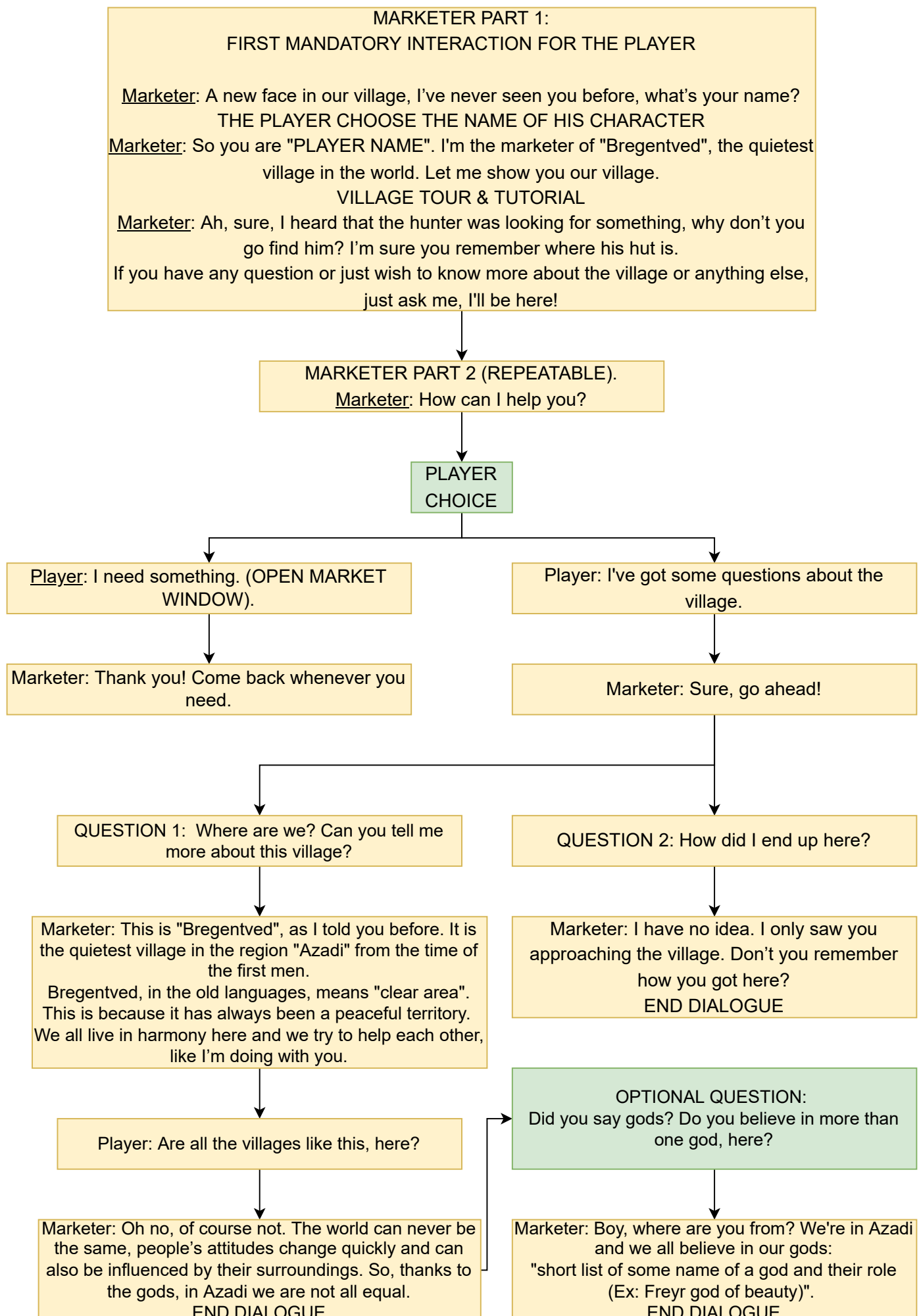




DIALOGUES WITH THE HUNTER PART 1:

Player: The marketer told me that you might need a hand with something.

Hunter: Yes, I could. But.. Do you know how to handle a weapon?

Show me with those mannequins.

COMBAT TUTORIAL WITH MANNEQUINS (where the player will freely choose to use a bow or sword or anything else, if possible).

