

FIND ORESTES

1. Quest Overview

2. Cut-Scenes

3. Sample Dialogue Trees

4. Sample Item Descriptions

1. QUEST OVERVIEW

The player is TISIPHONE, one of the ERINYES - otherwise known as the FURIES, or, as they are often called, THE KINDLY ONES. She lives in a dystopian version of ancient Greece: new-fangled but rusted technology, and the strongest powers being the Olympian and Chthonic Gods. THE UNDERWORLD, led by Hades, has seized power; they now run the country with a harsh hand, with the ERINYES acting as their enforcers. The OLYMPIANS live degraded lives among the humans; they have largely given up on resistance.

This is the opening quest of the game.

QUEST BEGINNING - TOPLINE:

TISIPHONE is tasked by CHARON, the boatswain of the Underworld, with finding and arresting ORESTES. ORESTES has killed CLYTEMENESTRA - the Queen of Mycenae, and his mother. ORESTES has gone missing somewhere in the run-down sea-side town of CHALCHIS, only a handful of miles from the palace complex of Mycenae.

QUEST MIDDLE - TOPLINE:

TISIPHONE must investigate and interrogate the inhabitants of CHALCIS, following clues to find ORESTES, who is hidden in the back of a RUN-DOWN BAR.

TISIPHONE will discover that the town is split down the middle, between OLD LOYALISTS to Agamemnon, the deposed king of Mycenae, and the NEW MONARCHISTS, who supported Queen Clytemnestra's rule, and now support the Prince Consort Aegisthus in her place. She may take a violent route, shaking people down for their information; or she can prove her sympathies to Old Loyalists' and be shown where ORESTES is located.

QUEST ENDINGS - TOPLINE:

The player will be funnelled into a meeting with ORESTES. He will be TISIPHONE'S primary companion. The primary choice

the player will face will be in their attitude towards ORESTES: is he to be arrested and brought to justice as soon as possible; or will TISIPHONE join him in his revolution against the UNDERWORLD'S regime.

2. CUT-SCENES

CUT-SCENE 1 - START OF MISSION.

3 speaking parts: **TISIPHONE**, **CHARON** and **NARRATOR**. Opening cinematic / cut-scene of the game.

EXT. THE NIGHT SKY

A vast, starry sky. Magnificent, immense, hypnotizing.

A tiny spark moves within it. The spark grows larger, moving in lazy spirals, until it becomes clear that the spark is a figure. It is TISIPHONE: a winged, armoured woman.

Below her, we see Greece at night: a huge, roiling mass. A country split by electric cords of light. Athens is a knot of illumination; tendrils of flickering light spread out from it. Apart from these spots of life, the rest is darkness.

Tisiphone hangs in the sky, slowly beating her wings. Her wings are like those of an eagle, except with a metallic burnish. Close-up, we see that there are stains and scorch-marks. Her hair is wild. Her face is scratched and dirty. Her eyes burn white-hot. She wears metal plate armour: there is influence from classical Greek armour, but this is functional, protective gear. She looks terrifying. She looks, more than that, tired.

NARRATOR:

Charon is waiting for you in Chalcis.

1. **HANG IN THE SKY AND WAIT. ARE YOU NOT AN INDEPENDENT BEING? CAN YOU NOT MAKE YOUR OWN CHOICES? WILL YOU REMAIN LOCKED INTO THIS, REPEATING A SINGLE ACTION FOR ETERNITY?**
[Jump Option 1]
2. **YOU HAVE YOUR ORDERS. FLY TO CHALCIS.** [Jump Option 2]

OPTION 1:

NARRATOR:

That's the problem with being able to fly - you get the illusion that you're free. The stars seem so

close, up here. Almost as if you live among them, looping among those burning, heavenly creatures until your own weak body crumbles into dust.

But I'm afraid you do not have the option. Free will is not for those like you. You have a task, and you will complete it. Please proceed to Chalcis. You will not be asked again.

1) FLY TO CHALCIS. [Jump Option 2]

OPTION 2:

With a few slow, massive beats of her wings, Tisiphone swoops down from the sky. She circles the bright lights of Thebes, Athens, the Piraeus, but we are headed somewhere dimmer. She heads west to Chalcis, a small town perched on the coast of Euboea, at the narrowest point of the Euripus strait.

EXT. CHALCIS - A NARROW ALLEWAY

The town is small and run-down; we see a beach-front strip of bars. It is out of season, and only about a third are open: the rest are boarded up.

Tisiphone lands in front of a narrow alleyway. A few drunks are congregated there: when they spot her, they quickly flee. She heads into the alleyway.

