

# THEOSI: MEMORIES LOST

## **Summary**

Theosi: Memories Lost is a first-person action VR game intended for release on PC and Console. It follows the journey of two people - Val and Kaan as they travel through a dream-like realm in an attempt to recover their missing memories.

## **Structure**

The game has two separate branches of narrative that each follow a Loop and Grow combined with a Three Act structure.

## **Themes**

Trauma, Identity, Family, Memories, Breaking Cycles.

## **Narrative**

Set in a dream world known as The Nexus, the game follows two protagonists - Val and Kaan, each with their own story.

Val, a mercenary, arrives at Theosi's shrine in search of the truth behind her repressed memories. As she explores The Nexus she is haunted by the ghosts of her past. Collecting the scattered shards of memories she confronts them, before reuniting with her mother and finally coming to terms with her death.

Kaan, a drifter, arrives at the shrine in search of his missing past. As he explores The Nexus he follows a mysterious figure in red. Collecting memory shards he confronts different versions of himself, ultimately uncovering why he lost up his memories.

At the end of the game, once both playthroughs have been completed, the two exit The Nexus and reunite. They leave Theosi's shrine together, ready to start anew.

## **Core Mechanics**

Exploration - walk around via arm/hand motions

Combat - fight enemies and bosses using a sword (arm/hand swinging motions) or pistol (aiming and pulling trigger button).

Collection - collect and view memory shards in order to progress through the story. Interact with them using the trigger button.

## **Aesthetic**

Dark fantasy/eldritch stylisation, with a more colourful twist, including glitches and chromatic aberration to remind the player that this is a dream realm.

# Script

## Notes:

*The following excerpt takes place near the end of Val's Arc after she has confronted both her friend and her father.*

WHEN the Player touched the LANCE MEMORY SHARD, LANCE MEMORY #6 plays.

---

## LANCE MEMORY #6

A small, sepia coloured 3D scene floats in mid air above the activated memory shard. MEMORY VAL leans against a tree trunk, looking to be in her late teens and dressed in travelling clothes and a single metal pauldron, a sword at her side. MEMORY LANCE approaches, dressed in leather armour.

MEMORY LANCE

So you finally did it, huh? Finally killed the old man.

MEMORY VAL

Like you care.

MEMORY LANCE

Hey- That asshole shorted me on pay more than once.  
I say good riddance.

MEMORY VAL

You don't know anything Lance. Why are you here?

MEMORY LANCE

I want to work together, Val. You're right. I don't know what you and your old man went through, but I know what me and my old man went through, and I want him dead too. What do you say?

MEMORY VAL

Get lost.

MEMORY LANCE

Look- I'm sorry for what I said back then. For what it's worth, I didn't think your Pa would go all psycho on you and your little friend.

MEMORY VAL pulls a dagger out of its holder and swings it at his face, the tip of the blade catching his cheekbone, leaving a deep cut.

MEMORY VAL

(angry)

Next time, I won't miss.

MEMORY LANCE  
Fine! Fine. Whatever.

MEMORY VAL  
I want nothing to do with you. You need to leave.

The memory fades.

The LANCE MEMORY SHARD is no longer interactable and LANCE MEMORY #6 is now rewatchable via the VAL MEMORIES option on the Main Menu Screen.

---

WHEN the Player has collected all LANCE MEMORY SHARDS, after 10 seconds LANCE appears before the player. Movement control is disabled and the player is unable to draw their blade or access their inventory:

LANCE's body is once again formed of moving prismatic smoke, but as the dialogue progresses, his form slowly becomes more solidified. LANCE slowly circles the player grinning widely, clearly amused by the situation.

LANCE  
(taunting)  
Poor poor little Val. Pushing away everything and everyone that cared about her.

VAL  
Shut up.

LANCE  
No friends... no lovers...

VAL  
Shut-

LANCE  
... no father... no mother...

VAL  
(Enraged)  
I said. Shut. UP!

LANCE is now standing once more in front of the player. Val reaches forwards, attempting to shove LANCE. For the first time, her hands connect and he stumbles back. LANCE laughs, steadying himself.

LANCE  
After all this time you're still the same angry little girl.

VAL

You don't get to talk. You're the reason Mari is dead.

LANCE

No, you killed her.

VAL

I may have dealt the final blow but,  
(Beat)

You're the one who sold us out to Pa.

