

Origin Unknown

Act 3: The Legend
By: Ashley Zimmerman

BEGINNING OF ACT 3: THE LEGEND

CHOICE:	CHOICE:
GO TO CORINTH	GO TO THE UNDERWORLD
LIBERATE THE CITY FROM THE MANTICORE	TRAVEL TO THE UNDERWORLD TO ENCOUNTER PARENTS, RECRUIT ACHILLES, LEARN A SECRET, AND DEFEAT THE GIANT POLYBOTES

GO TO CORINTH

IN-GAME CINEMATIC:

AS THE PARTY VENTURED WITHIN THE CITY, THEY SAW BODIES SCATTERED THROUGHOUT THE CITY. THOSE THAT WERE STILL ALIVE WERE INJURED AND WERE ATTEMPTING TO FLEE FROM THE MIGHTY BEAST THEY WOULD FACE AHEAD.

NPC-ATALANTA:

The poor citizens have faced nothing but
terror since that beast arrived in the city.

NPC-HERCULES:

It would be best for all if we defeated
the Manticore.

PC-ALESSANDRA:

Let us proceed then.

GAMEPLAY:

IN FRONT OF THE PARTY STOOD THE FEARFUL MANTICORE. THE BEAST ITSELF HAD THE HEAD OF A MAN, THE BODY OF A LION, AND THE TAIL

OF A SCORPION. ATOP THE MANTICORES BODY WERE A PAIR OF GRUESOME WINGS THAT HAD SCARS, THUSLY DELIVERING THE MESSAGE THAT IT HAD FACED MANY BATTLES AND NOONE HAD BESTED THE BEAST YET.

PC-ALESSANDRA:

While it still has its wings, it will
be difficult to fight.

NPC-ATALANTA:

We must cripple its wings if we want
a chance at defeating the beast.

MINI-BOSS BATTLE:

GAMEPLAY:

THE PLAYER THEN SPRINGS INTO ACTION, USING THE NEWLY ACQUIRED BOW OF APOLLO AND BEGINS TO LAUNCH ARROWS AT THE MANTICORES WINGS WITH THE HELP OF ATALANTA.

AS THE TWO ARCHERS BEGIN THEIR AERIAL ASSAULT, HERCULES AND ANTREAS READY THEMSELVES TO FIGHT THE BEAST ONCE ITS WINGS ARE OF NO USE ANYMORE.

AFTER THE WINGS HAVE BEEN HIT FIVE TIMES, THE PLAYER WILL LAUNCH A CRITICAL HIT AT THE MANTICORE THAT WILL CAUSE ITS WINGS TO BE RENDERED USELESS FOR THE REMANDER OF THE FIGHT.

ONCE THE BEAST IS ON THE GROUND, THE GROUP THEN RUSHES TO ATTACK THE MANTICORE WITH ALESSANDRA JOINING THE FRAY, LEAVING ATALANTA TO LAUNCH ARROWS FROM A DISTANCE.

WITH THE THREE SKILLED WARRIORS FACING THE MANTICORE, THEY ARE ABLE TO CUT OF ITS VENOMOUS TAIL AFTER FOUR ATTACKS. FROM THEN THE BATTLE CONTINUES AS THE PLAYER LANDS NUMEROUS CRITICAL HITS ON THE MANTICORE TO THE POINT THAT ITS HEALTH IS DEPLETED. WITH ONE LAST WEAK **ROAR**, THE MANTICORE LAYS DEFEATED AT THE FEET OF THE GROUP OF HEROES AS THEY. REVEL IN THEIR VICTORY AND THE FACT THAT THEY HAVE JUST LIBERATED THE TOWN OF CORINTH AND ITS PEOPLE FROM THE BEAST THAT PLAGUED IT.

PC-ALESSANDRA:

Now with Corinth liberated, we must venture to the Underworld and stop the Giant Polybotes.

GO TO THE UNDERWORLD

NPC-HERMES:

There is a cave not far from here
That will allow you to enter the
Underworld. I wish you luck young
ones.

HERMES THEN DISAPPEARS AS QUICKLY AS HE APPEARED, AND THE HEROES ARE ALONE ONCE AGAIN.

NPC-ATALANTA:

Let us venture to the cave now and enter the Underworld. I never thought I would say those words.

NPC-HERCULES:

I never thought that I would have to enter
the Underworld for any other reason than
passing on but let us continue my friends.

