not defeat the next.”

The green guard steps forward. This one you also defeat with your magical sword.

Zaktuaal: “You have come further than any other warrior. Where did you get that sword? It must be a magical sword to defeat my guards.”

The blue guard steps forward. This time, after a close battle, the blue guard manages to gain the advantage and no matter how well you fight he always seems to have the upper hand. Zaktuaal drinks from the blue tap for the victorious blue guard. You notice that the pipes for the taps run down below the bar into floor.

Zaktuaal: “Well, I will spare your life. I am getting bored with guarding this piece after all these years anyhow. At least this is amusing. Begone!”

You retreat, glad your life has been spared. You follow the pipes downstairs to the basement where they originate in large vats. You slip the banana the priest gave you into the blue vat and return upstairs.

Zaktuaal: “Not you again. Back for another try at the blue guard?”

You fight the blue guard this time letting him win on purpose. Zaktuaal once again drinks from the blue tap..

Zaktuaal: “Hmmm... this has a weird taste ... a (beep) banana (beep) taste ... oh (beep)!”

As he is saying this you see that he seems to be getting larger.... like a balloon. Zaktuaal gets larger and larger until... he explodes into bits.

You look around and notice the love meter, much like those found in many bars. Through the glass you can just make out a piece of the ship. You try the love meter, but find that “You are a dud.” You say to yourself “Hmmm...I seem to recall that these machines are related to temperature.”

You go behind the bar and find a switch. Pressing the button, the flamingo light comes on, its beak glowing pinkly. You put your hand on the light, making it warm and try the love meter again. This time the meter rises all the way to the top... the machine shakes and the door pops open revealing the piece.

You get the piece and the chapter is complete!!

### **5.3 Spy and Mercenary Storyline**

*Note:* “You” means that both characters can do something.

#### **5.3.1 The Village**

You both materialize in a small town right in the center of a pond, getting completely soaked in the process. There are villagers standing around the pond with looks of terror on their faces. You turn around just in time to see a giant eel rise up next to you. Mercenary pulls out his sword and starts hacking at the eel. Spy sneaks behind the eel to do some damage and distract the eel at the same time. You both manage to slaughter the eel after some combined effort. The women swoon and cheer on your victory. They bring you to the high priest of the village.

#### **5.3.2 Village Temple**

So you go to the small temple and enter inside. Along the inner wall on the left side there are crude paintings depicting a tall chubby figure with “The Necklace” and people bowing in front of him with baskets full of something that looks like barley. The painting on the right wall shows hideous monkeys hunted down by men that look like soldiers. The monkeys are everywhere and they throw something that looks like bananas at the soldiers. Then there is a single monkey figure crossed with red, followed by a crossed banana figure.

At the corner you notice the priest cleaning some statues. Spy asks him about the figures. He explains to you that long time ago a god named Zaktuaal appeared right in the middle of the village. Unfortunately, this turned out to be a bad god who made them abandon their beliefs and traditions and start worshipping him. He says that the new god makes them grow a weird plant (barley) for him even though it’s very hard to grow (they live in the amazon) and he punishes them if they don’t have enough. You ask him about the early traditions and he explains that in the early years they considered the monkeys sacred (the messengers of the gods) and they grew bananas (the holy fruit) for them. However, the new god hates them both. He declared the banana the forbidden

fruit and hunted the poor monkeys deep into the woods. You ask him if there is anyone growing bananas anymore. He says that there used to be wealthy family in town who grew the best ones. But the new god demolished their house and their banana trees. It's a ruin now and no one is allowed to enter it. There are only berries there. The rumor is that some family members survived and they live deep in the forest as well (your map icon glows, a new item is added to the map). Finally you ask him where you can find this god and he tells you that he has a mighty temple on the other side of the forest (map icons glows again). You thank him and leave.

### **5.3.3 Door of the Temple - Part 1**

You go through the forest (or via map directly) to a place near the temple. Spy automatically goes into stealth mode (a la Beyond Good and Evil) and tells the mercenary to stay there. He goes to check the temple and sees the temple entrance is guarded by two guards: one strong evil looking and one chubby naive looking. He sees them talking but he can't hear them. He tries to get closer (there actually is a stealth-o-meter with a baseline, when you move the bar moves up, if it exceeds the baseline you are caught). You realize that spy's current baseline (level of your stealth skill) is too low for these smarties (whatever you do you get caught). So you both go back to the other lead deep into the forest.