Hunter: I could use your help to eliminate some wolves outside the village but you're gonna need a real weapon to do that. I'll borrow you one of my weapons. Choose one from the table.

HUNTER PART 2:

Hunter: Hey, are you ready?

Player: I'm ready / Not yet.

IF NOT READY:

Hunter: Come back when you're ready.

IF READY:

Hunter: Ok, so: There is a group of white wolves just outside the village that are giving trouble to our lumberjack and miners. I'll write the location on your map, go there and don't die!

FIGHT AGAINST
WOLVES

HUNTER PART 3:

Hunter: You're back and you're still alive! Good to see you again!

You can keep that weapon as your reward, thank you.

Ah, one other thing:
You should probably go find the lumberjack, he definitely wants to thank you and, to repair your weapon, go talk to the blacksmith.

Every next interaction with the hunter will get this answer:

"Can't talk now, I'm busy".

DIALOGUES WITH THE
BLACKSMITH:

INTERACTIONS BEFORE WOLF QUEST ARE BLOCKED.

BLACKSMITH PART 1:

Blacksmith: Who are you now?

Player: I am "CHARACTER NAME", The hunter sent me to repair my weapon.

Blacksmith: Interesting. You're the one that helped us with those wolves. Come here, I'll teach you how to forge and repair a weapon.

FORGING
TUTORIAL

BLACKSMITH PART 2:

Blacksmith: Good job. You should be able to fight again now. But please don't die, so be careful.

Every next interaction with the blacksmith will get this answer:

"Can't talk now, I'm waiting".

Until the blacksmith himself, some time after the wolf quest, interrupts the player to start the quest "In the Dark Forest".

Blacksmith: Can you come with me to the dark forest? I need to go there to get some minerals but I'm afraid of wolves.

Player: Yeah, for sure.

QUEST START.

The player will follow the blacksmith into the forest, talking during the walk:

Blacksmith: I'm looking for a mineral called "Ancestral Red"; legends say that if you apply this material to a sword, the sword will get some sort of "magical" power.

Every 3 years on this day the dark forest becomes all red and this material appears with it somewhere, even if I've never been able to found it.

They arrive in the forest and then the red moon appears in the sky and the environment begins to change, burning all around the player and a gigantic suramir boss will begin morphing into reality.

Player: Run! Run! I'll fight him but you have to run!

Blacksmith escapes the forest but the player, fighting the Boss, gets hit by a giant creature and dies, ending the tutorial.

CONSTRUCTION WORKER PART 1:
(Unlocked only after the wolf mission).

C. Worker: You must be "Player name", your name is famous around here. Thanks for solving the wolf problem, now I can buy the wood again and I'm able to build, again.

C. Worker: Ah, one other thing: I was building a small hut, it might be useful for someone like you. Let me show you how to build one:

BUILDING TUTORIAL

C. Worker: Well, you're not as good as me but at least now you have a repair for the night.



Every next interaction with the C. Worker will get this answer:

"Can't talk now, I'm building".

DIALOGUES WITH
THE LUMBERJACK:

DIALOGUES WITH THE LUMBERJACK PART 1:

(Unlocked only after the wolf mission).

Lumberjack: You should be the one that helped me with those wolves. Thanks, they were giving me a lot of troubles, my arm still hurts.

Player: Do you need help with anything?

Lumberjack: Well, there's one thing.. Why don't you grab that axe and cut some wood for me? I'll teach you how to do it.

TUTORIAL
WOOD CUTTING

DIALOGUES WITH THE LUMBERJACK PART 2:

(Unlocked only after the wolf mission).

LUMBERJACK PART 2:

Lumberjack: Well, now I see why the archer gave you that mission, surely you know how to use a weapon.
You can keep half of that wood and.. thanks again!

Every next interaction with the lumberjack will get this answer:

"Can't talk now, I'm busy".

RANDOM DIALOGUES



Farmers, miners, children, mayor.

Any interaction with these NPCs will only get direct responses:

Examples:

Farmer: Singing while working, ingnoring the player.

Miner: Do not bother me.

Children: Before the wolf quest nothing, after that: "You are our hero!
Thanks for saving us from the wolves!"

Mayor: Totally nothing before the wolf mission, after that: "In name of
the whole city, thank you "Character name".