

The Shifting Sands outline

Draft 1

Act I

Part 1

Ordinary World

Hero wakes up and prepares his uniform. He has been summoned and narrates his background.

Call to Adventure

Sees King. Instructed to retrieve engine from inventor out west and kill him.

Refusal of the Call

Hero protests. King insists. Hero tells King his rule is abusive. King throws Hero out of the room and assigns another soldier to assist Hero.

Meeting with Mentor

Speaks to Wife. Tells children to behave. Wife tells him not to try to save the world.

Crossing the First Threshold

Hero departs and comes to town. Meets traveler who wishes to travel with Hero for mutual protection. Traveler speaks to him. World-wise.

Part 2

Enemies, Allies, Tests

In subsequent towns Hero learns that his king is ruthless and tyrannical. He sees the evils that his kingdom has caused. Diverging paths open. Traveler leaves sometime along the way.

Flashback (c. 1222): King, Sr. and Queen of City are thrilled with the arrival of their firstborn. They go to the Temple of Fire to seek the Zoro-Priest's blessing. Priest reads prophecy that dictates firstborn must be raised by another couple. K.Sr. asks if Firstborn can be shown his lineage upon age of majority. Priest says prophecy shall reveal itself more with time.

Approach to the Inmost Cave

Comes to town where inventor lives. Sees several improvements that make townsfolk very happy.

Ordeal/Seizing of the Sword

Refuses to kill inventor. Soldier Partner kills inventor, takes engine, and calls Hero a coward. Thinks to himself that he will have Hero swiftly arrested once back at town. They must escape town with an encounter every step of the way.

Part 3

Road Back

Hero returns. Refuses to hand weapon to King, snatches it from Partner, fights off guards (auto). Fights unwinnable battle against King. (Background scrolls while fighting. Fight ends in dungeon, against back

wall). King whispers “You know, don’t you?” Hero asks “What?” King says “You’ve known all along. You’ve been waiting to take my place.” Hero says “I never—!” King says “The line ends here. I shall choose an heir as Mohammed did.” Moves to kill Hero but Hero half-blocks and is knocked unconscious. King kills Hero’s family and leaves with half of army to conquer the Empire.

Resurrection

Hero awakens to distant orders being shouted by a remaining soldier. Other half of army is overseeing construction of a fort around town, and citizens are its slaves. Finds Friend in Dungeon. Rescues him and they escape the town. They embark toward Baghdad to warn of the King’s plot.

Act II

Part I

Crossing the First Threshold

Hero and Friend find that King is going a different way. He isn't going to Baghdad, but instead is heading North, into Mongol territory. They wonder about this, for Hero is fairly certain King hates Mongols. Why would he go deeper into their territory? They set out to Inventor's town to make amends and find a counter to the engine technology.

Playable Flashback (c. 1230): KSr. and Queen instructs Prince (King) to explore the city with his entourage. After he leaves Queen says to KSr. she worries about his short temper. She says do you think he may be possessed by druj? KSr. says no, and with guidance and time he will learn to face his temper. Prince is carried around city. If player tells carriage to park, Prince can walk about with guards. During a conversation with a boy the player is given the option to hit the boy. Climbs to top of city walls and guard tells Prince about the isolation of City—this is why it is not until the rule of the Khwarezmid Empire. May explore City until sundown, then goes to bed.

Allies I (Shadow)

They meet Inventor's Nephew in nearby Oasis. He is looking for Hero. They ask him to join them. Nephew of Inventor agrees to go with them, to avenge his uncle. Nephew actually wishes to take revenge on Hero, since Inventor was killed by his Partner's hands. The three of them plan to embark. Hero decides it's too late to go any further and decides to stay in the Oasis overnight. Overnight, Nephew stands outside by the spring contemplating his revenge. Hero comes out and speaks to him. In the morning they set out.

Tests I

Cutscene: Messenger informs King that Hero escaped City. King asks who was in charge of security. Security Officer steps forward and the King orders him killed.

Tests II

Friend says they will need several camels in order to go anywhere. Must go on Fetch quest in order to procure one. Along way someone in one of the towns has sidequest1. Meet Traveler along the way and he re-joins the party. Someone else has sidequest2 which will be available later. One mentions another quest which will be accessible later.

Allies II

Meet Professor who is on his way to Baghdad. Acquire camels and set off. At eventual junction Traveler leaves the party.

Part II

At this point the player has the choice to perform sidequests or go back to gain EXP. Sidequest2 becomes available. Junction contains town with Academy, Range, Inn, Spring, Stores, etc.

Tests III

Shifting sands have blocked both paths to the Inventor's town. Instead the party must travel around the Zagros mountains on the western border of Persia and onto the Silk Road toward Baghdad, then divert South.

