

# WRITING SAMPLE

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**GAME TITLE:** Cubis Kingdoms

**STUDIO:** iWin, Inc.

**USE:** Narrative description for an imaginary kingdom cursed By gluttony and greed. Provide story summary and descriptive synopsis for the six regions. Narrative was used to inform designers, artists and programmers, and provided the thematic foundation for in-game script used as a part of the map restoration mechanic.

## STORY INTRODUCTION

The narrative below presupposes an opening animation.

### Opening Narrative:

[Text overlay to opening animation]

We were born lucky. Our kingdom was blessed with abundance. The forest bustled with life. Fish swam in the clear water, and deer grazed on the lush green grass. From the highest peaks of Yodelin' Pass to the tumbling waves of Boundary Bay, our people were happy. We lived without a care in the world; our every need met, nothing denied. For a while, ours was a perfect world. For a very long while, indeed.

It started in Capital City. As our king walked among the adoring throngs showering him with flower petals and praise, an unseen malignancy slithered in his wake. All of the kingdom had poured into Capital City for our millennial celebration. We ate rich cakes decorated in gold and cream and wiped our grinning mouths with velvet sleeves. The market overflowed with fish from the sea, fruit from the groves, and exotic trinkets to decorate throats, necks and wrists.

As we looked on, oblivious and resplendent in celebration, a shadow fell across the royal procession. The twinkle sparkled and faded from the King's eyes. They crinkled with growing worry as he cast a furtive glance skyward. Above our heads, a shadow was spreading. Soon it blot out every shred of golden warmth with a murky gloom. A dense fog emerged from its deepest recesses turning everything it touched to darkness and dust.

We panicked and fled unable to stop the swiftly creeping doom. It poured out from the city gates. It met the bay, and turned the water to soot. It dried the rivers and ponds and waterfalls. It devoured every green stalk and delicate petal, and where it passed, our once vibrant world fell into silent, barren despair.

It's been that way ever since.

### CHAPTER 1 - Opening Dialogs & Tutorial

**PHOENIX:** An adventurer? No one travels through our world since the curse came. It has chased all the abundance and life from our kingdom.

**PHOENIX:** No. Not all.

**PHOENIX:** Hidden in this land are the elements needed to restore the kingdom. With your help, we may be able to return our home to its former richness. I have just enough power left to start you on your way.

(Unlock Level 1. Player plays Level 1. Return to Map.)

**PHOENIX:** You've done it. You've freed a tiny bit of bounty and water. It's enough I can sense our world whispering of life once more. Keep going, and, together, we may be able to call back the creatures of the forest.

(Player plays Level 2. Return to Map.)

**PHOENIX:** Yes! That's just what we needed. There's not much, but you've reclaimed enough elements to restore a small part of the kingdom. Where shall we start?

(Player picks area. Restores area.)

**PHOENIX:** Amazing! It's even more beautiful than I remember.

**PHOENIX:** Look! A totem! Could it be? That's an ancient marker used by druids to call back spirits to the kingdom. Let's see what happens if you use a touch of elixir on it.

(Player uses Life Elixir. Critter is restored.)

**PHOENIX:** Would you look at that? It worked. Life finds a way, does it not? You've given this old bird hope. Don't stop now. Keep collecting elements. There's much to be done.

(Player unlocks lightening cubes)

**PHOENIX:** Magic begets magic. Look! The elements are growing in power. These lightening cubes will clear all like elements when matched.

(Player unlocks Phoenix Egg)

**PHOENIX:** As the elements are freed, my energy grows stronger. A gift for you: the power of the phoenix egg. It will clear all obstacles in your path. Use it wisely.

## CHAPTER 1 - (SAMPLE) Character dialogs

### WOODSMAN:

(Upon Restore): Man, it's good to shake the dust off these old bones.

(Upon Click): It's good to see the old homestead again.

### HEALER:

(Upon Restore): My great, great, great grandmother walked these woods.

(Upon Click): A stroll through forest is a balm for the soul.

### DRUID PRIESTESS:

(Upon Restore): Darkness shall never triumph over the light.

(Upon Click): The old spirits still remember this sacred place.

