

Story Bible for Camaquen

This is the account, here it is: Now it still ripples, now it still murmurs, ripples, it still sighs, still hums, and it is empty under the sky. Here follow the first words, the first eloquence. – Popol Vuh

Contents

| | |
|-----------------------------------------------------|-----------|
| STORY BIBLE FOR CAMAQUEN | 1 |
| STORY | 1 |
| FRAMING & BACKSTORY: BIRTH OF A NEW SPIRIT | 2 |
| SCENE STORY | 2 |
| ENDINGS | 4 |
| CHARACTERS | 6 |
| ALUX, GUARDIAN SPIRIT OF THE GROVE. | 6 |
| BAN AMARU, KING OF THE CAT TRIBE. | 7 |
| HUAMANAPU, LORD OF THE EAGLE CLAN. | 8 |
| THE HUACAS, LESSER SPIRITS OF THE SACRED GROVE..... | 9 |
| LOCATION | 10 |
| THE SACRED GROVE | 10 |
| MARKETING SUMMARY | 11 |
| INVOCATION | 11 |

Story

- Alux (PC) is a guardian spirit who can manipulate emotions
- Two brothers, kings of rival kingdoms, debate ownership of Alux's Sacred Grove
- PC can chase them off or let them destroy the grove.

Introduction:

Kings of rival tribes are disputing who owns the Sacred Grove. Their argument has awoken you, Alux, the Grove's guardian spirit. Use your spirit allies to influence their emotions and help them resolve their dispute, changing your fate.

HUACA OF FEAR: Alux, we need your help! The two noisy kings of the Puma and Eagle tribes are disputing who inherits the Sacred Grove.

HUACA OF ANGER: Yeah, pick up one of us huacas and we'll change their emotions. That'll show them who's boss!

HUACA OF CALM: They'll react to each other's emotions, too.

Maybe they will leave us alone, fight somewhere else, or at least settle it quietly.

HUACA OF BRAVERY: Be brave and don't accept defeat! When they're done, your decisions will change your destiny. . .

Framing & Backstory: Birth of a New Spirit

After the death of the Great King, his empire is split in two between his two eldest sons. The two rival kings divvy up everything except for one last treasure: ownership of the Sacred Grove. Each has a different intention (Ban Amaru wants a stately pleasure dome, while Huamanapu thinks it would make for an excellent astronomical tower). Rather than go to war over it, the two brothers agree to meet and debate first. Their armies and extensive retinues wait outside of the shrine proper as the brothers meet in their royal palisades for their conversation.

Our hero is Alux, a new spirit who is woken up by the arrival of these kings and their chattering. Unhappy at the thought of these two human interlopers taking over the site, our hero decides to use the spirits of the garden to subtly bend their emotions in order to prevent them from wrecking the Sacred Grove. As this proceeds, our hero will also be able to define her role, and influence the outcome of the debate. Can she convince them to leave, or does their arrival spell the end of the grove's sanctity?

Scene Story

- Static script
- Conversation arc includes natural emotional shifts as topics change

Closer to a debate than a casual chat, our conversation maintains a back and forth flow, and the two interlocutors are familiar with each other. They begin by discussing their accomplishments, complimenting each other outwardly while trying to one-up each other as well. There should be a threat of actual violence if things go poorly, but not necessarily.

- Conversation has 3 sections
 - Each has its own central topic
Roughly 1 min of dialogue in each section (~10 quips)
- Dialogue remains the same across all conversations
 - Emotional content (and thus, *context*) for the dialogue shifts.
 - Distinct endings generated based on play data

NOTE: EMOTIONAL LANDSCAPE EFFECTS ARE DEFINED IN THE GDD, REFER TO THAT DOCUMENT FOR DETAILS

General Conversation Arc

Greetings

During this section, the two characters will introduce to the player the major actors.

Script:

BAN AMARU: Greetings, Brother. It is time we settle our dispute.

HUAMANAPU: Agreed. Shall I begin the ritual invocation?

BAN AMARU: You, like Father, put much faith in ceremony. Go ahead, pigeon.

HUAMANAPU: "Mighty Sun, guide us to our fate. May the bravest win the day."

BAN AMARU: You still praise the gods. Do you trust their decisions?

HUAMANAPU: It is because I do not that I study the stars.

