

# Crooked Wings

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# Game Script Data

# Voice Lines for Crooked Wings

[unlisted yet: action voice lines]

## Veezal

```
voiceDictionary["stageBeginVoice"]=["Let's do this!", "Here we go again.", "This ought to be good."]
voiceDictionary["boastVoice"]=["Splinter sharp!", "Right through you!", "Full steam ahead!"]
voiceDictionary["warningVoice"]=["Look lively!", "Here comes trouble!", "Inbound!"]
voiceDictionary["defeatEnemyVoice"]=["So much for that one.", "NEXT", "That's the end of that."]
voiceDictionary["bossBeginVoice"]=["Come on, let's dance", "You're mine.", "Bring it on."]
voiceDictionary["levelCompleteVoice"]=["And that's how it's done.", "Mission accomplished.", "That's that."]
voiceDictionary["takingDamageVoice"]=["Rude", "You'll pay for that!", "Unnecessary roughness!"]
voiceDictionary["lowHealthVoice"]=["It's nothin'", "I'm not going down easy.", "Bah!"]
voiceDictionary["itemPickupVoice"]=["Snagged something.", "Got something here.", "This will do."]
voiceDictionary["findingSecretVoice"]=["Look at this!", "Check this out!", "Ooooh"]
voiceDictionary["healingVoice"]=["I gotta do everythin' around here?", "Get back in the fight!", "Just in time."]
voiceDictionary["healedVoice"]=["Muuuch better", "Thanks, I needed that.", "Invigorated!"]
voiceDictionary["idleVoice"]=["...are we going to do anything?", "What's taking so long?", "Let's get moving, already."]
voiceDictionary["disasterReactVoice"]=["WELP", "Of course.", "Just perfect."]
```

## Kaiyara

```
voiceDictionary["stageBeginVoice"]=["Time to work...", "Deep breaths.", "Here I go..."]
```

```
voiceDictionary["boastVoice"]=["Muh", "Huf", "Bluh"]
voiceDictionary["warningVoice"]=["Watch out...", "Look lively...", "For you..."]
voiceDictionary["defeatEnemyVoice"]=["You can rest", "Rest now.", "No more"]
voiceDictionary["bossBeginVoice"]=["Time for work", "*sigh*", "*exhale*"]
voiceDictionary["levelCompleteVoice"]=["We did the thing", "Hooray", "Victory"]
voiceDictionary["takingDamageVoice"]=["Urgh!", "I can endure", "Not yet beaten."]
voiceDictionary["lowHealthVoice"]=["Still standing...", "I have to keep going...", "Urgh..."]
voiceDictionary["itemPickupVoice"]=["Useful!", "This will aid us.", "A helpful find."]
voiceDictionary["findingSecretVoice"]=["Oh!", "What's this?", "Oho"]
voiceDictionary["healingVoice"]=["Welcome respite", "Here you go", "Here!"]
voiceDictionary["healedVoice"]=["Thank", "Grateful.", "Strength returns."]
voiceDictionary["idleVoice"]=["Ominously quiet...", "Rest while we can.", "..."]
voiceDictionary["disasterReactVoice"]=["Uh oh", "This is hard.", "Mustn't falter."]
```

## Zelrik

```
voiceDictionary["stageBeginVoice"]=["It begins.", "Another chapter", "So it starts"]
voiceDictionary["boastVoice"]=["My heart <b>burns</b>", "I am ablaze", "In defiance!"]
voiceDictionary["warningVoice"]=["Incineration!", "Brace yourself", "Incoming!"]
voiceDictionary["defeatEnemyVoice"]=["Another down", "Just dust", "No match!"]
voiceDictionary["bossBeginVoice"]=["Let's see what you have", "Let's test your mettle",
"Show me your worth"]
voiceDictionary["levelCompleteVoice"]=["One step onward.", "Another victory", "Progress, at
least"]
voiceDictionary["takingDamageVoice"]=["Not done yet", "A scratch", "All you've got?"]
voiceDictionary["lowHealthVoice"]=["...we continue", "Still standing!", "Not out yet"]
voiceDictionary["itemPickupVoice"]=["Could be useful.", "This has potential", "A boon"]
voiceDictionary["findingSecretVoice"]=["What's this?", "Hmmm...", "Curious..."]
voiceDictionary["healingVoice"]=["To tide you over", "Restoration", "A reprieve, for you"]
voiceDictionary["healedVoice"]=["Welcome support", "Appreciated", "Needed that"]
voiceDictionary["idleVoice"]=["What are we doing here?", "Time is wasting", "Let's move on"]
voiceDictionary["disasterReactVoice"]=["This isn't good...", "Typical", "Just my luck"]
```

## Tawnette

```
voiceDictionary["stageBeginVoice"]=["Time to go!", "Magic time!", "Adventure!"]
voiceDictionary["boastVoice"]=["I'm a shining star!", "I got this!", "I'm full of heart!"]
voiceDictionary["warningVoice"]=["Heads up!", "Hey!!", "Weeee"]
voiceDictionary["defeatEnemyVoice"]=["Eeee", "Haha!", "Woo!"]
voiceDictionary["bossBeginVoice"]=["Time to shine!", "Show is starting!", "Our big scene!"]
voiceDictionary["levelCompleteVoice"]=["Yes!", "We did it!", "Yay!"]
voiceDictionary["takingDamageVoice"]=["Ouchie", "Oof!", ":("]
voiceDictionary["lowHealthVoice"]=["Not out yet!", "I still shine...", "Flickering..."]
voiceDictionary["itemPickupVoice"]=["This looks good", "Shiny!", "Handy!"]
```

```
voiceDictionary["findingSecretVoice"]=["What's this?", "Surprise!", "A hidden wonder!"]
voiceDictionary["healingVoice"]=["For you!", "Healing!", "Care for you!"]
voiceDictionary["healedVoice"]=["Thank you!", "Heeee", "Yissss"]
voiceDictionary["idleVoice"]=["Hmm de dmm dmm dmm", "Dreaming up ideas...", "What's
next?"]
voiceDictionary["disasterReactVoice"]=["Oh no!", "Aieeee", "Oh gosh!"]
```

#### Zelrik

```
null, ["Take that!", "For you", "Stings, yes?"], ["To CINDERS!", "FURY!", "Overwhelming force!"])
null, ["Take that!", "For you", "Stings, yes?"], ["To CINDERS!", "FURY!", "Overwhelming force!"])
null, ["Take that!", "For you", "Stings, yes?"], ["To CINDERS!", "FURY!", "Overwhelming force!"])
null, ["Take that!", "For you", "Stings, yes?"], ["To CINDERS!", "FURY!", "Overwhelming force!"])
```

#### Pyrecall

Bitterblaze

Hearth's Shelter

Incendiary Outburst

#### Kaiyara

Windwhisper null, ["!", "Hit", "Strike!"], ["Wrecked", "Whoa", "Oof"])

Gale's Lament null, ["!", "Hit", "Strike!"], ["Wrecked", "Whoa", "Oof"])

Forbidding Shadows null, null, null)

Enduring Requiem null, ["!", "Hit", "Strike!"], ["Wrecked", "Whoa", "Oof"])

#### Veezal

Zealous Thorn null, ["Gotcha", "Direct!", "You asked for it!"], ["I'm here, buddy!", "Feel that?!", "That's right!"])

Blitzballad null, ["Gotcha", "Direct!", "You asked for it!"], ["I'm here, buddy!", "Feel that?!", "That's right!"])

Assertion null, ["Gotcha", "Direct!", "You asked for it!"], ["I'm here, buddy!", "Feel that?!", "That's right!"])

Wreathed in Nails null, ["Gotcha", "Direct!", "You asked for it!"], ["I'm here, buddy!", "Feel that?!", "That's right!"])

#### Tawnette

Joyful Spark- , ["Ha!", "Take that!", "Zing!"], ["WOOHOO!", "BANG!", "SPARKLES!"])

Playful Pivot- null, ["Ha!", "Take that!", "Zing!"], ["WOOHOO!", "BANG!", "SPARKLES!"])

Imaginary Friend- null, ["Ha!", "Take that!", "Zing!"], ["WOOHOO!", "BANG!", "SPARKLES!"])

Storm Serenade- null, ["Ha!", "Take that!", "Zing!"], ["WOOHOO!", "BANG!", "SPARKLES!"])

General spreadsheet link: [https://docs.google.com/spreadsheets/d/1wX8\\_nKb6uJYzYbMzq8fOZpl-6p4Svkx-BVEsVLxQDo4/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1wX8_nKb6uJYzYbMzq8fOZpl-6p4Svkx-BVEsVLxQDo4/edit?usp=sharing)

Here's a list to an spreadsheet:

<https://docs.google.com/spreadsheets/d/1u6GrCgGza3QgvUBPgTn1SWhq5sF7MzJnRzksyUeoor4/edit?usp=sharing>

Scratch writing:

lineset 1

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

lineset 2

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""  
Finding secret: ""  
Healing: ""  
Healed: ""  
Idle: ""  
Reacting to disaster: ""  
(unique abilities)  
[ability name]

lineset 3

Beginning the stage: ""  
Boast/Rally: ""  
Warning: ""  
Landing hit: ""  
Landing critical hit: ""  
Defeating enemy: ""  
Beginning boss fight: ""  
Completing level: ""  
Taking damage: ""  
Low health: ""  
Item pickup: ""  
Finding secret: ""  
Healing: ""  
Healed: ""  
Idle: ""  
Reacting to disaster: ""  
(unique abilities)  
[ability name]

#### FREQUENCIES FOR VOICE LINES:

Beginning the stage: 100% when the stage begins

Boast/Rally: 100% when this unit attempts to Boast or Rally

Warning: 30% when this unit readies a telegraphed attack

Landing hit: 5% when a hit is landed

Landing critical hit: 100% when a crit has landed  
Defeating enemy: 12% when an enemy is defeated  
Beginning boss fight: 100% when a boss fight begins

Completing level: 100% when the level is finished

Taking damage: 15% when the unit takes damage

Low health: 85% when the unit is down to 25% of its health

Item pickup: 30% when an item is picked up (up to 50%, based on the item's Item Power Value)

Finding secret: 100% when a 'unit found secret' tagged event happens

Healing: 25% when healing someone else, modified by what percent of the max hp restored was (up to 50%)

Healed: 25% when being healed, modified by what percent of the max hp restored was (up to 50%)

Idle: 65% when 10 seconds of nothing has passed, increasing with 1% per second after

Reacting to disaster: 100% when a 'disaster' tagged event happens

(unique abilities)

Zelrik

lineset 1

Beginning the stage: "It begins."

