

# Porterhouse Rejects



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## Razor Statement and Focus Paragraph

**Razor Statement:** *Porterhouse Rejects* is a high fantasy action-adventure turn based tactics game that follows a newly founded multi-race order and their combatting of the ever-growing invasion from the Devils Lands. Players will defend towns, protect convoys, and invade lands while researching arcane magics and ancient blacksmithing techniques to defend their people and their homelands.

**Focus Paragraph:** In *Porterhouse Rejects*, the player will take control as the captain of the order. From there they will control an ever-growing roster of rejects and the castle they reside in. With that, the captain will be able to fully customize any of the rejects under their order. They will also be giving orders to each of the rejects under their direct command during combat sections. Starting at the beginning of the game, a small scouting party of fiends from the devil lands sets out to burn a village. The Archival Wizard detects their arrival and sends out a squad of four to investigate the arrival. With this the player character is given full control of each four members of the squad to investigate. Each member has a set limit of 2 actions. The player character will be in charge of how the reject will use that action. Whether it is moving on the battlefield or attacking a fiend, it is up to player character to decide. However, if a reject is killed in the line of battle, they will stay dead for the rest of the game. If all squad members are dead the mission will be considered a failure, resulting in an immediate return to the castle. The player character will also be put in charge of how to use the castle resources and chose what extensions and buildings are built to further progress the story or provide additional support to the rejects. If the player fails multiple missions, the invasion will begin to ramp up in scale, as the failure of the rejects results in an easier time for the fiends to invade. With this, the player character will have to manage castle resources, defend the lives of the innocent and mostly will have to control his rejects to the fullest in the hopes to succeed. For if the rejects fail, there will be no stopping the invasion.

# Game World

## Physical Attributes

A simple continent home to many types of environments. However, most that live within these lands break into four areas. The western plains, the Humans reign supreme with grain fields of plenty, flatlands for more miles than people and the horse riders that defend them. In the North, resides the Icy river lands that flow down throughout the land. The rivers are dangerously cold, yet never freeze and always flow. Along the rivers are islands that are home to small villages that belong to the Gnomes of the north. In the south, there exists nothing but dark dank swamps, since the majority of the rivers from the north are always ending there. Along with that water comes the dirty runoff of the forests and the plains. Within these swamps exists the creatures only know as the Frog People. In the east, is an ever-lush forest that is as deep as it is tall. Massive trees stand tall that that results in a wondrous view of the living breathing forest. However, if only that could be said about the inhabitants that live there. The Elves live in great wooden cities that resides in the interiors of the massive trees around them.



## Level of Technology

A medieval level society, still using longbows, swords, and the occasional horse drawn wagon. While multiple forms of arcane magics exist in the realm, nothing protects a knight or a low level serf more than a well smithed sword. When the continent is invaded by devilish fiends, the rejects will have to dip into that Arcane Magic to provide charms, hexes, and protection spells, for their weapons and armor.

## Inhabitants

Gnomes, Elves, Humans and the weird Frog people. Each live in their own respective kingdoms yet when borders are destroyed by the Devilish Fiends, they have to come together to fight. Humans existing in all different shapes and sizes. Their personalities are as brash and rude, yet this to hide the fear that resides within them. Elves are as pompous as ever. Reigning quite tall in comparison to the other races of the continent. Personalities are pompous and arrogant. They believe they are a superior culture with their forest-based cities. Gnomes reside in the smaller villages

along the icy river lands to the north. Their height is small, but their personality is not. Most Gnomes are well spoken and quite surprisingly respectful to other races in the continent. The Frogs, just known only as the Frogs by the other species of the realm, live in the swamps of the southern tip. While taller than then Gnomes they are not as tall as the average Human. Their personalities range from devious to delusional.



## Culture

The Humans on the continent live in a monarch society lead by the cautious King Alistair, who has sought to protect his people from the other races on the continent. Fearful of foreigners the humans try to remove anything other than human culture from their own lands. While they are brash and rude to others that enter their domain, to each other they are quite amicable. Most enjoy the meals they make of grain or times they are able to eat beef. Humanity only sees its own customs as enjoyable. Whether it's the yearly Gold-plains feast or the Great Race of to the sea, humanity only seems to care about itself.

Elves live under the council of elders who have sought to keep elven culture within their own borders. Elves, when traveling are not to bring back any non-elven made items, whether it be clothes, weapons, or food. Any non-elven item is considered to be lesser and is discarded immediately. While the elven culture is not that different from the others on the continent, they believe it to be superior. Whether it is their glazed feast roasts or green dripped salads, the elves believe it to be better. One thing that sets the elves apart from the rest, is their enjoyment of theater. Each month a play is put own retelling an event from the past of elven history.

