

Titan Seal
Screenplays &
Synopsis for
Prototype

Titan Seal
Screenplay -
Prototype Scene 1

Character Profiles and Personalities - Use these to explore melodramatic delivery that is appropriate to the character.

Silv: An early 30's Vultus (Humanoid species with vulpine like appearance - dark eyes, fox ears and a fox-like tail. Silv looks more human, than some others of his species). Silv is personified as a scatter-brained individual who is bad at time keeping and has a naïve sense of wonder despite being one of the leading science minds in his home city. Silv is an empathetic individual with a strong sense of justice that is developed over the course of the game's narrative.

Raea: An early 20's, somewhat rebellious princess of the island kingdom of Irkallia, Raea is often seen as a highly naïve individual by most. Beneath this there is a strong resolve and a curious, inquisitive nature that often leads her to make discoveries of significance. As the last Oracle of Irkallia, she can, eventually, use forms of weak time magic to aid the party. This increases her resolve to fight for both her nation and defend the planet with the party.

Cal: A highly logical and scientific Salmaq (humanoid race that have horns protruding from their heads along with violet eyes). Cal appears to be a blunt and objective oriented individual, but under this is a deep emotional need to protect her allies and relations. As the narrative progresses, Cal shows her more vulnerable side, including the stigma attached to her race across Esharra. This stigma is a driving factor in her need to prove herself to those around and makes her a highly intelligent and reliable individual.

Azel: A 40-year-old guard captain and protector of Raea. Azel has a deep-rooted sense of honour, duty, and formality from his years of service to the Irkallian royal family and see's Raea as a daughter whom he will protect over everything. He often provides a more stoic and pragmatic response to events around him, however as the narrative progresses, he becomes increasingly less formal and begins to react to events in a more emotional manner, significantly more following the start of Act 3.

Opening Camera Shots:

Vertical panning shot of a large, imposing tower from base to top that tips over the top of the power and plunges towards the remains of a sci-fi gothic city half buried in sand. The camera tracks over the building before zooming in on the party at the cities edge.

CELESTIALS

[over the camera shot]

Our world is forever changed. The land bleeds, the mountains weep, the rivers writhe in agony. Never has such devastation been wrought upon us and left so little in its wake. Never has death seemed so welcome a friend.

Fade to black

'These Mortals' Instrumental plays underneath the scene.

AUDIO TRIGGER 1: Opening of player control

SILV

I can't believe we've lost.

CAL

This can't be all that's left. Look at this place, it's all been destroyed.

RAEA

My friends, I am truly sorry for what has happened.

SILV

[exclaiming] Raea?

AZEL

Princess! How are you speaking to us?

RAEA

In the year that has passed since that fateful day I have practiced the art of Spirit Projection in hopes that the Doctor's plans worked, and you were safely moved forward in time before Xino caused the cataclysm.

SILV

Wait, a whole year has passed? The Doc sent us a year into the future? How?

CAL

You think this much sand and destruction settles within hours of a cataclysm? [exasperated] How are you a senior manipulator?

SILV

Hey! Just because I'm prone to misplacing things doesn't make me any less of a manipulator than you!

CAL

Don't forget about all the times you're late... I would imagine a 1 year time jump is just your standard Monday morning.

SILV

Wow...

AZEL

I believe we should explore this area and move towards the Doctor's lab.

[Break]

AZEL

To think such devastation could be brought about from a single individual. My friends, I fear the worst for anyone who was not caught in the cataclysm. *[Break]* My dear Raea, I am truly sorry I could not protect you.

RAEA

Dearest Azel, you could not have stopped what happened any more than any of us could.

CAL

Why did Xino grab you as we were being transported?

RAEA

They believe that my powers as an Oracle will allow them to maintain their hold over the Titan's they have sealed in the tower of Dallkhu.

SILV

Are there any that survived the events of the cataclysm?

RAEA

Very few. Xino, their monster army, and the desolation brought about by their absorbing of the Titan's Magic have left precious few resources, the few that still live do what they can to survive in cave systems and the ruins of Esharra.

CAL

That's meaningless now. We know what we need to do. Project Tartarus is out there somewhere. We need to push ahead and find it.

SILV

Right. We should head to the Doctor's lab and see if anything survived. It should be a few streets down from here.

[Break]

AUDIO TRIGGER 2: Arrival at the Lab

CAL

Is this it? The entire lab gone, the titan energy manipulators, centrifugal energy converters, even my damn research papers!

SILV

The Doc gave her life to send us here, and nothing of her legacy remains other than the Titan monitoring device in the centre. And by the looks of it, it's inactive. [Pause] Gods damn it Doc, I wish you were here.

AZEL

She was, truly, a great woman.

SILV

[Thoughtful hum] I wonder if the Doctor left any information on the location of Project Tartarus and what it is.

CAL

I would imagine it is a form of capacitor-based energy release device or weapon. I remember seeing her working on a project on a dedicated server that made use of mass amounts of elemental energies channelled to a sub-orbital station.

