Immortal Desires *is a fantasy love-triangle romance* *that pushes the limits of Choices’ visual storytelling* *to create as dynamic of an experience as possible in its action beats. The following is a shortened version of a fight scene, demonstrating active choices as well as branching dependent upon achievements the player has made so far in the book.*

*It begins with PARKER (MC, 18, human) being abducted from underneath a ceremonial red beech tree at the edge of the woods by three unknown vampires late at night. GABE (18 in appearance, vampire in the Clement coven) has hidden his vampirism from Parker so far, and has been vocal about his hatred of vampires. CAS (18 in appearance, vampire in the Venandi coven) hasn't hidden her vampirism or her disdain of humans from Parker, though she has kept Gabe's secret despite their rivalry, which stems from the fact that they are in different covens and has intensified due to their romantic rivalry over Parker.*

*(In game, Parker can be male, female, or nonbinary; Gabe and Cas can both be male or female. They are written as female, female, and male, respectively, in this script.)*

EXT. RED BEECH TREE – NIGHT

Event: Suddenly, your Sensory Talisman sears against your skin! You whirl around, scanning the dark forest around you.

Parker [SURPRISED]: Who's there? Astoria?

Event: Three figures dart out of the surrounding trees, their faces covered by masks, but you make out a glint of silver through the eye holes.

Attacker [HAPPY]: Aw, you don't look too happy to see us.

Parker [SURPRISED]: (Vampires!)

Attacker\_2 [ANGRY]: You're coming with us, human. Grab her!

Event: You don't even have time to gasp before one of them grabs you, and then the world blurs as they drag you off with terrifying speed and strength!

INT. SCHOOL GYM – NIGHT

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| **if LEARNED TO FIGHT WITH GABE** | **else DID NOT LEARN TO FIGHT** |
| Event: The one holding you shoves you through the door of the school gym... and when they let go of you, it gives you the chance to slip your hand into your pocket!  VISUAL OF SILVER KEY APPEARS ON THE SCREEN.  Event: You spin around, pressing the silver key Gabe gave you into your nearest captor's skin!  Attacker\_2 [SURPRISED]: Agh!  Event: As she lunges at you, you duck quickly to the side, then use the momentum to throw your weight into a quick jab, hitting her square in the jaw!  Attacker\_2 [ANGRY]: Ugh! Somebody grab her!  Parker [ANGRY]: Stay back!  Event: You brandish your key at the other two attackers, who jump back, eyes gleaming through their mask holes.  Attacker\_3 [ANGRY]: Didn't expect a human to put up so much of a fight.  Parker [ANGRY]: You shouldn't have underestimated this human, then. I won't let you kill me.  Attacker [HAPPY]: Well, that wasn't <i>exactly</i> the plan... | Event: The one holding you shoves you through the door of the school gym, and you're sent sprawling to the ground. Quickly, you scramble back to your feet, legs shaking with fear.  Parker [SAD]: Are... Are you going to kill me?  Attacker\_2 [HAPPY]: Not quite... |

Event: Suddenly, the doors of the gym burst open!

Gabe [SURPRISED]: {Parker}!

CHOICE MENU: Gabe!

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| Help! | Get out of here! |
| Parker [SURPRISED]: Help me! There are too many of them! | Parker [SURPRISED]: There are too many of them! Run! |

Attacker\_3 [HAPPY]: Uh-uh. I don't think so.

Event: Your attacker covers the distance toward you and back before your arm registers the searing pain there. When you look down, you're shocked to find a cut on your arm!

Parker [SURPRISED]: Ouch!

Gabe [SURPRISED]: No!

Event: Hot blood gushes out of the fresh, deep gash, and there's a flash of metal as your attacker sheaths a knife.

Attacker\_3 [HAPPY]: <i>We</i> won't kill you. <i>He</i> will.

Event: He shoves you at Gabe, and in your shock, a wave of relief floods you… But Gabe's oddly still, the comforting warmth you're used to feeling from him unsettlingly absent.

Parker [SAD]: ...Gabe?

Event: You try and pull back, but his grip locks onto you, not letting you go. You look up at him...

A FULL BODY CHARACTER ASSET OF GABE WITH A SNARLING VAMPIRE FACE APPEARS ON THE SCREEN. GABE’S ASSET IS SWITCHED TO THIS GOING FORWARD.

Event: He lets out a low growl, eyes gleaming silver, his fanged expression more monstrous than anything you've ever seen!

Parker [SURPRISED]: Y-You're a vampire!

Attacker\_2 [HAPPY]: A very <i>thirsty</i> vampire.

Event: Gabe's grip on you tightens, and you wince as fresh blood pours out of your wound, making the silver of his eyes glow brighter.

Gabe: Rrah...

CHOICE MENU: Gabe, snap out of it!

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| I'm your friend! | This isn't you! |
| Parker [SURPRISED]: Gabe, it's <i>{Parker}</i>. Remember all the times we've had together? The school tour? The children's ward? The arcade? Today at the festival? | Parker [SURPRISED]: You're kind and brave. The entire time I've known you, you've done nothing but look out for me. I know you won't hurt me. |

Event: His expression remains unchanged, cold and unfamiliar, but his eyes land on yours... before he pushes you harshly aside!