The Gnomes lives under a religious society that pray to the metallic one. With this in mind the Gnomes while quite sophisticated, do everything in the service of the metallic one. Each believes their actions will provide the metallic one with joy. Each year they have two rituals in service of the metallic one. The first happens at the beginning of the year where a statue is built

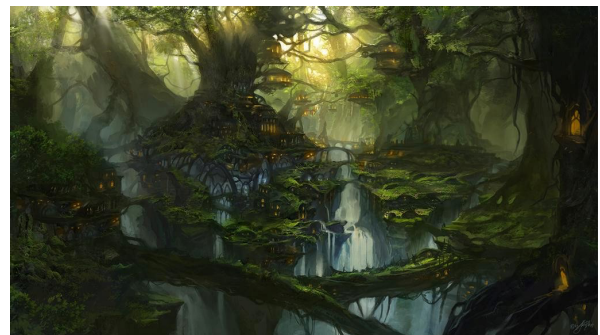
in the honor of the metallic one and is lit ablaze in the hopes that it can melt the icy rivers so that they do not freeze over. The second ritual is a feast to honor the metallic one, for melting the rivers during the beginning of the year. During this feast, each Gnome Archduke will come forth and bring its' latest creation for Metallic one. With their belief of the metallic one, the Gnomes are often considered one of the brighter cultures on the continent, as each Gnome is taught different ideas in the hopes that they might please the Metallic one. Also, each Gnome is trying to outshine his peers, resulting in a fierce rivalry between villages.

The last group of people on the continent are the Frogs. The Frogs live under a democracy where each frog has a say in the inner working of the land. Many voice their opinions on matters such as fish stockpiles, trade, and housing. Due to this each frog has to learn how to convince their peers to believe and vote for them, which has caused the species as a whole to become quite devious. To outsiders they are seen as delusional. While the majority of the other races do not travel to the swamps. The frogs have no problem traveling to the other lands. In fact, each Frog is forced out of their home around their 16th year and is sent to find something somewhere on the continent and they may not return until that thing is found. What that thing is, no one knows, only the frog who has been sent out will know. With this, most other races see the frogs coming out of the swamp as crazy or delusional, as they come looking for something they do not know.

## History

While the Humans currently live in a period of isolation, this was not always the case. Once they traded and spent time with the elves and gnomes. However, this changed as the Gnomes began to become more religious and fanatical in service of their god.

The elves began to look down upon humans as a lesser form. With this the humans sought to close their borders to keep the wicked gnomes and snobby elves out of their business. Elves saw



the humans as barbaric creatures who did not appreciate the prowess of elven clothing or elven art. With this they began to mock them, causing a rift between the two.

At one point during history the gnomes began to peacefully invade the lands of the elves, humans, and frogs. While they only sought new items and technologies, they could use to present their god with. The other races did not see it as such and began to banish gnomes from their domains.

While the frogs ventured out of their swamps throughout all of history, most races left them alone as the frogs did not worry the other races. Most races saw them as backwards creatures. However, within the swamps the frogs would constantly fight each other, not as much as humans would but they would still fight. Lately the frog domain is still reeling from a civil war that divided the swamps. Tensions are high and the frog realm is still spilt on most issues.

## Weapons

Weapons are at the center of the world for each race. Humans typically carry swords to defend themselves and others. Yet the most advanced magic user will cast charms or buffs upon their weapons to greatly protect themselves. Elves carry bows, as it gives them great advantage to shoot arrows below from the forest, they live in. Most elves can create a variety of arrows that can either explode upon impact or put an individual to sleep. While Frogs carry scythes, to keep back curious or lost travelers inside their swamps. They aren't afraid to enhance them with poison, causing terrible pain for those inflicted with it. Gnomes mostly carry charm infused ice sticks and ice charms. With these ice sticks a Gnome is able to freeze or even shatter the person attacking them.



## Devil lands

A hellish realm that has existed long before the continent itself. It has mostly rivers of lava, and dark wretched castles that were built all in service for their god. The inhabitants of that realm are hellish fiends of multiple variety that have been at constant war with each other. Enslaving generations upon generations of each other, in the name of their god. All of them share the same god, yet each attacks the other in hopes that they are seen as their gods' favorite. On the contrary, this changed upon the gods awakening. With the god awakening it has set out to control all the fiends and launch a secret invasion upon the continent. To not only enslave the inhabitants but also to expand its' reach.

## Invasion

With this invasion beginning, the Devilish god launches raiding parties to scout the continent before the full invasion. Each party sets out to capture, kill or just cause pure havoc within the realm. They attempt to weaken defenses around the realm, by appearing out of hell portals and attack convoys, military bases, and far-off villages. Then disappear once finished, leaving nothing but smoldering ruins in their wake. While most leadership in the realm blames other races, for attacking them. A private order has discovered a way to detect when a hellish portal is opened on the continent, with this they have set out to stop the hellish attacks from occurring.

