

Matt Eschbach

Interactive Storytelling

# **THE TALE OF BLACK MANTLE**

Game Script

# Table of Contents

|                            |    |
|----------------------------|----|
| INTRO                      | 3  |
| MISSION 1                  | 4  |
| MISSION 2                  | 8  |
| MISSION 3                  | 13 |
| MISSION 4                  | 14 |
| BRANCH – BLACK MANTLE PLAY | 16 |
| BRANCH – WHITE MANTLE PLAY | 23 |
| MISSION 7                  | 31 |
| MISSION 8                  | 34 |
| MISSION 9                  | 39 |
| MISSION 10                 | 43 |
| SIDEQUEST: THE BALOR       | 48 |
| SIDEQUEST: RECONCILIATION  | 53 |
| SIDEQUEST: THE RECENT PAST | 62 |

## The Tale of Black Mantle – Game Script

### Opening:

[Scene]: the story told by the narrator is portrayed in allegory, using symbolic imagery against a nondescript black background.

NATTATOR

One hundred and twenty four years ago, in the land of Mirennia, a renowned adventurer and hero, Sky Mantle, began weaving a special cape. He called it: the Hero's Mantle -- to be worn only by those who possessed all the qualities of a true and powerful hero. Before he could finish it, however, he took ill. Unable to complete his work before his passing, he left the task to his trusted apprentice, Earth Mantle. But alas, like his late master, Earth Mantle was also unable to finish the cape. But for a different reason...

The Hero's Mantle, having been endowed with special magic, chooses the one who wields it. Earth Mantle could neither use the cape nor finish his master's work. Tragically, he lost confidence in himself as a hero and took this as a sign that he was meant for a much darker destiny. Abandoning his old name and personal mantle, he had a new one tailored for him; he became Blood Mantle.

Blood Mantle traveled the land as a villain, casting a cloud of fear over the people in the hopes that a new hero would arise to defeat him. His wish was granted. After four years of evildoing, two new heroes appeared, seemingly out of nowhere: the man called Blue Mantle and the woman named Red Mantle. Atop the summit of Mt. Heights among a ferocious thunderstorm they battled, and as the storm subsided, Blood Mantle fell, defeated and dying. With his last few breaths, he relinquished the Hero's Mantle and begged forgiveness. As Red Mantle held his hand and listened to his final request, a wave of compassion overwhelmed her, and she forgave him. He died not as the villain Blood Mantle, but as the tragic hero Earth Mantle, and was buried in his old cape.

Time passed, and Blue Mantle was able to complete the Hero's Mantle. Upon his success, he took it once again to Mt. Heights and threw it into the wind, where it would find its next owner. Around that time, Red Mantle gave birth to a son; when the child came of age he was tested; passing the test, he took the name Gray Mantle and left home to find work as a hero. During his travels, he fell in love with and married a woman named Rose, who then became Rose Mantle. With a son of his own on the way, he retired from adventuring and his deeds passed into folk tales.

Now, Black Mantle, the son of Gray Mantle, already a proven warrior, is on a journey of his own, making a name for himself as one of the fabled Mantles.

### Title Screen

## Introductory Scene

[Scene]: Black Mantle is on a ridge overlooking a desert; his motor bike, Black Stallion, rests behind him. Noticing a commotion rising in the sand, he raises his binoculars to take a closer look. The object making the stir appears to be a large, nondescript, block-shaped transport, and tied to the roof is a young boy!

BLACK MANTLE

What in the world?!

*[taking another look, the boy is in great distress.]*

A kidnapping?

*[running to his bike and starting it]*

Not on my watch there isn't!

## MISSION 1

[Gameplay]: the player takes over and is taught the vehicle controls and given the task of chasing after the transport. When the player gets close enough, the back end opens up and reveals turrets!

*[Scripted event]* BLACK MANTLE

*[dodging a blast]*

Whoa! That's no carrier! It's a tank!

[Gameplay]: the player is taught how to fight while on the Black Stallion. When the turrets are destroyed and Black Mantle gets close enough to the tank, the next scripted event happens.

*[Scripted event: the boy has gotten loose from his bindings and is running towards the back of the tank]*

BLACK MANTLE

I don't believe it – that kid's going to jump! Is he crazy!

[Gameplay]: The player floors it just in time to catch the boy from falling to the ground. The Black Stallion goes out of control and spins to a stop. Ahead, the tank also grinds to a halt and two figures emerge out a hatch in the back: a huge hulking man and a pale-skinned woman.

WOMAN

You! Hand over that child!

BLACK MANTLE

And why should I do that?

MAN

Because if you don't, we'll break every bone in your body!

BLACK MANTLE

*[to the boy]*

Go hide with my bike.

*[taking out his gun sword, to the man and woman]:*

Let's see you try!

[Gameplay]: The player is taught how to battle on foot. A battle ensues between the player and the two enemies; the woman uses demonic magic and the man uses physical attacks. Black Mantle can switch his weapon between a sword mode and a gun mode at will, and also has access to a small number of magical attacks he can use.

*[When player wins]*

MAN

Dang it! He's strong!

WOMAN

*[smiling devilishly]*

It doesn't matter, Ardok. He has to hand the boy over: he has no choice.

BLACK MANTLE

What are you talking about?

WOMAN

*[knowing she has the upper hand]*

Take a close look at his arm. That stone attached to it isn't just a decoration. If we don't take him to the Snake Temple, he'll never be rid of it.

BLACK MANTLE

*[to boy]*

Is that true?

*[The boy nods reluctantly.]*

BLACK MANTLE

*[hesitantly]*

Alright. On one condition: I'm the one who takes him there.

WOMAN

You're in no situation to be making demands, mortal! The boy comes with us and you will crawl back into whatever hole you-

BLACK MANTLE

*[raising his gun sword]*

I think you're forgetting who won our little scuffle, you hag. The boy goes with me or you lose your head.

WOMAN

*[snarling but eventually relents]*

Fine. But remember, if you try to pull anything, the boy will suffer for it!

[Gameplay]: the player follows behind the tank on the way to the temple. On the way, black Mantle and the boy talk, but this does not interrupt the gameplay.

BLACK MANTLE

What's your name, kid?

BOY

I'm RaHS. You?

BLACK MANTLE

I'm Black Mantle.

RAHS

You're one of the famous Mantles!?

BLACK MANTLE

Luckily for you. You could have killed yourself back there! What were you thinking?!

RAHS

I'd rather die than wait for them to sacrifice me to their stupid deity!

BLACK MANTLE

Sacrifice you? So that's what this is about.

RAHS

What are we going to do? If you're stronger than them, why not just beat them when you had the chance?

BLACK MANTLE

You heard what they said. That stone on your arm needs to come off. And I need to find a way to save you after it does.

RAHS

It will come off when they perform some old ritual. After that, it will take my life and give it to their deity to revive him. We have to act after it's removed but before that happens.

BLACK MANTLE

How do you know all this?

RAHS

Since I'm bound for death they didn't see much reason not to answer my questions.

BLACK MANTLE

I've got to say, I'm impressed. And now I know just how to get us out of this.

**Scene:**

[Arriving at the temple, the woman and Ardok take RaHS inside and Ardok grabs Black Mantle so he can't move.]

ARDOK KUL

Don't try anything, *hero*. Go ahead and start the ritual, Raiva.

[Raiva Kul begins chanting, and the stone detaches from RaH's arm. Black Mantle frees himself with a backwards jab, jumps up and kicks Ardok to the ground, takes out his gun sword and blasts the stone to pieces. It ignites into a small burst of green and yellow.]

RAIVA KUL

Ardok you fool! You were supposed to keep hold of him!

*[She and Ardok shed their human bodies to reveal serpent-like monsters]*

Damn you, mortal! Damn you to Hell!

BLACK MANTLE

Get outside, RaHS. I'm going to finish what I started.

[Gameplay]: The player battles with Raiva and Ardok, who this time use the power of the temple to increase their own power.

*[Scripted event]: When player wins, Raiva and Ardok crumble into dust.*

**Scene:**

[Going outside, RaHS is waiting on the Black Stallion. Black Mantle gets on and starts the engine.]

RAHS

Someday, I'm going to be a hero, too.

BLACK MANTLE

I'd say you're already well on your way. Now let's get you home.

**END OF MISSION 1**

**MISSION 2**

**Scene:**

Seven years have passed. Black Mantle and RaHS find themselves in a pub in a small town, but neither is aware of the other's presence yet. RaHS was framed years ago and has become an Exile, as is shown by his wanted poster and the cuff around his wrist. The people in the pub ignore the poster.

PATRON

*[running into the bar suddenly]*

Everyone! The Exile Cigg is coming this way!

*[People gasp and some turn their backs to the entrance and keep their heads down]*

BARTENDER

*[to RaHS]*

You need to hide. If he finds you here he'll-

*[Cigg enters, loudly throwing the doors open. He stands at the entrance, glaring menacingly at everyone there. Then he spots RaHS]*

CIGG

Hey, kid! What do you think you're doing here! Outside! Now! Your bounty is mine!

BARTENDER

Hold on a second! His bounty won't do you any good, it's too low to mean anything-

*[Cigg stares him down into silence]*

CIGG

Anyone here tries to help him, I'll wreck the entire pub! You're coming with me, kid!

RAHS

*[reluctantly gets up to go with Cigg, spots Black Mantle at the last minute]*

Please, can't you do something, like you did before? He'll kill me.

BLACK MANTLE

*[doesn't recognize RaHS]*

Why should a hero help a criminal? Especially an Exile. Killing each other off to pay for your own crimes; what a twisted system.

*[RaHS hangs his head and exits the pub with Cigg]*

BARTENDER

You don't know what you're saying. I know that kid, he's a good boy. Didn't even do anything wrong; he was framed. If you're a hero, you have to help him! He's innocent.

*[Black Mantle thinks for a moment, sighs, then gets up and boldly walks out of the bar among quiet whispers of support and hopeful looks from the patrons. Outside, he steps in front of RaHS and faces Cigg.]*

CIGG

What are you doing? Beat it or you'll die too, punk.

