

Vertical Slice Script

[TITLE SCREEN]

The logo floats above the gates to the goat village just before one would push the doors and walk out, illuminated by the moon above. The grass sways gently in the wind as you can perhaps see the enchanted forest some distance from the gates. The screen sits on this scenery until the player presses start, which causes the camera to pan downwards from the logo as it fades out to focus on Billie, Lou, and Lily, who are climbing the side of the locked gate to jump onto the other side.

[CUTSCENE]

The camera cuts to the other side of the locked gate, Billie hopping down first and stepping forward to view her surroundings as Lou hops down after, Lily following last.

LILY:

Whispering, sounding soft-spoken, yet a tad fed up.

I don't know how you talked me into this again...! We're gonna get in so much trouble...!

BILLIE:

We'll be fine! The golems are asleep, you know those boulders won't wake up for anything! We get to the treehouse, get our stuff, find the troll. Easy peas-y!

LOU:

Sighs.

You know I love adventuring with you, B, but this is sounding very....death-y.

BILLIE:

A quick eye roll and slight huff.

Guys. If you really wanna stay so badly, you're free to crawl right back over that gate, you know! But...you'll wish you came with me when I come back with evidence of a real troll!

She begins to run forward, starting to ramble from her excitement as she leaves her two best friends behind.

Like, a hair or...a tusk! An eyeball-Ooh, an eyeball! Wouldn't that be cool? Can you imagine the look on mom's face!

The camera stays on Lou and Lily as Billie runs forward and towards the enchanted forest in her excited ramblings, looking at one another before they sigh and run after their friend.

[CUTSCENE END. TRANSITIONS TO GAMEPLAY.]

[GAMEPLAY]

SETTING: FIELD.

Player, as BILLIE, runs through the grass to your destination, LOU and LILY following closely behind.

LOU:

With slight uncertainty and concern.

...Y-you're not really bringing an eyeball back to your mom, are you?

LILY:

She wouldn't appreciate it! Just like she didn't appreciate it the last time you left in the middle of the night. You know she doesn't like you breaking the gate rule!

BILLIE:

Almost in a matter of fact manner.

Yeah, well, that rule is stupid. Maybe taking down a real troll will show her I can take care of myself! That we don't need to be locked up! We're all stuck in our little box when there's a whole world out there to explore!

LILY:

Lowers tone.

...And a whole lot of things that can eat you.

IF THE PLAYER RUNS IN A CIRCLE REPEATEDLY IN THE GRASS:

LOU:

...Are you okay? You're acting like you've never seen a glow-y bug before! Or grass.

LILY:

We're gonna lose the troll if you keep spinnin' like that!

IF THE PLAYER STANDS IN ONE PLACE FOR TOO LONG:

LILY:

B-Billie, the golems will find us if we don't get going!

LOU:

Let's get movin'!

[GAMEPLAY CONTINUES]

If player still has BILLIE run LILY and LOU will continue to follow where she goes or if player triggers the 'spin' character reactions. If player has BILLIE stop LILY and LOU will wait until player moves again or if player triggers the 'wait too long' character reactions.

LILY:

Nervously.

H-How do you even know there's a troll in the woods? Don't tell me you saw it!

BILLIE:

Well.... no. Zeb saw it. He told me so himself!

LOU:

Zeb?

Sighs, sounding disbelieving.

That shop keep is a worrywart, B! He's scared of everything! It was probably a big rock, or a big.... squirrel?

BILLIE:

Last time I checked, squirrels aren't ten feet tall with giant horns and sharp teeth! I've never seen Zeb so worried before! He really saw something, I know it!

LILY:

Concerned, and nervous.

Hmm...

[GAMEPLAY ENDS. TRANSITIONS TO CUTSCENE.]

[CUTSCENE]

SETTING: FOREST ENTRANCE

Details regarding the forest to be added.

BILLIE:

Okay, comrades, what's the plan?

LOU:

Get to the treehouse!

LILY:

Get our stuff!

BILLIE:

Find the troll!

[SONG HERE]

[CUTSCENE ENDS. TRANSITIONS TO GAMEPLAY.]

[GAMEPLAY]

SETTING: CLEARING.

GAME MECHANIC(S): JUMP/DOUBLE JUMP.

LOU and LILY run forward to begin their mission, leaving the player as BILLIE to follow them. They hop up the ledge, showing an example of the Jump/Double Jump Mechanic, hopping the stumps to reach the other side.

