

Successful Test for an unreleased Comedy Platformer for ZeptoLabs  
Original Script

## **PART 1 - Story**

*In the land of Questoria every first son inherits his parent's business and becomes a vendor or a crafter; every second son becomes a guard, protecting the land; and every third son becomes an adventurer. For John, third son of an innkeeper, choice was not an option. At the age of fifteen, John was taken to the shrine of The Player, the shady, wicked god that decided the fate of questorians. And John's fate couldn't be worse: the high priest drew a card and it was the Bard.*

*For the next five years John learned his craft from the best masters. He soon knew everything that had to be known about playing every instrument ever invented, and some that never were. He could play any music, compose any songs. There was just one small problem.*

*In the land of Questoria every first son is born with good health, every second son is born with great strength, and every third son is born with a curse. John's curse was the inability to produce any sound whatsoever. While that might had been useful had the priest drawn the Rogue, in John's case it became a complicated nuisance to explain.*

*Once his training was complete, John the Bard left Questoria in search of adventure, fame and fortune, and it might have been a successful quest despite his limitations if not for the fact that his fame preceded him. On the day John arrived at the Realm of Adventuria, the whole of the population was expecting him. King and country waited on the edge of their seats for the greatest tale ever told. A tale that never came. Flustered with what he figured was the sign of an arrogant artist, the king ordered John the Bard thrown into the dungeon. And there he stayed until a hooded stranger came to his cell...*

## **PART 2 - Tutorial**

Main character is locked inside a prison cell. Suddenly, he sees someone approaching the cell in a black cape. The stranger came to help prisoner break out.

In a series of a short speech bubbles (5-7 speech bubbles, maximum 70 characters each), the stranger should build a foundation of a story and also teach player to do the following actions:

- Swipe up to jump
- Swipe down to crawl
- Tap to make a silly smile

*<Black Cape> Hey, psss! You are John, the Bard, right? Don't worry about answering.*

*<Black Cape> I'm going to free you. Don't question my motivations! Just follow me.*

*<Black Cape> See that window? Swipe up to reach it.*

*<Black Cape> Alright. You can crawl through it. Believe me. Just swipe down. Move!*

*<Black Cape> I saw what happened at the party. I don't think the king understood you.*

*<Black Cape> I mean, who would expect a bard cursed with complete silent?*

*<Black Cape> Oh, darn. A guard! C'mon, slap a smile on that face! Look innocent.*

### **PART 3 - Dialog**

Your ally, the Black Cape, is talking to a king of the country trying to persuade him to shave off his beard. Write a short dialog (3-4 speech bubbles per character, maximum 70 characters each).

*<Black Cape> Now, you see, my king, there was a misunderstanding.*

*<King> There was?*

*<Black Cape> How could John know you enjoyed his tale if he can't see your face?*

*<King> That... makes some sense, I guess. What do you suggest?*

*<Black Cape> Obviously the true offender is that beard of yours.*

*<King> How could I not see this?*

*<Black Cape> The beard. Again.*

*<King> Traitorous beard! Guards! Take this beard to the dungeons immediately!*