Boast/Rally: "My heart burns"

Warning: "Incineration!"

Landing hit: "Take that!"

Landing critical hit: "To CINDERS!"

Defeating enemy: "Another down"

Beginning boss fight: "Let's see what you have"

Completing level: "One step onward."

Taking damage: "Not done yet"

Low health: "...we continue"

Item pickup: "Could be useful."

Finding secret: "What's this?"

Healing: "To tide you over"

Healed: "Welcome support"

Idle: "What are we doing here?"

Reacting to disaster: "This isn't good..."

(unique abilities)

Hearth's Shelter: "Safety in the flame"

lineset 2

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

lineset 3

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""  
Healed: ""  
Idle: ""  
Reacting to disaster: ""  
(unique abilities)  
[ability name]

## Veezal

Beginning the stage: "Let's do this!"

Boast/Rally: "Splinter sharp!"

Warning: "Look lively!"

Landing hit: "Gotcha"

Landing critical hit: "I'm here, buddy!"

Defeating enemy: "So much for that one."

Beginning boss fight: "Come on, let's dance"

Completing level: "And that's how it's done."

Taking damage: "Rude"

Low health: "It's nothin'"

Item pickup: "Snagged something."

Finding secret: "Look at this!"

Healing: "I gotta do everythin' around here?"

Healed: "Muuuch better"

Idle: "...are we going to do anything?"

Reacting to disaster: "WELP"

(unique abilities)

Hurricane's Edge: "The razor-winds blow!"

lineset 2

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

lineset 3

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

Kaiyara

Beginning the stage: "Time to work..."

Boast/Rally: "Muh"

Warning: "Watch out..."

Landing hit: "!"

Landing critical hit: "Wrecked"

Defeating enemy: "You can rest"

Beginning boss fight: "Time for work"

Completing level: "We did the thing"

Taking damage: "Urgh!"

Low health: "Still standing..."

Item pickup: "Useful!"

Finding secret: "Oh!"

Healing: "Welcome respite"

Healed: "Thank"

Idle: "Ominously quiet...."

Reacting to disaster: "Uh oh"

(unique abilities)

Armor of Night: "Moonlight descends"

lineset 2

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

lineset 3

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

Tawnette

Beginning the stage: "Time to go!"

Boast/Rally: "I'm a shining star!"

Warning: "Heads up!"

Landing hit: "Ha!"

Landing critical hit: "WOOHOO!"

Defeating enemy: "Eeee"

Beginning boss fight: "Time to shine!"

Completing level: "Yes!"

Taking damage: "Ouchie"

Low health: "Not out yet!"

Item pickup: "This looks good"

Finding secret: "What's this?"

Healing: "For you!"

Healed: "Thank you!"

Idle: "Hmm de dmm dmm dmm"

Reacting to disaster: "Oh no!"

(unique abilities)

Burning Lightning: "HNNGF"

lineset 2

Beginning the stage: "Making magic!"

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

lineset 3

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

Jehann

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Mateel

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Ashan

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Teyu

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Jaya

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Viyan

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Ravawk

Beginning the stage: ""

Boast/Rally: "None louder!"

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

## Burdr

Beginning the stage: ""

Boast/Rally: "Adequately outfitted to deal with this lot!"

Warning: "You may find this hazardous."

Landing hit: "There we go!"

Landing critical hit: "Rightly so!"

Defeating enemy: "That's one down"

Beginning boss fight:

Completing level: "A job well done!"

Taking damage: "Oof!"

Low health: "I should take some care..."

Item pickup: "What's this?"

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

## Rahil

Beginning the stage: ""

Boast/Rally: "My light shines bright!"

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Kelechi

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

## Vyomesh

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

## Turina

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Vritak

Beginning the stage: "Feh. Trash..."

Boast/Rally: "I'm a little locomotive."

Warning: "Run away, or get run over."

Landing hit: "Clown"

Landing critical hit: "Pile of TRASH!"

Defeating enemy: "Pest..."

Beginning boss fight:

Completing level:

Taking damage: "Irreverent!"

Low health:

Item pickup:

Finding secret: "Interesting..."

Healing:

Healed:

Idle:

Reacting to disaster: "@\$^#!"

(unique abilities)

## Arudow

Beginning the stage: ""

Boast/Rally: "RRRAAAGH"

Warning:

Landing hit: "!"

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage: "Bastard!"

Low health: "Nothing!"

Item pickup: "This looks nice"

Finding secret: "Ooooh"

Healing: "Here you go!"

Healed: "Obligated!"

Idle:

Reacting to disaster: "It's ON, now!"

(unique abilities)

## Algria

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed: "I'm thankful!"

Idle: "Hmm..."

Reacting to disaster:

(unique abilities)

Chima

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

## Tomil

Beginning the stage: "My name? It is Tomil!"

Boast/Rally: "It's Tomil Time!"

Warning: "Look out, I'm Tomil!"

Landing hit: "Tomil strikes again!"

Landing critical hit: "Everything's coming up TOMIL."

Defeating enemy: "Classic Tomil!"

Beginning boss fight: "DO YOU KNOW WHO I AM? I'M TOMIL"

Completing level: "All in a day's work for Tomil!"

Taking damage: "Tomil's not stopped so easily!"

Low health: "Tomil's in a jam!"

Item pickup: "This will come in handy for Tomil"

Finding secret: "Tomil's got a keen eye"

Healing: "Just what Tomil needed"

Healed: "Tomil owes you!"

Idle: "Tomil's waiting!"

Reacting to disaster: "What a calamity!"

(unique abilities)

Aeraghausgohao: "Trickery, from Tomil!"

## Kechi

Beginning the stage: ""

Boast/Rally: "Victory is assured, with Kechi present."

Warning: "Know your place!"

Landing hit:

Landing critical hit: "I AM NEVER WRONG"

Defeating enemy:

Beginning boss fight:

Completing level: "As expected."

Taking damage: "Outrageous!"

Low health: "A temporary setback"

Item pickup: "This may be useful..."

Finding secret: "I knew it!"

Healing: "Seems you need my help again!"

Healed: "Your support is adequate"

Idle: "My time is precious"

Reacting to disaster:

(unique abilities)

Tawodi

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Jiwa

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Huitzi

Beginning the stage: ""

Boast/Rally: "You picked a bad time to be alive."

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Zikora

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Alondr

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Zephyx

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Zyrin

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Jelvan

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Lornix

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Pryden

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Ahamefula

Beginning the stage: ""

Boast/Rally: "I'm alright. I guess"

Warning: "Hey now..."

Landing hit: "Dummy."

Landing critical hit: "Heavens, you're stupid"

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage: "Ow"

Low health:

Item pickup: "Oh. Yay."

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster: sigh

(unique abilities)

# Ability Data

Zelrik (Passionate, Witty)

Pyrecall A1 - Fireball

Bitterblaze A2 - AoE Attack Renewing Burns

Hearth's Shelter A3 - Heal Over Time

Incendiary Outburst A4 - Self-Centered AoE Igniting Burns

Kaiyara (Gentle, Resilient)

Windwhisper A1 - Swinging Melee Attack

Gale's Lament A2 - Linear Melee Attack with Shove

Forbidding Shadows A3 - BLOCK

Enduring Requiem A4 - Powerful Self-Buff

Veezal (Zealous, Assertive)

Zealous Thorn A1 - Short-Ranged Stabbing Attack

Blitzballad A2 - Rushing Stabbing Attack

Assertion A3 - Stun Melee Attack

Wreathed in Nails A4 - Temporary Armor Buff

Tawnette (Exuberant, Creative)

Joyful Spark A1 - Long-Range Lightning Bolt

Playful Pivot A2 - Dodge and Repositioning

Imaginary Friend A3 - Summon Lightning Allies

Storm Serenade A4 - Slow-Moving Ranged Attack with Allies

# Story Beats (Overview)

RELEVANT LINKS TO OTHER R&D DOCUMENTS:

<https://docs.google.com/document/d/1vBQqxie9rsL5yc2GR7xUe8qArSGf4PcoxaKyCgFawQs/edit>

~~CHAPTER 1

~1.1

IN MEDIA RES:

idea 1: starting off at the lobby, but, all we're going to do is enter combat

idea 2: starting off in the Blighted Zone

A FORAY

~1.2

~1.3

~1.4

~~CHAPTER 2

~2.1

~2.2

~2.3

~2.4

~~CHAPTER 3

~3.1

~3.2

~3.3

~3.4

~~CHAPTER 4

~4.1

~4.2

~4.3

~4.4

~~CHAPTER 5

~5.1

~5.2

~5.3

~5.4

~~CHAPTER 6

~6.1

~6.2

~6.3

~6.4

~~CHAPTER 7

~7.1

~7.2

~7.3

~7.4

~~CHAPTER 8

~8.1

~8.2

~8.3

~8.4

~~CHAPTER 9

~9.1

~9.2

~9.3

~9.4

~~CHAPTER 10

~10.1

~10.2

~10.3

~10.4

cafe? city hall?

<the flock goes shopping> [marketplace]

<the flock does research> [library]

<the flock enjoys an opera> [music hall]

<the flock tries new instruments> [community center]

<the flock at the saloon> [saloon]

<the flock tries art class> [community center]

<the flock does charity> [soup kitchen]

<the flock makes soup at home> [apartment complex]

{HOLY SITE}

<the flock goes picnicking> [public park]

<the flock goes to the museum> [museum]

<the flock goes camping> [outskirts of New Yirooburg]

BANG BANG BANG BANG

Kaiyara blearily opens the door, and sees Veezal eagerly hopping from one foot to the other

"KAIYARA" he cackles

"whuh" she manages back

"We're going CAMPING"

It comes back to her, as a blur, a faint memory of the others making plans, of agreeing on Saturday

"oh" she says "I don't quite have my things ready yet, so i-"

"I already packed up enough supplies for everyone! Let's go, let's go!"

