

Cave Crusader: Season 7, Episode 9

msternberg Level Intro

Background: You are Ollie Moran, host of the hit show *Cave Crusader* on the International Geography channel. Each episode, you and your team go spelunking in a new location around the world, showing off the wonders under our very feet. You are exploring a cave system close to the surface when you drive your bolt into a wall that was suspiciously hollow. Suddenly, the wall collapses and you're thrown into a new section, the rubble effectively sealing you off from your team! Your panic quickly dissipates at the sight in front of you: an underground civilization that has lost the test of time, surrounding a... glowing meteor? You grab the camera attached to your gear and begin filming, eager to get this special content recorded for the new episode.

Scene: A large, circular-ish cavern adorned with buildings, stairs, and what looks like a marketplace. In the center, there are a few levels leading down to a glowing meteor.

Time: Unknown

Conditions: Dim light from glow worm lanterns, dusty and radioactive.

Characters:

Elizabeth Moran Female. Mid-40's. English/australian accent?

Director Female. 30's.

msternberg Level A

SECTION A1: Intro to Ollie and *Cave Crusader*

Upon level load, camera pans across the cave.

Ollie

{cc_msternbe_1_CCIntro}

My name is Elizabeth Moran, biologist and spelunking extraordinaire. And I'm here to show you the wonders of the world that exist just below our feet. Our trip this episode seems to have taken quite the turn, as I have fallen into this cavern. What is this underground civilization doing here? We're about to find out.

Que epic intro music. Camera fades to black, before fading up into player's view. Soft, but energetic music plays. We see the edge of the level we're on, and beyond that, the opening of the cavern. There are buildings surrounding the edges of the area, with a few breaks in between for passages that lead elsewhere. We are free to begin exploring, heading down the stairs.

Ollie

{cc_msternbe_2_CCLine1}

This meteor here... beautiful, but looks odd. Let's take a closer look.

As the player continues descending down the stairs:

Ollie

{cc_msternbe_2_CCLine1}

I'm going to check the Geiger counter, I have only one explanation for this: Radiation

Player reaches the bottom of the stairs and has the freedom to explore the area at the bottom. In the center are the steps leading down towards the glowing meteor, with statues surrounding it. As the player approaches the meteor...

Ollie

{cc_msternbe_3_meteorwow}

Sounds of Ollie taking out Geiger counter, it beeps erratically
Folks, we've got a problem. This rock is emitting 7 full Seiverts of radiation. If I don't get out of here soon, this trip could be fatal!

TEXT ONLY DIALOGUE

{obj_msternbe_1_FindWayOut}

Find a way out!

As the player examines statue one...

Ollie

{cc_msternbe_1_statues}

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Are these their gods? Did the people of this civilization even pray to anyone?

As the player examines statue two...

Ollie

{cc_msternbe_1_statues}

Huh, there's a small meteorite here.

As the player examines statue three...

Ollie

{cc_msternbe_1_statues}

One of these meteorites seem to be missing.

SET OBJECTIVE: Text appears in the middle of the screen, sound effect.

TEXT ONLY DIALOGUE

{obj_msternbe_1_FindKeys}

Find the missing meteorite

The player is again free to explore the space. There are two doors, one larger and one smaller. If the player approaches the larger door...

Ollie

{ol_msternbe_1_cryptlock}

Huh, it's locked.

If the player approaches the smaller door...

Ollie

{ol_msternbe_1_farmlock}

Locked out.

There is an old elevator with many crystals growing around it. If the player approaches it...

Ollie

{ol_msternbe_1_elevator}

Interesting, still seems to work

The elevator slowly brings the player to the second level of the cave, giving them a beautiful view of the center as they rise. Once they reach the top, the player is free to explore again. If they approach the large door...

Ollie

{cc_msternbe_2_adoor}

Sounds of wind rushing outside It's close to the surface... Is this the way out? There's no lock though...

As the player continues forward, they will come across a house with a crystal that looks different than the others. The player can pick it up.

Ollie

{ol_msternbe_2_CryptKeyget}

This looks useful. I think we're onto something, folks!

There is nothing left to explore on the upper floor, so the player must take the elevator back down to floor one, and use the crystal to get into the crypt. The door will open, and the player will be able to enter. Upon entering...

Ollie

{cc_msternbe_4_crypt}

What a way to honor the dead.

As the player continues, they may come across a malformed skull.

Ollie

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{cc_msternbe_5_skull}

This seems to be human... or at least was...

As the player approaches the end of the crypt to collect the farm key, they will come across the murals. They tell the story of how the meteor shook the Earth and fascinated the civilization, who moved underground to worship this ethereal rock. As time progressed, there are murals of people mutating and dying. The last mural is of three people, each with small meteorites, and they seem to be containing the radiation.

Ollie

{cc_msternbe_5_murals}

Seems I'm on the right path, finding this last meteorite will open up the way out. They really worshipped themselves to death... That's awful.

After the player collects the next key...

Ollie

{ol_msternbe_11_cantdie}

**Shaky breaths.* That's a really high dose of radiation, I'm already sick... I can't die here. I won't.*

The player continues back to the main room. They are free to explore again, but will eventually unlock the key to the farm. Once inside...

Ollie

{cc_msternbe_6_farm}

These plants aren't made to produce bioluminescence without messing with their genes... If only it wasn't too dangerous to bring back samples.

The player must make their way through the rows of planters, now overflowing with radioactive plants. At the end sits the last meteorite, which seems to be killing any plants that come near it. After the meteorite is obtained...

Ollie

{cc_msternbe_6_meteoriteget}

I really hope this works... Wait, did these people eat irradiated plants?

Player takes the meteorite back to the main room and places it on the pedestal it belongs to.

Ollie

{cc_msternbe_4_BeginEnd}

I don't thi-BLOODY SH-

Suddenly, the whole cavern starts shaking, and the large door on the second floor begins to rise. Light floods in, bringing the player's attention to the now-open door.

Ollie

{cc_msternbe_2_dooropen}

Well well well, looks like we have a way out!

The player makes their way back up through the elevator, and out the door. Once reaching the end, the camera fades to white.

Ollie

{cc_msternbe_3_safe}

Whew, I'm safe!

THE END

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Optional ending???

The player must make their way up the steps and back to the door with the vines. Camera fades to black. There are ripping sounds, and a couple of grunts from Ollie. Camera fades back in. Player is in a ditch, the rocks seem newly-fallen. The rubble is too high for you to see anything but sky. Ollie shouts.

Ollie

{ol_msternbe_7_hello}

Hello? Help! Can anybody hear me? Help! Help!!

In the distance, you hear other voices.

Director

{dir_msternbe_3_ollie}

Ollie?! Is that you?! Oh thank god you're safe!

Ollie

{ol_msternbe_6_itme}

The one and only. Now if you could give me a hand, I'd love to get out of here.

Director

{dir_msternbe_8_help}

Of course! Help is on the way, we'll get you up here in no time.

Ollie

{ol_msternbe_6_footage}

Wonderful. *To himself.* The folks at home aren't going to believe this. This episode is going to be a hit.

Camera fades to black.
THE END