Conversation plays over gameplay while player guides camels around obstacles. Hero and Friend fill in Professor on the events leading up to their meeting. Professor sympathizes about Hero's family and says it must be hard to be separated from one's loved ones. Nephew bitterly agrees. Hero asks if he is ok. Nephew agrees and thinks to himself (player can read it) that he will kill Hero that night. Come to village where they meet Traveler again. Set camp outside.

Allies III

After Traveler dissuades Nephew from killing Hero, Nephew leaves the Party to return to his hometown. In the morning Hero asks about his location. Hero reveals that King wants to return to the town for a missing piece (Hero saw it on some plan copies in Flashback). If the town has not already been destroyed, it will be. Traveler lends them horses and departs again. They set out to catch up with all deliberate speed.

Enemies I

They approach the Inventor's town and see the King's elite force looting it. Fight unwinnable battle. Afterwards Elites take all the remaining inventions and leave. Nephew declares his quest for revenge against the King. Friend chides him, telling him that vengeance is formless and will devour its wielder.

Tests IV

Beaten up and knowing they lost headway, the Party knows they must get to Baghdad as soon as possible. King backtracks to install missing pieces. Leave for [Ecbatana](#).

Flashback: Nephew goes into Inventor's workshop. Inventor says "Aah, Nephew. I'm about to put the finishing touches on my machine." He finishes. "Look here, Nephew." He cranks a dial and the invention, a music box, starts playing. Inventor says "With time I hope to introduce an algorithm that will allow improvisation. Nephew says "This is wonderful! If I had had this as a small boy I would have been able to sleep more soundly." Inventor chuckles and says "Then I am glad I have made it. The painter paints, the chef cooks, and the inventor builds. Never forget that, Nephew. We must use the pursuit of knowledge to help our fellow man, for we are all branches of the same tree."

Tests IV (cont.)

Stop at Ecbatana: last stop before Baghdad. When ready to leave city through west side, the King's forces come through/around. The Mongols come around while a single Mongol walks through the town, killing random villagers to test loyalty.

Flashback (c. 1231): City is laid siege upon by warring faction of former K. Empire. The Temple is destroyed and Ksr. and Prince are castrated to lower morale. The Mongols come into the city and kill the invaders. The colonel asks the general if there is anything to be had from this city, since they came all this way. General says it is too isolated to serve any purpose, and yet.... King is brought out. Mongols say he must pay tribute and decimate size of military but otherwise may remain independent. Mongols leave city. Prince vows silently to one day free his domain from Mongol rule.

Approach to the Inmost Cave I

At sunset the party clears the Zagros mountains and set up camp on the flat desert. On the horizon they can see the faint flicker of the King's forces.

Enemies II

Cutscene: Flashback to King's meeting with Mongols. He tells the general that he has intimate knowledge of hidden treasures and of powerful weapons which will aid the Mongols in becoming uncontested rulers of the Earth. The King asks them to help him build these superweapons in exchange for his help. King talks

about what allowed him to make this. His discovery of the largest Iron deposit in Persia, his discovery of a scroll showing the Helepolis, and spy report of Inventor's engine.

Approach II

Cutscene: Horses riding through Mode 7 desert. Voice-over narration. Hero mentions his conflict between civil duty to King and his duty to his brethren.

Campsite. **Discussion interspersed with QTE.** Hero and Professor talk about Mongols. Professor tells about atrocities Hero has and hasn't heard. Hero asks him what if they take over Baghdad. Professor says then the Islamic Empire is done for. Hero knows he must convince the Caliph to surrender.

Tests V

The King's General gets into an argument with him about the ethics of slaying his Muslim brothers. General also says the Mongols are only using King, just as he is using them. King reveals his intentions to overthrow Khan, saying he wishes to rid the Middle East of foreign influence, just as the [Egyptians did](#). General points out that King is Arab and his Kingdom thus is foreign. King threatens to kill General if he does not step down. General steps down and then secretly runs away in the night.

Enemies III

High number of random encounters by robbers ambushing party. Temporary settlement has merchants who offer items and cures. Baghdad becomes bigger in the distance.

Flashback (c. 1231): Ksr. and Queen discuss their fears. They fear the prophecy and do not want to tell Hero about his lineage, but also fear their line ending. Ksr. and Prince are both castrated. They decide to inform Hero of his lineage on his 16th birthday. Prince considers rule by a brother the same as rule by foreigners. He yells at parents. They comfort him but he is not sated. He kills his parents in their sleep. He regrets this immediately and imagines Hero knows about this deep down. He decides to keep Hero close to watch him. The next day a boy asks him why his voice is so high. He beats the child and exiles him.

