

**JESSE KEETER GAME WRITING SAMPLE 2026**

**GAME INTRO**

OVER BLACK:

SUPER: As spoken, the words are translated on screen from the "Old Language".

EMPRESS (V.O)  
(in the Old Language)  
A new world beckons.  
Explore, fight, claim your fortune.  
This life begins, again...

EXT. IN THE AIR, OVER THE SEA - DAY

AIRSHIP MORNINGSTAR cuts through the clouds. The vessel is powered by a combination of magic and technology: pods of arcane hover-pads along the belly of the ship and four large propellers extended on wings.

At the railing near the ATRIUM, we find REVA DIAMONT, a wealthy explorer type, dressed for adventure, telescope pressed to her eye. She lowers the instrument and we catch our first glimpse of her roguish smile.

The Atrium door bursts open and out spills VINTER EGGENT, an academic type with a costume meant for adventure though likely unproven. He's stumbled onto the deck carrying a thick TOME, a stack of LOOSE PARCHMENT, several cartographical INSTRUMENTS. Wind blows the book open and sends the parchment fluttering. Vinter manages to keep ahold of the more expensive instruments, but the parchment makes an escape.

VINTER  
Oh, bother!

He grabs what he can but much of the parchment sails over the railing. Reva snatches one out of the air with ease, examines it, hands it to Vinter.

REVA  
More homework, darling? Really?

VINTER  
When the time comes, I'd like to be prepared.

REVA  
As would I.

She looks past the camera, danger in her eyes. We see what she sees—

Waiting for them across a sparkling sea: The Frontier. A hostile fantasy island, home to jungle, volcano, magical storms, ancient ruins, and much, much more. A large predatory reptile soars over the landscape and lets out a terrifying shriek.

CRASH TO BLACK:

Title Card: The Great Game

EMPRESS (V.O.)  
(in the Old Tongue)  
You've been given a second chance.  
Who will you become?

BOSS FIGHT TUTORIAL CINEMATIC

When REVA enters HOLY SANCTUM cue cinematic:

INT. HOLY SANCTUM - ARCANE CHURCH - DAY

Pews line the center aisle. At the opposite end of the room, a glorious altar weighed down by artifacts and delicacies. Light falls through the stained glass windows above, which depict scenes from the Arcane Church's holy texts. Dust settles.

<CRASH!> The windows shatter! Through the shards we realize a figure has barreled into the room!

FATHER PROMISE, an arcane priest clad in holy armor, complete with SHIELD and HOLY MACE. He's a lithe man, quite tall, with a distorted limb length in the forearms and shins which gives him an otherworldly build.

FATHER PROMISE  
Glory be!

As he lands, we realize we've entered a BOSS ARENA. He rises, menacingly, and graces us with a smile, several teeth capped with gold. A <GLINT!> off his teeth: this is his WEAK SPOT.

He brings the mace round over his head and smashes a pew in half. A shockwave rolls out, launching furniture and debris to demonstrate he'll be using AOE attacks.

FATHER PROMISE (CONT'D)  
 All who seek absolution must bare  
 their souls and repent! Kneel  
 before the Gods of Arcana.

He raises the shield to protect his face/teeth. The shield is beautiful, depicts the holy symbol of the Arcane Church, and flares with a powerful ward: he is resistant to chrono-magic.

REVA draws her weapon. Return to GAMEPLAY.

NOTE: If player fails boss fight, they will have the option to retry from the GAMEOVER screen. The cinematic will automatically be skipped on subsequent tries.

#### TUTORIAL GAMEPLAY

EXT. SWAMP - NIGHT

A still pool of murky water. Only the song of the swamp as we hold here. But... Something else beneath the surface. Polliwogs dart away, startled. <Splash!>

REVA lurches out of the muck. She boasts the custom armor and high-end loadout of a Warden. She ducks behind a ROTTED TRUNK to catch her breath. Her earpiece, a magi-tek device, crackles-

VINTER (COMMS)  
 M'lady? Can you hear me?  
 (beat)  
 Goodness. Thought we lost you for a moment.

REVA  
 (cautious volume)  
 Indeed.