### **5.3.4 Crazy Monkeys**

You go back to forest. There is a sign that reads "Hidden-Path". You follow the not so hidden "hidden-path" or use your map to get to exiled banana family. You see a man sitting on the floor staring into the void. Spy asks him if he is a member of the banana family and he says that he used to be. He can't grow bananas since the monkeys went mad after years of abuse by Zaktaal. Even Zaktaal himself can't touch them anymore since they are so vicious. They've eaten almost all his bananas. He has only a few left. Spy asks him if he can give them one. He says that you need to help him get rid of the monkeys from his garden. He says that they are very dangerous and that you need to catch them off-guard to beat them. Here comes the monkey mini-game to get more stealth skills for the spy. At the end he gives the spy a banana.

### **5.3.5 Door of the Temple - Part 2**

With spy's stealth skills increased you go back to the temple entrance. Spy sneaks until he can hear the guards talking:

Chubby looking at a strand of hay (hay is holy to these people): "Oh Mirana! Your hair is so nice just like a holy hay, your eyes are like a Pok-ta-pok captain, and your blue dress ..."

Skinny one: "Shut up Kaktuul! Heard enough of that. If you like her so much go and ask her father for her hand!"

Kaktuul: "I'm scared of him. But I know she loves me."

Skinny: "No she doesn't! She just makes you do things for her. Good thing you didn't remember

how to open the temple door the other day when she asked you to give her a tour of the temple. I will not leave you both alone here again. Ever!”

Kaktuul: “Oh! I wrote the instructions down now. I won’t forget it again!”

Skinny: “Kaktuul, you are an idiot!”

*Note:* The cut sequences are show to both characters.

### 5.3.6 Dress-up

You need to get the spy to disguise as Mirana to distract Kaktuul. So you go to her house but it’s locked. There are some of her dresses drying up outside. Unfortunately none of them are blue. Spy picks up the white one. Next you go to the forbidden garden priest mentioned. You both go into the garden and fight off the rats (or other vicious little animal). Once the garden is safe spy picks up some blue berries. Then you look for hot water to dye the dress to blue. You look around and notice the weapon maker has on his stove but you can’t go inside. There is a “help wanted” sign outside. So spy goes in and asks him if he can be an apprentice. He says that spy needs to prove himself. Spy shows him his Samurai sword he obtained in the previous chapter. Arrow maker says that he has great respect for anyone who carries any weapon as beautiful as this and lets him in. Then he says that he needs to go to the Pok-Ta-Pok try-outs (it turns out Pok-Ta-Pok is the native ball game). He says that tomorrow is a big game and they are choosing a player to play on one of the teams.

When he leaves you put the dress and berries into the boiling water and take the blue dress out. Then mercenary goes to the arena and signs up for trials. This starts the Mayan ball game mini-game. When mercenary wins the try-outs, he gets to have a ritual dinner in the captain’s house before the big game. Mercenary goes into the captain’s house and challenges captain to an arm-wrestling game. While the captain is distracted, the Spy can sneak in and steal the makeup. Spy then goes to the barn next to the fountain and picks up some hay.

### 5.3.7 Door of the Temple - Part 3

Now spy is ready to lure Katmuul. Spy goes to the entrance and puts on the dress, makeup and hay, and waves to Katmuul. He gets excited and asks Skinny to give them some “privacy.” Skinny says no way and asks him to go to the forest instead. So Katmuul comes to spy while spy remains in the shadows and says:

Katmuul: “I could show you in but Gargoog doesn’t want to leave his post.”

You: “But you couldn’t remember last time”

Katmuul: “But I wrote it down this time”

You: “Can I take a look”

He hands the paper to spy and the instructions read: Put both fingers into the eyes of the ugly monkey on the left pillar. Spy thinks to himself: “Man! This guy really hates monkeys!” Then spy says that he needs to go and that you want to see him again and leave.

You are now ready for the mercenary to get rid of the guards. You both go to the temple door and the two guards jump to attention and glare menacingly.

Mercenary: “Let me pass” Evil guard: “Hah! You think we would let you enter the temple of Zaktuaal! Never!!!” Stupid guard: “Yeah” Mercenary: “I am here to defeat the evil Zaktuaal” Evil guard: “You are a puny mortal no match for our great god” Stupid guard: “Yeah” Mercenary: “Alright then, I challenge you to a fight” Stupid guard: “Yeah.. I mean ... oops”

Mercenary advances on the two guards and after a lengthy battle defeats them both. You put your fingers in the monkey’s eyes, and the temple door opens.

