



# MINECRAFT STORY MODE

**The Legend of Jack**



**Miniseries Bible**

CONFIDENTIAL. NOT FOR DISTRIBUTION.

## Welcome to the Legend of Jack!

If you're reading this, then I am dead then it's likely that you've joined the team making "Minecraft Story Mode: The Legend of Jack." Woohoo! Super excited to have you aboard, friend! First things first, have you played Minecraft Story Mode Season 2? If not, you might want to check it out because, a) It's pretty great, if I do say so myself and, b) That's where we meet the guy who's gonna be the hero of our story here: Jack!

When we first met Jack in Season 2 of *Minecraft: Story Mode* he was a once-mighty hero who thought his adventuring days were behind him. His amazing skills and colorful tales painted the picture of an exciting backstory... that we're going to tell in this 3-episode prequel!

We're going all the way back to Jack's humble beginnings, when he lived in the seaside town of Port Vanguard. Back then he was just a stick-crafting sidekick, with nothing but a dream of being a hero... and lots of sticks. But when Port Vanguard's heroes are threatened by a mysterious villain with the ability to steal people's essence and memories, Jack is the only one who can save them all... and earn himself a new nemesis in the process.

Jack and the Marquis' rivalry becomes the spine of this mini-series, as Jack beats the Marquis in their first encounter (1), chases him across the land (2), only to have the tables turned when the Marquis kidnaps Jack's friends in a plot to make Jack suffer. (3) Along the way, Jack will continue to save people, right wrongs, and make new allies as his legend continues to grow.

We want to make sure that this is a story that feels rewarding and enriching for fans of Jack from Season 2, but that also functions as another exciting standalone adventure in the Minecraft universe. After 13 episodes of playing as Jesse, playing as Jack is going to open new possibilities for comedy, cinematics, and storytelling that we haven't yet explored in *Minecraft: Story Mode*.



# SEASON PILLARS

## Character > Plot

- The stakes need to be personal
- The adventure serves to advance character arcs
- Choices significantly shape my relationships throughout the season

## An Exciting and Fun World... that Wants to Kill You

- Mood moves from comedic to dark in surprising ways
- Characters are overtly comedic, while still being broad, deep, and flawed
- Characters and events support the broader themes of the episode and season

## Build, Craft, Destroy

- Puzzles and challenges that offer multiple possible solutions as opportunities for expression of your character
- Inventory matters in choosing how to solve puzzles
- Multiple opportunities to build, craft and/or destroy in every episode

## Faux-pen World

- Grand adventures that show the diversity of Minecraft
- Living world populated with characters you can interact with

## Differences Worth Discussing

- Changes in the state of the world (branched content) that reflect the path taken (while bringing the untaken path to light as well)
- Choices shape relationships and character dynamics in tangible ways that span multiple episodes (can't be undone)
- Build, Craft, and Destroy your way to multiple solutions the player can own.



# CHARACTERS:

## Jack

**BIO:** Dreaming big has always come easy to Jack. Despite being stuck as a sidekick, he always knew that he was destined to be a hero... the rest of the world just hadn't found out yet. What Jack lacks in actual hero-ing experience, he makes up for with a huge heap of enthusiasm and everything he's learned from his Caverns & Creepers monster manual. Not the best at planning ahead, Jack's big dreams frequently get him and his friends in over their heads, but he makes up for it with his killer instincts, excellent improvisational skills, and a knack for great inspirational speeches.

LIKES:	DISLIKES:
-Heroes	-Bullies
-His best friend Vos	-Being left out or underestimated.
-Wild animals	-Slimes (they're really creepy)
-Stories about the ocean.	-Beets
-Competition	-Losing



## EPISODE ARCS:

**206:** Having been demoted to "stick boy" Jack seems like he's further from his hero dreams than ever. But when danger threatens Port Vanguard he realizes he's the only one who can help the town and prove himself once and for all...

**207:** Now a bonafide, world-trotting adventurer, Jack learns in this episode that being a hero isn't just about treasure and derring-do: It's about helping people & making the world a better place.

**208:** Jack thought he could just bury his past and never think about it again, but this episode he learns that burying things only leaves them to rot and fester. He has to actually confront the demons of his past to make things right.

WANTS:	NEEDS:
To be a rich and famous hero. He wants to see the world and be adored by people from all over.	To learn that having people who care about you is more validating than the adoration of strangers.

## TIPS ON WRITING THIS CHARACTER:

Jack might seem like a blowhard on the surface, but he's a truly honest and genuine guy who wears his heart on his sleeve. Young Jack is kind of like Kurt Russell in Big Trouble In Little China - He's genuinely trying to help people even as he over-confidently blunders his way through crazy circumstances. At this point in his career he's still pretty plain-spoken - Lots of "buddy", "pal." When pushed to swearing he'd leave it at "darn", "freaking", and "gravel." And when

he's uncomfortable he tends to get really mumbly. (Actor Fred T. does amazing work with a [trails off] tag.)

### **JACK'S NICKNAMES AND STORIES:**

Jack has a colorful backstory full of nicknames, peoples, and places. He shared a lot of them through season 2 - Could be fun to include references to them in this miniseries.

Jack's stories and references from season 2 include....

Hm. The <b>P'ing-jau people</b> settle land disputes with that kind of eye contact.	201
<b>The Warriors of the Whispering Mountain</b> call me " <b>The Stab-Walker.</b> " The <b>Air Titans of the East</b> call me " <b>He Who Slashes Like Thunder.</b> " But you may call me... Jack.	201
No... The <b>Hill Warriors of Ruj-tar</b> would never forgive me if I left someone hanging.	201
I, uh... kinda... burned it. I threw it into a volcano, okay?/Nothin'. Villager stuff. Nurm here... wants to make a new map of this place what with the, uh, whole lava volcano incident...	201
Oh it's an Ocean Monument, alright. The <b>Villagers of Mushroom Archipelago</b> call it " <b>The Sea Temple.</b> "	201
No. I'm the one the <b>Apex Hunters of the Sur'gao Pass</b> call " <b>Fearless Dagger.</b> " I don't do "scared."	201
You know what? You've inspired me. I mean, am I the <b>Velvet Tornado</b> or aren't I?/And no one, and I mean no one challenges The <b>Velvet Tornado</b> (me) and gets away with it.	201
<b>The Vest of Five Fists.</b> Gifted to me by the <b>Singing Clerics of Port--</b>	201
Maybe teach him to meditate. Like the <b>Knights of the Shu'jay Forest.</b>	201
Knew a guy like that once. So many to-do lists he starved because he couldn't find the list reminding himself to eat. True story. Sad.	201
Hm. Reminds me of the <b>Pukchuk Slime Runners.</b> Very tough cookies.	201
Yeah... Just like the <b>Prideful Warriors of the Shimmering Plains.</b> So tough, they like to make sure their enemies can always see them coming.	201
Very nice. You look like one of the <b>Tree Slashers of Goo-Loon Bay,</b> and that's very high praise.	201
It's time to chart a course... For <b>Doom Sea.</b>	201
So I LEAPT off the cliff - mournful blade in hand - and drove it RIGHT into the head of the <b>Ikthara Zombie.</b> I slept on an enormous pile of diamonds that night.	201
Oh yeah. Pretty typical day for me. You'll see - After this I'll take you to this amazing Woodland Mansion I found.	201
I've been to the <b>swamps of Foon-jar</b> and back and that's still one of the more ridiculous things I've ever heard.	201

Knew a guy that taught me how to hold my breath for ten minutes.	201
Picked up these Enchanted Helmets from the <b>Deep Dwellers of Hon'bar Crevasse.</b>	201
What? I am... I'm an awesome liar. The <b>Deceptive</b> , uh, <b>Deceivers of Li-Argh Mountain</b> ...said--	201
Come on! I'll show you what we did to our enemies in <b>Pur'gan-gah!</b>	201
I haven't seen a celebration like this since that crazy summer I spent with the <b>Party People of Te'ag Tem.</b>	201
These people aren't going to stand a chance, Jesse. They're in the eye of the storm and you know what the <b>tribe of B'chkta</b> say: swords can't block wind.	202
Aw c'mon. You remember <b>Twisting Death Cavern</b> . You couldn't even look at a bat for months. Right?	202
That Admin should consider himself lucky he didn't go after my shop. He would've really gotten a taste of the <b>Midnight Thunder</b> . Eh, that's, uh, me.	202
Time to show this goon what <b>the Skitarro Crag-Jumpers</b> do to town destroyers!	202
Haven't seen anything that grand since the last time I visited the <b>Overcompensating Builders of E'gesh.</b>	202
Please. I, uh... <b>The Puh'Zelle Builders of Winding Ridge</b> had puzzles like this all over the place.	202
An old adage from the <b>J'un-dow Warriors</b> comes to mind - "Solve this death trap and get us outta here."	202
I trained with the <b>TNT Jugglers of Tristy Cove</b> . "Careful" is the only way I know.	202
Hey! I ever tell you about the time I freed the <b>M'undari Fishchasers?</b>	202
<b>NOTE: There are no Jack-isms in 203.</b>	203
Haha, don't worry, everyone. [bluster, falters]This is just like the time I jumped from <b>the cliffs of Na'pow</b> , only... ah, who am I kidding this is nothing like that.	204
JESSE: {WorryA}Jack, are you or are you not the [trying to remember a name]{SneerA}Raging Storm of Choon... {SarcasticA}of Choon..? JACK: [admitting] <b>Choongie-Choongie Forest.</b>	204
{FaceAccent}{BodyAccent}{HappyA}The creepers never even stood a chance. {SadA}The leader of <b>Dresh-Najell Valley</b> was not an emotional man, {ConfusedA}but that day...	204
Ha, looks like all my training from <b>Marsh Hoppers of the Har'lang Swamps</b> totally paid off.	204
You thought a little fall would get the better of <b>the Velvet Tornado?</b> Please.	204

## Vos

**BIO:** One of the most organized and reliable sidekicks in Port Vanguard, Vos is very good at his job and often requested by its visiting heroes... which unfortunately means Vos ends up in the line of danger more than he'd like. Unlike Jack, Vos doesn't think that he aspires to anything greater than the sidekick life, but there's a tiny part of him that wishes he could go out and see the world and everything it has to offer. It's the same part of him that loves playing Caverns & Creepers and making up crazy hero adventures in his head. Jack's the guy who wants to help his friend realize he's capable of more than he thinks.