SMASH CUT:

EXT. WATERFALL - NIGHT - FLASHBACK

Reva is launched through the air by an unseen assailant. She bounces over the lip of a waterfall. She tries, and fails, to grab something, anything to stop her fall. Reva screams as she plummets to the marsh below.

SMASH CUT:

EXT. SWAMP - NIGHT - PRESENT

REVA

Not out of the woods yet, I'm afraid.

ZONE REVEAL TITLECARD: MIREMARSH

Seamless transition to-

GAMEPLAY

Player takes control of Reva, starts in cover behind the log.

INCOMING TRANSMISSION UI

VINTER (COMMS) (RADIO)

Hm. Luckily, you aren't far from your objective. But you must decide your approach.

The Swamp is overgrown with poisonous flowers and bramble. CAMERA favors a bog directly ahead, shrouded in mist.

VINTER (COMMS) (CONT'D)

Will you brave this quagmire?

Reva equips the ARCANO SHOTGUN, checks to make sure it survived the fall. She empties water out the barrel then pumps in a shell.

The HUD briefly appears on screen. We see weapon, ammo, health, armor. After a beat, the hud fades to "cinematic theme".

HINT UI: HUD settings can be changed in the Gameplay menu.

REVA

This path will put me right in the action. But if I'm spotted...

VINTER (COMMS)

Exactly. The Valinx adore humidity. But take a look at that mist.

Camera favors the MIST.

VINTER (COMMS) (CONT'D)

The mist may be how they got the jump on you. Care to take a page out of their book?

COVER INDICATOR: Swamp Mist

Reva wades through waist deep water. When she enters the mist, she automatically takes cover: only the top of her head, from her eyes up, is visible. She is HIDDEN.

VINTER (COMMS) (CONT'D)  
Taking cover in the mist will make  
it easier to get in close without  
raising the alarm.

CHARACTER DIALOG - CINEMATIC

REVA and GUS reunite after the battle with FATHER PROMISE. They shelter in the ruins of the ARCANE CHURCH. After a quick roll in the hay they hold each other on the hardwood floor, tapestries wrapped around them as bedsheets. The scene is lit by what's left of the altar candles. Outside, rain and thunder. REVA caresses GUS' cheek.

GUS  
I love you.

She kisses his forehead.

REVA  
Yes. Exactly why I can't stay.

GUS  
You only just got here—

REVA  
A mistake.  
(beat)  
If I'm to protect you, I can't be  
any where near you. Not so long as  
I carry the blade.

Her SWORD rests in the corner, a flare of a CURSE over the blade.

GUS  
I'm not afraid of that thing. If  
we're together, no one can—

REVA  
Stop it. You're no fool. If the  
Valinx aren't on their way here  
already they will be soon.

She's up, dressing off screen. GUS sits, desperate for some tactic to keep her.

GUS

I can fight. Maybe not so well as I used to. But with your help—

REVA

Gus, stop. Don't make this any harder.

GUS

You're the one who keeps running off.

REVA

Then stop coming after me!  
(beat)

It's just. I've wasted time rescuing you. Please. Return to the encampment, wait for me there. I know you love me. I do. But I have a job to finish.

She disappears into the rain.

#### ACTIVE SEQUENCE WITH NARRATIVE MOMENTS

EXT. NIGHT - ARTIST CITY

After the BUG MONSTER INTRO FIGHT:

REVA and GUNNER hurry down the street, carrying a MAN between them. MAN is covered in blood, still bleeding from a nasty wound in his thigh. All three of them are covered in the bug goop of a recent, near fatal, battle. GUNNER keeps her shotgun ready.

Doc stumbles into view, out of breath. He's just fallen off a roof and is still recovering.

REVA

Where have you been?

DOC

I... up there...

He turns to point at the rooftops, but there's no time to explain.

DOC (CONT'D)

I don't know where we are. How far to base?

REVA  
This way. Follow us.

REVA (PLAYER) must fend off (small) waves of BUG MONSTERS during the ACTIVE SEQUENCE. Doc jogs to catch up.

GUNNER  
Hoo-ee, what's that smell? You fall in a sewer, Doc?

DOC  
I think a little, yeah.