## **Porterhouse**

Porterhouse is a multi-racial order of failures, flunkies, and renounced people from each of the societies on the continent. Many of them work together to provide a better community for those that do not fit into their original ones. With the attacks ever increasing from the devil lands a former high wizard has created a way to detect the appearing of a hell portal. Causing him to be able to create his own portal giving them a fighting chance. With this there are many bases and sects within each of the realms on the continent. Most of the order is either former soldiers who lost their way, workers such as blacksmiths and arcane users who were ousted from their positions, or just the occasional lost soul. These lost souls with the help of the wizard, the blacksmith, and the diplomat have sought out to counterattack the fiends attacking the continent as a whole.



# Character Outline

Name: Sandra Hoperworth

Function: Diplomatic Representative. Stationary character. In charge of dealing with acquiring funds from governments on the continent or using funds to help the governments.

Quote: “Acquiring funds is easy. Keeping them is hard.”

Characteristics: Frog, Female, Age 30, Patient, Calm, Always Listening. Blue skin. Big Frog Eyes.

Backstory: All Frogs are sent out at the age of 16 to find something, somewhere on the continent, and are not allowed to return until that thing has been found. Once a hopeful child of two famous representatives that worked for the government of the frog nation, Sandra Hoperworth set out at the age of sixteen, with hopeful eyes that she would return within a year to take the representative path both her mother and father had taken. That was fourteen years ago.

Now thirty, Sandra has been wandering the lands of the continent and interacting with the Humans, Elves, and Gnomes. With this she has learned to broker deals between the races, and settle a few treaties along the way. All the while, still looking for that something that will allow her to return to the home swamp. Yet each passing year she begins to no longer care about the swamp, as most of her time there has become a fading memory. While traveling the icy rivers of the north, Sandra received a letter from an old friend asking her to come to Porterhouse Castle with the proposition of a new job.

Red Scarf: An item that Sandra carries with or wears where ever she goes. The scarf was given to her by her Grandmother the day she set out on our journey. It is extremely important to her.



Name: Sage Patterson

Function: Archival Wizard. Stationary character.  
Researches player chosen technologies and magics.

Quote: "Hours of research wasted, only for you to damage it in the first twenty minutes."

Characteristics: Human, female, age 57, Quiet, Reserved, Intelligent. White hair, pale, carries an old torch staff.

Backstory: Once the Arch Wizard for King Alistair. Sage Patterson was forced out of her position after a dispute with the king about enchanting the gear of his army. While the king saw the benefit of enchanted armor. It was too hard to distribute and not worth the resources. With this Patterson sought to lessen the resources required for enchantments. First by using less magical resources, but also enchanting the armor while it was being worn. During an initial test Patterson casted a fire resistance enchantment on the armor only for the individual wearing the armor to be cooked from the inside out. For her actions she was removed from the Arch Wizard position and sent out of the human kingdom. After traveling up and down the continent for the last four years, she found her way to Porterhouse Castle. The castle had been rumored to have a great library of books from all the races on the continent. Once arriving there she met Douglas Chambers, who offered her a position as the castles Archival Wizard. For the last three years Sage has been learning enchantments, magical spells and studying artifacts in the hopes to be able to perfect her failure to the king. However with this she found herself in the possession of an artifact that could detect portals appearing anywhere on the continent. With this she asked Douglas Chambers to investigate the mysterious portals.

Porterhouse Artifact: Upon arriving at the Porterhouse, Sage stumbled upon an artifact that was bright green. She has always kept it within her reach as she felt it was valuable in some way or another.



Name: Kazwick Red Roof

Function: Black Smith. Stationary character. Produces researched equipment that can be used in the field. Armor, weapons, or devices are all created by him and his workers.

Quote: “A blacksmith without any burns is a bad blacksmith. A blacksmith with too many burns is also a bad blacksmith.”

Characteristics: Gnome, male, age 42, Hardworking, Religious, Brash. Blue hair, never smiles.

Backstory: Like any good Gnome Kazwick followed the beliefs of the metallic one. He spent most of his life searching for ways to improve his craft in the hopes that he could be seen in the eyes of the metallic one. With this he mostly stayed around a forge creating new armors and weapons. Kazwick became famous around the north portion of the continent. His weapons and armor would always dazzle and

awe the crowds at the yearly feast of the metallic one. However, Kazwick eventually left his homeland after hearing the story of a human wizard igniting the armor of solider, resulting in the solider being cooked alive. Kazwick knew whatever armor that could be ignited and melt the wearer but not the armor itself was worth presenting at the feast. With this he travelled his way to the human kingdom and found himself in the court of King Alistair. Unfortunately, upon bringing up the story about the armor he was arrested by the king and sentenced to be escorted out of the kingdoms, under the threat of espionage. While being escorted out of the kingdom the transport found its self under attack by hellish creatures that appeared out of thin air.

Families Hammer: With him Kazwick carries a family hammer that has been with his family for generations. It is said the hammer was crafted by the Metallic one itself. While Kazwick isn't sure that's true he does know that it has never let him down.



