

J

*Fearnot*  
*a*  
*Story Short*

*Wherein Fear May Dwell,  
Fearnot Thine Self  
Lest ye be Swallowed  
O'er This Art.*

*Be wary then - Best safety lies in fear  
Absent thee from felicity awhile  
And in this world draw thy breath in pain  
To Tell My Story*

*Anry*

# FEARNOT A SHORT STORY

## FAIRY TALE COMPILATION

### DRAMATIS PERSONÆ

IDEA FOR THE GAME, Act I, Scene 1 (page 2)  
 INSPIRATION, Act I, Scene 2 (page 3)  
 BACKGROUND STORY, Act 1, Scene 3 (page 3)  
 GENERAL FEATURES, Act 2, Scene 1 (page 4)  
 CITATIONS, Act 3, Scene 1 (page 5)

### ACT I

#### *SCENE 1.* IDEA FOR THE GAME



The idea for this game came while I was reading through Jim Henson's "The Story Teller". This game is a platform style puzzle game. There will be two main characters, both of whom shall be controlled by either player 1 or both player 1 and 2 such-as a cooperative game. The game will start out in a forest setting and quickly progress into a castle after both a few simple puzzles have been completed and the setting is laid out for the player(s). Through this game I, the creator, hope to bring a new light into the world of puzzle games. The player, if in a one player setting, shall be able to freely switch between both characters, assuming full control given the situation permits such. In the situation of cooperative play, the game will be played split-screen horizontally, player one controlling the top half and player two controlling the bottom; in this case there will be no switching of characters by the players, they will control their own characters respectively. I wish to implement a simple combat system as a supporting element to the puzzle aspect. The story itself shall be revealed by the *Story Teller* through both revelations and premonitions throughout the game. The *Beggar*, controlled by player two or as the secondary character to player one, will be used quite frequently to do most of the complicated puzzle work where-as the *Story Teller* shall be the one manipulating the *Beggar*; this manipulation is essential and is crucial to the continuing of the game; however, despite this element of play, the *Beggar* is not bound or restricted in his movement or freedoms in practical game-play any more than the *Story Teller* would be. The manipulation of the *Beggar* is seen as an advantageous quality and should not hinder game-play. The *Story Teller* is able to cause the *Beggar* to transform into a variety of different animals, insects, mammals, vermin, and reptiles throughout the game depending on what the *Story Teller* might see fit for the situation (the player is given a choice, but not from all the options, a premonition from the *Story Teller* will give him an idea of what might be needed, and the player is to carry out the task).

## SCENE 2. INSPIRATION

I was inspired by a few different sources. Fearnot and A Story Short are the two that stand out most and show through in the game design most prominently; however, both Jack and the Beanstalk and Beauty and the Beast are incorporated into this design. Some other inspiration I had about the style of game came from American McGee's Alice and Shakespeare's Hamlet. Hamlet also contributed the idea to write, and narrate in an Old English style. The idea for the camera angles and the simple combat came from Silent Hill. The main game-play style came from an old game I used to play on DOS with my old 486 back in the day. Sadly, I can't remember the name of that game, but it was a puzzle game where the player has control of both characters, freely able to switch between the two. I found this game truly entertaining and perplexing so I borrowed the style to improve upon, which I hope will hold true in the final copy. From Fearnot, I am taking the main point: to conquer your fears. In this game the player(s) will not only have to solve puzzles, but they will have to overcome their own fears, or at least a variety of common fears and phobias. The game will have a very dark, gloomy, and foreboding feel to it. The game-play itself will *not* be fast-paced, on the contrary, it will be played through quite slow and solemnly for the most part. There will be parts to ease the tension, and speed up the game-play at times though. In A Story Short, the story flips back and forth between a Beggar and a Story Teller, both of which seem to be the same person at times, and different people at others; in any case, the Story Teller tells "A Story Short" in theory and so will it will be in "Fearnot a Story Short". In A Story Short the Beggar transforms the Story Teller into different beings at the end of the story, creating the last story that the Story Teller needs to tell to free himself from a punishment set upon himself by the King. The rolls will be flipped for balance's sake in Fearnot a Story Short. From Jack and the Beanstalk comes the idea for many of the puzzles to be about stealing certain, necessary items, to both continue, and complete, the game. There will be many underlings, but the head-honcho that the player(s) will be stealing from, shall be none other than the Beast from Beauty and the Beast. In this case, the Beast is still as good as he is in the original fairy tale, but in this case the player(s) are compelled by false information to destroy this evil monster. Sadly, there is no Beauty to play as, but of course, to appeal to all audiences, there will be FMV's with a Beauty (not Bell).



