

March 14, 2019

Dear Sir or Madam,

I am a high school senior looking to pitch an idea for a video game with a strong, society-oriented message. I have been working on it as a passion project, for friends and family to enjoy, but recently found an opportunity to give it some real substance as well as open it up demographically. I only need your help to support it, as game-making is not always an easy process to tackle solo.

Currently, *The Islands* (title WIP) is a dystopian fantasy Japanese Role-Playing Game made using the RPGMakerMV software. It is in JRPG format (like *Pokémon* or the original *Final Fantasy* games) because, though I know story would fit any gameplay style, I feel like a JRPG is most accessible. You, the player, wash up on an island under strict control by a mysterious, oppressive regime and are initially given one overarching choice: will you save the people of the island, or allow them to be controlled in the name of religious and economic balance? You control a blank slate protagonist whose personality is shaped by your decisions throughout the story.

The message I intend to convey throughout the game is one involving the strength of communication. Since childhood, I've learned that communication is key when dealing with any person, sad, angry or otherwise, and is certainly a backbone of our society. Throughout the game, you will see the effects of miscommunication as the denizens of the islands struggle to understand why they are being oppressed, starved, or suddenly treated differently. I know that, through the game, many players will find the importance of keeping your intentions open and clear in real-life, lest you experience consequences greater than the sum of your lies, something that will be prevalent in the game itself as well. It is likely that your path will differ from that of other players, and the adventure will be a suspenseful and unique experience.

I hope I've piqued your curiosity and humbly ask for a donation in support of the project which I am confident will garner much public interest from all ages. I have also included a plot summary, detailed character list with temporary character art, examples of the visuals I have so far, and some screenshots of scenes from the early-game. Please feel free to contact me with any questions at [jake.indgin@newwestcharter.org](mailto:jake.indgin@newwestcharter.org).

Thank you in advance and have a wonderful time,

Jake Indgin

# PLOT SUMMARY

## Concept

*The Islands* is a dystopian story initially inspired by a game my friends and I played at lunch. We were put in a 'desert island' situation and had to use a trade-based economy to save ourselves. In *my* game, you awake on a foreign island to a rude, closed-off, and uneasy, semi-medieval society but soon learn that they have come under attack from a group of strange, striking mercenaries named Scarlet Agents. The agents intend to disrupt the people's livelihoods and enforce a dangerous form of economic control. You will guide your character through the world, encountering unique personalities, some deserving of their maltreatment, and decide their fates using the knowledge you gather as an open-minded explorer with two full-size islands at your disposal.

The game will branch into elements of fantasy and satire, but remain a dystopia through and through with many instances of player choice and its effects.

## Theme

This game is about communication and its importance in every society. It explores numerous examples of communication and lack thereof in terms of religion, economics, personal and external conflicts, and the fate of two clashing islands.

## **Logline**

You wash up on an island under strict control by a mysterious, deadly regime. Will you save the people of the island or allow them to be further cut off from the outside world in the name of balance?

## **Synopsis**

### *Ordinary World*

You wake up on an isolated, tropical island in the near future. It is inhabited by a society of testy and strange characters including farmers, shop owners, peasants, magic wielders and more. You are free to explore, fight, talk, and solve puzzles by yourself, or bring new friends along to fight by your side.

Along the way, you learn that Archmagister Neleus, a grand scholar, member of the island's monarchy, and supposed brilliant war tactician is part of an increasingly worsening problem including loss of property, resources and more to the monarchy. Eymon, the current monarch, is not only a senile, temporary replacement for the dead king but is also being subtly influenced by Neleus, who purposely organizes losses against their enemies, the Scarlet Agents.

### *Inciting Incident*

You encounter Ulric, a commander of the Scarlet Agents and formidable foe. You learn that your new friends (or enemies, should you choose this path) are in more danger than you thought, that the corruption runs deep into their economic and religious systems.

### *Progressive Complications*

You manage to beat Ulric but are dragged further into the war-like state of the island. People's livelihoods are crushed around you. Neleus meets with you and continues to reign you in, making it appear like he is striving for peace and Eymon is the one hungry for death.

A captain in Eymon's army, Jake, continues to outperform his comrades in terms of rescuing you from certain death but (seemingly) fails to save himself.

