

# City Witch — Tutorial Script

## 1. INT. Hidden Entry

The screen turns on. HARRIET's custom stream overlay and chat are visible. Clammy Beton walls with graffiti drift by in the background. Broken barrier tape occasionally hangs from the ceiling. Chat moves at a slow, but steady pace while Harriet looks directly into the camera. She looks ahead from time to time.

### Harriet

Welcome my new Artefact Hunters! For those of you who just tuned in, we're exploring old escape tunnels today. Currently, we're on the lookout for the magic Artefact of Ragenhil. Shoutout to MoneyMage, who gave us the tip before one of those business bandits could show up.

Thanks to you, we might find the Artefact before Spellworks and the like can get their hands on it.

### Hallway

The stream overlay disappears. The camera interpolates from the previous position to the game view.

Both Harriet and SALVIUS are visible on screen.

Salvius is a cat decorated from whiskers to tail with jewellery in different styles. They look expensive and intricate. His eyes give off a soft glow. A crystal ball hovers above him.

Harriet and Salvius are separated through a collapsed beam. Runes and magic symbols are printed on its side, but the beam is broken. Harriet stands on the left. Salvius is on the right side.

### Salvius

I'm still convinced you're wrong. The artefact is more likely to be the artefact of Vegard instead of Ragenhil.

Anyway, here are some rules for the newcomers. Don't spam. Don't get on my nerves and don't question my decisions. People calling me cute will get banned.

Chat opens and immediately starts to call him cute.

### Harriet

Don't mind him. He's just grumpy. We just got a new artefact at the museum. It's a shaman drum. Salvius here would rather analyze the symbols on it than go urban exploring.

**Salvius**

Yes, well I can analyze symbols from a plush, warm pillow without getting my paws dirty. Thank you very much.

**Event - The Player stays stuck**

If the player does not figure out how to destroy the construction on his own, a dialogue will appear.

**Salvius**

Are you coming? Did you break your Channeling Device again?

**Harriet**

No? Well, at least I hope not. Let me think of something. This beam is in the way.

**Event - the player still struggles****Salvius**

Aren't you usually good at breaking things?  
(barely audible) willingly or unwillingly.

**Event - First activation of skills**

Requirement: Activation of skills, line skill  
The collapsed beam breaks and deals damage to both characters.

**Case 1: The player figured it out fast****Harriet**

Huh, that was easier than I thought.

The beam collapses completely. Salvius shrieks like a cat. Dust flurries through the air. Harriet coughs.

**Salvius**

Did you just try to kill me? Because it almost worked.

His health bar is low.

**Harriet**

(half-joking)

I negate my statement. Ow! One point for the beam...

**Case 2: The player was stuck before**

**Harriet**

(proud)

Jep, Channeling Device still works!

The beam collapses completely. Salvius shrieks like a cat. Dust flurries through the air. Harriet coughs.

**Salvius**

Did you just try to kill me? Because it almost worked.

His health bar is low.

**Harriet**

Ow...break the beam he said..

**Continuation regardless of the case:**

Harriet's health bar is low.

**Salvius**

Are you okay? Does anything hurt?

**Harriet**

Yeah, yeah I'm fine. Don't worry, just a scratch.

**Salvius**

Chat and I agree you need healing just in case. Come here. I'll patch you up.

**Harriet**

Okay, fine. But what about you? Are you okay?

**Salvius**

Don't worry about it.

### **Event - First Heal**

(Requirement: Both characters stand close to each other)  
Both characters need to be walked close together to heal up. The chat window opens up.

**Chat**

[Lots of ❤️, 😞 and 🙏 appear]

- Don't scare us like that!
  - Be careful!
  - That was close...
  - Didn't she hurt herself last time?
- Isn't this technically destruction of property?
  - I can't watch
  - Wait, did she get hurt?

- Awwww! Kitty is worried ♡

## 2. INT. Destruction Beat

The player can move around the environment to explore the area and world, search for the Artefact and interact with the chat.

### Important Dialogue - Theme Stated

[Harriet mutes herself]

Are any of the newcomers bots? Things have been too easy until now. I don't want those corporate thieves to get the artefact. Especially just before we get there.

**Salvius**

Yes, because a corporation would worry about a competitor who live-streams on Jinx. Have a little faith in humanity, will you?

**Harriet**

Salvius.

**Salvius**

And yes, I'm scanning at this very moment. (Pause) Scan completed. None of them are bots.

**Harriet**

Thank you. It's better to be prepared.

### **Event - Crates and Destructibles A**

Several crates or other destructibles should be placed in the environment so the player can experiment with the line skill more.

**Salvius**

If you move as far away as possible we can maximize the damage.