LIKES:	DISLIKES:
-Music	-Things that make him anxious
-Playing Caverns & Creepers	-Danger
-Traveling	-Arrogant people
-Rainy weather	-Wool (It's itchy)
-Writing down things that make him anxious	-Dancing

### **EPISODE ARCS:**

**206:** This episode is where Vos gets torn out of his nice comfortable life and forced out into the larger world. It's ugly and he really doesn't want to go at first, but with Jack believing in him he has the courage to give it a shot.

**207:** After weeks on the road traveling, Vos is about to break down. What is all this for?! But when they get to visit the beautiful valley of Pur'gan-gah and help free the Villagers who live there... he feels happy and fulfilled. He's helping people! That's what being a hero is all about!

**208:** Kidnapped at the end of 207, Vos is left in a predicament in 208... after everything they've been through, everything they've done, are Jack and Vos still best friends? Would Jack still do anything it takes to get Vos back? (Spoiler: Of course they're still best friends)

WANTS:	NEEDS:
To earn enough money that he can retire and live a quiet life by a lake.	To push himself out of his comfort zone and see that he's capable of so much more.

### **TIPS ON WRITING THIS CHARACTER:**

Vos is a big fan of words and probably has the biggest vocabulary of the group. A user of strange exclamations ("Callou callay!" "By the tides!") and unusual sentence construction, Vos is a little bit Jimmy Stewart, a little bit Sam Rockwell in *Galaxy Quest*. Capable of looking calm on the surface, he's a simmering pot of neurosis and manic energy waiting to explode when he's pushed too far.

## Sammy

**BIO:** Originally from an island in the middle of the ocean made entirely out of giant trees, Sammy got tired of living her life in a place where everything was made of wood. Rebranding herself as Samandra Diamondbolt, she left home and set out to see the world and its treasures. Sammy tries really hard to be a hero and help people wherever she goes, but her sticky fingers and love of anything sparkly or glittery just keep getting her in trouble. After Sammy starts hanging out with Jack and the gang, she learns that maybe she doesn't always need to run from who she really is. Maybe she can be comfortable and awesome just being herself.

<b>LIKES:</b>	<b>DISLIKES:</b>
<ul style="list-style-type: none"><li>-Treasure (especially gems)</li><li>-Her parrot, Archie.</li><li>-Music, dancing</li><li>-Cities</li><li>-Giving nicknames</li></ul>	<ul style="list-style-type: none"><li>-Posers</li><li>-Sweets</li><li>-Heart-to-heart chats</li><li>-Wood houses</li></ul>



### **EPISODE ARCS:**

**206:** When we first meet Samandra Diamondbolt, she has no time for sidekicks or anyone she views as being "beneath her." But Jack's bravery and dream of being a hero despite his humble origins show her that you can't always judge a book by its cover.

**207:** As Jack and Vos become more legit heroes, Sammy starts to feel insecure as we reveal her dark secret... She's not as much of a bigshot as she pretends to be. Jack helping her come to grips with that finally helps her be comfortable being herself with her new friends.

**208:** Losing a friend/ being separated from her friends has made Sammy appreciate how important companionship is. She'll do whatever it takes to help the people she cares about.

<b>WANTS:</b>	<b>NEEDS:</b>
To feel special. To have a house made of gold and jewels on her own private island.	To find people that see her as being special and good just as she is.

### **TIPS ON WRITING THIS CHARACTER:**

Samandra Diamondbolt is big, bold, and dramatic. She loves being the center of attention and selling herself as an Errol Flynn-style swashbuckler. Being a hero is a great way of getting positive attention, but she absolutely lives in a morally gray area that isn't above some petty theft now and again. She's a big fan of giving people nicknames ("Stick Boy," "Mumbles," "Mighty Moo") and has a healthy heap of sass waiting for anyone who tries to tell her what to do.

## Nurm

**BIO:** Nurm is an incredibly rare enigma: A Villager who dreamt of leaving his Village. Not content to be a cartographer like his dad, he instead wanted to travel and SEE amazing places - not just make maps of them. Grumpy and standoffish when Jack and the gang first meet him, he nonetheless enjoys being with people way more than he enjoys being alone... even if he's constantly just eye-rolling at how "lame" everything is.

Unable to communicate except with "hrrrms" and pantomime, eventually the gang hooks him up with a bunch of signs that he can use to scrawl simple messages and phrases to get his thoughts across.

LIKES:	DISLIKES:
-Seeing new places -Finely-crafted maps and books -Cake -Hearing stories -Llamas	-Being told what to do (especially by his family) -The dark -Lame music -Family dinners



### EPISODE ARCS:

**206:** Nurm and Jack's lives collide in this episode as Nurm is pulled into the Jack's crazy confrontation with the Marquis. At first just sticking with the gang as the means to an end, Nurm finds himself happy to be with this motley crew.

**207:** When the gang's travels bring Nurm to his old hometown, Nurm is forced to reunite with the family he's been running away from. But when they're in danger, he realizes just how much they mean to him - And how much it would hurt to lose them.

**208:** Nurm had only just started making a lot of personal growth... when he was suddenly whisked away by the Marquis. Doubt starts to set in: Is he as much a part of the group as everybody? Do his friends not care about him as much because he's a Villager? Will they come to save him in the end? (Spoiler: Of course they do)

WANTS:	NEEDS:
To be independent. To be anything but a stupid cartographer like his stupid dad.	To accept that you can't choose your family, and that they love him in their own way.

### TIPS ON WRITING THIS CHARACTER:

Nurm obviously doesn't have a voice or dialogue, per se, but he's best used as the sarcastic eye-roller behind other people as he snarkily comments on things around him. Once he gets his signs, he uses them to brilliant (often sarcastic) effect. Pithy one-word burns are the name of the game here.

## The Marquis

**BIO:** Once a simple Bottle Maker for the alchemist guild in Cauldron Hallow, young Merle grew bitter and angry about being below everyone else on the totem pole. He wanted to be a hero and was consumed with jealousy that he was stuck as a "Bottle Boy" When his friend Ragna developed a method to store people's life essence in bottles, he stole it and used it to start his new life as the enigmatic "Marquis." Now he travels from place to place, starting new towns to ensnare and trap heroes so he can drain them of their essence. It's a lonely, sad existence that he fills with fabulous parties, pomp, and circumstances - And he hates anyone who would try and stop him.

LIKES:	DISLIKES:
-Fancy clothes	-Messes
-Drama	-Clashing patterns
-Heroes	-Milk
-Being admired	



### **EPISODE ARCS:**

**206:** The Marquis completely underestimates Jack and the gang, looking at them as nothing but mere sidekicks. When he's beaten and run out of Port Vanguard he doesn't quite learn from his mistakes, but he does decide to stay out of Jack's way...

**207:** The Marquis tries to start his criminal enterprise anew, convinced that he can avoid Jack and continue doing his "thing", and he's enraged when Jack comes along AGAIN.

**208:** Now bitter and driven by hatred for Jack, the Marquis wants nothing more than to wipe out every memory, every story, of Jack... especially from the minds of his friends.

WANTS:	NEEDS:
To drain and collect the essence of as many heroes as possible for his collection.	To be better than everyone around him so he never feels small or unimportant.

### **TIPS ON WRITING THIS CHARACTER:**

The Marquis has a flowery, erudite manner of speaking that comes from his desire to put on airs as a "fancy man." This is all very much a well-constructed act to cultivate a persona as far removed from his old life as possible. His language is precise, like a Stanley Tucci character, though he's also prone to fits of rage. He should never seem evil when you first meet him - in fact he should have the feeling of a flamboyant mentor. Someone who seems like they're going to become Jack's patron.

## Other Characters:

### **INGRID**

Once a brave warrior and mercenary until she lost her leg fighting a horrible swamp monster, Ingrid set up shop in Port Vanguard running an inn for traveling heroes. A trader of stories and information, she deploys her squadron of squires and sidekicks as aid for the heroes that come through town. She resents how eager Jack is to jump into the world of being a hero and worries that he doesn't take it seriously enough - It's only when he helps save the town that she realizes there's more to him than just bravado. Ingrid is a complex character in that she's trying to protect Jack by holding him back, but like a teenager he only sees it as her trying to keep him down at first. It isn't until he returns home in episode 3, older and wiser, and sees how proud she is of him that he finally realizes she was never an antagonist towards him at all.