At some point, you are introduced to Transparency, a religious system created by the island's inhabitants in order to escape from the harsh reality of their circumstances. It involves belief in a (secretly very real) god named The Hidden One, who is transparent with his Transparent (his followers), visits them in their dreams and commands them, leads them. This causes multiple movements and negative encounters with the player and other people throughout the island. In reality, The Hidden One is a Baku, an invisible, Japanese dream-eating demon who supplements his victim's dreams with his own wishes. Should you choose to follow it, one Transparent's path leads to an encounter with The Hidden One where you can halt his influence in a battle to the

death. The theme of communication is prevalent here as the Transparents misunderstand the definition of transparent as ‘see-through’, not ‘clearly seen’ or ‘open to public scrutiny’.

Additionally, a secret can be discovered underneath Eymon’s castle: somebody is using all the island’s resources to construct a giant, nuclear-powered mech robot. That somebody is Neleus.

There are forests, towns, beaches, and dance clubs to be explored. All contain *something* meaningful to you or the people of the island that is being taken away. One forest contains a mutant creature resembling the Jersey Devil. It terrorizes a nearby town with its cries and you are begged to silence it.

### *Midpoint*

After the war pushes you back to the castle in the center of the island, you witness Eymon and Neleus get into a scuffle over its defense from an incoming attack. Should you choose to intervene and tell Eymon about the mech, you’ll be forced to kill him as he summons a dangerous spiritual ward to back him up. Either way, he’ll be dead by the end of the battle.

Neleus rushes you under the castle and powers up the mech. As you burst up out of the ground Neleus reveals the existence of a second island to you and that this will be your next destination. Ironically, its presence has been kept hidden thanks to the effects of Transparency. You use the mech to crush the Scarlet Agent menace and leave the island. On your way, treading east through the sea aboard the mech, Neleus also begins to tell you his motives, beginning with, “A necessary sacrifice-” but is cut off by incoming alarms.

### *Further Progressive Complications*

The second island is absurdly more advanced than the first in terms of technology. Its automated missile defense system has been tripped by the foreign mech, and you are forced to crash-land on its western beach, not unlike how you arrived on the first island.

You fight the defense system's primary engineer and kill him with great effort. Afterward, you are free to explore the new island complete with abysmal conditions, poverty, bleak landscapes contrasting those of the other island, toxic waste, no natural resources, lawless beasts, crowded streets, weapons facilities, and another dance club.

At some point, you encounter Akagarti, a charming, charitable member of the Scarlet Agents, and its second commander. She has heard about your encounter with Ulric but doesn't know what you look like, so you're free to make her acquaintance.

In a facility satirizing PETA, you will find Myrmidon, a malicious beastmaster much like a circus lion-tamer on steroids. He can smell the Jersey Devil's blood on your hands and sics his beasts on you but is killed, thus decreasing the number of creatures running wild on the island and allowing you to progress further.

You encounter a form of Transparency on the island that deals in the cut-off of communication that has occurred on both islands. Despite any convincing you attempt, people thank you for your wise words but choose to believe that The Hidden One will keep them safe instead. Funnily

enough, both societies know of the same god and have the same ideas about him, so there must have been some communication at some point, yes? But only the first island had the Baku's physical influence. All maladies, vows of silence, and mysterious resurrections on the second island are a result of fallout, over-industrialization, and oppression. Well, in libraries on both islands, you discover parts to a docu-series of books written by an English explorer who inadvertently brought Transparency to the second island from the first while writing about his discoveries.

You find a disgraced and defeated Ulric banished by the ruler of the second island to a secluded and abandoned facility on the north-east beach. He thrashes about but you put him down.

Jake returns to save you once again and redeem himself in his own eyes. You play as him as he reveals a tale of stowing away on the mech and his own, unique encounter with Akagarti.

You discover a massive gladiatorial arena, the second island's people's only past-time and one in which you are, of course, eventually forced to participate in. You fight brawlers and mages, spectating some matches as well.

### *Crisis*

During an arena fight with the king's champion, a biologically enhanced, fully-plated golden knight named Fool's Gold, Akagarti is killed by a misfired spell. Those in the stands who knew her only to be a charitable goddess lose their shit and all hell breaks loose. Neleus, who has been watching from the stands, finally reveals his deceit as he flies up and hushes the crowd with a wave of the hand and a mind control spell, something considered by both islands to be forbidden magic. Fool's Gold's mind, which was made fragile from constant experimentation, is broken and he lunges up to Neleus, grabbing him by the ankle and slamming him into the ground, then into the wall of the arena. As Fool's Gold shoulder-bashes into Neleus' already broken body, Scarlet Agents flood into the arena, killing Fool's Gold and seizing you and your associates. You awake in a cell, but the door is open. It only leads in one direction.