BAN AMARU: You don't even trust Alux, the spirit of the Sacred Grove?

HUAMANAPU: The trickster? Gods like that are why I prefer my own wits.

BAN AMARU: I believe in what I can see and touch, like this beautiful grove.

HUAMANAPU: Father used to take us here, but that was a long time ago.

Exposition and Argument

During this topic, they will expound a bit on their relationship, the nature of their debate and the concept of fates.

Script:

BAN AMARU: I suppose all things change, even this grove.

HUAMANAPU: So be it. If we build here, what should it be?

BAN AMARU: I would build a new palace, full of golden statues.

HUAMANAPU: But I need a new tower to study the motion of the stars!

BAN AMARU: How could I sleep, with your slaves counting stars all night?

HUAMANAPU: Do you even sleep? Your constant parties would disrupt my study.

HUAMANAPU: Besides, your camaquen is all wrong, all mixed-up.

The stars predict a different fate for someone with your outlook.

BAN AMARU: These endless word-games are too much. Explain yourself.

HUAMANAPU: It's simple. Our emotions lead to words, and words to our fates.

BAN AMARU: So through camaquen, our hearts create our destiny? What?

Conclusion

Here, the conversation demands an answer, as the characters brace themselves for the resolution of their debate.

Script:

HUAMANAPU: Through studying your camaquen, I know what it is you fear most:

When I stand up for myself, you always get mad.

BAN AMARU: And yet we compete for courage. One steps forward, the other back.

This theory of 'camaquen' you propose seems too complex for me.

HUAMANAPU: So you admit I have a stronger connection to the spirit world?

BAN AMARU: Eagle-eyes, I suspect you are the only one here who cares.

HUAMANAPU: Wait! I sense something odd, like we are being watched. Don't you?

BAN AMARU: As if Alux was here, guiding our hearts? Are you playing a trick?

HUAMANAPU: I have no desire to play the fool. Or the victim.

BAN AMARU: And yet we would ruin the grove, rather than honor the gods.

BAN AMARU: Enough! Will you surrender your claim to the Grove?

HUAMANARU: That depends on the stars, brother. Do I really have a choice?

Endings

- Five Endings are available, depending on the player's actions
- Ending A

And so the brothers continue into the night, and the following day, and so on.

Your restraint leads to inaction rather than harmony, draining sacred camaquen from the Grove.

Farmers curse your name, Alux the Fruitless, when confusion or laziness lead to poor harvests.

- Ending B

The bickering brothers, hearts full of rage, refuse to back down.

Unable to resolve their dispute, they go to war, and so destroy the Grove.

Blood-soaked and spiteful, you are now Alux the Destroyer, and even kings fear your wrath.

- Ending C

The brothers, with their ambitions calmed and their hearts a bit afraid, leave the Grove in peace.

Thinking twice about insulting a goddess, instead they build a small shrine on the hill.

Your peaceful and pious solution leads you to a destiny as Alux the Revered.

- Ending D

Ban Amaru boldly overpowers his timid brother, so the Grove is razed.

In its place a magnificent palace is built, with golden statues and a shining pool.

At festivals, they invoke your name: Alux the Opulent! But the rest of the year, you are forgotten.

- Ending E

Huamanapu's courage lets him stand up to his brother. . .and the gods.

The stone tower becomes a symbol of his wisdom, and leads to a new era of knowledge.

You have lost your Grove. A small carving of your name, Alux the Learned, is all that remains.

ENDING SELECTION RULES ARE DEFINED IN THE GDD, REFER TO THAT DOCUMENT FOR DETAILS

Characters

PC

Alux, Guardian Spirit of the Grove.

A recently awoken spirit of the sacred grove, Alux (*Ah-loosh*) is disturbed the arrival of the two kings. Her personality is playful and mischievous, and may be more or less responsible with how she treats the subjects of her newfound powers. Her intentions are left a bit open to make room for the player who wants to play around with these other people's lives, but shouldn't prohibit trying to take on a more serious tone if desired. She can summon and control the huacas (lesser spirits of the Grove to help her change the hearts of visitors to her grove, including the kings.