## SCENE 3. BACKGROUND STORY

*'Tis now the very witching of time of night,  
When churchyards yawn, and hell itself breathes out  
Contagion to the world: now could I drink hot blood,  
And do such bitter business as the day  
Would quake to look on.*

The story starts out meeting the dazzling Beauty who entreats the characters to help her save the Beast; however, the Story Teller has a premonition (see script above) and, believing these are the thoughts of the wretched Beast, they decline her offer kindly. The Story Teller

J is the sage and advocate of the local town. He, though, is too weak to threaten to take on the Beast alone. He must find help.

*Wee such that is shall  
Bring my hand a seed  
Of rich bane do be.  
Impart a blight  
Of thy endeavour with thine own blood  
Till the day the moon sings.*

The Beggar appears and they team up. However, Beauty appeals to the duo, and when given a curious response from the Story Teller, she questions further, asking him to use less art in his speech. He gives a more direct, yet highly confusing response.

*Madam, I swear I use no art at all.  
That he is mad, 'tis true: 'tis true 'tis pity:  
And pity 'tis 'tis true: a foolish figure:  
But farewell it, for I will use no art.  
Mad let us grant him, then: and now remains  
That we find out the cause of this effect,  
Or rather say, the cause of this defect,  
For this effect defective comes by cause:  
Thus it remains, and the remainder thus.  
Perpend.*

The game begins.

## ACT II

### SCENE 1. GENERAL FEATURES



Fearnot a Short Story will be played in a fully rendered 3D environment brimming with dazzling textures and environmental effects. Full Motion Videos (AKA Cinematic Cut-scenes) will be a major part in the development of the story; there will also be an abundance of in-game cut-scenes throughout the game. The game will be played, for the most part, in a 3<sup>rd</sup> person POV but the player(s) is able to switch to a 1<sup>st</sup> person POV as well, both POV's have full character manoeuvrability but this obviously depends on the situation the character is in. The player(s) will be playing as an the odd duo of Story Teller and Beggar to vanquish an estranged and enchanted Beast. During



the game-play the player(s) will discover more and more about the true nature of their quest as well as more about themselves, leading to many twists and turns as one navigates through the perilous journey through their fears. There is a simple combat system in which to fight the simple enemies, and also to help with some of the puzzles the player(s) may encounter. The Story Teller is able to transform the Beggar into different beings throughout the game, which will aid the player(s) in solving many of the tasks as well. During these transformations, the Beggar has a varied assortment of moves, skills, and traits that will maximize his ability to solve the given puzzle. In some cases it will be impossible to solve the set puzzle without the aid of a transformation. There will be an upwards of 10 different forms the Beggar can take ranging from a hare, a flea, a parrot, a gofer, a dog, a chameleon, a snake, a fish, a bear, and a horse. The player will not have an option to transform into all of these at any time, only certain ones will he/she be given the option to change into. The Story Teller himself will be the one who decides which forms the Beggar will be able to assume through his aid. The reason the Story Teller has this control is because he is the basis of the forwarding of the story. The Story Teller will have some sort of premonition of what might be coming up or what might be the next challenge, and will be able to best judge the situation and how to go about it; however, it is the players responsibility to interpret the Story Teller, the situation, and the options to make an intelligent decision of which form to make the Beggar assume, if any, to help the current circumstance. There is both a single and a multiplayer option. With the single player option, the player is able to switch between the two characters freely. During a fight sequence, if both characters are present, the one not controlled by the player at the present time will fight back with a simple AI script. In cooperative mode, both characters are controlled by the players respectively – no character switching is possible in this mode. Also, there are 3 different difficulties to choose from before embarking on your quest: Scholar, Sage, and Prodigy. This game is not meant to be simple or easy by any means, but Scholar shouldn't pose too much difficulty for the casual gamer. The player(s) should expect to encounter over 15 bosses, fight over 20 unique opponents, and solve over to 150 puzzles on the simplest of difficulties. The prodigy will have to conquer over 20 bosses, fight 30 unique opponents, and solve up to 600 puzzles varying from a moderate to an extreme difficulty. This game is meant to target all audiences, but appeal mainly to the age of 13-40. The “fear factor” directed more towards the younger spectrum, and the complicated puzzles for the wiser.



## ACT III

### SCENE 1. CITATIONS

All Screenshots taken from “*American McGee’s Alice*” from [www.ign.com](http://www.ign.com)

Both Paintings taken from Artist Anry, [www.anry.ru](http://www.anry.ru)

Four quotes were taken from William Shakespeare’s Hamlet.