LANCE laughs, the environment around the duo swirling, the trees swallowed up by fog. It quickly clears, revealing a large open clearing.

### BOSS ARENA #3

The clearing is large and empty aside. It is completely bordered by fog, but trees are still mostly visible around the edges and the silhouette of a building can be seen to one side.

LANCE

You really are dense. That took you way too long.

VAL

(Angry scream)

LANCE draws his blade, now standing in the centre of the clearing. He beckons to the Player teasingly.

LANCE

All bark and no bite. Come on then sweetheart.

Control is given back to the player.

LANCE is an offensive attacker, switching between telegraphed attack combos after which the player has a brief opening to hit him in.

As the fight progresses, LANCE will occasionally taunt the player with the following lines at random:

TRIGGER	LINE
No specific trigger	You never beat me in training, what makes you think you can do it now?
No specific trigger	The scars I'll give you won't make you any prettier than before.

Player attack misses	Good job sweetheart, that tree is super dead now.
Player attack misses	Too slow as per usual.
Player attack deals damage	Your blows always were weak.
Player attack deals damage	You almost did some damage that time sweetheart.
LANCE deals damage to Player	Next time try dodging sweetheart. I would like at least a challenge.
LANCE deals damage to Player	You can't keep this up forever Val!

WHEN LANCE's health reaches zero, he dissolves into prismatic smoke and vanishes, leaving behind LANCE'S BLADE. Val takes several deep steadying breaths before speaking.

VAL  
Goodbye Lance.

IF the player picks up LANCE'S BLADE it is added to their inventory. It has the description:  
*A fancy, well maintained weapon, favoured by those  
that wish to draw attention to themselves.*

The fog draws back, revealing a door into the wooden building. The door handle is bound in yellow rope. There is no other exit from the clearing.

WHEN the player opens the door it reveals a small room.

#### CHILDHOOD BEDROOM

The walls and floor are wood, though a simple rug covers most of the ground. In front of the player is another door. It is shut, but the handle is wrapped in yellow cloth, indicating it can be opened. Sounds of a fire crackling and a woman humming can be heard from behind it and light spills out from underneath.

IF the player has not sheathed their sword, it disappears from their hands during this time.

IF the player looks around they will see the room is a child's bedroom. There is a small, neatly made bed with a well loved toy lion atop it, a handmade wooden dresser with a couple of carved wooden animals, and several children's drawings of people pinned on the walls. A window framed by ratty curtains looks out into swirling coloured mist.

VAL  
My old room...

Several items in the room are interactable.

ITEM	TRIGGER	LINE
Toy Lion	Picked Up	Hello Sir Liones. I haven't seen you in a long time.
Toy Lion	Picked Up	Hello Sir Liones. How goes the defence of the Kingdom of Bedroom?
Carved Animal	Picked Up	Whilst Pa taught me to use a knife to cut people, Ma taught me to use it to carve wood. I was never much good.
Carved Animal	Picked Up	Faldrifre, God of Nature. Ma used to tell me stories about him when I was little.
Child's Drawings	Looked At	Pa, Ma, and Val. Perhaps in another world we would have been a happy family.
Child's Drawing	Looked At	Even back then I think I knew what was happening between them. Even if I didn't understand it.
Window	Looked At	People always claimed that The Nexus was built from our memories. After today, I guess I'll never doubt a rumour like that again.
Window	Looked At	I wonder if everything here is made from the fog.

IF player remains idle for 30 seconds:

VAL

Why is Theosi showing me this place?

WHEN the player opens the door the room beyond is revealed.

#### LIVING ROOM

The room is small yet homely, the majority of its space taken up by a fireplace on the left wall, an old chair and a large sofa. On the right wall, windows look out into the fog, framing a visibly locked/non interactable front door.

The wall in front of the player contains a large shelf covered in up to six wooden carvings. There is one carving for every one of the MA MEMORY SHARDS that the player has collected throughout the game, representing each memory. If the player did not collect a memory the space is blank.

MA MEMORY SHARD	CARVING ON WALL
#1	A blue bird perched on a branch.
#2	A blooming chrysanthemum.
#3	A wolf and her cub curled up together on a rock.

#4	A woman in flowing clothes dancing, mid-twirl.
#5	An elegant dagger with leaves etched into the blade.
#6	A crow mid dive with its wings spread wide.

IF the Player interacts with the carving it will replay the previously collected memory.

