Cyberscape Neo – Episode 4

by

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SCENE 1: WARLORD – VIN, DAXXIS, HYPERION, RAPTURE, YLLIA

Scene Details: The doors to the event zone open, leading to the cheers of many of the players, though the load-in entrance hasn't activated yet to bring people there. The crowd is massive, the foot traffic is loud, and Hyperion's party opt to open up a little bit upon a little conversation.

                    VIN
              (excited)
         They're finally opening the new
         zone for The Great Hunt!

                    DAXXIS
              (annoyed)
         And as usual, 20 people are just
         camped at the entrance, probably
         giving the developers and the
         servers a headache.

                    VIN
              (concerned)
         Speaking of a headache… it looks
         like Yll and Hype aren't in the
         greatest of moods. What's wrong?

                    HYPERION
              (annoyed and
              disappointed)
         It has been 2 weeks since I've
         enjoyed a good battle, all because
         of the release of this expansion…
         And the *first* fight I get into…?
         The opponent *cowers* after a single
         blow. Didn't even hit him!
              (groan in
              disappointment)

                    RAPTURE
              (flat)
     If they didn't shut down the Arena
     and other activities to get
     players to *even* check out this new
     content, I'm sure there wouldn't
     be *half* of the attendance at this
     event.
              (noticing a commotion)
     Looks like there's movement at the
     front. The path must be open.

                    HYPERION
              (groaning)
     I swear they did it just so I
     wouldn't get the title of Warlord
     before the next patch. Anyways,
     let's get a move on...

                    DAXXIS
              (surprised)
     Wait… you almost made Warlord?
     Before we left it said you were
     simply Champion-tier in the Arena…

                    RAPTURE
              (flat)
     Hype was only a few matches away
     before they announced the server
     shutdown for the pre-release
     patch.

                    DAXXIS
              (curious)
     Yea…? With only 5 minutes left,
     how could you drop that far in
     rank?

                    RAPTURE
              (flat)
     That admin you saw earlier, the
     girl?
                    (MORE)

                    RAPTURE (CONT'D)
When she announced that the server
was closing, Hype sent a rather
aggressive reply asking to duel
them and to be able to make
Warlord before the server dropped.
          (somewhat amused)
In response, the admin dropped a
World Boss in the Arena and said
if she won, they'd make her
Warlord. If not, she'd lose a rank
and the duel would restart.

                    DAXXIS
          (shocked)
Wait… the admin did something like
that?! I thought they weren't
supposed to interact with players
1-on-1 except when you were stuck
or found a bug, or got caught
exploiting something…
          (slyly)
Not like I'd know anything about
that...

                    HYPERION
          (smug)
Well, *I* wasn't the one who was
stuck… there was a player who had
activated an exploit that let them
constantly restart a duel with
similar repercussions.
          (stroking their ego)
They were of a much lower rank
than me and would never win,
but...
          (sounding their respect,
          proudly)
They'd also never give up. I
admired that.
          (sighing and continuing
          to explain)
Problem was, they couldn't stop
the exploit and they were worried
their character was going to get
deleted if the Arena got closed.
Then they'd be stuck when they
logged back in after the update.
          (grimacing and mocking)
                    (MORE)

                    HYPERION (CONT'D)
So here comes the admin from the
sky, going on and on about how
close we were to server shutdown.
The exploiter gets a 1-day
suspension, and I, my opportunity.
Or so I thought...

                    DAXXIS
              (curious)
So… a World Boss, huh? I know a
few of them are somewhat easy, and
others are near impossible without
a full raid. Considering the ranks
you lost, I take it -- it was the
latter?

                    HYPERION
              (suppressing extreme
              anger)
No… it was that *stupid* golem. The
one that casters solo farm all
day…

                    DAXXIS
              (afraid to ask)
Umm… So why was it so hard--

                    HYPERION
              (lashing out)
If I ever see that admin and they
ever give me a chance, I'm gonna
deck them in the *face*! Even that
cute new admin won't be able to
stop me...