*THE GROUP THEN BEGINS TO LOOK FOR THE NEARBY CAVE AS THEY ARE
OUTSIDE OF THE CITY OF CORINTH.*

PC-ALESSANDRA:

Look there is a cave ahead,
That must be the one Hermes
told us about.

CHOICES:
ENTER THE CAVE

GAMEPLAY:

UPON ENTERING THE CAVE, THEY ARE IMMERSSED IN DARKNESS AND THE
ONLY SOURCE OF LIGHT IS THAT OF A LANTERN ATTACHED TO A BOAT
FLOATING ON A RIVER.

AS THEY BEGIN TO GET CLOSER TO THE BOAT, THEY NOTICE A HOODED
FIGURE AT THE HELM OF THE BOAT.

PC-ALESSANDRA:

That must be the famed
ferryman Charon.

NPC-HERCULES:

He must be here to take us to

the Underworld. It would be best if
we stayed on his good side.

CHOICES:
APPROACH THE FERRYMAN

NPC-CHARON:

Ah you must be the young
heroes I was told to guide
to the Underworld.

PC-ALESSANDRA:

You would be correct. Hermes told us
to come to this cave in order to
reach the Underworld.

NPC-CHARON:

Yes, you have come to the right cave
young ones. Now shall we begin our
journey to the Underworld?

NPC-ATALANTA:

Let us go forth then.

CHOICE:
BOARD THE BOAT

*As the group climbs onto the boat, it begins to move along with
the river as they travel deeper into the Underworld.*

NPC-CHARON:

I know that you seek to defeat
the Giant Polybotes. As we speak, he
is nearing the dwelling of Hades
that lies just beyond the
Fields of Elysium.

WIN CONDITION:

PC-ALESSANDRA:

We need to reach Polybotes before
he reaches Hades, there is no
telling what would happen if
the Giants gains control
of the Underworld.

NPC-CHARON:

My lord requested me to tell you
that as you pass through the
Fields of Elysium if you travel to
the Isles of the Blessed, you may
recruit one hero to join you on your quest.

He has permitted this.

NPC-Hercules:

We should seek out Achilles' while
we are there. He is one of the
fiercest warriors to have ever lived.

NPC-ATALANTA:

I agree with the brute on this one.
Achilles would be most helpful on our quest.

PC-ALESSANDRA:

Very well. We will stop in the
Isle of the Blessed to recruit
Achilles before heading to defeat Polybotes.

CHOICE:
GIVE CHARON DRACHMEA

AS THE GROUP EXITS THE BOAT, OUR YOUNG HERO TURNS TO CHARON AND HANDS HIM SOME DRACHMAE.

PC-ALESSANDRA:

We thank you Charon.
Here, for the ride.

NPC-CHARON:

Ah, thank you young hero.
It is comforting to know that
there are still some that remember me.

NPC-ATALANTA:

Now, where shall we go first?

ELYSIUM	ISLE OF THE BLESSED
ENCOUNTER PARENTS	RECRUITS ACHILLES

ELYSIUM

AS YOU ENTER ELYSIUM, YOU WITNESS MANY SOULS THAT HAVE PASSED
AND NOW LIVE PEACEFULLY. YOU **SIGH** SOFTLY AS YOU NOTICE LOVED
ONES TOGETHER STILL IN THE AFTERLIFE.

AMONG THE SOULS, YOU SEE YOUR PARENTS STANDING NEARBY.

PC-ALESSANDRA:

Mother! Father!

ANTREAS AND THE PLAYER CRY OUT AND RUSH TOWARDS THEM.

NPC-MOTHER:

My children, what are you doing here?

PC-ALESSANDRA:

We have been tasked by the
Gods to restore peace and
defeat the Giants.

NPC-FATHER:

Ah so then you have met your father.

PC-ALESSANDRA:

What do you mean?

SUDDENLY A LIGHT BEGINS TO SHINE NEXT YOU PARENTS.

CHOICE:
WHAT NUMBER WERE YOU GIVEN?
2
TURN TOWARDS THE LIGHT

NPC-POSEIDON:

They are referring to me my child.

ALESSANDRA LOOKS UP AT POSEIDON IN AWE AND DISBELIEF. HER TRUE FATHER WAS STANDING BEFORE HER.

NPC-POSEIDON:

I know you must have plenty of questions,
but just know that I never
forgot about you. I was
always watching over you.