### *Climax*

You walk through a dark hallway and lights ignite as you pass them, eventually leading you to The Altar of The Hidden God and before the king, also named Jake. He gives you a speech about the current world state. You converse on various subjects depending on how much you've explored about the islands. Religion, economy, nuclear power, communication, choice, the Scarlet Agents and their relation to King Jake, and Eisenhower's quoting of Vishnu ("...I am become death, the destroyer of worlds.") are all possible topics of discussion. Your fight is fairly short but epic, and you do it all alone. King Jake is dead, his iron fist lifted, the Scarlet Agents have no master, and you are free to assume his position.

### *Changed World*

Ending 1: You do not assume control of the islands, you announce that The Hidden One is dead, return to the beach on the first island where you woke up, and go to sleep, hoping to wake up in your own bed this time. The credits roll over scenes of the islands. Familiar locations scroll by in montage style and you see all the good you have done be torn away as people devolve into lawlessness and anger at their illusion having been taken away from them.

Ending 2: You assume control of the islands and the title of The Hidden One. The Scarlet Agents obey you, and through them, you announce to the people that the end of oppression is near. The credits roll over scenes of the islands. Familiar locations scroll by in montage style and you see people on both islands rejoice over their new leadership. You dispel all laws, social or otherwise, regarding communication, and the islands are open to trade, medical assistance, and examination by scientists from other nations, including the author from England.

# CHARACTERS

**You/The Player's Character**, any age, makes decisions based on the your choices. These decisions form your reputation, how people treat you, and whether they communicate with you. Ultimately, you, the protagonist, decide the fate of the islands.



**Archmagister Neleus**, age unknown, is a mage of great but hidden power. His ultimate goal is to smoothly succeed King Jake, but sometimes his temper gets the better of him, resulting in... less than favorable situations. He has been an advisor to Eymon, undercover in the western island for some time now. He also developed a mask that can code and decode speech between the Scarlet Agents.



**Eymon, the Figurehead**, a senile old man who was installed into the monarch of the western island by King Jake after the assassinations of the king and queen. Eymon has no clue what is going on and doesn't remember much, but he does remember when his grandma would tell him stories of fantastic supernatural beings. Belief in those beings brought Eymon close to a storm elemental throughout his life and at its end, it did everything in its power to save him.



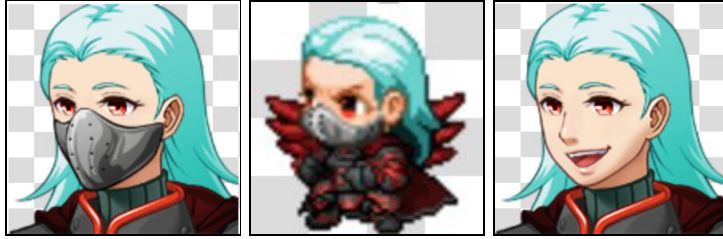
**Captain Jake** , 19, is a soldier in Eymon's shoddy little army. He is selfless, bold, an excellent fighter, and has impeccable timing. He doesn't suffer like the rest of the citizens, but he's in the thick of it, fighting. It makes sense that he'd want to do everything in his power to save the people of the islands.



**Scarlet Agent/King Jake** , mid-40s, also known as The Hidden One to the followers of Transparency on his island. He is the main antagonist of the game but is not mentioned by name until you are face-to-face. His control is strong and his knowledge absolute, but even he doesn't know civilizations besides the islands exist. The automated missile defense system he commissioned makes sure the two don't mix.



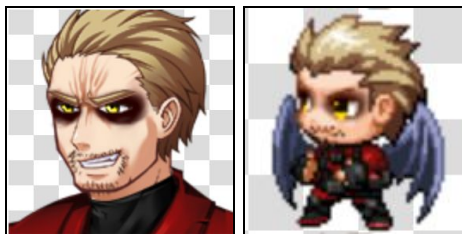
**Scarlet Agent Ulric**, late 20s, is an orphan trained in the early days of the gladiatorial arena by King Jake in his spare time. He, along with Akagarti command the Scarlet Agents, but only Ulric knows about operations on the western island. There has always been an awkward air between himself and King Jake, probably because Jake massacred his village in the name of progress.



**Scarlet Agent Akagarti**, mid-20s, was born on the western island but taken to the eastern one as a baby by King Jake during his first visit, in which he killed her parents. She is his adoptive daughter and a genuine and charitable person to the people of her new island. She wishes she could share the king's wealth with the people, but knows they would only fight over it. Secretly, a part of her knows there's more to life than the island... maybe even a regal history besides the one she was forced into.