                    DAXXIS
              (backing away, worried)
Uhh…

                    RAPTURE
              (flat)
Steel Golem. Known for dropping
weapon upgrade materials. Ranked
third on the list of most farmed
monsters in the game. Key feature:
reflects all physical damage dealt
to the attacker.

                    DAXXIS
              (cringing)
Oh. Right.
              (trying to change the
              subject)
So… I'm curious though Hype… Did
you ever see that exploiter again
after that?

                    HYPERION
              (taking a deep breath to
              calm down and then
              sighs, pointing to
              Rapture)
You're looking at them.

                    VIN
              (amazed and animated)
What?! You're a hacker, Rapture?!
And you stood toe-to-toe with
Hype?! That's awesome!
              (sarcastically ribbing
              with a side-eye glare
              and lowered voice)
Hopefully those exploits aren't
where you got all that Lon from.

                    RAPTURE
              (flat)
Not a hacker, no. I have a few
scripts I can still use, but I
deleted much of what I had from
before I met Hyperion.

                    VIN
              (excited)
          That's really cool!
              (empathetic)
          And… I kinda get why you're upset
          Hype… But why is Yllia being so
          quiet?

                    DAXXIS
              (curious)
          Yea… last thing I saw, you blasted
          some guy into the sunset. They got
          their just deserves for...
          whatever they did… right Yll?

                    YLLIA
              (pissed)
          He called me… a fable-swine…

[Dramatic pause]

                    VIN
              (empathetic)
          Ouch...

                    DAXXIS
              (confused)
          Umm... What's a fable-swine,
          anywa--?

[**Daxxis gets punched in the back of the head by Hyperion.**]
          OWW! … Forget I asked…

SCENE 2: HOLD THE LINE - THOMAS, ANGELA

Scene Details: Among the construction of a small collection
of huts made for the refugee Synthetic Users, Thomas and

Angela discuss proposed battle plans for the defense
against the incoming players last-minute.

                    THOMAS
               (serious tone)
          The perimeter is set. Most of our
          spare combatants are camouflaged
          at the tree line, with the
          remainder scouting the zone for
          activity.

                    ANGELA
               (commanding)
          And Dane?

                    THOMAS
               (sighing)
          With Emma, escorting the
          non-combatants to the designated
          safe-zones.

                    ANGELA
               (groaning)
          Ugh… Emma. Well, she definitely
          the one to pick for getting
          people's attention.
               (over-exaggerating)
          She could *burst* into flames while
          sunbathing and play it off –
          saying it's *just* because of how
          hot the game means to represent
          her avatar.

                    THOMAS
               (wary concern)
          Do I sense some hostility, Angela?

                    ANGELA
               (commanding)
          Story for another time, Thomas. Do
          we have an ETA on encountering the
          players?

                    THOMAS
              (serious tone)
Considering their rate of
exploration, I'd give it 5
minutes. Maybe less. We too are in
unfamiliar territory, as the
monsters native to this zone just
populated earlier today.

                    ANGELA
              (concerned)
So we may encounter some ambushes
while fighting near their spawns.

                    THOMAS
              (serious tone)
Player behavior is erratic, like
always. If we are to wait for our
contact, we have to hold them off
longer.

                    ANGELA
              (stern)
What do you suggest then? We can't
let them break through the front
lines and reach the children. You
saw what they did to Roland. We
couldn't reach him in time, but we
can't let that happen to the
others.

                    THOMAS
              (breathes out slowly)
I have a few ideas. First one is -
the players don't yet know what we
Synthetic Users are capable of. We
can take advantage of that lack of
knowledge.
              (amused reminiscing)
And second? I used to play games
like these when I was younger. I
know tactics to impede someone's
progress in an unfamiliar space...
and I can share that with the
others.

SCENE 3: INVISIBLE FOES - VIN, YLLIA, RAPTURE, HYPERION,
DAXXIS

**Scene Details: Vin notes an odd conversation trend across
the event zone's chat logs, noting a specific area where
people are reporting a higher-than-usual body-count of
players.**

>   VIN
>   (distracted)
>   Hmm…

>   YLLIA
>   (curious)
>   What's wrong, Vin?

>   VIN
>   (confused)
>   I've been watching the chat
>   channels since we arrived, and it
>   seems that some players are
>   complaining about invisible walls
>   along the northern tree line.

