

BOUNTY

Video Game Script Sample
by
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Context: The following is a side quest written for a proposed mobile game called *Bounty*. The brief was to create a fantasy world where the player is a bounty hunter who fights monsters with the help of their companions. Unfortunately, the project did not progress beyond pre-production.

BOUNTY – Side Quest

After Luxthea is plunged into darkness by the Order of Nox, you are tasked with fighting the monsters they have unleashed so that you can return light to the land. With each beast you slay, you gain Ether: mystical elemental shards that you can use to rebuild the cities and restore light and balance to Luxthea.

NPC SIDEQUEST – REAVER

CHARACTERS :

- Reaver: Halfling, Female
- Vesper: Halfling, Female
- Helena: Human, OLDER Female
- Llyod - Barkeeper: Human, Male

Player talks to Reaver.

REAVER

Hey, um... I don't suppose you could do me a favour?

PLAYER

Perhaps. What's up?

REAVER

I just got a letter from my sister asking me to visit, and I already know what's going to happen 'cause it's the same every time...

Mother will try to guilt me into staying, and my sister will complain about having to take over the shop while I got off "gallivanting across Luxthea"...

And then there's the whole, "what are you doing with your life" speech, which I now know word for word...

And it's just always so awkward, but I can never say no...

Would you please come with me? At least if you say I'm working for the Guild, they might actually think I'm doing something good for once.

PLAYER

Of course, I'll go.

The player and Reaver travel to Greywick, where her MOTHER - HELENA, and TWIN SISTER - VESPER live. Together they run a magic shop called PANDORIUM.

The player and Reaver walk into Pandorium. Only Reaver's sister is in the shop.

VESPER

Reaver, you came! I really didn't think you would!

REAVER

Well, what can I say? I'm a sucker for punishment... So, where's mother?

VESPER

That's why I sent for you. Mother has gone.

REAVER

As in dead?!

VESPER

No! No - or at least, I hope she isn't.

You see, we had an argument about the shop a few days ago. She left and hasn't been seen since.

REAVER

She's probably just on one of her merchant trips.

You remember that time she bought a bag of dead man's hands, but there were only random playing cards inside? She's impulsive like that.

VESPER

Not unlike you, or anything...

REAVER

Hey!

VESPER

Anyway, I'm the one who does all the merchant trips now -

AND who makes all the potions -

AND who takes care of all the stock -

AND who runs the store...

That's what we were arguing about. I said she's getting too old to run Pandorium and that perhaps she should just sell up.

Then she stormed out, muttering something about youth and disease.

Reaver, I'm really worried about her.

REAVER

You don't have any idea where she might have gone?

VESPER

No, not at all.

PLAYER

What about her last words? Do you think they meant anything?

VESPER

I don't know, maybe? You see, Reaver and I may only be half-elf, but we still age slowly. Mother, on the other hand, is human.

It never seemed to bother her though. In fact, it was quite the opposite.

She used to say the idea of her two girls living an eternity compared to her, filled her with so much happiness.

REAVER

Maybe time has changed that...

VESPER

Maybe...

PLAYER

We should ask around Greywick.
Somebody's bound to know something.

REAVER

Yes, good idea. Let's start at the
Tavern.

The Player and Reaver go to the Tavern. The player talks to
Reaver.

PLAYER

You talk to the patrons, and I'll
talk to the barkeep.

REAVER

Easy done!

The player talks to the barkeep, LLYOD.

LLYOD

So, what will it be? We have a
special going on Anchovy Ale.

PLAYER

Thanks, but I'm just after some
information.

LLYOD

I'll tell you what. Buy an Anchovy
Ale, and the information I'll give to
you for free.

PLAYER

I guess I'll be having one Anchovy
Ale then. You know, maybe you should
just sell information and give the
drinks away for free. You'd probably
make more money that way.

LLYOD

Ha! You're a funny one, aren't you?

Tell me, what kind of information are
you after? Local gossip? The location
of a cheating spouse? Or is it
treasure? I get a lot of folks asking
about treasure.

PLAYER

I'm looking for someone, Helena from
Pandorium. You wouldn't happen to
know anything?

LLYOD

Helena? That's no good! I've been
getting help from her for years for
my - ah, never mind that...

Last week we had some folk in here
boasting they'd found The Fountain of
Youth.

Happens all the time, people boasting
about imaginary treasures in the
hopes of swindling some poor old
fool.

Anyway, Helena was here and went over
to talk to them. Didn't think nothing
of it at the time, cause Helena's
friendly like that.

Maybe she's gone looking for it? You
know, to get some water to sell at
Pandorium?

PLAYER

Maybe. Do you remember where they
said it was?

LLYOD

Somewhere north of Gully Mine.

PLAYER

Thanks.

Reaver appears. Player speaks to Reaver.

PLAYER

Did you find anything out?

REAVER

Only that she rented a horse from
David and left the city just before
sunset two days ago. And you?

PLAYER

She's heading north, looking for the
Fountain of Youth.

REAVER

Seriously? But that's just a myth,
mother knows that! Well, we better go
after her then.

Player and Reaver travel north past Gully Mine, fighting
monsters along the way.

They reach a LUSH ENCHANTED FOREST, even more beautiful than
the one the player is camped at. They see hoof prints in the
ground.

