

Legend

Italics: Variables, conditionals, journals and objectives

Bold: Speaker names and titles

Underline: Jumps to different dialogue nodes will use Bookmarks and links

Player: "...": Indicates the player has selected this option

Introduction

Life and Mind was a quest I wrote, designed and integrated during my time at Drop Bear Bytes. This quest follows the story of Ben and Katherine, an elderly couple living in Korrelocking who are being relentlessly attacked by a pack of raiders. What originally comes across as a loving old couple facing the dangers of this post-apocalyptic world becomes a reminder that not everyone is as innocent as they seem.

Ben is 'The Ripper', a mass-murderer who once led a frenzied group across Western Australia to brutally slaughter anyone they could. He and Katherine have exiled themselves from the society that wants Ben's head on a silver platter. However, it seems Ben's dark past is catching up with him.

This story begins when the player and their party approaches the run-down home they live in together in Korrelocking. The couple are out the front when Ben spots the player.

For brevity, I have selected one of the multiple paths the player can take during this quest.

Meeting Ben and Katherine

Ben:

This decrepit man sits slumped in a tattered camping chair. He runs a thumb over an intricate pendant while watching you. He waves his free hand at the woman working on the weeds growing under the porch. "Katherine. Killers are here for me again."

Katherine:

She rises from her crouch, a hand on her back. "These lot aren't our enemy, Ben. It's okay." She turns to you. "We don't get too many visitors. Are you lost?" You notice a small cut on her cheek as she brushes some hair out of her face.

Conditions to see this text:
(PCSheet.Biology >= 30)
IF the player has Biology skill >= 30...

Narrator:

Looking closer, you realise it's a bullet graze, and a fresh one at that. When she smiles, her cheek twitches.

Learning Ben is The Ripper:

Player:

"How did you two meet?"

Ben:

"We met through friends. Kate always liked bad boys and who's badder than the Ripper, eh?" He chuckles, rubbing his coarse hands together. "I was pretty keen to settle down. Sick of all the busywork that came with being a leader. Not enough action when you're calling the shots for everyone."

Katherine:

She laughs too loudly, a rictus grin on her face. "Oh, Ben. You're a charmer all right. Let's move on, yeah?"

Ben:

He winks at you. "She's just embarrassed at how much she fawned over me."

SET variable - Q_Korr_LifeandMind.PlayerHeardRipperRiley = true;
The player has one of two prerequisites to uncover that Ben is the Ripper.

Conditions to access this option:

(Q_Korr_LifeandMind.PlayerHeardRipperRiley == true &&
Q_Korr_LifeandMind.PlayerKnowsBenIsRiley == false &&
MerredinState.PlayerKnowsDescriptionOfRiley == true)

IF the player has seen a description of The Ripper before AND has heard Ben call himself The Ripper AND has not been told upfront that Ben is The Ripper...

Player:

"You're the Ripper? As in Riley's Rippers, the gang of mass-murderers?"

Ben:

He grins. "You want me to sign your gun? I used to etch a nickname on the handles of the knives we gave to new recruits." He looks up at the sky, reminiscing until his expression falters

and he looks at you, confused. "Who the bloody hell are you? Kate, why are these people here?"

Katherine:

"Deep breaths, love. These people are just passing by for a chat, okay?" He doesn't look convinced, but settles back in his chair nonetheless.

Katherine:

"Ben here gets confused whenever people bring up his old name. It's hard for him to stay anchored to the present. Hard to watch, too." She looks over at him lovingly.

*SET variable - Q_Korr_LifeandMind.PlayerKnowsBenIsRiley = true;
The player knows for certain Ben is The Ripper.*

*SET variable - Q_Korr_LifeandMind.PlayerKnowsBenHasDementia = true;
The player knows Ben suffers from memory problems (Dementia).*

Starting their Quest

Player:

"What happened to your cheek, Katherine?"

Katherine:

She reflexively covers the cut with her hand. "Oh, well." She looks over at Ben, who nods. "We've been having trouble with some 'killers', as Ben put it."

*Conditions to see this text:
(Q_Korr_LifeandMind.PlayerKnowsBenIsRiley == true)
IF the player knows Ben is The Ripper...*

Ben:

"It's my reputation. One I can't even bloody remember right." He slams a fist into his thigh. Katherine reaches out for him, but he shakes his head. "I'm all right, love."

Katherine:

"Be kinder to yourself, Ben. All that happened a long time ago." He smiles at her with disarming warmth.

*SET variable - Q_Korr_LifeandMind.PlayerKnowsBenHasDementia = true;
The player knows Ben suffers from memory problems (Dementia).*

Conditions to see this text:

(Q_Korr_LifeandMind.PlayerKnowsBenIsRiley == false)

IF the player does not know that Ben is The Ripper...

Ben:

"They wanna have a row with me. They think I'm the man I was years ago." He stamps a foot on the porch. "If I was, I swear on my left leg they'd have been put six feet under the moment they started shooting up the place." He coughs, doubling over with the force of it.

Katherine:

"Sweetheart, that's enough. We don't want to bore these kind people with our troubles." He nods glumly.

[JUMP to next line](#)

Else:

(Q_Korr_LifeandMind.PlayerKnowsBenIsRiley == true)

IF the player does know that Ben is The Ripper...

[JUMP to next line](#)

Katherine:

"Ben is right, though. Those bastards come every night, screaming all kinds of awful threats. I don't know how much longer we can hold 'em off for."

SET variable - Q_Korr_LifeandMind.State = 1;

Life and Mind quest is now active.

SET variable - Q_Korr_LifeandMind.Obj_05_State = 1;

Objective: "Find a way to help the couple in Korrelocking."