BLACK MANTLE

*[takes out his gun sword]*

I was just about to tell you the same thing.

[Gameplay]: The player can take control of either Black Mantle or RaHS for the battle. RaHS will use items and can switch between an arm claw or pocket bombs. Cigg fights with a whip-like chain that creates small explosions on contact.

*[Player wins]*

*[Scripted event: The peacekeepers come. RaHS takes Cigg's cuff and turns it in – in exchange for the bounty. It is far more than enough to free him from his Exile status and his cuff is removed as well. The peacekeepers leave.]*

**Scene:**

RAHS

*[to Black Mantle]:*

Thank you. I knew you'd help me.

BLACK MANTLE

You look familiar. What did you mean when you said, 'like I did before?'

RAHS

I should have known you wouldn't recognize me. I'm Rahs. You saved me from the snake deity seven years ago.

BLACK MANTLE

It is you! What happened to make you become an Exile?

RAHS

I don't really know all the details, only that I was set up. I don't know what I'll do now; I've got nowhere to go home to...

BLACK MANTLE

That's easy.

*[goes over to Black Stallion and starts it]*

Get on. It's time to make you into a real hero.

[Gameplay]: The player is given control and can wander around the town and a little ways out from it before the game turns him back; in order to continue the story, Rahs must first become White Mantle. The town itself is divided into settlements here and there, and the player's job is to find the tailor who can make a mantle for Rahs. In between the settlements are short stretches of flat wilderness where the player may encounter a few enemies to fight. Again, as they travel, they will have dialogue that will not interrupt the gameplay.

RAHS

Where are we going?

BLACK MANTLE

To find a tailor who can make you a mantle.

RAHS

Seriously?! A mantle?!

BLACK MANTLE

*[enjoying himself]*

That's right. From here on out, you'll be my apprentice! First we have to find the right tailor. Our mantles have special properties, they're not just for show.

RAHS

Like what?

BLACK MANTLE

Take me for example; this cape I'm wearing? No one else can use it. In addition, it grants me extra stamina and minor protection from attacks.

RAHS

Wow. So what do we do once I get mine?

BLACK MANTLE

I'm chasing after someone called Gold Mantle. She's a fraud who's trying to pass for one of us. And she stole the Hero's Mantle.

RAHS

The what?

BLACK MANTLE

Hero's Mantle. Think of it like an extra-special mantle with even more powerful magic than a traditional mantle. It was the project of Sky Mantle. But it was never finished until my grandfather came along and completed it.

RAHS

You mean THE Sky Mantle?

BLACK MANTLE

The same.

RAHS

So he started on this Hero's Mantle, but never finished it. And sometime after your grandfather completed it, it was stolen by that thief posing as one of the Mantles?

BLACK MANTLE

In a nutshell.

*[Scripted event: When the player nears the tailor, a camera case will draw attention to the building.]*

BLACK MANTLE

This is the place. The tailor here wove my mother's cape.

[Gameplay]: the player goes inside. (if the player tries to go somewhere else, RaHS will speak up "Aren't we going in?" and the player will be stopped.)

**Scene:**

In the tailor's shop, RaHS has selected his chosen materials: white cloth with some gray trim. The tailor soon comes out of his back room with the finished cape, which RaHS puts on. A small glow of light surrounds the cape for a moment and it billows even though there is no wind, signifying its acceptance of him.

BLACK MANTLE

*[smiling in satisfaction]*

The cape has accepted you. Now tell us your name.

RAHS

I am... White Mantle.

[fade out]

**END OF MISSION 2**

**MISSION 3**

[Gameplay]: The player is now free to explore freely and can interact with npc's or leave town and go anywhere. Talking to townspeople will yield information about Gold Mantle; after traveling across the plains for a decent amount of time, the next scripted event happens.

*[scripted event]: a gang of bandits on motor bikes surround and attack the player.*

[Gameplay]: Black Mantle and White Mantle fight back but the bandits have technology that makes them hard to beat. They will use shields that block almost any attack, items to harass the player, and minor healing magic. When one is defeated, another automatically arrives, making victory impossible. Eventually they knock out the two Mantles and make off with their belongings.

*[Scripted event]: Black Mantle wakes up White Mantle.*

BLACK MANTLE

*[shaking him]*

Wake up.

WHITE MANTLE

Wha-? What happened? Where did those bandits go?

BLACK MANTLE

*[visibly ticked off]*

They took our stuff. Only thing left is Black Stallion. It requires a code to operate that only I know so they couldn't take it.

WHITE MANTLE

Great... Are we going after them?

BLACK MANTLE

Better believe it.

[Gameplay]: The player goes after the bandits and discovers their base in the side of a small mountain. Infiltrating through a side entrance, Black and White Mantle sneak, fight, and plot their way through enemies and traps to reach the room where their belongings are hoarded and reclaim them.

*[Scripted event]: The bandit leader, who was there all along, comes out of the shadows clapping his hands.*

BANDIT LEADER

Well done, well done! You chased us down, snuck in here and took back your stuff. That takes some guts, especially considering we're the infamous Mountain Rat bandits!

*[turning serious]*

But you're dead now.

[Gameplay]: The player battles with the bandit leader, who occasionally calls in reinforcements. The bandits and their leader all fight the same way they did before, but the leader is stronger. The key to winning is using all the stolen items and gadgets hoarded away in the room to even the odds – the player can pick up weapons, items, magical objects, and other things (including money).

*[The player wins. The bandit leader flees the room.]*

[Gameplay]: The player still has to get out the same way he came in. No more sneaking this time – the bandits are all after the Mantles now!

*[Leaving the base on the Black Stallion with a few bandits chasing them, Black Mantle grins connivingly. A moment later there is a big explosion in the bandits base; the bandits chasing them turn around to hurry back.]*

WHITE MANTLE

What the heck was that?

BLACK MANTLE

A parting gift I set up in return for all the hell they caused us.

### **END OF MISSION 3**

### **MISSION 4**

[Gameplay]: Right from where mission 3 left off, the player can continue on to Ruvin City where Gold Mantle supposedly is. Once there, there are many things to do, such as talk to the people, buy items, and rest in the inn.

*[Scripted event]: When the player nears the center of the city, a man wearing leather waves the player over into the entrance of a restaurant.*

MAN

Excuse me. You two. Mind if I bend your ear a minute?

*[The Mantles exchange looks and then follow the man in.]*

### **Scene:**

*[the three sit down at a large table with two other men.]*

MAN

Sorry for pulling you in here like that. My name is Hugo; I'm a recruiter for Free Star. This is Morty and Lance.

BLACK MANTLE

That organization trying to root out the underground revolutionaries? I'm a bit pre-occupied with my own endeavors, and it's not my thing anyway.

MORTY

We know. Gold Mantle right? We have excellent sources. No, what we wanted to talk to you about isn't a request, it's an offer.

WHITE MANTLE

An offer for Black Mantle?

LANCE

No, young hero. An offer for *you!*

HUGO

That incident seven years ago, where you were framed for your family's murder and conspiring against the world government? We've been looking into it ever since it happened – it's what we do after all – and we've finally found out who did it.

WHITE MANTLE

Tell me!

LANCE

Mountain Rat. They're bandits who-

BLACK MANTLE

Them! Those are the same bandits who attacked us earlier!

MORTY

Really? Well, then, I'll get to the point. Those guys have sects all over Mirennia. Help us out with a couple things, White Mantle, and we'll set it up so you can return the favor.

WHITE MANTLE

I'd love to. But...

*[White Mantle looks to Black Mantle]*

BLACK MANTLE

... Go.

WHITE MANTLE

... Alright then. I'll do it.

[Gameplay]: The player can choose to be either Black or White Mantle.

**\*\*Split path A: Black Mantle play:\*\***

[Gameplay]: Outside the restaurant, Hugo says one last thing.

HUGO

Gold Mantle skedaddled when she heard you were on the way. She went north I believe. If you hurry you might catch up with her.

[Gameplay]: the player can resume playing as before, finish exploring Ruvin City, and go anywhere. Going north, enemies attack every now and then. When the player reaches a pass with two roads, the way to the swamps where Gold Mantle went is blocked off – an attempt to stop Black Mantle from chasing her. A few workers are trying to clear the way but won't finish as long as the player waits there. Instead the player is made to take the other way, which leads to Essence Cemetery, a special place where the heroes of the past are buried. The way there is long and out-of-the way to symbolize the life journeys of the ones who rest there.

**Scene:**

*[At the graveyard, Black Mantle walks over to the grave of his grandfather, Blue Mantle, and releases his pent-up frustration with himself for allowing Gold Mantle to repeatedly elude him.]*

BLACK MANTLE

*[frustrated, growing more so as he speaks]*

Am I not good enough? Is that it? Am I incapable of something so simple as to chase down one thief? I know I'm the weakest Mantle within three whole generations, but... Just what am I supposed to do about it?...

*[frustration growing into outright anger]*

ANSWER ME! Just give me some sign! Anything!

*[taking a moment to calm himself, touching his own cape]*

The mantles test their owner. I passed the test easily. I had thought my task was to defeat Gold Mantle, but... Could there be more to it than that?

**END OF MISSION 4**

**MISSION 5**

[Gameplay]: In the graveyard, the player can walk around or leave. While this is going on, Black Mantle's thoughts can be heard.

BLACK MANTLE

It doesn't matter how inferior I am to the rest of my line. It doesn't change the fact that I have a job to do. Even if it's impossible for me to complete, I won't quit. I'm going after Gold Mantle.

[Gameplay]: Leaving the graveyard, the player travels back the way he came, towards the path that previously was blocked off. On the way, a commotion a short distance away catches Black Mantle's attention.

*[Scripted event]: A camera case shows a struggle on a path a half-mile away. In the midst of it is White Mantle. The player is given the option to help him or to go after Gold Mantle.*

**Option A:** *[player chooses to chase Gold mantle]*

BLACK MANTLE

This is his fight. If I believe in him as a hero, I shouldn't treat him as a child by rushing to help him all the time.