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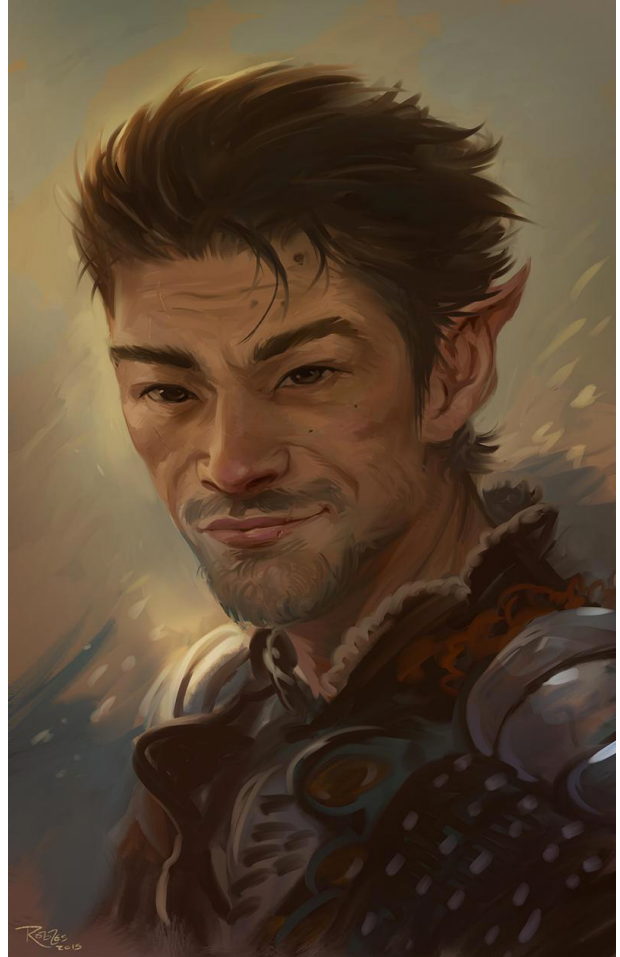
Name: Douglas Chambers

Function: Overseer. Gives a lot of story exposition and narration. Mostly the guide of the game. Gives mission briefings before or after combat.

Quote: “You’ve got incoming.”

Characteristics: Elf, male, age 100, Noble, Informative, Wise. Brown Hair.

Backstory: Living his whole life at Porterhouse Castle. Douglas Chamber is of a long line of inhabitants that have lived at the castle. Mostly taking care of the castle as it had a rich and ancient library. For most of it’s existence the castle has remained closed to outsiders. With the passing of his father, Douglas Chambers is now in charge and has begun to open the walls and bring in the lost souls, or renounced people from the continent. Douglas believes that everyone no matter how lost deserves a home, while his ancestors kept the castle closed under the guise of safety. He sees no reason to not share their knowledge with the world. With this he sought to hire someone who could help monitor or be in charge of the library. Being as old as his is, Chambers is no scholar. Luck be as it may he was able to hire Sage Patterson for the position. However with this opening, inquires from the races around the world have been arriving in the thousands asking for knowledge they believe to be rightful theirs. As the Library within porterhouse is ancient and has many ancient books within. Hoping to find some solution to this. Douglas has sent a letter to an old friend, that once settled a dispute between his father and a group of bandits ready to siege the castle.



Name: Captain

Function: Faceless Player character that controllers smaller characters. Chooses the location of the Porterhouse Castle. Decides what buildings or upgrades the castle receives. Chooses what technologies and magics are researched. Also picks which items are created. Also controls characters during combat.

Quote: Not found

Characteristics: Faceless, Genderless, Bodiless, basically just a void of nothingness that is called the captain.

Backstory: Does not really have a backstory. Basically is just a blank slate character that the player character can fill the shoes of. However for it to make sense, I will say that Douglas hires the Captain for his expertise in strategic tactics and defense to help combat the invasion.

Base location: The player character at the beginning of the game will be able to choose the location as to where Porterhouse castle resides. It can reside somewhere in the north near the gnomes, or in the lush forests with the elves. I want each location to provide a buff to the players experience and help them along the way. That way it makes chooses the location of the castle seem important to how your game might play out.

Upgrading: Player characters will be able to upgrade their rejects throughout the course of the game. Giving them more access to abilities that each class can use.



Name: Randomly generated or changed later by player.

Function: One of the controllable soldiers of the player character. Falling into one of four classes.

Quote: "Moving." "Affirmative." "Missed the target." "How did that not hit." "Demon down."

Characteristics: Human, Elf, Gnome, Frog. The player can change the race, gender, look, and the name of these characters. If the player wanted to they could create a character in their own image, name it after themselves, then watch it permanently die in combat. If the player character chooses, they can just leave the characters randomized. The characteristic doesn't really have a set look.