Parker [SURPRISED]: Oof!

Gabe [ANGRY]: RRAH!

Event: Gabe flies at the other vampires, who prepare to fight.

Attacker [ANGRY]: Surround him! Subdue him before it's too late!

Event: Gabe's head turns wildly, trying to follow his enemies' movements as they circle him. He lashes out at one, but the other two pummel him with blows!

Gabe [ANGRY]: Hrgg!!

Parker [SURPRISED]: (He's outnumbered! I have to do something to help while the vampires aren't paying attention to me!)

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| if COLLECTED DISORIENTATION TALISMAN:  Event: Your eyes flash to your bracelet, landing on the Disorientation Talisman Cas gave you!  Parker [SURPRISED]: Gabe! Cover your eyes!  Gabe [SURPRISED]: Hrr?  Event: Something in your voice gets through to him, and he throws an arm over his eyes, just in time for you to jam your thumb into the talisman's jewel!  VISUAL OF DISORIENTATION TALISMAN APPEARS ON THE SCREEN WITH TEXT: “Take that, bloodsuckers!”  Attacker\_3 [SURPRISED]: Ahh! What <i>is</i> that?  Event: The flashing lights that burst from your wrist stop the vampires in their tracks!  Attacker\_2 [SAD]: My head... feels like it's gonna explode.  Parker [SURPRISED]: Gabe, now!  Gabe [ANGRY]: RRAH!  Event: Uncovering his eyes, Gabe spins in a circle, smacking all three vampires away! They frantically stumble back to their feet, unsteady.  Parker [ANGRY]: (Now's my chance to do more damage!) |

Event: You quickly scan the room, zeroing in on anything that could come in handy.

Parker [HAPPY]: (Bingo!)

VISUAL CHOICE MENU (each choice accompanied by a visual asset): I’ll trip them up with…

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| Some rope! | A basketball! | These sneakers! |
| **if COLLECTED DISORIENTATION TALISMAN:**  Event: When one of the attackers stumbles from the effects of the Disorientation Talisman, you lash the rope around her ankles!  Attacker\_2 [ANGRY]: Damn!  Event: She falls to the ground, struggling in her binds! Gabe stomps his foot onto the floor, breaking the wood. He snaps a piece off, lifting it high over his head like a stake...  Gabe [ANGRY]: RAGH!  Event: Before driving it into the vampire's chest, killing her! | **if COLLECTED DISORIENTATION TALISMAN:**  Event: You spot a vampire tripping over her own feet, still disoriented, and roll the basketball as fast as you can toward her!  Attacker\_2 [SURPRISED]: Damn!  Event: She trips over the ball and lands on her back. Gabe stomps his foot onto the floor, breaking the wood. He snaps a piece off, lifting it high over his head like a stake...  Gabe [ANGRY]: RAGH!  Event: Before driving it into the vampire's chest, killing her! | **if COLLECTED DISORIENTATION TALISMAN:**  Event: Picking up a discarded pair of sneakers, you quickly tie the laces of both shoes together, then watch the vampires until you see one stumble!  Parker [SURPRISED]: Now!  Event: Slinging them like a frisbee, you launch the shoes, managing to lash them around the vampire's ankles!  Attacker\_2 [SURPRISED]: Oof!  Event: As the vampire falls, Gabe stomps his foot onto the floor, breaking the wood. He snaps a piece off, lifting it high over his head like a stake...  Gabe [ANGRY]: RAGH!  Event: Before driving it into the vampire's chest, killing her! |
| **else DID NOT COLLECT DISORIENTATION TALISMAN:**  Event: You struggle to study the vampires' lightning-fast movements, tossing the rope... but one of the vampires simply kicks it away.  Attacker\_2 [ANGRY]: Jeez Adalhard, your human's like a mosquito you just can't get rid of!  Event: She swipes hard at Gabe, opening a wound on his forehead!  Gabe [ANGRY]: NGH!  Event: In his rage, Gabe stomps his foot onto the floor, breaking the wood. He snaps a piece off and wields it like a stake, plunging it into the vampire's chest and killing her!  ADD 1 TO GABE INJURY INT | **else DID NOT COLLECT DISORIENTATION TALISMAN:**  Event: You roll the basketball as fast as you can toward the feet of the nearest vampire, but you miss! The vampire swipes hard at Gabe, opening a wound on his forehead!  Gabe [ANGRY]: NGH!  Event: In his rage, Gabe stomps his foot onto the floor, breaking the wood. He snaps a piece off and wields it like a stake, plunging it into the vampire's chest and killing her!  ADD 1 TO GABE INJURY INT | **else DID NOT COLLECT DISORIENTATION TALISMAN:**  Event: Picking up a discarded pair of sneakers, you quickly tie the laces of both shoes together, then fling them at the vampires!  Parker [HAPPY]: (Come on...)  Event: Luckily, they tangle around one vampire's legs, sending her stumbling!  Attacker\_2 [SURPRISED]: Oof!  Event: As the vampire falls, Gabe stomps his foot onto the floor, breaking the wood. He snaps a piece off, lifting it high over his head like a stake...  Gabe [ANGRY]: RAGH!  Event: Before driving it into the vampire's chest, killing her! |

Event: The final vampire whirls on you, face set in a snarl.