SILV

Wait, she was working on a way to improve sub-orbital station stability a few months before we ended up here. Something to do with advanced gravometric stabilisers and inertial dampeners. I know she was also researching Irkallian magicks too.

CAL

I would assume that's what Project Tartarus is. I wonder if she has left us anything that would help us locate it.

[Break]

CAL

That map on the wall, it's got markings on it. Did she leave us a map to Project Tartarus?

SILV

I sure as hell hope so, otherwise we've got no idea what we're meant to do.

AZEL

It seems to be a map of both the continent of Esharra and that of Irkallia with some areas marked on it.

SILV

Could this be where the parts of Project Tartarus are located? And what's that note over Irkallia?

RAEA

That would be the Tower of Dallkhu. Where my body is being held prisoner by Xino and her generals.

AZEL

You mean Xino and those brutish, regicidal usurpers?

RAEA

Yes. The very people that conspired to murder my mother.

CAL

That's not important right now. We know where we need to go, let's head to the edge of the city and see if we can work out what's next.

SILV

Agreed, let's use the transporter on the opposite side of the lab. Hopefully that will get us back to the city.

AUDIO TRIGGER 3: Exiting the Lab

SILV

Alright, I've update our crystalline nav system with the areas that have the parts of Project Tartarus. Cal, where are you heading?

CAL

The edge of the city is that way towards that huge dark tower on the horizon.

RAEA

That is the Tower of Dallkhu. Where my corporeal form is held on the upper levels. Finding the parts of Project Tartarus, however, should be our goal as the tower is heavily defend by Xino, her generals and a horde of Gallu, she even has manifested a great Kur Dragon who leads her horde.

SILV

A horde? Like a whole horde of them? There's no way we're strong enough to fight them as we are now. And the fact they can absorb magic means we should avoid fighting them on the way out of the city.

AZEL

Then this Tartarus device and its parts must be our focus.

SILV

Yeah, we should head to the edge of the city.

[Break]

SILV

Do you hear that? On the wind.

CAL

Are those voices?

RAEA

The Titans of the stars still lament over what Xino has done.

Song will play for the remainder of the exploration of the city until players hit the level end trigger on the city outskirts.

----SONG 1: THESE MORTALS----

AETHER

THE LAND IS TORN

THE SKIES ARE BURNT
THIS WORLD CONTINUES TO SUFFER
THEIR POWERS HAVE RENT THE WORLD ASUNDER
FOR NOW THIS WORLD IS OVER

NERGAL

TELL ME WHY MUST WE FACE THIS DARK FUTURE
WHERE DO WE FIND OUT SAVIOUR?
THIS POINTLESS DEATH
THIS ENDLESS PAIN
WHEN WILL IT END!

AETHER

WE GAVE THEM TOOLS
THE STRENGTH OF STARS
THEY BUILT A REALM THAT HAS FALLEN
THEIR SKILLS AND HEART
LEFT NAUGHT TO CHANCE
YET THEIR VOICES NOW SCREAM IN PAIN

NERGAL

WE GAVE THEM OUR POWER WHAT GOOD HAS IT DONE?
YOUR FANTASY IS NAUGHT BUT A LIE!
LOOK AROUND
SEE THE DEATH
HEAR THEM CRY OUT IN FEAR!
WE ARE NOT WHAT YOU SAY!

AETHER

WE ARE THE VOICE OF STARS
FIGHT FOR ALL THAT WE'VE LOST
HELP THEIR SOULS RISE UP ONCE AGAIN
WE LEND OUR STRENGTH TO YOU
UPON THE WINGS OF HOPE
YOU'VE JOURNEYED FOR SO FAR

MAY YOUR FAITH IN YOUR BONDS
SAVE US AT THE END

NERGAL

WE MAY BE THE VOICE OF STARS
BUT LOOK WHERE WE HAVE FAILED
YOUR HOPE IS MISPLACED
OUR STRENGTH MISJUDGED
NOTHING
NO, NOTHING
CAN FIX THIS BROKEN WORLD

AETHER

BROTHER PLEASE!
TEMPER YOU RAGE
FOR NOT ALL IS ENDED
WE STILL HAVE HOPE
SOME YET STILL DRAW BREATHE
WHO MAY CHANGE OUR DESTINY

NERGAL

THESE MORTALS?

AETHER

THESE MORTALS

NERGAL

HOW CAN THEY AVENGE US?

NERGAL

THESE MORTALS?

AETHER

THESE MORTALS

AETHER

THEIR STRENGTH WILL STILL GROW

NERGAL

THESE MORTALS?