Backstory: Each of the backstories can range from prisoner, soldier, some dumb kid, or just someone looking to prove themselves. The backstories of these characters aren't that personal or well fleshed out. They are meant to be characters that can be controlled by the player character. The lack of backstory can be made up with expansion of the customization of these characters. But also, a player character could become attached to these characters especially if they have survived a long way through the game.

Ranger: A class proficient with a bow. Having a wide range of arrows from explosive, sleep, ice, and even electrifying one. Armor of a light variety to keep nimble and agile.

Knight: Carrying either a sword and shield or just a broadsword. This class has a heavy big amount of health and even bigger armor. Mostly soaks up damage and has an ability to distract enemies so that they focus him.

Wizard: Buffs and debuffs galore. Mostly casts a spells that either improve his allies armor or ruins the enemies. If need be the wizard can cast a powerful hex cause an enemy to turn into a defenseless animal.

Alchemist: Potions and grenades for this class. Mostly heals its allies with potions or drops a smoke bomb onto the battlefield to ruin enemy line of sight. If need be the alchemist can drop a stink bomb on top the enemy.



Name: Clancy Porterhouse

Function: Main Villain

Quote: “The races of the continent are a blight.”

Characteristics: Red bodied and black horned demon. Angry, Constantly Annoyed, Smug.

Backstory: Once the king of a castle on the continent long before the borders of the continent were defined. Clancy Porterhouse began to invest his funds and spend his time studying advanced magic in the hopes of being able to expand his power but also his reach. Due to his wealth, he would buy magical artifacts and spell books resulting in a massive library and collection within the castle. Though his castle began to fall into ruin Clancys cared more for his library than he did any other part of the castle. Eventually with the deteriorating conditions of the castle his constituents began to lose faith in him. Eventually most of them leaving for greener pastures. However one day while reading a magical book, Clancy casted a spell opening a portal to a realm he had never seen before.

With this Clancy stepped into the portal and was never seen on the continent again. Over time the realm began to take hold of Clancy, he began to do unspeakable things to the natural inhabitants that lived there. His appearance changed from that of a whitish elf to a reddish demon. Eventually he wanted to return to his original realm, unsure how to do so Clancy locked himself away studying the books of this realm to find a way to return to his home continent and expand his power on his once former home.



# Story Arc

## —Player Choice Matters

Before the game begins the players must choose a few things before the beginning of the game. First the player will choose between four difficulties. After this is chosen a map will appear on the screen showing five different choosable locations. The player will choose one location which results in the location of the main castle. For the sake of this outline, we will be choosing the Grain Plains location. This is located in the human portion of the continent.

## —Act 1 The Humble Beginnings and Post Tutorial

Upon exiting the blue portal, three Porterhouse Order members step out. Two Humans and an elf. Residing on the elf's back is an unconscious Gnome who was found at the ruins of the convoy where the order members just came from. The elf hands the gnome over to one of the physicians waiting by the portal courtyard. With this transfer the physician takes the gnome and an injured squad member to the infirmary.



Looking down at the portal courtyard, four members of the order are looking from a balcony at the exiting members. On this balcony resides Douglas Chambers, Sage Patterson, Sandra Hoperworth, and the Captain. The Captain is the embodiment of the player character. This character is faceless and has no traits. Mostly congratulations are given to the Captain for successfully dealing with the demons with it being their first day at the castle. However, everyone is aware that more attacks like this will occur. It is made clear to the players that they will be in charge of handling combat related instances at this point. In addition, from this point on we will introduce the castle mechanics and introduce new characters at this point in the game.

Going forward from here the game will introduce Sage Patterson and how she will be in charge of research. She will present the Captain with three options each taking a handful of days. The Captain will choose one of the three to research. Later when the research is finished the

Captain will choose a new research area, either one of the two they did not choose the first time or another new one. After leaving this introduction the players will be introduced to Sandra Hoperworth. She will explain the faction's system of the game. The Captain will be



shown by Sandra and the game that their choices have consequences. Helping the elves with their demon problem could result in less resources or funds coming from the elves as a whole. If the demon problems spiral out of control, funding can be pulled out all together resulting in a difficult time in the game.

After meeting with the now awake Gnome who offered his services to develop the researched magics by Sage, the player character is no doubt feeling overwhelmed as though they are a stranger in a strange land. With this we don't want the player to be overwhelmed by all the new mechanics and features they have been introduced. We also don't want to sugar coat it, as the actions of the player can result in massive problems or even defeat. With this the Captain will be brought into the war room where they are showing the war table. The war table we see has a map of the continent and the levels of terror in each kingdom as well as the funds coming from each one. Upon arrival Douglas Chambers will notify the Captain that the Artifact is detecting three Portals appearing across the continent. One in the Human Kingdom, one in the Gnome Villages and one in the Elven Forest. Each being a different difficulty and having different rewards. The players most choose one of these portals to assault, however when choosing one of the portals the other two will disappear causing unrest in those domains. Upon choosing which portal the Captain will choose four order members from a roster of twenty recruits. After selecting their four, the game will start the combat encounter.