Approach III

Party arrives at Baghdad. Friend reminds Hero that they are not there to vacation. Must see the [Caliph](#) ASAP. **Free to explore city. Libraries, Schools, Ranges, Shops, etc. are available.** Go to palace. See Caliph, who is suspicious. Caliph says that he is enemies with [Muhammad II](#) of [Khwarezm](#), so if Iran was attacked, what difference does it make? Hero tells Caliph that the Mongols see all Muslims as the same thanks to the encouragement of the King. Caliph says that the enemy of his enemy is his friend. Professor steps forward and tells the Caliph of his research journey in Poland:

Enemies IV

Flashback: Professor is collecting berries in the forest when he sees the Mongol armies descending upon a city in the Polish countryside. He sees the town being eviscerated one-sidedly.

Approach III (cont.)

Professor tells Caliph that fighting will only guarantee destruction. Only through surrender can the city and its treasures be spared. Caliph says that such is not necessary, for the Caliphate has been attacked many times, but not the city itself. Messenger interrupts and delivers a message: Khülegü Khan demands his surrender. Caliph refuses and tells the messenger so. He orders the party ejected from his presence.

Ordeal I

The player must choose from three options:

- a: Ask Khan to kill Caliph and spare all others. (Raises evasive abilities for all members.)
- b: Help mobilize the fighting forces. (Raises attack power for Hero and Friend.)
- c: Seek to kill Khülegü Khan. (Lowers shield/armor abilities for all members, esp. Hero.)

Ordeal IIa

The next night when the Mongols are camping a few miles outside of Baghdad the party minus Professor meets them and states business. Khan emerges. Dialogue scene follows. At one point King emerges from tent. Nephew is filled with rage and reaches for his dagger during QTE and tries to overcome his rage.

Ordeal IIb

Party splits up. Professor researches the capabilities of the city, Nephew tests the strength of the city walls, Hero and Friend speak to the general.

Ordeal IIc

Resolve to kill Khan as soon as he reaches the walls. Time until then is free for sidequests, but one fewer day for exploring than with other two options.

Ordeal IIIa1

If player passes QTE (extremely difficult), Hero holds Nephew's blade within the sheath. Khan asks what is going on. Nephew says that he wishes to bring King to justice for betraying his brothers. Khan said that what Hero is doing is not any better. If Caliph is stubborn then perhaps it is good that he fall. Khan asks if any of party is leader. Hero says no. Khan says that if the head of the Abassid Caliphate wishes to surrender, Baghdad will be spared. Khan takes Nephew's sword and sends party away, asking them to bid farewell to The City. From here until siege is free for sidequests.

Ordeal IIIa2

If player fails QTE, Nephew draws blade to strike down King. Hero restrains him and Friend begs the Mongols to hold their fire. Khan accuses them of being spies. He orders Nephew to surrender his sword and shield and sends party back to Baghdad. Khan wields sword of Nephew and says "If you would kill one of your own, then your brothers shall fall by your own sword." From here until siege is free for sidequests.

Ordeal IIIb

General is confident that military will be ready for invasion. Shows smug sense of superiority because Baghdad is the bread basket of the Middle East. Party reunites and discuss uselessness of Baghdad's military. Hero and Friend decide to help with the defense, holding it as their duty to protect their brothers. Send Professor westward to escape Baghdad and spread knowledge elsewhere. They try to send Nephew away as well but he refuses. From here until siege is free for sidequests.

Ordeal IIIc

When siege commences, Friend climbs atop walls. Player aims arrow from above-the-shoulder. Wind always carries arrow off-course. Arrow falls outside Khan's red tent. Three bodyguards stand in front of him. Khan asks "Is this your reply, Caliph?" Khan orders his tent to be covered with black tarp. In the morning, they shall strike. If player has perfect aim (wind will still divert it) the armor punishment will not be as severe.

Allies IV

Sidequest. Party walks through market and sees man with improperly-fitting turban. If player engages him, conversation starts. Man becomes nervous and walks away. If player follows him, he runs. If player chases him successfully, he will be cornered. Man begs forgiveness and confesses he is a Georgian spy. Georgians

are allies of Mongols and wish to get [revenge for the Muslims' sacking](#) of their capital, Tiflis. **QTE conversation.** Friend mentions that there's a lot of revenge going on around here. Hero says that no one people can be trusted, only individuals. Mentions King (this causes Georgian to be irritated.) Professor asks Georgian aren't his people Christian? And if they are, then doesn't their religion forbid killing? Georgian apologizes for his people and says perhaps Hero is correct; no one people can be trusted. Nephew tells Georgian that the quest for vengeance does not result in satisfaction—only more deaths. He apologizes for his army's hatred and asks to join them. **If QTE is executed properly,** Georgian will join party as Healer—support.

