

INFINITE NIGHT – THE CUNNING PRINCESS (sample)

CHARACTER – THE DJINNI

Associated Quests: GET TOBACCO, GET WINE

The Djinni is a being of air and fire, trapped in the house of a sorcerer. Having partially escaped its bonds, it has 'removed' the sorcerer and destroyed the house, and now sits calmly smoking a cigarette in the remains as it waits for its period of imprisonment to elapse.

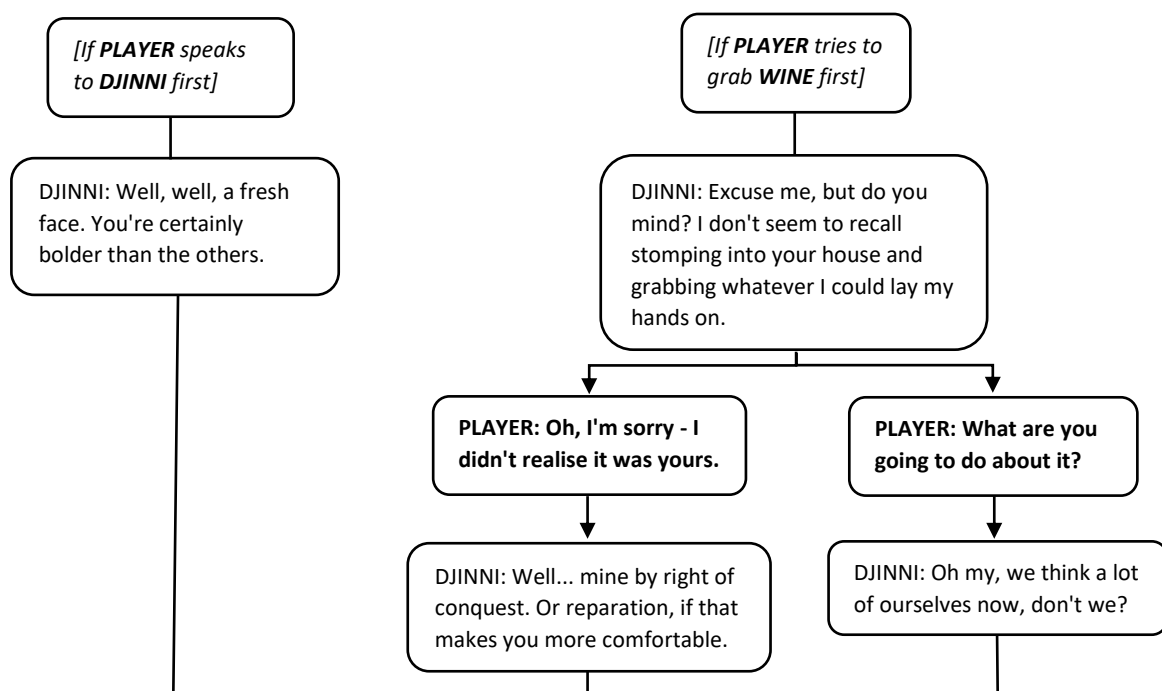


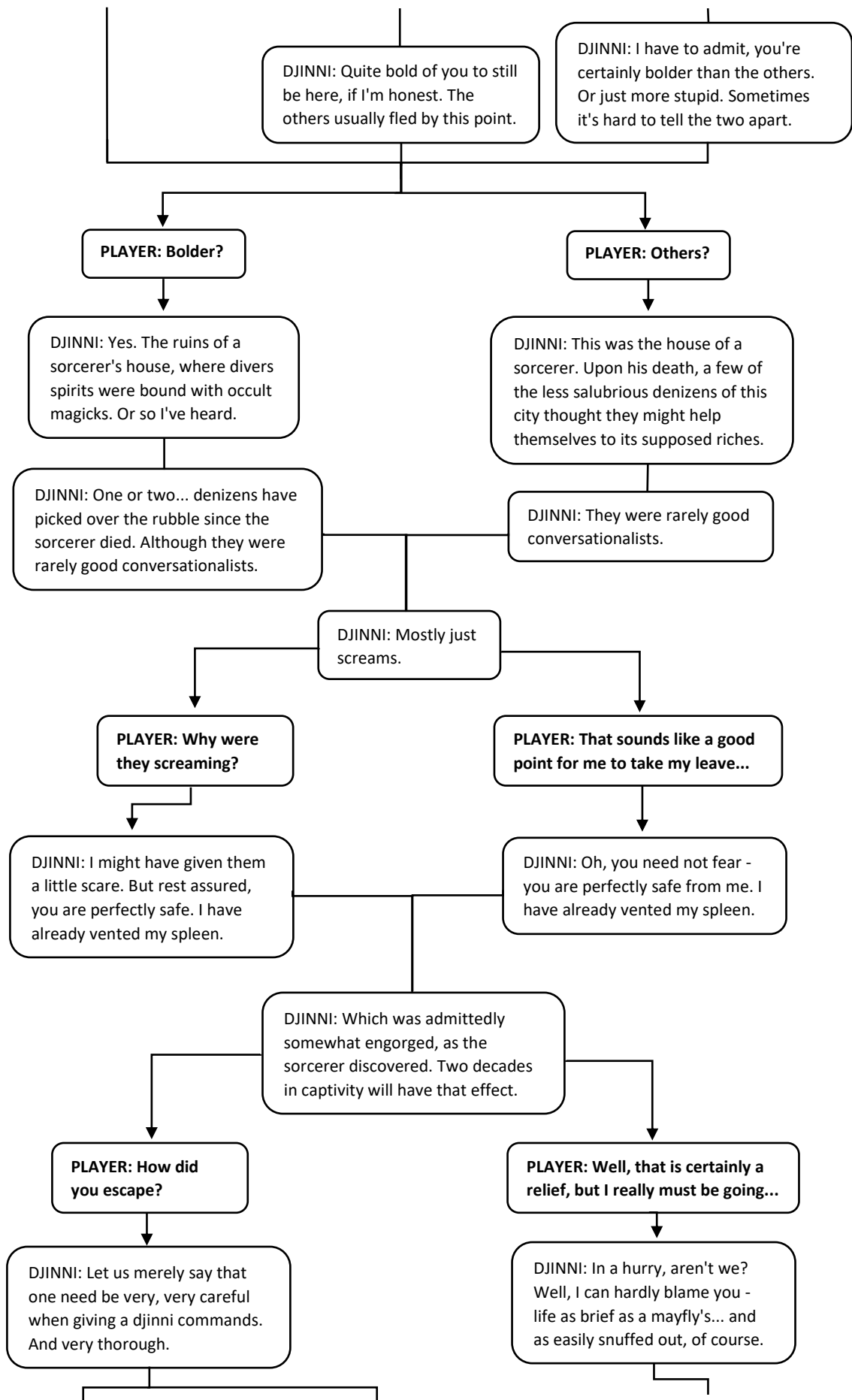
Although the world is fantastical and magical, all of the puzzle solutions are logical and non-magical. The role of the Djinni is thus to simultaneously 1) establish the setting's horizons of possibility by demonstrating that magic exists in this world 2) make it clear that magic is not going to be accessible to the player and is not involved in solving any puzzles. This informs the Djinni's character: it is aloof and superior, pitying/scorning the player's limited 'human' capabilities (any hints it might give the player will therefore be unhelpful).