### —Secondary Objectives and Explanations.

In this portion I need to cover some of the secondary objectives that take place after the tutorial but before the next overall big story beat. One of the things about the game is that its mission structure is wacky in terms of narrative. Most of the game the captain will be dealing with small engagements with three to four major missions over the course of the game. Consider the smaller missions to be the large bulk of the game, with these small missions comes a lot of things. Introductions to new missions' types such as escorts, disarms, captures and elimination missions. After we complete a single mission, we return to the castle to handle castle duties. We would also expand upon the castle forcing the player character to choose what buildings to add to the castle. An example of this is the Captain being faced with expanding either the library or forge. While both Sage and Kazwick suggest that their respective areas be expanded it is up to the players to make that decision. So much of this game is left as well as the story is built around the player agency within it. While missions and themes are about the same. When and how they are done is entirely left up to the player character.



Jumping back to combat of the game. By choosing to have an intricate customization feature of the soldiers, we can let the player characters create their own look for each soldier. With this the player character can also create stories themselves within the game. What I mean by this is take one of the soldiers that I mentioned earlier. Let's say his name is auto generated

to Peter Von Meer. He is given a very distinctive look, he is human, has brown hair, blue eyes and huge scar across his nose. Let's say he goes on four more missions and then dies in the mission with this he stays permanently dead. The players felt attached to that character as they served them well so far. A few missions later we arrive back to the castle and are informed of a new shipment of recruits arriving. While the player is looking over the new Rejects, they notice one of the new soldiers looks familiar. That soldier is named Ashley Henderson; however, they look quite similar to the fallen soldier Peter. With this, the player character decides to change the randomly generated name of Ashley Henderson to Ashley Von Meer. That way in the players mind they can imagine his new soldier being the daughter or sister of their previous fallen soldier. One of the things I want for this game is an abundance of player choices and agency. Story beats and missions can be similar but how they are dealt with is up entirely to the player character.

### —Act 2 Terror in the Cities.

Jumping somewhere around the mid game. The Captain will now have an understanding of how the game works but also the sacrifices that come with it. The player has made decisions that resulted in order members dying in combat and also displaced funds from key kingdoms in the attempts to save other kingdoms. With this everyone in game including the



player character feels as though something big is about to happen. Most of your soldiers are upgraded a little bit each having different skills and abilities. Sage and Kazwick the Gnome have spent countless days researching and building new weapons and armor for them. Though each day the demon presence increases. While it is being fought back by Porterhouse each of the members do not feel as though they are achieving much. With this the green artifact begins to hum with a new intensity. It shows that seven fresh hell portals have opened upon in the elven capital. Seeing this Chambers immediately signals the Captain to prepare for combat. The Captain chooses 6 of their best order members to fight on this squad. Two rangers, Three Knights and a Single Alchemist are sent thru a blue portal into the elven capital

### Returning after the mission

Looking down at the portal courtyard stands Douglas and Sage and they are each watching the portal. The single alchemist from before is the only one to step through the portal. Relaying what the castle already knows, that he is the sole survivor of the attack on the Elven Capital. While he and his squad were able to take out the entirety of the demon presence, many of them lost their lives doing so. Everyone in the castle feels devastated and defeated, as should the player character. The players chose the actions during that mission to the elven

capital resulting in the deaths of their best members. While the eleven capital is saved and will provide more resources for Porterhouse, I want the player character to wonder if the actions they took during this mission was the right call. So that when another type of terror mission like this one occurs they are fearful but ready for the challenge to either be successful or avenge their fallen order members.

### — Act 3 Searching for A Way In

Entering towards the end of the game now. The Captain and the Porterhouse crew are looking for a way to enter into the hellish domain so that they can assault the demons before they attack them. So far the Rejects have been waiting for the Demons to attack them, resulting in the devastating first blows against the innocent. While the artifact can detect incoming portals, by the time the Reject are mobilized the demons have done a decent amount of damage. With this our crew searches for a way into their domain.



At this point the player will have a new research to select. This research will take time and put all of other researches on hold. The players will have to choose if they want to focus on new potion bottles, swords or a way into the demon's domain. While this might seem obvious to us, it might not to the player character. The last few missions have been successful but that devastating loss in act 2 has changed the player character. They should be more cautious as another loss such as that could result in a huge setback or perhaps a defeat. While they have been successful as of late, they still fear that another incident like that might occur.

This player character decides to focus on researching new armor as a way to protect their soldiers. Another player might choose differently but that is what this one did. With this the player proceeds to do a few more missions stopping demons from attacking conveys and protecting a few towns. A few days later the new armor is done being researched and has now

been built by the Kazwick. With this we see a cutscene of this armor being tested. One of the soldiers is wearing the armor and Sage is tasked with attacking him. Sage casts a massive fireball at the soldier. The fireball slams against the armor. Once the smoke clears the soldier is seen standing perfectly fine. The Rejects have created a fireproof armor. This is a game changer for the Reject as many of the Demons use fire-based weapons and projectiles. With this in hand they should have an easier time facing challenging missions and combat scenarios.