Concept Art:

NPC

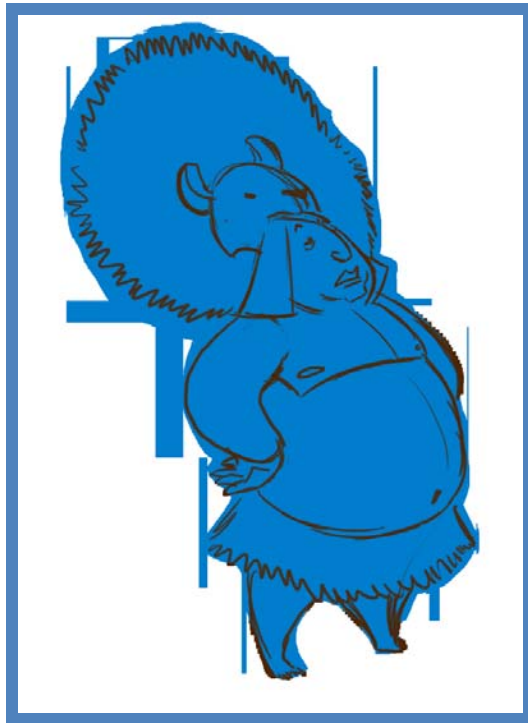
The two kings are great chiefs of rival tribes. But they are also brothers whose nations only became competitors upon the death of their father, the Great King. Although both are quite capable of military strategy, they refrain from engaging in warfare wildly, viewing themselves as more sophisticated than some of their more aggressive neighbors. Both are proud and a bit pompous, but neither is villainous, merely flawed (like all kings). They are mostly foils for Alux to play off each other.

King 1:

Ban Amaru, King of the Puma Tribe.

The older of the two brothers, Ban Amaru (*Ban Amaroo*) has a deep and abiding interest in the comfort of himself and his people. Often, his thoughts are given more to relaxation and pleasure than conquest or empire. Don't think of him as lazy, though, as he has encouraged his people to prosper through the creation of valuable luxury goods. His experience in haggling and making deals has given him a rough manner, and he is often intimidating, easily provoked. He often overcommits himself and is very reluctant to back down. While an advantage in dealing with unscrupulous pirates or steadfast merchants, this has a notable aggrandizing effect on his sense of self-worth: he's an obnoxious braggart.

Ban's people specialize in the manufacture of incredible fabrics, jewelry and trinkets, which they trade to markets all over the known world. Ban Amaru has thus seen many peoples and civilizations, and is open-minded about what the world might hold within it. His hope is use to the garden as a site for a magnificent pleasure palace, a testament to the wealth and splendid goods his tribe is famous for. Ban sees himself as the embodiment of his people: if he is happy, then so must they be.



Concept Art:

King 2:

Huamanapu, Lord of the Eagle Clan.

An astronomer by trade who prides himself on his contemplative mindset, Huamanapu (*Wah-nam-ah-poo*) studies the skies that he might know best how to prepare his people for their future. He is intellectual and ambitious, believing that the more knowledge he accumulates, the more powerful he will be in the afterlife, where he hopes to become a powerful god. Rather than greed, however, it is curiosity and confidence that drive him. But when it comes to his brother, he is significantly more timid. Perhaps because he's younger, perhaps because he's smaller, but he's frequently taken the losing side against his brother, and often lets himself grow frustrated by Ban's attitude.

His tribe boasts of the best oracles and thus the most prepared farmers. His interest in the grove is in building an enormous astronomical tower, in order to better record the movements of the stars.



Concept Art:

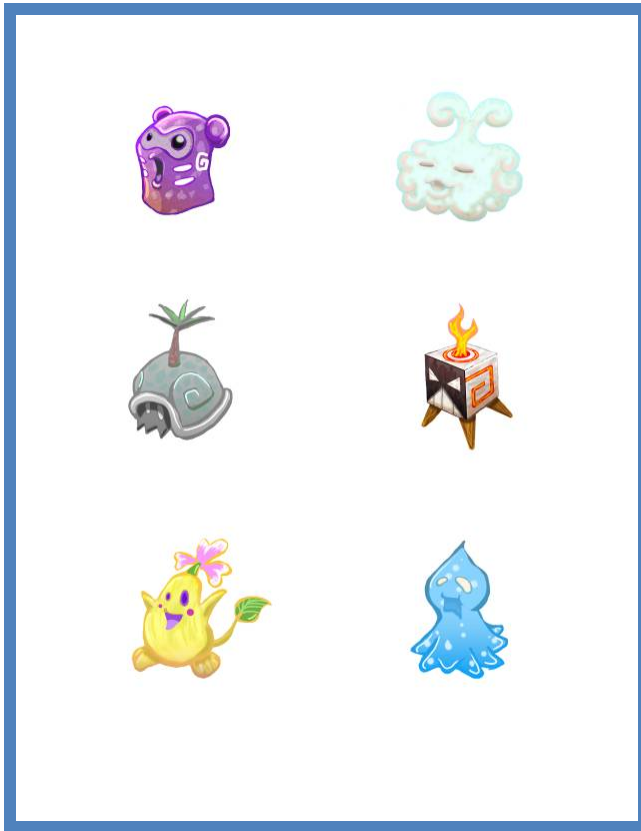
Lesser Spirits:

