

Jewel Quest

- The Sapphire Dragon -

Story

Document

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Introductory Story Sequence Continues –

Story Panel 05 -

Wide-shot at night: We're outside a Nepalese style tavern, with a lot of activity going on inside. The pub is buttressed by buildings on both sides. Think Nepalese version of an 1850's Western town. Snow is falling lightly. The warm light inside shines welcomingly through the windows and onto the snow-covered ground outside.

SFX: Shouting, laughing, music and every one having a generally good time inside.

Story Panel 06 –

Wide-shot:

Tavern interior, with a well-worn, drink-ring covered trestle table top in the extreme, lower foreground. A small portable jewel board sits on the table, complete with jewels. Glasses of half drunken sodas, ice tea and mugs of coffee, along with Nepalese snacks, are scattered around the board randomly. We can see the hands of a player on our side of the table and the hands and torso of a player on the other side of the table. The torsos of others can be seen to the left and right of the player on the far side of the table. The rest of the tavern and activity it contains, can be seen in the distance, from between those involved with the game. (This panel is used as a backdrop for the following Introductory Character Dialog Scene).

RAJ

(Happy)

Prepare to bow down to the master!

ALI

(Happy)

I think this team leader thing has gone completely to his head!

RAJ

(Happy)

You sound like someone looking for latrine duty to me, little sister.

ALI

(Happy)

Don't try that little sister bull with me, brother. Heading out the door a mere 60 seconds before me does not an older brother make. Besides, you were only out first, because I shoved you out. I couldn't stand you a moment longer.

TREVOR

(Happy)

You two...I thought twins were supposed to share a special kind of relationship. I hate to interrupt this touching exchange, but I'm about to show your brother who the true master is. Are you ready grasshopper?

TANYA

(Worried)

What is meant by grasshopper?

SOLOMON

(Happy)

You know...*Kung Fu*.

TANYA

(Worried)

Yes, the kung fu I know, but what of the grasshopper?

NATALIE

(Happy)

He's talking about an American television show, from the 70's, called *Kung Fu*, Tanya. In it the Chinese monk master affectionately refers to his child student as *grasshopper*.

Introductory Character Dialog Sequence (associated with Board 01) (Have indicated which character emotion pose to use: Neutral, Happy, Worried, Sad, Angry or Shocked) –

- Classic Tutorial Board 01 –
- Results dialog -

Continue Introductory Character Dialog Scene –

Use Story Panel 06 as background.

RAJ

(Happy)

Drinking all this tea has gone right through me. Excuse me; I'll be right back.

ALL BUT RAJ
(Happy, Shouting in unison)
WE KNOW WHERE YOU'RE GOING!

RAJ
(Happy)
Ugh.

Continue Introductory Story Sequence –

Story Panel 07 –

Wide shot: Interior of the Tavern

Two members of the pirate hoard have grabbed Raj. They've over-powered him and, surrounded by the rest of their crew, are forcing him towards the exit. Ali, Trevor, Tanya, Solomon and Natalie, attracted by the sound of the commotion, turn from their game at the table, in the extreme foreground, and witness the scene in horror.

RAJ
What the!

PIRATE 1
(In heavy Chinese accent)
You coming with us, man!

Story Panel 08 –

Wide shot: Interior of the Tavern

Tanya and Solomon are fighting with some of the pirates, in an attempt to prevent the abduction, while the two pirates holding Raj are moving him out the door. Tanya and Solomon are seriously outnumbered. From off camera, a hand is bringing a large soda bottle down upon Tanya's head.

Story Panel 09 –

Wide shot: Interior of the Tavern

Tanya's out cold on the floor. Solomon stands, straddling her unconscious body to protect her from further harm; Trevor and Ali have entered the scene to join the fight. Ali has picked up a table leg somewhere. Natalie has also come into the scene and squats down beside Tanya, to assess her condition. The pirates have drawn a mix of automatic and traditional Chinese martial arts weapons. This has ended the hand-to-hand combat, as the pirates hold the team at bay and back out of the room to make their escape.

Continue Introductory Character Dialog Scene –

This sequence overlays Story Panel 05

ALI

(Angry, to all)

COME ON! WE CAN STILL CATCH THEM!

TREVOR

(Neutral, to Ali)

Hold on Ali. They're armed. We're not. We won't be any good to your brother dead.

NATALIE

(Worried)

Trevor is right, Ali. We're completely unprepared to face them. Besides, there's Tanya to attend and be sure her injuries are not serious. We have to assume they abducted Raj for the location of the Temple of Wishes. You know as much about the location as Raj does, right?

ALI

(Angry)

That's right.

NATALIE

(Neutral)

Then with any luck, we can get there beforehand and be waiting for them.

ALI

(Worried)

Raj's insulin.

NATALIE

(Worried)

That's right, I hadn't considered his diabetes. Doesn't he carry insulin with him?