### DRUID PRIEST:

(Upon Restore): Thank you, kind adventurer. Take heart. Not all curses are the work of evil. Something in the wind tells me the source of our plight is more simple and familiar. And yet, keep your eyes open. There are still enemies close by.

(Upon Click): Don't give up. You may chase one gargoyle away, but other enemies are close at hand.

## FINAL SCRIPT EXCERPTS

Tag	StringID	Story Text	Context
tutorial	map_intro_txt	Finally, a hero has arrived!  Our land has fallen under a mysterious curse. Almost all the elements of life have been trapped by this darkness.  You must free the elements to restore the land.	Message after Intro Cutscene, the Phoenix is talking to the player to give background on what happened.

Tag	StringID	Story Text	Context
tutorial	map_start_level_tutorial_txt	<p>This curse has taken much of my power, but I can help you along your way.</p> <p>Let me use what magic I have to unlock your first challenge.</p>	Message after Intro Cutscene, the Phoenix unlocks the first level of the game.
tutorial	firing_tutorial_txt	Make matches of three or more to collect the elements.	Tutorial message telling the player what to do to gather elements
tutorial	firing_tutorial_02_txt	Drag the Cube to the Arrow, and click to launch.	Tutorial message telling the player how to fire a cube

Tag	StringID	Story Text	Context
boss dialog	boss1_level_explanation_txt	<p>Your little birdy can't help you here! Make matches, if you can.</p> <p>I bet I can steal the elements and block your moves before you collect them all.</p>	Fat Gargoyle talking to the player to explain how the boss level works. This gargoyle can turn element cubes into stone cubes.
boss dialog	boss1_defeat_message_txt	<p>How is this possible? Gawh! The light! It's hurting my eyes.</p> <p>I'll return to the shadows, but you better not try to follow me!</p>	Fat Gargoyle's message after being defeated
boss dialog	boss2_message_txt	<p>Yes. My brother has told me all about you. He's not nearly as smart as I am. Those elements are ours!</p> <p>Here kitty, kitty. Come and play.</p>	Thin Gargoyle (Fat Gargoyle's brother) talking to the player. This other Gargoyle can turn element cubes into stone cats.
boss dialog	boss2_defeat_message_txt	That...that's just unfair! Don't get too comfortable. I'll be back.	Thin Gargoyle's message after being defeated

Tag	StringID	Story Text	Context
restoration ui	chapter_1_area_1_description_txt	All life flees before this cursed darkness. A little magic and the forest blossoms from roots to branches.	Description refers to a forest area with lots of trees
restoration ui	chapter_1_area_2_description_txt	If you listen closely, you may hear the soft shushing of water lapping on mossy shores.	Description refers to an area with a river and a pond that has trees surrounding it
restoration ui	chapter_1_area_3_description_txt	A sound filters through the forest like a lullaby babbling merrily and calling all to come have a sip.	Description refers to a forest area with trees and flowers
restoration ui	chapter_1_area_4_description_txt	This well-protected meadow and rich earth could be a wonderful place to settle down.	Description refers to an area that can be cultivated by a human
restoration ui	chapter_1_area_5_description_txt	A secret nook in a pleasant land for huntsman, woodsman, or any forest friend.	Description refers to an area that is a good spot for building a camp house
restoration ui	chapter_1_area_6_description_txt	A cool oasis snuggled into a shady grove to the delight of all who discover it.	Description refers to an area with a bunch of trees clumped together that provides shade
restoration ui	chapter_1_area_7_description_txt	In an ancient forest hides an ancient marsh where dragonflies and pixies play the livelong day.	Description refers to a marsh found deep in the forest
restoration ui	chapter_1_area_8_description_txt	There are memories of childhood spent lingering in cool depths, diving down or happily bobbing at the surface.	Description refers to a lake found deep in the forest
restoration ui	chapter_1_area_9_description_txt	Hay is for horses and cattle and oxen and all sorts of other critters, too.	Description refers to an open spot that has enough room to field a barn
restoration ui	chapter_1_area_10_description_txt	As the forest is reborn more magic is revealed and made ready to battle this lingering curse.	Description refers to a mystical area in the forest
restoration ui	chapter_1_area_11_description_txt	Human hands shaped this land long before you, or even I, were born.	Description refers to an area in the forest that have been cultivated