"hwurgh"

#### EXAMPLE OF AFTER COMBAT DURING MONDAY THROUGH FRIDAY:

Having completed a hard day's work, our valorous heroes (ready to) head home!

<IF SHOWING WORK CLEANUP: located at the workplace: possible plot-advancing sketch; OR; depiction of the characters accounting for loose ends at work and getting ready to head home>  
THEN

<IF SHOWING TRANSITION TO HOME: located at public transit: plot-advancing scene; OR; depiction of the characters traveling>  
THEN

<IF SHOWING EVENING ROUTINE: located at apartment complex: plot-advancing scene; OR; depiction of the characters arriving home and settling in for bedtime>

The next day begins!

<IF SHOWING MORNING ROUTINE: located at apartment complex: plot-advancing scene; OR; depiction of the characters trying to get to work on time>

<IF SHOWING TRANSITION TO WORK: located at public transit: plot-advancing scene; OR; depiction of the characters traveling>

<located at workplace: possible plot-advancing scene, then, gameplay screen where the characters get ready for the workday COMBAT>

## **ALL OF WHAT IS BELOW WAS ORIGINALLY WRITTEN FOR SIDHRIN AND SALAMIN**

THIS PAGE IS SUPPOSED TO BE MORE DETAILED AND CONCRETE AND LESS ABOUT TIME STRUCTURE THAN THE ABOVE LINKED "timeline for story (abstract)" GOOGLE DOC

At the beginning, our immigrant characters arrive.

Possible endings:

Ending 1: [the Crooked Wings](#) and their allies succeed in allying factions, they are able to make BIG GAINS in their fight against THE ROBBER BARONS

Ending 2: the Crooked Wings and their allies fail in allying factions, the labor unions make SMALLER GAINS in their fight against THE ROBBER BARONS

3 acts or 5 arcs

Act 1 has Arcs 1

Act 2 has Arcs 2 and 3

Act 3 has Arcs 4 and 5

### **BEATS TO HIT FOR ARC 1 (Act 1): Weeks 1-18**

*Possible themes to aim for: 'Irony and (Dark) Humor', 'Frustration and Resignation', 'Subtle Hope or Defiance'*

BLOCK 1: Weeks 1-6

BLOCK 2: Weeks 7-12

The party has their INITIAL MOMENT OF RADICALIZATION. They ask for help from [Kechi](#).

BLOCK 3: Weeks 13-18

The party is now FED UP with Kechi and his failed methods of change and have decided that a STRIKE is the only way to move forward.

*When are [Salamin](#) and [Sidhrin](#) introduced?*

### **BEATS TO HIT FOR ARC 2 (Act 2): Weeks 19-54**

*Possible themes to aim for: 'Tension and Frustration', 'Righteous Anger', 'Comedy in Chaos', 'Exaggerated Fear or Paranoia', 'Hope/Despair Switching From One To The Other', 'Solidarity'*

Salamin approves of the Crooked Wings!

BLOCK 1: Weeks 19-24: 'Exploration (Rediscovery?)'

CALAMITY ACTION 1 IS PLAYED

BLOCK 2: Weeks 25-30:

CALAMITY ACTION 2 IS PLAYED

BLOCK 3: Weeks 31-36:

Salamin and Sidhrin are introduced to each other!!

Sidhrin approves of the Crooked Wings!

CALAMITY ACTION 3 IS PLAYED

BLOCK 4: Weeks 37-42: strengthen and solidify bonds!

CALAMITY ACTION 4 IS PLAYED

BLOCK 5: Weeks 43-48

CALAMITY ACTION 5 IS PLAYED

BLOCK 6: Weeks 49-54

CALAMITY ACTION 6 IS PLAYED

SCANDAL DISCOVERED [comedy in chaos]

BEATS TO HIT FOR **ARC 3 (Act 2): Weeks 55-96**

*Possible themes to aim for: 'Chaos and Desperation', 'Outrage and Euphoria', 'Dark Comedy', 'Catharsis and Empowerment'*

[Zikora](#) is deployed by [Tweela Banking](#). He soon calls in [the Southstreet Boys](#).

BLOCK 1: Weeks 55-60

CALAMITY ACTION 7 IS PLAYED: The Southstreet Boys Arrive in Town

BLOCK 2: Weeks 61-66

CALAMITY ACTION 8 IS PLAYED

BLOCK 3: Weeks 67-72

CALAMITY ACTION 9 IS PLAYED

BLOCK 4: Weeks 73-78

CALAMITY ACTION 10 IS PLAYED

BLOCK 5: Weeks 79-84

CALAMITY ACTION 11 IS PLAYED

BLOCK 6: Weeks 85-90

CALAMITY ACTION 12 IS PLAYED

BLOCK 7: Weeks 91-96

CALAMITY ACTION 13 IS PLAYED

BEATS TO HIT FOR **ARC 4 (Act 3): Weeks 97 to 102**

*Possible themes to aim for: 'Bittersweet Reflection', 'Cynical Humor', 'Satisfaction with a Twist'*  
BLOCK 1: Weeks 97-102

BEATS TO HIT FOR **ARC 5 (Act 3): Weeks 103-108**

*Possible themes to aim for: 'Ambiguous Triumph', 'Hopeful Cynicism', 'Irony of Change'*  
BLOCK 1: Weeks 103-108

# TIMELINE

CHARACTER(trait) OR INTERACTION OR EVENT OR STORY-FEATURE OR GAME MECHANIC OR DESIGN-FEATURE	THEME  QUESTION  STATEMENT TO EXEMPLIFY	HOW IT IS DONE	Q&T&C notes (to process)
STORY BEAT: Intro cinematic [Week 1-M?]			
STORY BEAT: Soft gameplay tutorial (day cycle): Veezal & Co learn their job 'on the go' from Rrajak, Lornix, and Pryden [Week 1]			
STORY BEAT: Soft gameplay tutorial (night cycle): Veezal & Co learn to allocate their nighttime activities [Week 2]			
STORY BEAT: Veezal, Kaiyara, Zelrik, and Tawnette's reacting to the plight of the blue-collar workers by saying 'if we don't help them, who will?' [Week 7]	'when can an individual throw up their hands and say 'this is not my problem'?'		
STORY BEAT: Veezal & Co are introduced to Sedrin by Salamin [Week 8]			

<p>Failure Ending 1: (the labor union lacks both institutional and popular support. Sedrin and Salamin lament how the newly formed labor union is yet another creation of the existing system, a bandaid that only exists so that further exploitation can happen. [Week N]</p>			
<p>Good Ending 1: (institutional support for the labor union is high enough, but popular support is not high enough): the protagonists and their allies rejoice! However, Sedrin and Salamin are aware that their victory is an exceedingly temporary one. The good guys are determined to defend the labor union from the attacks that are to come. [Week N]</p>			
<p>Good Ending 2: (popular support for the labor union is high enough, but institutional support is not high enough): the protagonists and their allies rejoice! While the labor union they have formed appears weak on paper, momentum is in their favor. The good guys are determined to continue their fight! [Week N]</p>			
<p>Good Ending(?) 3: (both institutional and popular support for labor union are high enough) the protagonists and their allies rejoice! But, they are so successful that &lt;some antagonist&gt; Opens The Door and now there's a giant hell-fortress in the middle of New Yirooburg. [Week N]</p>			

STORY BEAT (Good Ending 3(?) achieved): Defeat the giant hell-fortress in the middle of New Yirooburg! Everyone throws a party. Hooray! [Week N+1]			
STORY BEAT			

# DARLINGS (not yet mapped in timeline)

CHARACTER(trait) OR INTERACTION OR EVENT OR STORY-FEATURE OR GAME MECHANIC OR DESIGN-FEATURE	THEME  QUESTION  STATEMENT TO EXEMPLIFY	HOW IT IS DONE	Q&T&C notes (to process)
The Orphan Crushing Machine			

Zikora arrives			
<b>Zikora Involves the Nordvikens</b>			
Good News For Zikora			


how prestigious is the place where the workers are?

how do the players participate in the labor union movement?

- 1) 'use influence (what does influence mean??)'
- 2) gather lawyers to help with legal matters
- 3) financial support
- 4) gather writers to help
- 5) gather politicians to help
- 6) just help organize directly

[BEGIN TEMPLATE DOCUMENT]

Day ???, Week ???

[Blank Screen]

INSERT 1: Our four intrepid birds shuffle out of the factory doors. The day is finally done. They walk on, shuffling, not speaking, slowly making their way to a small square near the trolley station.

[Slide: Trolley Station]

INSERT 2: From their backs and wings, they disassemble the intricate scaffolding of the day's war-like activities. They break down this fearsome weaponry into its unassuming constituents—metal, glass, and glowing rock—and it is carefully packed away.

[Slide: POV from Trolley Station]

INSERT 3: So too the spirits of our heroes dissolve and reamerge. They settle in against the backdrop of the city, tired but reborn into the late afternoon. One bird slowly and quietly whistles a melody, the middle passage of a familiar song. Another pair chats about the day's demons. The fourth gazes at the trolley, then back at the factory, then down an unfamiliar glistening alley:

[Slide: Close up of the Four]

DIALOGUE: What should we do?

{CHOICE 1:}

-“I want to be around my fellow birb” Social House (activity A)

-“I’ve really never lived in a city where you could find adventure” Trolley to Random (activity B)

-“I’m feeling like a Wild Jay Bird, I bet there are dice to be played down there.” Down the Alley (activity C)

-Library “What was the symbol imprinted on the jelly demon, that looked familiar” (activity D)

-Home “I’m so tired” (no activity)

[EXAMPLE: activity A]

[Slide: Bar Entrance]

Birb One: Oh this is the place! My lads, let’s get slAAAWWWWshed.

Birb Two: Caution, my new friend. We do have to work tomorrow

Birb 3: What about no less than 2, but no more than 4.

Birb 4: I hear the fulgerite makes you a cheap drunk....

Birb One: Killjoys [smiling] ok let’s go in.

[Slide: Inside Bar]

{CHOICE 2}

-Talk to some random Birb

-Order a drink, talk to the bartender

-Tell the bartender the “password”, to be let in back to the....well, what’s even back there?

-Hit on attractive birbs by inviting them to play pool

{LAST CALL}

INSERT: The central clock chimes the night shift hour. The Four glance at each other.