[Gameplay] The player continues on and finds that the blocked path has been cleared, allowing Black Mantle to resume his pursuit. When the scenery starts to change to swamp, the player finds a sky bike apparently belonging to Gold Mantle. Walking through the swamps, the player eventually comes to a clearing and finds Gold Mantle. She looks preoccupied...

*[Scripted event: when the player approaches, something leaps from the shadows and attacks both Gold Mantle and the player. Whatever it is can't be identified and Gold Mantle flees in the other direction. Black Mantle is blocked off from chasing her.]*

[Gameplay]: The player must escape the swamp quickly. This section has a time limit. The player can't see the timer but can tell how much time is left by the state of the surroundings. The land is slowly turning to stone. If Black Mantle is caught up in a gray area, the player loses. Returning to the entrance of the swamp, the sky bike is already gone and the player jumps on the Black Stallion and speeds away. The next destination for the player is Tonmo Town. Upon reaching it, the mission is completed.

**Option B:** *[player chooses to help White Mantle]*

BLACK MANTLE

As much as I believe in his ability, he's my apprentice. I won't turn my back on him.

[Gameplay]: The player changes course and heads for the battle. Upon getting there, Black Mantle finds a shipment convoy in the form of horses and carts is under siege by one of the Mountain Rat bandit sects. They seem intent on capturing the goods and killing everyone there, no matter what the cost. In addition to White Mantle are a few members of Free Star. The player must survive and protect the convoy for ten minutes.

*[Scripted event]: The bandits are all beaten and the group stands beside the convoy.*

WHITE MANTLE

*[to Black Mantle]*

I didn't expect you to appear out of nowhere like that.

BLACK MANTLE

I happened to be passing through. What's in this thing?

FREE STAR MEMBER 1

Information, mostly. Once we get it to our local headquarters we can study it and find the best plan of attack against the bandit sect that set Rahs up. Turns out it's one of the main branches! We weed it out, we cripple the entire underground rebellion!

BLACK MANTLE

Alright. Count me in.

WHITE MANTLE

What about Gold Mantle?

BLACK MANTLE

Fate has a way of putting us where we need to be. I'm here now, I may as well stick with it.

FREE STAR MEMBER 2

We're glad to have a hero like you. It's only a few miles to our destination. Just guard the convoy until then.

[Gameplay]: With the bandits beaten, the main threats to the convoy are carnivorous and territorial creatures. The convoy must go through some very wild country, so the enemies are tougher than normal. After a few minutes the convoy arrives at an outpost on the edge of a forest.

**END OF MISSION 5**

**MISSION 6 *[player chose to pursue Gold Mantle. From Option A]***

[Gameplay]: The player is in Tonmo Town. There seem to be rumors floating around about Free Star. To find out what's going on, the player interacts with numerous npc's and collects information. According to rumor, they're going to move on one of the major sects of the underground revolutionaries trying to fight the world government. No one knows where that sect is though. As for Gold Mantle, she hasn't been here.

BLACK MANTLE

*[after learning everything there is to learn]*

If this is all true, White Mantle should be ready to avenge himself soon. I should probably start looking for him so we can resume our mission once he's done.

[Gameplay]: With no leads to go on, the player must rely on critical thinking for the next objective. Returning to the spot where Black Mantle witnessed the battle involving White Mantle, the trail can be followed to an outpost on the edge of a forest.

BLACK MANTLE

Hello? Is anyone there?

FS MEMBER

Who's there?

BLACK MANTLE

I'm Black Mantle. Where is everyone?

FS MEMBER

Black Mantle, eh? You must be looking for White Mantle. He went with a couple other Free Star agents a while back. Hang on and I'll give you their tracking number so you can follow them.

[Gameplay]: The location of White Mantle is now on Black Stallion's map. Following it to the headquarters of the revolutionaries, the player finds the place is already in bad shape – the attack is well under way. White Mantle's mark is moving away from the headquarters. The player follows it and catches up.

**Scene:**

White Mantle stands over the boss's body as Black Mantle walks up.

WHITE MANTLE

... You're here.

BLACK MANTLE

I found Gold Mantle, but it turns out she's not our only enemy. I had to retreat before I could fight her, and decided I better catch up with you. Looks like you've accomplished your goal, at least.

WHITE MANTLE

... Was I wrong to seek revenge? I'm supposed to be a hero, not a killer.

BLACK MANTLE

You may have done this for yourself, but you've also helped a great number of people in the process. All heroes have to make decisions they may regret; there's no such thing as a hero without sin.

WHITE MANTLE

...

BLACK MANTLE

You are my apprentice. If I had thought you shouldn't do this, I wouldn't have let you. The blood is on my hands, not yours.

WHITE MANTLE

OK then. Gold Mantle next?

BLACK MANTLE

Gold Mantle next.

**MISSION 6 [player chose to help White Mantle. From Option B]**

**Scene:**

Black and White Mantle are standing at the back entrance to the headquarters of the Mountain Rat main sect that framed Rahs seven years ago. With them is one member of Free Star.

FS MEMBER

I won't be able to go with you the whole way – a lot of the enemies in there are too strong even for Free Star.

BLACK MANTLE

It's fine. We'll take care of it.

WHITE MANTLE

Once we find the commander, he's mine.

BLACK MANTLE

I won't interfere. You have my word.

[The Free Star member walks up to the entrance and plants a device on the door. It hacks into the security system and opens the door. The three of them charge in.]

[Gameplay]: There are four levels for the player to go through. On all levels will be enemies and security systems attempting to stop progress.

FS MEMBER

*[at the lift to the second level]*

I'll keep our way out clear. Good luck, you guys.

[Gameplay]: Resistance increases the higher the player gets in the base. On the fourth and final floor, the enemies disable the machinery that controls the doors in an attempt to trap the Mantles. The player will have to use the same kind of device the FS member used earlier to force them open. Finally they reach the office where the boss is – but he’s nowhere in sight and the player instead has to fight a group of bodyguards.

BLACK MANTLE

Looks like he weaseled his way out while we were hacking the doors.

WHITE MANTLE

There must be another way out of here.

BLACK MANTLE

Look for it. I’ll handle the goons.

[Gameplay]: *[player chose Black Mantle in Mission 4]* The player battles the bodyguards while White Mantle looks for a way to chase the boss. When he finds it and leaves, the player is cued by a map update to go back the way he came and leave with the FS member. Once outside, the FS member parts ways with the player and the player gets on the Black Stallion and goes after White Mantle, following a HUD map on his bike. When Black Mantle arrives, it’s all over.

**Scene:**

White Mantle stands over the boss’s body as Black Mantle walks up.

WHITE MANTLE

... It’s done.

BLACK MANTLE

...

WHITE MANTLE

... Was I wrong to seek revenge? I’m supposed to be a hero, not a killer.

BLACK MANTLE

You may have done this for yourself, but you’ve also helped a great number of people in the process. All heroes have to make decisions they may regret; there’s no such thing as a hero without sin.

WHITE MANTLE

...

BLACK MANTLE

You are my apprentice. If I had thought you shouldn't do this, I wouldn't have let you. The blood is on my hands, not yours.

WHITE MANTLE

OK then. Gold Mantle next?

BLACK MANTLE

Gold Mantle next.

**END OF MISSION 6 \*\*End of split path A\*\***

**\*\*Split path B: White Mantle play:\*\***

**END OF MISSION 4**

**MISSION 5**

**Scene:**

White Mantle and two FS members are on a mountain pass, studying a map.

FS MEMBER 1

First, we need to sneak into the old base the Mountain Rats abandoned two days ago. We drove them out so fast they didn't have time to take anything with them. There's information in there we need to get our hands on. It shouldn't be too hard – it's getting back home with it all that's the trick. You'll go in ahead of the convoy and signal for pickup when you have what we need. Got all that?

WHITE MANTLE

Sure. Sounds easy enough.

[Gameplay]: The player moves alone towards the base. Aside from the wildlife, no enemies bother White Mantle. Inside the base, the player looks around for the items and artifacts he needs to complete the next mission. It's a maze so the player will have to keep track of areas that have already been searched and what paths lead to dead ends.

WHITE MANTLE

*[When the player has found everything]*

That's everything. Time to head back outside.

*[Scripted event]: Once the player leaves with all the items, White Mantle signals the convoy, carts*

*pulled by horses, to move in and the goods are stashed away.*

[Gameplay]: After a couple minutes of following the convoy, Mountain Rat launches an ambush, intent on reclaiming their secrets.

*[Scripted event]: Halfway through the battle, White Mantle notices the Black Stallion a short distance away. The player is prompted to either call him over or let him be.*

**Option A:** *[Player chooses to call for aid]*

WHITE MANTLE

This might be over my head...

*[Scripted event]: Using a signaling device, White Mantle calls for Black Mantle to come and join the battle.*

[Gameplay]: In a couple minutes, Black Mantle arrives and helps finish off the rest of Mountain Rat.

*[Scripted event]: The bandits are all beaten and the group stands beside the convoy.*

WHITE MANTLE

*[to Black Mantle]*

Thanks for coming. I know you have other priorities.

BLACK MANTLE

Helping my apprentice comes first. What's in this thing?

FREE STAR MEMBER 1

Information, mostly. Once we get it to our local headquarters we can study it and find the best plan of attack against the bandit sect that set Rahs up. Turns out it's one of the main branches! We weed it out, we cripple the entire underground rebellion!

BLACK MANTLE

Alright. Count me in.

WHITE MANTLE

What about Gold Mantle?

BLACK MANTLE

Fate has a way of putting us where we need to be. I'm here now, I may as well stick with it.

FREE STAR MEMBER 2

We're glad to have a hero like you. It's only a few miles to our destination. Just guard the convoy until then.

[Gameplay]: With the bandits beaten, the main threats to the convoy are carnivorous and territorial creatures. The convoy must go through some very wild country, so the enemies are tougher than normal. After a few minutes the convoy arrives at an outpost on the edge of a forest.