### **5.3.8 Zaktuaal’s Temple**

#### **First Floor**

You enter the temple on the first floor. It is dark and spooky inside and there is a smell of blood in the air. The first thing you see upon entering is that there are a lot of people in the room with you and they don’t look too friendly. They immediately turn on you and start trying to kill you, but Mercenary fights them off.

Now that it’s safe, you have a look around. To your right is a big heavy door with a sign on it. It reads “Treasury” and it’s locked (naturally). On the other side there is an open door that leads to the torture room. In there you see a man tied. There is water dripping on his head (Chinese water torture). You talk to him and he tells you that he used to be the fortune teller and talks about his good days in the observatory. Then he tells that he made a bad prediction one day, now he is sentenced and he can’t take the torture anymore. He tells you that there is a secret passage to the top floor from the observatory and that he would tell you how to open it if you end his misery.

#### **Second Floor**

You go out of the room and go to the second floor. There is a pool directly above the torture room (the source of the water). There is a key in the pool. You go out and to the other side. There is a room with a sign saying “Prayer Room”. You go in and voila! it’s an altar room with an altar at the end. There is also another door in this room. You go there and it’s a Gym! You go back to the altar. The back of the altar looks like the opening of a giant candy machine. There is a small sign that says “Only the balanced soul will earn his reward.” There is a single statue next to the altar. You lift it and nothing happens, but you see the altar being raised as well. You say to yourself: “I guess I need to balance the weight of the statue.” So, you put the statue back and go back to gym and pick up a weight, go back and put it on the altar. Then, you pick up the statue again and the big door opens.

You hear a rumbling and you say “O-Oh!” Instead of a big Indiana Jones boulder, a little plastic egg rolls out of the opening. You open it and there is a cork and a note. The note reads “Amazing cork! Can stop up any leak! Impervious to chlorine.” The mercenary takes it and goes back to the pool. Mercenary decides to brave the water and jumps in. All of a sudden he is being attacked by sharp teeth from all sides. There are giant pirana in there with him! He manages to

fend off the pirana and retrieve the key albeit suffering some flesh wounds. When he picks up the key, he notices a hole in the pool that is probably what's dripping into the torture room, and plugs it with the cork.

You look at the key, and on it is written "observatory". You remember the torture guy and go down to the torture room. There is no water dripping and he is happy, and willing to talk to the spy. Since he is not completely rescued, instead of telling him how to open the secret door he tells the location of the door and gives him a riddle and says that if you solve this you'll know how to open the door.

## **Observatory**

You both climb up a winding set of stairs to a small room marked "Observatory." Using the key you got from the pool, you gain access to the observatory where there is a large man guarding the telescope. Mercenary duels with the man, to keep him busy while the spy solves the riddle. Once the guard runs away, and the riddle is solved, a secret door opens which leads upstairs.

## **Zaktuaal's**

There you see a big door with a neon sign saying "Zaktaal's." You go in and it's a bar. Zaktuaal is standing behind the counter. He has three taps in front of him all with different colors (red, green and blue). There is a key hanging on the other end of the counter which you can't take without distracting Zaktuaal. There is a Love-Meter to your left, a huge flamingo light next to it, which is turned off, and a piano at the center, with a big, mean looking piano player.

The piano player comes towards you,

Piano Player: "Hey, whatcha doin' up here? I'm gonna pound ya."

Mercenary: "Not if I get you first."

Mercenary fights the piano player/bouncer until he runs crying down the stairs.

Zaktuaal claps, and says he never thought the piano player played well anyway. He also says that he knows why you are there: To take The Piece. He says you won't find it unless you are full of love and that he guards the way to the true love. Then he says there is no point killing you since you are trapped in the temple anyhow. He says since you killed his piano player, you might as well entertain him. He says: "I need a mood. Play me a song and put me into a mood!" Spy sits down to play. There are three pieces of sheet music on the piano, each putting him in a different mood. Each time spy plays a song Zaktuaal drinks from the tap corresponding to its color. Each time he drinks he gets a kick and gets dizzy for a while. While he's dizzy, the Mercenary takes the keys on the wall. (Even though the Mercenary's main talent isn't stealth, he still has some level of it. If his stealth level is *really* bad, the spy has to play several times before he can take the keys.) (The mercenary's small stealth level raises a small amount each time he helps the spy do something tricky well the first time.) The key says "Treasury."