Birb 1: Nooooo

Birb 2: Yes

Birb 1: Why must you be this way?

Birb 3: C’mon “lads” [does air quotes with wings], let’s get on the trolly-going EAST, to H-O-M-E.

Birb 4: Can we reach consensus....

{CHOICE 3}

{ENDING}

[Slide: Trolly Station]

[Slide: On Trolly]

[Slide: Home]

[END TEMPLATE DOCUMENT]

SKETCHES:

<Zikora introduces the South Street Boys>

**Zikora, and Greg are approached by three archmages from Ocanande**

Arudow: So good to see you again, chief!

Zikora: Quite delightful indeed! I think some formal introductions are in order. Gentlemen, this is my new lieutenant, Greg!

Greg: Hello. Zikora's spoken quite highly of you. I assume you are Arudow?

Arudow: Mos' people around here call me Mr. Fixit. Because I fix things. Dis here is Vritak, but he usually goes by Mr. Tumtum

**Vritak thumps his enormous belly**

Vritak: Dat's cuz I got real big bones

Arudow: And last, but certainly not least, is Gritak. But we usually call him 'Boombox'. If all goes well, you won't have to find out why.

<Zikora Involves the Nordvikens>

**Zikora, Birrak, Greg, Arudow, Vritak, and Gritak are in an indoor meeting**

Zikora: Take this to the Nordvikens. And your discretion is a greater priority than your speed. The closer that corporate is linked to them, the more of a headache it'll become.

Greg: Understood.

**Greg exits with the package**

Vritak: 'Tch!

**Vritak angrily thumps some furniture, breaking it**

Birrak: That cost THREE HUNDRED DOLLARS!

Arudow: Don't worry 'bout it! I'll take care of the bill.

Birrak: What's his problem, anyway?

Zikora: Ah! Well, involving such characters as the Nordvikens will never sit well with our good Mister Tumtum.

Birrak: Such characters? I'm not sure I follow?

Vritak: An' what's *that* question s'posed to mean?

**Vritak turns around to face Birrak.**

Vritak: Youse wouldn't be makin' implications on us, eh? Thinkin' we's all the same on accounnof us and them both doin' some violence work? Eh?

### **Birrak narrows his eyes, but before he can retort, Arudow intercedes**

Arudow: My good sir, please understand! Youse would wound us if you was to associate those guys with me and my boys. We might both be immigrants who work a lil' heavy, but that's all. *They's* a buncha no-good crooked racketeers. *We's* legitimate businessmen in the security industry. You won't find any criminal records for us.

Birrak: When did I say otherwise?

Vritak: Well, what else would youse be tryin' ta hint at?

Birrak: I mean, for all I knew, it could be some racial thing between you and them. I dunno if Ocanande and Koojit have any history.

Vritak: Oh! Yeah that too. Everybody knows you can't trust them Koojit birbs.

Birrak: ...huh

Zikora: Delightfully solved! Now, onto the next matter at hand...

### Month 1: Arrival and Introduction

Beat: [The protagonists](#) arrive in [Mount Girava](#), meet, and start their new job. Initial impressions are formed, and the environment of Cordann is introduced.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18: FIGHT

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M10 (Month 2: First Impressions)

Beat: (idea? The characters start to observe and experience the inequalities and challenges in their workplace and surrounding society. Initial bonds start to form.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13: FIGHT

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

#### M11 (Month 3: Recognition of Common Ground)

Beat: (idea? The characters begin to open up about their personal struggles, starting to understand each other's ailments and backgrounds.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12: FIGHT

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

#### M12 (Month 4: Shared Experiences)

Beat: (idea? A significant workplace event (an accident or injustice) acts as a catalyst, deepening their solidarity and mutual understanding.

365 lunisolar:

Week 1:

Day 1:  
Day 2:  
Day 3:  
Day 4:  
Day 5:  
Day 6:  
Day 7:  
Week 2:  
Day 8:  
Day 9:  
Day 10:  
Day 11:  
Day 12:  
Day 13:  
Day 14:  
Week 3:  
Day 15:  
Day 16: FIGHT  
Day 17:  
Day 18:  
Day 19:  
Day 20:  
Day 21:  
Week 4:  
Day 22:  
Day 23:  
Day 24:  
Day 25:  
Day 26:  
Day 27:  
Day 28:

M13 (Month 5: The Resolve to Act

Beat: (idea? The protagonists collectively resolve to make a difference, motivated by the injustices they've witnessed and experienced.

365 lunisolar:

Week 1:

Day 1:  
Day 2:  
Day 3:  
Day 4:  
Day 5:  
Day 6:  
Day 7:

Week 2:

Day 8:  
Day 9:  
Day 10:  
Day 11:  
Day 12:  
Day 13:  
Day 14: FIGHT

Week 3:  
Day 15:  
Day 16:  
Day 17:  
Day 18:  
Day 19:  
Day 20:  
Day 21:

Week 4:  
Day 22:  
Day 23:  
Day 24:  
Day 25:  
Day 26:  
Day 27:  
Day 28:

#### M14 (Month 6: Planning and First Actions

Beat: (idea? The group starts planning how to effect change. They engage in small acts of advocacy or resistance.

365 lunisolar:

Week 1:  
Day 1:  
Day 2:  
Day 3:  
Day 4:  
Day 5:  
Day 6:  
Day 7:

Week 2:  
Day 8:  
Day 9:  
Day 10:  
Day 11:  
Day 12:  
Day 13:  
Day 14:

Week 3:

Day 15:  
Day 16:  
Day 17:  
Day 18:  
Day 19:  
Day 20: FIGHT  
Day 21:

Week 4:  
Day 22:  
Day 23:  
Day 24:  
Day 25:  
Day 26:  
Day 27:  
Day 28:

#### M15 (Month 7: Facing Challenges

Beat: (idea? The group encounters their first major challenge or setback, testing their resolve and the strength of their bond.

365 lunisolar:

Week 1:

Day 1:  
Day 2:  
Day 3:  
Day 4:  
Day 5:  
Day 6:  
Day 7:

Week 2:

Day 8:  
Day 9:  
Day 10: FIGHT  
Day 11:  
Day 12:  
Day 13:  
Day 14:

Week 3:

Day 15:  
Day 16:  
Day 17:  
Day 18:  
Day 19:  
Day 20:  
Day 21:

Week 4:

Day 22:  
Day 23:  
Day 24:  
Day 25:  
Day 26:  
Day 27:  
Day 28:

#### M16 (Month 8: Deeper Connections

Beat: (idea? Characters develop deeper relationships, both among themselves and with external allies in their cause.

365 lunisolar:

Week 1:

Day 1:  
Day 2:  
Day 3:  
Day 4:  
Day 5:  
Day 6:  
Day 7:

Week 2:

Day 8:  
Day 9: FIGHT  
Day 10:  
Day 11:  
Day 12:  
Day 13:  
Day 14:

Week 3:

Day 15:  
Day 16:  
Day 17:  
Day 18:  
Day 19:  
Day 20:  
Day 21:

Week 4:

Day 22:  
Day 23:  
Day 24:  
Day 25:  
Day 26:  
Day 27:  
Day 28:

## M17 (Month 9: Significant Stride)

Beat: (idea? The protagonists make a significant stride in their advocacy, perhaps organizing a larger event or protest.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17:

Day 18:

Day 19: FIGHT

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

## M18 (Month 10: Consequences)

Beat: (idea? The consequences of their actions become apparent. They may face backlash from authorities or their employer.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:  
Day 5:  
Day 6:  
Day 7:  
Week 2:  
Day 8:  
Day 9:  
Day 10:  
Day 11: FIGHT  
Day 12:  
Day 13:  
Day 14:  
Week 3:  
Day 15:  
Day 16:  
Day 17:  
Day 18:  
Day 19:  
Day 20:  
Day 21:  
Week 4:  
Day 22:  
Day 23:  
Day 24:  
Day 25:  
Day 26:  
Day 27:  
Day 28:

M19 (Month 11: Reflection and Doubt  
Beat: (idea? The group reflects on their journey, facing doubts about their future and the impact of their actions.  
365 lunisolar:  
Week 1:  
Day 1:  
Day 2:  
Day 3:  
Day 4:  
Day 5:  
Day 6:  
Day 7:  
Week 2:  
Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15:

Day 16:

Day 17: FIGHT

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

M20 (Month 12: Resolution and Decision)

Beat: As their contract nears its end, each character confronts the decision to renew or not. The results of their year's efforts are evident, and they must choose their next steps.

365 lunisolar:

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Day 6:

Day 7:

Week 2:

Day 8:

Day 9:

Day 10:

Day 11:

Day 12:

Day 13:

Day 14:

Week 3:

Day 15: FIGHT

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

## RANDOM CONCEPTS, IDEAS, AND QUESTIONS:

### IDEA

-There are analogues for Christianity, Judaism, and Islam in Birdsong.

### QUESTION

-The calendar commonly used by Birbs has a basic equivalence to 'like the Gregorian calendar, but, minus 1350'. Is this because of plague?

-Do the characters meet Rrajak early? When do they meet him?

-What preconceived notions do each character (especially the protagonists) have? How might they change?

## TIMEKEEPING

25 day system!

Week 1:

Day 1:

Day 2:

Day 3:

Day 4:

Day 5:

Week 2:

Day 6:

Day 7:

Day 8:

Day 9:

Day 10:  
Week 3:  
Day 11:  
Day 12:  
Day 13:  
Day 14:  
Day 15:  
Week 4:  
Day 16:  
Day 17:  
Day 18:  
Day 19:  
Day 20:  
Week 5:  
Day 21:  
Day 22:  
Day 23:  
Day 24:  
Day 25:

365 lunisolar:

Week 1:  
Day 1:  
Day 2:  
Day 3:  
Day 4:  
Day 5:  
Day 6:  
Day 7:  
Week 2:  
Day 8:  
Day 9:  
Day 10:  
Day 11:  
Day 12:  
Day 13:  
Day 14:  
Week 3:  
Day 15:

Day 16:

Day 17:

Day 18:

Day 19:

Day 20:

Day 21:

Week 4:

Day 22:

Day 23:

Day 24:

Day 25:

Day 26:

Day 27:

Day 28:

# Protagonist Work

Let's look at how we can compare the 4 protagonists!

