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Game: Burnout

Narrative

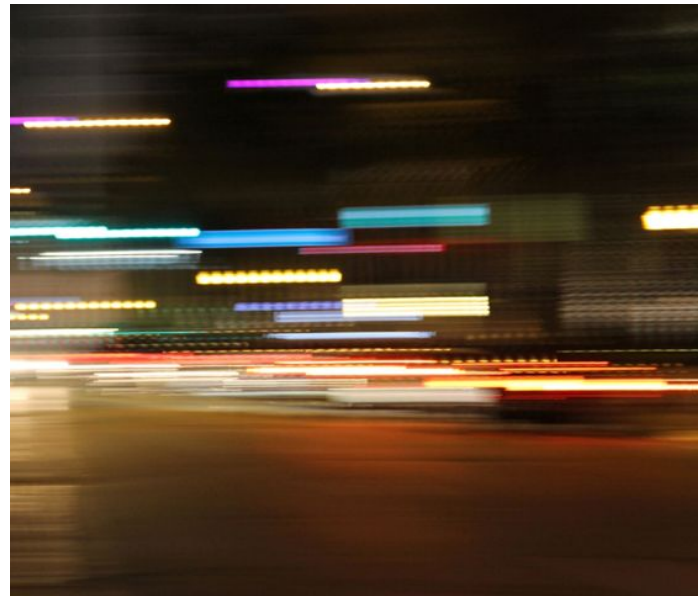
Pat, a young taxi driver from Tennessee, just moved to the Big Apple. Once a confident and charismatic driver, he now finds himself struggling as he adjusts to a brand-new environment with unfamiliar streets and people. Change is never easy, and things have been especially difficult for Pat lately, but his faith in himself remains strong. Join Pat on his journey to make new friends, open up his heart, and ultimately find his place in life.

Genre

Visual Novel

Blurb

In Burnout, help young taxi driver Pat find purpose and connection on the streets of NYC.



MC: Patrick “Pat” Meyers (he/him)

Demographics

- Human, taxi driver, age 28, living in the 21st century
- Male, straight, average build (5’9”, 180lb), bulky frame

Voice Qualities

- Slow pace, low pitch, passive tone
- Good enunciation and decent articulation
- Volume varies (matches his passengers)

Personality Traits

Formerly an extrovert, he became more introverted since moving. His strongest trait is sincerity, and his weakest trait is lack of confidence.



Summary Sentence: Pat wants to form connections, because he's lonely, but his shaken self-confidence and his job are holding him back.

Character Name & Archetype	Patrick "Pat" Meyers, explorer	
Goal: What does this character desperately want?	He's a bit lonely and would like to find love in the near future.	
Motivation: Why do they want or need to reach their goal?	He hasn't had a girlfriend since high school, and now that his 30s are approaching he feels like he's behind the curve. This is a strong insecurity of his in general – he feels like he's not keeping up with life.	
Conflict: What is keeping them from getting or reaching their goal?	Internal Conflict: Moving from the suburbs of Tennessee to NYC has been a big hit to his self-confidence. He's not used to the attitude of New Yorkers and the road layouts aren't quite familiar to him yet.	External Conflict: He's forced to work long hours in order to pay the bills, which makes it difficult for him to find time to socialize with strangers off-the-clock.

Character Barks

Road Rage

- Y'all know what personal space is around here?
- Shoulda done the ol' long honk when I had the chance.
- Get the hell outta my lane!

Addressing a Passenger

- Mornin', where can I take ya on this lovely day?
- Have a good one now, alrighty?



Character Dialogue

Scene #1: Pat (MC) and Sasha (taxi passenger)

Pat: So, uh, you from 'round these parts?

Sasha: Haha, not even close! I just came down from Maine.

Pat: Heh, no kiddin'? I'm a newcomer myself. Just moved here from ol' Tennessee.

Sasha: Wow, that's so cool! Southerners are a rare sight this far north. How come you made the leap?

Pat: Well... business back home wasn't cuttin' it, so I figured I needed a change of scenery.