**Harriet**

Yes, I know. Thank you, but you don't have to explain that to me.

-----

**Salvius**

Are you okay with that crate over there?

**Harriet**

Thanks for your concern Salvius, but I got it.

### Optional Banter

**Salvius**

Have you found something interesting?

**Harriet**

Nope, how about you?

-----  
**Salvius**

You're certainly getting better at smashing things.  
Should I be worried?

-----  
**Salvius**

My turn.

-----  
**Harriet**

Good one!

-----  
**Harriet**

So you do enjoy it!

**Salvius**

Nonsense.

-----  
**Harriet**

Go, Salvius!

### Event - Open the Gate

The player reaches an area with a closed gate, a pressure plate and three anchors. To open the gate one player needs to stand on a pressure plate to unlock the anchors and connect all anchors with the line with the second character.

**Harriet**

(only half-joking)

If we fail to open this gate you need to delete the VOD footage from our Jinx account.

**Salvius**

(Gets it)

I'll see what I can do, but I make no promises regarding the memories of our audience.

-----

**Salvius**

A closed Gate. Seems like we have to go home where it's clean and dry.

**Harriet**

Don't be so eager. I'll find a way to open it.

-----

**Salvius**

Let's see if you can find a way to open this gate.

**Harriet**

Oh, you want to bet? You're on!

-----

**Salvius**

Pressure plates? I haven't seen those in a long while.

**Harriet**

Let's find out what they do!

**Salvius**

I'd rather not...

**Other Optional Banter****Salvius**

Which part do you prefer?

**Harriet**

I'll cover whatever you don't want to do.

-----

**Salvius**

What on earth are we supposed to do with this?

**Harriet**

I'll figure it out! Don't worry.

**Event - Pull Together**

One character states that the other can simply pull together to unwind the line.

**Salvius**

Harriet, could you please stop pulling on the equipment?

**Harriet**

Then come over here. You're too far away.

-----

**Harriet**

Salvius, can you stop pulling? I can't move.

**Salvius**

Sure, if you get back over here you can move all you want.

### 3. INT. Old Castle Building - Artefact Room

The Player finds the Artefact somewhere. Harriet and Salvius argue whether Harriet should activate the Artefact or not.

**Salvius**

I told you it would be from the Vegard Era.

Harriet moves closer and examines it.

**Harriet**

It just doesn't match their rituals though. They didn't use swords, but javelins.

Chats emojis become visible on screen. They spam 🤪🤪🤪!

**Salvius**

No, chat we will NOT test the Artefact.

**Harriet**

Actually, that's not such a bad idea. We could find out what era it's from. Hey chat, do you want to see something cool?

**Salvius**

I wouldn't recommend doing that.

**Harriet**

Come on Salvius. Cheer up a little! You're not the only one here who studies Artefacts. It's likely from the Ragenhil Era. Those Artefacts usually aren't that strong.

**Salvius**

Just so we're clear I will not help you clean up.

**Harriet**

Relax. I know what I'm doing.

**Salvius**

(sighs and rolls his eyes)

Harriet grabs the artefact.

#### **4. Event - All Statues Awake**

Harriet activates the Artefact. Light runs through it from the hilt to the tip. Lightning flashes. Montage of Statues awakening all over town. Their fingers twitch. Their eyes blink. They jump off their platforms one by one.

Cut back to Harriet. The Artefact glows as if it overheated. Flashes run up and down the artefact and dissipate.

**Harriet**

What was that?

Harriet looks to Salvius. He's lying on the floor. His jewellery is gone. Their crystal ball lies next to Salvius. It's intact but offline.

**Salvius**

[Breathing heavily, exhausted]  
I told you it wouldn't be smart.

Salvius looks down on himself.

**Salvius**

[Confused]

Harriet, what happened to my Artefact collection? Where are they?

**Harriet**

(shellshocked)

I have no idea. I'm so sorry.

**Salvius**

What...Harriet, I've been collecting those for over two centuries!

What. Happened?

**Harriet**

[In fake-control]

Honestly? I don't know. I don't know what happened, but we'll find out and I'm going to make it right okay? Can you stand?

**Salvius**

Yes, yes. No need to worry.

Salvius re-activates the crystal ball. The entire screen immediately gets flooded with 🙄😞😭😱😭😞 emojis.

**Chat**

- What happened? The stream went offline?!
- Are you two okay? Did you break your gear or something?
  - OMG they died
    - Don't make us worry like this!
    - Do this again and I'll unsubscribe.
    - You've given me a heart attack!
- Is anyone else crying right now? I'm so glad they're safe!
  - this never happened before!
    - is kitty okay?

**Salvius**

Hello, chat, we are back online. There were some...technical difficulties.