Ordeal IV

Wait until party goes to sleep for the third time. They awaken by cutscene of walls being breached. Hero narrates saying that in only a few days the invading armies broke through the walls. What followed after that was little more than angry wolves ripping through paper sheep, but without hunger and instead with unrelenting hatred for an invisible crime.

Cutscene: Party confers among itself, asking what to do. Wave of Mongols come by and Party decides to fight to front lines to try and guide unprepared forces competently.

Scrolling background, battle mode. Party fights Mongols while working way toward front. When Party reaches front, General orders retreat. Player must get to cover to avoid being trampled. Walk along trench (**random battles include rats, etc.**).

Cutscene: Party hides from behind pile of rubble. See Khan from distance. Khan sees room of treasure and grows infuriated. He orders the Caliph brought to him. Khan throws Caliph in treasure room. Nephew says maybe the Siege will end since Caliph is disposed of. Professor says that no quarter shall be given to anyone (If option b. from above is chosen, Friend will deliver the line). Voice from behind says "The Khan wishes to see you!" Their response is "Gasp!"

Ordeal V

The Party is standing before the Khan and his generals. Buildings are flaming in the background. In the foreground civilians and soldiers are running around without order and Mongol soldiers are running them down. Khan says that the Party betrayed the purity of messaging by actively engaging in combat themselves.

King comes from off-screen yelling at Khan "Stop destroying the city. Kill however many you want, but spare the majesty of the city! Or you'll never see where the hidden treasure is!" Khan tells him "Is that your only bargaining card? Is treasure all you care about? You remind me of the Chinese. I HATE the Chinese! (Denying us that which they lavish upon their deceased! Disgusting!)" King: You seem to be forgetting my massive firepower from above! Khan: You seem to forget that those towers were built by Mongol hands." Khan sends a small firecracker to the sky.

We see one of the towers crumbling and a Mongol ride away from it as it falls. We hear screams of King's men. From far away we see the city and all the crumbling towers.

Khan: Thank you for placing all of your men in those towers. They were quite easy to kill, and now, that metal shall make nice armor for my horses." The King shouts a profanity and moves to kill Khan. Khan throws sword at him and he dies (**Uses Nephew's sword if option a2 from above. Says to Nephew "I killed him with your sword. Is that not what you wanted?"**) King looks down at blade with shock. Reaches out arm to Hero and says "...Brother!" then falls to the ground dead. Hero cannot believe it. "Brother?" Khan: You shall join him. Archers! Ready! Aim! ...?

Missile comes from a parapet and crashes into the ground a few feet away from Khan. Smoke billows everywhere. From within the smoke silhouettes of two horses rush by and swoop up Hero, then circle around and get friend, then Nephew (**, then Professor if option a. or c. above**). They ride away. One gate is filled in with Mongols. Horse quickly changes direction. Close up of Hero as he looks at destruction while

his eyes repeatedly fall shut (five-second sights in slow-motion). The [Grand Library of Baghdad](#) being torn to the ground. Its books being thrown into the Tigris river. A woman held down by a female soldier while a male soldier prepares to rape her. A horseman sliding a javelin into a pregnant woman's belly. The Caliph being trampled upon while rolled up in a rug.

Outside of city, as horse is riding away, Hero is holding on to the shoulders of person in front of him, shuddering in his sleep. City burns in background. Fade out. **Fade in Save Prompt.**

Act III

Part I

Ordinary World I

Titlecard: Seven Years Later.

Nephew stands in front of the counter in a Weapons Shop. The player must choose to buy a sword. After Nephew acquires it he goes home and buries it (on side of house facing town). A passer-by asks him why. He answers that he must use whatever fortune he has on burying swords so that no one may be killed by his own blade ever again, because Khan killed King with his blade. The passer-by asks if Nephew is the man who fought with Hero. Nephew asks how Passer-by knows this. Passer-by answers that a traveler told him.

Call to Adventure I

Traveler emerges from wagon. Says Hero needs Nephew's help so Traveler is picking him up, since it's on his way.

Refusal of the Call I

Nephew refuses and says he does not want to kill ever again. He says he doesn't want to see Traveler or any of the others ever again. They remind him of The City.

Meeting with the Mentor I

Traveler follows him into his hut (**may explore town first**). Most residents seem to think of him as crazy but harmless. Weapons Shop owner says Nephew is a gold mine. He doesn't know where Nephew gets his income from, but his money is as good as anyone else's and it has made him rich.).

