

EXT. IN BETWEEN FOREST- DAY

The ADVENTURER has landed in the in between. He opens his eyes to see the sky and then sits up. He looks around and then looks down at himself.

ADVENTURER

Where am I?

The adventurer looks up to see a GUIDE. The guide helps the adventurer up.

GUIDE

(somber tone)

You are in the in between. I have been stuck here for years and you need to get out. The only way is to get to the gate which is guarded by CERBERUS. In order to kill Cerberus you need to construct a fabled tool. The items you need to make this tool have been lost for centuries. We do have this compass which should lead us to the first item. Also take this bag to store any items you find along the way.

The adventurer grabs the compass and the bag and gets up. The adventurer walks away following the compass.

EXT. TRAIL - DAY

Montage of the adventurer walking to the first quest item. He is following the compass. The time is cycling so by the time he gets to the mountain it is dusk.

EXT. MOUNTAIN - DUSK

The adventurer walks up a mountain, following his compass. He sees two LOST GUARDS who are protecting the trial arena. The two guards see the adventurer and run back hitting an alarm to alert the other Lost Guards.

LOST GUARD

Fall back! Someone is approaching!

The guards stop what they are doing and fall back.

INT. TRIAL ARENA - DUSK

The adventurer enters the trial arena. He sees a SPIRIT and he approaches.

SPIRIT

What you seek is near. But first you must prove your virtue.

The adventurer turns around and sees two Lost Guards charging him.

GUIDE

Fight off the Lost Guards and then continue with the trial.

When the adventurer is pinned down he uses the special ability by accident.

GUIDE

Wow! You just used your special ability. Remember how to perform it so you can use it again.

The adventurer fights off the guards and wins. He then turns back around to look at the spirit.

SPIRIT

Impressive. I haven't seen someone do that in a long time. I thought that ability was lost.

The spirit starts moving and a door opens up.

SPIRIT

Follow me. What you seek is in here. If you are worthy you will be able to enter and take the item.

The adventurer follows the spirit as four more guards chase him. The guards disappear as they enter the door.

INT. FIRST QUEST ITEM ROOM - DUSK

The adventurer and spirit walk in and look at the item which is sitting on a pedestal.

SPIRIT

Take the item. It's yours now. You are worthy.

The spirit disappears.

EXT. WATCHTOWER - DAY

The adventurer is at the bottom of a watch tower. He looks up and then decides to walk up to the top of it. When he gets to the top he enters the little building and sees the guide.

INT. WATCHTOWER - DAY

The guide is sitting at a communications system. When the adventurer walks in. The guide turns around.

GUIDE

Welcome. How did you get here so quickly? This is where I have been communicating to you from. I see you managed to get the first item. My system went out at some point. I don't know when.

The guide stands up and walks over to the adventurer and opens a fast travel menu.

GUIDE

Go to Pythia Cave and you should find what you're looking for.

The adventurer leaves the watchtower.

EXT. PYTHIA CAVE ENTRANCE - DUSK

The adventurer walks up to the entrance to Pythia Cave, holding the compass which is facing the cave.

ADVENTURER

Guess this is what I am looking for.

The adventurer enters the cave.

INT. PYTHIA CAVE - DUSK

The adventurer looks at the item which is guarded by a force field. He tries to walk into the force field to get the item.

ADVENTURER

There seems to be some sort of force field that is not letting me through?

He puts his hand out to touch it again and gets hurt.

ADVENTURER

What is this force field made of?

GUIDE

It was said that the ancient people that discovered this place made a force that could only be passed through by inanimate objects.

The adventurer takes a rock and throws it at the item, knocking it off the pedestal and deactivating the force field. A door opens up and he walks through.

EXT. SMALL GROVE - DAY

The adventurer walks through the door and sees a bunch of trees.

GUIDE

Grab a branch to create the next part of your tool.

The adventurer walks over to a tree and grabs a branch.

GUIDE

We still need one more thing.

ADVENTURER

What would that be?

GUIDE

Something strong enough to launch the first item. Keep walking and you should find the item.

The adventurer walks off.

EXT. FOREST - DAY

The adventurer is walking and hears a russell in the bushes. He turns around to look and then behind him a creature pops out. The adventurer blocks with his special ability shield.

(MORE FIGHT SCENE CHOREOGRAPHY)

The adventurer is sitting on the ground, just having beaten the creature.

ADVENTURER

Phew, that was close.

The adventurer goes over to the creature and takes the third item.

ADVENTURER

Guess I should get back to base.

GUIDE

I look forward to seeing you. I have some designs for you to look at.

The adventurer walks off to head back to the watchtower.

INT. WATCHTOWER - DAY

The adventurer and guide are looking at a blueprint and assembling the tool.

GUIDE

Now let's get you out of here. I have found the location of Cerberus. Once you consume the essence of Cerberus the gate should open to take you back.

ADVENTURER

Thanks for all your help. I couldn't have done this without you.

The adventurer leaves the watchtower.

EXT. CLIFF - DAY

The adventurer is walking on the cliff's edge. He is holding the tool nervously and a piece of rock slips from under him. Cerberus appears in an area. The adventurer walks into the area and Cerberus wakes up. The adventurer steps back and looks up at Cerberus as he rises. The adventurer raises his spear to challenge Cerberus and then Cerberus roars and rises up on his hind legs. Cerberus swipes at the adventurer and the adventurer uses his special ability to deflect. He then runs to get a better angle to fire the tool at Cerberus.

ADVENTURER

Here goes nothing.

The adventurer launches the tool and hits Cerberus. Cerberus then falls and a wall of rocks start to fall revealing a glowing gateway. Cerberus then fades away and his mist unlocks the gate. The adventurer then takes a step and the screen fades to white.

EXT. EARTH - DAY

The adventurer is lying on the ground and opens his eyes and sees a graphic that says "tutorial level complete".