The Players after testing the armor in multiple combat missions sees how successful the armor and then tasks Sage to research a way into the demon's domain. With this, the Castle and the players feel as though they can stop the demon presence once and for all. They look back on the devastating defeats and feel as though they are reborn and are up to the challenge. Eventually the magic is researched, and Sage is able to find an artifact of similar nature to her green one, but with this one being bright red. With this in mind a new mission objective is added for the rejects. Acquire a red artifact that the Rejects can use to enter the demon's domain. Curiously, these types of artifacts have only been seen on Demon Commanders, who upon their deaths destroy themselves and the artifact. To acquire this artifact, the Captain and Rejects will have to capture a Demon alive.

## TUTORIAL MISSION

### Porterhouse Rejects

**\*\*\* All of portions of the script in BOLD are non-interactive scenes. The camera will cut to show whatever we want. However, all dialog which is NOT in bold will be run during gameplay while the Player is in control. Portions that are underlined mean they take place during a player or enemy turn. Text that has "Quotes" around it likely means it will be replaced with demon sounds in game. \*\*\***

#### Characters:

- Captain: The bodyless captain of the Rejects. The Captain gives orders to all subordinates on the battlefield. Players take on this role as the Captain and provide the movements and attacks for all soldiers. Not much is known about the Captain except that they are good at strategic decisions.
- Douglas Chambers: Overseer of Castle Porterhouse. Douglas is now in charge of the castle after his father's passing. He is ambitious and wants to open the castle to the world.
- Sage Patterson: Archival Wizard at the Porterhouse Castle. She was studying one day when an artifact detected a Portal appearing on the Continent. Upon talking with Douglas and the Captain they decided to investigate.
- Thomas Winter: A human Knight that has been part of the Rejects for many years. He carries a sword and shield. Follow orders dutifully and wants to help the those in need.
- Edward Hopper: Fresh out of the swamps. Edward Hopper is a frog wielding a scythe. Stumbling upon the Porterhouse castle, Edward became enthralled with all the races working together and decided to stay. He is considered a baby face and is eager to learn about the world outside of his swamp.
- Alexander Brass: Once a Knight, she left that life behind and began to travel along the continent. Eventually running into an old instructor of hers, she followed him back to the castle of porterhouse. Where she offered her services for the order. Though they had no use for a soldier at that time, they kept her around as she provided detailed stories of human society.
- Cornwall Hatts: Born an orphan in the high tree top cities of the elven kingdom. Cornwall eventually set to leave the forest, as he heard tales a ruined castle with great treasure. Upon arrival he met Douglas Chambers who offered him a position within their ranks.
- Trio of Demons: The first enemies that players encounter. These devilish spawns have been sent to the continent to disrupt a human convoy. They're only three of them but they got the convoy off guard.

#### Terminology:

- Tutorial Instructions (TI): These are on-screen prompts that display a box of text for the player to read. It provides necessary information including controls. The box appears in

the top left screen. The player must follow the initials instructions for the game to continue.

- Chambers Hot Box (CHB): This is where the character, Chambers, appears with a profile picture of their head and provides in game knowledge.
- Punch In Scenes: Upon revealing enemies the camera will punch in on the enemies and show off their faces. From here the camera pans out and we see the enemies scatter in any direction on the battlefield. Punch In's can also be used on player kills and player deaths.
- Waypoint: Waypoints are markers that appear on the player's screen which guides them to mission objectives as well as displaying points of interest. It mostly an arrow or a single icon further up the battlefield.
- Intro Cutscenes: These sequences are for portal exits or entrances. Where our squad of Rejects are seen exiting or entering a blue portal. They are essentially motionless and are only walking forward into or out of the portal. They tend to play at key moments in the game either to show off the entrance of our heroes or to watch them retreat after a devastating loss.
- Turns: Since the game is turn based, I will be having sections labeled Demon Turn and Player turn. Each provides a brief description of the actions and perhaps dialogue that will take place during a turn.

**We punch out of a blue portal opening, showing our group of four Rejects exiting the portal. From here the camera pans up and we begin to see the ruins of a burning convoy.**

**Chambers**

**This is it, this is where Sage detected the other portal. I want you four to investigate.**

*Camera shifts. The four soldiers look around at the burning wreckage and begin to push forward.*

**Chambers**

**There is a lot of dead down there.**

**Sage**

**Doesn't matter, we need to find the other portal. There is nothing we can do for them.**

**Chambers**

**Keep pressing forward squad.**

*TUTORIAL Instructions appears, telling the player how to move their characters. Thomas is the first character chosen and goes forward and starts to charge the batteries.*

*If the player only uses half a movement the game reminds them to press a button to automatically end that characters turn.*

Thomas  
Moving on your orders.