Personality traits:

**Veezal:** Assertive, Zealous, Rebellious

**Kaiyara:** Gentle, Resilient, Beleaguered

**Zelrik:** Passionate, Witty, Bitter

**Tawnette:** Exuberant, Creative, Struggling

Ages:

Zelrik: 29 [what did he do from now 'til then?]

Kaiyara: 26

Veezal: 27

Tawnette: 33

All 3 of the party members besides Veezal struggle with acceptance, self-worth, and past trauma [maybe Veezal too...?]

Zelrik is struggling to hold his grasp on reality (he suffers from hallucination) [past trauma: kicked out of his family, also the entire left side of his family has been marked by The Other Side {which is why his sprite is purple}]

Kaiyara is struggling to feel (she suffers from feeling deadened) [past trauma: overworked in her attempt to be a good little cog for her family, she's burned out and depressed]

Tawnette is struggling to adjust to her new life (she suffers from moping) [past trauma: a literal stroke which has crippled her artistic abilities]

For our resource-trinity system:

Lucidity is obviously Zelrik's bane {hallucinations}

Serenity is the bane of Tawnette

Hope is the bane of Kaiyara

Why Are You Here?

Why is anyone in Cordann? Why does anyone take a job?

Background:

Socioeconomic status:

FAMILY RELATIONSHIPS:

Veezal: good-bad relationship with family (cheerfully oblivious to his family's disappointment in

him)

Kaiyara: bad-good relationship with family (subconsciously resents family, family blissfully unaware of the damage they've done to her)

Zelrik: bad-bad relationship with family (they each blame each other The Accident)

Tawnette: good-good relationship with family, can't do art anymore, figures this was the best option left available to her.

#### TRAINING LEVELS:

Veezal: informal no, formal no (hoping to get trained on the job)

Kaiyara: informal no, formal yes (dutifully went to a crash course after finishing university)

Zelrik: informal yes, formal no (self-taught)

Tawnette: informal yes, formal yes (went to school after stroke)

# Concrete Story: Script Drafts

(Loadout scene)

All of these conversations assume we are not using sophisticated prompt systems

Talking to Rrajak: "Hey, you guys all set to head out?"

(if yes) "Good luck!"

(if no) "All good! Get back to me when you're ready"

Talking to Lornix: "Hello friend! Got any questions about your loadout?"

(if yes) "<CONVO TO BE REPLACED LATER>"

(if no) "Let me know if you need anything!"

Talking to Pryden: "You got this! Probably."

Talking to Zelrik: "You better not mess this up."

Talking to Tawnette: Tawnette smiles beamingly at you. She looks excited!

Talking to Kaiyara: "All four of us without Salvage experience, on our first mission together..."

(VEEZAL RUNTHROUGH)

N: okay Veezal! Rise and shine!

It's time for your first day at work. Isn't that fascinating?

V: here I go! A new home!

N: Cordann! A land of dreams! Far away from home and all of its messiness. Up and at 'em!

V: im at it!!

N: So convenient that we didn't need to do an apartment search. Very nice of Ultraviolet Industries Inc to provide us with free lodgings!

V: PERKS!

[TUTORIAL SCRIPT}

Lornix: Hello! I'm Lornix, and this is Pryden!

Pryden: Hallo

Lornix: You must be Veezal?

Veezal: That's my name! It's nice to meet you both. This is the Risk Mitigation training session, yeah?

Lornix: Yes! As you may recall, one of your most important tasks is to help resolve any on-site disasters that come up. Your resume says you don't have any direct experience with that, if I'm correct?

Veezal: None whatsoever!

<TEXT TO ADDRESS WHY THEY HIRED SOMEONE WITH NO EXPERIENCE, THE VIEWER SHOULDN'T THINK THE COMPANY IS DESPERATE, BUT RATHER THE ECONOMIC HUNGER FOR LABOR IS SO GREAT

HIGHLIGHT THAT VEEZAL HAS A LOT OF MAGIC POWER

>

*At this point, a small text bubble might appear next to Pryden saying "lol"*

Lornix: Right! Well, thankfully we have a corporate on-site training program to get you up to speed! If you'd follow me, please...

<MIDDLE>

This here is the Ultratronic Gurglezebapper! During catastrophes, you're likely to blight fight. So here, dumbt the dodge good!! It'll test your ability to dodge. Stay mobile! It'll shoot at you. Then anlksdfasd . Dodge to win!!

wow you did it

okay call now

we know you can SING

plz sing a SONG of grt POWER! rdy?

yay you did it!

okay now come down here

show off your ACTIVE SONGS!!!

show us ur first active song

yay wow!!!

okay now show us ur 2nd acve song

Veezal: That's it?

Lornix: That's about it!

Veezal: ...

Pryden: 'Sup?

Veezal: I dunno. No disrespect, but I thought the job training for something so important would be... longer? Not just a one-day crash course?

Lornix: No need for that! You did great, and I have full confidence that you're more than prepared for your duties.

Pryden: Also there's no room in the budget for training Imao

Lornix: Er! That is also true!

Veezal: Well. I'm sure it'll be fine.

Lornix: That's the spirit!

Veezal: Thanks for your help!

Lornix: You're welcome!

Pryden: Yay

(after a day of work)

Supervisor N: Alright! That's the end of the day!

V: I'm new to Mt Girava. What are some things to do?

Supervisor N: A bunch of us are going out for drinks, you're more than welcome to come along! But if you're looking for something more active, there's lots of other stuff.

limping orphan: "Sir! You have a leg like me"

Zelrik: "Yes..."

lo: TODO

Zelrik: "How did that happen?"

Sedrin: "Kid got his leg stuck in the Orphan Crushing Machine"

Zelrik: "If you are obfuscating from me out of politeness, then I must pry in this matter. I'm going to want you to be more specific as to the fledgling's plight"

Sedrin: "It's right over there"

\*camera pans over to a giant, horrible mess of gears that children are entering and exiting\*

Sedrin: "Kids usually work on it 'cuz they can fit in small spaces. But, you know how it is. You run low on food, on sleep, can't pay as much attention and BAM. Dang thing chews through kids like candy."

Zelrik: "I... thought you were speaking metaphorically. Regarding the cause"

Sedrin: "I mean, the blasted thing's technical name is the L3-Remanufactor Mk-II, but nobody calls it that."

Zelrik: "I suppose it was naive of me to think you were talking

Zikora arrives

Zikora showdown

Kechi fights back

<

ZELRIK FRIENDLY: Helping at a homeless shelter: Represents volunteer work and altruism, providing characters an opportunity to grow emotionally and socially.

TAWNETTE FRIENDLY: PAINTING CLASS: A creative outlet that can be both a solitary and social activity, allowing for personal expression and skill development.

KAIYARA FRIENDLY: LITTLE TEA SHOP

HIKING TRIP: Encourages physical activity and connection with nature, offering a counterpoint to more urban or indoor activities and fostering a sense of adventure.

?

There's our SOCIAL JUSTICE program where some of us volunteer!

We've got a in-house gymnasium that a lot of employees enjoy!

And if you like more indoorsy stuff, we have a book club!

V: HMMM. Let me think about it!

**<dialogue branches>**

[EVENING]

N: well that was nice! What to do now?

V: HMMM. Well, I do need to keep an eye on the house. I should also keep up to date with <my hobbies>. But sleep is important!

**<choice>**

---

(ZELRIK RUNTHROUGH)

N: okay Zelrik! Rise and shine!

It's time for your first day at work. Isn't that fascinating?

Z: ugh

N: Cordann! A land of dreams! Far away from home and all of its messiness. Up and at 'em!

Z: bleh

N: So convenient that we didn't need to do an apartment search. Very nice of Ultraviolet Industries Inc to provide us with free lodgings!

Z: I assume this is factored into my wages. 'Free' is a bit of a stretch.

N: Hooray!!

(heading to work)

(going to lobby)

(maybe see other workers first?)  
(showing badge and ID)  
[is this Z's first job?] what are narrative differences?

Emp: welcome to work! Here's ur stuff

Z: wait, that's it?  
[How much training did Z have?] what are narrative differences?

here are your coworkers  
hi  
yay, go work!  
oh shit  
WAAAAAAAAAAGH

[How prepared did the characters feel?] what are narrative differences?

# Protagonists of Crooked Wings

[Veezal](#): Assertive, Zealous, Rebellious

[Kaiyara](#): Gentle, Resilient, Beleaguered

[Zelrik](#): Passionate, Witty, Bitter

[Tawnette](#): Exuberant, Creative, Struggling

These four come to assist in [Northeast Cordann's Labor Movement](#).

[Link to work page](#) on designing and writing for protagonists

# The South Street Boys

*Os Meninos da Rua Sul*

A private security group based in Northeast [Cordann](#). They have a developed work history with the dreaded [Zikora](#). All three of them are either immigrants from [Ocanande](#), or children of immigrants from Ocanande. They are very proud that none of them have criminal records, despite their low-income background.

[Arudow](#): The leader of the three. Rakish, passionate and boastful.

[Vritak](#): Burly and brusque; he looks like the heavy of the flock and acts the part well.

[Gritak](#): The trio's heavy artillery. Gritak is taciturn and his primary vocalizations are angry mutterings.

# The Labor Movement and their Allies

Inspirational music (references):

<https://www.youtube.com/watch?v=djvcsJL5fM0> (*Angel Song* by Nothing More)  
(determined but sanguine marching song)

## LEADERSHIP AND PRIMARY ALLIES

[Sidhrin](#)

[Salamin](#)

[The Crooked Wing Flock](#) ([Veezal](#), [Kaiyara](#), [Zelrik](#), and [Tawnette](#))

## POTENTIAL ALLIES

[Huitzi](#)

[Nneka](#)

[Gurshan](#)

[Chiawke](#)

[Chima](#)

[Shuyal](#)

[Jiwa](#)

[Quovu](#)

[Vira](#)

[Shanu](#)

[Alondr](#)

[Tomil](#)

[Kayati](#) and [Tawodi](#)

[Ahamefula](#)

# Themes for Crooked Wings

RELEVANT LINKS TO OTHER R&D DOCUMENTS:

<https://docs.google.com/document/d/1vBQqxie9rsL5yc2GR7xUe8qArSGf4PcoxaKyCgFawQs/edit>

## TODO:

- add/remove/edit elements on the document
- WEIGH elements on the document
- how can the protagonists and other characters push these elements?
- how can events and choices push these elements?