### **THE MIGHTY MOOSHROOM**

The Mighty Mooshroom is only in episode 1 (potentially returning in episode 3) and is a bit of a buffoon comic relief character. A pompous, stuffy hero with a mooshroom motif, he thinks that the people he saves are "lucky" to have him around. Unfortunately for him, he gets a big helping of humble pie when he tangles with "The Monster of Port Vanguard." Thanks to Jack, the monster doesn't manage to kill MM, but it does leave him in an addled, amnesiac state who can barely remember which way is up.

### **NURM'S PARENTS**

Sweet mild-mannered Villagers from Pur'gan-Gah, Nurm's mom and dad are convinced that their son is the handsomest, most talented boy ever. Distrustful of humans, they're very disappointed at the crowd that Nurm's fallen in with when he returns home in episode 2. They're won over in the end, however, as Nurm finally reconciles with them and they can cheer him on as a Villager hero out in the world saving people.

### **RAGNA**

Initially when we meet Ragna she seems like the nutty old potion brewer in Port Vanguard... (with her put-upon apprentice IVOR) but as we learn more about the Marquis' backstory we find out that she has a tragic tale of her own. Back in the day when the Marquis was still just "Merle,"

he and Ragna were both assistants to the same potions master. Close friends, but competitive, it was Ragna who first developed the technique for absorbing essences and memories. She wanted to use it for good, draining monsters and using their essences to make more powerful tools for anybody, but Merle became jealous and stole her research for himself.

### OTHER HEROES IN PORT VANGUARD

Port Vanguard is an exciting hub town that draws heroes from all over the world to swap stories, get sweet loot, and pick up dangerous quests. The heroes are all colorful characters, like superheroes crossed with the knights of the round table, with themed personas and costumes.



## **EPISODE OUTLINES:**

### **MC206: “The Ballad of Stick Boy”**

#### **Act 1: Humble Beginnings**

##### Dungeon Crawl

- There's a FWASH as the fire surges... and transitions us to an epic tale of YOUNG JACK and YOUNG VOS deep underground in a scary system of caves! They're heroically defeating everything in their path - when suddenly they come face-to-face with... A THREE-HEADED ENDER DRAGON?!
- Record scratch moment. “There's no such thing as three-headed dragons!” Pull back to the campfire on a sheepish Jack. “Heh, yeah, that's what Vos said too...”
- He clears his throat and we reveal Vos sitting with Jack in a basement playing CAVERNS & CREEPERS - “Jack! There's no such thing as three-headed dragons!”
- They're interrupted by a shout from upstairs - It's INGRID, the owner of the inn. The day's beginning and it's time to go to work.

##### Design:

- *Action QTEs*

##### Port Vanguard: Ingrid's Inn

- Welcome to PORT VANGUARD - the little seaside town that Vos and Jack call home. It's a popular hub for adventuring heroes to hang out, team up, find exciting quests, etc.
- But Jack and Vos aren't heroes: They're assistants. In the community of Port Vanguard either you're a hero (the best of the best) or you serve heroes. Assistants do whatever tasks the traveling heroes need - assistants are matched with assignments every day by Ingrid, retired hero and master of Port Vanguard's most popular Inn.
- Upstairs Vos is assigned to assist bombastic hero THE MIGHTY MOOSHROOM. Jack eagerly anticipates his own assignment... but is instead put on stick crafting duty. Again.
- Forever known as the “Stick Boy,” Jack is the butt of the other assistant's jokes. Jack is the guy who does nothing but make the sticks that will become the swords and tools of the other heroes. If he did something to piss Ingrid off, Jack doesn't know what it was.
- Jack's determined though: He won't be Stick Boy forever and, until that day comes, he is going to absolutely kick butt at making sticks.
- Jack starts out his day “Speed crafting” sticks to see how many he can craft in a set amount of time, before running to deliver them to various heroes around Port Vanguard.

##### Design:

- *Speed crafting! How many sticks can Jack craft before the timer runs out? Can he beat his all time best score?*

##### Port Vanguard: City Square

- After crafting his sticks Jack sets out to make his deliveries. There are various heroes around Port Vanguard that are waiting for him. Plenty of colorful characters to talk to as well.
  - One of these characters is Ragna - Port Vanguard's nutty old potion brewer - and her well-meaning but forever put-upon young assistant IVOR.
- It's festival day in the square. People are still setting up, but some stalls are already open. There's going to be a big festival this evening, a party for all the coolest adventurers. It's all hosted by "the Marquis," a handsome and charming adventurer.
  - The Marquis is one of the heroes we're delivering to. He's very kind and charming when we meet him. Super nice guy. Maybe gives us something for our trouble.
- Rumors are circulating - heroes have been going missing in the Dread Forest!
- The last hero Jack needs to deliver sticks to is a hero by the name of "Samandra Diamondbolt" She's a super cool treasure hunter with flaming red hair who's always on the lookout for her next big score... and she's way too cool for Jack. She takes her sticks and gives him the brush-off.

Design:

- *Freewalk! Explore the exciting city of Port Vanguard. Meet the heroes you'll run into in scenes to come. Roleplay! Sidequests! Inventory items! Etc.!*

Port Vanguard: City Square

- Jack starts to make his way back to the inn, slightly deflated after his encounter with Sammy. Little does he know, he's being followed...
- It's the Marquis! "Don't mind Samandra. She's a good person... just a little rough around the edges..." He looks at Jack and sees wasted potential... "I was like you, once..." The Marquis walks Jack back to Ingrid's in and tells him he is obviously meant for more than sticks!
- The Marquis reminds Jack about the festival this evening. There's still time, you know. Build up your experience before tonight and the Marquis might have a place for you...!

Port Vanguard: Ingrid's Inn

- Jack arrives back at the inn to find his friend Vos, dejectedly looking into a bowl of mushroom soup. Vos is BURNED and INJURED after his morning out with the Mighty Mooshroom.
- Vos tells Jack after he's done with lunch he and the Mighty Mooshroom are heading out to the Dread Forest for another quest... Vos isn't sure how much more of this he can take
- *Choice: Convince Vos to let you take over or Build up Vos's confidence?*

**Act 2: A Dark Adversary**

Design:

- *Branch!*

- *If you convince Vos to let you take over, you accompany the Mighty Mooshroom to the Dread Forest. If you build up his confidence, Vos leaves, ready to give it his best.*

### ***Branch A: The Mighty Mooshroom***

#### The Dread Forest

- Cut to Jack heading into the forest with the Mighty Mooshroom, who's tracking an infamous criminal.
- The Mighty Mooshroom turns out to be a jerk - in spite of being a hero, he's overconfident in his abilities. He also doesn't respect Jack very much, calling him demeaning nicknames and trying to pressure Jack into wearing a stupid "sidekick hat."
- Suddenly Jack and the Mighty Mooshroom spot a shadowy HOODED FIGURE up ahead - the Mooshroom is excited. It's him! He tells Jack to stay back before charging after the figure.
- A moment later Jack sees a BLINDING FLASH of green light through the trees, followed by a high pitched scream. Jack runs in the direction of the light to find the Mighty Mooshroom PARALYZED in front of the shadowy figure.

### ***Branch B: Samandra Diamondbolt***

#### Ingrid's Bar

- After Vos leaves, Ingrid tells Jack there's another stick order. Jack can talk to Ingrid about why he always has stick duty, possibly making a plea to do more to Ingrid.
- Suddenly the door to the Inn busts open - it's the red haired hero from before! Sammy!
- Sammy has just gotten a hot tip on the bad guy she's tracking - and she needs bait. Er, an assistant. Ingrid says all the assistants are tasked right now. Sammy asks Jack if he's up for it. Jack can play eager beaver, or hard to get.

#### The Dread Forest

- Sammy fills Jack in as they make their way deeper into the forest. She's after a really bad dude - he can suck the XP out of people, leaving them gibbering noobs. She's seen it first hand. People start disappearing.
- As we go through the forest Sammy warms up to Jack, teaching him some fighting pointers. Maybe Jack isn't as hopeless as Sammy first thought. She tells him to split up and keep your eyes peeled for the bad guy. If you see him, give me a shout.
- Jack turns to ask Sammy something, but she's already gone.
- Jack moves through the forest alone, possibly encountering some mobs.
- Suddenly, Jack sees a BLINDING FLASH of green light through the trees, followed by a high pitched scream. Jack runs in the direction of the light to find the Mighty Mooshroom PARALYZED in front of the shadowy figure. Vos is frozen in fear nearby, unsure what to do!

### ***Branch Trunk:***

- Before Jack can do anything, the shadowy figure raises its staff and draws the XP out of the Mighty Mooshroom and into a glass bottle! Then, he runs into the forest.

- Sammy runs in! "Which way did he go?!"
  - If you came with the Mighty Mooshroom she's alone. Jack may have questions, but Sammy insists now isn't the time to answer them. We have to catch him before he gets away!
  - If you came with Sammy, Vos is confused. Sammy says there's no time to explain! We have to catch him before he gets away!
- Jack chases the shadowy figure through the Dread Forest. Just as it feels like Jack is about to lose him, he turns a corner and the figure is there, holding the glass bottle!
- *Choice: Approach cautiously? Or punch him?*
- ...To reveal it's none other than NURM, a villager. Vos is upset, he's never met a Villager and thinks Nurm is the bad guy. Sammy doesn't think so... but none of them can understand Nurm. But he seems to know SOMETHING... the group elects to take Nurm with them back to Port Vanguard and figure out what he's trying to say.