Stood leaning against the wall, smoking, is CHARON. He is a tall, thin man in a neat suit. His hair is thinning and slicked down. His cheeks are too hollow; there are deep dark circles around his eyes. The shape of his skull is clear. He is focused intently on his cigarette. An eerie light blooms from its point, too much for a normal cigarette - the light plays across the whole alleyway.

Behind him is a poster that reads 'THE PEOPLE OF CHALCIS GIVE THANKS TO THE KINDLY ONES'. On it is a drawing of a huge number of arrayed Erinyes, surrounded by humans prostrate in prayer. The Erinyes all look like Tisiphone, but rather than run-down, they look gleaming and righteous.

Charon looks up and sees Tisiphone.

CHARON:

Long live the Kindly Ones.

TISIPHONE:

May the Underworld flourish.

These lines are a rote greeting: an obligation. Now, they can talk normally. The two of them have worked together a great deal, but remain a little wary of each other. They share a bleak camaraderie.

CHARON:

You've heard about Orestes?

TISIPHONE:

Sure. Who hasn't?

Another poster is on the wall besides them, reading: 'HAVE YOU SEEN THIS MAN? WANTED FOR THE MURDER OF OUR BELOVED QUEEN'. The picture of Orestes is taken from a royal engagement: he is in modern white-tie, smiling pleasantly for the camera. For a moment, the image changes to the same man on his knees, covered in his own blood. Then the poster changes back to the smiling picture.

CHARON:

It's time to call him in. They've let him dangle out here for a bit, getting him sweet with fear. But they've got this court set up, down in Athens. Time for the mother-killer to go on trial. And you're the lucky girl that gets to bring him in.

TISIPHONE:

What a treat. You got the co-ordinates?

Charon grimaces.

CHARON:

There's the problem. Technology outage, and no budget to fix it. Nothing works these days.

He pulls out a small, battered console, and prods it. Normally, it would provide precise co-ordinates, but it emits nothing but a few sad beeps.

TISIPHONE:

(disbelieving, but resigned)

You've lost him?

CHARON:

(With a smile)

He's temporarily gone missing. But isn't that what

you're for? He was last seen on the road from Thebes to Chalcis. And we know he likes to drink. I'd start in the nearest bar.

NARRATOR:

Charon looks tired. Maybe you think this because you're tired, too; you see everything smeared with bleariness. Although he has done nothing to you, in this moment you hate Charon. Have you not given him enough? Have you not spent your entire unnatural life dragging back his prey? But the thought fades. Charon is just another spinning cog, greasing the jaws of hell. He is not worth your anger.

TISIPHONE:

Do you have *anything* that might help?

CHARON:

I've got his file. Bare-bones, but it should give you the gist of what you're looking for. And this might make it easier.

Charon steps forward and waves a hand. The world disappears into charcoal-coloured smoke. When it clears, Tisiphone leans forward and peers into a puddle. She looks like a human: tired and fierce, but no longer the physical embodiment of revenge.

CHARON:

I'll see you around. I have other problems to solve.

TISIPHONE:

Long day?

CHARON:

You have no idea.

With a raised hand, he summons another cloud of charcoal-coloured smoke, steps into it, and disappears.

Game-play starts: Tisiphone is standing in the DANK ALLEYWAY, which leads onto MAIN STREET. In the alleyway is a PUDDLE, a KINDLY ONES POSTER, a WANTED POSTER. In her bag is the ORESTES FILE. Her status is DISGUISED.

END.

CUT-SCENE 2 - END OF MISSION.

3 speaking parts: **TISIPHONE, CHARON, NARRATOR**

TISIPHONE looks down at her communicator: a message from CHARON. His voice is distorted by static - the communicator is functional, but old. The Underworld have not gone to much expense in this front.

CHARON:

I have your co-ordinates: stay where you are. Update on Orestes needed urgently.

NARRATOR:

This is it. Make your choice. Stand with a criminal, or do your duty. Protect a man who killed his mother and feels no sorrow for it, or let the proper authorities deal with it.

CHARON:

Tisiphone, do you copy?

TISIPHONE:

1. I have Orestes. [set Tisiphone_loyalty = True]
2. No sign of him so far. [set Tisiphone_loyalty = False]

CHARON:

I'm coming.

Tisiphone looks back up at the beach. It is empty. Orestes has vanished. She looks around the beach - nothing, except footsteps leading to the other side of the cove. As the camera lingers on the footsteps - uneven, as if he walked with a slight limp - we hear:

NARRATOR:

A moment of weakness, and you failed. You were born and bred for one task: to catch sinners. And you can't even do that. Are you a fool, or a coward?