**Option B:** *[Player chooses not to call for aid]*

WHITE MANTLE

He has his own mission; I shouldn't bother him.

[Gameplay]: The player finishes off the battle and the convoy resumes its journey. With the bandits beaten, the main threats to the convoy are carnivorous and territorial creatures. The convoy must go through some very wild country, so the enemies are tougher than normal. After a few minutes the convoy arrives at an outpost on the edge of a forest.

**END OF MISSION 5**

**MISSION 6** *[player chose to call Black Mantle. From Option A]*

**Scene:**

Black and White Mantle are standing at the back entrance to the headquarters of the Mountain Rat main sect that framed Rahs seven years ago. With them is one member of Free Star.

FS MEMBER

I won't be able to go with you the whole way – a lot of the enemies in there are too strong even for Free Star.

BLACK MANTLE

It's fine. We'll take care of it.

WHITE MANTLE

Once we find the commander, he's mine.

BLACK MANTLE

I won't interfere. You have my word.

[The Free Star member walks up to the entrance and plants a device on the door. It hacks into the security system and opens the door. The three of them charge in.]

[Gameplay]: There are four levels for the player to go through. On all levels will be enemies and security systems attempting to stop progress.

FS MEMBER

*[at the lift to the second level]*

I'll keep our way out clear. Good luck, you guys.

[Gameplay]: Resistance increases the higher the player gets in the base. On the fourth and final floor, the enemies disable the machinery that controls the doors in an attempt to trap the Mantles. The player will have to use the same kind of device the FS member used earlier to force them open. Finally they reach the office where the boss is – but he's nowhere in sight and the player instead has to fight a group of bodyguards.

BLACK MANTLE

Looks like he weaseled his way out while we were hacking the doors.

WHITE MANTLE

There must be another way out of here.

BLACK MANTLE

Look for it. I'll handle the goons.

[Gameplay]: *[player chose White Mantle in Mission 4]* The player is able to quickly find a hidden switch at the rear of the office and flips it. A secret hatch in the wall opens up. The player goes through and takes a lift down to a sublevel garage. The player chooses one of the modified speeders there and chases after the boss. Once he catches up, he must use the guns on the front of the speeder to destroy the boss's. On foot, the battle starts. During the fight, the two talk back and forth.

BOSS

Who the hell are you!

WHITE MANTLE

You destroyed my life and framed me. I had to live as an Exile for seven years because of you!

BOSS

Well forgive me for not killin' you too, but I needed a scapegoat.

WHITE MANTLE

I'm gonna make you pay for everything!

BOSS

Like hell! Ol' Graphon's never lost a fight, and I ain't startin' now!

[Gameplay]: Graphon fights with 2 handheld sub-machine guns and like to run circles around the player.

*[When player wins]*

**Scene:**

White Mantle stands over the boss's body as Black Mantle walks up.

WHITE MANTLE

... It's done.

BLACK MANTLE

...

WHITE MANTLE

... Was I wrong to seek revenge? I'm supposed to be a hero, not a killer.

BLACK MANTLE

You may have done this for yourself, but you've also helped a great number of people in the process. All heroes have to make decisions they may regret; there's no such thing as a hero without sin.

WHITE MANTLE

...

BLACK MANTLE

You are my apprentice. If I had thought you shouldn't do this, I wouldn't have let you. The blood is on my hands, not yours.

WHITE MANTLE

OK then. Gold Mantle next?

BLACK MANTLE

Gold Mantle next.

**MISSION 6 *[player chose not to call Black Mantle. From Option B]***

**Scene:**

White Mantle is standing at the back entrance to the headquarters of the Mountain Rat main sect that framed him seven years ago. With him is one member of Free Star.

FS MEMBER

I won't be able to go with you the whole way – a lot of the enemies in there are too strong even for Free Star.

WHITE MANTLE

It's fine. I'll take care of it.

[The Free Star member walks up to the entrance and plants a device on the door. It hacks into the security system and opens the door. The two of them charge in.]

[Gameplay]: There are four levels for the player to go through. On all levels will be enemies and security systems attempting to stop progress.

FS MEMBER

*[at the lift to the second level]*

I'll keep our way out clear. Good luck.

[Gameplay]: Resistance increases the higher the player gets in the base. On the fourth and final floor, the enemies disable the machinery that controls the doors in an attempt to trap White Mantle. The player will have to use the same kind of device the FS member used earlier to force them open. Finally he reaches the office where the boss is – but he's nowhere in sight and the player instead has to fight a group of bodyguards.

WHITE MANTLE

Looks like he weaseled his way out while I was hacking the doors.

[Gameplay]: After dealing with the bodyguards, the player is able to quickly find a hidden switch at the rear of the office and flips it. A secret hatch in the wall opens up. The player goes through and takes a lift down to a sublevel garage. The player chooses one of the modified speeders there and chases after the boss. Once he catches up, he must use the guns on the front of the speeder to destroy the boss's. On foot, the battle starts. During the fight, the two talk back and forth.

BOSS

Who the hell are you!

WHITE MANTLE

You destroyed my life and framed me. I had to live as an Exile for seven years because of you!

BOSS

Well forgive me for not killin' you too, but I needed a scapegoat.

WHITE MANTLE

I'm gonna make you pay for everything!

BOSS

Like hell! Ol' Graphon's never lost a fight, and I ain't startin' now!

*[When player wins]*

**Scene:**

White Mantle stands over the boss's body as Black Mantle walks up.

WHITE MANTLE

... You're here.

BLACK MANTLE

I found Gold Mantle, but it turns out she's not our only enemy. I had to retreat before I could fight her, and decided I better catch up with you. Looks like you've accomplished your goal, at least.

WHITE MANTLE

... Was I wrong to seek revenge? I'm supposed to be a hero, not a killer.

BLACK MANTLE

You may have done this for yourself, but you've also helped a great number of people in the process. All heroes have to make decisions they may regret; there's no such thing as a hero without sin.

WHITE MANTLE

...

BLACK MANTLE

You are my apprentice. If I had thought you shouldn't do this, I wouldn't have let you. The blood is on my hands, not yours.

WHITE MANTLE

OK then. Gold Mantle next?

BLACK MANTLE

Gold Mantle next.

**END OF MISSION 6 \*\*End of split path B\*\***

## End of split paths

### MISSION 7

#### Scene [ *Black Mantle helps White Mantle / White Mantle calls Black Mantle in Mission 5* ]:

In Tonmo Town.

BLACK MANTLE

Once we get supplies here, we'll go after Gold Mantle.

WHITE MANTLE

We don't have any leads.

BLACK MANTLE

We don't need any. I know where she is.

WHITE MANTLE

What!? Where?

BLACK MANTLE

Remember what I said about fate? This will all end at the same place it began: on the summit of Mt. Heights where Blue Mantle released the Hero's Mantle long ago.

WHITE MANTLE

That reminds me, I've been wondering something.

BLACK MANTLE

What is it?

WHITE MANTLE

What happens if a mantle doesn't accept someone?

BLACK MANTLE

They could still wear it, but it wouldn't give them any of its power. They'd just be a normal person with a normal-looking cape.

WHITE MANTLE

So even if Gold Mantle has the Hero's Mantle-

BLACK MANTLE

She can't use it. Also, I've heard that the Hero's Mantle works differently than regular mantles: if it rejects someone, it repels itself from them when they try to put it on.

WHITE MANTLE

So why would Gold Mantle steal it?

BLACK MANTLE

I'm looking forward to asking her that in person.

**[ *Black Mantle does not help White Mantle / White Mantle does not call Black Mantle in Mission 5*]:**

In Tonmo Town.

BLACK MANTLE

So the person who framed you was a Mountain Rat named Graphon.

WHITE MANTLE

Yeah. What about Gold Mantle? You said she wasn't our only enemy?

BLACK MANTLE

I don't know for sure yet. I caught up to her in a swamp, but we were both attacked by something I couldn't see. The entire swamp started turning to stone so I had to get out of there before I could do anything.

WHITE MANTLE

So what's the plan then?

BLACK MANTLE

There's one thing I'm sure of. Gold Mantle is struggling, just the same as we are. If I'm right about this, she'll go to Mt. Heights; it's the place where Blue Mantle released the Hero's Mantle so long ago.

WHITE MANTLE

That reminds me, I've been wondering something.

BLACK MANTLE

What is it?

WHITE MANTLE

What happens if a mantle doesn't accept someone?

BLACK MANTLE

They could still wear it, but it wouldn't give them any of its power. They'd just be a normal person with a normal-looking cape.

WHITE MANTLE

So even if Gold Mantle has the Hero's Mantle-

BLACK MANTLE

She can't use it. Also, I've heard that the Hero's Mantle works differently than regular mantles: if it rejects someone, it repels itself from them when they try to put it on.

WHITE MANTLE

So why would Gold Mantle steal it?

BLACK MANTLE

I'm looking forward to asking her that in person.

[Gameplay]: Once the player is finished in Tonmo Town, Black and White Mantle can head towards Mt. Heights.

*[Scripted Event]: About halfway to the mountain, a camera case focuses in on Gold Mantle's sky bike - she's right there!*

WHITE MANTLE

Look, there she is!

[Gameplay]: Another vehicle chase begins; this time the player rides the Black Stallion going after Gold Mantle. Gold Mantle will occasionally spin around and drive in reverse to unleash attacks from her sky bike. The player's job is to keep up with her until they reach the mountain or to land enough hits to disable her weapons. If the player loses sight of her, the mission is failed and the player must restart from Tonmo Town. Once Mt. Heights is in sight, or once the player disables the sky bike's weapon, Gold Mantle ascends on her sky bike out of the player's range, but is still headed for Mt. Heights. All that's left is for the player to reach the mountain.

