

WRITING SAMPLE

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GAME TITLE:	Hodgepodge Hollow - A Potions Primer
STUDIO:	Jolly Bear Games, Inc.
USE:	Original narrative design document establishing narrative tone, themes, locations, and all story elements in support of the underlying HOPA game mechanic.

Potions Primer – Walk-Through (EXCERPT)

Narrative Premise:

Wizards and witches don't know the half of it. Potions is an impossible art; given to all sorts of capricious results.

You're in your laboratory, innocently enjoying the spring wind breezing through a window when a gust blows through a cobweb tearing free a wisp in its current. The tiny threads cavort through the air heading capriciously toward your caldron where a delicate concoction of snail slime and hog warts bubble on a slow simmer. The spider web floats down and down and down invisible until it inevitably alights on the brew's slimy surface.

The resulting explosion sends chunks of cast iron blasting through furniture, windows and walls. To think some people want to teach this craft to children...

Hodgepodge Hollow is a land both familiar and fantastic where the fine alchemy of potion making can be mastered by anyone with the curiosity and tenacity required for such pursuits.

Our homebody hero, Snug, doesn't realize he's setting himself on adventure when Forge & Flourish's® Beginner's Guide to Potions first arrives. What's the point of making potions if you're not going to use them? The devil on Snug's shoulder is a pesky gnome who pops up in the most unexpected places, and always at the right instance to stir up trouble.

Index of Scenes:

- Snug's Retreat (Laboratory)
- Snug's Retreat (Exterior)
- Snug's Retreat - Gardens
- The Befuddled Inn
- The Befuddled Inn – Toad Tables
- Gullible's Hovel
- Addlebrain's Aviary
- Hirsute Spellman
- Secret Cenote – Lagoon
- Secret Cenote - Nereids
- Murmur Gardens
- Quarter Master of Arms
- Restless Merchant
- Wayward Sanctuary
- Ticklish Grove
- The Boundless Dark (Dark)
- The Boundless Dark (Light)
- Nebulous Forest
- Canine Confederacy - The Lesser
- Canine Confederacy - Wolf Den
- Heedless the Healer
- Big Man Bumble
- Persnickety's Hideaway
- Folly's Repair
- Divine Intervention
- Bramble the Gatekeeper
- Mischief - The Dragon Dragoon
- Back of Beyond
- Flicker Hive

Opening Sequence:

The game opens in our Hero's empty, dusty **laboratory** (that would be our player's point of view). There is a sturdy, careworn table springing forth from the camera. In the distance, along the wall, are empty shelves, just waiting some secret purpose.

On the table is an open, empty, recipe box. The first card is out on the table. It is wrapped in a bit of parchment revealing the core objective of our game:

*"We at Forge & Flourish® welcome you to the wonderful world of potions! Unfortunately, this isn't exactly science, and very little is known about potion creation. Please accept this lovely box, a **Tattle Map**, and an ingredient card (left to me by my dear Aunt Agnes)."*



Story Presentation:

There is a proper infestation of gnomes in Snug's world. They act as our tutorial and our hints. The plot progresses through dialogs (observations, directions, hints, and obfuscations) spoken by the **gnomes** present in each scene.

When clicked, the **gnomes** will provide hints tailored to that particular scene.

GNOME: *"Not very useful at first glance, huh? Don't dismiss it outright. Let's see if we can find those flowers."*

CHAPTER 1 – Forget-Me-Not:

ENTER - Exterior Snug's Retreat

Task:

Collect 20 Forget-Me-Nots.

ENTER - Potions Laboratory

There is a vase of quietly weeping flowers on the window sill. The card maximizes on screen with a new message:



Task:

Find vial. Collect tears.

- Player collects vial from shelf;
- With vial active click on Flowers.

- Tear animates and fills vial.
- Flower and vial minimize.
- Potion created.

*“Congratulations! You’ve collected your first potion: **Vial of Tears**.”*

- Vial is added to inventory.

ENTER - Tattle Map

The map is blank. Sketch (charcoal sketch) of hero’s home and neighboring inn fade in at the center. Inn begins to glow, then is flush with life (the windows seem to shimmer from within as though the hearth fires are burning). These words appear on the bottom of the map:

“What are you waiting for? Let’s go.”

ENTER - The Befuddled Inn

GNOME: *“This is a rough crowd. We’ll need to use the whole vial, but how to get them all to drink it?”*

Puzzle

- Select **vial of tears** from inventory
- Click on Pitcher.
- Pitcher is added to inventory. Potions inventory minimizes.
- With pitcher selected click all (8) mugs to fill.
- When last mug is filled, pitcher vanishes from inventory.
- Patrons turn to look at camera, obviously confused.