An unearthly sound: screeching and horrific, like a flock of crows put in a blender. A dark mist seeps up from the ground: it looks like dirt, hellish effluence, a polluted river. As it twists upwards, it forms the shape of Charon. He is looking down at his communicator. As the mist clears, he looks up at Tisiphone, one eyebrow raised.

If Tisiphone_loyalty = True:

CHARON: Where is he?

TISIPHONE: He was here a second ago.

She gestures to the footsteps; Charon looks at them, and a sneer twists its way over his features. The camaraderie of before is gone - something has changed for him, in the time he's been away.

CHARON: Gods, you're pathetic. I give you one task, which should be simple enough, even for a creature of your capacities, and you can't even do that.

TISIPHONE: I had him -

CHARON: I don't care if he was on his knees and begging two minutes ago. Right now, he's not here, and he should be in Athens, *(a little sardonic)* being tried live on ZEUS-TV. Get him. I don't care what you have to do, just find him, and bring him in. Alive, if you can. They'd rather not prop up a rotting corpse. And to be very clear. If you don't? You don't want to know what they'll do to you.

Charon turns and raises a hand. The mist envelops him, and he disappears, leaving Tisiphone alone on the cold, dark beach. The stars look beautiful, but very far away.

NARRATOR: You'd better get going. He can't have gone that far. He's an injured mortal, and you're the immortal embodiment of revenge.

END.

If Tisiphone_loyalty = False:

Charon looks at the footsteps.

CHARON: Do you think I'm stupid? *(A pause.)* That was an actual question. Do you think I am a *fool*?

TISIPHONE: *(eventually)* No.

CHARON: There are footsteps on this beach. From *minutes* ago.

TISIPHONE: That's strange.

CHARON: Disloyalty is not taken lightly.

TISIPHONE: I am not disloyal.

Charon gives her a careful, assessing look. The camaraderie from before has disappeared: he is colder, and stranger. Something happened in the time he was away.

CHARON: Be careful that you are not. (pause) Orestes should be in Athens. Now. He should be being tried live on ZEUS-TV. Get him. I don't care what you have to do, just find him, and bring him in. Alive, if you can. They'd rather not prop up a rotting corpse. And to be very clear. If you don't? You don't want to know what they'll do to you.

Charon turns and raises a hand. The mist envelops him, and he disappears, leaving Tisiphone alone on the cold, dark beach. The stars look beautiful, but very far away.

NARRATOR: It's funny how you thought you had a choice. This is not a world in which you, of all people, get to make choices like that. But you'd better get going. He can't have gone that far. He's an injured mortal, and you're the immortal embodiment of revenge.

END.

Example Dialogue Trees:

HESTIA Cashier

INT. HESTIA Mini-Mart

A small, crowded mini-supermarket; fluorescent lights and shelves packed with multi-coloured products. A teenage cashier - blonde, piercings, deliberately alternative-looking - stands behind the desk, arms crossed, as if it is a personal inconvenience to her that you have entered.

CASHIER: You looking at me?

TISIPHONE:

1. *You could be a bit politer to customers.*

a. **CASHIER:** Sure. Are you looking at me, please?

TISIPHONE:

i. *Much better. Now, is this yours?* [move to 2]

ii. *Try again.*

1. **CASHIER:** Have you got a problem with me, or what?

2. **TISIPHONE:**

a. *All I want to know - is this yours?* [move to 2].

b. *I am asking you to respect me.*

A. **CASHIER:** Lady, I don't know who you are. If you want something from the shop, I'll help. But I'm not gonna make a song and dance about it.

1. **TISIPHONE:**

a. *Just tell me - is this yours?*
[move to 2]

b. *You are disrespectful. You will pay the price.*

[trigger cut-scene A]

2. *Is this yours?*

CASHIER: Why would it be mine?

TISIPHONE:

a. *It says Hestia.*

i. **CASHIER:** Okay. I guess it's from here.
But it's not, like, *mine*. Why would I
want some stupid plasters?

ii. **TISIPHONE:**

1. *I would reconsider the way you are
speaking.*

a. **CASHIER:** (*mockingly*) It's not
mine, please and thank you
very much. (*insolently*) Happy
now?

b. **TISIPHONE:**

A. *Tell me - do you remember
who bought it?* [move to
2]

B. *You should learn to
respect your betters.*
[trigger cut-scene A]

2. *Do you remember who bought it?*

CASHIER: Yeah, I guess. Some guy
who came through yesterday. He was
pretty beaten up. Which is like,
obviously, why he bought a first
aid kit.

TISIPHONE: *Where did he go?*

CASHIER: (*as if talking to someone
very stupid*) I don't know. I don't
ask everyone where they're going
next. But - he said he wanted a
drink. Guess you could try one of
the bars. This town's full of
drunks. Why do you want to know,
anyway?