SET journal entry: "An old couple out Korrelocking way told me they've got raiders attacking their home."

Offering to Fight

Conditions to access this option:

(PlayerState.IsOriginHiredGun == true)

IF the player selected the Hired Gun origin...

Player:

"Sounds like you're in the market for my services."

Ben:

He chortles. "A mercenary, eh? You're all the bloody same. Only got the decency to help someone if they've got the purse to pay ya."

Katherine:

"Ben!" She glares at him and he looks at her, confused.

Ben:

He leans over towards you, speaking out the side of his mouth. "This sheila with you?"
Katherine sighs and looks away.

SET variable - Q_Korr_LifeandMind.PromisedPayment = true;

Player is promised money if they help Ben and Katherine.

Q_Korr_LifeandMind.OfferedToAttack = true;

Player offered to attack the raiders on Ben and Katherine's behalf.

Katherine:

"We'll take your offer. I've got some money I can give you once the job's done. Our unwelcomed guests usually show up at night."

Player:

"Sounds good to me." (Wait until nightfall)

[JUMP to this line](#)

Un-gated Option...

Player:

"I'm always looking for a good fight. I'll help you."

Ben:

He chuckles. "Adrenalin junkie, eh? Just don't go shooting up our house. Lucy only just patched up the last few holes." Katherine's shoulders slump at the mention of 'Lucy', but she doesn't correct him.

*SET variable - Q_Korr_LifeandMind.OfferedToAttack = true;
The player offered to help fend off the raiders.*

[JUMP to this line](#)

Ben's Necklace

Conditions to see this text:

(Q_Korr_LifeandMind.HeardAboutNecklace == false)

IF the player has not heard about Ben's necklace...

Katherine:

"Wait. There may be a way to do this without fighting those bastards."

*SET variable - Q_Korr_LifeandMind.KatherineStoppedCombat = true;
Katherine stopped combat to talk about the necklace, this stops this conversation from looping.*

Katherine:

"We could travel to Merredin, but there's no way they'd let two old farts in for free." Ben chuckles and she throws him a lopsided smile.

Katherine:

"Ben's necklace would sell well. That'd be something. Problem is, I've got a bad back and a husband with dementia. I can't go myself to sell it." Ben goes to speak but she raises a hand, silencing him.

*SET variable - Q_Korr_LifeandMind.HeardAboutNecklace = true;
Katherine has properly mentioned the necklace.*

Selling or Buying Ben's necklace:

Conditions to access this option:

(Q_Korr_LifeandMind.Obj_01_State == 0 && PlayerState.IsUtilitarian == true)

IF the player has not offered to buy the necklace from Katherine AND the player is Utilitarian...

Player:

"There's a way to make sure no one dies tonight. Let me pay for the necklace and escort you to Merredin."

Katherine:

She doesn't even hesitate. "500 dollars or we won't make it in Merredin."

SET variable - Q_Korr_LifeandMind.Obj_01_State = 1;

Objective: "(Optional) Buy the necklace from Katherine in Korrellocking"

Conditions to access this option:

(EconomicState.PartyMoney >= 500)

IF the player has 500 dollars...

Player:

(\$500) "Here. Let's go."

Katherine:

She quickly scans the money before lobbing you the necklace. "You're a lifesaver. Let me just grab some essentials and we can go."

SET variable - Q_Korr_LifeandMind.Obj_01_State = 2;

Objective of buying necklace to be set to 'Complete'

SET variable, EconomicState.PartyMoney-=500;

Remove 500 dollars from the player's inventory

(Q_Korr_LifeandMind.PlayerKnowsBenIsRiley == true)

SET variable, ItemInstruction.AddItem = InventoryID.Party + ItemCatalogue.Rippers_Necklace;

Add the correct version of Ben's necklace to the player's inventory. This is dependent on if the player knows Ben is The Ripper or not.

Fade to black and reload scene into Merredin

In Merredin

The player loads into Merredin, Ben and Katherine stand in front of them near the guarded gates into town.

Ben:

He wipes his brow. "Thought we'd never get out of that fucking line."

Katherine:

She squeezes Ben's hand. "Just as well that Nguyen woman offered me a cleaning job. I just hope her house isn't too big."

Conditions to see this text:

(Q_Korr_LifeandMind.PromisedPayment == true)

IF player was promised payment due to being a Hired Gun and offering to fight...

Katherine:

She hands you a small bag. "Here's your payment."

SET variable - EconomicState.PartyMoney+=100;

Add 100 dollars to the player's inventory

Conditions to access this option:

(Q_Korr_LifeandMind.PromisedPayment == false)

IF the player was not promised payment for helping Ben and Katherine...

Player:

"Good luck to you both."

[JUMP to this line](#)

Conditions to access this option:

(Q_Korr_LifeandMind.PromisedPayment == false)

IF the player was not promised payment for helping Ben and Katherine...

Player:

"I didn't do all of this for free."

Katherine:

She frowns. "I hope this covers it, then."

*SET variable - EconomicState.PartyMoney+=100;
Add 100 dollars to the player's inventory*

[JUMP to this line](#)

Katherine:

"Make sure to pop by for a cuppa some time. I'm going to get Ben settled."

Katherine:

"Come on now, love. It's not far."

Ben and Katherine walk to their new home, despawning when reaching the door.

*SET variable - Q_Korr_LifeandMind.State = 2;
Life and Mind quest completed*

SET variable, any open objectives to completed or abandoned if not applicable.

*SET variable - NPCLocationStates.Korr_Ben = "";
NPCLocationStates.Korr_Katherine = WP_Merr.KatherineHome;
New spawn points for Katherine and Ben*

SET journal entry: "I had no wozzas getting Ben and Katherine to Merredin.";

SET variable, give player quest completion XP