Frequency is roughly done as a percentage score but that's not very necessary

STATEMENT	IMPORTANCE	FREQUENCY	DIRECTNESS	Q&T notes (to process)
ideals that stray from reality can no longer be meaningfully applied	Much More Important	27	Very Direct	
socioeconomic class is not divinely (or morally) fated	Much More Important	13	Direct	
mental health IS health	More Important	20	A Little Direct	
oligarchs attack laborers with 'despair, fear, division, and confusion', which unionists try to fight back with 'righteousness, hope, unity, and knowledge'	Important	11	Very Direct	
your worth transcends a paycheck	Important	4	A Little Subtle	

"free" unregulated markets allow actors with power to limit freedoms of others	Less Important	12	Subtle	
existing institutions create regulatory sub-institutions NOT to stop their depredations, but rather as a 'bandaid' (like Glass-Steagall    the New Deal)	Less Important	11	A Little Subtle	
passing down wealth without property taxes just creates an aristocracy (??)	Much Less Important	2	A Little Direct	

QUESTION	IMPORTANCE	FREQUENCY	DIRECTNESS	Q&T Notes (to process)
when can an individual throw up their hands and say 'this is not my problem'?	Much More Important	13	Very Direct	THIS. I think this is one of the strongest parts of your story: complicated calculation of "should I act". heroism vs. complicity.
the real enemy isn't some individual person as much as it is 'institutions and structures (regulatory bodies, elected offices, nonprofit organizations), without regular upkeep, becoming corrupted over time'?	More Important	42	A Little Subtle	
How does one want their society to react to 'disabled' people?	Important	20	Direct	

<p>WHAT'S WITH PRIVATE PROPERTY, ANYWAY?!</p> <p>property as refuge</p> <p>property as 'I can kick you out'</p> <p>property as 'I get access to the resources here'</p>	Important	8	Direct	<p>I have a podcast for you on this: It's the socialism series by Matt Breunig. Podcast is the Breunigs. In fact his writing might be the best guide to property arguments. (I'll give away the end: It's philosophically indefensible, if you're premises are "liberty" or "utility" or "just desserts"...We can talk more.</p>
<p>what is the difference between luxuries and goods?</p>	Less Important	5	A Little Direct	<p>It depends what you mean by luxuries and by goods. Anything bought and sold on the marketplace can be a commodity. Even a luxury good. It follows commodity logic. ( <a href="https://www.marxists.org/archive/marx/works/1867-c1/commodity.htm">https://www.marxists.org/archive/marx/works/1867-c1/commodity.htm</a>)</p> <p>Where non-luxury commodities differ from luxury is in how they are priced, and how they are viewed.</p>
<p>IN A CAPITALIST ENVIRONMENT: is the literal possession of money/capital INHERENTLY not-good? [does the money corrupt them?]</p>	Less Important	3	Subtle	<p>Yes. Bad. Accumulation of wealth bad...for an individual or cadre. For the public, accumulation is quite good. Can't have bridges without accumulation.</p>

What is 'disability'?	Much Less Important	6	A Little Direct	I like this. I don't know how to answer.
'usury' might be a useful financial technology, but... when do we 'kill Godzilla'?	Much Less Important	2	A Little Subtle	The interesting thing about usury, is it is NOT a positive technology. At a certain level of debt in the population, return on investment goes to zero anyway. That's why Jubilee.
Is property theft?	Much Less Important	1	Very Subtle	Yes. But whyyyyy?

THEME	IMPORTANCE	FREQUENCY	DIRECTNESS	Q&T notes (to process)
ABSURD/SLAPSTICK HUMOR	Much More Important	30	Very Direct	
Satirical humor	More Important	14	Direct	
moral complexity! [exploring how institutions influence and coerce individuals]	Important	26	Moderate?	
Hope! [WE CAN DO <SOMETHING> [and we want to fight to keep hope alive]]	Important	20	A Little Direct	
HEROISM [you just know that some things are right (slavery was bad)]	Less Important	10	Subtle?	

...do 'themes' need to be ranked ordinally with each other?

Unsorted notes:

-people second-guess themselves about their difficulties?

Q NOTE ABOUT CAPITALISM AS AN INSTITUTION: 'This question is CRUCIAL. Unfortunately, I don't

believe it actually has much depth, as a question. What makes it interesting, to me, is that our society tends to view problems with Capitalism itself, as problems with institutions not working as they should.

My firm position is that institutional rot is never the deep problem within capitalism. The problem is that "rot" is built in. Take Wall Street circa 2008....Can we say that it was institutional rot, or that the institutions were functioning as they tend to function over time? So, I would say that all the things that LOOK like institutional rot are in fact features of the whole system. There is no parallel universe with an ethical wall street, or even one where there aren't giant devastating crashes. Capitalism is fueled by disaster. '

## EXEMPLIFICATION SPREADSHEET

CHARACTER(trait) OR INTERACTION OR EVENT OR STORY-FEATURE OR GAME MECHANIC OR DESIGN-FEATURE	THEME  QUESTION  STATEMENT TO EXEMPLIFY	HOW IT IS DONE	Q&T notes (to process)
<a href="#">Veezal</a> 's problems with ADHD	'What is 'disability'?'		
<a href="#">Kaiyara</a> 's problems with depression and burnout	'What is 'disability'?' and 'mental health IS health'		
<a href="#">Zelrik</a> 's problems with being exiled and physical malformations	'What is 'disability'?'		
<a href="#">Tawnette</a> 's problems with aphasia	'What is 'disability'?'		
<a href="#">Sedrin</a> 's wariness of how slow institutions are to change (which leads him to erroneously pessimistic conclusions)	'ideals that stray from reality can no longer be meaningfully applied' AND 'moral complexity!'		
<a href="#">Salamin</a> 's zeal and connection to the emotions of popular (which leads him to erroneously theory-driven conclusions)	'ideals that stray from reality can no longer be meaningfully applied' AND 'moral complexity!'		

Rrajak's promotion to a leadership role due to his excellence in engineering, in spite of his lack of interest (and incompetence) in management	'Satirical humor'		
Lornix's ???			
Pryden's absentminded	'Satirical humor'		
Kechi's extreme distrust of civic government power	'moral complexity!'		
Kechi's belief that inequality is not only inevitable, but also, NOT immoral			
Ahamefula's interest in not losing his job so he can buy his disabled son a good life	'when can an individual throw up their hands and say 'this is not my problem'?' AND 'moral complexity!'		
Onyeka's buying in to a system that does not benefit her.			
Khanda's disinterest in moral harm, compared to his own financial interests			
Khanda's belief that concepts like 'justice' and 'compassion' are instilled in children because it is convenient for society as a whole (and useful for those who can take advantage of them), not because they have any inherent worth.			
Zikora's complete disinterest in shame or guilt			

Arudow's lack of interest in asking tough questions			
Vritak's enormous, spherical body	'ABSURD/SLAPSTICK HUMOR'		
Gritak's lack of speaking in full sentences, instead screeching inarticulately in rage	'ABSURD/SLAPSTICK HUMOR'		
Tomil's ???			
Alondr's ???			
Jiwa's ???			
Huitzi's ???			
Zephyx's ???			
GAME MECHANIC: the players must manage the resources of 'hope' and 'knowledge' which the enemy attacks via 'fear' and 'confusion'	'oligarchs attack laborers with 'despair, fear, division, and confusion', which unionists try to fight back with 'righteousness, hope, unity, and knowledge'		

GAME MECHANIC: During the night cycle, different resources (such as 'attention from corporations', 'morale', 'sanity', 'exhaustion') can be exchanged for others	'moral complexity!'		
DESIGN-FEATURE: Chasing one 'ending' (either extreme anarchy or extreme change-within-the-existing-system) results in not achieving the explicit goal	'moral complexity!' AND 'ideals that stray from reality can no longer be meaningfully applied'		
STORY-FEATURE: The public understands the flourishing of Blight Elementals as an unfortunate consequence of Violet Fulgurite production. However, the truth of the matter is that a nonzero amount of industrialists and politicians find this 'unfortunate thing' as an actual boon.	""free" unregulated markets allow actors with power to limit freedoms of others'		is idea may have been jettisoned. I'm not sure. If not, I think it could be a good vector for exploring your themes. This touches on the institutional rot question. This is also a great historical reference. Many of the things that people have seen as unintended by capitalism are, in fact, intended...or at least the worst things are ignored. Homelessness, alcoholism, war environmental disaster....
STORY-FEATURE: The players watch as the labor movement's attempts to create institutional reform are corrupted  sabotaged already from the start			




(repeats of any item in the spreadsheet are okay)

## **MECHANICS for NIGHT PHASE**

PHASE 1: pick 1 of 4

- Selfcare
  - Take A Nap
  - Read A Book
- Socialize
  - Target Location
  - Target Person [NPCs]
- OVERTIME
  - get money
- Activism
  - Identify problem!
  - Write a speech!
  - Organize a rally!
  - Boots on the ground!
  - Fight demons out of license(?)
  - WE RIOT!!
- building 1-on-1 relationships
- building a media/communication network
- building large group relationships (creating spaces)
- research

From Labor Notes: <https://labornotes.org/secrets>

- Take a Nap
- Socialize at (Location)
- Socialize with (target person)

[Link to general theme page](#)

# Game Mechanics: Daily Life

RELEVANT LINKS TO OTHER R&D DOCUMENTS:

<https://docs.google.com/document/d/1vBQqxie9rsL5yc2GR7xUe8qArSGf4PcoxaKyCgFawQs/edit>

CURRENT:

BOARD GAME DESIGN:

So, the game's final resolution is determined by a simple formula:

$\text{Score1} + \text{Score2} + \text{Score3} + \text{Score4} = \text{TOTAL SCORE}$ . More is better

Score1 is 'Valor minus Fear', Score2 is 'Hope minus Despair', Score3 is 'Knowledge minus Confusion', and Score4 is 'Solidarity minus Disunity'

Other formulas may alter this basic metric, but the idea is to have as high virtues (valor, hope, knowledge, and solidarity) in the labor movement, with minimal ailments (fear, despair, confusion, disunity)

How do you gain these values?