GUNNER  
Ugh. Hurry up, you degenerate. You need to keep this townie from dying.

REVA travels the streets killing the last BUG MONSTERS. Ideally, the last BUG is killed BEFORE they reach HQ.

ON FINAL KILL:

GUNNER (CONT'D)  
That should be the last of them.

When REVA enters HQ, cue cinematic:

INT. WARDEN HQ - CONTINUOUS

An old house converted into a field office. The injured MAN gets propped up on an operating table that's been set up in the kitchen. A deep wound in his leg, still bleeding.

Doc works fast, preps a side cart with the necessities. He cuts open the man's bloody pants, pours antiseptic over the wound, then sets about with the needle and wire.

REVA  
What are you doing?

DOC  
I've got to close this wound.  
Nicked a couple arteries on it's way through. We're lucky it missed the bone.

DOC stitches with expert hands. The man screams.

REVA  
No, man. Give him something at least. He's in pain.

DOC  
There isn't any.

This is the conversation Doc—a recovering addict—doesn't want to have right now. He grabs a soldering iron and clicks it to life, staying focused on the task at hand.

REVA  
What did you say?

DOC  
I dont have anything to give him.

Doc prepares to cauterize the wound, but REVA grabs his wrist. She pulls him into a "private" conference a few feet outside the cubicle, then yanks the curtain closed. Doc doesn't want to speak, but REVA stares him down.

DOC (CONT'D)  
I... I left all the dope in the  
airship.

REVA is furious but she waits for him to go on.

DOC (CONT'D)  
I needed to clean up. I knew if I,  
if we had it here. If it was in  
reach, I wouldn't be able to. I  
wouldn't stay clean...

REVA  
You're a damn fool, Doc. This man  
is in the kind of pain that just  
might kill him. That's on you.

DOC  
I got under it. Was afraid I  
wouldn't get out from it otherwise.  
I want to be clean. Wan't sure I  
could. I... I'm sorry.

REVA  
You keep this man alive. You don't  
have a choice now.

DOC  
Yes ma'am.

REVA  
Gunner, there's got to be some kind  
of doctor in this town. A midwife  
or a veterinarian or something.  
Find them, fast, and ask if they  
have any dope.

GUNNER

Right.

Gunner takes off. Doc opens the curtain back up. MAN is too pale, covered in blood, shaking.

MAN

Am I gonna die?

DOC

You better not.

Doc scoops up the soldering iron, then with a quick nod to Reva, gets back to work.

#### COZY GAME TUTORIAL

CAT will only swing by when an object has been "interactable" for 3 day/night cycles without activation. Ideally, Cat never beats the player to a discovery, or delivers a tutorial the PLAYER has already figured out on their own.

CAT

Hi, neighbor! Wow! Your garden looks amazing!

(beat)

How about that! Your Candy Flowers really took off. Don't be afraid to trim those back and replant the seeds in another location.

(beat)

Have you used the Sugar Shears?

If Player choice: Yes

CAT (CONT'D)

Excellent! You sure know your way around the garden.

If Player choice: No

PLAYER can try this while Cat explains.

CAT (CONT'D)

Oh! No problem! Go ahead and equip the Sugar Shears, then approach your Candy Flowers.

(beat)

You'll have the option to Water or Trim.

(beat)

When you're ready, choose Trim to trim back the flowers.

(MORE)

CAT (CONT'D)

(beat)

Just make sure you collect all the  
seeds that fall from the plant.  
That's how you grow a bigger  
garden.

ONLY if PLAYER doesn't trim the Candy Flowers during Cat's explanation:

CAT (CONT'D)

Want me to show you how I do it?

If Player choice: Yes

CAT (CONT'D)

Let's give it a try on one of my  
Berry Bushes.

Cat demonstrates on one of their Berry Bushes. There is a 2nd Berry Bush nearby which the player can try at the same time if they'd like to.

If Player choice: NO

CAT (CONT'D)

Okie dokie. Let me know if you need  
a hand with anything else. See ya  
around the campfire!

NOTE: Player can disable ALL Cat hints in the SETTINGS MENU if they would like to discover things on their own.