

Sample Storyboard for a Video Game

Name: Nande Orcel

Project Name:

Reign Over Time



Adolescence of Utena – Decisive Battle Theme

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ACT I – Sai-monu



Cinematic: In the isolated, desert village of Sai-monu, on super-Earth Hegle 32b, many people have fallen sick from a mysterious illness and have even died, like Reign's parents. Reign and her younger sister, Ayla, are all alone in their tiny home. Ayla is terribly sick, but Reign is strangely immune. Suddenly, there's a rapid knock on their front door and it opens.

INT. REIGN AND AYLA'S HOME – DAY

REIGN is by AYLA'S bedside when the old, village leader, VELMOR, enters the home wearing a mask. He gestures for Reign to speak to him by the front door.

VELMOR

This is of the utmost importance. The Alleviation Orb is the only thing that can cure all ailments. You must find it!

REIGN

Do you know where it's located?

VELMOR

It is said to be in an Enchanted Forest. Go to Harg-I. The settlers there might know where to find the forest.

Reign looks back at her sister, who is wheezing, struggling to breathe.

REIGN

I can't leave Ayla, I'm all she has.

VELMOR

We will care for her. Please Reign. You're the only one who can help us!

REIGN

What if I don't make it? What if it's too late?

VELMOR

I know you are afraid... But we are running out of time. Ayla - is running out of time.

REIGN

(nods)

Okay...I'll find the orb.

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Gameplay:

The player is then asked to choose between two strengths:

Warrior



or

Mage



Should the player choose Warrior, they are given a sword. If they choose Mage, the first of many magical powers will become available – fire power. The player can use both strengths and abilities throughout the game, but will have a higher AP or MP depending on which option they choose.

A fighting tutorial is offered to the player at this time, with the option to skip it.

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Gameplay:

Mission: Travel to Harg-I 492 to find clues about the location of the Enchanted Forest.

Reign leaves the village and enters the desert. It is filled with dangerous creatures she has to fight. The player is able to move around this world freely, items are dropped during each fight, and new abilities can be learned. Along with items found in treasure boxes, Reign obtains a higher level sword after fighting the largest desert creature.

At first, Reign is timid. She feels like she will not make it. She gets momentary headaches that randomly give her fuzzy images of people. She doesn't understand why.

An NPC in a small outpost points her in the right direction to the desert settlement, Harg-I 492.

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Act II – Harg-I 492

Cutscene: Reign enters the settlement. People are walking about, chatting and buying supplies. There are buildings there, including a tavern, an inn, a stable, and a small, outdoor market.

Gameplay: The drifters who are passing through speak to the player and to each other. They tell of a strange illness back in their home lands. It seems the majority of the people there are just discovering that they are not the only ones facing the horrible disease. That the illness is widespread.

Speaking with the NPCs, the player can uncover clues to where to go next.

Barks/Callouts:

NPC: "I lost my whole family to the sickness."

NPC: "The agony of defeat!"

NPC: "Hey, watch it!"

NPC: "Where did it come from?"

NPC: "I heard that King Redmond on Moon Mountain might know what's going on."

NPC: "There's a mysterious aura coming from Moon Mountain."

NPC: "Did you hear? An airship is leaving for Moon Mountain. See the inn keeper if you wish to go there."

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Gameplay: On the way to the inn, the player passes by a large crowd that has gathered to listen to the Oracle, DELPHINA, speak about the deadly phenomenon.

The player walks by them.

Delphina stops the player by shouting:
“You there! I’ve seen you in a dream. You are meant to do as I command.”

The player is given 3 different responses to choose from:

Option 1: Walk away.

Option 2: I’m curious.

Option 3: Offer your assistance.

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Option 1: *Walk away.

Response: "I don't have time for this."

The connection is broken and the player is able to walk away. Delphina continues her speech in the background. Proceed to slide 10.

*Even though there is a choice to walk away, the player is capable of returning to Delphina and choosing a different option/response.

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Option 2: I'm curious.

Response: "Why would I do that? I don't even know you."