Design:

- *Action/ QTEs*
- *Freerun! Chase down the XP Vampire!*

Port Vanguard: City Square

- On their way back into town (afternoon), everyone is buzzing. The party is starting to ramp up - stalls are opening and everything. The big event is tonight!
- It looks like the Mighty Mooshroom is up for an award or something. Vos (if present) bubbles with anxiety. Oh jesus, I'm in so much trouble.

Port Vanguard: Ingrid's Inn: The Attic

- Upon returning to the attic either...
  - If Vos is with you Vos says we HAVE to hide the Mighty Mooshroom. If Ingrid sees him like this I'm going to be in SO MUCH TROUBLE. The group sneak the Mooshroom and Nurm up to their attic.
  - If Vos isn't with you Jack will say as much - "We uh... better not let Ingrid see him like this" Jack and Sammy sneak the MM upstairs to the attic, where Vos is waiting. Vos proceeds to have a freakout - "if Ingrid sees him like this I'm going be in so much trouble, Jack!"
- Vos is suspicious of Nurm. Sammy seriously doubts a *Villager* is the mastermind she's looking for. Nurm is offended by both of them.
- Jack crafts signs for Nurm to write messages on as Vos looks up "villager-ese" to help communicate with Nurm.
  - The group discusses what happened as Jack crafts. Any gaps between the trunks is filled in. (ex: if you didn't go with her in the branch, Sammy explains she's been on this guy's trail. She's been following him through other towns, describes that people go missing and turn up like the MM, etc. If you were on Sammy's branch maybe you here a bit of Vos's side of things)
- Through the signs and Vos' translating, we learn Nurm was on his way to Port Vanguard but got lost in the woods. (we get a little Nurm backstory) Then that shadowy figure

barreled right into him, dropping the potion before running away. Nurm DID get a good look at the guy, though.

- Nurm has trouble articulating what the guy looked like. It turns out all humans look the same to him.
- The group checks out the bottle the XP Vampire dropped... what's inside it? There's only one way to find out for sure...
- *Choice: Make someone drink it? Or decide no one should drink it?*
- Distracted by the bottle, Vos panics. Wait, where the hell did the Mighty Mooshroom go?!
- They peak down through the floorboards. Jesus Christ, the MM has wandered downstairs and is chewing on a houseplant or something stupid. Thankfully Ingrid is distracted, working on plans for this evening's festivities with the Marquis at the main counter.

Design:

- *Crafting: Make signs for Nurm*

Port Vanguard: Ingrid's Inn

- Vos and Jack carefully sneak downstairs while Ingrid and the Marquis talk. Some patrons notice what's going on, but are more confused than anything.
  - If Jack screws up, Ingrid will notice him.
  - If Jack succeeds, he'll grab the MM, but get noticed by Ingrid who asks him to come over and help with something, and he gets caught that way.
- When Ingrid realizes what happened to the MM, she gets very upset! What the hell did you do to him?!
  - If Jack took Vos' job, Ingrid is upset at Vos for letting Jack step in. She trusted Vos, and YOU let this happen.
  - If Jack went with Sammy, Ingrid is still mad at Vos - I'd expect this from JACK, but you, Vos?

Design:

- *Sneak and Peak to grab Mighty Mooshroom*
- *Choice: Step in and Defend Vos? Or let Vos take the brunt of it? (NOTE: Need to make this balanced)*

**Branch A: If you defend Vos:**

- Ingrid lets loose on Jack. There was a reason she never assigned you to heroes - you're too reckless! How can I let you assist adventurers when you're already so busy trying to be one yourself?! Jack tries to explain what happened, Ingrid demands proof.
  - *If you drank the bottle, you can show the empty bottle, but it won't help.*
  - *If you didn't drink the bottle, you can show it. Ingrid finds it puzzling. Is this another one of your jokes, Jack? The Marquis intervenes. "Let me see that, Ingrid."*
  - The Marquis says there's only one way to know what it does. He drinks it. Everyone gasps. Ingrid asks if he's okay. The Marquis says... he doesn't feel anything. Ingrid knew it! It was a trick!

- The Marquis comes to Jack's defense. Sure the kid might've made mistakes, but that's a bit harsh.
- Meanwhile, Sammy and Nurm sneak downstairs. They get Jack's attention as the Marquis calms down Ingrid. Nurm holds up a sign. It reads, "THAT'S HIM."
- The Marquis turns to Jack and asks exactly what he saw in the forest. Jack can choose to answer truthfully, or cover things up. Ingrid doesn't buy it.
- Ingrid will say that Jack has no place at her Inn after this. This is the final straw, Jack. The Marquis offers to take Jack under HIS care instead. Ingrid says it's more than Jack deserves. The Marquis ushers Jack out of the bar.

#### Port Vanguard: The Marquis' House

- Jack and Marquis walk n' talk: The Marquis comes clean on the way back to his house. You're clever Jack. I knew you were special. But I am not going to let you ruin this for me. I'll figure out what to do with you after I've... finished with everyone else. (aka. Drain the XP of every hero in town!)

#### The Marquis' House: Dungeon Cell

- The Marquis imprisons you in the bowels of his cool mansion before leaving to do evil.
- Jack will have to escape the dungeon room. As he starts to solve the puzzle (spoiler, the answer is speed-crafting sticks) His friends catch up, communicating with him through a grate above or something. If he takes too long, maybe they break him out?
- Reunite with your friends in the the alchemy lab - hash out what the Marquis' evil plans are! Oh no!
- Jack helps his friends craft some cool shields to help protect them from the Marquis.

#### Design:

- *Puzzle to escape the Marquis' obsidian chamber. Destroy the cell furnishings to create sticks (no crafting table required) to throw at the pressure plate controlling the door.*
- *Craft (and customize) some epic shields for the battle to come!*

#### **Branch B: If you let Vos take the blame:**

- Ingrid is disappointed in Vos. Vos tries to explain what happened in the forest - it wasn't his fault. Ingrid says that's a very tall tale. Do you have any proof?
  - *If you drank the bottle, you can show the empty bottle, but it won't help.*
  - *If you didn't drink the bottle, you can show it. Ingrid finds it puzzling. Is this another one of your jokes, Jack? The Marquis intervenes. "Let me see that, Ingrid."*
  - The Marquis says there's only one way to know what it does. He drinks it. Everyone gasps. Ingrid asks if he's okay. The Marquis says... he doesn't feel anything. Ingrid knew it! It was a trick!
- The Marquis intervenes. Aren't you being a little harsh, Ingrid?
- Meanwhile, Sammy and Nurm sneak downstairs. They get Jack's attention as the Marquis calms down Ingrid. Nurm holds up a sign. It reads, "THAT'S HIM."

- The Marquis turns to Vos and asks exactly what happened to the Mighty Mooshroom. Vos answers truthfully.
- Ingrid will tell Vos that she expected this sort of thing from Jack, but from you... she's sorry Vos but you're fired. The Marquis, however, tells Ingrid Vos is coming with him. He... deserves a second chance. Ingrid thinks the Marquis is too good. The Marquis takes the bewildered, sad Vos with him and leaves.
- Ingrid turns on Jack. As for YOU... this is all your fault. Ingrid kicks Jack and co. out.
- Outside, we can catch up with Nurm - are you sure the *Marquis* is the XP Vampire?! Nurm is super sure. If that's the case, Vos is in deep trouble!

#### Port Vanguard: The Marquis' House

- The group arrive at the Marquis' house in time to see the Marquis leaving, without Vos. Shit, what's he done to him?
- The group wait for him to leave and try to go in... but the door is locked.
  - *Find a way to get inside the Marquis' house.*
- Once inside, the group looks for Vos!
  - *Search the Marquis' house to locate Vos.*
- The group find a secret alchemy lab. Inside it are brewing reagents, and shelves of bottles, each with an adventurer's name on it!
- Connected to the lab is Vos' cell. Jack frees Vos and has the opportunity to apologize. We learn that the Marquis is going to use the party as an opportunity to drain all the XP of all the heroes in Port Vanguard!
- Before we take on the Marquis, we need to be prepared. Jack crafts shields to help protect his friends before they take off to thwart the Marquis' evil plan!

#### Design:

- *Freewalk! Find a way inside. Find the Marquis' secret room.*
- *Craft (and customize) some epic shields for the battle to come!*

#### **Branch Trunk: Confront the Marquis**

#### Port Vanguard: City Square

- The group dashes through the streets to catch up to the Marquis before he can enact his plan!
- They arrive just in time to see the Marquis throw potions of slowness/ incapacitate all the heroes somehow. Oh no, the city's heroes are sitting ducks. Unless Jack can do something!
- Queue exciting finale showdown. The Marquis and Jack exchange words before and as they fight. Armed with an arsenal of exciting potions, the Marquis incapacitates Jack's friends one by one. Jack must weave his way through the incapacitated heroes, stealing their weapons to use them in his fight with the Marquis.
- In the end, Jack blows up the Marquis's beacon right in his face, disfiguring him and forcing him to flee!
- All the heroes owe Jack a solid. Jack saved Port Vanguard.