Tag	StringID	Story Text	Context
restoration ui	chapter_1_area_12_description_txt	More than one traveller has paused to share a curious tale over a cool pint or a hot bowl of stew.	Description refers to an area cultivated by humans and where a Tavern was built
restoration ui	chapter_1_area_13_description_txt	These paths lead one to another connecting the people of old to the mysteries of earth and sky.	Description refers to an area of the forest where a shrine was built
restoration ui	chapter_1_area_14_description_txt	Not all who toil suffer. Those who cultivate this fertile forest land live very well, indeed.	Description refers to a part of the land that tilled by a farmer
restoration ui	chapter_1_area_15_description_txt	If you breathe deeply, you may smell woodsmoke lingering in the air.	Description refers to a house built inside the forest
restoration ui	chapter_1_area_16_description_txt	A lovely place to rest and chew your cud, if you're into that sort of thing.	Description refers to a barn
restoration ui	chapter_1_area_17_description_txt	I never learned to swim, myself, but that's never kept me from fishing.	Description refers to bridges and a port built by humans on the lake
restoration ui	chapter_1_area_18_description_txt	Perhaps a priestess or a goddess or a wood nymph has wandered this way?	Description refers to a magical or mystical tree which people visit
restoration ui	chapter_1_area_19_description_txt	No natural formation, this. Though it's been like this for so long the forest has reclaimed it.	Description refers to a rock formation
restoration ui	chapter_1_area_20_description_txt	Laughter lingers in the air long into the night.	Description refers to a tavern
restoration ui	chapter_1_area_21_description_txt	We mark the passage of seasons and celebrate all: birth and death, waking and slumber.	Description refers to a stone henge
restoration ui	chapter_1_area_22_description_txt	Old magic lingers here whispering of secret powers long forgotten.	Description refers to a forest shrine

Tag	StringID	Story Text	Context
restoration ui	chapter_2_area_6_description_txt	He stands alone, a watcher of time, long before the kingdom was a twinkle in the first king's eye.	Description refers to an area where the Sacred tree is
restoration ui	chapter_2_area_7_description_txt	This would be a wonderful place to dangle your legs above the water and dream the day away.	Description refers to an area where a bridge was built near a pond
restoration ui	chapter_2_area_8_description_txt	In times of celebration, this field becomes a joyous festival.	Description refers to an area where colorful tents are propped up
restoration ui	chapter_2_area_9_description_txt	People prefer to nest where forest meets foothills.	Description refers to an area with houses that are like Hobbit houses
restoration ui	chapter_2_area_10_description_txt	Come one, come all, to the greatest market in all the kingdom.	Description refers to an area where a market is
restoration ui	chapter_2_area_11_description_txt	Our village green may not be so green if winter whisks down from the mountains.	Description refers to the boundary between the foresty land and the icy mountains
restoration ui	chapter_2_area_12_description_txt	Round and round and round we go!	Description refers to a maypole
restoration ui	chapter_2_area_13_description_txt	Fairies love to play where festive folk light the way.	Description refers to stone lanterns where fairies go
restoration ui	chapter_2_area_14_description_txt	Even the trees and field put on their festive best to celebrate the retreating curse.	Description refers to the Sacred tree
restoration ui	chapter_2_area_15_description_txt	Huzzah! Hurrah! The Kingdom is returning. A celebration is in order.	Description refers to a druid temple
restoration ui	chapter_2_area_16_description_txt	Come out with family, friends, and pets. Rest your feet, then rest your heads.	Description refers to a bonfire
restoration ui	chapter_2_area_17_description_txt	Place the banners high and low so all shall see the festival.	Description refers to flag poles with banners, lantern posts, and banners