Nephew says "I told you to leave me alone!" Traveler replies: "Though you are in your hut, you can't hide from your duty to your brothers." Nephew: What about my duty to those who fell in Baghdad? What about my duty to my family? I can't protect anyone. But my sword was responsible for the deaths of my brothers (or the King's death if option a. is chosen). Traveler: That couldn't be helped but this can. Nephew: Huh? Traveler: A spy and dear friend told me that Hero's City is going to be attacked in two months. Nephew: So? Traveler: It represents the last known Muslim resistance to the east of the Euphrates. Nephew: So? Without Baghdad our Empire is just symbolic. It has no power. Life goes on. A town isn't worth fighting for. Traveler: So what is worth fighting for?! So you couldn't protect Inventor, but now you have the power to protect the comrade who has fought with you all the way. Nephew: Don't mention my uncle! You're not worthy! Uncle spent his life bettering others' lives. Am I to carry on his legacy by killing as many men as I can?

Traveler goes outside and pulls a sword out of the sand. He comes inside and raises his sword. Nephew backs against the wall. Traveler: "Is this how you wish to live your life? In fear? Are you willing to be killed as a test of your townsmen's loyalty?" He lowers his sword. "We are facing men who have no will to negotiate, thanks to the hostility of lesser men. But we must not let that seal our fate. Nephew, if you do not wield your sword you shall be killed by he who does. You have a chance to defend the home of your comrade." He extends the sword handle to Nephew. "Will you fight with me?" Nephew agrees.

Crossing the First Threshold I

Traveler and Nephew walk outside to see that Passerby has left. They buy horse and depart.

Flashback (c. 1241, 1246): King chooses Wife. He chooses her based solely on her beauty. Narration says their happiness was short lived, fast-forwards five years. Conversation between King and Wife. Wife desires power and King has none. King assures her his City is small but rich and strong. She says that is not the only factor. She wants to experience his power but he is impotent. She complains that the sight of a sword excites her more than the sight of him. He says "That is why you chose to lie with that other man?" She says

"And I do not regret it. I was pleased for the first time in years. And you won't do anything about it, will you, weak boy?" She leaves. King dips his head in sadness.

Ordinary World II

Cutscene: Prison guards change watch. Guard1 says "The prisoner shall be there until morning. Personally I think it's a waste of time. He won't talk. We should just execute him now." Guard2: "The General wants to give him one more chance tomorrow morning. Then we'll kill him. Stay sharp." Guard2 leaves. Player may take archery shot at guard but must line up shot quickly or guard will walk around the corner and out of sight. Must infiltrate town and sneak up to prison hold.

Two options:

- a.) Smash the lock. (results in
- b.) Dispose of guard, then pick the lock.

O.W. IIa.)1

If the guard is conscious, the sound of the lock smashing will draw him over. From here, there are only three minutes to escape the town before player is overwhelmed. Must confront guard, then escape while facing increasingly frequent encounters.

O.W. IIa.)2

If the guard is dead, the sound will arouse suspicion. Player will still have three minutes, but with 70% the encounters.

O.W. IIb.)1

QTE. As player approaches guard, prompt flashes for rock (hard to pass), then for dagger (easy). If rock is selected, guard is knocked out. Friend searches him for key. Finds none, picks up money. Picks lock. Must open door gently (QTE). If player passes, will have three minutes, and without any random encounters. If player fails, will have three minutes to escape with normal amount of encounters.

O.W. IIb.)2

If dagger is selected, guard will be stabbed in the head. He will fall to the ground below with the dagger still in him. This means Friend will be forced to hit the lock open.

Crossing the First Threshold II

Friend and Professor climb up onto the wall and rappel down it. If it is done correctly, they will reach bottom and ride away on horse. If not, they will fall onto horse and it will limp.

Allies I

Riding along, Nephew is polishing his blade. He says after this is all over he would like to rebuild his town and build a small shrine to his uncle. He asks Traveler if he has a home and why he always travels. Traveler says he doesn't want to talk about it; it's too personal. Nephew says: You came into my house and held a sword over my head. What's 'personal?' Traveler sighs and begins a flashback with the words "I'm looking for my family."

Flashback

Narration: I lived in Shahr-e-Ray as a child. When they came our city was already in ruin from infighting. When we heard the naccara beating from beyond the hills many civilians fled to nearby Tehran.

Mother: Go with Mr. T. He'll help you get to safety. Traveler (child): Mommy, why are you holding your side? Mommy: Just go. Your father will take care of me. Traveler: No! I want to stay with you! Mr. T.:

Father, I have to leave now! Father: Go with Mr. T. We'll see you again in Tehran.