At this point, you examine the Love-o-meter. You see the piece inside. But when you use it, the meter shows low and nothing happens. You think: "I guess my hand is not warm enough."

Zaktaal says: "Only the true love will open it." When you examine the lamp you say: "I bet it gets very hot when it is on." You leave the bar. He says: "You can't leave the temple no matter what you do. So don't be long. Come back and entertain me!". You go down to the first floor and open the door to the "Treasury." It's a brewery room! You go in and see three brew tanks each have a big colored pipe going in. You can only open the one that has the blue pipe going in. You open it and put the banana in.

You go back to the bar and spy says that he is ready to play more songs and Zaktaal says: "Play it again Sam! Can I call you Sam?" Spy plays the sad song to put him into a "Blue" mood. Zaktuaal drinks from the blue tap and says: "This has a ... weird taste ... a (beep) banana (beep) taste ... oh (beep)!" and disintegrates. You go back to the counter and notice a switch with a note on it saying "Path to true love." You turn the switch on and the lamp turns on. You go and hold the lamp (either by use or take command) and you'll say: "Ouch! That's hot." You go back to the Love-o-meter immediately and use it. It shoots to max and releases the piece. Yay! You finished the chapter.

## 6 User Interface

This user interface for this game is designed for a personal computer game. It is driven by a combination of keyboard and mouse inputs with menus where appropriate. However, many of these keyboard driven commands could be replaced with buttons on a controller or a menu of options. It would not be difficult to port this interface to a console game.

There are two main interface concerns when designing a game. The smaller user interface task is designing the menus the player navigates to start the game, which is described in Section 6.1. The more intricate design issues arise when designing the in-game user interface, which is described in Section 6.2.

### 6.1 Main Menu

When the game begins, a menu is displayed that gives the player the options: New Game, Load, Multiplayer, Game Options, and Quit. This menu is driven by the arrow keys with the *Enter* key selecting an item, or by using a left-mouse-click to select an item. The “Load” option displays a list of the saved games that are present on the computer, which the user can chose from or return to the main menu. The “Game Options” displays another menu listing the various settings, such as video resolution, sound, and customizing keyboard mappings for the game play interface.

The players are able to connect to one another through the “Multiplayer” option on the main menu. The player is first prompted to load a game or start a new game. Then a menu is displayed with the options to: Connect to a Server or Host a Server. When connecting to a server, the player enters the IP address of the server machine. Hosting a server enables other players to connect to your machine. This is enables two friends to play the game by one player being the server and the other player specifying the IP address, which would have to be known before starting the game. To play with unknown people, the player would connect to an outside server and try to match up with some other player. This is done by listing the player’s character, skill levels and check point in the game. A player would try to chose another player with the same check point that is a valid character type since there are only a few matches that can be made between characters. Once another player has been selected and agrees to play, one computer is designated as the server for the game and the other player is directly connected to it.

### 6.2 In-Game Interface

The keyboard or a joystick is used to navigate the player through the world in first or third person view. The default mode is third person view. In this mode, the player can either move the camera freely or set the camera to follow the character from behind. A default keyboard mapping is given to go forward (*W*), back (*S*), turn left (*A*) and turn right (*D*), although any keys can be mapped to these directions. The mouse is used to select objects, select items on menus, and aim when fighting a character in the story. Keyboard shortcuts are defined to make the user interface easier, such as using the arrow keys to navigate menus and *Enter* to select a menu option.

The main play screen contains the view of the player, either in first or third person mode, and

Key	Pre-set Message
F1	I think you should come over here.
F2	Should I come over there?
F3	(Share item's or person's information with partner)
F4	Help!

Table 1: Listing of the pre-set messages that one player can send to another during multiplayer mode.

several user interface items, such as the belt, mini-map, chat box, action menu, health bar, and text box. The translucent mini-map of the immediately surrounding area is displayed in the upper right corner. The player is denoted by a red ‘X’. In multiplayer mode, the partner is denoted by a green circle if on the map or a green arrow pointing the direction in which the player would have to go to find his partner. This mini-map can be disabled in the options menu by the player.

The whole map of the region that has been explored can be displayed by pressing the *M* key. Players are able to jump to areas that have already been explored by a double left-mouse-click on that location on the map, to reduce the amount of repetitive travel time through the game.