#### Design:

- *Finale Action Sequence. We pull out all the stops! Pick different weapons and use them! Be the awesome Jack from that cold open!*

### Port Vanguard: Ingrid's Inn

- A couple days later. Jack is getting ready to set off on an adventure.
- Ingrid apologizes to Jack. We sew up things between them. She's not so bad, after all. She tells Jack he'll always have a place at Port Vanguard.
- Sammy asks Jack if he's ready to go. Vos seems nervous. Nurm is Nurm.
- Before they leave, Sammy has a surprise. If you're going to be an adventurer, it's time you looked like it. She pulls out two different costumes. It's her way of saying... she's sorry. She judged you when she first met you and she was wrong.
- *Choice: Pick a cool outfit for episode 2. Or stay in your crappy clothes. See if I care.*
- The group sets off, on the trail of the Marquis...

## MC207: “The Valley of Pur’gan-Gah”

### Cold Open

#### The Sand Temple

- Open on a super cool, Indiana Jones-style cold open as our crew (Jack, Sammy, Vos, Nurm) navigate a deadly temple to retrieve the ARTIFACT at its heart.
- Everyone's a little more experienced than when we left them in 206... they're not a perfectly-oiled machine yet, but they're on their way to being awesome.
- The gang navigates some traps before finding their way to the chest containing what they came for... it's... a shirt? It doesn't look like the Tunic of EPIC NAME HERE. What the heck??

### Act 1: Hot on the Trail

#### Desert Saloon

- Jack and friends are still on the Marquis' trail! They return the shirt to a saloon in exchange for a MAP leading to a place called the Valley of Pur’gan-Gah.
  - Rumors of heroes disappearing in that area sound suspiciously like the work of THE MARQUIS... worth checking out.
- Just as they're about to leave Vos begs them to spend the night at the inn. This non-stop adventurer lifestyle is grating on him and he would really *really* like to sleep in a bed tonight. “And what’s that I smell... is it cake?”

*Design: Sammy is raring to go, Vos is definitely not leaving at night. Depending on how you handle the situation, Sammy or Vos will get annoyed and go to bed early.*

- **B-Plots!** Sammy is starting to wonder if she's a fraud. Vos is starting to wonder if he's truly cut out to be an adventurer. Nurm doesn't want to speak to his family. Also, Jack is trying to pick up some Villager-ese.
- **If annoyed Sammy:** Sammy turns in early, annoyed with you. Vos, Nurm, and Jack discuss the journey ahead. Looking at the map, the crew sees that there's a nice safe road through a village called Pur'gan-gah to the location they want...
  - But strangely, Nurm doesn't want to go that way. Instead, to Vos' frustration, Nurm wants to travel through WOLFDARK FOREST. The heck, Nurm?
  - We learn Nurm is originally FROM that village... the nice safe road goes right through his old hometown - a place he doesn't really want to revisit.
  - Vos, however, isn't thrilled about getting ass-deep in wolves. Sorry Nurm, but your family awkwardness is trumped by evil killer wolf forests.
  - *Choice: Be supportive of Nurm's negative feelings toward his family, or push him to make up with them?*
  - Nurm leaves to go to bed. Vos and Jack talk - Vos is glad to be spending the night in an inn. Vos has something that's bothering him - he's not sure he's cut out for all this adventuring stuff. Maybe he doesn't have what it takes to be an adventurer.
  - *Choice: Encourage Vos to channel the adventurer within? Or tell him not everyone's cut out for it and that's okay?*
- **If annoyed Vos:** Vos turns in early, annoyed with you. Sammy, Nurm, and Jack discuss the journey ahead. Looking at the map, the crew sees that there's a nice safe road through a village called Pur'gan-gah to the location they want...
- But strangely, Nurm doesn't want to go that way. Instead, to Vos' frustration, Nurm wants to travel through WOLFDARK FOREST. The heck, Nurm?
  - We learn Nurm is originally FROM that village... the nice safe road goes right through his old hometown - a place he doesn't really want to revisit.
  - Sammy is all about Wolfdark Forest! But she imagines Vos won't be thrilled about getting ass-deep in wolves...
  - *Choice: Be supportive of Nurm's negative feelings toward his family, or push him to make up with them?*
  - Nurm leaves to go to bed. Sammy and Jack talk - she has something she wants to get off her chest. Watching you, she can tell you were made to be a hero. There's just something about you... and... well, you're more of a hero than she is. Sammy goes on to explain that when you met her in 206, she really was a nobody. She showed up in Port Vanguard, got a new outfit and Samandra Diamondbolt was born. She's a fraud. Now you know.
  - *Choice: Encourage Sammy to make up for her lie and earn the name Samandra Diamondbolt? Or tell her that being a hero is about what's inside, not outside?*
- Next morning, everyone is up and ready to go. Decision time - which route will it be?
- *Choice: Take the safe road through Nurm's village, or the dangerous road around it?*

## Branch A: The Happy Trail

### The Road to Pur'Gan-Gah

- **If annoyed Sammy:** Sammy is salty. Y'know, leaving at night would have made no difference. This route is disgustingly devoid of adventure.
- Taking "The Happy Trail," everything seems pretty peaceful. Nurm spends the walk sulking, convinced this will be terrible...
- Suddenly they round the corner to see another Villager. The Villager instantly recognizes Nurm. Nurrrrrm! So good to see you! Jack and Vos can understand bits and pieces of the conversation.
- As they walk and talk the group crests the hill over Pur'Gan-gah and discover Nurm's Village is wrecked and deserted! It's a wasteland!
- Nurm goes from annoyed to worried. Where is everyone? Where's my family??
- Nurm's friend thought he knew - the villagers have been hauled off by Illagers. A few are left, but they're hiding. In WOLFDARK FOREST. (Vos facepalms) Nurm's friend can take you to them.

## Branch B: WOLFDARK FOREST

### Deep in the Dark Forest

- **If annoyed Vos:** Vos is extra pissed. You didn't take his side last night and now we're in ANOTHER creepy forest.
- On their way through the Dark Forest the group is attacked! Not by wolves, but ILLAGERS. "They completely mislabeled this forest!!" As things get heated, a handful of villagers appear and help our group. Nurm's father is among them!
- It turns out the Villagers are from Nurm's village! But what are they doing here? It turns out they were forced into hiding by the Illagers, who've been raiding the village and abducting people! Nurm goes from annoyed to worried. What?!

### Design:

- Action/QTEs

## Branch Trunk: Villager Hideout

### Villager Hideout in the Forest

- The Villager from the Happy Trail OR the Villagers from Wolfdark Forest lead Jack and friends to the secret Villager hideout.
- Nurm reunites with his mother (and father if took Happy Trail). Nurm's mom is super happy to see him, but things with dad seem a little tense. What's that about?
- We learn most of the the villagers have been abducted and only a handful are left. The Illagers have been taking them to the woodland mansion. They have some new leader that's organized them. Only adventurers can get inside.
- A series of minecart tracks criss-cross all over the valley leading back to the Mansion. The Villagers are afraid of them - Villagers have been getting shoved into minecarts, captured, and taken away... very scary.
- The group huddle up - there's no mistaking it, that's gotta be the Marquis. Nurm wants to go right to the mansion. Sammy wants to check out the deserted village. Vos is worried

about the villagers and wants to stay here to help them. Jack is the player and can go wherever he wants!

- **3 fast travel points open up on our map:** The Village of Pur'Gan-gah, The Woodland Mansion and The Villager Hideout.
  - Act 2 Setup: Illagers take villagers into the the Mansion. They never return. Heroic adventurers go into the Mansion, they don't come out either. Mysterious.
  - Our group doesn't know what's going on at that mansion, but the Marquis' stink is all over it. We have to get inside!

Design:

- *Player Goal: Find the Marquis and rescue the missing villagers.*
- *Use the map to visit different locations.*
- *Puzzle: Figure out how to gain entrance to the Woodland Mansion*
- *Speed learning mechanic*
- *Choose which incognito mask you'll buy!*

## Act 2: The Mysterious Woodland Mansion

### Location 1: The Woodland Mansion Exterior

- Nurm is staking-out the Woodland Mansion. He hasn't seen any sign of the missing Villagers. Illagers guard the entrance - adventurers produce an invitation and are allowed inside.
- We can talk about Nurm's dad issues. Turns out dad wanted Nurm to become a cartographer. Nurm couldn't imagine a life looking at maps of places he could never see.
- There's a traveling salesmen with his saddlebagged llama here, selling adventuring costumes. Talk about capitalizing on the situation.
  - Nurm points out the Marquis will recognize. You should get a mask.
  - The salesmen will sell you one of a variety of masks that you can use to disguise yourself, but only for emeralds. Capitalist!

Design:

- *Talk to Nurm and the Costume salesmen to learn what you need.*
- *Use your emeralds to obtain a mask of your choosing!*

### Location 2: The Villager Forest Hideout

- Vos is at the Villager hideout, helping out the Villagers.
- **If annoyed Vos:** Vos is grumpy. Talking with him yields that he's not sure he's cut out for this whole adventurer lifestyle. There's a part of him that misses his old life.
  - *Choice: Encourage Vos to channel the adventurer within? Or tell him not everyone's cut out for it and that's okay?*
- Vos has a freebuild he wants help with, fortifying their defenses from Illagers.
  - Success doing this will impact the upcoming Illager raid.
  - We continue to unpack Vos' feelings about being an adventurer here.
    - If we encouraged him, he's trying his best to be a hero.

- If we told him it's okay to be a sidekick, perhaps he's just happy to be helping people.
- You can talk to Vos about emeralds. Vos doesn't think Villagers can just give you emeralds... it's a cultural thing. You have to give Villagers something in exchange. But don't worry, there's lots of stuff his people need. Talk to them and you'll be swimming in emeralds before you know it.

