

Example Scene 1: Insanity (My story brief)

At Tulgey Woods of Wonderland, the PC stumbles upon the Wizard who taunts the PC about the person whom they lost. He tells the PC about the Portal before leaving. PC gets the feeling he is not meant to be trusted, but with that being the only clue as to what to do, PC continues his way. Entering the Woods deeper, PC finds Archimedes, a familiar face (muffin), and has a conversation with him. Archimedes does not trust PC.

Decision: what to say to earn his trust

- **Be flattering:**
 - o PC stroke the ego of the muffin. Archimedes is distrustful of who PC is and accepts the praise with delight.
- **Be logical:**
 - o PC try to explain how worrying about this is irrelevant as they both have the same goal. Archimedes becomes more belligerent.
- **Be sentimental:**
 - o PC breaks down, letting slip a memory and habit of the person PC is searching for. Archimedes is surprised but still weary.

PC convinces Archimedes to join them and picks him up so they both wearily leave Tulgey Woods. Cuts scene of Archimedes explaining about White Rabbit's power. On their way towards the edge of the Woods, Mayor Walrus comes waddling down the Yellow Brick Road right outside the Tulgey Woods. An interaction button should appear to initiate a conversation with Mayor Walrus.

Actionable Decision:

- **Interact:** on the prompt, the PC greets Mayor Walrus courteously, and Mayor Walrus returns it.
 - o He will make small chatter about needless things, but the PC can ask for directions to the White Rabbit's House. Mayor Walrus notices Archimedes and is delighted that the old friends are visiting each other. He will give you **a map of the Neutral Lands** with his official seal on it. This map will give you a bonus in trust points with future residents of Wonderland.
- **Speak:** PC chooses to speak to Archimedes on what to do, which causes him to fret about how silly the PC is, and an argument between the two ensues. Mayor Walrus notices the argument and comes to talk to PC.
 - o The argument let slips about the Portal, and Mayor Walrus suddenly becomes frantically afraid. He refuses to help you and leaves.
- **Ignore:** if PC decides to not talk to Mayor Walrus, Mayor Walrus will get a certain distance away before turning around and muttering to himself about how he found it extremely rude of himself not thanking the White Rabbit.
 - o This will prompt the player to ask if they can join Mayor Walrus.
 - If the player chooses to remain silent then Mayor Walrus will invite them to come as 'the White Rabbit's scallop cakes are scrumptious!'

With either Mayor Walrus or his map, the PC and Archimedes go to the White Rabbit's House. If Mayor Walrus is with you, he will promptly go to the door and jollily barge his way in as a 'welcomed guest'. If Mayor Walrus is not present, PC approaches the door and will enter with no response. Unfortunately, the PC is getting hungrier, and as a wolf, he craves the White Rabbit for meat. Everyone present at the house is oblivious to this fact and carries on as if the conflict within isn't happening.

Decision: Action:

- **Suppress your urge:** if you fight the wolf instincts, the White Rabbit will come down and introduce you to his family and agree to help find the Portal. If Mayor Walrus is with you, the Portal discussion comes after he leaves, but he will be the one to introduce you to the White Rabbit and his family.
- **Cave in:** if you chose to cave into the hunger, the PC will become aggressive and rummage through the house to find the White Rabbit whom he attacks. If Mayor Walrus is present, he will frantically leave without helping. The White Rabbit will refuse to help
 - o **unless you significantly gained Archimedes' trust earlier** then Archimedes will talk the situation out. If Archimedes' trust is low, the White Rabbit will kick you out of the house. This choice will make the rest of Wonderland hostile to you as Mayor Walrus and the White Rabbit would've spread your name unfavorably. If you have the map with the seal, the residents will accuse you of stealing it.
 - o If the White Rabbit kicks you out, you can search the outside of his house to find an old map where he marked locations of portal appearances. This should still be findable even with the company of the White Rabbit.
- **Go outside:** the PC decides to leave the house momentarily. PC stumbles upon a half-eaten carrot outside and reluctantly eats it to sustain the urge.

Whichever choice is made, the PC and Archimedes will discuss the Portal with the White Rabbit who joins your party, or if you were kicked out then the PC and Archimedes choose to follow the map, and either choice begins the adventure across Wonderland.

Example Scene 2: (Mitchell's Story Brief)

At the Orion Testing Facilities (OTF), the PC (F.R.E.D) awakens in a crystal-clear box, seeing the facility contains thousands of holding cells. The PC is on a conveyer belt about to be tested for being a sentient synthetic goo. An A.I. by the name of E.D.E.N explains to the PC why they are here. They are about to undergo testing as their crystal box is going down a conveyer belt.

Actionable Decision:

- **Speak:** ask E.D.E.N about the Orion Testing Facility.
 - o What is this place for? – E.D.E.N will make fun of PC for having a horrible attention span as they just explained the OTF but will explain it again.
 - o What does E.D.E.N mean? – if this option is chosen then E.D.E.N will sarcastically mention how the player's name is F.R.E.D and E.D.E.N is better. Asking this will prompt another question.
 - Who is F.R.E.D? – E.D.E.N will describe each letter (Freeform Reactive Emergency Device) and comment on not being very reactive.
 - o What is Mars? – E.D.E.N will go on a tangent of the differences between Earth and Mars
 - o Never mind – this exits the decisions, but E.D.E.N will continue speaking about the OTF.
- **Morph:** the PC can choose to hit a button to morph F.R.E.D into different shapes. Which will prompt E.D.E.N to compliment or criticize what forms are taken.
- **Escape:** the PC will try to slam their goo body back and forth to rock the crystal box off the conveyor belt. E.D.E.N will complement the free spirit. The box will fall off, but a robotic claw machine will grab the box before it falls and place you back on the conveyor belt. **Choosing this option will force you into a door later.**

During this action, the PC should be able to look around the facility with the camera. Afterward, the PC's box drops off the conveyer belt and the PC finds themselves in one of those holding cells with nothing but a large screen and white walls. The box opens and the player is free to roam the area. Approaching the screen triggers the next scene where Dr. Arcus Maximoff appears. He begins to rant about his life and his work, the expectations he has for the PC, and then immediately and ominously says he has big hopes for F.R.E.D. After this, the screen shuts off, and three doorways appear that were not there before. E.D.E.N will tell you that each door leads to a different test.

Actionable Choice: Depending on which is chosen first, the stats of the player will increase by +3 and the other two will be +1.

- **The First Door – Strength:** this room will lead to tests where the PC must push or pull variances obstacles.
- **The Second Door – Endurance:** this room will test the player's endurance in morphing into other items/animals.
- **The Third Door – Speed:** this room will test the player's speed by having it rest against other specimens under a timer.
- **Forced Choice – Pain:** if on the first choice you tried to escape E.D.E.N will close the other three doors and open this one instead, explaining that your free spirit should be

tested beforehand. This door will result in F.R.E.D. being attacked by various robots and resulting in a -2 in defense.

Regardless of which choice is made, E.D.E.N will commend the PC for a job well done. They will trap your box into the box and a pair of robots will cover the box in a cloth, before taking the PC into a room where the specimens can mingle for a limited time. E.D.E.N will explain that this is 'recess' for a job well done. The PC will get a chance to learn of the other specimens and their opinion of E.D.E.N and the OTF here by whom to talk in the limited time they are in the room.