Items in the world that can be manipulated by the player are highlighted by surrounding the object with a halo of light. When there are multiple objects, the item of direct view is the brightest. The action to perform on the object is selected by a circular menu of actions, see figure. The default action for the object is initially selected. There are a variety of actions that can be performed on different objects, which include: push, grab, look at, taste, eat, drop, open, use, and talk. When text is associated with an action, such as look at or talk, a text box is displayed on the screen for a limited amount of time.

In multiplayer mode, the player is able to talk to the other player through pressing the *T* key. This brings up the chat box in the lower left middle of the screen where the player can type a message. The box disappears once the *Enter* key has been pressed. Messages can also be sent by selecting from a set of pre-determined messages (see Table 1). The main conversation box appears in the lower left hand corner of the screen, as shown in the figure. The box shows ten lines of text and disappears after a few minutes of inactivity (no text sent or received). A log of the conversation can be displayed as a large text box in the center of the screen by pressing *L* to open and close it. This box contains a scroll bar on the right, which is manipulated with the mouse or the arrow keys.

The main inventory of the player is accessed by pressing the *I* key, as shown in the figure. This takes the player to a different screen that contains the inventory in a rectangular grid on the right half of the screen. The top row of this inventory is the belt of the player. This is inventory that can be quickly accessed and used during game play by pressing the *B* key without displaying the main inventory screen. It is displayed on the main play screen as a drop down box in the upper left portion of the screen, see figure. The left side of the screen contains a 3D view of the currently selected item, which can be rotated and examined. Below the item is a detailed description of the item and the text that was displayed to the player when it was obtained.

When in multiplayer mode, the player is able to see his partner's inventory by pressing the *P* key (for “partner”) when in his main inventory. The left side of the inventory screen is replaced by

Key	Function
W	Forward
S	Backward
A	Turn Left
D	Turn Right
I	Access main inventory
T	Talk to partner (multiplayer mode only)
B	Access belt inventory
M	Bring up main map of the area
L	Display log of conversation with partner (multiplayer mode only)
Q	Display main menu during game player (save, load, options, quit)

Table 2: Listing of the keyboard mapping that is pre-set for game play.

a view of his partner’s inventory. The player is only able to view the other player’s inventory and not use it. The only way that the player can obtain his partner’s item is if it is given to him by his partner or dropped for him to pick it up. To examine a partner’s inventory item, the item is selected and the partner’s inventory is replaced with the item’s view and description.

The main game play menu can be accessed by pressing the *Q* key. This menu contains options such as: Return to Game, Load, Save, Options, Quit. The player is able to save a game at any point in the story and load an already saved game from this menu. The “Options” menu contains basic options about the game, such as video resolution and displaying the mini-map on the screen. If “Quit” is selected and the game has not been saved, the player is asked if he wants to save the game. The player is then asked “Really quit the game? Yes / No” to ensure that the option was not selected by mistake.

## 7 Game Design Issues

Since this game has a multiplayer component, designers must consider the demands that are placed on networking with other players. This game is designed for the personal computer, so network access speeds will be highly variable. However, in this game we are not connecting to a large number of players that would cause lots of network traffic. There are only two players communicating between one another at a time, so a slower network access speed would be acceptable. Also, we avoid the problem of a main server being a bottleneck in communication since one of the two partner's computer is designated as the server, which hosts the game and maintains the game state. Packets are sent between the two player's computers to update the game state and player information on both sides and not through another computer. Thus, the network issues would be a minimal concern when designing this game.

Another issue that arises in creating a game is allocating the amount of time and resources needed to complete the game. For a game of this magnitude, we estimate that it would take several months for a design team to completely flush out the entire storyboard for the different characters and character combinations. Once a significant portion of this has been completed, the process of creating the artwork and developing the world can begin. Since most developers reuse game engines that have been developed for other games, the software engineers would not be starting from scratch when implementing the game. After development has completed, there would need to be at least two months allocated for only testing and fixing bugs in the code. Overall, we estimate that this game would take two years to develop from initial conception to final product.

One important item for a good game is providing enough game play time to the end user. We estimate that our game will take approximately three hours to play each chapter from start to finish. There are eight chapters in the game, so that would be about twenty-four hours of play time per character. Since there are different styles of game play based on the character chosen, one person may play this game more than one time as a completely different character.