The Huacas, Lesser Spirits of the Sacred Grove

The huacas (*Wah-kahs*) are the animating spirits which inhabit everything in the universe. Organized into many tiers and with their own celestial hierarchies, huacas range from the spirits of pebbles and sea-foam to the individual souls of every animal, mountain and sea. Huaca also embodies an emotion of human experience, sharing joy or gloom to the huaca of people nearby. Huacas gain their strength from *camaquen*, the animating force that underlies everything and grows through human worship. They lose this power if they are forgotten, ignored or seen by humans in the natural form. Thus, the huacas are visible to Alux but invisible to the Kings.

Being a sacred place, the Grove is full of huacas and Alux, as the grove's chief guardian spirit, can direct them to follow her instructions. By picking huacas to go and change the emotions of the two Kings, Alux can manipulate their conversation.

Concept Art:



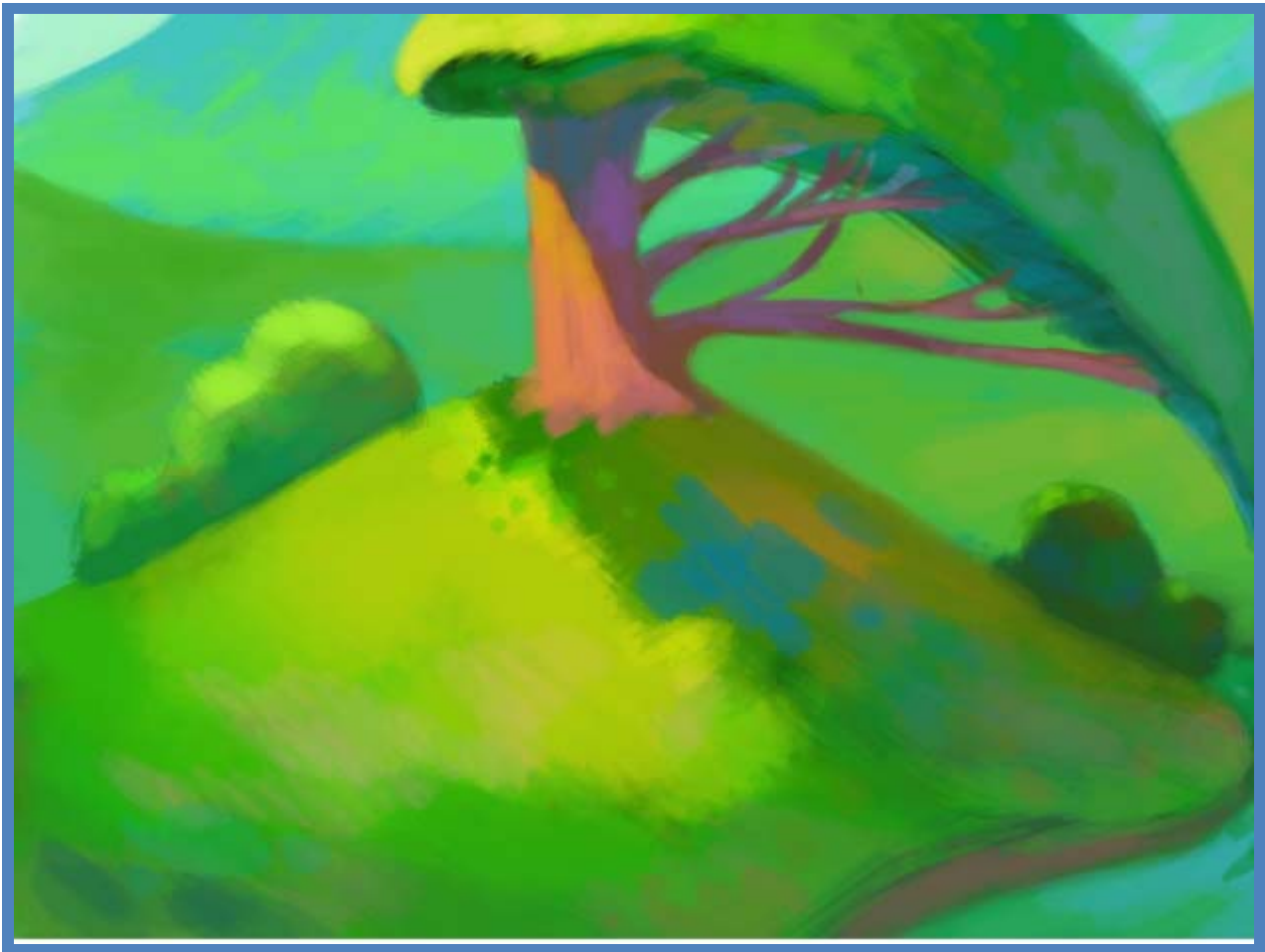
Location

The Sacred Grove

Located atop a small hill between the villages of the Cat and Eagle peoples, the Sacred Grove has been under the private jurisdiction of the united tribes. Upon the death of the Great King and the Splitting of the People, it is now up for grabs by the Great King's descendents. But nobody told them about the spirits that inhabit it.

- A natural paradise, full of delicious fruits, hot springs, and abundant greenery.
- Yet strategically overlooking the countryside, with a view of both villages and the surrounding forests, plus the bay which often hosts foreign invaders.

Concept Art:



Marketing Summary

Camaquen is a casual puzzler in which players guide two characters through a heated argument. As part of a research project examining user interfaces for conversation in games, *Camaquen* models the effect of emotions in dialogue, enabling players to affect the emotional dynamics of the conversation and thus affect the outcome of the characters' debate – even though the script remains the same. The actions of the player interact with the personalities of the brothers to determine one of five different Fates.