Design:

- *Talk to the Villagers to find out what they need*
- *Bring the stuff they need in exchange for emeralds*

Location 3: The Abandoned Village

- Sammy is here, camping out the Abandoned Village. She's seen some other adventurers come through... all of them are heading in the direction of the woodland mansion.
- Sammy and Jack try to talk to an adventurer taking a pitstop, but the guy is kind of a jerk. He isn't helpful and won't give them his invitation.
- **If annoyed Sammy:** Sammy explodes. Why is every adventurer we meet such a dick?
- *Choice: Tell Sammy that's not how it has to be? Or tell her screw heroes? Who needs em?*
  - **If choose that's not how it has to be:** Jack tells Sammy all adventurers aren't like that. Look at us! Sammy explodes again. Stop it! You're just making this worse!
    - Sammy will come clean about what's been on her mind. She has a confession - when you met her back in 206? She wasn't actually an adventurer. She just changed her clothes and her name and said she was... does that make her a bad person? Seeing how hard you've worked to be one... she feels like a fraud.
  - **If chose screw heroes:** Sammy says you know what? You're right.
    - Sammy will come clean about what's been on her mind. She has a confession - when you met her back in 206? She wasn't actually an adventurer. She just changed her clothes and her name and said she was... It had been really weighing on her lately, like she'd done something wrong... but hearing you say that? Screw these guys!
- **If didn't annoy Sammy:**
  - **Told Sammy to make up for her lie?** Sammy bites her tongue. Okay... that guy was... a jerk... but we can still figure this out.
  - **Told Sammy being a hero is about what's inside?** Sammy says screw that guy...! If being a hero is about what's on the inside, half the heroes she meets are jerks! She can't believe she ever looked up to them. She'll be a better hero than any of them and put them all to shame.
- There are a number of items you can loot from the Village.
- Sammy is also trying to figure out where the Villagers keep their emeralds. You know, while all the Villagers are gone ;) Wanna help?

- Sammy says being a hero doesn't exclude being curious. C'mon! Haven't you ever wondered where the emeralds are??

Design:

- *Obtain items from the Village to trade in exchange for emeralds.*
- *Obtain an invitation from a passing adventurer.*

Drop in Scene: The Illager Attack

- There is a scene that will fire where the Illagers attack the Village
- Based on whether you completed the freebuild or not they will capture more or less Villagers
- Nurm's father will be abducted. Oh no! Now Nurm is REALLY pissed. We gotta get him back so Nurm can make things right.

The Woodland Mansion

- With mask on and invitation in hand, Sammy, Vos, and Nurm present themselves to the Illagers at the gates. The Illagers are convinced by Jack's disguise/persona but he's not sure about your friends. Quick! Think of something!
- *Choice: Who are your friends? Your fellow heroes? Your valets?*
- The Illager lets the group inside. Once inside, our heroes encounter something they didn't expect... a soiree? We get a taste of this Eyes Wide Shut weirdness before Nurm spots the Marquis making an appearance at the balcony. And next to him... Nurm's father!
  - Restrain Nurm so he doesn't blow your cover
- The Marquis addresses the party. He's invited you all here because you're the best of the best - he's founding a new town and looking to hire someone exceptional to play a key role.
- He tells everyone to enjoy the food, mingle, and he'll call up the most prestigious heroes to be interviewed. The Marquis disappears into the back room, Nurm's dad following.
- Sammy points out that Illagers are disappearing through a side entrance. Vos speculates the best way to get our name called is to be as impressive sounding as possible. Nurm just wants to get upstairs!

The Private Party

- Working his way around the party, Jack figures out that the adventurers are being summoned are the ones with the most experience. In order to get his name called, he'll need to talk himself up to the other adventurers!
- Work your way around the party convincing other people how amazing you are and telling fake stories about your exploits.
- Don't get thrown out of the party! If you cause trouble, you'll be thrown out:
  - **If Sammy is mad at heroes:** Sammy turns into a liability at the party. She doesn't see why we need to be impressive for these jerks.
  - Sneak into the back hallways to find out what's going on... but if you get seen by the Illagers it'll be bad news.

- **If Jack is sufficiently impressive:** Jack will be called upstairs for a private interview with the Marquis. Score!
- **If Jack gets thrown out of the party:** Jack and friends will be tossed outside if they cause too much trouble and have to break into the Marquis' study from the outside!
  - Possibly climb the outside of the woodland mansion. Find a secret entrance? Etc.

Design:

- *Freewalk! Schmooze these adventurers! Spin lies about how amazing you are. Ask people about what the hell is going on in this mansion. Sneak into the back hallways, etc.*
- *Don't get thrown out of the party!*

The Marquis's Study

- **If Jack is sufficiently impressive:**
  - Working his way upstairs, Jack gets his reward: a one on one with the Marquis.
  - The Marquis doesn't recognize Jack in his mask. We learn the Marquis is building a cool Port Vanguard 2.0 and hiring for Ingrid's job - a person who will cultivate talent and draw heroes into the town! Try to find out what's going on with the missing Villagers... and what the Marquis wants with Nurm's dad.
  - Either Jack fails the conversation and his cover is blown, or he gets the position before revealing himself. When he reveals his true identity, the Marquis panics. (Think 6 fingered man from Princess Bride)
- **If Jack gets thrown out of the party:**
  - Jack bursts into the Marquis' study, while another hero is about be "interviewed." The Marquis says this is most irregular, Jack needs to wait his turn.
  - Jack reveals himself - he's here to stop you, Marquis! Upon realizing it's Jack, the Marquis panics. (Think 6 fingered man from Princess Bride)
- Nurm frees his dad.
- Before they can fight, the Marquis reveals a secret minecart passage from his office and jumps into a minecart. Quickly! After him!

Minecart chase

- Jack, Sammy, Nurm, and Vos battle the Marquis from their respective minecarts as they hurtle around the Valley of Pur'gan-gah on those minetracks that we saw criss-crossing everywhere before!
  - Think *Wallace & Gromit: The Wrong Trousers* meets the Endor forest speederbike chase.
- After an epic action sequence of banter and fighting on moving minecarts, the Marquis manages to escape again. Damnit!
- Jack will go down and rescue the Villagers.
- But even without the Marquis being captured, we have a great victory today. All those captured villagers are rescued, and their valley is free from the shadow of the Marquis' plot!

Design:

- *Action/ QTEs*

### Outside the Mansion

- The Villagers owe Jack and his friends a great debt.
- Nurm and his dad reconcile. Nurm's father is proud of his son and gives Nurm his hat. Nurm is no longer ashamed to follow in dad's footsteps.
- Just as everything seems to be ending on a happy note, the Marquis APPEARS OUT OF NOWHERE! Surprise!
  - He declares that you've taken everything from him, now he's going to take something from you!
  - The Marquis knocks out and grabs one of Jack's friends! Either Sammy, Nurm, or Vos. Then he takes off into the night! Holy crap!

## MC208: “The End of the Line”

### Act I: Now It's Personal

#### Pur'gan-gah

- Jack races after the Marquis, who has his friend (Nurm, Vos, or Sammy). The chase takes him back into the NOW BURNING woodland mansion.
- Jack looks desperately for the Marquis and his friend (think Uncharted 4) as the building burns around him and smoke fills the air.
- Jack manages to track them downstairs to a HUB of minecart tunnels leading in all directions - oh no, they could have gone anywhere!
- As the fire burns away the foundations of the mansion, Jack is hit by a gravel cave-in and knocked out.

#### Pur'gan-gah: Woodland Mansion Smoldering Ruins

- Jack is awoken by his two remaining friends who have found him in what remains of the burned down woodland mansion.
- The Marquis is gone. He has Jack's friend (Sammy, Vos, OR Nurm). And the only clue we have as to where he might be is a place called *Cauldron Hollow*.
- Vos or Sammy will have heard of Cauldron Hollow... but it's more of a legend than a place. Supposedly it was a city the greatest alchemists in the world called home. But something horrible happened there - no one knows what - and the city was wiped off the map... literally. There's no one left alive who knows its location.
- Jack is unsatisfied. If the Marquis has taken our friend to Cauldron Hollow, then that's where we're going. Jack wants to comb the ruins of the Marquis' mansion for clues.

#### Design:

- *Freewalk around the ruins of the woodland mansion to learn more about Cauldron Hollow.*

- Jack discovers some old journals, spared by the fire. He opens them, looking for clues. It turns out they're from a long long time ago... from before the Marquis was the Marquis. His name was Merl, the Bottle Boy.
- The Marquis apprenticed in Cauldron Hollow when he was getting his start! This could have the clues we're looking for! We've just got to dive in....

### Flashback: Cauldron Hollow

- The Marquis starts his morning in Cauldron Hollow - there are some incredible parallels to Jack's life here:
  - Merl's job was to craft bottles for the enchanters, just like Jack crafts sticks for adventurers.
  - Merl had a fellow apprentice /rival/partner in crime, Ragna. It's similar to Jack and Vos' relationship in some ways.
  - Merl also wants to be an incredible enchanter one day.
- What differs between Jack and Merl, however, are their outlooks. Merl is more discouraged.