Attacker\_3 [ANGRY]: I've had about enough of you, blood bag!

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| if COLLECTED SILVER WARD TALISMAN | else DID NOT COLLECT TALISMAN |
| Event: The vampire lunges at you… but you lift your wrist, activating the Silver Ward Talisman just in the nick of time!    VISUAL OF SILVER WARD TALISMAN APPEARS ON THE SCREEN.  Parker [ANGRY]: Checkmate, wannabe Dracula.  Event: A spray of fine silver dust shoots out from the talisman, dousing the attacking vampire!  Attacker\_3 [SURPRISED]: AAAGGGHH!  Event: He <i>screams</i>, clutching his face and throat in agony as the silver poisons him! He doesn't see Gabe appear behind him...  Gabe [ANGRY]: GRAUGH!  Event: Securing his hands on the sides of the vampire's chin, Gabe tears his head clean off with a single powerful tug! | Event: The vampire lunges at you, a bolt of speed too fast for your eyes to follow. You throw your arms up with a scream.  Parker [SURPRISED]: No!  Event: But Gabe swoops in, intercepting the attack! The two of them go crashing to the ground, and the vampire manages to pin Gabe down, slashing him fiercely!  Gabe [ANGRY]: RRAUGH!  Event: Bucking his hips, Gabe unseats the vampire, grabs both sides of his chin, and tears his head clean off!  ADD 1 TO GABE INJURY INT |

Parker [SURPRISED]: It's... It's over.

Event: But you've barely gasped out the words when Gabe turns around slowly. Covered in blood, his typically warm eyes are cold.

Gabe [ANGRY]: Rrrr...

Parker [SAD]: Gabe... Please...

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| if GABE INJURY SCORE IS HIGH | else |
| Event: He lets out a low growl, the sound of it laced with pain... and despite your fear, it makes your heart ache to know that most of the blood on him is his own. | Event: He lets out a low growl, chest heaving at the exertion of the battle... and despite your fear, you're glad that most of the blood on him isn't his own. |

CAS IS IN STANDARD VAMPIRE ASSET BELOW.

Parker [SURPRISED]: (Oh, god. It'll be mine next.)

Event: As though hearing your thought, Gabe twitches and releases a loud growl, before launching himself at you!

Gabe [ANGRY]: RAUGH!

Event: You can't move. You can't think. Frozen to the spot, you brace yourself for the impact, for the end of it all...

Cas [ANGRY]: Hey, Golden Boy!

Event: Cas <i>slams</i> into Gabe, knocking him to the ground! You scramble back against the wall as she pins Gabe to the floor, holding tight as he thrashes against her.

Cas [ANGRY]: Snap out of it! This is <i>{Parker}</i> you're about to chow down on!

Gabe [SURPRISED]: {Parker}...

Event: Gabe blinks slowly, the bloodlust receding from his face as he stops struggling.

GABE IS SWITCHED TO STANDARD VAMPIRE ASSET.

Gabe [SAD]: ...{Parker}? Wh--what...?

Event: Dazedly, he scans around the room, taking in the sight of the blood-soaked gym and the remains of the other vampires with growing horror.

Gabe [SURPRISED]: Did I... Was that...?

Event: Finally, his gaze lands on you. His eyes -- his <i>silver</i> eyes -- widen even further, and his breaths start coming short from his fanged mouth.

Gabe [SURPRISED]: {Parker}!

CHOICE MENU: Gabe…

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| Are you okay? | What the hell? |
| Event: At the genuine concern in your voice, he breaks eye contact.  Gabe [SAD]: You shouldn't be the one asking that. I... | Parker [SURPRISED]: I thought... the vampire hunters. I thought you hated vampires. That they took your family from you. But you're really--  Gabe [SAD]: Everything I told you was true. I just left a few things out, because I... |

Gabe [SAD]: I never wanted you to see me... like <i>this.</i>

Event: His voice breaks, and you take a step toward him, but Cas barks out at you, still pinning Gabe down.

Cas [ANGRY]: <i>Stop.</i> What happened back there? It's called going feral, and it happened because he hasn't drank in a month.

Cas [ANGRY]: The thirst has him going out of his mind. It's not safe for you to come any closer.

Event: There's a strain in her voice, and when her gaze drops to your bloody arm, you understand why. You clap a hand over the wound, stepping back.

Parker [SURPRISED]: I... I don't get what's happening. Those attackers, they said they wanted Gabe to... to <i>kill</i> me.

Event: Gabe slams his fists against the ground, a pained sound catching in his throat.

Gabe [ANGRY]: And they almost got their wish.

Event: Cas reaches for the dead attacker inches from her and Gabe, and rips off his owl mask, tensing as soon as she sees the face underneath.

Cas [ANGRY]: It's a Venandi.