NPC-ANTREAS:

That would explain a lot sister.
You have always been strong and a
great fighter in general. Plus, you
have always loved the water.

PC-ALESSANDRA:

I simply can't believe that
my father is a God.

NPC-Hercules:

Ha-ha that makes us cousins!

PC-ALESSANDRA:

I suppose it does.

NPC-POSEIDON:

Now my child you must venture
forward and defeat Polybotes,
but take this with you.

POSEIDON THEN HANDS YOU A TRIDENT.

CHOICE:
GRAB THE TRIDENT

YOU **GASP** IN DISBELIEF ONCE THE TRIDENT IS IN YOUR HANDS; YOU NOTICE IT IS INCREDIBLY LIGHT AND WELL BALANCED.

NPC-POSEIDON:

This trident is made for you and
is perfectly balanced as well.

Now good luck my child.

AND WITH THOSE FINAL WORDS, POSEIDON THEN LEFT THE GROUP TO RETURN TO OLYMPUS.

NPC-ATALANTA:

We should move on now.

PC-ALESSANDRA:

Yes. Let us continue.

ISLE OF THE BLESSED

IN-GAME CINEMATIC:

AS THE YOUNG HEROES PASS THROUGH ELYSIUM, THEY COME ACROSS THE FAMED ISLE OF THE BLESSED THAT HOLDS THE LEGENDARY HEROES OF OLD.

AS THE GROUP NEARS, THEY BEGIN TO SEE MANY LEGENDARY WARRIORS DISCUSSING WITH EACH OTHER.

NPC-ANCIENT WARRIOR:

Young ones! Why have you come here?

PC-ALESSANDRA:

We are seeking the hero Achilles.

NPC-ANCIENT WARRIOR:

Ah yes that young warrior is
right over there.

END OF IN-GAME CINEMATIC

CHOICE:
APPROACH ACHILLES

GAMEPLAY:

*AS THE GROUP NEARS ACHILLES, THEY CAN'T HELP BUT RECALL HIS
EXPLOITS DURING THE BATTLE OF TROY.*

NPC-ACHILLES:

Ahh, it appears that I have
visitors. What brings you here
young heroes?

PC-ALESSANDRA:

We have been tasked with defeating
the Giants and their army of monsters.

CHOICE:
ASK QUESTION

PC-ALESSANDRA:

Would you like to join our quest
to save Greece and Olympus?

NPC-ACHILLES:

A chance for more glory?
Why not, I shall join you.

PC-ALESSANDRA:

Do you know how to reach
the Palace of Hades?

NPC-ACHILLES:

Yes, we must simply follow along
the River Styx to reach the palace.

NPC-ANTREAS:

Let us go forward then.

ACTION:
FOLLOW THE RIVER STYX

IN-GAME CINEMATIC:

AS THE GROUP TRAVELS NEXT THE RIVER, THE HEROES LOOK AROUND AT THE SCENERY OF THE UNDERWORLD. THE SOUND OF WATER **RUSHING** COULD BE HEARD FROM THE RIVER STYX.

EVERYTHING WAS DARK AND THERE WERE SUBTLE QUITE **ECHOES** OF THOSE **SCREAMING** IN TORMENT. THE RIVER BELOW SEEMED TO **BUBBLE** LIKE A LIQUID THAT WAS ANYTHING BUT NORMAL WATER THAT THEY ARE USED TO.

END OF IN-GAME CINEMATIC

ACTION:
APPROACH THE PALACE OF HADES

GAMEPLAY:

AS THE HEROES CONTINUE TO VENTURE CLOSER TO THE PALACE OF HADES,
THEY BEGIN TO HEAR A **BOOMING** VOICE AHEAD AS THE GROUND BELOW
THEM BEGIN TO SHAKE.

POLYBOTES:

Soon the Underworld will be
under the Giants control.

IN-GAME CINEMATIC:

THE PLAYER IS SUDDENLY FACED WITH THE GIANT POLYBOTES AS HE AND
HIS ARMY OF MONSTERS BEGIN THEIR ASSAULT ON THE PALACE OF HADES
BEFORE THEM.

NPC-POLYBOTES:

It is amusing to see you puny mortals
before me thinking that you have a chance
of defeating me.

PC-ALESSANDRA:

You won't get further.

NPC-ANTREAS:

We are here to stop you!