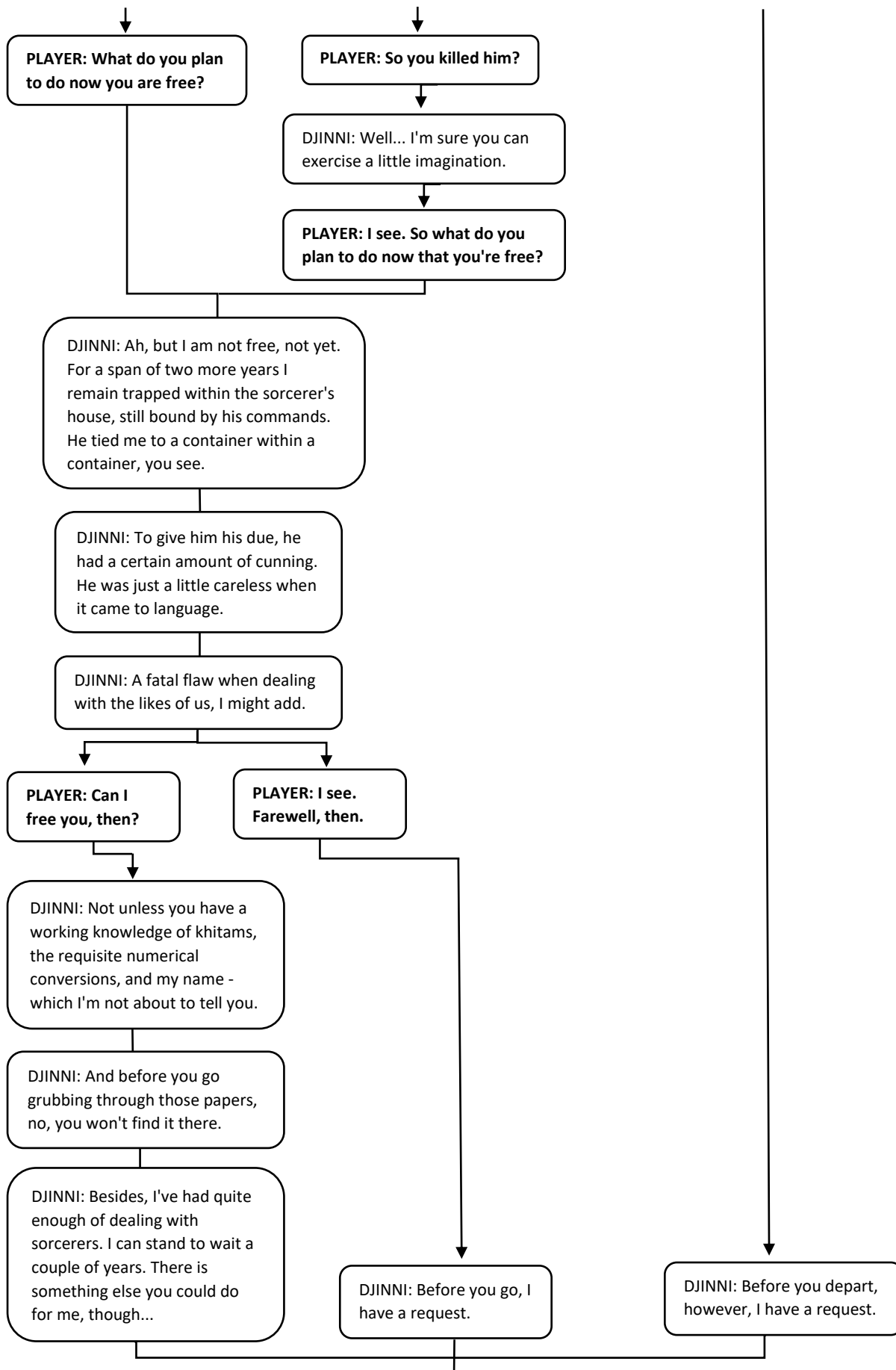
The Djinni also displays a sense of detachment from the physical world in general, and so will occasionally poke at the fourth wall. Although largely uninterested in the player's predicament, it can begin to display some slight fondness for the player if visited frequently.

