

Notes:

- The player will “collect” one of these lines with each collectible they gather.
- Game designer wants lines in an array so players always gather them in order
- Game designer requests that a section of *La Rana*'s UI be dedicated to showing players how many lines they have collected in any area
- Game designer requests that lines tonally match what is happening in the game when players encounter them.
- Players will be able to read the story if they pause the game
- Indicators in this document mark which lines are assigned to what rooms.

Story:

STARTING CHAMBER

- 0) Once upon a time, in a world where magic sleeps,
- 1) two gods ruled the jungle and its people.

LEVEL 0

- 2) Rana, the Frog, held dominion over rain and water.
- 3) Man rejoiced in his presence, for where he walked life was rich and kind.
- 4) Rana and his attendant spirits were beloved by all, and temples were built in their honor.
- 5) The most spectacular, hidden in the jungle, held the source of Rana's power, the River Heart.

LEVEL 1 ROOM 1

- 6) Rana's sister, the goddess Serpiente, was not so lucky.
- 7) Born a snake, Serpiente's power came from her coils, which parted the earth as she moved.
- 8) She wound through stone and sun and jungle to carve paths for rivers, lakes, and the sea.
- 9) But her toil went unnoticed.
- 10) Man's only affection was for Rana. They spared no thought for Serpiente or her work.
- 11) Over many lonely years, the Snake's heart grew cruel and jealous.

LEVEL 2 ROOM 1

- 12) Maddened by grief and angry that she had been forgotten, Serpiente hatched a plan.
- 13) If she could steal the River Heart, she reasoned, then mankind would love her.

- 14) She gathered her forces – the slithering creatures of the dark – to mount an attack on Rana’s temple.
- 15) One summer night, while Rana and his attendant spirits slept, Serpiente struck.

LEVEL 2 ROOM 2

- 16) Years of being worshipped without contest had left Rana and his temple vulnerable.
- 17) The attendant spirits tried their best to stop Serpiente’s forces, but it was for naught.
- 18) For the Snake had come prepared with poison distilled from wrath and loneliness.
- 19) She struck down each spirit with a single bite and poisoned the temple’s clean water.
- 20) The spirits’ bodies froze to stone, and without water, their souls went dormant too.

LEVEL 2 ROOM 3

- 21) Her gruesome work complete, Serpiente carved a final river.
- 22) She wound through Rana’s temple, leaving poison and destruction in her wake.
- 23) The River Heart glittered, helpless as a star, as she wound her coils tight around it.
- 24) But when she made to slither off into the dark, something strange happened.
- 25) Serpiente found she could not move.

LEVEL 3 ROOM 1

- 26) In all her bitterness and anger, Serpiente’s poison had seeped into her heart.
- 27) And so, like the spirits of the temple, she was turned to stone.
- 28) As time passed, the temple and its denizens faded into sleep
- 29) while outside its walls life stagnated and famine spread throughout the land.
- 30) Without the River Heart or the gift of Rana’s power, crops ceased to grow
- 31) and man wept to have been abandoned by their god of water and life.

LEVEL 3 ROOM 2

- 32) But hope was not lost.
- 33) After years of struggling against the poison, Rana managed a final act of power.
- 34) He filled his lungs with the last clean water and breathed life into one of the spirits.
- 35) The little one awoke, frightened and alone, but suddenly imbued with the power of a god.

36) And without being told, he knew what he must do.

37) To restore life to the temple, he must free the River Heart from Serpiente's clutches.