Sasha: Yeah, I get you. Same reason I moved, actually. I couldn't get hired as a nurse no matter where I looked!

Sasha: My new job's going well so far, but sometimes I miss how simple life was back in Maine. Everything moves so fast here!

Pat: Tell me about it. I'm tryin' my best to get used to it, though.

Sasha: You should check out Grand Pub sometime. That's where I've been hanging out on my days off. Gives me a little break from the chaos, y'know?

Sasha: All kinds of folk stop by there, so I'm sure you'd fit right in!

Pat: Sure thing! Maybe I'll see ya there this weekend.

Scene #2: Pat (MC) and Jane (his mom)

Jane: So how's life treatin' ya in the city?

Pat: It's big and real loud, but I'm doin' alright so far.

Jane: I knew you'd be fine, darlin'. You're real tough, you know that?

Pat: I just wish the people were a bit nicer, y'know?

Pat: Everyone's rushin' around without a word to say to you.

Jane: Well, you can't expect nothin' less from them New Yorkers.

Jane: Keep your chin up, alright? We're all mighty proud of ya.

Pat: Thanks, Ma. I'll call back next week, y'hear?

Game: Vacation from Hell

Narrative

Oh no! Brady's last solo flight went terribly wrong. He survived, but his plane was totaled off the coast of a deserted island. Now, he must scavenge for resources in order to rebuild his machine, braving harsh weather and aggressive animals along the way. He's not truly alone, either, as memories from his past return to haunt him at his lowest moments. Will Brady be able to overcome his demons and make it home successfully?

Genre

Survival

Blurb

In Vacation from Hell, join Brady on his desperate mission to keep himself alive, fend off his worst nightmares, and claw his way out of his personal hell.



MC: Brandon “Brady” Stone (he/him)

Demographics

- Human, pilot, age 62, living in the 1970s
- Male, straight, slightly thin frame (6’1”, 160lb)

Voice Qualities

- Fast pace, low pitch, high volume, sharp tone
- Average enunciation & articulation

Personality Traits

Pessimistic and nihilistic. His strongest trait is willpower, and his weakest trait is being borderline antisocial. He cares a lot about his daughter and grandson.



Summary Sentence: Brady wants to fly around the world solo, because he'd like to retire satisfied, but his reputation and the state of his plane are holding him back.

Character Name & Archetype	Brandon “Brady” Stone, hero	
Goal: What does this character desperately want?	He’s ready to retire, but before doing so, he wants to become the first person to fly around the entire world solo in one nonstop trip, cementing a legacy as a master of aviation.	
Motivation: Why do they want or need to reach their goal?	Many people know him for being a one-armed veteran pilot, and he feels that his identity is shackled by these things. He’d like to make a name for himself through something else – an accomplishment within his control, carried out entirely by him.	
Conflict: What is keeping them from getting or reaching their goal?	Internal Conflict: A flight like this has never been done before, and Brady will have to reach out to other pilots for their advice and expertise. This will require him to let down his walls and shake off his reputation of being unapproachable.	External Conflict: Brady’s plane isn’t ready for the long flight and will have to be heavily repurposed. These upgrades are sure to be costly as well.

Character Barks

Entering a Fight

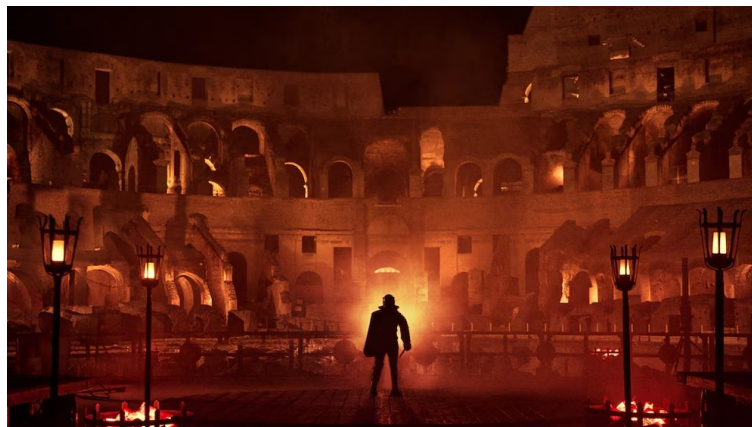
- Time to put some heads in the ground.