FOR VIRTUES:

individual actions (placing a birb X, at a given location Y, with task Z) can give one-off effects that improve your Virtue Scores. They can also create permanent investments. Investments will passively generate small increases to your Virtue Scores each turn.

(As of right now, Investments and Virtue scores will not decrease due to game mechanics, but we can change that if we want).

FOR AILMENTS:

Ultraviolet Industries Inc, as well as Tweela Banking can play effects as well as create Chronic Problems. These will likewise create one-off increases to Ailment Scores, and, Chronic Problems will passively increase Ailment Scores each turn.

Unlike Virtue Scores, Ailment Scores CAN be reduced. Furthermore, Chronic Problems can be neutralized at the expense of player resources (most notably, time spent by our birbs that they could do otherwise)

Furthermore, random events will occur that can alter Virtue and/or Ailment Scores.

UPDATE WITH MORE MATHS:

here's the current list of locations where Birbs can be sent to on a night cycle

#### RESIDENTIAL

- 1) apartment complex (home)
- 2) soup kitchen
- 3) community center
- 4) saloon
- 5) Holy Site
- 6) music hall
- 7) cafe
- 8) library
- 9) fire and police station
- 10) bank
- 11) marketplace

#### MUNICIPAL

- 12) city hall

#### COMMERCIAL

- 13) public park
- 14) museum

for each faction, here's where you can find them (maybe multiple locations for each function:

#### 1) Journalists

Music Hall [you can meet (and/or spend time) with [Huitzi](#) here, who is your link to the faction listed above]

#### 2) Musicians, actors, visual artists

Cafe [you can meet (and/or spend time) with [Nneka](#) here, who is your link to the faction listed above]

#### 3) Writers

Library [you can meet (and/or spend time) with [Gurshan](#) here, who is your link to the faction listed above]

#### 4) Religious organizations

Holy Site [you can meet (and/or spend time) with [Chiawke](#) here, who is your link to the faction listed above]

5) University students and technocratic professors

Cafe [you can meet (and/or spend time) with [Shuyal](#) here, who is your link to the faction listed above]

6) Political idealogues (domestic communists, socialists, and/or anarchists)

Cafe [you can meet (and/or spend time) with [Salamin](#) here, who is your link to the faction listed above] *{should we change this to another birb?}*

7) Lawyers and judges

Holy Site [you can meet (and/or spend time) with [Jiwa](#) here, who is your link to the faction listed above]

8) Small business owners

Community Center [you can meet (and/or spend time) with [Quovu](#) here, who is your link to the faction listed above]

9) Veterans

Community Center [you can meet (and/or spend time) with [Vira](#) here, who is your link to the faction listed above]

10) Populist politicians

Public park [you can meet (and/or spend time) with [Shanu](#) here, who is your link to the faction listed above]

11) Foreign figures

Soup kitchen [you can meet (and/or spend time) with [Alondr](#) here, who is your link to the faction listed above]

12) Class traitor elitists

Museum [you can meet (and/or spend time) with [Tomil](#) here, who is your link to the faction listed above]

13) Underworld figures

Marketplace [you can meet (and/or spend time) with [Kayati](#) and/or [Tawodi](#) here, who are your link to the faction listed above]

this means, if I send Veezal to the Soup Kitchen for the night, he can spend his action to establish further bonds with the Foreign Figures faction

this action will have a higher Bond Strength score based off of the SUGGESTIONS FOR INPUTS table (seen below)

each faction will grant virtue points based on a multiplication of the aforementioned BOND SCORE, and their set rewards, listed under SUGGESTIONS FOR BENEFITS

let's say that the Labor Movement currently has a Valor Score of 100, a Hope Score of 100, and a Knowledge Score of 100. Let's also say that the Labor Movement is at Rank 4 (out of 10) with Foreign Figures. Let's say that means we have 800 influence points with them (and we move up to Rank 5, at, I guess 1000?)

since Veezal is accessing Foreign Figures, he does a simple calculation:

since Foreign Figures has a 'input value' of hope40%, knowledge10%, valor50%,

then, we take our existing values of 100, 100, and 100, and it gets turned into 40, 10, and 50 (multiply by percent)

so, this turns into  $40+10+50=100$ . We take that 100 and add it to our existing 800, and this turns it into 900. Not enough to upgrade it to rank 5.

Now we look at the dividends: the second table says that

Foreign Figures gives us 40-40-20 for hope, knowledge, and valor. So let's divide this by, I guess, 10?

now we get 4, 4, and 2 points. At the end of the night, our virtue scores are now 104, 104, and 102

HOORAY

All of these numbers need tweaking

Now let's look at some ANTAGONIST ACTIONS.

Ultraviolet Industries Inc (and later, Tweela Banking) will play cards to affect the board. They can do this by both directly increasing any of the Ailment scores (Fear and/or Despair and/or Confusion and/or Disunity), or by creating and/or enhancing a Chronic Problem which will passively generate any of those 4. Here's a list of some Chronic Problems:

Bribed Official (these are placed at any of the squares. As long as they are on said square, attempts to further invest in Factions based there work with a penalty [a fraction equal to  $1/(N+1)$ , where N is equal to the amount of Bribed Officials])

Punitive Overseers (these are placed directly on the Power Plant space. As long as they are at the Power Plant, these will directly inflict Fear points every turn)

Spies (these are placed at any location. Until they are dealt with, they inflict Ailment points on the Labor Movement based on that square)

### SUGGESTION FOR INPUTS:

SUGGESTION FOR INPUTS	Hope	Knowledge	Valor
1) Journalists	70	30	0

2) Musicians, actors, visual artists	80	0	20
3) Writers	60	40	0
4) Religious organizations	70	0	30
5) University students and technocratic professors	30	70	0
6) Political idealogues (domestic communists, socialists, and/or anarchists)	10	60	30
7) Lawyers and judges	10	30	60
8) Small business owners	30	20	50
9) Veterans	20	10	70
10) Populist politicians	30	10	60
11) Foreign figures	40	10	50
12) Class traitor elitists	0	100	0
13) Underworld figures	0	20	80

## SUGGESTION FOR BENEFITS:

SUGGESTION FOR BENEFITS	Hope	Knowledge	Valor
1) Journalists	10	70	20
2) Musicians, actors, visual artists	80	0	20
3) Writers	10	50	40
4) Religious organizations	60	0	40
5) University students and technocratic professors	50	40	10
6) Political idealogues (domestic communists, socialists, and/or anarchists)	10	40	50
7) Lawyers and judges	20	80	0
8) Small business owners	40	30	30
9) Veterans	30	10	60
10) Populist politicians	30	0	70
11) Foreign figures	40	40	20

12) Class traitor elitists	30	30	40
13) Underworld figures	30	40	30

Each of the 13 factions is a BATTLEGROUND

### HMWK:

**For each of the 13 factions, what does a score of '-10' mean? What does a score of '10' mean?**

SUPER COOL IDEAS FOR BOARD GAME by TIANA GRACE FERGUSON :

1) If multiple Birbs are deployed to the same activity (at the same space), they get bonuses for this

2) introducing a resource system (not just 'bird activity per turn):

Morale (analogous to Valor vs Fear)

Energy (analogous to Hope vs Despair)

Sanity (analogous to Knowledge vs Confusion)

<no resource necessary for Solidarity vs Disunity>

Activities may cost and/or gain given resources for each Birb!!

3) when the game starts, there is a PENALTY on the 'resources spent' for our Birbs working together on the same activity. As the story progresses, this penalty is reduced (and maybe even vanishes, and maybe even turns into a bonus cost-reduction)!

### Questions and Future Ideas:

**1) the Labor Movement itself has those 4 Virtues and 4 Ailments scores, and those 'buckets' are the central part of how the 'winning score' is calculated. Each Birb has 3(?) resources to spendOn||gainFrom activities. Should Birbs and/or Factions have their own buckets and/or resources in addition to this set?**

**2) Can we include money as a resource?**

**3) What will our activities for our 4 birbs other than 'establish link' and 'fight against chronic problem' be?**

**4) Should we include a 4th resource of Empathy (to go along with the Solidarity vs Disunity dynamic)?**

WEEK

SAMPLE PLAYTHROUGH:

D1 and D7 you can do up to 3 activities each

D2 to D6, you only get 1 activity after work

W2D2: Head to the Library

W2D3:

W2D4:

W2D5: Have Veezal stay indoors to read some books from the Library

W2D6:

W2D7: Send Veezal to the Marketplace. Send Veezal to the

W3D1: Have Veezal DO INDOOR ERRANDS, have Veezal 'read a book from the Library', have Veezal Lie Down And Rest

W27D2: Send Veezal to X; Send Kaiyara to X; send Zelrik to X; send Tawnette to X

W27D3:

W27D4:

W27D5:

W27D6:

W27D7: Keep all 4 birbs at their apartment complex and take care of ERRANDS

W28D1:

~~LEGACY:-~~

~~The player has many opportunities to decide what to do with their life.~~

~~IDEA:-~~

~~ABSTRACT IDEAS:-~~

~~the 'standard playthrough' means that one will always get the same 'cards' or 'RNG seed'. But, this precludes the BEST ENDING.~~

~~much like Slay the Spire has 'cards' and 'relics', Crooked Wings would have 'cards' and 'relationship tracks'~~

~~corporations attack with (predetermined on the first run) ACTION CARDS~~

~~CONCRETE IDEAS:-~~

~~Social Rank Up with groups gives you advance notice of what cards the antagonists will play~~

—

~~—bonus for Church Rank N(?): higher chance of SURPRISE COFFEE DELIVERY—~~

~~ENDING 1 (failure state): no win [Bad Ending]~~

~~—The labor union established by the protagonists is weak and doesn't enjoy either popular support OR institutional support. It's doomed to get repealed within decades.—~~

~~ENDING 2: institutional win [Good Ending 1]~~

~~—The labor union established by the protagonists is strong, and enjoys institutional support. Unfortunately, the culture war has been lost, and it is threatened by decay—~~

~~ENDING 3: popular win [Good Ending 2]~~

~~—The labor union established by the protagonists is weak. However, the culture war has been won, and there is hope in the decades to come for similar reforms that will have better outcomes—~~