TISIPHONE:

a. *This is none of your business.*

A. **CASHIER:** Okay, chill out.
I was only asking. Like
you are. [END DIALOGUE]

b. *He has committed a crime, and
must face the punishment.*

A. **CASHIER:** Cool. Are you
like, police or
something?

B. **TISIPHONE:**

1. *Something much worse.* [END DIALOGUE]
2. *Do you want to see?*
[trigger cut-scene B]

[cut-scene A/B]

Tisiphone smiles. It is a terrible smile.

The teenager looks at Tisiphone with confusion, and some disdain. She still sees Tisiphone as a random, non-descript woman - neither cool nor attractive enough to be worthy of respect.

Suddenly, her eyes light up with bright flames. Smoke trails out of her eyes, her mouth, her nose, her ears. She moves her mouth, as if to cry out, but she cannot make a sound: she is burning up from the inside. Her body contorts, twisting and shaking as the fire starts to reach her skin and her hair. She is engulfed in an inferno, the unnatural flames covering every inch of her. Eventually, the fire dies down, leaving only a charred corpse, that slumps over the cashier's desk.

[if cut-scene A] **NARRATOR:** Satisfying. But you have learnt nothing. Self-control can be a virtue.

[if cut-scene B] **NARRATOR:** Satisfying. But perhaps not the most discreet.

END.

VASILIKI - the young bartender in the TOURIST BAR

VASILIKI: Welcome to Chalcis! The premier location for holiday-makers in Euboea, and the narrowest point on the Euripus strait - just look how close that coast is!

TISIPHONE:

1. *Do you give everyone that spiel?*

VASILIKI: More or less. I'm Vasiliki. All the newcomers tend to come through this place. Lovely to meet you.

TISIPHONE: (Loop to dialogue 2 & 3)

2. *Have you seen Orestes? He's wanted for murder. You'd recognize him - the posters are everywhere.*

VASILIKI: I haven't. But I'd have reported it straight to

the authorities if I had. (*Suspicious*) Who are you to be going around asking, anyway?

TISIPHONE:

1. *Just someone with an interest in the case.*

VASILIKI: I suggest you leave it to the proper authorities. No-one's helped if we get people going around playing vigilante. Underworld willing, he'll be found soon, and properly punished.

TISIPHONE:

a. *You think he should be punished? I heard his mother killed his father.*

VASILIKI: [loop to blue highlighted answer below]

b. *You speak a lot of sense.*

VASILIKI: I only say what any loyal patriot would say. Can I do anything else for you, my friend?

TISIPHONE:

i. *That's all.* [END dialogue]

ii. *Can you tell me any more about Orestes?*

VASILIKI: I only know what everyone knows. But I can try. As citizens, we should all be committed to the truth.

TISIPHONE:

1. *Why did Orestes kill his mother?*

VASILIKI: I don't know why a man like that does anything. But if I were to guess - jealousy. He was raised to think Agamemnon's kingdom should have come to him. And he couldn't stand to see his mother rule in his place. He'd rather they were both dead than see a woman in power.

2. *What was Queen Clytemnestra like?*

VASILIKI: She was extraordinary. She had a vision for the kingdom. She was a leader. You watched her speak and you just knew - if you followed her, things would work out alright. Her murder was one of the greatest tragedies of this kingdom's entire history.

3. *What happened to King*

Agamemnon?

VASILIKI: He'd led a stressful life. He ran a war for ten years, and then when he came home - his heart gave in. It was a sad, private affair, and those who engage in *tawdry* speculation should be ashamed of themselves.

4. *Leave.* [END DIALOGUE] (note - run through options above until all are exhausted).

2. *He's my friend. I'm looking for him.*

VASILIKI: I suggest you forget about that friendship pretty quickly. A man like that - you could never trust him. He killed his own mother. Slaughtered her like a pig.

TISIPHONE:

a. *I'd heard his mother killed his father, first.*

VASILIKI: He killed his half-sisters, too. Gutted them, I heard, in front of their mother. What was their crime, being born? And anyway, it's not true. King Agamemnon had a stressful life, in military command: his heart gave out when he returned. What happened in that bath was a private, tragic accident, and anyone who says otherwise is a traitor, who wants to weaken the House of Atreus. You should be ashamed of yourself for peddling rumours like that.

TISIPHONE:

i. *I'm sorry. I was just repeating what I'd heard.*

VASILIKI: You should be more careful. A place like this - who knows who might be listening?