Tag	StringID	Story Text	Context
restoration ui	chapter_2_area_18_description_txt	Curiosities, rarities, wonders and worries are all found in the tall branches of the trading post.	Description refers to a tree that's been converted to a trading post
restoration ui	chapter_2_area_19_description_txt	The soothing splish and splash provides brief respite for any who dare to brave <b>Yodelin' Pass</b> .	Description refers to a fountain in a village  DO NOT TRANSLATE YODELIN' PASS.
restoration ui	chapter_3_area_1_description_txt	Unpredictability is the way of life in the shadow of the mountains.	Description refers to an area at the foot of the mountains
restoration ui	chapter_3_area_2_description_txt	Higher and higher we climb, but there are always some who can climb higher.	Description refers to rocky hills
restoration ui	chapter_3_area_3_description_txt	A place not fit for man nor beast so why do I hear grumbling?	Description refers to an area where a mountain cave is
restoration ui	chapter_3_area_4_description_txt	Only the very brave or the very foolhardy do their shopping on the edge of a cliff.	Description refers to a cliff that once had a trading post
restoration ui	chapter_3_area_5_description_txt	Ice and snow and whipping winds, not even a river wants to flow in such conditions.	Description refers to an area where a frozen river is
restoration ui	chapter_3_area_6_description_txt	Everyone knows <b>Solitude</b> is the highest peak in <b>Yodelin' Pass</b> or, wait, is it the other one?	Description refers to an area where the village of Solitude has been established  DO NOT TRANSLATE SOLITUDE OR YODELIN' PASS.
restoration ui	chapter_3_area_7_description_txt	<b>Seclusion</b> is the sister peak of <b>Solitude</b> . Sometimes in harmony, other times at odds.	Description refers to an area where the Village of Seclusion has been established  DO NOT TRANSLATE SECLUSION OR SOLITUDE.

Tag	StringID	Story Text	Context
restoration ui	chapter_3_area_8_description_txt	Here be dragons and madmen, but then the latter requires the former.	Description refers to a part of the mountain where a dragon once resided
restoration ui	chapter_3_area_9_description_txt	The bridge to the <b>Ivytown Brainery</b> is the most fearsome of all rites of passage.	Description refers to an area connecting the mountains to the Ivytown Brainery via a long wooden bridge  DO NOT TRANSLATE IVYTOWN BRAINERY
restoration ui	chapter_3_area_10_description_txt	A rocky outcropping is often a great place to take in the view.	Description refers to a rocky part of a mountain where a waterfall can be found
restoration ui	chapter_3_area_11_description_txt	Something tells me I should find another place to sleep for the night.	Description refers to a cave where a bear sleeps
restoration ui	chapter_3_area_12_description_txt	<b>Daring George's Gorge Delivery</b> . Daring is one word. Another is nuts.	Description refers to a blimp called Daring George's Gorge Delivery  DO NOT TRANSLATE DARING GEORGE'S GORGE DELIVERY
restoration ui	chapter_3_area_13_description_txt	The sign reads: <b>Intrepid Industries</b> - Supplies for the Unusually Undaunted.	Description refers to a trading post on the cliff called Intrepid Industries  DO NOT TRANSLATE INTREPID INDUSTRIES
restoration ui	chapter_3_area_14_description_txt	The lower reach of <b>Solitude</b> is a slightly crowded place.	Description refers to the start of the village of Solitude  DO NOT TRANSLATE SOLITUDE
restoration ui	chapter_3_area_15_description_txt	The people who live at these heights are surely a little ditzy...er...I mean, dizzy.	Description refers to houses with decorations at the Village of Solitude