Discovering Valuables

- Looks like I found a needle in a haystack.
- This should fend 'em off for a bit.
- Finally! Something worth a damn.

Using Special Ability

- This will leave a scar or two.



Character Dialogue

Scene #1: Brady (MC) and Cal (deceased comrade from war)

Brady: Another day without any fresh water...

Brady: Looks like I'm damned to die here.

Cal: Stuck in a tough spot, eh, Brady?

Brady: Leave me alone! Let me meet my end in peace.

Cal: You really gonna give up now?

Cal: You didn't give up on me back then, no matter how bad things got.

Brady: Shut up! You're not even real. Why should I listen to you?

Cal: Just 'cause I'm not around anymore doesn't mean I can't check up on my old buddy now and then.

Cal: Stay strong for me, alright?

Cal vanishes.

Brady: Hell, I guess it's a sign. Better get up and going.

Scene #2: Brady (MC) and Kate (his teenage daughter)

Kate: Hey, Dad, when are you gonna let me ride in that plane?

Brady: Sorry, honey, but you're not old enough yet. I don't make the rules.

Kate: Oh, come on! I'm not a kid anymore!

Brady: I'll believe it when I see it, heh.

Brady: Besides, can't have you getting hurt. It's not safe for a young girl like you.

Kate: But you let other people fly with you all the time!

Brady: They don't matter like you do.

Brady: I'll give you a tour of the skies soon enough, alright? Just promise me you'll wait a bit longer.

Kate: Okay, fine... but it better be soon!

Game: Life's Bright

Narrative

In a distant future, Earth as we know it is long gone. Catastrophe has ravaged the surface, resulting in a dead, scorched landscape. This bleak state of affairs has never been a deterrent to Jay, however. Formerly a human transportation robot, they awoke from a deep slumber one day to find that humans and robots alike had disappeared without a trace. Now, they live out their days exploring, hoping to gleam even a hint as to where another fellow robot might be found.

Genre

Open World

Blurb

In Life's Bright, assist Jay on their quest to traverse a scorched landscape in search of the lifeforms they once knew.



MC: Traversal Bot J-6 “Jay” (they/it)

Demographics

- Robot, former human transportation service (currently unemployed), age ~50, living in the far future (3000 A.D.)
- Non-binary, 7 feet tall, 800 pounds, large complex frame

Voice Qualities

- Slow pace, robotic pitch, high volume, passive tone
- Excellent enunciation & articulation

Personality Traits

They are an optimist despite the apocalyptic state of the world they live in. Their greatest fear is living without purpose.



Summary Sentence: Jay wants to find another robot, because they desire companionship, but the overwhelming futility of their mission and the destroyed state of Earth are holding them back.

Character Name & Archetype	Traversal Bot J-6 “Jay”, explorer	
Goal: What does this character desperately want?	They want to find another sentient robot somewhere on Earth.	
Motivation: Why do they want or need to reach their goal?	They’re quite lonely and hungry for companionship. Additionally, another robot could have information regarding the disappearance of humans and where they might be now.	
Conflict: What is keeping them from getting or reaching their goal?	Internal Conflict: With so many days gone by without success, their mission feels futile.	External Conflict: The terrain of Earth is difficult to traverse, and there are no clues to be found regarding where the humans went.

Character Barks

Looking at Reflection

- Structural integrity appears to be sufficient.
- Perhaps this limb could use some polishing.

Doing Something Uncomfortable

- Although my discomfort level is rather high, I must continue.
- Is this what fear feels like?

Hostile Encounter

- You and I are not enemies, so why must we fight?



Character Dialogue

Scene #1: Jay (MC) talking to itself

Jay: I've been travelling for several hours now. It seems like a good time to take a break.

Jay collapses on the ground.

Jay: It is quite windy today. And the horizon is devoid of life.