LILY:

Hoo!

A little strained.

That never gets any easier, let me tell you-!

LOU:

Your turn, Billie, come on!

The player as BILLE can hop up to get to the top of the ledge and join her friends or the player can have BILLIE use the Wall Run Mechanic which will trigger the 'wall run' character reactions.

IF BILLIE WALL RUNS INSTEAD OF JUMPS:

LILY:

Woah, I didn't know you could do that!

LOU:

If we survive this, you gotta teach me that!

[GAMEPLAY CONTINUES]

BILLIE, LILY and LOU, now on the other side, begin to venture around once more. LILY and LOU will revert to following behind BILLIE. There are some hints to the troll having been through the area that can be observed by the characters and trigger reactions, like tree bark damage, broken branches, and the troll footprints on the ground. Also, there are two pathways, one that goes to the River trail and one that goes to the Forest trail. The tracks of the troll's footprints lead onto the River path, but the player can choose to explore the Forest trail first, which leads to a secluded Fairy Circle area. LILY and LOU will not follow BILLIE down the Forest trail and instead will wait for her to return.

LOU:

... Woah.

LILY:

Slightly nervous.

Th-That could be anything!

BILLIE:

Almost boastful.

See? What'd I tell you? It's gone towards the river!

[GAMEPLAY CONTINUES]

SETTING: RIVER.

GAME MECHANIC(S) : SIDLE/SPIRE JUMP.

BILLIE, LILY, and LOU travel for a bit through the clearing and onto a path overshadowed by trees, the troll's footprints continuing down the pathway until they reach another area with a river that passes through, and the troll's footprints stop at the shore of the water. The water is rushing down the river and doesn't look like it is possible to swim across, but there is an old bridge connecting the two sides. The characters are quick to realize the bridge has been destroyed completely through the center leaving a very sizable gap, followed by rest of the bridge being collapsed, the fallen planks of wood can be seen jutting from the water below.

LOU:

How are we supposed to get across now?

The player as BILLIE can have her move to the bridge, the player can then use the Shuffle/Sidle Mechanic upon the rail that has not been destroyed on the old bridge to bypass the gap. Upon successfully doing so and reaching the collapsed part of the bridge, BILLIE can use the Spire Jump Mechanic to jump from wooden plank to wooden plank in the water reach the other side, where the path continues through the forest.

LOU:

..... Oh.

[GAMEPLAY CONTINUES]

SETTING: FOREST.

GAME MECHANIC(S) : WALL JUMPING.

BILLIE, LILY, and LOU begin to be able to see their treehouse in the distance above them, framed by the trees of the forest around it. Before they can reach their destination of the treehouse there's several rocky-looking formations of 'wall jump' ledges that the characters will have to successfully hop over in order to continue. But much to the surprise of BILLIE, LILY and LOU, the lamps inside the treehouse will be clearly lit, the windows glowing a soft yellow tint from where the characters currently are in the level.

LILY:

...What's that? Did someone leave the lamps on?

LOU:

Wasn't me!

There's a pause of silence. Then a note of accusation.

Billie!

BILLIE:

Flabbergasted.

I didn't do it!

LILY and LOU start off before BILLIE, prompting the player to follow them this time. Our hero's two friends approach the first wall to perform the Wall Jump Mechanic to the top of the ledge. BILLIE then can do the same to join LILY and LOU. Again, LILY and LOU approach the second wall to perform the Wall Jump Mechanic again to climb that one as well, BILLIE continues to follow, before reaching the final ledge. The treehouse is a tad closer in the distance, easier to see now than it was before. From the ledge is an ascending pathway that leads to the treehouse's entrance. As the player approaches, shuffling sounds can be heard from within.

[GAMEPLAY ENDS. TRANSITION TO CUTSCENE.]

[CUTSCENE]

LILY:

In a whispered, panicked tone.

There's someone inside! What do we do now? We can't go in there!

BILLIE:

Whatever it is, it'll be spooked away when it catches sight of us! If it's not, we'll show it who's boss!

LOU:

Now's not the time to be rash, B! It could be anything!

LILY:

What if it's that troll? If it's as scary as Zeb made it out to be, we'll be eaten alive!

Billie is already running towards the treehouse in a sudden rush of adventure, leaving the two to stare after her once more.

LOU:

Billie!

The two remaining goats begin to run after her in a rush to catch up.

[CUTSCENE ENDS. TRANSITIONS TO GAMEPLAY.]