Tag	StringID	Story Text	Context
restoration ui	chapter_3_area_16_description_txt	The shouted discourse between <b>Seclusion</b> and <b>Solitude</b> echo through the canyons.	Description refers to the Village of Seclusion  DO NOT TRANSLATE SECLUSION OR SOLITUDE
restoration ui	chapter_3_area_17_description_txt	At the height of <b>Solitude</b> , one can keep an eye out for tumbling travellers.	Description refers to houses with decorations at the Village of Seclusion  DO NOT TRANSLATE SOLITUDE
restoration ui	chapter_3_area_18_description_txt	Smouldering, smoking, snoring. Dragons prefer to sleep in the fresh air.	Description refers to the closed gate where a dragon is kept
restoration ui	chapter_3_area_19_description_txt	Daring <b>George</b> doesn't like to play it safe. Even his house dangles over the gorge.	Description refers to the headquarters of Daring George's Delivery service  DO NOT TRANSLATE GEORGE
restoration ui	chapter_3_area_20_description_txt	The founders of <b>Ivytown Brainery</b> carved their likenesses into the gate as reminders they were here first.	Description refers to the stone statues that guard the entrance of the Ivytown Brainery  DO NOT TRANSLATE IVYTOWN BRAINERY
restoration ui	chapter_4_area_1_description_txt	The professors of <b>Ivytown</b> consider themselves masters of heaven and earth.	Description refers to a lake just outside the campus walls of the Ivytown Brainery  DO NOT TRANSLATE IVYTOWN.
restoration ui	chapter_4_area_2_description_txt	Only the brainiest of brains and most scholarly of scholars may walk these hallowed halls.	Description refers to the campus walls of the Ivytown Brainery
restoration ui	chapter_4_area_3_description_txt	The best architects are often inspired by what is found in nature. Upon these pinnacles we have found the height of inspiration.	Description refers to stone formations found in the campus of the Brainery

Tag	StringID	Story Text	Context
restoration ui	chapter_4_area_4_description_txt	The horticultural students at <b>Ivytown</b> are so swift and sure with their scissors visitors often believe they're on the royal grounds.	Description refers to a well-maintained garden in the campus  DO NOT TRANSLATE IVYTOWN
restoration ui	chapter_4_area_5_description_txt	An oasis sloping gently toward the sea. If you need me, that's where I'll be.	Description refers to an area where the other campus buildings are located
restoration ui	chapter_4_area_6_description_txt	This is a great vantage point to watch ships navigate the unpredictable waters of <b>Boundary Bay</b> .	Description refers to an area where the waters of Boundary Bay meet the lands of the Ivytown Brainery  DO NOT TRANSLATE BOUNDARY BAY
restoration ui	chapter_4_area_7_description_txt	The isolation of <b>Ivytown</b> allows us to keep a lot of secrets. Yetis? Dragons? Mammoths? Indeed we keep those, too. Oh! I shouldn't have told you that.	Description refers to an area where a Mammoth pen is located  DO NOT TRANSLATE IVYTOWN
restoration ui	chapter_4_area_8_description_txt	<b>Ivytown</b> terminates in the gentle waters of <b>Cultured Cove</b> where only the most refined shall find safe harbor.	Description refers to an area where Cultured Cove is  DO NOT TRANSLATE IVYTOWN OR CULTURED COVE
restoration ui	chapter_4_area_9_description_txt	Upon the cliffs of <b>Cultured Cove</b> , many seek brief respite from the high demands of academia.	Description refers to a cliff along Cultured Cove where people have taken refuge  DO NOT TRANSLATE CULTURED COVE
restoration ui	chapter_4_area_10_description_txt	All manner of mysterious and bizarre life dwell in this alpine lake.	Description refers to a hut found just outside the lake
restoration ui	chapter_4_area_11_description_txt	The <b>Ivytown Brainery</b> has the wisest owls around.	Description refers to the main building of the campus  DO NOT TRANSLATE IVYTOWN BRAINERY

Tag	StringID	Story Text	Context
restoration ui	chapter_4_area_12_description_txt	The <b>Ivory Towers</b> continued to grow until their heights surpassed the twin peaks of <b>Yodelin' Pass</b> . I say they have an inferiority complex.	Description refers to the Ivory Towers of the campus  DO NOT TRANSLATE IVORY TOWERS OR YODELIN' PASS.
restoration ui	chapter_4_area_13_description_txt	Lest our scholars grow too weary for study, an elevator has been installed for easy travel to and from the <b>Ivory Towers</b> .	Description refers to an area where an elevator is located to help scholars move to the Towers  DO NOT TRANSLATE IVORY TOWERS
restoration ui	chapter_4_area_14_description_txt	The great, glassed, greenhouse of the Horticultural School of Pecuniary Prunery glows bright with the light of curiosity.	Description refers to a greenhouse used by the School of Pecuniary Prunery
restoration ui	chapter_4_area_15_description_txt	The Horticultural School takes great pride in keeping the grounds of <b>Ivytown</b> in tip-top shape.	Description refers to a structure where the people who maintain the grounds of the campus stay  DO NOT TRANSLATE IVYTOWN
restoration ui	chapter_4_area_16_description_txt	At the edge of a cliff is perched <b>Ivytown's</b> College of Aquatic Biology and Maritime Industry.	Description refers to a boat-like structure called the College of Aquatic Biology and Maritime Industry  DO NOT TRANSLATE IVYTOWN
restoration ui	chapter_4_area_17_description_txt	Our misanthropic Dean built himself a hideaway as far from campus as he could get. When that wasn't far enough, he went a little farther yet.	Description refers to a tree house that the Dean of the campus uses to hide
restoration ui	chapter_5_area_1_description_txt	The pompous professors of <b>Ivytown</b> rarely venture past the safe waters of <b>Cultured Cove</b> .	Description refers to an island at the end of Cultured Cove  DO NOT TRANSLATE IVYTOWN OR CULTURED COVE