Jay: Nothing new there, I suppose.

Jay: If I keep marching forwards, day by day... Will anything change?

Jay: Will I wake up one day and discover a new reality?

Jay: Of course not. That's a naive dream.

Jay: And yet... there is something that keeps me moving nevertheless.

Jay: This must be what they call willpower. Or hope, perhaps.

Jay: Whatever it is, there's something inside me that won't let me give up. And I don't know how to feel about it.

Jay: Well, that's enough reflection for now. Time to get on with it.

Scene #2: Jay (MC) and another broken robot

Jay kneels down to examine what appears to be a half-buried humanoid robot.

Jay: Hello? Hello? Is anyone there?

Jay: ...

Jay: ...I see. This unit no longer possesses function.

Jay: It seems that its exterior has been ravaged by the weather. Beyond the point of repair, even.

Jay: Perhaps I could take it with me on my journey.

Jay: ...ah, it's too heavy. Of course.

Jay sits next to the robot in silence for a long time.

Jay: You are not what I hoped for.

Jay: But I will remember you regardless.

Game: To the Core

Narrative

Hundreds of years into the future, things look grim on Earth's surface. Most of human society lives underground, where a brand-new way of living is starting to flourish. This isn't enough for Head Caver Linda, however, who firmly believes that the solution to all their problems lies even deeper, near the center of the earth. Unfortunately for her, most people are content with their current lives, and any sort of deviation from her busy schedule is sure to be met with scrutiny. Your goal is to help Linda balance her day-to-day routine with secret caving sessions, where she tirelessly works to dig the deepest hole ever known to mankind. As you progress, you'll gradually grow an arsenal of tools and unlock brand-new areas along the way. Will Linda's ambitious goal work out in the end?

Genre

RPG

Blurb

In To the Core, help Linda achieve her goal of digging the biggest hole in the world. Success is crucial for the sake of all humanity!



MC: Belinda “Linda” Deep (she/her)

Demographics

- Human, caver, age 33, living in the somewhat far future (2500 A.D.)
- Female, bisexual, 5’4”, 150 pounds, short but sturdy frame

Voice Qualities

- Fast pace, high pitch, medium volume, hyper tone
- Good enunciation & decent articulation (gets worse when she’s emotional)

Personality Traits

Her strongest trait is her strength and endurance, and her weakest trait is her hardheadedness. She’s charismatic and well-liked by everyone, although she’s also a bit eccentric.



Summary Sentence: Linda wants to find a haven deep underground, because she craves the feeling of being a hero, but her self-doubts and the challenges of digging are holding her back.

Character Name & Archetype	Belinda “Linda” Deep, hero	
Goal: What does this character desperately want?	She believes that there’s a haven deep underground with suitable conditions for life, and she’s determined to find it by digging a deep enough hole.	
Motivation: Why do they want or need to reach their goal?	She doesn’t like the surface and wants everyone to join her underground, one way or another. She also craves the feeling of being a hero.	
Conflict: What is keeping them from getting or reaching their goal?	Internal Conflict: She’s worried that this gigantic undertaking could alienate her from her friends. She’s also concerned about her strange passing sickness becoming worse in the process.	External Conflict: Digging conditions are dangerous, and digging below a certain elevation requires special tools.

Character Barks

Supervising Other Cavers

- Lift those rocks one by one!
- Come on, girl, keep it up!
- My mamma could dig a hole faster than this!

Fighting

- If you want crazy, I'll give it to ya!
- Bring it on, punk!



Character Dialogue

Scene #1: Linda (MC) and Dave (boss)

Linda: Mornin', Dave. I got a request for ya.

Dave: Aren't you supposed to be on the clock right now? Make it quick.

Linda: So y'know that new batch of recruits from the surface?

Linda: I figured we should give them a demonstration of our top-of-the-line drills.

Linda: That way, they'll know what to look forward to in their future.

Dave: You're kidding, right? Those drills are reserved for our elite workers!

Dave: I can't make any exceptions in our training protocol, you know.

Dave: Would be a nightmare if word got out.