Traveler: No! Don't make me go! Father: Now! (Father grabs Traveler and carries him over to Mr. T. who puts him in wagon.) Narration: I was screaming the entire time. (After carriage moves off-screen, Father says) "Let me see the wound." (Mother removes her hand and it is covered in blood.) Mother: How does it look? Father: ... We must pray that the doctor can heal you. (They embrace. Building shakes. Father carries Mother off-screen.) Narration: Of course, I never saw them again. (Scene switches to the streets.) I kept looking. Traveler: Father! Mother! Narration: And looking (Now in desert.).

Return to present. Traveler: I guess I never stopped. I was told many times that they were probably dead but I never stopped traveling, forever searching for them.

Nephew: That's awful! Traveler: It is what it is. Life goes on. Nephew: I can't imagine your pain. To be a young boy, separated from his parents. Traveler: Even though I wasn't reunited with them, do you know what I did find? Nephew: No. Traveller: A new family: Hero, Friend, You, (Georgian if applicable), and Professor. Nephew: You think of us as... family? Traveler: The closest I'll ever have. But this is to remain between us. I don't want people to think I've turned mushy. Nephew: *Laughs.* Deal. Speaking of the others, what are they up to? Traveler: Also on their way to Hero, if I'm not mistaken. I hope that we are not too late.

Enemies I

Cutscene: Guard comes for Professor. Looks in cell and sees it empty. Shouts "JAILBREAK!" Camera cuts to town walls. Several cavalymen ride out into the early morning desert.

Allies II

Player has full control until walking into Coffee House in town along the way. In Coffee House, Friend asks Professor why he was being held prisoner. Professor says he was captured so that Mongols could extract war knowledge out of him. They feared the potential of the Helepolis and wanted to know what other Greek war technologies we knew about. Of course, they didn't know where it came from, having never seen Greece themselves. Friend says they'll probably conquer it soon enough anyway. Professor: Perhaps. Or maybe our stand at Hero's City will break their spirits. *Sigh* I feel as if mine is broken. As a professor I have given my life to the pursuit of knowledge, but the warriors wish to use my knowledge to build better machines of destruction. I don't know what to do. Friend: We are instructed to always seek knowledge. I hope that the answer will come to you. Until then, we must sleep, for we must leave early tomorrow.

Tests I

In the morning, the Innkeeper wakes them and says that Mongols are looking for them. Party must climb out of window and sneak (unsuccessfully) out of town. Must then fight off small Mongol group while protecting civilians. Ask townspeople to bury Mongols and then leave town. Professor says "I'm glad we were able to save those civilians." Friend says "As am I. We can't save everyone in Persia, but—of course!" "What?" "Now I know what to say to Hero!"

Flashback (c. 1243): King sends for Hero. Gives him command of elite force. Hero says he is inexperienced. King says he was born with capacity to lead. Sends Hero on task to kill Mongol tribute-collector. Hero asks if this will make the Mongols retaliate. King says no. Hero shall wear Farsi garb; King tells Hero to leave one Mongol alive. King justifies the murder with pathos. Hero hesitates, then accepts King's order. when Hero leaves throne room, King says "Yes that is right. YOU accept MY orders. How is that for power, Wife?" She is silent.

Allies III

In random encounter the two groups, Friend and Professor; and Traveler and Nephew, are reunited. More journey to town where Hero is.

Refusal of the Call II

Hero is traumatized, lies in bed all day. Imagines censored version of attack.

Meeting with the Mentor II

The four characters convince Hero to defend his town. Friend says that Hero can't save the entire world, but if the world is a circle, then each man has his own degree. Hero likes this idea and says "And if I do a good job at fixing my degree, maybe I'll inspire the man next to me to fix his! And if we all work together, soon the whole world shall be better than it was!"

The Road Back

Hero says that they will need help. Friend introduces General, who says "You sacrificed your allegiance to your King to fight for your fellow man, and I have done the same for you." Hero: "Please don't mention that. I abandoned my City and saved myself." General: "Then now you have a chance to redeem yourself. Come with me and we shall defend what we could not before." Hero takes his hand and stands up. They turn to leave when Georgian runs in. He says he was looking for the party. He says that what little of Georgia not controlled by Mongols is being torn apart by opposing warlords. He left to rejoin his friends. Georgian asks Traveler "Didn't you say you would be travelling through Europe?" Traveler says "Eh. All they have there is plague and the Inquisition." Hero asks "Are you sure that's all there is to it? You didn't come back for me out of sentiment, did you?" Traveler: "Bite your tongue. I have yet to visit your City and now seems a good time. Let's go." They set off.