~~ENDING 4 (locked behind NewGame+): dual win [Good Ending 3]~~

~~—The labor union established by the protagonists is strong and enjoys both popular AND institutional support. The protagonists and their allies rejoice! But, they are so successful that <some antagonist> Opens The Door and now there's a giant hell-fortress in the middle of New Yirooburg. [Week N]~~

~~—STORY BEAT (Good Ending 3(?) achieved): Defeat the giant hell-fortress in the middle of New Yirooburg! Everyone throws a party. Hooray! [Week N+1]~~

~~On a given bird's turn, a bird can choose—~~

~~INDOORS—~~

~~—Take nap—~~

~~OUTDOORS—~~

~~—~~

~~ACTIVISM—~~

~~—Rally—~~

~~—AUTO STAGE: From 9-6, the player is busy at work.—~~

~~—MANUAL STAGE 1: The player then has a set of 'early evening activities' they can pursue, this would take place from 6-9—~~

~~—MANUAL STAGE 2: Then, they have a set of 'late evening activities' they can do, or get in more sleep—~~

~~SLEEP DEBT IS A THING~~

~~Okay, let's look at some activities to do...—~~

~~PRIMARY—~~

~~1) underground labor union group—~~

- ~~A) check in with Zelrik (combos/overlaps with other activities)~~
- ~~B) check in with Kaiyara (combos/overlaps with other activities)~~
- ~~C) check in with Tawnette (combos/overlaps with other activities)~~

## ~~SECONDARY~~

~~—outside (or social) activities:~~

- ~~1) participate in local politics~~
- ~~2) socializing with an adult book club~~
- ~~3) PAINTING CLSS~~
- ~~4) literally just go to a bar~~
- ~~5) place of worship!~~
- ~~6) helping at a homeless shelter~~
- ~~7) helping with a kids program~~
- ~~8) EMT volunteering~~
- ~~9) firefighting squad!~~
- ~~10) go to a gym to WORK OUT~~
- ~~11) HIKING TRIP~~

~~—inside activities:~~

- ~~1) stay home to write letters to send back home~~
- ~~2) stay home to practice music~~
- ~~3) stay home to read a book~~
- ~~4) potato garden!!~~
- ~~5) play with toys??~~
- ~~6) home workout~~
- ~~7) writing a story!~~

~~—other:~~

- ~~1) going shopping~~
- ~~2) going to the bank (and other things)~~

## **~~OLD: WE'RE GOING WITH 7 DAY CALENDARS AGAIN~~**

**~~In 7 day week calendar, humans work 25/35 days with 5/7 schedule, 30/35 with 6/7 schedule~~**

**~~In a 5 day week, how would 5/7 work?~~**

**~~NWWWN 3 2~~**

**~~WWWWN 4 1~~**

**~~WWWWN 4 1~~**

**~~NWWWN 3 2~~**

**~~WWWWN 4 1~~**

**~~WWWWN 4 1~~**

**~~NWWWN 3 2~~**

**~~In a 5 day week, how would 6/7 work?~~**

**~~WWWWN 4 1~~**

~~WWWWN 4 1~~  
~~WWWWW 5 0~~  
~~WWWWN 4 1~~  
~~WWWWN 4 1~~  
~~WWWWN 4 1~~  
~~WWWWW 5 0~~

# Character Index for Crooked Wings

A list of links to pages for characters who are relevant to Crooked Wings, with a very short description of who they are and the roles they play in the story:

## THE [PROTAGONISTS](#)

[Veezal](#): A VF technician newly employed at Ultraviolet Technologies. Assertive, zealous, and rebellious.

[Kaiyara](#): A VF technician newly employed at Ultraviolet Technologies. Gentle, resilient, and beleaguered

[Zelrik](#): A VF technician newly employed at Ultraviolet Technologies. Passionate, witty, and bitter

[Tawnette](#): A VF technician newly employed at Ultraviolet Technologies. Exuberant, creative, and struggling

## (OTHER) ENGINEERS

[Rrajak](#): A former VF technician promoted into management. The

Lornix: A senior VF technician, tenured at Ultraviolet Technologies Incorporated for over a year. Assigned as the lead tech for our protagonists' team. Earnest and cheerful.

Pryden: A senior VF technician, tenured at Ultraviolet Technologies Incorporated for over a year. Amiable but very absent-minded.

## ULTRAVIOLET TECHNOLOGIES INCORPORATED (non-engineers)

Ahamefula: a manager in (or head of?) the Human Resources Department of Ultraviolet Industries Inc

Kechi: a manager in (or head of?) the Marketing Department of Ultraviolet Industries Inc

Tomil: a venture capitalist and researcher who is on the board of directors for Ultraviolet

## LABOR ADVOCATES

## IMMIGRANT FIGURES

## RELIGIOUS FIGURES

## POLITICIANS

other links:

[protagonist work](#)

# Relevant Factions for Crooked Wings

## CORE FACTION:

0) The interested parties [100%]

Violet Fulgurite workers

[Sidhrin](#)

Industrial workers from other factions

Mutual aid societies

Farmers and other agricultural groups

## OUT-OF-CORE FACTIONS:

1) Cultural influences [30% of out-of-core influence for 'historical' playthrough] {generally favor Hope}

1A) Journalists

[Huitzi](#) (contact to media)

1B) Musicians, actors, visual artists

As-of-yet-unnamed Birb 1 (direct or indirect contact to artists) [Nneka?]

1C) Writers

As-of-yet-unnamed Birb 2 (direct or indirect contact to writers) [Gurshan?]

1D) Religious organizations

As-of-yet-unnamed Birb 3 (direct or indirect contact to churches/mosques) [Chiawke?]

[Chima](#)

2) Intellectual influences [25% of out-of-core influence for 'historical' playthrough] {generally favor Knowledge}

2A) University students and technocratic professors

As-of-yet-unnamed Birb 4 (direct or indirect contact to universities) [Shuyal?]

2B) Political idealogues (domestic communists, socialists, and/or anarchists)

[Salamin](#)

3) Institutional and legal support [25% of out-of-core influence for 'historical' playthrough] {generally favor Valor}

3A) Lawyers and judges

[Jiwa](#)

3B) Small business owners

As-of-yet-unnamed Birb 5 (direct or indirect contact to businessbirbs) [Quovu?]

3C) Veterans

As-of-yet-unnamed Birb 6 (direct or indirect contact to veterans) [Vira?]

3D) Populist politicians

As-of-yet-unnamed Birb 7 (direct or indirect contact to populist politicians) [Shanu?]

3E) Foreign figures

[Alondr](#)

4) Economic and social elites [20% of out-of-core influence for ‘historical’ playthrough]

4A) Class traitor elitists

[Tomil](#)

4B) Underworld figures

[Kayati](#) and [Tawodi](#)

SUGGESTION:

	Hope	Knowledge	Valor
1) Journalists	70	30	0
2) Musicians, actors, visual artists	80	0	20
3) Writers	60	40	0
4) Religious organizations	70	0	30
5) University students and technocratic professors	30	70	0
6) Political idealogues (domestic communists, socialists, and/or anarchists	10	60	30
7) Lawyers and judges	10	30	60
8) Small business owners	30	20	50
9) Veterans	20	10	70
10) Populist politicians	30	10	60
11) Foreign figures	50	10	50
12) Class traitor elitists	0	100	0
13) Underworld figures	0	20	80

# Design story questions for Crooked Wings

For each character:

How does this character interact with this new theme?

[Veezal](#) is the closest thing Crooked Wings has to a protagonist. A member of the Crooked Wing Flock.

[Kaiyara](#) is a member of the Crooked Wing Flock. She/they passively serves as the mediator of the group.

[Zelrik](#) is a member of the Crooked Wing Flock. He is Veezal's friendly opposition and foil.

[Tawnette](#) is a member of the Crooked Wing Flock. She serves as the group's engine, and when the others learn to understand her, she also functions as the brains of the group.

[Rrajak](#) is the team lead that the Crooked Wing Flock reports to.

[Lornix](#) is a senior co-worker of the Crooked Wing Flock

[Pryden](#) is another senior co-worker of the Crooked Wing Flock that also reports to Rrajak.

[Kechi](#) is a manager at Ultraviolet Industries Inc, who serves functions equivalent to Human Resources, among others.

[Ahamefula](#) is a friend of Kechi.

[Salamin](#)

[Sidhrin](#)

[Huitzi](#)

[Nneka](#) (linked (indirectly or directly) to Musicians, actors, visual artists)

[Gurshan](#) (linked (indirectly or directly) to Writers)

[Chiawke](#) (linked (indirectly or directly) to Religious organizations)

[Shuyal](#) (linked (indirectly or directly) to University students and technocratic professors)

[Quovu](#) (linked (indirectly or directly) to Small business owners)

[Vira](#) (linked (indirectly or directly) to Veterans)

[Shanu](#) (linked (indirectly or directly) to Populist politicians)

[Jiwa](#)

Alondr

Tomil

Kayati

Tawodi

**Zikora** is 3rd-act antagonist who is sent in by Tweela Banking as the labor movement against Ultraviolet Industries Inc's leadership picks up steam.

**Arudow** is the leader of the South Street Boys, who serve as Zikora's muscle.

**Vritak** is the 'heavy' of the South Street Boys.

**Gritak** is the not-entirely-stable 'artillery' of the South Street Boys.

Journalists

Musicians, actors, visual artists

Writers

Religious organizations

University students and technocratic professors

Political ideologues (domestic communists, socialists, and/or anarchists)

Lawyers and judges

Small business owners

Veterans

Populist politicians

Foreign figures

Class traitor elitists

Underworld figures

# Game Mechanics:

## Loadout/Overworld/Combat

Hey, here's a list of literally every game mechanic (or game design feature) listed so far:

1) Pressing WASD or the arrow keys to move around

2) Pressing R or F to rotate between active characters

2.X) Pressing Shift+R or Shift+F to rotate between active characters twice in a row (within 1 cooldown) [this won't come up until there are 4 birds in the party at once]

3) Understanding health, and how health is regenerated

4) Pressing 1 or 2 to perform active actions

4.1)

Pressing T to activate Ultimates

[this is, in likelihood, the last of the key inputs?]

Pressing