Linda: Yeah, you're right, boss. Just thought it would be somethin' fun.

Dave: They're not operational right now anyways. Good thing we have men coming tomorrow to take care of the repairs.

Linda: Oh yeah? Need a hand with that?

Dave: It's above your pay grade, so don't worry about it. Now get back to work already!

Scene #2: Linda (MC) and Ethan (best friend and fellow caver)

Ethan: Heard you're babysitting the new recruits now. How's that goin'?

Linda: They're a bunch of crybabies! Can't even hold a pick right.

Linda: The surface got them all soft, I bet. All that sunshine and farm life.

Ethan: You say that like it's a bad thing.

Ethan: Besides, we weren't much better back then. Remember when we got lost in that cave system a week into the job?

Linda: Ha, yeah! Sure pissed off our old boss with that one!

Linda: Seriously, though, you're right. Maybe I should go a bit easier on 'em.

Linda: But only a tiny bit! They gotta be whipped into shape, after all.

Ethan: That's the spirit. Wanna grab a drink after work? All these new tasks have got me exhausted.

Linda: You bet!

Game: The Little Alien

Narrative

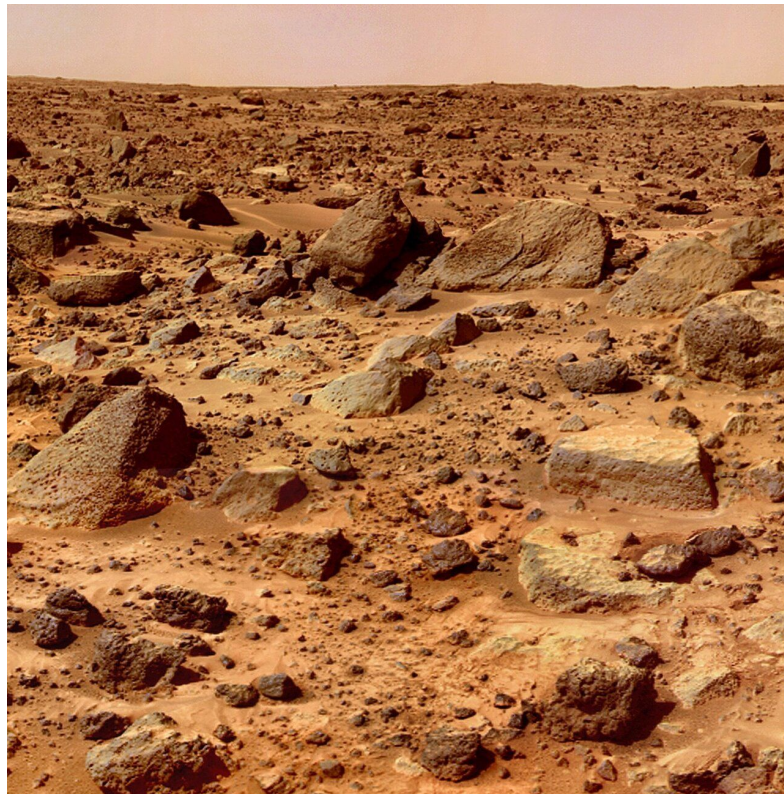
Sometime in the near future, mankind has successfully migrated to Mars. They discovered the existence of alien life there, and to their pleasant surprise, the aliens seem to have no ill will towards humans at all. One particular alien, nicknamed “Spoid” by popular request, is a particularly intelligent and curious specimen, choosing to spend its days around the colony rather than with other aliens. Little do they know that Spoid has discovered a fuel deposit far away from the colony - a deposit that could be crucial to the colony’s success. However, Spoid must communicate this discovery to the humans first, and they have a long road ahead of them in this regard.

Genre

RPG

Blurb

In The Little Alien, help Spoid with their humble mission of assisting a Martian colony of humans and earning their trust for good.