Flashback (c. 1255): Wife is taking trip to nearby city. She sees buff man and exclaims that she can no longer stand being married to that boy. She sees handsome man and engages him in conversation. He is an ambassador from Ethiopia. She is charmed by his power and wants to go back with him. He says he shall make her governess of a province. She tells him to meet her at this spot in two days; she must pack her things. She goes into the King's chamber while he is napping. She steals his father's sword and wakes him. He asks what she's doing with his father's sword. She says his power is small and his masculinity nonexistent. She knocks him unconscious with the sheath and leaves. When King awakens he is enraged and vows to conquer the Islamic Empire and watch her beg his forgiveness.

Part II

Tests II

Along way there is a conversation over normal gameplay. General explains how he trained an army in secret and slipped in at night (**playable with narration**) five years ago. He explains how he penetrated the city silently as the player is doing the actions. He says that after the city was taken the defect was fixed and the city further strengthened. (**Cutscene**) Narration: Whenever someone approached from the distance the city gates were closed and its army prepared for war. After the night King was castrated, the City never stopped thinking of ways to improve upon its isolation. And that is a tradition I have continued.

The general suggests a psychological fake-out to dissuade the Mongols from trying to conquer them. The party sets out to City.

Tests III

In a town on their way, Hero is recognized by a Mongol in the Inn and must be dealt with. Find disguises, split into two groups and agree to meet in town close to City. Mongol spy sees them and informs MGeneral.

Allies IV

Hero asks Friend why he was not completely shaken up by the siege. Friend says he did not look around, instead staring at the horse's mane, but he feels more guilt because he thinks he should share in his friends' torment. Hero says that is untrue; Friend is there for Hero and others; shielding himself from what they saw is not cause for shame. That he feels sympathy for what those people experienced is enough. Friend says "Thank you. Of course that's not what you really wanted to discuss, is it?" Hero says "King called me brother. Do you think that's true?" Friend: "I don't know. I don't think it matters, either. We are all sons of Adam, are we not?" Hero: "Yes.... What was he thinking? What did he say as he killed my family? Enslaved his people?" Friend: "That, we can never know. All we can do is work on the problems of the present." Hero: "Friend, you're my rock. You have stayed with me through all my troubles. I would rather have you as my brother, anyway. More than that. You're my blood brother." Friend: "Then let us ride to the fight." They leave and continue their journey.

Flashback (1257): King enters Hero's house. Wife and children are tied against the wall. H-Wife asks King to let the children go. King says he cannot have children; why should Hero? Am I to let my heir to be the son of a traitor? H-Wife says she doesn't understand. King says Hero is his older brother, placed in the care of a nobleman for fear of superstitious prophecy. King says they share blood; they are the same. H-Wife sharply protests, says King is monster. King says I am your King and it shall do me great pleasure of punishing you personally. H-Wife asks what is our crime? King says they are the family of a traitor and for what he does they shall share punishment. She asks are you not also his family. He says my relation is not my choice. She replies then neither is Hero's treason. King raises sword to strike H-Wife, then stops. He cannot do it. He tells a soldier to kill her. He then kills the children. A soldier says "Your majesty! The children, too?" He says "What is of age? Did I not murder when I was a child?"

Enemies II

In a town close to City. The town is deserted and a Mongol watch is at its post. The leader of the guards tells the party to leave immediately, for this town is being used as a temporary base for a Mongol siege. Professor apologizes and says they will leave. The guard warns them not to go anywhere near the city-state of City, for it is the target of the Mongol siege. Hero thinks 'They're already there?' They leave. (If the disguises are not up to par, another Mongol runs up to the guards and says he recognized one of them. This will result in stronger enemies in encounters on remainder of journey.)

Enemies III

Cutscene: M.General is on his horse looking at City. He says to his colonel "I have had enough of this city. Destroying it would not even give me satisfaction. All I want is him. I want to skewer his head and the heads of his allies on poles, to remind these people of their place." Colonel: "Sir? Do you wish for us to continue?" M.General: "Yes. Proceed with the fire." A machine with bellows is rolled up. M.General: "I'm glad I found that codex about the fire of the Greeks." The bellows start chugging. Colonel: "And when Hero sees encroaching blaze he'll no doubt come running right to you." M.General: "Yes. Then we can be done with this." The nozzle spews Greek Fire. The stream hits the wall and the nozzle is subtly tilted up; the stream slowly works its way up the wall.

The Road Back II

The party decides to reach the City by going through a narrow pass on the other side of the mountains leading to the City. Encounters along the way. Goes into City through back entrance. Cutscene: On top of City wall, Hero shouts "Khan!" Khan says to his lieutenant "You said he wasn't in the city!" Lieutenant: "He wasn't!" Hero: "Khan! Stop this threat of attack and let my people be!" Khan: "What authority do you have in this manner?" Friend: "He is the king of City, successor to his brother King." Khan: "Well, isn't that interesting? I'll turn it off on condition that you meet me down here." Nephew tells Hero not to go. Hero

tells him it will be all right. He tells Traveler to aim his... what is it called, again? Traveler: A rocket. I bought it from a Chinese trader. Hero: "Right. Aim your rocket at Khan. If he out-steps his bounds, fire."