### Design:

- *We are playing the origin story of a villain now, not a hero.*
- *Merl's rails should fall into categories like discouraged, worried, resentful, snarky, etc.*

### Flashback: Cauldron Hollow

- We get a slice of of Merl's life. We do a task for an alchemist that Merl is apprenticed to. The Alchemist isn't super nice, much like that heroes and adventurers Jack works with. But unlike Jack, Merl is more resentful. He thinks he's better than all of them... if only he had a chance to prove himself.
- Later, Ragna tries to cheer Merl up. She's supportive, like Vos. She believes Merl has greatness in him, if only he applied himself.
- Ragna asks if Merl can keep a secret. With the goal of motivating her friend, Ragna offers to show him "something cool..."
- Merl follows Ragna into her secret lab(!) - while Merl spends his time wishing he was an alchemist, Ragna just went and did it!
- Ragna explains her discovery - she's learned a technique that allows you to draw the essence out of an object or monster, allowing you to bottle it and use it for enchanting. Isn't that *amazing*?
  - Merl's character arc takes a turn. He's torn between being happy for his friend and being jealous.
- Ragna is going to present her discovery to the senior Alchemists this week. She's really excited.
- Merl realizes if that happens and Ragna is promoted, he'll lose his only friend.
  - Merl asks Ragna what her secret is, but she doesn't want to tell him.
  - **If Merl Convinces Ragna:** Merl implores Ragna to share her secret with him. He plays on her pity - if she's promoted he'll be all alone. Please, Ragna! If he's

successful, Ragna will show Merl how to do it too. Merl will learn the secret of XP draining.

- Through an accident of some kind, Merl will use his newfound power on Ragna, draining her XP and making her crazy. (Maybe not an accident?)
  - Merl didn't realize that the power would have this effect on Ragna. It could be a little sad. This is the event that transforms the unfortunate Merl into the villainous Marquis.
- **If Merl Fails to Convince Ragna:** If Merl fails to convince Ragna to share her secrets with him, he'll break in later that night while Ragna is sleeping and steal her notes. He'll learn how to drain XP that way.
- Ragna will catch him in the act and accuse him of stealing. Merl uses his newfound powers on Ragna, draining her XP and making her crazy.
  - Merl didn't realize that the power would have this affect on Ragna. It could be a little sad. This is the event that transforms the unfortunate Merl into the villainous Marquis.

## Act II: The Search for Cauldron Hollow

### Pur'gan-gah: Woodland Mansion Smoldering Ruins

- Jack puts down the journal. So that's how it all happened. Poor Ragna...
- Wait, Ragna! Crazy Ragna? You don't suppose that nutty alchemist from 206 is THE Ragna, do you?
  - Jack's remaining friends can't believe it. It all makes sense! Ragna isn't crazy! Ragna just got XP drained! She must know the way to Cauldron Hollow!

### The Return to Port Vanguard

- Jack and friends return to Port Vanguard in search of Ragna. However, the stall where we met her in 206 is boarded up. Where could she be?
- *Freewalk around Port Vanguard. Find out where Ragna has gone.*
  - Encounter some familiar faces from 206. Experience the consequences of some of our choices from that episode, and learn how the town is recovering after the Marquis' departure.
- Jack finds out that crazy Ragna and her apprentice Ivor are squatting in the Marquis' abandoned mansion.

### Port Vanguard: The Marquis' Mansion

- Jack and friends head up the hill to the Marquis' old mansion. Ivor answers the door and takes our group to Ragna.
- Ragna is as addled as ever and maintains there is no Cauldron Hollow. It's a made up story. She clearly knows about Cauldron Hollow but is unwilling or unable to help you.
  - *Prove to Ragna that you know about Cauldron Hollow and she cannot hide the truth from you.*

- *There should be a way to reason with her that actually helps Ragna recover a little sanity, as well as a way that traumatizes her further, making her even more crazy. Branch Ragna's personality.*
- Ragna thinks no one should ever go back to Cauldron Hollow. It's an evil place.
- It turns out **she** was the one who wiped Cauldron Hollow off the map and only she knows how to reveal it.
- Depending on how Jack convinces Ragna to help him, Ragna will relent in one way or another. She feels partially responsible for what happened with Merl.
  - After being XP drained, she forgot everything she learned about XP draining. She thinks it's for the best - no one should have that power.
  - She can also explain what happened to Cauldron Hollow after the flashback we played, and why she's the only living member of Cauldron Hollow left to talk about it.
- Ragna knows Merl better than anyone - the group of us are no match for him.
  - Jack decides to gather a team of heroes to bring with us. Only with bravery, cunning, and numbers can we hope to outmatch a slippery snake like him.

#### World Map: Select Your Team

- *Based on season choices, Jack will select a team of "heroes" to help him take on the Marquis. These heroes may be conditionally unavailable based on decisions we made.*
- Jack and company travel around the world gathering/persuading the teammates of the player's choosing.
- Once Jack's gotten the team together, the group sets out for Cauldron Hollow, Ragna (and Ivor?) leading the way. We're going to take down the Marquis and rescue our friend!

## Act III: The Thrilling Conclusion

#### Cauldron Hollow: Entrance

- The group arrive at a box canyon. It looks vacant, devoid of anything of interest.
- Ragna steps up and does something awesome to reveal that the ruins of Cauldron Hollow had just been disguised. The town was here all along!
- Everyone is on their guard - the Marquis is here somewhere... possibly waiting for us.

#### Cauldron Hollow: Burned-Out Streets

- The burned-out shell of a once-bustling little town. Like something out of an HP Lovecraft story, it's all tight buildings, cobblestone streets, spooky ruins of what was obviously once a very impressive town. How had time forgotten this place?
- Suddenly, the Marquis' voice rings out, echoing around the buildings - the Marquis nowhere to be found. He's impressed you found this place, Jack. But this is between you and him now.

- The Marquis has made some... alterations to his old stomping grounds in preparation for your arrival. You've been pretending to be a hero for two episodes now, but you don't know a thing about real risk or danger.
  - The Marquis has prepared traps and tests for Jack. He used to *almost* like you, but you've been a thorn in his side for too long!
  - The Marquis' goal here is simple. He didn't care about Jack because he considered him a small fry. But if it's the Marquis' attention Jack wants, he's got it.
- Jack has some things the Marquis didn't plan for, however:
  - Ragna and Ivor's help
  - The team he's assembled
  - The knowledge of the Marquis' past and his true identity
- Using the friends he has brought along and his wits, Jack surmounts the obstacles and makes his way to the Marquis.
  - Ragna should die at the Marquis' hands somehow. Ideally doing something to help you.
  - *Depending on your choices certain friends might not make it through the Marquis' fiendish scavenger hunt/ gauntlet of traps.*

### The Final Showdown

- When Jack finally confronts the Marquis, he learns this isn't the man that he was before: he's no longer obsessed with gaining power... His new obsession is *destroying Jack*.
- The Marquis fight should represent two opposites colliding:
  - The Marquis is ashamed of his past. Jack is proud of where he came from.
  - The Marquis is a compulsive liar. Jack is honest.
  - The Marquis isolates himself, trusting no one. Jack is surrounded by friends he cares about.
  - The Marquis stole his power from someone else. Jack earned his power through hard work.
  - At every turn the Marquis has taken the low road while Jack has taken the high road. The Marquis resents Jack - he cannot stand him!
- *Choice: Attempt to redeem the Marquis or use his own XP bottle on him? Is he even redeemable?*
- *Depending on our choices, possibly our friend DOES get XP drained.*

### Happily Ever After

- With the Marquis beaten, Jack has overcome his first great nemesis. But this is only the beginning of Jack's adventures.
- With Ragna dead, Ivor will stay at Cauldron Hollow to continue learning from her research. He'll miss Ragna, but he owes it to her memory to become the greatest potions master of all time!
- Conditionally we may have lost some friends. We take a moment to grieve them, but with the knowledge that the world is a safer place because of their sacrifice.

- **IF Vos/Nurm/Sammy was XP drained:** Jack and crew don't give up on their own. They'll adventure together and recover the XP their friend has lost. Friends stick together, no matter what.
- Our group sets off into the sunset - there are many more adventures awaiting them.

## Season Themes and Arcs

Season Themes:

### *Craft your Legend: Building vs Destroying*

- Jack is always building on his own legend. He uses his experience and past mistakes to help those around him.
- The Marquis burns through cover stories and XP to protect himself out of fear. When the Marquis makes mistakes, he erases them.

### *Be true to yourself: Pride vs Shame*

- Jack is proud of who he is and where he came from. No matter what he does, he owns his actions and learns from them.
- The Marquis is embarrassed by his origins, and gets caught in his own escalating web of lies as a result.

Basic Character Arcs by Episode:

#### Jack:

- **206:** A nobody who dreams of being a hero and finally gets his big break.
- **207:** A newly-minted hero who wants to make a name for himself.
- **208:** Ready to resolve his past and start a new future, Jack wants to pass the knowledge he's gained to the next generation of heroes.

#### Vos:

- **206:** A homebody who would rather stay out of danger than go adventuring.
- **207:** Learns that not everyone is cut out to be an adventurer, but he can still help the people he meets along the way. The voice of reason and compassion to those around him.
- **208:** With the group in shambles after the Marquis' kidnapping Vos is left to wonder... after everything they've been through, are Jack and Vos still best friends? Would Jack still do anything it takes to get Vos back? (Spoiler: Of course they're still best friends)

#### Sammy:

- **206:** Mistrustful and judgemental, Sammy detests teaming up with others.