MC: “Spoid” (they/it)

Demographics

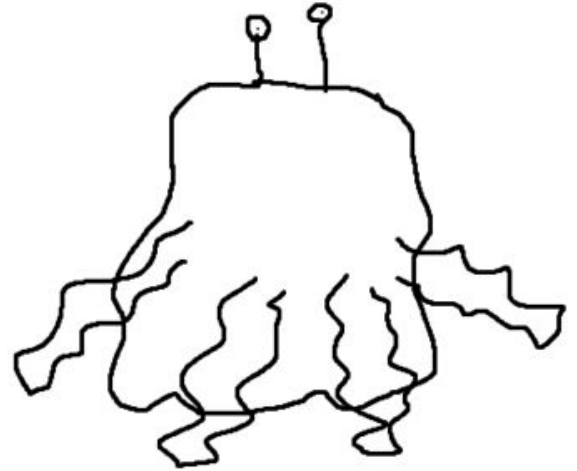
- Alien, unemployed, unknown age (but young for their species), living in the near future (2100 A.D.)
- Non-binary, 6’6”, 100 pounds, tall and spindly frame

Voice Qualities (Inner Monologue)

- Slow pace, no pitch or volume, inquisitive tone
- Poor/muddled enunciation & articulation

Personality Traits

They have a strong innate moral compass that they use to judge people. They’re shy but curious about the world around them. They’re intelligent and are working to improve their ability to communicate with humans.



Summary Sentence: Spoid wants to lead the Martian colony to a valuable resource deposit, because it would help them be accepted by humans, but their self-doubts and the communication barrier are holding them back.

Character Name & Archetype	“Spoid”, explorer	
Goal: What does this character desperately want?	During one of their excursions away from the Martian colony, they stumbled across a large deposit of a previously undiscovered resource on Mars that could provide a fuel source for humans. Now, they must find a way to tell humans about this resource and help them reach it.	
Motivation: Why do they want or need to reach their goal?	They’ve spent so much time with humans that they’re starting to feel more human than alien at this point. They’re hopeful that this discovery could be the final step in their “acceptance” among humans as one of their own.	
Conflict: What is keeping them from getting or reaching their goal?	Internal Conflict: They’re unsure if some humans within the colony like or trust it enough for this resource retrieval to occur.	External Conflict: Humans can’t communicate with Spoid very well. Additionally, long-distance travel across Mars is difficult for humans and requires preparations.

Character Barks (Inner Monologue)

Random Thoughts

- I wonder what my favorite human is up to today.
- The day is ripe for exploring once more.
- I could use some nutritious dust right about now.

Losing a Pet

- Neither of us can speak, yet you understood me more than anything.
- I'll miss you like my own kind.



Character Dialogue

Scene #1: Spoid (MC) talking to itself

Spoid: *This is important. Very important.*

Spoid: *With a massive deposit like that... the possibilities are endless.*

Spoid: *But I can't tell them. Not yet.*

Spoid: *I must learn how to communicate with them first.*

Spoid: *That human, with the glasses and the ponytail...*

Spoid: *She wanted to teach me something, months ago. A set of strange movements with my limbs. Something I could use to talk to her.*

Spoid: *But I didn't want to learn it then. It was too much, too difficult. So I left her place and never returned.*

Spoid: *That movement... she had a name for it. Sign language.*

Spoid: *Perhaps it's exactly what I need right now. To help me succeed in my mission.*

Spoid: *I should find her again.*

Scene #1: Spoid (MC) and Greg (child from colony)

Greg: Hey Spoid, think fast!

A basketball embeds itself in Spoid's gelatinous body. Spoid gently pulls it out and rolls it back.

Spoid: *How amusing. I wonder if all human children are like this.*

Greg: Aw man, you got the ball all sticky!

Spoid: *Is that a good thing or a bad thing?*

Greg: Here, try to actually catch it this time!

Greg throws the ball back. Spoid grabs it with one of its tentacles and returns it.

Spoid: *I do not understand the purpose of this game. Nor why this child enjoys my company so much.*

Spoid: *However... it is nice to be treated like one of them for once. Even if the circumstances are a little embarrassing.*

Spoid: *I suppose I can stay here a little longer.*

Thanks for reading! I hope you enjoyed!

If you would like to see more of my work,
please send me an email!