## **END OF MISSION 7**

## **MISSION 8**

[Gameplay]: At the foot of Mt. Heights, the player must climb to the summit. This is done on foot, since the Black Stallion cannot navigate the terrain. Mt. Heights is huge and there are several ways the player can attempt to climb up. Most of them will require quick reflexes from the player to avoid making fatal errors. On the top is a large plateau where Gold Mantle stands, facing off the other side of the mountain.

**Scene:**

Black and White Mantle reach the summit. Gold Mantle turns to face them. Her face is apprehensive.

BLACK MANTLE

It's over. There's nowhere left to run.

*[takes out his gun sword and raises it]*

It's time to pay for everything you've done.

GOLD MANTLE

*[apprehension turning to anger]*

So that's it, then. The hero has come to destroy the villain and set everything right.

If that's what being a hero is all about, then go ahead and kill me. If you can.

BLACK MANTLE

You have no right to talk about being a hero. You're nothing but a thief and a fraud.

Your fate was sealed the moment you laid your hands on the Hero's Mantle.

GOLD MANTLE

You have no idea who I am!

BLACK MANTLE

I know enough.

GOLD MANTLE

If that's how you want it, then fine.

*[she is unarmed but raises her hands, which start to glow with magic]*

Don't think I'll go down easy.

[Gameplay]: The player takes control of Black Mantle and the game controls White Mantle. Gold Mantle fights with hand-to-hand combat and powerful magic. During the fight she can simultaneously attack and defend, and occasionally will even heal herself.

*[When player wins]*

**Scene:**

Gold Mantle falls to the ground, beaten. Black Mantle puts the barrel of his gun sword to her head.

BLACK MANTLE

The Hero's Mantle. Now.

GOLD MANTLE

*[reluctantly]*

I don't have it anymore.

BLACK MANTLE

*[a moment of rage but calms down slightly]*

Then where is it!

GOLD MANTLE

I... I threw it... over the side of the mountain.

BLACK MANTLE

..... What?

GOLD MANTLE

I'm sick of being the villain. I only took it because I wanted...

WHITE MANTLE

Wanted what?

GOLD MANTLE

It doesn't matter.

*[to Black Mantle]*

You were right. I'm just a fraud. I'm the daughter of the leader of Mountain Rat!

I've done terrible crimes, I've hurt hundreds of people.

*[in tears]*

After everything I've done, I can't even change, I can't even make up for any of it!

WHITE MANTLE

So that's why you wanted to be Gold Mantle? To change?

GOLD MANTLE

For all the good it did. My cape didn't even accept me...

WHITE MANTLE

You mean you failed?

GOLD MANTLE

That's right. I took the Hero's Mantle out of desperation. I knew you'd respond. I'd hoped the trail would lead you to Mountain Rat, but when they learned what I was trying to do, they cut all ties to me. I hoped that if I couldn't repent, I'd get someone who could defeat them to do it instead. But now that you chased me here, I guess it's my turn...

BLACK MANTLE

What do you mean, "your turn?"

GOLD MANTLE

If I can't change what I've done then... I'll pay for it all. With my death.

BLACK MANTLE

You never intended to keep the Hero's Mantle, did you?

GOLD MANTLE

Once I failed to use it, I knew I'd never be a hero. So I threw it off of Mt. Heights just before you got here. It's what you would have done, isn't it?

BLACK MANTLE

...

*[putting away his gun sword]*

Yes.

WHITE MANTLE

Hey, isn't this the same place where Blood Mantle...?

BLACK MANTLE

Where the villain finally became the hero he wanted to be.

GOLD MANTLE

What? What about taking my life? Don't tell me you're going to let me go! Look, I already said I'm willing to die for what I've done; why are you letting me go?

BLACK MANTLE

It's not my decision. Look.

Gold Mantle stands up, and her cape glows with light and billows in the same way Raah's did when he became White Mantle.

GOLD MANTLE

Wh- What is this?

BLACK MANTLE

You were willing to die to set things right. And you were even able to do what Blood Mantle couldn't, not until the very end of his life. You let go of your own desires. Since your cape accepted you as a Mantle, I don't have any quarrel with you.

WHITE MANTLE

Now you're a real Mantle!

GOLD MANTLE

I... I don't know what to say...

UNKNOWN SPEAKER

I don't believe this! You're just a continuous string of disappointments, aren't you?

BLACK MANTLE

Who's there?

GOLD MANTLE

I know that voice.

A large, elderly man comes around the corner of the mountain where he had been hiding.

MAN

First you toss out the Hero's Mantle, then you fail to get rid of these two meddlers, and now you even become one of them! Ever since I put you in command of the third division you've done nothing but disappoint me! I'm ashamed to have you as a granddaughter!

GOLD MANTLE

Shut up! I'm no granddaughter of yours! Just get out of my life already!

WHITE MANTLE

What's going on here?

GOLD MANTLE

That's Jendias. He's the founder of Mountain Rat.

JENDIAS

You think just because you did a couple good deeds you can change who you are? Oh, please; you're no hero. And you never will be. And frankly, I'm sick of you and all the other heroes. I'm going to put an end to you three here and now!

BLACK MANTLE

Brin-

GOLD MANTLE

Bring it on. I won't be under your power anymore!

[Gameplay]: A very short battle between the three Mantles and Jendias.

*[Scripted event]: Three seconds into the battle, Jendias jams his hand into the ground and causes it to tear open, throwing chunks of earth and rock everywhere and sending a fissure straight at the Mantles. They can't get out of the way in time and are cast into the opening where they fall all the way to the foot of Mt. Heights. Black out.*

## END OF MISSION 8

## MISSION 9

### Scene:

The camera is behind someone's eyelids as they open. As they focus, the camera changes to show that person is Gold Mantle. Gold Mantle groans, gets up slowly, and looks around. White Mantle is still unconscious a few yards away. Gold Mantle runs over to him and props him up against her knee.

GOLD MANTLE

Rahs? Rahs! White Mantle! Wake up!

WHITE MANTLE

*[groaning]*

Wha?

*[regaining his senses and jumping to his feet]* Where is he?

What happened?

GOLD MANTLE

He beat us. Badly. Black Mantle's gone.

WHITE MANTLE

Gone? Gone where?

GOLD MANTLE

I don't know. The way up the mountain is blocked, so I don't think he could've gone back up.

WHITE MANTLE

We need to find him. That guy, Jendias, is he still-

GOLD MANTLE

I think he left. Come on, my Cloud Nine is at the base of the mountain. We'll go and find Black Mantle.

[Gameplay]: The player now controls Gold Mantle. Finding her sky bike, the Cloud Nine, she and White Mantle board it and take off. The player can roam around while they talk, occasionally interrupted by enemy attacks.

WHITE MANTLE

So what was all that about? I mean everything that happened back there?

GOLD MANTLE

Jendias is -- was -- my grandfather. He founded Mountain Rat a long time ago and led the first main division. My father Graphon was the leader of the second division-

WHITE MANTLE

Did you just say Graphon?

GOLD MANTLE

Yeah. Why?

WHITE MANTLE

Seven years ago, he destroyed my entire family and planted fake evidence that I did it, and that I was some kind of criminal against the world government.

GOLD MANTLE

WHAT!?

WHITE MANTLE

Because of him, I was forced to be an Exile for seven years, until Black Mantle saved me.

GOLD MANTLE

... It's partially my fault. Graphon was the one that did the deed, but he had me plant the evidence that got you convicted. I never thought I'd meet the one we were setting up...

WHITE MANTLE

...

GOLD MANTLE

I know. You must hate me. You have every right. I didn't want to do it. But he said if I didn't, he'd do the same thing to three more families. I didn't know what to do...

WHITE MANTLE

...

GOLD MANTLE

*[uncomfortably]*

... So, uh... what about Black Mantle? Any idea where he might be?

WHITE MANTLE

No. I know recently he's been secretly angry with himself; he thinks he's the weakest in his family.

GOLD MANTLE

I know the feeling.

WHITE MANTLE

Wait a minute! I have Black Stallion's tracking number! We can trace him!

[Gameplay]: At this point, Black Mantle's location appears on Cloud Nine's map. He is at Essence Cemetery. The player follows the map and arrives there to find Black Mantle.

**Scene:**

Black Mantle stands at the grave of his grandfather as White and Gold Mantle arrive. White Mantle starts to go to him, but Gold Mantle holds him back.

GOLD MANTLE

Let him finish first.

BLACK MANTLE

It's alright. I'm not doing anything personal.

WHITE MANTLE

Is everything... OK?

Before Black Mantle can answer, a heavy mist rolls in.

UNKNOWN SPEAKER

Everything is not well.

White and Gold Mantle run to where Black Mantle is.

BLACK MANTLE

Who's there?

A pale figure steps out of the mist to face the three heroes. His figure glows slightly and is transparent -- he seems to be a ghost.

BLOOD MANTLE'S GHOST

I am not alone. Behold.

The ghosts of Cigg and Graphon appear as well.

CIGG'S GHOST

Remember me, kid?

GRAPHON'S GHOST

Well, well -- my own daughter, a Mantle. It makes me sick.

WHITE MANTLE

What's happening?

BLOOD MANTLE'S GHOST

*[to Black Mantle]*

You know, Black, we're not so different after all; we're both failures. I could never live up to Sky Mantle's expectations, just as you can't live up to your own family's.

BLACK MANTLE

*[visibly shaken]*

That's not true!

CIGG'S GHOST

*[to White Mantle]*

You know if it weren't for your friend, you'd be long dead. You're way too weak to call yourself a hero, and you know it! In fact, you're a killer! Taking your revenge for something that happened seven years ago? Shame on you!

WHITE MANTLE

But... But I-

GRAPHON'S GHOST

*[to Gold Mantle]*

Don't think this changes anything. You may wear a cape, but at heart, you're still just a criminal, a lost little child.

GOLD MANTLE is *shaken up and unable to speak*.

WHITE MANTLE

Don't listen to him. Remember, you're a true Mantle now. He can't hurt you anymore.

BLACK MANTLE

*[to White Mantle]*

Remember, you're my apprentice. I said I take full responsibility for your actions against Mountain Rat, and I mean it.