1. *What was Queen Clytemnestra like?*

3. **Leave*.* [END DIALOGUE]

b. *He might be scum. But he's my scum, and I'd like to find him.*

VASILIKI: I'm sorry, but you've come to the wrong place. I suggest that you look elsewhere. If you keep hanging around here - who knows? You might find yourself reported to the authorities.

TISIPHONE:

1. **Leave.** [END DIALOGUE]

IN-GAME ITEM DESCRIPTIONS & IN-GAME TEXT

Selected item descriptions.

DANK ALLEYWAY

Puddle: A dirty puddle of rainwater. Nothing more, nothing less.

Kindly Ones Poster: A poster of the Kindly Ones, resplendent in their power. The mortals kneel in front of them. You've never liked that name mortals use. You are a Fury, one of the mighty, terrifying Erinyes. There isn't a kind bone in your body.

TEXT:

THE CITIZENS OF CHALCIS GIVE THANKS TO THE KINDLY ONES.

O Kindly Ones, we give thanks for your protection, your justice, and your mercy. We ask that you punish us if we do wrong. We give thanks for your blessings of pain; let us learn through suffering.

Wanted Poster: A poster of Orestes. He's a royal; you've seen his face since he was a little boy. Now it's on every T.V. screen and newspaper in the country.

TEXT:

HAVE YOU SEEN THIS MAN? WANTED FOR THE MURDER OF OUR BELOVED QUEEN.

The TRAITOR ORESTES, who was once a PRINCE of this NATION, is WANTED for a MURDER MOST FOUL. He has struck down the FLOWER of this nation, a woman in her PRIME: the BELOVED QUEEN REGENT, and his own MOTHER. He must answer for his UNSPEAKABLE CRIMES.

JUSTICE MUST BE DONE.

File on Orestes:

TEXT:

Prince Orestes of Mycenae. Member of the House of Atreus.

Son of Agamemnon (deceased), leader of the Greek force in the war against Troy, and King of Mycenae, and of Clytemnestra (deceased), Queen Regent of Mycenae. Step-son of Aegisthus (deceased), King Consort of Mycenae. Brother to Iphigenia (deceased), Electra, and

Chrysothemis, Princesses of Mycenae. Half brother to Aletes (deceased) and Erigone (deceased), also Princesses of Mycenae. Nephew to Menelaus, the current King of Mycenae, and Helen, current Queen Consort of Mycenae.

Accused of killing Clytemnestra, Aegisthus, Aletes and Erigone, in a self-declared act of revenge. Accused of conspiracy to murder Menelaus and Helen. Accused of usurping the role of the Erinyes. Accused of impiety. Accused of hubris. Accused of perverting the course of justice. Accused of compromising an officer of the law, Detective Constable Pylades.

VERDICT: GUILTY.

DO NOT KILL. BRING TO ATHENS.

BEACH-FRONT

Dead Octopus: A bloated, twisted octopus corpse, washed up from the deep ocean. It smells like a rotting sea.

Shell: A pink and glistening clam-shell. It is empty: do not expect anything of value to be left here.

Broken Bottle: A green glass bottle, smashed to pieces by the waves. Inside is a rolled up piece of paper, water-stained but still just about legible.

TEXT:

O Kindly Ones, hear me give thanks for your protection, your wisdom, your kindness and your mercy. I give thanks for your justice and for your punishment. I give thanks for your order and your control. I give thanks for your revenge on Andreas, who wronged me; I give thanks for his suffering.

Sealed Letter:

TEXT:

I don't know if you read these - I don't know if there's any point to this at *all* - but I just need someone to know - you got the wrong sister. Angeliki didn't do *anything*. It was Irini! No-one will believe me, because they all say your justice is infallible - and Irini won't admit it, because she got off scot-free. But you were

wrong, and now Angeliki's missing, probably being tortured for eternity. How's that fair?

I just miss my sister. If you see this, and realise your mistake - please just get her back to me.

Nikos' Diary: A weather-worn leather journal. Water has made most of the pages, but you can still make out a few passages.

TEXT:

I know they're coming for me. I just don't know when. I'm so jumpy, now. Every time I hear the flap of a bird's wings, I think it's *them*.

I know I did a terrible thing. Angeliki was kind to me; she looked after me when she didn't need to. I shouldn't have taken the money from her, but I needed it. Eleni was sick, and Maria hates me, but she'll always take money from me. I was going to pay it back, I promise. But *they* wouldn't listen.

--

I've left town. Dimitros said I could stay with him, but I didn't want him to see what happens next.

--

I heard from Maria. She wants nothing to do with me, but she said that Eleni is healthy. I'm happy. I've been a terrible father, but I could get her healthy. I could never regret it.