GNOME: *“Mischief and magic are afoot! There are 20 armadillidiidae in this room.”*

Each patron who is clicked (the bugs are hidden in pockets or crawling up sleeves) responds with an angry “Hey!!” which quickly turns to a confused “What? Huh?”

GNOME: *“Time’s awasting!”*

ENTER - Snug’s Retreat

Return to **laboratory** table. Map is on table, with Armadillidiidae scattered around. All but four wander off.

GNOME: *“Hmmm – the ones left are good ones. Now we need to find a way to enchant them. They get bored so easily. Look around for something that might be useful.”*

TASK:

Hidden Object game; collect 12 everyday objects. Some will be hidden under the sink, or in drawers, so the player will need to find hot spots.

ENTER - Tattle Map

GNOME: *"These will do."*

Funnel, straight copper pipe, u-bend copper pipe placed on map.

GNOME: *"There appears to be a shadow on the map. Find the piece that fits, and assemble the rest accordingly."*

TASK:

Minigame: Pieces must be placed in order: u-bend, straight, funnel.

GNOME: *"You'll need your wits about you if you're going to find any potions worth having. Our little friends are of the mind to help. Dump them in the funnel, and let's see what's what."*

TASK:

Tap dish and tap funnel. Armadillidiidae will pour into the funnel. They will curl into balls, roll 'round n' 'round, then down the funnel.

Armadillidiidae exit in a ball. One rolls to Gullible Hovel – our next destination – the rest return to their dish.

GNOME: *"That hermit's got to be hiding secrets. Why else would he be so secretive?"*

CHAPTER 2: Shrink Shrank Shrunk

A disheveled office. Desk and shelves are overflowing with content. We stand right at the edge of the desk. Gullible holds his head in his hands.

He has an empty coffee mug on a stack of books.

The fire has gone out in his hearth, and the kettle is cold.

Candles have blown out around the room. All, except one.

TASK:

Solve adventure puzzle.

- Click to collect the lit candle.
- Click fireplace.
- Fire lights. Candle returns to inventory.
- Add *Vial of Tears* potion to coffee cup.
- Collect coffee can.
- Add coffee to coffee cup.
- Collect ladle.

- Use ladle to collect water from barrel.
- Pour water from ladle into kettle over the fire.
- Water will steam.
- Click kettle.
- Click coffee cup. Cup will steam.
- Click candle.
- Light candles on hearth.
- Room will brighten.
- Candle will return to original spot.
- Gullible will see steaming cup and pick it up.
- Click to collect the book the cup was sitting on.
- Give book to Gullible.

Gullible: *"My goodness! I've always wanted this! Here, take this old postcard. It's small payment, but it's the best I can do on such short notice."*

Shrink Shrank Shrunk potion will maximize on screen.

Shrink Shrank Shrunk

Ingredients: Caterpillar fur (Gullible)
Bee's Knees (Murmur)
Chickweed (Addlebrain)

Atomizer (Snug – already on shelf)
Thimble (Befuddle)
Eye dropper (Befuddle)

Recipe Shave off one caterpillar's fur, half a dozen bee's knees and 13 chickweed feathers and stuff into your thimble.

With Eye dropper, collect water from kettle.

Add water to Thimble. Potion should steam, and produce golden smoke.

Add to Atomizer. Don't spray unless you're ready.

Effects last several minutes, and for goodness sake, put the cat out before use.

Click will minimize potions card.

GNOME: *"We can grab a bounty of that first ingredient right where we stand. I'm sure Gullible won't mind if we straighten up a bit."*

TASK:

COLLECT 20 CATERPILLARS.

Upon completion:

GNOME: *"It looks like we're missing a few ingredients. Let's see if these roly-polies can point us in the right direction."*

ENTER - Tattle Map

Tap dish, pour Armadillidiidae into funnel. They will reveal three destinations:

- Befuddled Inn
- Murmur Gardens
- Addlebrain's Aviary

FLOW:

The visit order for locations is up to the player. After each item on the **ingredient list** is collected, the player will return to map, the collected item will remain in the MAP inventory, and a check mark will appear next to the ingredient on the potions card.

BEFUDDLED INN:

Hidden Object gameplay

MURMUR GARDENS:

Find 20 Bumble Bees

ADDLEBRAIN'S AVIARY:

Find 20 Chickweeds

Once last item is collected, inventory items will sparkle, map will fade.