Delphina:

"I'm afraid you are in grave danger. An evil sorcerer has marked you for death."

Reign:

"What did I do?"

Delphina:

"You have upset the balance of nature. Should you wish to defeat the sorcerer, you must find the Staff of Leviathan on Mount Ortun. Bring it back to me."

Option 1 choice: What's the worse that can happen?

Response: "I accept the challenge."

Option 2 choice: I don't have time for this.

Response: "Um, no thank you." (Proceed to Slide 10.)

New Mission Unlocked: Find the Staff of Leviathan on Mount Ortun. Bring it back to Delphina.

*This path ultimately leads to the Enchanted Forest. The player will learn a new magic power there – Earth.

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Option 3: Offer your assistance.

Response: "Sure. How can I help?"

Delphina:

"I need you to retrieve amulet. This amulet is powerful and has served me well in the past. Find it and you will be rewarded."

Reign:

"Where can I find it?"

Delphina:

"It is located in the frozen Ruins of Ojmodri. But be careful, the amulet will not be retrieved so easily."

Option 1 choice: Okay...

Response: "I'll find that amulet."

Option 2 choice: No, not right now.

Response: "Maybe next time." (Proceed to Slide 10.)

New Mission Unlocked: Find the lost amulet at the Ruins of Ojmodri.

Bring the amulet back to Delphina for a reward of 1000 gold coins. Player will also learn a stronger ice power in the ruins.

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Gameplay: The player enters the inn and the innkeeper (NPC) speaks of the airship that is leaving for Moon Mountain. She explains that the forest beyond the mountain is rumored to be mystical.

In order to board the airship leaving for Moon Mountain, the player needs to collect 2,000 gold coins to give to the pilot, Artul. Complete missions on the board hung up on the wall outside the tavern for gold. When each quest is complete, see the innkeeper for payment.

Helping Delphina with the amulet mission will award the player with 1,000 gold coins.

The option to sell and buy items is also available in the marketplace where the player can find items such as potions, weapons, and food.

***You earn 2000 gold coins and give it to Artul. You then board the airship to Moon Mountain.**

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Act III – Moon Mountain

Cutscene: The airship approaches Moon Mountain. With a gorgeous landscape of mountains and forests, this area is a drastic change from the desert wastelands Reign is used to. A grand and beautiful palace rests on one of the smaller hills and soldiers can be seen rushing towards the airship as it lands

INT. ARTUL'S AIRSHIP - NIGHT

Reign is standing by the door of the airship and the pilot, ARTUL, approaches the door to let her out. Before he opens it, he pauses.

ARTUL

It's not too late to change your mind.

REIGN

I must go to the Enchanted Forest. This is the only way I can find out where it is.

Artul hands Reign a communicator.

ARTUL

I'm heading South. If you need to travel anywhere, use the communicator and I will return. Good luck.

Artul opens the door and Reign exits the ship.

Obtained Communicator.

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Gameplay: King Redmond's soldiers approach the player as the airship leaves. They are hostile.

Soldier: "State your purpose!"

You are given two choices which will determine the discussion you have later with the King:

Option 1: Tell them the truth.

Response: "I seek the Enchanted Forest. My people are sick and dying. They are running out of time."

Option 2: Lie.