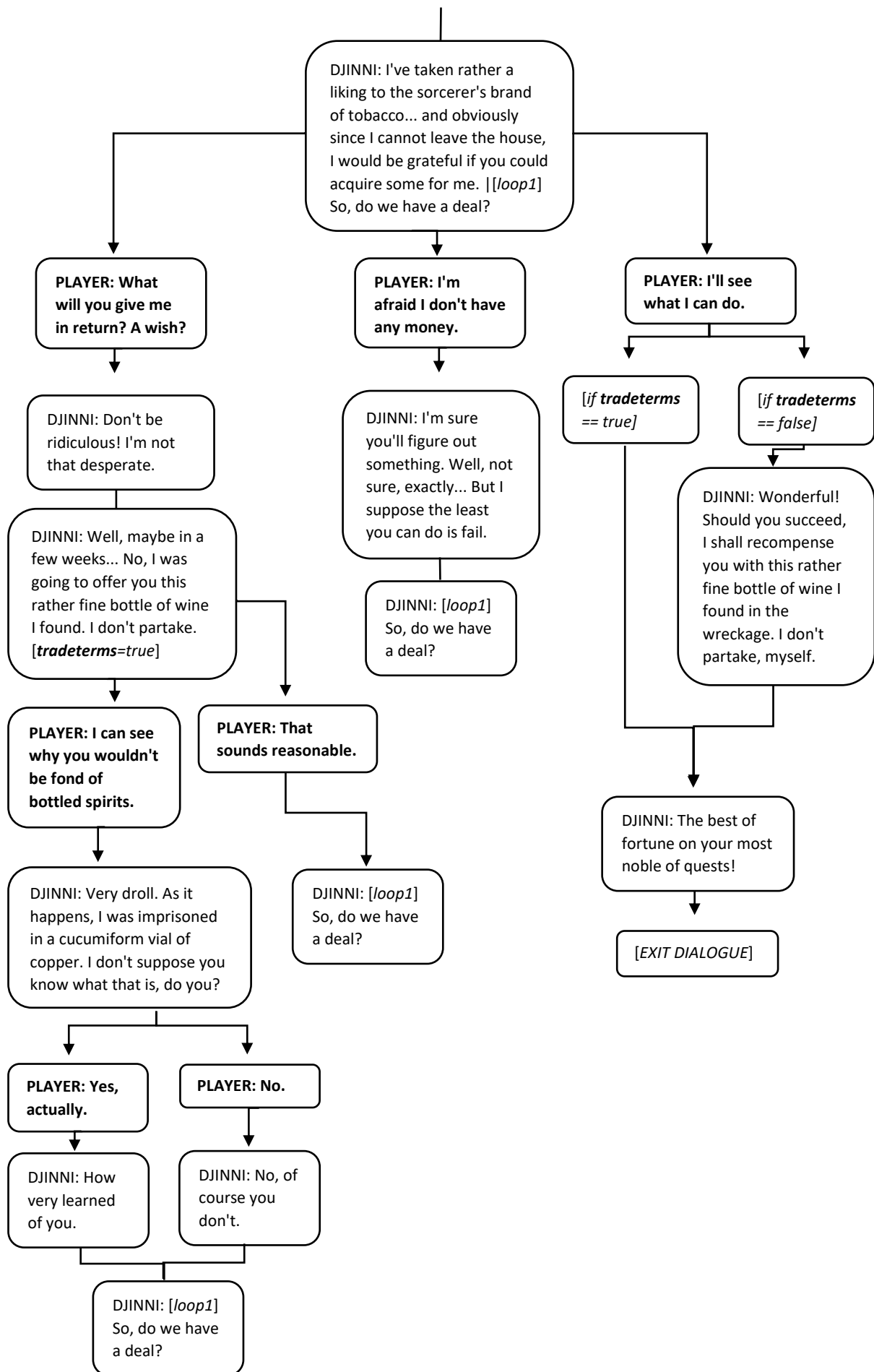
SCENE – THE RUINED HOUSE [first entry]

The ruins of a sorcerer's house. Broken alchemical and magical apparatus litter the table, floor, and bookcase. Brief camera pan right to see the DJINNI inhaling a cigarette, becoming visible as its body fills with smoke. It is sitting next to a bottle of WINE.