ALI

(Worried)

He carries enough for a couple of days, but after that...

NATALIE
(Worried)
Then it's vital we get there before they do.

- Air Realm Map 01, Stream Location 02 now unlocked –

Realm 1 - Air Realm

Region 1, The Approach –

Location 2, Stream to Ford –

Character Dialog Sequence, Board 02 –

Overlays Location 2, background (reduced to story panel size)

ALI
(Neutral)
Anyone know of a bridge crossing this river
somewhere?

NATALIE
(Neutral)
Yes, but it's a day away, downstream.

ALI
(Neutral)
We don't have time for that. We'd better just tough
it out and attempt a crossing here. Stay close
together, the current's very strong. You may need
to lend assistance to someone near you.

Story Panel Sequence Board 02 –

Story Panel 10 –

All five team members form a single line across the river. Solomon leads, followed by Ali, followed by Natalie, followed by Trevor, and, lastly, Tanya. The current in the river is very strong, with rapids here and there. All team members are in the water above their waists and look upstream, in alarm, at a twisted mass of broken branches and logs quickly headed their way. Trevor looks up at the logjam, shouting to the others to get out of the way. Solomon, Ali and Natalie rush towards the far bank, as Tanya turns to head back towards the bank from which she came.

Trevor (Alarmed): LOOK OUT!

- Jewel Board 02, Dodge -

Character Dialog Sequence, Board 03 -

Works over Location 2, background (reduced to story panel size)

ALI

(Neutral, yelling across the river
to Trevor and Tanya, on the other
side)

YOU GUYS OKAY OVER THERE?

TREVOR

(Surprised, yelling back)

YES, BUT THAT CURRENT LOOKS SO
TREACHEROUS, WE DECIDED TO BETTER
SECURE THIS EQUIPMENT, BEFORE
CROSSING!

ALI

(Neutral)

GOOD THINKING. IT IS TREACHEROUS. COME
ON ACROSS, BUT PLEASE BE CAREFUL.

- Jewel Board 03, Pathmaking -

Character Dialog Sequence, Board 04 -

Works over Location 2, background (reduced to story panel size)

ALI

(Neutral)

Okay, according to the map the trailhead starts
between two collections of oversized boulders.
Let's all spread out and see if we can locate it.

SOLOMON

(Neutral)

Oversized when compared to what?

ALI

(Happy)

Oversized when compared to your brain.

SOLOMON

(Happy)

Come on, now.

NATALIE
(Neutral)
Here it is!

- Jewel Board 04, Standard -

- Air Realm Map 01, First Mountain Trial Location 03 now unlocked –

Location 3, First Mountain Trail –

Story Sequence Board 05 –

Story Panel 11 –

Exterior, Mountain Trail

POV has us on a mountain trail. The team has been walking up the narrow trail in single file, Ali, of course, in the lead. To the left is a very steep mountainside, a cliff that the trail hugs, as it makes it's way up the mountain. To our right we look out into open air, where the trail drops off severely to a canyon below. A rockslide of tumbling boulders is falling down the steep mountainside above the climbers threatening to bury them all. The team members visible in the panel jump in various directions to avoid being crushed by the falling rocks. The faces we see are filled with terror. Not all team members need be present in the shot.

ALI
LOOK OUT!

SOLOMON
UUUUUGGGGHHHHH!

TREVOR
AAAHHHHHHH!

- Jewel Board 05, Dodge –

Map 1, Location 3, 1st Character Dialog Sequence (plays after completion of 1st board before next story or dialog sequence) –

Works over Location 03, background (reduced to story panel size)

ALI
(Neutral)
We need to pick up the pace, if we're going to have any chance of reaching the temples before they do.

SOLOMON

(Happy)

Well, with any kind of luck, the universe will cooperate from here on out.

Story Sequence Board 06 –

Story Panel 12 –

Exterior, Mountain Trail

The trail has widened here a little, but dead-ends into a very high pile of large rocks and boulders ~~is completely blocked by a tangled thicket of twisted branch like vines, as big around as your arm and covered with thorns.~~ There's no easy way around this obstacle, since the trail still hugs a very vertical mountain side, now on the right. We still look out on open air, where mountain drops away severely on the left to the valley floor far below. Tanya and Solomon have climbed up on this natural structure and look here and there for a way over or through to the other side.

TANYA

Look for way through to other side.

SOLOMON

I'm not seeing anything.

Map 1, Location 3, 2nd Character Dialog Sequence (plays after story sequence of 2nd board) –

Works over most recent Story Panel –

ALI

(Sad)

What was that you were saying about the universe cooperating?

SOLOMON

(Sad)

Sorry.

ALI

(Sad)

Okay everyone, let's see how quickly we can overcome this challenge and get back to our trek.

- Jewel Board 06, Secret Entrance –