Tag	StringID	Story Text	Context
restoration ui	chapter_5_area_2_description_txt	The last signs of civilized life. Beyond this safe harbor lie the wild waters of <b>Boundary Bay</b> .	Description refers to an island at Boundary Bay  DO NOT TRANSLATE BOUNDARY BAY.
restoration ui	chapter_5_area_3_description_txt	Any little rock will do if it's sure to provide a beach front view.	Description refers to an island at Boundary Bay with a beach
restoration ui	chapter_5_area_4_description_txt	Once upon a time, Prince <b>Christopher</b> III, Earl of <b>Tidewater</b> , and brother of the King, built his dream home upon an ill-fated island.	Description refers to an island where the dream home of the royal family was built  DO NOT TRANSLATE CHRISTOPHER OR TIDEWATER
restoration ui	chapter_5_area_5_description_txt	This lonely island can appear far from everywhere if you're facing the wrong way.	Description refers to a small patch of land that's surrounded by water
restoration ui	chapter_5_area_6_description_txt	Stinky <b>Pete</b> rarely leaves his reeking rock now that he's been kicked out of every watering hole from here to <b>Tidewater</b> .	Description refers to an island where Stinky Pete resides  DO NOT TRANSLATE PETE OR TIDEWATER.
restoration ui	chapter_5_area_7_description_txt	Welcome to <b>Scallywag Shoals</b> . Home to the highest concentration of lowdown, dirty, no-good, ne'er-do-wells in the entire kingdom.	Description refers to an area where an inn called Scallywag Shoals resides  DO NOT TRANSLATE SCALLYWAG SHOALS
restoration ui	chapter_5_area_8_description_txt	<b>Shipwreck Island</b> serves as fair warning to all who venture from the safety of <b>Tidewater</b> Harbor.	Description refers to an island that's famous for housing shipwrecks  DO NOT TRANSLATE SHIPWRECK ISLAND OR TIDEWATER

Tag	StringID	Story Text	Context
restoration ui	chapter_5_area_9_description_txt	The tallship, <b>Jacqueline Bless</b> , is the pride and joy of the mariner fleet.	Description refers to a part of the sea where the huge ship called Jacqueline Bless sails  DO NOT TRANSLATE JACQUELINE BLESS
restoration ui	chapter_5_area_10_description_txt	The bustling harbor of <b>Tidewater</b> marks the beginning of the end of our journey.	Description refers to an area where ships dock  DO NOT TRANSLATE TIDEWATER
restoration ui	chapter_5_area_11_description_txt	The gentle breezes of <b>Cultured Cove</b> keeps things spinning smoothly.	Description refers to windmill  DO NOT TRANSLATE CULTURED COVE
restoration ui	chapter_5_area_12_description_txt	What a wonderful place to be a shut-in. Almost no one bothers us, except, of course, our neighbors across the way.	Description refers to houses in an island that has another island neighboring it
restoration ui	chapter_5_area_13_description_txt	As long as we face <b>Cultured Cove</b> we can pretend none of the riffraff of <b>Boundary Bay</b> exists at all.	Description refers to houses facing Cultured Cove  DO NOT TRANSLATE CULTURED COVE OR BOUNDARY BAY
restoration ui	chapter_5_area_14_description_txt	Attempting to row from <b>Tidewater</b> to <b>Cultured Cove</b> , a lonely adventurer was washed ashore. He soon lost heart, so here he sits forever more.	Description refers to a hut made by a stranded seafarer  DO NOT TRANSLATE TIDEWATER OR CULTURED COVE
restoration ui	chapter_5_area_15_description_txt	This ever-expanding eyesore is the pride and joy of Stinky <b>Pete</b> .	Description refers to the dumpyard of Stinky Pete  DO NOT TRANSLATE PETE
restoration ui	chapter_5_area_16_description_txt	The <b>Sinkhole Tavern</b> . Where pirates come to enjoy a bowl of <b>Felix's</b> , slightly fetid, fish stew and catch up on the latest gossip.	Description refers to the Sinkhole Tavern DO NOT TRANSLATE SINKHOLE TAVERN OR FELIX