[GAMEPLAY.]

BILLIE approaches the treehouse, as she climbs up, the rummaging and even some mumbling noises increase greatly, she closes in and nears the entrance. It becomes very clear to the player upon having BILLIE peek in, that the culprit is not a troll at all, but rather a darkened and cloaked figure bent over the wooden floorboards of the place, digging into the space below, bent on finding whatever it has been looking for. Once the player has BILLIE partly sneak through the threshold of the doorway enough, the mysterious figure freezes and remains silent, listening. By the time the player has BILLIE go into the room fully to trigger the cutscene, this cloaked figure is gone in an instant, leaving the floorboard compartment they were searching bare.

[GAMEPLAY ENDS. TRANSITION TO CUTSCENE.]

[CUTSCENE]

BILLIE runs in, fists up and at the ready despite not having her wooden sword to aid her. Soon after, LILY and LOU rush in behind her and she slowly lowers her balled hoofs, only upon being sure the figure is gone. BILLIE, LILY and LOU then begin looking around at the slightly disheveled treehouse. Taking in the peculiar sight of the opened floorboard compartment that their intruder had torn up and left behind, and finally at the trinkets that had been spilled out of it, resting all about the floor.

LILY:

Concerned.

Billie! Are you okay?

LOU:

Slightly baffled.

What was that?

BILLIE:

...I don't know.

She lightly kicks one of the trinkets left on the wooden floor, looking visibly confused, but a twinkle in her eye shows her curiosity has been piqued.

I didn't even know all this stuff was here...

LOU:

In a prompt tone of sudden bravery.

Probably just a bandit looking for things to steal, good thing they ran off! I woulda' pummeled 'em on the spot! Wouldn't have known it was coming!

LILY:

Scoffing.

Oh hush, you would have run away like a chicken! I saw that fear in your eyes!

As the two begin to comically bicker behind BILLIE, her eyes seem to catch and lock onto the floorboard compartment once more. Upon stepping closer as if to investigate further BILLIE comes to notice that it wasn't left completely empty and that more items of interest were stowed deeper down below. Her eyes begin sparkling as she seems to get the bigger picture of perhaps what the mysterious figure had been possibly after.

[CUTSCENE ENDS. TRANSITION TO GAMEPLAY.]

[GAMEPLAY]

The player can now explore the treehouse and its rooms in search of BILLIE's wooden sword, LOU's bag, and LILY's telescope. The treehouse has the appearance to have been rummaged through quite a bit but even still, it is noticeable that a certain level of care came from the supposed bandit when they were searching the drawers, the floor, and what was hung along the walls, for nothing is damaged. LOU is inspecting a nearby mess while LILY is tidying a table.

IF BILLIE TALKS TO LOU:

LOU:

Thoughtful.

Whoever that was, they really knew their way around...like they'd been here before, look at that hole. I never knew that was there.... Bandits must be real good at finding hiding spots!

Anyway, can you grab my bag, B? I think I left it on the balcony.

--

If there is a troll out there, we'd better get to finding it!
But we can't go without our stuff. Should be around here somewhere, if that stranger didn't snatch it!

--

You got my bag, B? Should be out on the balcony!

IF PLAYER TALKS TO LILY:

LILY:

Small sigh.

What a mess. It'll take so long to get it all tidied up! W-what were they thinking?

Small pause.

I'll grab my telescope as soon as I fix this up! It's in the study room, I think. ...Or is it in the crow's nest?

--

Nervous mumblings to herself.

Oh, I'll have to re-organize everything...at least they made some attempt to put things back. Just a second, Billie. I'm almost done!

--

Just have a few things left to put in order!

BILLIE BRINGS LOU HIS BAG:

LOU:

Oh, nice, you got my bag! Everything's still here, too!

BILLIE BRINGS LILY HER TELESCOPE:

LILY:

Still mumbling.

This goes here, that goes there.... oh! Billie! My telescope, you found it! Sorry, I just.... got so carried away! Everything had its place here, you know!

[GAMEPLAY CONTINUES.]

Billie can leave the treehouse now, where there is a spiral-ish path upwards that leads to a higher cliff, a good eagle's eye view of a good portion of the forest the trio are exploring. Armed with the equipment the player can direct BILLIE to climb down and make her way to the path with LILY and LOU following. As they go along, the three eventually come across a gap, with a tree nearly chopped through the side sitting on the edge of the ledge of the gap. The player, now equipped with BILLIE's sword, can attack the tree and cause it to fall and land over the gap, giving the part of three a way to climb over to the other side and continue their journey. Once across, they continue upwards (could maybe include some other smaller obstacles) and make it to the top of the cliff. Lily runs before them and to the edge of the eagle's eye view and begins to look about, pulling out her telescope to search among the trees of the vast forest beyond.