**Chat**

- What kind of technical difficulties?! You never have technical difficulties
  - So kitty isn't so powerful after all huh?
  - Oh, be quiet! Or whatever happened was more powerful!
- How? Doesn't Salv usually brag about how great he is? Not that I mind lol please continue
  - What? How's that possible!
- Where is all the bling gone? Salv are u good bud?
  - hope it doesn't happen again

**Salvius**

This is the last time you will hear this from me, but I can't tell you. It was a first for me too.

**Optional Banter**

**Salvius**

[increasingly annoyed]

No Chat, I don't want to talk about my Artefacts. Thank you for asking.

**Harriet**

[whispering]  
Should I talk to them?

**Salvius**

It's fine. Let's just keep moving.

#### **5. INT. Underground Castle Ruins - 1st Encounter**

The player found the artefact and the first simple melee enemy awakes. The enemy is slow and rather weak and should not be able to defeat the player.

**Harriet**

Uhm, Salvius? Do you see what I see? Why is the statue moving?

**Salvius**

[arches his back]  
I don't know, but it doesn't look like it's in the mood for a conversation.

#### **Optional Banter**

**Salvius**

Just so we're clear, you owe me at least a dozen new Artefacts Harriet.

**Harriet**

I AM sorry, but should we really discuss this now?

**Salvius**

I just wanted to make sure there is no confusion.

#### **Event - Characters Gain Skill Point**

**Harriet**

That wasn't so bad!

**Salvius**

Yes, that's why you're breathing hard.

**Harriet**

Oh, shush

## 6. INT. TUTORIAL VENDING MACHINE - DAY

Outside the arena, a Vending machine can be found and used. The upcoming skills are shown in the menu but the Area of Effect skill is the only one which can be bought for the gained skill point.

**Harriet**

Yes! Exactly what we need.

**Salvius**

Indeed, loading up on amulets and spells might be a good idea.

**Harriet**

Oh yeah, that too. I was thinking more about coffee, but your idea sounds good as well.

**Event - The vending machine menu opens and the player can choose. The dialogue continues after the player closes the menu.**

**Salvius**

So, what do we do?

**Harriet**

We drink our coffee first and learn new spells second?

**Salvius**

Harriet, concentrate. The Artefact is too powerful to be fooling around right now. It destroyed my entire collection after one activation. It pains me to say this, but it's too dangerous for us to keep.

**Harriet**

And what should we do? Give it to the police? So they can give it to experts? Guess what, that's us. It's going to end up with us sooner or later anyway.

**Salvius**

Is what you just did how experts act like?

Chat intervenes at this point with 🙄😬😭😬 and "Don't fight" messages.

**Salvius**

All I'm saying is I don't think we are equipped to handle such a dangerous Artefact at the moment.

**Harriet**

Let's think about this for a little longer. Collect evidence and data and then we'll make an informed decision, okay?

**Event - Area of Effect Skill Hint**

Salvius unlocks the Area Of Effect skill. He nods towards a construct, which can only be damaged with an area of effect skill. The player will have to wrap a line around some anchors to unlock the way out of the arena. The active skill needs to be selected

**Salvius**

Let me handle this.

**Harriet**

The stage is yours.

-----

**Harriet**

Oh, can I try?

**Salvius**

Go ahead. I'll have your back.

**Event - the player has not bought an AOE skill****Salvius**

One of the spells from the vending machine looked promising. We should check if it could help us here.

-----

**Harriet**

Urgh, I forgot to buy a spell at the vending machine!  
Salvius, we need to go back.

-----

**Harriet**

This doesn't look like it's going to work

**Salvius**

We could try another spell from the vending machine.

**7. INT. Water Reservoir - 2nd Encounter - DAY**

Both characters will enter a circular area where several objects to take cover behind are placed. Some are intact, some destroyed. A simple ranged enemy stands in the middle, spots the player and starts firing projectiles toward the player. Most projectiles will be stopped by pieces of cover. In addition, 2 anchors are placed at the outside of the area which can be used to damage the ranged enemy with the area of effect or line skill.

**Event - Harriet & Salvius see the Enemy for the first time**

**Harriet**

What in the fresh hell is that?

**Salvius**

In all my years I've never seen such a...life form?

-----  
**Harriet**

[in awe]

What...is that?

**Salvius**

A statue. Obviously. Although I admit it shouldn't move.

-----  
**Salvius**

Harriet, I think we might be in trouble.

**Harriet**

You know I love trouble! What do you (sees the Statue)  
Oh...

-----  
**Harriet**

Did I get a hit to the head?

**Salvius**

No, I'm seeing it too.

**Harriet**

[in awe]

Why does it move?

**Other:**

**Salvius**

Harriet! Cover!

-----  
**Harriet**

Quick! Hide!