**Fool's Gold**, appears to be in his mid 20s but is really only 2 years old, his creation was ordered by King Jake and overseen by Ulric. Bred from King Jake's DNA and a rare biological material found in the eastern island's toxic gold veins that mimics certain female hormones, Fool's Gold is known by no other name. A respiratory problem resulting from his scientifically accelerated growth forces him to wear a custom breathing apparatus contained in a gas mask at all times. A genetic powerhouse, and not unintelligent, Fool's Gold was like a son to King Jake, which is something that made Ulric extremely jealous.



**Beastmaster Myrmidon**, late 30s, a mad scientist and creature specialist on the eastern island. He is loyal to King Jake, probably by choice, and uses his creations to maintain order and block off old nuclear facilities on the islands. He was asked to be kept far away from Fool's Gold during the child's experimental phases for obvious reasons. Sometimes he wishes he could just go live on a farm somewhere, frolicking in the fields and chasing butterflies. You'll probably send him there.



**The Scarlet Agents** are the enforcers of King Jake's rule over the eastern island. Some mind-controlled, some volunteering, all are loyal to Jake and are mostly emotionless husks. They come in at least three variations: foot soldiers who use swords and basic magic, snipers who deal with high powered weaponry and other firearms, and warpers who use complex teleportation magic.

**Eymon's Soldiers**, follow Eymon around and pretend he isn't decrepit. They tend to be overbearing due to the stress of serving under him.

**Eru and Oro**, a wizard and warlock who live in neighboring towers and foil each other. They serve to exemplify the miscommunication throughout the western island.

**Lushe, the Cartographer, and the Acanologist**, denizens of the west island's castle. They help you within the limits of their respective professions.

**Alex, Ali, Andres, Carla, Dioso, Ellore, Estanislao, Foster, Gabe, Jackson, Jason, Joseph, Jude, Julia, Landgreen, Maziah, Melissa, Merrin, Michael, Miguel, Milena, Myles, Nolan, Quinn, Rachel, Rathner**, all citizens of the western island who've had their lives affected by the war.

**Wardruid Maddie**, a fighter in the gladiatorial arena. Her fireball is the one that accidentally kills Akagarti.

# **The World of the Story**

## **The Dragon District**

Includes the starting beach and its adjacent parts, the Dragon Towers where Eru and Ero live, and Dragon Village, a small town with a Bar and Inn.

## **West Island Castle**

A castle in the center of the island, nobody really takes care of the place.

## **Riverside Village**

A village (big surprise) on a riverside, next to a haunted forest, north of Merrin's house, which has a pool on its roof.

## **Underwater Mine**

A Scarlet Agent mine abandoned due to flooding, you can find some tools and resources here.

## **Feliambula**

A small city with catwalks linking many of the buildings, victims of the eastern island's thirst for resources, has a dance club.

## **The Mountains**

North of Feliambula, houses a really large, trapped tower with puzzles and a 'princess' inside. It's Maziah.

## **Strait of The Hidden God**

A small section of the river leading to a ruined burial ground with a Transparent church, you encounter Ulric for the first time here.

### **West Beach Crash**

The ruins of your mech lay strewn about a beach on the eastern island, you fight the missile defense system operator here.

### **Breach City**

A large, sad, gloomy city with a dance club and many, many impoverished people overflowing onto the streets.

### **Scarlet Facilities**

A variety of buildings housing enemies, mechanical wonders, weapons, etc.

### **Abandoned Genetics Factory**

Where Ulric is banished to in the second act and where Fool's Gold was created 2 years prior.

### **Dead Forest**

A forest linking the abandoned locations to the others on the eastern island, it has mysterious properties thanks to it being mostly toxic.

### **Nuclear Plant**

Myrmidon's place of work, he shares it with a multitude of other scientists, but has his own section so he can work on weird stuff by himself.

### **The Arena**

An arena in the bottom center of the eastern island, draws insane crowds, some people live in the stands.

### **Altar of The Hidden God**

A small facility hidden on the plateau at the center of the eastern island, King Jake lives here.

## Rules of the World

Magic exists as it does in most fantasy. There are no hard rules (Hard magic systems follow specific rules, the magic is controlled and explained to cohesively and scientifically, and can be used for building worlds that revolve around the magic system. Soft magic systems do not have clearly defined rules or limitations and are used to create a sense of wonder.) The only naturally occurring species are humans. This is based on Earth and in the near future, so magic, and the fact that one island seems to be perpetually medieval, are the only things abnormal about the setting.