ENTER - Potions Laboratory

The new inventory items will appear in their proper place on the **laboratory shelves**.

The active potion's recipe card will remain legible on the podium/workbench.

TASK:

Follow the recipe.

Shrink Shrank Shrunk

Ingredients:	Caterpillar fur (Gullible)
	Bee's Knees (Murmur)
	Chickweed (Addlebrain)
	Atomizer (Snug – already on shelf)
	Thimble (Befuddle)
Recipe	Eye dropper (Befuddle)
	Shave off one caterpillar's fur, half a dozen bee's knees and 13 chickweed feathers and stuff into your thimble.
	With Eye dropper, collect water from kettle.
	Add water to Thimble. Potion should steam, and produce golden smoke.
	Add to Atomizer. Don't spray unless you're ready.
	Effects last several minutes, and for goodness sake, put the cat out before use.

Ingredients must be assembled in this order:

- Click the thimble.
- Thimble will appear on the table.
- Click: spiders web, bee's knees, chickweed one at a time.
- Each item will appear in thimble upon click.
- Collect the eyedropper
- Click the kettle water.
- Eyedropper fills with water.
- Click the thimble.
- Water drops into thimble, and the ingredients combine in a poof of multicolored smoke.
- Use eyedropper to collect potion.
- Click atomizer.
- Atomizer will appear on table and be filled by the eye-dropper.
- **SHRINK SHRANK SHRUNK** potion is added to inventory.

CHAPTER 3 – BRIGHT IDEA

GNOME: "Oooo. This looks like a good one. Let's try it someplace safe."

ENTER - SNUG'S RETREAT – EXTERIOR

Collect **SHRINK SHRANK SHRUNK** from Potions Inventory. Click scene to use.

ENTER - Pop-up Zoom – SNUG’S GARDEN.

ZOOM: Visible in the dirt: Potion’s card.

GNOME: *“Looks like someone dropped this. I think we can collect that first ingredient.”*

TASK:

COLLECT 20 dew drops.

When last drop is collected, zoom closes. Flowers in the garden are smashed, and the card is visible.

Click to collect card.

BRIGHT IDEA

Ingredients: Dew Drops (in inventory)
Eye of Newt (Heedless)
Lightening Ash (Spellman)
Stalactite crystals (Boundless Dark – Dark)

Matchsticks (Restless Merchant)
Bee’s Wax (Murmur)

Recipe Get that kettle boiling. Add Dew Drops, Eye of Newt, Lightening Ash and crystals. Once it starts crackling and sparking, you know it’s ready.

Don’t get too close. Ladle it into a bee’s hive. Dip in matchsticks to create a long lasting torch in a small package.

One use per match, so use wisely.

ENTER - Tattle Map

Tap dish, pour Armadillidiidae into funnel. They will reveal these destinations:

- Heedless the Healer
- Murmur Gardens
- Boundless Dark (Dark)
- Restless Merchant
- Hirsute Spellman

TASKS:

ENTER - HEEDLESS THE HEALER

Collect 20 newts

ENTER - BOUNDLESS DARK - DARK

Collect 20 crystals

ENTER - MURMUR GARDENS

Hidden object scene. Potion ingredient: Bee Hive.

ENTER - RESTLESS MERCHANT

Hidden Object scene. Potion ingredient: Matchstick

ENTER - HIRSUTE SPELLMAN

Spellman sits on the roof of his abode, holding his hat in his hands.

SPELLMAN: *"I'd be of service if I could, but I can't seem to keep track of anything anymore. Once I was a great sorcerer. Really. <sigh>"*

GNOME: *"Armadillidiidae don't lie. Look around for clues."*

PUZZLE:

- There is a stack of four stones – each one turns when clicked. There are four glyphs on each stone – one per side.
- Those four glyphs are etched into the sorcerer's home (as well as 16 others).
- Collect piece of paper. Collect charcoal.
- Place paper over each glyph. Charcoal will create a rubbing. After each glyph is added to the paper, the rubbing will fade and the original carving will crumble.
- Once the last glyph is collected, the charcoal will disappear, and the paper will be added to inventory.
- Hold paper over steaming kettle to reveal order of glyphs (top to bottom, just like the stone stack).
- Click to line up the stones. Once they are lined up, the front of the bottom stone will fall off revealing a jar of Lightening Ash. Click to add to inventory.

Stuck to the bottom of the can is a blank piece of paper. It is also added to the inventory.

ENTER - Potion's Laboratory

TASK:

Make Bright Idea potion.

...(END EXCERPT)