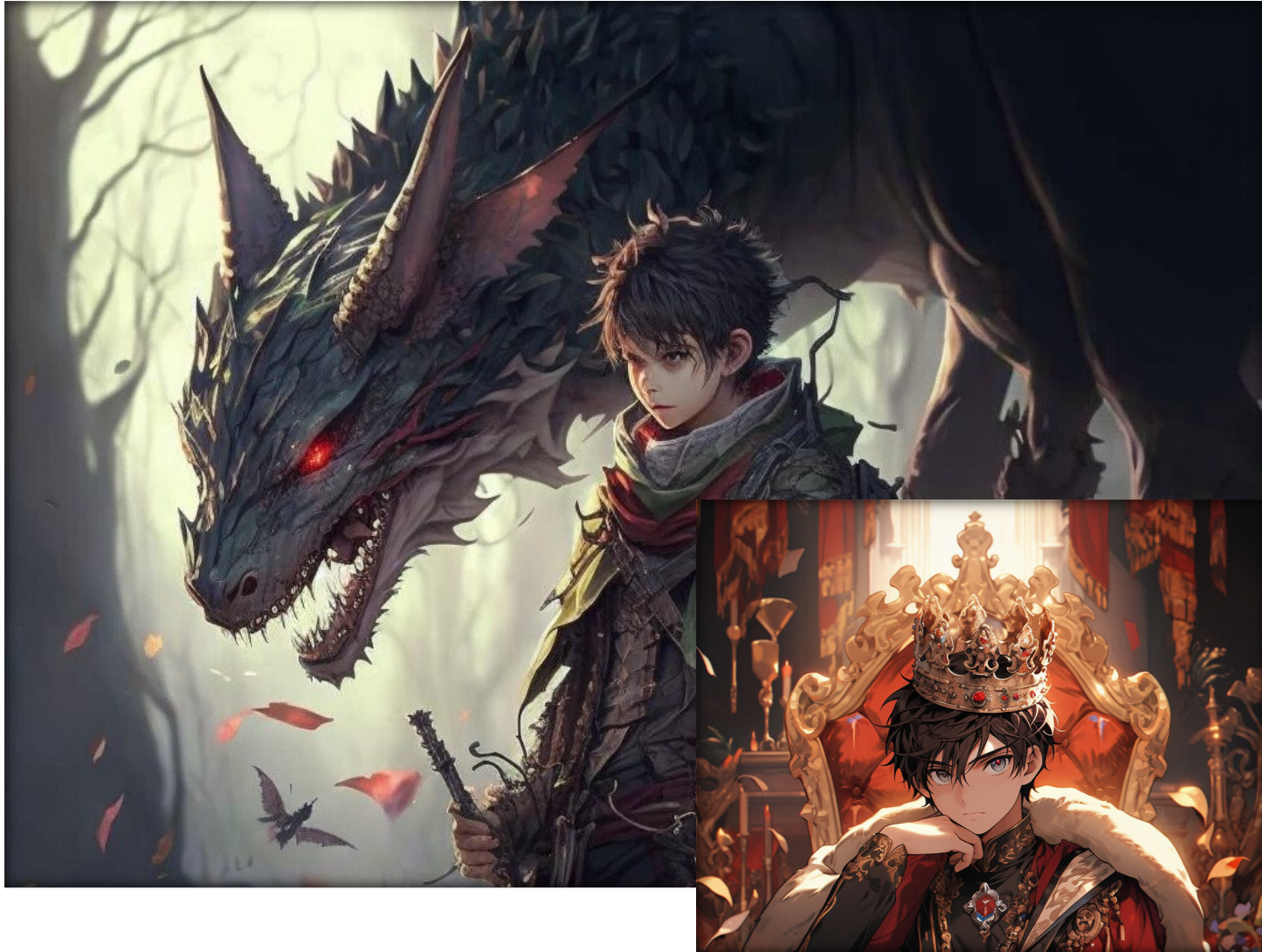
Response: "I heard that King Redmond is a great King and I have fought long and hard to be worthy enough to meet him."

With either option, the soldiers take you to meet the King inside the palace.

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Cutscene: You enter the Great Hall, where King Redmond is seated on his throne. A scary looking dragon is in the hall as well, which is an astonishing site for Reign. She's visibly afraid and starts to sweat.

Redmond is a pompous king, arrogant. In his arrogance, he proclaims that he is the protector of the Enchanted Forest. He also had a powerful Sorcerer place the curse on the people of Hegle so he can take control of their lands.

Reign is astonished by his admission. She clenches her fists. King Redmond doesn't notice. He wishes to attack a neighboring kingdom and needs Reign's help. She will be knighted if they win. Should she refuse, King Redmond proclaims that she would be charged with high treason.

