

Camera Anima: Tutorial Excerpt

Writing Sample

From: *Camera Anima* is a point-and-click steampunk game involving twin sisters, floating islands, and a Jack-the-Ripper-like automaton that takes the souls of those who meet his face. You play as Essie as she attempts to save her sister while uncovering the past of the Artisan, one of Awyr's most infamous serial killers.

Context: Essie is trapped in a nightmare made up of her memories from the night she encountered the Artisan. Guided only by a sense she has somewhere she needs to be, she navigates through the cloudy streets until she's stopped by a large, dark figure. The player must decide whether to try and go past the figure, or to wait for them to go by. Choosing wrong leads to a bad ending.

0.2 - BEAT 7 - AWYR CLOUDY STREETS, EXTERIOR, NIGHTMARE.
NIGHT. STORY.

Essie continues walking down the cloudy streets. Everything
is covered in clouds.

NARRATOR

Though Essie could not see where
she was through the cloud, her
steps continued without pause.

Each step pushed back against
fuzziness.

ESSIE

(I've been this way before.)

(There's a bump that's easy to
trip over. There's that dented
sign. And there's that gap in the
cobblestones to look out for.)

(If I keep going, I should
eventually see a...)

?

A figure appears in the clouds up ahead.

NARRATOR

Essie stopped.

A distant shadow appeared ahead of
her.

ESSIE

(Looks like a person. Who else
would be wandering around this
late? Most factories are closed by
now.)

(I'd bet on nothing good, but
they'd probably say the same about
me.)

(They're just standing there. I
can't tell if it's because of me or
something else.)

...

(Something feels off, but I can't stay here all night. Either I go past them and hope they don't pay attention to me, or I wait until they leave.)

TUTORIAL POP UP: Sometimes, you may be prompted to make a significant choice. Making the wrong choice may have fatal consequences.

SIGNIFICANT CHOICE MENU:

1. Pass Them
2. Wait for Them to Leave

If Pass Them Selected:

ESSIE (CONT'D)

(Screw it. I'll go fast and get out of here.)

Essie walks.

NARRATOR

Essie quickly walked the street opposite the shadow.

The shadow remained unmoving, but Essie couldn't ignore the prickle of sweat on her neck as she caught a glimpse of the shadow in the corner of her eye.

ESSIE (CONT'D)

(slowly dawning realization)
(...They're looking a lot bigger than they did before.)

(Better speed up.)

NARRATOR

However, as Essie's step quickened, a heavy, hissing step followed hers.

There's a pause, and then the figure draws closer.

ESSIE (CONT'D)

!

ESSIE

(growing terror and anger)
(That sound! I know what that is!)

Essie remembers the newspaper warning of the Artisan being followed by mechanical sounds.

ESSIE (CONT'D)

(I can't let that thing catch me!)

NARRATOR

Essie ran. Her boots clapped against the cobbles, while long, heavy thumps swallowed the distance between them.

ESSIE

(Move, move, move—)

AGH!

NARRATOR

Her boot caught on stone, and she crashed into the road.

ESSIE

(Scrap! Shit! I forgot about the gaps in the cobble!)

NARRATOR

She struggled back to her feet and into a run, but the shadowed figure was on her.

She saw a bright light, and then nothing.

BAD ENDING transition. After game over screen:

ESSIE

That's not what happened...was it?

If continue selected, jump back to the previous decision point.

If Wait for Them to Leave Selected:

ESSIE (CONT'D)

(Forget it. I don't know who they are or what they're doing but walking up to someone shady in the middle of the night's a fast way to end up a headline.)

(I don't think they've actually seen me yet, either.)

(Better stay quiet and wait for them to go by.)

NARRATOR

...

...

Essie waits. After a moment, the shadow draws closer.

ESSIE

(slowly dawning realization)
(They're looking a *lot* bigger than they did before.)

NARRATOR

The figure took another long step.

The ground vibrated under their weight – a hissing, clanking step.

ESSIE

(growing terror and anger)
(That sound! I know what that is!)

Essie remembers the newspaper warning of the Artisan being followed by mechanical sounds.

NARRATOR

Essie tremored. Every part of her screamed she had to run. She couldn't let that *thing* catch her.

Instead, she locked her hand over her mouth.

ESSIE
(Don't. Don't move. Calm down.)

(He hasn't noticed me yet.)

(As long as it stays that way, I
can avoid him.)

(Don't move. Wait for him to pass.)

0.2 - BEAT 8 - AWYR CLOUDY STREETS, EXTERIOR, NIGHTMARE.
NIGHT. QUICK-TIME-EVENT.

TUTORIAL POP UP: Timed Events last for the number of turns indicated by the timer. Sometimes, waiting can reveal new events or information as time passes. However, other times, it'll be important to act quickly within the limited time - approach either option appropriately.

TIMER: Two bars.

If One Bar Passes:

ESSIE (CONT'D)
!

The Shadowed Figure moves closer. He appears big.

ESSIE (CONT'D)
(He's close.)

(He's almost past me. Keep
walking...c'mon!)

If Two Bars Passes:

The Shadowed Figure moves past her. He disappears into the distance.

The clanking fades away into silence. A beat passes, and then Essie relaxes a bit.

ESSIE (CONT'D)
(He's gone.)

(Okay. Okay. Calm down.)

(Just keep moving

forward.)

Direction Arrow Up unlocked.

If Arrow Selected:

Essie walks ahead when she hears the mechanical clanking again.

ESSIE (CONT'D)

!?

(No way. He's coming back!?)

(Scrap avoiding notice, he's
coming {i}right this way{/i}!)

(Have to run for it!)