GOLD MANTLE

*[to Black Mantle]*

And if anyone's like Blood Mantle, it's me. There's more of Blue Mantle in you than you think. I can tell.

BLOOD MANTLE'S GHOST

Words are cheap. If you are such great and true heroes, prove it to us.

CIGG'S GHOST

I'm gonna enjoy my revenge, kid!

GRAPHON'S GHOST

You were always a troublesome daughter. It's time I put you in your place!

[Gameplay]: The player chooses one of the three Mantles to control. Each of them is taken away from the others to fight alone. Black Mantle fights Blood Mantle's ghost, White Mantle

with Cigg's, and Gold Mantle fights her father's ghost. Blood Mantle uses two curved knives and bullets from the gun sword don't affect him. Cigg's ghost uses the same exploding chain he used before and gradually heals himself continuously throughout the battle. Graphon's ghost combats his daughter with powerful magic as well as the ability to duplicate himself. When the player is close to winning, the images of the other two Mantles battling appear on and off and they are able to hear each other's thoughts and feelings.

#### BLACK MANTLE

I've spent so much time worrying about my weakness, that I might not be good enough...

#### WHITE MANTLE

When I was made an Exile, I just wanted it all to end. I couldn't stand it. But I could never allow myself to die, even if I had to do bad things to get by...

#### GOLD MANTLE

Do I really deserve to have a second chance? As badly as I've messed up my own life and my friends' lives...

[Gameplay]: Just before the player deals the finishing blow:

#### BLACK MANTLE

I have people now that look up to me. There's no time for self-pity.

#### WHITE MANTLE

Now, I just want to be like Black Mantle. Ever since the day we first met.

#### GOLD MANTLE

It's time I let go of everything. I'm a Mantle, and I'll show everyone what I can do!

#### **Scene:**

The player will be shown all three victories regardless of the character he chose to play as. The scenes will always occur in the same order.

*[Black Mantle defeats Blood Mantle's ghost. The specter's mantle changes to become Earth Mantle's]*

GHOST

Do you see now? You are a Mantle. You are a hero. Strength doesn't matter; all that matters is you. It took my death for me to learn that, but you are fortunate enough to realize it now. You already have everything you need. Don't lose faith in yourself. *[Fades away]*

BLACK MANTLE

Earth Mantle... Thank you.

*[White Mantle defeats Cigg's ghost]*

GHOST

I was wrong about you, kid. You're no killer. You know what you are? Human. You'd be surprised how death changes your outlook on things. When Sky Mantle sent us here to help you guys out, I was actually happy to be a part of it. You're no monster; take it from someone who was. *[Fades away]*

WHITE MANTLE

... I know.

*[Gold Mantle defeats Graphon's ghost]*

GHOST

I hope now you realize you can move on from your past. Your friends need you to be the hero we both know is in you. Everything happens for a reason, and that goes for what you did with Mountain Rat. Trust me -- I saw it all when I died, and the part I played. It's time for you to move on. *[Fades away]*

GOLD MANTLE

Dad...

**Scene:**

Their inner demons conquered, the three Mantles are returned to the cemetery where their legs fail them. They sit in a triangle, leaning back against each other.

GOLD MANTLE

Well. That was fun. Let's do it again!

White Mantle laughs and Black Mantle allows himself to chuckle.

BLACK MANTLE

OK. You can have my ghost while you're at it.

WHITE MANTLE

I feel like a huge weight has been lifted off my shoulders. Like I've finally realized a truth I knew all along but couldn't accept.

BLACK MANTLE

We all needed this experience. Not only were we able to master ourselves, but we came to understand each other. For heroes, that's one of the things that matters most.

GOLD MANTLE

Right. Because now, even if we have our own trials, we're always together.

After a few moments of silence to catch their breaths, Black Mantle speaks up.

BLACK MANTLE

You both know what comes next.

WHITE MANTLE

Jendias.

BLACK MANTLE

I'm ready if you two are.

GOLD MANTLE

Just try and stop us.

**END OF MISSION 9**

**MISSION 10**

[Gameplay]: This is the final mission of the main story. The player regains control of Black Mantle and heads for the final battle with Jendias.

GOLD MANTLE

Jendias will probably be at the headquarters of the first division of Mountain Rat. I'll lead us there.

BLACK MANTLE

Before we go, there's one thing I need to do first. I'll just be a couple minutes.

*[Scripted event]: Going to the Black Stallion, Black Mantle activates a mobile-like device attached to the dashboard.*

BLACK MANTLE

Hello, dad.

WHITE AND GOLD MANTLE

Dad?

BLACK MANTLE

Everyone gather round. I have a plan. *[cut to black]*

[Gameplay]: The player leaves the graveyard and heads out. Black and White Mantle will not have to worry about keeping up with Gold Mantle -- she will wait up. This way the player can go to a town and get supplies or do other sidequests before confronting Jendias. The headquarters are in the far South where they can control everything remotely.

*[Scripted event]: Once there, Gold Mantle fiddles with a keypad and gets the door open. No one seems to be home.*

[Gameplay]: No enemies attack the player here, but there are puzzles to solve, including trapdoors, hidden switches, conveyor belt floors, and mirror mazes to confuse the player. The first room is full of trapdoors and the second has many walls that will open up when the right switches are pressed.

WHITE MANTLE

*[after the second room is cleared]* I never expected anything like this.

*[Scripted event]: Shortly after the player enters the first maze of mirrors.*

*Gold Mantle cries out. Black and White Mantle whirl around and draw their weapons.*

BLACK MANTLE

What is it!

GOLD MANTLE

*[looking at a mirror and fiddling with her hair]* Is that really what my hair looks like?

BLACK MANTLE

*[rolling his eyes, under his breath]* For crying out loud.

*[White Mantle stifles a laugh.]*

[Gameplay]: After the maze is cleared comes the first conveyor belt room. A timer will lock the door at the end, forcing the player to hurry to it. Too many mistakes will result in failure, and the player will have to leave the room and reset the security lock from a panel in the wall. The room after that is a mixture of receding walls and trapdoors which make the player proceed slowly.

*[Scripted event]:* When the player reaches the second mirror maze.

*This time it is Black Mantle who gasps. White and Gold Mantle immediately run over to him.*

BLACK MANTLE

*[sarcastically]* Is that really what my hair looks like?

*[White Mantle immediately fails to hold back laughter while Gold Mantle folds her arms and glares.]*

[Gameplay]: There is one room left. Again, it is timed. This room has the player running against conveyor belts that move into trapdoors. The trapdoors will take the player 2 rooms backwards. If the timer runs out, the player will have to navigate the conveyors back to the entrance and reset the security system in the previous room. After clearing the final room, an elevator takes the three up to the floor where Jendias is waiting.

**Scene:**

Jendias is sitting on a balcony overlooking a fighting pit used for combat practice. When the Mantles enter, he jumps down into the arena.

JENDIAS

Took you long enough.

GOLD MANTLE

This is the end of the line Jendias. We're going to finish you for good this time.

JENDIAS

I rather doubt that. What you witnessed on Mt. Heights was just a taste of what I can do. Face it: Mirennia's hero days are over. This is the start of a new era. The end of the rule of the world government and the start of my own reign! And you lot? Your failures as the last heroes ever will be just a small footnote in the history books.

BLACK MANTLE

That's not going to happen.

JENDIAS

If you're so confident, then come at me. Fight with everything you've got so I can show you exactly how futile your efforts really are!

[Gameplay]: During the battle, the player will initially be able to switch between any of the Mantles. Jendias will use all kinds of attacks from physical combat to items to weapons to magic, including the attack he used at Mt. Heights and his power to turn things to stone (if the player saw the attack in the swamp, it is the same thing). When he is half-beaten, White Mantle will slip away from the fight as a part of Black Mantle's plan. When he is down to about one third of his strength, Gold Mantle sneaks away as well. If the player is controlling either of them when this happens, control will automatically switch to Black Mantle.

**Scene:**

Just before Jendias is beaten, he notices he and Black Mantle are alone.

JENDIAS

Hey, where did the other two brats go?

BLACK MANTLE

You're about to find out.

Black Mantle thrusts his gun sword into the ground and waits a couple seconds. Then, White and Gold Mantle jump down from above and land on either side of him. A second later, his

mother, Rose Mantle, appears.

ROSE MANTLE

Hello, dear. How have you been?

BLACK MANTLE

I'm fine, mom.

Gray Mantle is close behind her. He walks over to Gold Mantle and casts her a critical look before turning his attention to Jendias.

JENDIAS

Th- the Mantles?

BLACK MANTLE

*[motioning for the other four to make their move] Go.*

White and Gold Mantle charge forward and pin Jendias's arms to the back wall. Gray and Rose Mantle pin his legs so he can't move or struggle.

Black Mantle reveals a signaling device he had concealed under his cape. Pressing a button, the Cloud Nine shoots its way through the ceiling and lands in front of him. He boards it and powers up its main weapon: the beam.

The player presses the button that fires the beam. As it strikes Jendias, the other Mantles let go and return to Black Mantle's side. Jendias falls to the ground, dead.

**Scene:**

Black Mantle jumps down from the Cloud Nine. Rose Mantle walks up and embraces him. Gold Mantle looks awkwardly at Gray Mantle.

GOLD MANTLE

Uh... I know I've caused a lot of trouble... Um...

ROSE MANTLE

*[to Gray Mantle]* Oh, come on, dear. Give the poor girl a break. She *is* a Mantle now, after all.

Gray Mantle is silent for another moment, then a smile grows across his lips.

GRAY MANTLE

I know. Welcome to the Mantles.

BLACK MANTLE

Mom, dad. Allow me to properly introduce my partner, White Mantle.

WHITE MANTLE

It's an honor to meet you both. I'm learning a lot as Black Mantle's apprentice.

GRAY MANTLE

Apprentice? I thought I heard him say 'partner.'