LILY:

Now....where does one find a troll...? If we're gonna spot it from anywhere, it'll be here! Hmm....

There's a pause of silence.

BILLIE can walk around the cliff area for a few seconds while Lily continues to look through the telescope.

LILY:

That's....interesting. Billie, come look at this!

LILY offers her looking glass, and BILLIE can now approach and take it, to turn to the bush that caught LILY's eye, and look

through, the perspective changing from third person to the telescope shot that BILLIE sees for the player. They can now explore around what is offered of the setting through looking glass, and if the player searches around enough in the telescope shot, they will spot a large tent in the far distance with a fire lit outside of it.

LILY (V.O):

There's someone living out there. Who the heck would pitch up a tent in a place like this? The bandit?

BILLIE (V.O):

...Woah.

[GAMEPLAY ENDS. TRANSITIONS TO CUTSCENE.]

[CUTSCENE]

It transitions from the view through the looking glass to the three of them, who had now huddled around each other in an attempt to view the tent in the distance, and perhaps even catch a glimpse of who might be living there. BILLIE, LILY and LOU are too enthralled in the concept of the mysterious tent and stranger that they don't notice the large shadow that begins to loom over behind them, until LOU turns, and immediately stiffens in fear.

LOU:

B-B-B-Billie! Billie!

LILY then turns at the sound of LOU's cry, and she herself jumps in fear at the large form now towering over them.

LILY:

More panicked.

Billie!

BILLIE:

Jeez, can you two just...gimme a second? I wanna see if I can spot the-

LOU interrupts BILLIE by reaching over and lowering the looking glass from her face, to which she turns to look at him and immediately spots the giant, towering troll.

BILLIE:

Oh.

The troll roars, raising the large wooden club it has in its hand and slamming it down in an effort to squash them, but BILLIE, LILY and LOU hop out of the way just in time, leaving the monster to turn and glare at them with a fiery look in its eye as it begins to approach them once more, bent on attacking the trio.

[BOSS FIGHT]

[CUTSCENE CONTINUES.]

The camera view cuts to a hooded figure some distance away, just having turned to spot the trouble, and they look quite taken aback as they observe the scuffle. BILLIE manages to wear down the troll and protect her friends but it's not nearly enough, and the troll swipes her aside and sends her tumbling, so it can go for her friends who, at this point, seem like the easier targets. It growls, raising its club above LILY and LOU. BILLIE scrambles up from where she landed and turns just in time to see the troll just about to injure her friends, and she runs towards them in desperation.

BILLIE:

NO!

BILLIE proceeds to slide in front of LILY and LOU like that of a baseball player sliding into the home base, her hand raising and her heart glowing in the one fell swoop the troll threw its club down to crush her friends. There is a flash of blinding light and a crackling boom. Upon seeing this the mysterious figure that had stopped to watch them from afar takes their hood off to reveal ARISTOTLE, their eyes lighting up, a smile of delight appearing on their face as they witnessed the display of powerful magic from BILLIE. The camera cuts back to the troll as it proceeds to stumble backwards as the sudden impact of its club on this mysterious magical force causes it to be bounced backwards, the rejected weapon sending the troll falling to the ground with it. BILLIE opens her eyes, looking to her friends to confirm they were safe, and then back to the troll with a glare. The trio hardly have time to react to what had just happened before the monster gets back up, angrier than before, and prepares to attempt to crush them again with its club as the

three huddle together in fear before it. But this time, the monster is attacked from behind by something almost as powerful as what BILLIE just displayed, and the troll pauses mid-stroke, falling forward rather comically face-first into the ground to soon reveal ARISTOTLE standing behind it. The axolotl looks from the troll they had just taken out and then up to BILLIE, LILY and LOU, whom they had rescued, another wide but friendlier smile appearing on their face to see the trio was safe and unharmed.

ARISTOTLE:

Thank the stars I managed to get to you in time!

BILLIE, LOU, and LILY are frozen, their eyes still on the fallen troll before they look up to their savior, the jovial axolotl.

ARISTOTLE (V.O.):

None of you are hurt, are you? Come come, let's see!