Cross legged on the sofa, hunched forwards, sits MA. MA is a woman in her early 40s, with long dark hair pulled into a bun. She is dressed in a loose fitting pale shirt and dark coloured trousers, her outfit reminiscent of Val's style. She is whittling a small piece of wood into a half finished bird, and humming the tune of '*Val's Theme*' to herself.

WHEN the player enters the room MA stops humming and turns to look at them.

MA  
Hello my love.

VAL  
M-Ma?

MA  
I knew you would make it back to me one day. Come here  
my little one.

The dialogue will not continue until the player approaches, at which point movement is disabled.

MA  
(Concerned)  
Oh, my darling, what's the matter?

VAL  
(Upset)  
I'm so sorry Ma. I wanted to protect you from Pa but I  
wasn't strong enough. It should have been me. I wish- I  
wish it had been me. I wish you were still here. I wish-

MA  
(Shushes Val.)  
Hush little one. You did nothing wrong. You were a child Val.  
You didn't need to protect me. I'm sorry I left you all alone, that  
I could protect you enough.

VAL  
But Ma I-

MA  
You are so strong my love. You've grown up to become an



amazing woman. You care so deeply. You've experienced real love. You've made life-long friends and protected this all as best you could.

VAL

I've lost everyone who ever cared for me.

MA

No little one... this world is a harsh place. You cannot blame yourself for every bad thing that has happened in it. You've shouldered it all long enough VAL. You've kept going. You've done well. Despite what your Pa believed, you are strong.

VAL

(Beat)

I miss you Ma. I wish I could bring you back.

MA

I miss you too, my love. What I wouldn't do to see you again. But right now isn't that time. There is a big wide world out there. One worth living in. And there are people out there worth living for.

VAL

I burnt every bridge I've had.

MA

Not all of them, little one. Despite your beliefs one still stands.

VAL

... Arthur.

MA

Go live your life. Don't allow yourself to be haunted by our ghosts any longer. Prove them all wrong. Show them how strong you really are.

As the last line is spoken the room fills with mist once more.

#### NEXUS ENTRANCE

When the mist clears the player is standing in a clearing amidst Nexus Fog which endlessly shifts and shimmers. Before them is an altar with an ARTHUR MEMORY SHARD atop it. Beyond stands the NEXUS PORTAL. The player regains control.

IF the player tries to walk into the fog they will return into the clearing after a few seconds no matter the direction they walk.

IF player touches ARTHUR MEMORY SHARD, ARTHUR MEMORY #4 plays.

---

#### ARTHUR MEMORY #4

A small, sepia coloured 3D scene floats in mid air above the activated memory shard. MEMORY VAL and MEMORY ARTHUR slowly dance to unheard music. They are both dressed in far fancier clothes than usual and don masks that conceal the majority of their faces. MEMORY ARTHUR's mask appears to be inspired by a dragon whilst MEMORY VAL's mimics a human skull. Blurry shapes of other dancers occasionally come into view around the edges of the visible scene as they dance. MEMORY ARTHUR clearly doesn't know what he is doing, making it up as he goes. MEMORY VAL allows him to lead, though is clearly a more experienced dancer. After a few moments MEMORY ARTHUR steps on MEMORY VAL's foot.

MEMORY ARTHUR

Ah shit. Sorry.

MEMORY VAL

(Teasing)

I didn't know you knew that word.

MEMORY ARTHUR

I know lots of words. For example I also know 'please' and 'thank you' and 'your dress looks nice'.

MEMORY VAL

(Mock Surprise)

Was that a compliment I just heard?

MEMORY ARTHUR

No comment.

(Beat)

So, where did you learn to dance like this?

MEMORY VAL

My Ma taught me.

MEMORY ARTHUR

She must've been a good teacher.

MEMORY VAL

Yeah...

(Quietly)

She was the best.

The memory fades.

The ARTHUR MEMORY SHARD is no longer interactable and ARTHUR MEMORY #4 is now rewatchable via the VAL MEMORIES option on the Main Menu Screen.

---

When the player steps through the NEXUS PORTAL, the Player's view fades to black.

THEOSI

You came to me when my past had darkened my future. When you clung to the ghosts of your past so tightly none could exorcise them. But now, I hope you will begin to understand. The sins of your father are not your burden to bear. Leave my realm with my blessing, young warrior. And seek out a future worthy of you.

ALL SOUNDS END.

END OF VAL'S ARC.