

ACTE 1

1.INT.HELL.TUTORIAL

Un portail s'ouvre dans les Enfers. **THIESS** le loup-garou franchit le seuil d'un pas déterminé. L'endroit est sombre, calme et silencieux. Il est surpris par l'apparition soudaine de **MÉLUSINE** la sorcière, qui se matérialise devant lui.

THIESS

Begone, spirit! Or I will tear you to shreds!

MÉLUSINE

Calm down, you big old fluffball! Do you treat all your friends this way?

THIESS

Mélusine! I'm so sorry, I...

MÉLUSINE

I know, you weren't expecting to see me. How long has it been?

THIESS

Too long. You haven't aged a day, Mélusine.

MÉLUSINE

I know. Death does that to you. I wish I could say the same for you, but it looks like the years have taken their toll, old man. You still have the Rage inside you?

THIESS

As long as the people of Jürgensburg need me, I'll come down here to help them. A new cult has sprung up in the village and is causing trouble.

MÉLUSINE

Cultists you say? I might know a little something about that. You should drop by my Sanctuary for a little chit chat.

THIESS

Sanctuary? Where...?

MÉLUSINE

There's no time to explain. Looks like we've attracted some unwanted attention. Demons are coming. Find my Sanctuary, you'll be safe there. In the meantime, remember: your Rage is what keeps you alive here. Defeat enemies to feed it. But don't let it dominate you. If it happens, remember what I taught you.

(Mélusine disparaît)

<FIN DE DIALOGUE>

Thiess est en enfer. Pendant le tutoriel, il doit se rendre au Sanctuaire de Mélusine. Il se parle à lui-même au cours de son périple, lors de certains moments-clé.

- **Première rencontre de satyrs:** "Satyr, I hate them!"
- **Première rencontre de diabolins:** "Flying imps. I can hit them in the air."
- **Première rencontre de cultistes:** "These foul cultists use witchcraft to banish me back to my world."
- **Fin du tutoriel:** "What's that smell? Could it be St.John's Wort? That can mean only one thing. Mélusine is nearby. Should I go down there or keep exploring?"
- **Découverte d'Anna:** "That must be Gustav's daughter... Poor thing. Stay strong, I'll get you out."
- **Rencontre avec Anna:** "You do not belong here, little one. Fly away from this place. Mélusine will look after you now."
- **Rencontre avec le Boss:** "We meet again, Skeistan. I never did pay you back for that scar you gave me."
- **Avant que la Rage ne devienne incontrôlable:** "The Rage... It's too strong! Must control it... How did Mélusine do it?"

MÉLUSINE - DIALOGUE ÉPUISÉ

MÉLUSINE

Go raise some Hell, Thiess! I'll be here if you need me.

ACTE 2

BOSS ACTE 1 NON DÉFAIT

2.INT.HELL.SANCTUARY

MÉLUSINE

Welcome back. Thiess. Have you brought me another contract?

THIESS

Alas, the Sorcerer still lives.

MÉLUSINE

Thiess, I don't need to remind you how important those contracts are. They're the key to bring down the cult by exposing its leaders.

THIESS

I'm sorry. Perhaps in my old age, I'm getting a little rusty.

MÉLUSINE

Nonsense. These Sorcerers are no match for you, but I will find him and deal with him myself.

MÉLUSINE

Try to find other pages, they could serve as proof if needed. Or they could at least help undermine the Bishop's authority over the villagers.

THIESS

I shall double my efforts. What can you tell me of the Sorcerer in this circle?

MÉLUSINE

The Sorcerer Illmedous is a powerful cultist. I've seen him gain way too much power in too little time.

MÉLUSINE

He is an archivist so he must have laid his hands on a part of that contract. You need to find him.

<FIN DE DIALOGUE>

MÉLUSINE - DIALOGUE ÉPUISÉ

MÉLUSINE

Let's meet back here when you've made some progress. You know where to find me..

ACTE 3

AUCUN BOSS DÉFAIT

3.INT.HELL.SANCTUARY

MÉLUSINE

Thiess? I've been waiting for you. Do you have any good news for me?

THIESS

Unfortunately, no. I was not able to find the contract. I know it was not the outcome you were expecting.

MÉLUSINE

Thiess, this isn't just about me and my injustice. It's about you, and the villagers. They are afraid and they dare not oppose the Bishop. You are the only one who can stand up to him. If we can find any proof of his wrongdoings, then maybe, just maybe, the villagers will lend you their support.

THIESS

I know.

MÉLUSINE

I don't think we'll be able to expose the Bishop outright, but that doesn't mean we shouldn't try to find the last contract. Every little bit helps.

THIESS

I agree, do you know where the Sorcerer is?

MÉLUSINE

The Sorcerer Kovals has set up a shrine in this circle of Hell. Try to go lower and lower still.

THIESS

I will.

<FIN DE DIALOGUE>

1 SEUL BOSS DÉFAIT (1er Boss)

3.INT.HELL.SANCTUARY

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THIESS

I shall double my efforts. What can you tell me of the Sorcerer in this circle?

MÉLUSINE

The Sorcerer Kovals seems like a senior member of the order. His shrine is on the lowest level of this circle.

MÉLUSINE

He's responsible for the Imp attacks. If you do not defeat him, he will simply create new portals.

THIESS

I'll make sure he stays here permanently.

<FIN DE DIALOGUE>

1 SEUL BOSS DÉFAIT (2e Boss)

3.INT.HELL.SANCTUARY

MÉLUSINE

Welcome back. Thiess. Have you brought me another contract?

THIESS

I have dispatched Illmedous. He will say in Hell where he belongs.

MÉLUSINE

Finally, we can make some progress. Let's see what it says...

MÉLUSINE

From what I can read, the petitioner wanted to access a great source of power even if it meant sacrificing villagers...

MÉLUSINE

Look, it says here : "the Soul Giver shall promise to pay a tribute of one follower per month and grant protected access for denizens of Hell to use in exchange of their wish."

THIESS

But the contract isn't signed!

MÉLUSINE

There must be a last page where his signature and the Devil's are written in blood.

MÉLUSINE

Unfortunately, without Skeistan's part, the document will be incomplete.

THIESS

Do you know where he is?

MÉLUSINE

I can no longer sense his presence. That probably means he is on to us and laying low.

THIESS

In that case, It's no use worrying about him right now. I'll focus my efforts on finding the final part of the contract. It's better than nothing.

<FIN DE DIALOGUE>

MÉLUSINE - DIALOGUE ÉPUISÉ

MÉLUSINE

Now, if you'll excuse me, I need to go strengthen the magical wards around this place.

Dialogue Technique

- **Move:** Use _ to Move around
- **Jump:** Press _ to Jump
- **Wall Jump:** Combine _ with _ near a wall to do a Wall Jump
- **Attack:** Fight those Demons! Press _ to Attack; Hold for a Charged Attack
- **Dash Attack:** Death from Above! Press _ for a Dash Attack
- **Slide:** Press _ to Slide and fit through narrow gaps.
- **Meditate:** Press and hold _ to Meditate when your Rage is too high
- **Consume Grain:** Press and hold _ to Consume some grain when your Health is low.
Make sure to bring some back to the village.