White Mantle looks puzzled. He glances at Black Mantle, who gives him a nod and a wink. White Mantle grins broadly.

**Roll credits.**

## **SIDEQUESTS**

Sidequests will become available to the player at certain points in the story, and if any are missed, they will all open up after the main story is completed. Some sidequests require the presence of certain characters, and some even require that certain characters be left out. Since after the main story all 3 Mantles will be available, the player will be able to play as any of them and team up with any of the others at will. The player may call one or both of them to the active party or dismiss them to go it alone. Sidequest opportunities will show up on the world map as places of interest.

### **SIDEQUEST: THE BALOR**

*Available: Mission 3, 4, 9, post-game*

*Character requirements: either Black OR Gold Mantle + White Mantle*

*Location: Orphite Town*

*[Upon talking to the proprietor of the mine]*

BLACK/GOLD MANTLE

I received a distress call from this location. Is something wrong?

PROPRIETOR

Ah, finally, some help! I'll say something's wrong! I own the Orphite Mine, but it's been shut down temporarily.

WHITE MANTLE

Why?

PROPRIETOR

There's something in there. Some kind of monster. It's been attacking the miners and turning the whole place into a living Hell! I need someone to go in there and take care of the problem.

BLACK/GOLD MANTLE

Anything else you can tell us?

PROPRIETOR

I don't know what the devil the thing is, but it keeps its nest deep within the mine.

WHITE MANTLE

We'll take care of it.

PROPRIETOR

Come see me when you do. I'll make it worth your while.

[Gameplay]: The player can wander through the town, head for the mine, and actually even go progress on the main story. The mine has four sublevels. In the first level, the player finds an operational mine cart that can be used to navigate the first part of the mine. There are a few items to find and pick up along the way. A ladder leads down a shaft to the second sublevel where the mine becomes more maze-like. In the third sublevel, visibility is low and strange creatures attack every now and then. However, they are more scary than threatening. On this level, the two Mantles converse during gameplay.

WHITE MANTLE

I know we're deep underground, but this darkness doesn't seem natural somehow.

BLACK MANTLE

It isn't. I think I have some idea of what this monster is.

OR

GOLD MANTLE

Must have something to do with the monster that appeared in the mine.

WHITE MANTLE

*(regardless of which Mantle is with him)* What do you think it is?

BLACK/GOLD MANTLE

If I had to guess, it might be something akin to the Balor.

WHITE MANTLE

What's a Balor?

BLACK/GOLD MANTLE

The Balor is a demon that guards the way into Hell. There's more than one, but because of its status it's always called *the* Balor.

WHITE MANTLE

Th- the way into Hell? Wait, we won't have to go there... will we?

BLACK MANTLE

Of course not. That's just mythology.

OR

GOLD MANTLE

Hopefully not.

[Gameplay]: On the lowest sublevel, the darkness is replaced by a haze. More creatures inhabit this

area, and they are stronger than the ones above. At the end of a certain tunnel, the cave widens out into a large room that doesn't appear to have been made by the miners but doesn't look natural either. In the center stands the Balor.

WHITE MANTLE

*[nervously]* There it is.

BLACK/GOLD MANTLE

Don't panic. Remember, we're heroes. This is all in a day's work for us.

[Gameplay]: The Balor steps forward to fight. It uses a long, flaming whip with nasty spikes along the side as well as a massive flaming sword. It utilizes strong offensive fire and darkness-themed magic.

*[Scripted event when player wins]: The Balor explodes upon death. Checking the remains, Black/Gold Mantle finds some raw material from its weapons and takes it.*

WHITE MANTLE

Come, on, let's get out of here.

BLACK/GOLD MANTLE

Alright, we're going.

*[The player is transported to the entrance of the mine.]*

[Gameplay]: Again, the player is free to go anywhere and do anything.

*[Upon speaking with the proprietor]:*

BLACK/GOLD MANTLE

The monster is defeated. You can re-open the mine now.

PROPRIETOR

Well I'll be a bandit's sack. You did it. Eh? What's that you got there?

*[Black/Gold Mantle shows him the material taken from the Balor.]*

PROPRIETOR

Well I'll be a – wait, I said that already. That looks like some quality stuff! Hey, I know! As

your reward, how about I make you something out of that? What would you like?

BLACK/GOLD MANTLE

An upgrade for the Black Stallion (*if Black Mantle is present*) / Cloud Nine (*if Gold Mantle is present*) sounds good.

PROPRIETOR

I have just the thing. Come back in, say, a few days.

WHITE MANTLE

That's awfully fast.

PROPRIETOR

You're darn tootin! I'm the best there is!

[Gameplay]: The player can do anything to fill the two days necessary; the quickest way is to sleep twice in the inn.

*[Once the part is ready, if Mission 8 has been completed]:*

PROPRIETOR

There you are! This will let you connect those two vehicles of yours together!

WHITE MANTLE

Seriously!?

PROPRIETOR

Yup! That motor bike and that sky bike can now combine and separate at your will!

BLACK/GOLD MANTLE

That's incredible! Thanks!

*OR if Mission 8 has not been completed:*

PROPRIETOR

There you are! This will allow for attachments to that motor bike of yours!

BLACK MANTLE

Attachments?

PROPRIETOR

Weapons, extra engines, whatever. And if you ever get another vehicle of some kind, you can even combine them too!

BLACK MANTLE

That's incredible! Thanks!

[Gameplay]: Combining and detaching the vehicles can now be done with the push of a button. Together, all 3 Mantles can ride on the same vehicle, and the vehicle travel and combat capabilities are enhanced; The Cloud Stallion has the speed and handling of the Black Stallion and the aerial abilities and beam gun of the Cloud Nine. If this sidequest is done before the end of the main story, the Cloud Stallion will be used to inflict the ending blow rather than just the Cloud Nine. If it is done before Gold Mantle joins the team, the player can buy some weapons or other enhancements for the Black Stallion in Orphite Town. Once Gold Mantle joins the team, the part will then allow the Black Stallion and Cloud Nine to combine. While combined, the extra parts the player bought will not be used, but can still be used when the vehicles are separate.

#### **END OF SIDEQUEST: THE BALOR**

#### **SIDEQUEST: RECONCILIATION**

*Available: post-game*

*Character requirements: Gold Mantle only*

*Location: Mountain Rat 3<sup>rd</sup> division*

*[Upon coming within a few miles of the 3<sup>rd</sup> division with Gold Mantle present]*

GOLD MANTLE

The people in the third division I led... I wonder what became of them?

*[A point of interest appears on the map – the hideout of the bandits who attacked Black and White Mantle in the 3<sup>rd</sup> mission]*

*[Upon reaching the entrance]*

*[Scripted event]: Three bandits see Gold Mantle and come out, armed with stun batons.*

BANDIT 1

You've got a lot of nerve, showing your face around here!

GOLD MANTLE

So the third division is still standing after all?

BANDIT 2

No thanks to you, you traitor! We all heard what you did – you killed boss Jendias! Now that damned Free Star is all over us; we're the only ones left! And we've got orders to kill you on sight!

GOLD MANTLE

I'm not here to fight! I'm here to make recompense!

BANDIT 1

Good. Then hold still and we'll deliver it!

[Gameplay]: The door to the hideout is still open. As soon as the player is able to control Gold Mantle again, a camera case focuses for a split second on the open door and Gold Mantle speaks to herself: "I don't want to have to hurt these guys..." But the player can run past them or fight. Inside the base, more bandits attack and the player has more choices about whether to fight or evade them. The boss is in the room deepest in the hideout.

*[Scripted event]: The boss waves the others away so he and Gold Mantle can be alone.*

BOSS

Why the hell are you here? You're not welcome, not anymore.

GOLD MANTLE

I came because I was worried, Ragon.

RAGON

That's bull-

GOLD MANTLE

It's true. I know it's only a matter of time before Free Star comes for you. I may not be one of you anymore, but I still had friends here from when I was the leader. I want to help you guys.

RAGON

If you really felt that way, you shouldn't have ditched us like you did! Is that how you treat your so-called "friends?"

*[Here the player can choose Gold Mantle's responses]*

**Branch 1-1**

A1: I only did that because of my father! I couldn't stand what he and Jendias were doing!

**Branch 2-1**

B1: But I'm here now. Doesn't that mean anything to you?

RAGON RESPONSE A1

That doesn't excuse what you did! Regardless of your feelings, you had a responsibility to the rest of us.

RAGON RESPONSE B1

No. it doesn't.

**Branch 1-2 (player response to Ragon A1)**

A2: That's why I came back. I don't want to see anything happen to you.

**Branch 3-1 (player response to Ragon A1)**

C1: I know I made everyone angry when I left-

**Branch 2-2 (player response to Ragon B1)**

B2: It does to me...

**Branch 4-1 (player response to Ragon B1)**

D1: I don't believe you. If that were true, you wouldn't have sent your guards out.

RAGON RESPONSE A2

What do you care what happens to us?

**RAGON RESPONSE B2**

Too bad the rest of us don't see it that way. Too bad for you, anyway.

**RAGON RESPONSE C1**

Angry? You have no idea how we all felt! We all looked up to you, dammit! Your ideals about righteous thieves and that whole spiel? You were our inspiration! Until you betrayed us!

**RAGON RESPONSE D1**

It... it might... mean something... but not enough to forgive you just because you came back.

**Branch 1-3 (player response to Ragon A2)**

A3: I care a lot! You all may have forgotten the way we fought together, ate together, laughed together! You may have forgotten, but I haven't!

**Branch 5-1 (player response to Ragon A2)**

E1: You were my friends! Even if I hated what the organization was doing, that doesn't mean I don't care about you guys!

**Branch 2-3 (player response to Ragon B2)**

B3: Please, Ragon. Let me help you.

**Branch 6-1 (player response to Ragon B2)**

F1: If you don't let me help you, Free Star will crush you!

**Branch 3-2 (player response to Ragon C1)**

C2: *[Gold Mantle is shocked and moved]* I... Did everyone really... care about me that much? They really felt the same way I did?