>   YLLIA
>   (curious)
>   That *is* odd… Do you think they
>   meant for the forest part of the
>   map to only be cosmetic? According
>   to the map, it's a rather large
>   part of this zone…

>   VIN
>   (contemplative)
>   Perhaps a specific quest needs to
>   be completed before it opens up?
>   Or…
>   (read slowly, directly
>   from chat)
>   "Found some dead players near the
>   tree line… anyone know what's up?"
>   (MORE)

                    VIN (CONT'D)
              (reads the rest to
              themselves shortly, but
              finishes with)
     Seems they also left the
     coordinates.

                    RAPTURE
              (looking up at Hyperion)
     Look like something we should
     check out?

                    HYPERION
              (direct)
     Whatever is happening there, it's
     weird -- and I don't *like* weird.
     It's totally not my style, but I
     think we should check it out from
     afar.

                    YLLIA
              (worried)
     It could also have something to do
     with the Corruption…

                    DAXXIS
              (sarcastic)
     Yea, because lazy environment
     design and glitchy programming
     makes for a good event…

                    RAPTURE
              (flat)
     Regardless, to avoid dying and
     being sent back to the capital
     early, it would be for the best to
     know what we are up against.

                    HYPERION
              (confident)
     Agreed. Rapture, find us some high
     ground.
                    (MORE)

                    HYPERION (CONT'D)
          Vin, once we're there, give us
          some concealment. Daxxis and
          Yllia, be on the lookout for
          monster spawns that wander too
          closely and handle them
          accordingly.

                    RAPTURE
               (flat)
          On it.

                    VIN
               (excited)
          You got it!

                    DAXXIS
               (lazy)
          Fine…

                    HYPERION
               (stern, but concerned)
          Yllia?
               (snap fingers twice)

                    YLLIA
               (waking up from being
               distracted, but still in
               worried tone, thinking
               about the admin)
          Yea… No worries…

SCENE 4: THAT TREE HAS A LEVEL — ADVENTURERS, SYN 1, SYN 2

**Scene Details: Three members of the Silver Suns, a
prominent guild in Cyberscape Neo, are sent to investigate
the strange occurrences of the tree line and invisible
walls.**

                    ADVENTURER 1
               (confused)
          Didn't general chat say there were
          only a couple corpses here?
          There's like 5?!

                    ADVENTURER 2
               (brash)
          There must have just been tougher
          monsters that spawn near here and
          they get caught off guard like
          morons…

                    ADVENTURER 3
               (curious)
          I spotted something weird…

                    ADVENTURER 2
               (brash)
          What? The invisible wall? We
          already know about that…

                    ADVENTURER 3
               (confused)
          No…?
               (looking away towards
               others)
          Why does this tree have a level?

                    ADVENTURER 1
               (snapping to attention)
          What?! Get away from there!-

                    ADVENTURER 3
               (is attacked and killed
               by blows from multiple
               invisible foes)

[glass shatter SFX on death]
          Ah! Ahhhh! Help!

                    ADVENTURER 1
               (scrambling to type out
               a message)
          I'm calling for help. Let's
          retreat!

                    ADVENTURER 2
               (cautious)
          Sounds like a good idea. Let's
          move!-
               (Has a binding spell
               cast on them, resisting)
          Unn! H-help! I've been rooted!

[**entangling roots SFX**]

                    ADVENTURER 1
               (finishes message and
               looks up at his friend,
               then running away)
          Sorry mate, I'll make it up to
          you!

                    SYN 1 & 2
               (rushing from the tree
               line to attack)
          Uuuurraaaaaaaagh!

                    ADVENTURER 2
               (defending herself)
          Hyah! Hnnnn!
               (getting struck down)
          Ahggg! Screw… this… guild…
               (falls to the ground
               dead)

[**glass shatter SFX on death**]

                    SYN 1
               (angry, panting from
               exertion)
          One of them's getting away! Let's
          get them before they can regroup!

                    SYN 2
              (calm)
No… they already know about us.
The best thing we can do is resume
our positions and wait for another
chance to strike.