-----  
**Salvius**

Keep close!

-----  
**Harriet**

[Curious]

What is that?

-----  
**Salvius**

Get your big head down!

### 8. INT. REACH THE MUSEUM LOCATION - DAY

After winning the encounter, enough skill points will be granted to use the vending machine again. The player can choose from the available skills or upgrade existing ones. The player can choose from Ping Pong, Ricochet or level up the Line or Area of Effect skill

**Harriet**

Hey, we didn't do half bad there!

**Salvius**

[sad]

I could have done better if I still had my artefacts.

Chat becomes very active. They want to help. Some people call for ways to donate.

**Salvius**

Donations, huh? Could be helpful. I'll set something up, but it will take a while until it's ready. I only have one artefact left.

Chat types a lot of **?**

**Chat**

- Master of the universe Salv needs more time? Am I dreaming?
- Is he okay? What takes so long this time?
  - Since when r u a noob?
  - What do you mean you need more time?
    - Grandpa kitty has become slow...
      - can't be that hard..
- You never took so long? Remember Harriet's birthday watch party?
- oh YES, the watch party! Couldn't join back then. My mirror crashed. But what a good time!

**Salvius**

[ruffled]

To the amateurs in chat, listen up. I need a little more than one artefact to fight, keep you entertained and set up a donation site at the same time. And neither Harriet nor I will use the sword again until we know it isn't dangerous.

**Harriet**

[sighs]

Unfortunately, he's right. Sorry. You saw what happened last time. Whatever is up with the artefact's magic channels, we can't risk it running rampant again.

**Salvius**

So, you've changed your mind?

**Harriet**

No, on the contrary. We did well so far and the sword is valuable. We should bring it to the Museum before it falls into the hands of a corporation.

**Salvius**

Are you really sure about this?

**Harriet**

Honestly? No, but if we lose the Artefact we'll never be able to study it. Its magic knowledge would forever be lost and locked away in some corporate vault. Besides, if we fail it will make for great content.

**Salvius**

If this is the conclusion you've reached I will assist you. After all, someone here has to make sure you don't hurt yourself and chat won't do it.

Chat sends 🤔🙄😏😈 emojis.

**Harriet**

Wait, what do you mean you'll assist me? I planned an entire speech back there to convince you!

**Salvius**

You can recite it to me after we're back at the Museum. On a completely different note, would you be so kind and press this button for me? It's easier for people with thumbs.

### 9. INT. Metro Tunnel - FINAL ENCOUNTER - DAY

The player enters an arena-like area where multiple enemies will jump down in waves. The arena should have all introduced mechanics and enemies, some covers, as well as anchors and constructions. They give enough room to play and experiment with the different skills.

**Harriet**

Here they come!

**Salvius**

At least this will be good for our subscriber count...

#### Event - Chat grants Buffs

During the fight, stream features will be active. Streaming goals can be reached and the ultimate is charged. New viewers will sometimes grant single buffs for the player.

**Salvius**

Donations are now active!

**Harriet**

Let's do this!

#### Optional Banter:

**Harriet**

Hey, thanks for the help!

-----

**Salvius**

Your donation has been registered.

-----

**Salvius**

Your help is appreciated

-----

**Harriet**

Aww, guys! Thank you so much!

#### Event - Enemy can't get damaged

In the middle of the arena, a stronger "boss enemy" hovers which can only be damaged by charging and using the ultimate.

**Harriet**

How do we get it down?

**Salvius**

The bigger they are, the harder they fall.

**Harriet**

And the harder we hit the harder it falls?

**Salvius**

That was not...actually, that's a good idea.

**Optional Worldbuilding explanation:**

**Harriet**

The donations! We can get licenses with those!

**Salvius**

Smart! Buy one to get this thing down!

-----

**Salvius**

We have enough donations to buy a single spell license!

**Harriet**

I'll get one! It's just what we need to get rid of this thing!

**10. EXT./INT. Hidden Entry - DAY**

**Harriet**

We did it!

**Salvius**

Unexpectedly, yes.

**Harriet**

See? I told you we could do it! Chat, you also did great.  
Thank you so much for your support!

**Salvius**

Indeed. We are in your debt.

People are spamming custom blushing Salvius emojis.

**Harriet**

Now, all we have to do is get home to the Museum and find out what's up with the Artefact. I'm sure its internal structure explains why those statues can suddenly move around.

**Salvius**

Our track record has been better than I expected. Maybe we do have a decent chance to succeed.

Harriet and Salvius climb over fallen rubble and go outside. Harriet looks up and her eyes widen. Salvius' ears turn back. The camera moves behind them and rotates up. Sirens go off in the distance. The city lies before them filled with moving statues.