

INTRODUCTORY PARAGRAPH

After recruiting the archer Atalanta, the group heads to the remote cave that supposedly holds the Bow of Apollo within it. Rumor has it that there is a cyclops that resides within the cave as well.

SCENE: FIND THE BOW OF APOLLO

EXT. LEAD LOCATION: PATH OUTSIDE OF THE CAVE - DAY

THIRD PERSON GAME PLAY

WALK DOWN THE PATH.

ENTER THE CAVE.

INT. LEAD LOCATION: CAVE - DAY

NPC

Dialogue

<u>Dialogue</u>
Atalanta: This is the cave that I told you about. Inside, it is rumored that the Bow of Apollo is guarded by a Cyclopes.
Hercules: Well, I suppose it is time to find out with the rumors are true.

AS THE HEROES ENTER THE CAVE, THEY ARE FACED WITH TWO PATHS TO CHOOSE FROM. THE ONE TO THE LEFT IS DARK AND THERE IS A NO SOUND COMING FROM IT. THE ONE ON THE RIGHT IS SLIGHTLY ILLUMINATED AND NOISES CAN BE HEARD FROM WITHIN.

NPC

Dialogue

GO LEFT

THE PATH BEFORE YOU IS ILLUMINATED BY TORCHES. AS YOU WALK FORWARD YOU BEGIN TO HEAR THE SOUND OF SNORING AHEAD OF YOU.

Dialogue

Anteas:

Perhaps we should grab a torch to light our way further.

GRABS A TORCH.

As you walk forward with a torch in hand, the path before you are enlightened. Journeying further into the cave, you begin to hear a voice within the distance.

Dialogue

Cyclopes:

Hmmmm, none shall enter my cave.

THE YOUNG HEROES LOOK AHEAD IN SCHOCK AS THEY NOTICE THE SLEEPING CYCLOPES AHEAD OF THEM.

Dialogue

Atalanta:

We must be quiet as to not wake the slumbering cyclopes.

GO FORWARD.

As the group creeps forward, they pass a roaring fire that is near the slumbering giant. Upon walking forward, they notice there is a chest towards the back of the cave.

Dialogue

Alessandra:

That must be where the bow is.

As the group walks forward, there is a sudden gust of wind that extinguishes the fire. The cyclopes suddenly begins to stir in his sleep.

DO YOU RELIGHT THE FIRE?

If the player finds THE TORCH:

Outcome: The player can either engage in combat or avoid combat.

<u>Choice</u>	<u>Consequence</u>
Relight the fire.	The player avoids combat with the cyclopes.
Do not relight the fire.	The player engages in combat with the cyclopes.

GO TOWARDS THE CHEST.

As you approach the chest, you notice that there is a slight glow that is emanating from within. As you quietly approach the chest and lift the top, you are greeted with the sight of Apollos famed bow.

EXIT THE CAVE.

As you exit the cave having recovered the Bow of Apollo and avoided conflict with the Cyclopes within, your party discusses what their next move is.

CONTINUE TO LEAVE ARGOLIS.

COMBAT ENCOUNTER

As the group continues down the path, they are suddenly faced with a group of Mercenaries/Bandits.

The BANDITS want to rob you.

The MERCENARIES want to kill you and stop you on your quest.

Outcome: The player can either recruit, engage or avoid combat

<u>Choice</u>	<u>Consequence</u>
Flee	The group flees and continues down the path.
Recruit	"If you join us on our quest, then you will achieve fame and gold."

	(They will join you for the Final Fight.)
Fight	"None shall stop us from completing our quest." (Gain gold and some items.)

THE GROUP CONTINUES DOWN THE PATH.

END OF SCENE