**Branch 7-1 (player response to Ragon C1)**

G1: I never wanted to betray you! I thought if I could find a way to end what Jendias and my father were doing, then I could come back and we could... We could reform Mountain Rat into something positive. I did what I did in part for all of you guys, can't you see that?

**Branch 4-2 (player response to Ragon D1)**

D2: What would it take to make you see I just want to have everyone's friendship again?

**Branch 8-1 (player response to Ragon D1)**

H1: I don't accept that. I can't accept it.

**Outcome block 1: Gold Mantle reconciles**

RAGON RESPONSE A3

*[softly, remembering the past]* ... You're wrong. We haven't forgotten – none of us have. To tell you the truth, everyone here, including me... More than anything, we all want... We want you back, dammit!

*[gives in to his emotions as a group of eavesdroppers run in and join him]* To hell with Mountain Rat! From now on, we're with you every step of the way! **[proceed to final outcome of A3]**

RAGON RESPONSE C2

You idiot! We still do! Haven't you noticed: no one here is actually willing to kill you. We'd all been hoping that you'd... that you'd come back. Now that you're here...

*[three eavesdroppers run in and surround Gold Mantle. All three speak at once.]*

BANDIT 1

Let's be a team again!

BANDIT 2

Come on!

BANDIT 3

We missed you, dammit! **[proceed to final outcome of C2]**

RAGON RESPONSE D2

It's too late for that. Get out-

*[Scripted event]: eavesdroppers burst in through the door.*

BANDIT 1

Stop it, Ragon! Just stop it! What about us, huh? How do you think we feel?

BANDIT 2

*[to Gold Mantle]* Shit, we forgave you the moment you got here! We can't help it: we missed you too much!

BANDIT 3

Come on, boss, can't we let it go?

RAGON

*[softly, letting go of his anger]* You bastards. You won't let me do this, will you? Fine.

*[to Gold Mantle]* Never really liked Jendias anyway.

*[winking]* What do we do now, boss? **[proceed to final outcome of D2]**

RAGON RESPONSE G1

..... *[not knowing how to respond, addressing some off-screen bandits]* What do you guys think?

*[Scripted event]: the three eavesdroppers sheepishly walk into the room. One by one, each of them nods.*

RAGON

... Yeah. Me too. Welcome back, Sherry.

**Final outcome of A3, C2, D2, and G1:**

The people in the room can't hold back any longer. The bandits surround Gold Mantle and playfully slap her on the back and shove her around, laughing and whooping. Gold Mantle laughs and embraces her old friends. Ragon breaks it up and looks to Gold Mantle.

RAGON

So what are you planning on doing now?

GOLD MANTLE

I'm going to tell Free Star to leave you all alone. They'll listen to me if I tell them you've reformed. What about you?

RAGON

I don't know yet. But I promise you this: Mountain Rat's criminal days are over.

**Outcome Block 2: The bandits reject Gold Mantle**

RAGON RESPONSE B3

We don't need any help from a traitor. Get out. **[proceed to final outcome of B3]**

RAGON RESPONSE E1

Even so, it doesn't matter. Mountain Rat is going to face off with Free Star, and you have no place in the battle. If you leave now, I'll tell everyone to let you go in peace. **[proceed to final outcome of E1]**

RAGON RESPONSE F1

You have no idea what we are capable of! Even if we needed help, we wouldn't accept it from the likes of you! I'm tired of this; get out. **[proceed to final outcome of F1]**

RAGON RESPONSE H1

Tough. It's not your choice, is it? You made your decision long ago; if you regret it now, that's your own fault. I don't want to carry on this conversation any longer; it's time for you to leave.

**Final outcome of B3, E1, F1, and H1:**

Giving up, Gold Mantle turns to go.

[Gameplay]: The bandits will not attack on the way out, except if the player carries, in which case they will simply herd the player to the exit. The player cannot fight them.

**End of outcome branch**

*[Scripted event]: Outside again, Gold Mantle can see Free Star approaching.*

GOLD MANTLE

Maybe there is a way I can settle this...

[Gameplay]: If the player successfully made peace with Mountain Rat, Gold Mantle will go to Free Star to talk to the leader. If not, the player can still do this, but is not made to as part of the mission. If the player failed to make peace, Gold Mantle can leave without doing anything or attempt to dissuade Free Star.

*[If the player negotiates]:*

GOLD MANTLE

Wait! Please wait a minute!

FS LEADER

Gold Mantle? Why are you here?

GOLD MANTLE

Those bandits in the mountain are my friends! I just left their base after meeting with their leader; you don't have to do this!

FS LEADER

Why is that?

GOLD MANTLE

Because Mountain Rat is already finished. If you spare them, I know they won't cause any more trouble. I promise you.

FS LEADER

Were it anyone other than a Mantle, I would wave them aside. But if you can guarantee what you say-

GOLD MANTLE

I can.

FS LEADER

In that case, we will do you this one favor. Just this once.

GOLD MANTLE

Thank you.

*[If the player successfully reconciled with Ragon]: **end of Sidequest: Reconciliation***

*[If the player was unable to reconcile]:*

*[Scripted event]: Ragon rides up on a small personal speeder.*

RAGON

What's going on here?

FS LEADER

Gold Mantle has asked us to leave you in peace.

RAGON

Y- you did?

GOLD MANTLE

*[nods]*

RAGON

Then I guess... I was wrong about you. You know, the others didn't like it one bit when I forced you out. They all wanted you back, so... you're welcome here anytime from now on.

GOLD MANTLE

Ragon... thank you.

RAGON

*[to FS Leader]* We will no longer steal from people or plot against the world government. You have my word.

FS LEADER

*[nods]*

*[If the player leaves without talking to Free Star]: **end of Sidequest: Reconciliation***

#### **END OF SIDEQUEST: RECONCILIATION**

If the player reconciled or dissuaded Free Star from their attack, the player will no longer be attacked by bandits while traveling. If not, then the attacks will still happen from time to time, though rarely and only one or two bandits at a time, since Free Star has eliminated Mountain Rat for good.

## **SIDEQUEST: THE RECENT PAST**

*Available: from start but unavailable during Mission 10*

*Character requirements: play as Black Mantle, can be alone or have any or both of the others with him.*

*Location: Black Mantle's home*

Black Mantle's home is located a ways out from Ruvin City. Upon getting within a few miles of it, the location of his home will appear on Black Stallion's map. Dialogue in this mission that is spoken by either White or Gold Mantle will instead be said by Black Mantle if they are not present, or will be left out.

*[Inside Black Mantle's house]:*

GRAY MANTLE

Son. Welcome home.

BLACK MANTLE

Hi dad. Hi mom.

ROSE MANTLE

What brings you home?

BLACK MANTLE

I'm in need of some... direction... and advice. I'm just not sure what I should be doing right now.

GRAY MANTLE

Have a seat. I'll tell you a story from my own hero days.

### **Scene:**

As with the prologue, the narration here is told by Gray Mantle in the same style. Gameplay for this sidequest is conducted as Gray Mantle and is done in a slight sepia tone.

NARRATOR

In the weeks following the Hero's Mantle's completion, it came into the hands of a young man

named Godrick Edwards. Putting it on, he became the first person to use the Hero's Mantle and spread his name as The Legend. In addition to becoming Mirennia's greatest hero, he traveled overseas to a country called Orsilos and became just as famous there. So in just under two decades, The Legend saved both Mirennia and Orsilos from disaster. Following that, the Hero's Mantle left him and somehow found its way back here. This was 3 years before you were born...

[Gameplay]: Gray Mantle is in Tygir City, which is about the same size as Ruvin City, somewhere in the northeast of Mirennia. The city is under siege from none other than Jendias!

#### GRAY MANTLE

*[narrating]* I was the same as you are now: lost, confused, searching for my way.

Gray Mantle confronts Jendias and a battle starts. After a good number of blows have been exchanged, Jendias retreats and taunts Gray Mantle to follow him. When Gray Mantle catches up, he finds Jendias has taken a group of people hostage and planted a time bomb. Gray Mantle must fight him again to get him to leave. When he does, the player has to find a way to disarm the bomb without setting it off. When this is done, Gray Mantle chases Jendias all around the city in a game of cat and mouse, constantly switching between chasing and being chased.

Jendias starts to leave the city. A woman has inadvertently come in between him and the exit, so he raises a gun to shoot her. The player must either attack Jendias to deflect the shot or grab the woman and take her out of the way. Then Jendias leaves. The entire segment of gameplay takes about 15 minutes due to the size of the city and the strength of Jendias.

*[Back in present day]*

#### WHITE/BLACK MANTLE

That's quite a story.

#### GOLD/BLACK MANTLE

And so that woman was...

#### ROSE MANTLE

It was me, back before I was Rose Mantle; in fact, that's how we first met.

*[if player has met Jendias before doing this sidequest]:*

#### GOLD/WHITE/BLACK MANTLE

And... Jendias!? You actually fought with him!?

GRAY MANTLE

That's right.

*[back to normal conversation track]:*

BLACK MANTLE

But I don't get it. How does that help me?

ROSE MANTLE

You don't see it?

BLACK MANTLE

*[if White and/or Gold Mantle are present, they will all say this line at the same time]* See what?

GRAY MANTLE

Listen, son/all of you. Being a hero isn't about performing daring feats or being recognized. It's about doing what you know and feel to be right. And that means occasionally suffering or getting lost; that's OK. Only through our trials can we finally realize the true path. So take my advice: go out and struggle; go out and be lost for a while. In the end, the answer will always reveal itself to you. *[Gray and Rose Mantle smile at each other]* And you'll be all the better for it.

BLACK MANTLE

*[smiles and nods quietly]* Thank you...

WHITE AND GOLD MANTLE

*[if present, smile and nod]*

GRAY MANTLE

And remember, you're always welcome here, whether you need advice or for whatever reason.

**END OF SIDEQUEST: THE RECENT PAST**

**END OF SIDEQUESTS**

**End of The Tale of Black Mantle**