***After moving forward all the way a Punch In Scene begins to play and we see the first Trio of Demons to appear. Upon scattering two venture further into the fog of war, while one approaches the Rejects.***

**Chambers**  
**What are those.**

**Trio of Demons**  
**Demon speak begins to be said during the Punch In and then they scatter.**

Demon Turn Begins

*The creature attacks using his hand, summons a power fire ball and casts it towards one of our squad members on the far left. With this the fireball ignites not only the box he is hiding behind but also the character himself.*

Demon  
“Gibberish that no one can understand”

Thomas  
Oh, that’s not fair.

Player Turn Begins

Douglas  
We need to get Thomas out of the fire.

***TUTORIAL INSTRUCTIONS:*** Press this button to switch between your characters and choose which one you want to use.

*The player gets to choose which character they want to directly control, for the sake of presentation we will do it as such. However in the game players do not have to follow this path.*

*The player character moves the burning slider out of the fire to a box once previously passed.*

Thomas  
(In pain)  
Hot. Hot. Hot.

*With this he ends his turn. Another squad member is chosen specifically an elf. The Elf is motioned to retreat towards the burned member, with this the elf produces a vial of healing water across the burned ally. Causing the burning to stop and have the injured regain health.*

Cornwall  
(Caring)

This should stop the burning and provide you with a pick me up.

With the last two controllable characters being sent forward to attack the hellish creature.

Edward  
(Glad)  
Hopping Forward.

Alexander  
(Excited)  
Gladly.

*Each character is selected to run up to either side of the creature and slashing it with their weapon. Upon the second hit from Alexander the creature collapses to its death. With this our player character's turn comes to an end.*

#### Demon Turn Begins

*The next turn begins and the two creatures from before can now be seen by the two knights that killed the previous creature. With this one of the creatures fires a spiked arrow at the knight who dealt the killing blow.*

Demon  
"What appears to be celebratory sounds."

Thomas  
(Shocked)  
No!

*The arrow lands resulting in a killing blow upon knight. This character is permanently dead and is no longer controllable. With this the next creature casts a fireball similar to the first one that was used against the last knight.*

Edward  
(Pain)  
Ahhhh! It burns.



Player Turn Begins

*Choosing the Frog who is standing in the fire, the player character motions the character to take cover behind a set of boxes. Upon this Edward yells at the two creatures as though he is taunting them to attack him. The player character has activated the ability known as Taunt.*

Edward  
(Angry)

Hey hit me you ugly bastards! You're gonna miss me!

*Next turn both creatures will focus their attacks on him. With this elf from before moves closer to the fight, the elf fires a poison tipped arrow at the creature who killed their ally.*

Cornwall  
(Glad)  
Firing my shot.

*The arrow lands but does not kill the creature. The soldier who was burned by the now dead creatures runs up in-between the knight and the elf.*

Demon  
"Ahhh, this stings!"

Demon Turn Begins

The devil creatures move forward and cast their attacks upon the knight who taunted them in the previous turn. The first creature casts a fireball yet completely missing the Knight and igniting a cart behind him. The other creature lands his attack, almost killing Edward.

Demons  
"Both stating joy as the fireball lands."

Edward  
That hurt. I'm in a lot of pain.

Player Turn Begins

*The Knight is moved out of the fire and takes cover in front of the elf and burned soldier. With this the Knight's turn ends.*

Edward  
Moving back to cover

*The Burned soldier produces a circular like bottle filled with a blue liquid substance. He lunges the bottle at the two creatures hiding next to each other causing the bottle to shatter and cover the two creatures in blue liquid as well as produce a puddle on the ground.*

Thomas  
Incoming!

*The elf's turn is next, with this the elf produces a blue tipped arrow, and fires the arrow at the puddle on the ground where the two creatures are standing. With this the contact of the arrow and puddle, causes the puddle and all the blue liquid on the creatures to freeze. Resulting in the two creatures being frozen. The turn ends.*

Cornwall  
(Satisfied)  
Arrow launched.

#### Demon Turn Begins

*Both creatures turns are skipped due to them being frozen.*

#### Player Turn Begins

The Knight is chosen uses an ability that lets him charge. With this he charges the two frozen creatures. Upon contact the knight runs through each of the creatures causing them both to shatter into thousands of pieces on the floor. With this the final creatures die. Upon this combat is over.

Thomas  
(Ecstatic)  
Charging forward.

**Upon finishing the last enemy a cutscene will play. Showing the three characters from before investigating the wreckage.**

**Douglas**  
**Good work you three, see if there are any survivors. Will bring back the bodies of the dead with us. We need to find out all we can.**

Upon looking around the knight pushes down a box the lands on the dirt and top pops upon. With this a small unconscious Gnome rolls out of the box. Douglas instructs the three to bring back the Gnome to the castle. With this the elf picks up the gnome and a blue portal appears. Each of the characters step through it.

Resulting in the end of the tutorial mission.

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