CHARACTER – THE MERCHANT

Associated Quests: TASK 3

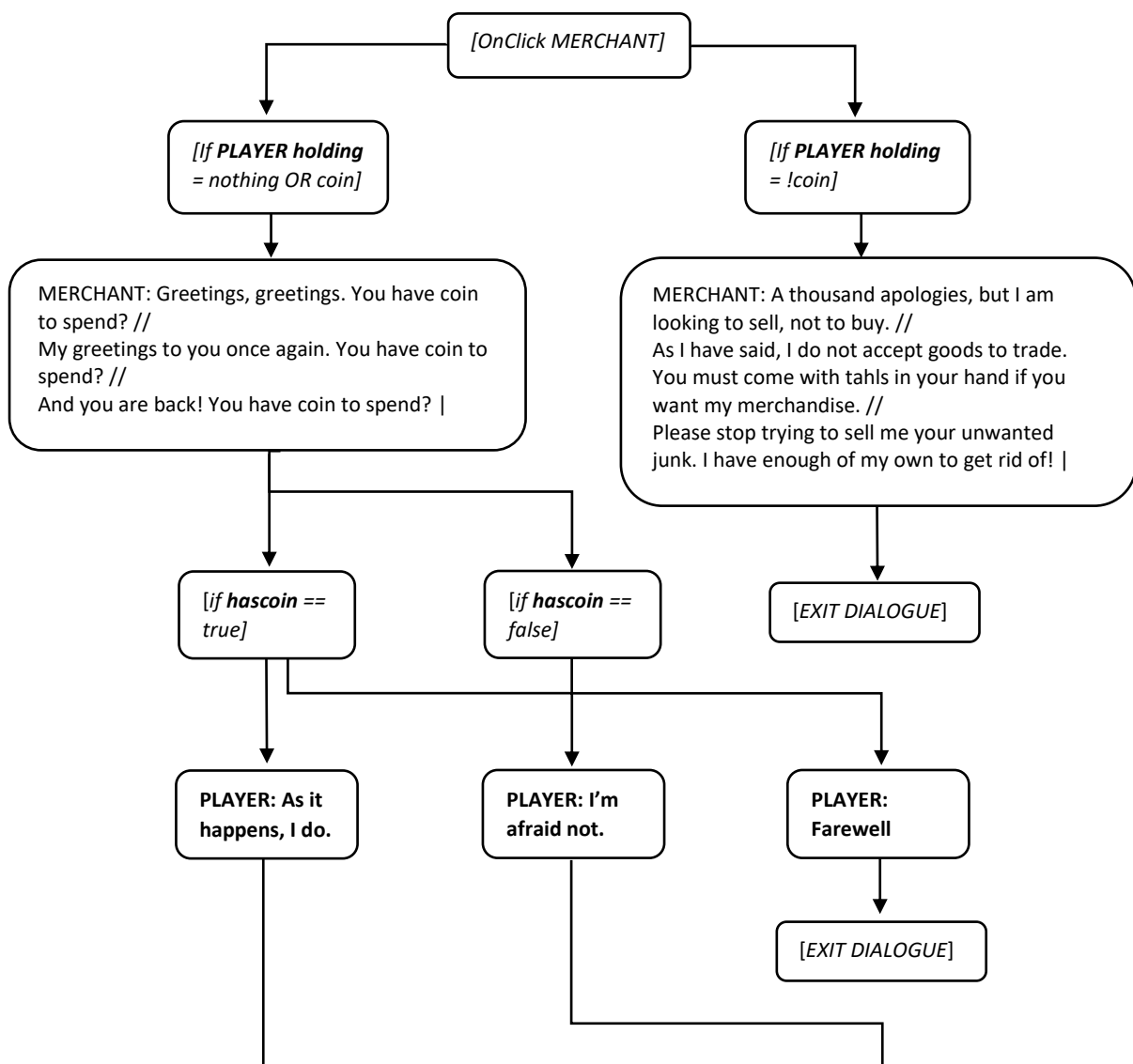
The Merchant is an affable, elderly gentleman who has a slight air of mystique. His stall should seem to be full of promise – he’s one of the first characters the player can encounter, yet the player can’t afford to buy anything until the third task begins – so finally unlocking the stall is a clear sign of progression. At the same time, the stall exterior shouldn’t contain anything that would obviously be useful for tasks 1 and 2 (or else the player may become overly frustrated in trying to access such items).



For the most part, the Merchant will be courteous, if ever so slightly pushy. He can reasonably become annoyed if the player keeps trying to sell him their items.

The player may end up buying from the Merchant multiple times, or just once (depending on whether they pick up the PAPER first), so several dialogue variants are needed.

SCENE – MARKET





MERCHANT: Wonderful! Oh... perhaps I should have said coins. Well, with just the one, I suppose there are a few things you could afford... //

I see that once again you have brought only a single tahl. Well, the things you can afford are much the same... //

And once more you bring me but one lonely tahl. Well, at least you know what to expect... //

It seems we are destined to repeat ourselves. Let me show you to the table. |



MERCHANT: Well, be sure to return when you do! //

Fear not - I shall be here when that changes! //

Well, you are always welcome to browse until you do! //

I hope that fortune soon favours you better! |