Responses are based on the truth or lie initially told:
Option 1 continued: "I will not join your cause."
(Prepare to fight the King's soldiers and the dragon.)

Option 2 continued: "I will help you fight." (The player gains the dragon to help fight the other kingdom.)

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Option 1: The Truth Gameplay: The player chose to go against the King and to not be knighted. After all, he is the reason the villagers have fallen ill and also why Reign's parents are dead. She is furious and her anger unlocks a new fire power.

Reign must fight the soldiers and the powerful dragon in order to gain access to the Enchanted Forest.

After winning, Reign heads to the forest, but she is now accused of high treason and is branded a criminal wherever she goes. If captured, she will be thrown in a jail cell and subsequently lose her most valuable items.

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Option 2 – The Lie Gameplay: Reign chooses to assist King Redmond to stay on his good side in order to gain access to the Enchanted Forest. She takes on the mission to defeat the neighboring kingdom, despite the fact that he is the cause of the terrible sickness and the deaths of her parents.

Reign fights alongside the dragon and defeats the King's enemies, therefore being knighted as an ally to the King.

Reign is granted access to the Enchanted Forest, given a new formidable weapon, and can call upon the dragon for help if she needs it.

*The journey to the forest is filled with creatures that Reign has to fight. This helps her level up to fight the final boss. The fuzzy images still pop up once in a while, leaving Reign disoriented.

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Act IV – The Enchanted Forest

Cutscene: Reign enters the Enchanted Forest. It is majestic, with mystical creatures and fireflies flying around it.

A powerful sorcerer named Marduk suddenly appears, startling Reign.

Marduk: “You seek the Alleviation Orb.”

Reign: “Yes. My people are dying. And the other villages too. We are in desperate need of the orb. Can I borrow it?”

Marduk laughs haughtily: “Borrow it?? One cannot simply *borrow* the orb. It will only present itself if you prove yourself worthy of obtaining it.”

Reign: “How do I do that?”

Marduk: “You will be given a test. Of your strength and agility.”

His clothes magically changes into a suit of armor.

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Gameplay: Sorcerer Marduk must test Reign to see if she is worthy to remove the orb from the Enchanted Forest.

The player must fight this final boss until he is at the brink of death to succeed. Only then will the Alleviation Orb reveal itself.

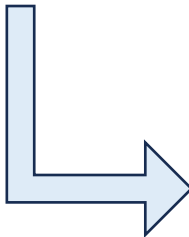
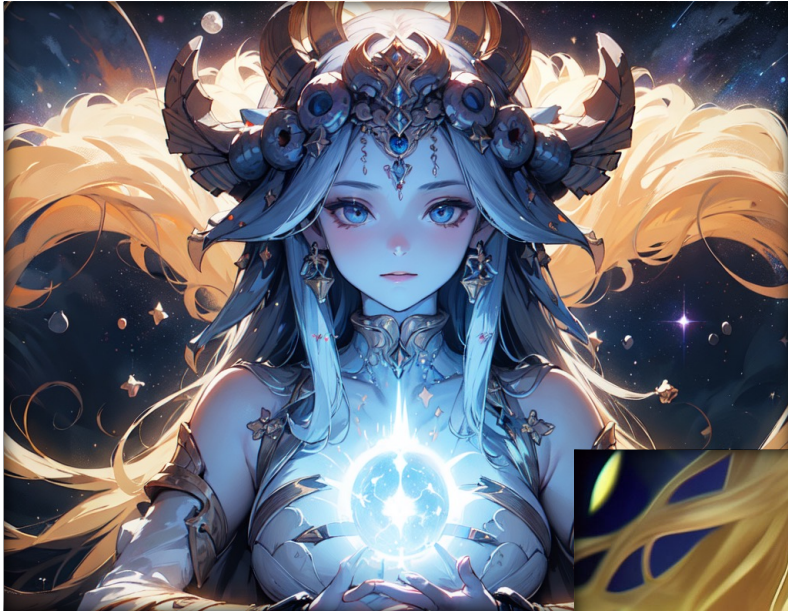
This is the toughest fight the player has to face in the game and they must use all the tricks and tactical maneuvers they have learned throughout the game to beat the powerful adversary.