- **207:** Learns to look past the surface, put trust in her new friends.
- **208:** Losing a friend/ being separated from her friends has made Sammy appreciate how important companionship is. She'll do whatever it takes to help the people she cares about.

### **Nurm:**

- **206:** Sarcastic and dour, Nurm thinks he'll never fit in anywhere... until he meets two weirdo outsiders from Port Vanguard who become the start of a misfit family.
- **207:** Nurm realizes that you can run away from your family, but they'll always be a part of who you are.
- **208:** With the group in shambles after the Marquis' kidnapping, doubt starts to set in for Nurm: Is he as much a part of the group as everybody? Do his friends not care about him as much because he's a Villager? (Spoiler: Of course they do)

### **The Marquis**

- **206:** Genuinely likes and respects Jack. Even sees a bit of himself in him.
- **207:** After their last confrontation, he's afraid of Jack and wants to avoid him.
- **208:** Now hellbent on revenge, he wants to see Jack suffer.

## TONE & COMEDY

Like the core series of *Minecraft: Story Mode*, *The Legend of Jack* is going to be full of funny, well-rounded, characters with complex dynamics who have to stick together to get through scary, exciting situations. We're aiming for a similar vibe to Pixar films in that it's all-ages adventures for kids that still appeal to the parental set.

Tonal inspirations of MCSM so far have included contemporary animated series, superhero cartoons, and 80s adventure movies for kids. For *The Legend of Jack* we're also going to be pulling liberally from swashbuckling adventure movies like *Indiana Jones*, *Zorro*, and *Pirates of the Caribbean* to infuse an extra build of globe-trotting goodness.

Comedy is an inherent part of MCSM, but the tone can be a little tricky for some folks to nail right away, which is why I wanted to do a section about Comedy in *Minecraft: Story Mode* --

### Oh gross. Like a “How to Jokes” section?

Not exactly, but a section about some of the best practices for comedy when writing *Minecraft: Story Mode*. See, in a movie or TV show you could just pack every possible second full of gags, wordplay, etc. but in an interactive game it starts to feel like you're just “along for the ride” if it's a never-ending spree of jokes.



For example, imagine the player chooses to say “I want to go into the spooky house.”

JACK: Come on everyone. Let's go get up in that spooky house's business.

VOS: Ohh I know all about the spooky house business. Back when I was a real estate agent they were my speciality.

The player choosing to say “I want to go into the spooky house” became the setup for a funny line from Vos which could probably get a laugh, but it kind of took the player's input hostage. They hit a single button expecting to go to the spooky house but instead got an entire

### Animated series that have inspired the tone of MCSM include:

Avatar: The Last Airbender  
Batman: The Animated Series  
Samurai Jack  
Young Justice  
Over the Garden Wall  
Steven Universe  
Adventure Time  
Gravity Falls

conversation between two NPCs. (A funny conversation, but not exactly what they were expecting from that button press.)

## So what should you do instead?

Honestly, the answer is that less is more. Jack's line alone is already "written funny" (the phrasing about the spooky house's "business" could probably get a decent chuckle) so the whole joke could be pared down to just:

JACK: Come on everyone. Let's go get up in that spooky house's business.

*Dir: Vos looks INCREDIBLY EXCITED.*

VOS: Callou callay! Just as I'd hoped!

Let the visual of Vos' excitement plus the actor's voice sell the comedy - Those two things together can carry a lot of comedic weight by themselves. With this new minimal version, the game isn't holding the player hostage and they instead get to feel like they elicited Vos' funny response. (And thus made them feel "responsible" for the comedy.)



## Yeah, but what about the part about being a real estate agent?

Well, if you *really* wanted to get in the joke about selling spooky houses, the first moment could then be followed up by something like:

VOS: I tell you, I love spooky houses. They bring back so many memories!

CHOICE:

- 1) Let's just walk quietly.
- 2) SPOOKY memories?

- 3) You are so weird.
- 4) ...

Vos has now offered the player an “invitation” for comedy combined with a grounded roleplaying choice.

-2 and 3 let the player “opt-in” for some comedy, which would both lead into Vos’ past as a spooky house real estate agent,

-1 and 4, on the other hand, are the “no comedy for me, thanks” options.

Obviously that isn’t the same thing as a rat-a-tat of jokes like the original was, but it allows the comedy to play out in a way where the player still feels like they’re in control of the action.



**Uh huh. So what about, I dunno, like pop culture references as jokes?**

Glad you asked! I wanted to talk about that but couldn’t think how to transition into it properly!

...

Don’t look at me like that! Anyway. Pop culture references. They’re a great source of “Comedy for grown ups in an all-ages thing” but it’s also so easy for them to cross the line into being eye-rollingly cringeworthy.

My general rule of thumb is that so long as the joke/reference can come and go without introducing friction into the story you’re good to go.

### “Friction?”

“Friction” meaning anything that impairs the pace or the player’s enjoyment. In other words:

- a) DON'T use references that are obviously "references" even if the player doesn't get them. So don't have a character see two cities and then say "Oh man. Best of times, worst of times, amirite?" Dickens fans will be delighted, but anyone not in the know will be left scratching their head wondering what in the world they're talking about.
- b) And DON'T lampshade the references you're making. A character saying "Hold onto your butts" before something exciting happens is a fun chuckle of a *Jurassic Park* reference. If another character then says "Huh. I feel like I've heard that before" ... You killed it. That button isn't cute, it's not ironic - It's just hacky. Please don't be hacky.



## Are you done rambling about comedy yet?

No! Never! Well. Almost. The last thing I want to do is revisit a phrase I dropped earlier: "**Writing funny.**" That's stolen/paraphrased from a drawing teacher I had back in college. He used to talk about how when designing sets for animation you had to learn how to "draw funny"; drawing props and environments in a slightly skewed or "strange" way so even if normal stuff is happening in them it still feels fun and funny.

In a similar way, a huge portion of Minecraft: Story Mode's comedy just comes from simply "writing funny" - Taking lines that aren't jokes and finding slight variations on wording or structure to make them just a little bit "goofy" or "silly."

Obviously it can't be done with every single line (that would get exhausting), but using it in the right places can produce the kind of lines that our hilarious actors can weaponize and hand to the cinematic artists to make a comedic killing with. (This metaphor ran away from me).

## Cool. So be funny all the time then. Got it.

Now hang on, that's not what I said at all. Just because we're aiming to be The Best Comedy Game and have tons of great humor, that doesn't mean it's nothing but funny. Just like how you can't have light without darkness, you can't have comedy without drama.

The awesome, funny characters we're going to craft need to be put through real dramatic situations; choices and obstacles that test them as characters and force real growth. Character arc crap, y'know? We'll talk about all that much more as time goes on. In the meantime, quick, help me transition to the Rules of the Minecraft World.

### **On Modifying Minecraft:**

We get SOME wiggle room with "mods" but we try really really hard not to build any Story Mode plot that needs excessively "Minecraft illegal" devices or physics to operate.

### **What kind of "Rules of the Minecraft World?"**

Thanks. Well, Minecraft: Story Mode is supposed to be the dramatization of a Minecraft experience that anyone could have. In other words, nothing is supposed to happen in Story Mode that couldn't happen in Minecraft proper.

Besides the obvious (no collapsing towers, no guns, no cars, etc.), this also means that we're limited in terms of the relationships that characters can have because there's no such thing as families, sex, or romantic love in Minecraft. That means characters technically don't have parents, no characters are ever going to declare their love and kiss, and we can't have siblings/uncles/cousins/etc.

That being said, these rules don't mean that we can't still heavily imply things like romantic love. For example, Ivor isn't "in love" with Harper - He just finds her "very intriguing." It's adorable and endearing without ever explicitly being "love."

## **So how meta does this game get?**

The simple answer? Not very. Characters don't refer to themselves as being "on a server" or throw around technical jargon and they definitely don't know that they're in a game. All of our characters are just people who have always lived in this world and lived by its rules.

So they shouldn't be expounding their philosophical thoughts about everything being made of cubes, wondering about spheres, marveling about the way some things float, and they shouldn't be calling out that they don't have fingers.

### **Meta-ness Special Case: -THE ADMIN-**

The Admin storyline obviously skirted the line of "meta-ness" more than any other with passwords, terminals, etc. but it was approached with near-mysticism and gussied up with fantasy language. Jesse and the gang never got comfortable throwing around any of those meta terms.

## I heard there are super strict language rules.

Yeah, kinda. In E7+ you can TECHNICALLY say a few swear words, but that doesn't mean we're going to. Minecraft's audience skews young, and there are lots of conservative parents who have a very strict cap on what language is "appropriate."

That means no \*\*\* or \*\*\*\* or \*\*\*\*\* and ABSOLUTELY zero instances of \*\*\*\*, \*\*\*\*\*, or \*\*\*\*-\*\*\*\*. There are a few "Minecraft-y" replacements like "Slimeblocks!" or "Gravel!" as cursewords that we've used, but they can feel cheesy if overdone. When in doubt, err on the side of caution.

## Do you worry that you sound like a pretentious tool writing all of this?

Yes I do. Because I don't want people to think I'm laying down "rules" or "restrictions" on comedy or storytelling. Instead, think of this document more like the pirate code. And we all know what they say about the pirate code:



"The code is more what you call 'guidelines' than actual rules."

## I'm not sure that pop culture reference fits your "guidelines."

Shut up.