NPC-HERCULES:

Let's take this one down too eh?

NPC-ATALANTA:

The time to attack is now.

NPC-ACHILLES:

Let's see if I am still skilled with my

spear eh. I have been needing practice.

NPC-POLYBOTES:

Very well, this is where you die! (SHOUTS)

GAMEPLAY:

THE HEROES BEGIN THEIR ASSAULT ON THE GIANT, FIRST LAUNCHING ARROWS INTO THE AIR TOWARDS THE GIANT IN HOPES OF DISTRACTING HIM.

AS ATALANTA AND ANTREAS LAUNCH ARROWS AT POLYBOTES, ACHILLES, HERCULES, AND ALESSANDRA RUSH TOWARDS THE GIANT AND BEGIN TO ATTACK HIM FROM BELOW.

AS THE TRIO MAKES THEIR WAY TOWARDS POLYBOTES, THEY ARE STOPPED BY MULTIPLE MONSTERS THAT BLOCK THEIR PATH.

PC-ALESSANDRA:

You two go on ahead, I shall

Fend of these monsters.

A SMALL BATTLE ENSUES AS ALESSANDRA DODGES ALL OF THE BLOWS THROWN AT HER FROM THE MONSTERS IN FRONT OF HER. WITH SKILL, SHE USES HER NEWLY ACQUIRED TRIDENT TO HELP FEND OFF THE ATTACKERS AND KEEP THEM AT BAY. WITHIN LITTLE TO NO TIME, THE FOES BEFORE HER ARE DEFEATED AND SHE THEN PROCEEDS FORWARD TOWARDS POLYBOTES WHERE ACHILLES AND HERCULES AND DODGING WHAT POLYBOTES THROWS AT THEM.

NPC-HERCULES:

We need to bring him down to our size.

PC-ALESSANDRA:

Attack his legs!

THE BATTLE CONTINUES AS ALESSANDRA JOINS THE FIGHT AND THEY BEGIN TO ATTACK POLYBOTES'S ANKLES IN HOPES OF MAKING HIM FALL. AFTER A FEW HITS, THEY MANAGE TO DAMAGE HIM ENOUGH THAT HE BEGINS TO STUMBLE FORWARD AND THE PARTY BEGINS TO ATTACK THE GIANT FROM ALL SIDES. AS THE BATTLE CONTINUES, EACH WARRIOR DODGES ATTACKS AND ALONG THE WAY POLYBOTES TAKES AN ARROW TO THE EYE, HALF-BLINDING HIM.

IT WAS IN THAT MOMENT THAT THE GROUP FOUGHT HARDER AND BEGAN TO ADVANCE CLOSER TO THE GIANT AND ALESSANDRA, HERCULES, AND ACHILLES BEGIN TO CLIMB THE GIANT TOWARDS HIS HEAD.

FROM BELOW, ATALANTA AND ANTREAS BEGIN TO DISTRACT POLYBOTES IN HOPES THAT HE FORGETS THE THREE THAT ARE CLIMBING SAID GIANT. IN NOT TIME, THE TRIO STAND ATOP THE GIANTS HEAD AND QUICKLY RAISE THEIR WEAPONS UP THEY PLUNGE THEM DEEP INTO POLYBOTES'S SKULL.

WITH A LOUD **SHOUT**, POLYBOTES FALLS DOWN TO THE GROUND AND LAYS THERE WRITHING IN AGONY.

NPC-POLYBOTES:

You think you can defeat us!

You cannot stop us from succeeding.

PC-ALESSANDRA:

We just stopped you.

AND WITH THOSE WORDS, THE GIANT POLYBOTES WAS DEFEATED AS
ALESSANDRA PLUNGED HER TRIDENT DEEP WITHIN THE GIANTS THROAT.

IN-GAME CINEMATIC:

AFTER THE DEFEAT OF POLYBOTES, THE PARTY IS VISITED BY THE LORD
OF THE UNDERWORLD HADES. HE THEN THANKS THE HEROES FOR DEFEATING
POLYBOTES AND DEFENDING THE UNDERWORLD. HE THEN GIFTS ALESSANDRA
WITH THE HELM OF DARKNESS TO USE IN FUTURE BATTLES AND DIRECTS
THEM BACK TO THE WORLD OF LIVING TO CONTINUE ON THEIR QUEST TO
SAVE ALL OF GREECE.

END OF ACT 3: THE LEGEND