Once he is beaten, Marduk disappears in a bright light and when the light dissipates, the Oracle Delphina appears, holding the orb.

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Cutscene: Oracle Delphina appears with the orb, which is glowing white. In a majestic dance, Delphina uses magic to transfer the orb from her hands to Reign's. When it touches Reign's hands, it begins to glow green, surprising her and Delphina.

EXT. ENCHANTED FOREST – NIGHT

Delphina walks slowly towards Reign with a smile playing on her lips.

DELPHINA

It appears the orb has chosen its new master. You are the Healer it's been waiting for.

REIGN

M-M-Me?

DELPHINA

You come from a long line of Healers, Reign. Your true lineage lies to the South.

REIGN

My true...lineage?

Suddenly, the fuzzy image of a woman with blonde hair smiling down on her causes Reign to almost drop the orb. She holds fast to it.

DELPHINA

You have deemed yourself worthy enough to wield the orb's power. It belongs to you now. Protect it at all costs.

Reign observes the glowing green orb in her hands. Tears well up in her eyes. She lets out a nervous laugh and then looks up at Delphina in shock.

REIGN

I must find them...my family.

Delphina nods. She then embraces Reign and a bright, white light surrounds them. The scene turns completely white.

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ACT V – Back to Sai-monu

Cinematic: Reign is back home in Sai-monu. The orb sits upon a pedestal on a stage in the middle of the village and the people are celebrating. This joyous occasion is marked by a grand festival complete with fireworks.

Possible Outcome:

EXT. SAI-MONU VILLAGE – DAY

Everyone is happy, including Reign's adopted sister, Ayla, who is well again. Velmor steps up to the podium and makes an announcement.

VELMOR

The balance of life has been restored to all of Hegle.
This curse is no more. All thanks to Reign!

The villagers hold up their glasses and shout.

VILLAGERS

TO REIGN!!

REIGN

I couldn't have done it without your help with Ayla.
All of you. For that, I am truly grateful.

Cheers erupt all around her. Ayla grabs Reign.

AYLA

Are you really going to leave?

REIGN

Yes. I must embark on a journey to discover the truth
about my past. But I will be back for you. I promise.

They embrace.

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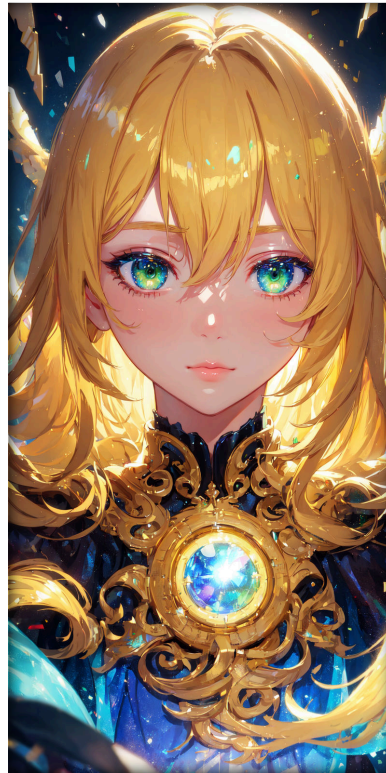
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Other Possible Outcomes...



Commanding Officer

If Reign is a wanted fugitive of the Crown, Velmor makes her the **Commanding Officer** of the Rebellion to dethrone King Redmond.



Oracle's Apprentice

If the player helps Delphina on her missions, she comes to the village and tells Reign she has a new quest she would like her immediate help with. Reign leaves to become the new **Oracle's Apprentice**.



Magical Defender

Velmor deems Reign a Protector. He offers her the position of **Magical Defender** of the People due to her amazing abilities. This is a possible ending if the player had chosen Mage and other choices geared towards magic along the way.

Reign will return in the next game: Reign Over Power...