AETHER

THESE MORTALS

AETHER/NERGAL

WITH THE LAST OF OUR WILL

DO WE PASS ON TO YOU

BY THE GRACE OF THE STARS

YOU MUST FIGHT FOR ALL LIFE

AT THE END

Titan Seal
Narrative
Specification &
Screenplay - Our
Light Will Burn:
Final Boss Battle
(End of Act 3 and
End of Resolution
2)

The final battle of against Xino and Esh that occurs at the end of Act 3 involves the players engaging in a third person Action sequence. The final battle song uses lyrics to tell additional exposition from two perspectives - the inner monologue of the party's thoughts (Sung with a Baritenor Vocal) and the pleading wishes of the Celestial Titans (Sung with a Soprano Vocal). For the purposes of this project, this song, along with some additional battle sound effects will further explore how sound and song can be used as a narrative tool to highlight thoughts from a variety of characters presented in the Titan Seal story.

Throughout the instrumental parts of the song (Introduction and Guitar Solo) some additional voice lines for the characters are detailed to provide players with further narrative exposition.

The song will be accompanied by a piece of artwork to illustrate both characters and environments players can expect from the final battle to provide additional visual support to the audio-focused storytelling.

-----SONG 2: OUR LIGHT (WILL BURN)-----

Instrumental Introduction to the song plays during Xino's lines.

XINO

To think you would have made it this far, tiny mortals. You are all beneath me, I have ascended to that of a god, now come. Release your pathetic excuse for power so that I may be done with this annoyance.

VERSE 1

PARTY

YOUR DARKNESS AND POWER

MADE YOU A FALSE GOD

WE STAND HERE DEFIANT AGAINST YOU

CELESTIALS

IT'S TIME TO UNLEASH YOUR STRENGTH

RIGHT HERE AT THE END

YOUR JOURNEY WILL SAVE US FOR ALL TIME.

PARTY/CELESTIALS

WE STAND BY LIGHT

WE STAND BY TRUTH

WE STAND BY HOPE

THE DARK BE FOUGHT

FOR ALL WE'VE LOST TO SEE THE WORLD REBORN

OUR LIGHT WILL BURN

THIS IS THE END

WITH ALL OUR STRENGTH

WE MUST DEFEND

THE DARKNESS FALLS

WE STAND ALONE

TOGETHER STRONG

FOREVER MORE

OUR LIGHT WILL BURN
OUR LIGHT WILL BURN
OUR LIGHT WILL BURN

PARTY

OUR STRENGTH IN OUR BONDS HAVE GIVEN US BELIEF
BELIEF TO FIGHT FOR A NEW WORLD

CELESTIALS

WE GAVE YOU OUR POWER OF LIGHT AND OF DARK
THIS FOE HERE BEFORE YOU MUST SURELY FALL

PARTY/CELESTIALS

WE STAND BY LIGHT
WE STAND BY TRUTH
WE STAND BY HOPE
THE DARK BE FOUGHT
FOR ALL WE'VE LOST TO SEE THE WORLD REBORN
OUR LIGHT WILL BURN
THIS IS THE END
WITH ALL OUR STRENGTH
WE MUST DEFEND
THE DARKNESS FALLS
WE STAND ALONE
TOGETHER STRONG
FOREVER MORE
OUR LIGHT WILL BURN
OUR LIGHT WILL BURN
OUR LIGHT WILL BURN

PARTY

IN SILENCE WE FOUGHT FOR AN END TO THIS FEAR
OUR JOURNEY HAS CAUSED US TO FIGHT ON

CELESTIALS

YOUR JOURNEY AND LOSES HAVE CAUSED YOU MUCH PAIN

BUT ALWAYS YOUR BONDS WILL PROTECT YOU

PARTY/CELESTIALS

WE STAND BY LIGHT

WE STAND BY TRUTH

WE STAND BY HOPE

THE DARK BE FOUGHT

FOR ALL WE'VE LOST TO SEE THE WORLD REBORN

OUR LIGHT WILL BURN

THIS IS THE END

WITH ALL OUR STRENGTH

WE MUST DEFEND

THE DARKNESS FALLS

WE STAND ALONE

TOGETHER STRONG

FOREVER MORE

OUR LIGHT WILL BURN

OUR LIGHT WILL BURN

OUR LIGHT WILL BURN

Pre-Bridge Strings

XINO

How do you defy me so? Could it be them?

CELESTIALS

WE ARE THE VOICE OF STARS

FIGHT FOR ALL THAT WE'VE LOST

HELP THEIR SOULS RISE UP ONCE AGAIN

WE LEND OUR STRENGTH TO YOU

UPON THE WINGS OF HOPE

YOU'VE JOURNEYED FOR SO FAR

MAY YOUR FAITH IN YOUR BONDS

SAVE US AT THE END

XINO

Fine, then witness my final ascension!

Guitar Solo

PARTY/CELESTIALS

WE STAND BY HOPE

THE DARK BE FOUGHT

FOR ALL WE'VE LOST TO SEE THE WORLD REBORN

OUR LIGHT WILL BURN

THIS IS THE END

WITH ALL OUR STRENGTH

WE MUST DEFEND

THE DARKNESS FALLS

WE STAND ALONE

TOGETHER STRONG

FOREVER MORE

OUR LIGHT WILL BURN

OUR LIGHT WILL BURN

OUR LIGHT WILL BURN

OUR LIGHT WILL BURN