Players take on the role of Alux (*Ah-loosh*), the guardian spirit of the Sacred Grove. When the Great King dies and his kingdom is split between his sons Ban Amaru (*Bahn A-mah-roo*) and Huamanapu (*Wah-nam-a-pu*), the brothers begin to bicker over what to do with the Grove. Using Alux's ability to command spirits of emotional energy (or "*CAMAQUEN*"), players change the meaning behind their words and sway the two kings to their destiny. Does Huamanapu build his enormous stargazing tower, or does Ban Amaru move forward with his plans for a golden palace? And what happens to Alux when her Grove is transformed?

Glossary

Huacas: Revered spirits. Everything in the world has a spirit double, and each huaca carries the emotional charge of its physical twin.

Camaquen: Force which animates every object and spirit in the world. Huacas are made of it, and often leak it back to the world. Usually affects humans through a flux of sudden emotional inspiration.

Ban Amaru: King of the Puma Tribe, and world-renowned trader. Ban Amaru is rich and charismatic, but also fickle, with a short temper and a lot of pride. He also has a history of bullying his younger brother, Huamanapu.

Huamanapu: Younger brother to Ban Amaru and King of the Eagle Clan. Brilliant astronomer and learned scholar, but timid around his brother. Huamanapu wants to become the wisest king ever, to assure his place in legends, and is quite ruthless when it comes to this goal.

Alux: Guardian of the Sacred Grove and chief huaca of the Great King's hilltop. In former generations, her role has changed: some know her as a fiery avenger; others recall a pious and merciful angel. Which role fits *your* emotional landscape?

Invocation

Ban Amaru and Lord Huamanapu

Were orphaned brothers of royal descent

Who fought upon a holy hilltop spot

*For the right to claim the view verdant.
Feats of strength, of wealth's display
Failed to clarify their stations.
Rather than descend to barbaric melee,
The twins elected to hold a conversation.
But even royal mortals can fail to foresee
(it's a problem with their rational notions.)
That they might disturb you, a newborn divinity,
And so now you get to play with their emotions*

-- Fragment of a Mock Epic Commemorating the Debate between Kings