Hero rappels off wall. Greek Fire stops being sprayed as he descends. He walks up to Khan. Colonel says "That's far enough." Khan says "Khülegü spoke fondly of your brother, and of you." Hero: "We are not the same. I do not delight in the deaths I have caused." Khan: "Of course not." Hero: "I would never resort to terrorism, nor shall I stand here and tolerate it from you." Khan: "Then fight me. It was Khülegü's last wish that you be caught and killed, and for seven years you have evaded us." He dismounts his horse. Khan: "Now I shall see to it that the threat you pose to the empire is extinguished." Hero: "And I shall see to it that the threat you pose to my city-state is banished from this place. I shall see you on the morrow." He climbs back up and rests. Save opportunity.

The Road Back III

In the morning Hero can speak to the party but cannot leave the room he's in. After some words, Hero rappels down the wall. **Camera switches to side view showing silhouettes against sunrise as he descends.** Player walks through the camp up to Khan and interacts, bringing up window to choose order of alternates. Healer will join each combatant as a healer. Khan chooses his alternates and player must fight them first. All are heavily armored and battles will be long and gruesome. Battle with Khan may be short or long depending on how well it's fought.

Resurrection I

Hero knocks sword out of Khan's hand and knocks him over. Hero moves to kill him, but freezes and breathes heavily. Hero: "We are not the same. The man you called my brother abandoned his humanity long ago." Hero sheathes his sword. "But I choose to rise above that hatred. I never knew my true father and I do not wish to deprive your children of theirs. Please return to Mongolia in peace." Hero bows and walks back toward City. Khan grabs his sword and cuts off Hero's arm. Hero cries out in pain and a rocket flies into Khan, throwing him backwards into a tent, causing a huge explosion. Thousands of arrows fly out of City at Mongols. Camera shows parts of wall being punched out to reveal loopholes which more arrows fly out of. Hero hides behind bale of hay. Mongols retreat. Camera comes in close to Hero drifting into unconsciousness. Someone calls out his name from the distance. Fade out. Save prompt.

Return with the Elixir

Hero awakes in a bed with a bandaged arm. He looks up and sees Georgian bathing him with a cloth. (If Georgian is not in party, substitute Professor). Georgian: "Welcome back to the land of the living." Hero groans. "My arm hurts. But it's gone. How is that possible?" Georgian: "Your brain is tricking you. I'm sorry, but there is no way to restore your arm." Hero: "The city!" How is everyone?" He raises his head. Georgian pushes it back. "It's fine. Everything is all right. You need to focus on resting." Hero: "The Mongols?" Georgian: "They retreated. They must be halfway to Tehran by now." Hero: "They'll be back." Georgian: "Perhaps not. Traveler told me he heard of a civil war over the succession of Tolui Khan. Maybe they'll be occupied by their own problems. I'm sorry you lost your arm." Hero: "This arm? This is the arm I used to kill hundreds, perhaps thousands of people. Where is my sword?" Georgian: "Under your bed." Hero: "Throw it out the window. I have no use for it." Friend walks in. "What nonsense is that?" Hero: "Friend!" Friend walks over. "You're not giving up once again, are you? You'll learn to use your left." Hero: "It's not that. I don't want to kill anymore." Friend: "To use a sword is one thing. To raise it up when Khan comes to the city walls is another. You'll survive. Life goes on. No matter what we face, we'll do it together. The others come in. Hero thanks them all. He says "Nephew, your home was lost." Nephew: "This is my home now." Hero: "Professor, the Grand Library was destroyed." Professor: "I'll have to build a new one here, then." Hero: "And you, Traveler. What will you do now?" Traveler: "Normally I would say travel,

but I think I'll stay here for an extended vacation." Friend: "You see? We're in this together. Brother."
Hero: "Yes. Brother." Fade out.

Titlecard: Ten years later...

Fade in. Nephew is working on a small box-like machine in a workshop. On the wall is a blueprint for a mechanical arm. A young girl comes in and says "Daddy! I can't sleep!" Nephew says "That's a shame," as he's tinkering with his box. He closes the lid. "Fortunately, I have just the thing." He picks up the box and cranks a key as the screen turns black. Music starts playing. Credits show up. The words THE END fade in, then the song ends. After long pause, system resets.

The soundtrack can now be accessed from the menu, as well as any book, diagram, or scroll the player has seen in the game.