REAVER

Look! Hoof prints!

PLAYER

They look fresh. She can't be too far away.

The player and Reaver travel a little further. The forest gets thicker - until they find a clearing.

In the middle of the clearing is a dirty, overgrown fountain. The grass around the fountain is all dead. On the ground is a dead horse, and next to the horse is Helena. She is crying.

REAVER
Mother! You're alive!

HELENA
Reaver? Wait! Don't go near the fountain!

There is a rumble. From out of the fountain emerges a huge WATER ELEMENTAL. It is a beast made entirely out of water. The player and Reaver must fight the Water Elemental Boss.

Once the Elemental is defeated, the player and Reaver talk to Helena.

HELENA
What are you doing here?

REAVER
Vesper said you were missing, so I came to find you. What are YOU doing here?

HELENA
I came looking for the fountain of youth. Crazy, I know, but I thought if I could just find it, if it were real, that I could...

REAVER
Oh Mother! Vesper didn't mean what she said. If you don't want to sell Pandorium, then maybe... Maybe I could come back and help out at the store.

HELENA
I didn't want the fountain for myself - I wanted it for the shop. The gold I could have made would have set you girls up for a long time to come.

But as you can see from ol' Hank over there, this is no fountain of youth.

PLAYER
I'd say it's quite the opposite.

HELENA

Exactly! And not the kind of water I want to sell at Pandorium.

REAVER

Well, I'm just glad you didn't test it out yourself. Come on, let's go home. Vesper will be so happy to see you!

RECOMMEND cut back to Greywick.

Player, Reaver and Helena are back at Pandorium with Vesper.

VESPER

Mother! You're alive! Where have you been?

HELENA

That is a story I'll tell you later, but for now, there is something else I need to say.

Vesper, you were right. I cannot continue to run the store, and it isn't fair to expect you to do all the work.

I know how jealous you are of Reaver and her gallivanting. Today I saw just how strong it has made her, and I can't help but think I've been holding you back.

So, I have decided to sell Pandorium. You no longer have to worry about me, Vesper.

VESPER

You mean it? But what are you going to do?

HELENA

The question is, Vesper, what are you going to do?

VESPER

To be honest, I have no idea as I always thought I'd be stuck working at Pandorium.

REAVER

Hey, I know! Why don't you both come live with me at [INSERT PLAYERS VILLAGE NAME HERE]?

Even if you don't want to open a shop like Pandorium, we could always do

with a skilled potion maker, and mother would love living by the river!

Um, if that's alright with [INSERT PLAYERS NAME HERE]?

PLAYER

We would be honoured to have you both.

HELENA

What do you think, Vesper?

VESPER

As long as someone teaches me how to hunt and do the occasional adventuring thing, then I'm all in!

HELENA

Well, that settles it. As soon as I sell the shop, we will move to [INSERT PLAYERS VILLAGE NAME HERE].

Player and Reaver head back to players settlement.

Player talks to Reaver.

REAVER

Hey, thanks for coming with me, and for letting mother and Vesper live at [INSERT PLAYERS VILLAGE NAME HERE]. I guess seeing them wasn't so bad after all.

MONSTERS

ENCHANTED FOREST

Treant

- **Description:** A tree monster. A human-like face can be seen in the bark. The trunk splits to create legs and it has branches for arms.
- **Drops:** Wood, Tree Sap, Dark Essence

Roc

- **Description:** A giant bird monster.
- **Drops:** Feather, Talon, Dark Essence

Tree Python

- **Description:** A large, venomous snake, big enough to swallow a human whole.
- **Drops:** Venom, Snake Scales, Dark Essence

Cockatrice

- **Description:** A two-legged winged dragon with the head of a rooster.
- **Drops:** Feather, Talon, Dark Essence

Giant Wolves

- **Description:** Just standard wolves, only bigger. They are the size of a small car.
- **Drops:** Wolf Pelt, Fur, Wolf Teeth, Dark Essence

Forest Slime

- **Description:** A green slime creature.
- **Drops:** Slime, Coins/Gold, Dark Essence

Dark Unicorn

- **Description:** A black, vicious looking unicorn with a broken horn
- **Drops:** Unicorn Horn, Magic Essence, Unicorn Skin, Dark Essence

BOSS - Water Elemental

- **Description:** Huge, shapeshifting beast made from water. Looks like the DUST DEVIL but made from water instead of sand (Their body looks like a whirlwind of water. Their upper body and arms look human but are also made of water. Their head is monstrous and ferocious and looks like they have sharp teeth, despite also being made of water).
- **Drops:** Pearl, Water Elemental, Dark Essence

LOCATIONS

- Camp (background will depend on players progress)
- Greywick - Village, houses and buildings made mostly from wood, with thatched roofs. Some buildings such as shops made from stone.
- Pandorium, Exterior - Old looking magic shop with lots of things in the window, with a wooden sign reading "Pandorium" by the door.

- Pandorium, Interior - Cluttered magic shop with all kinds of weird items, potions, and curios
- Enchanted Forest - a lush, enchanted forest, even more beautiful than the one the player is camped at.
- Fountain of Youth - A dirty, overgrown fountain in a forest clearing. The grass around the fountain is dead.