Tag	StringID	Story Text	Context
restoration ui	chapter_5_area_17_description_txt	Fare thee well, brave sailor, and on your journey home, I shall light the way.	Description refers to a lighthouse
restoration ui	chapter_5_area_18_description_txt	Every ship feels safe moored in the gentle waves of Tidewater Harbor.	Description refers to buildings found on a ship dock DO NOT TRANSLATE TIDEWATER
restoration ui	chapter_6_area_1_description_txt	Welcome to Capital City. Where life is beautiful all the time. At least, it used to be.	Description refers to the slums of Capital City DO NOT TRANSLATE CAPITAL CITY
restoration ui	chapter_6_area_2_description_txt	It's not that we don't love our riffraff, but we do prefer they live in Tidewater.	Description refers to the slums of Capital City DO NOT TRANSLATE TIDEWATER
restoration ui	chapter_6_area_3_description_txt	Across the great canal, the grand city finds its footing.	Description refers to the grand part of Capital City
restoration ui	chapter_6_area_4_description_txt	These dignified parcels would make a dignified place for a dignified dignitary to build something, you know, nice.	Description refers to an area of Capital City where a dignitary stays
restoration ui	chapter_6_area_5_description_txt	Centuries ago, this marked the original gateway to Capital City.	Description refers to an area that was the original gateway to Capital City DO NOT TRANSLATE CAPITAL CITY
restoration ui	chapter_6_area_6_description_txt	Beyond these market stalls and bustling streets lies the heart of the kingdom.	Description refers to a part of Capital City with market stalls
restoration ui	chapter_6_area_7_description_txt	Every town needs a town square, don't you agree?	Description refers to the town square of Capital City
restoration ui	chapter_6_area_8_description_txt	In the shadow of the cathedral, the most humble are still welcome to lay their heads.	Description refers to a part of Capital City where the cathedral resides



Tag	StringID	Story Text	Context
restoration ui	chapter_6_area_9_description_txt	Oh, how wonderful it will be once our kingdom is fully restored to its former glory.	Description refers to the castle and its walls
restoration ui	chapter_6_area_10_description_txt	The great Earl of <b>Eversure</b> built his majestic estate where he could keep an eye on the comings and goings of Tidewater.	Description refers to the estate of the Earl of Eversure  DO NOT TRANSLATE EVERSURE
restoration ui	chapter_6_area_11_description_txt	The time is nigh when the great clock tower will awaken once more to chime the hour.	Description refers to the clock tower found in Capital City
restoration ui	chapter_6_area_12_description_txt	Ho! Who goes there? The conquering hero? Of course you may pass!	Description refers to the building that acts like the gateway to Capital City
restoration ui	chapter_6_area_13_description_txt	As the sun climbs high and the curse is lifted, come dip your toes and sooth your spirits.	Description refers to the fountain in the town square of Capital City
restoration ui	chapter_6_area_14_description_txt	The cathedral bells are poised to ring, and call to all, and herald the King.	Description refers to the Cathedral found in Capital City
restoration ui	chapter_6_area_15_description_txt	The crowning glory of the kingdom shall be restored, and on that day, we will all know the warmth of home.	Description refers to the Castle