

'The Crawl' – How to Play Script:

Shot 1 – Intro to the UI. Small 1x7 row w/ Brave

### Shot 1

Narrator: (Lightly) Welcome to The Crawl, Explorer! And of course, Welcome to the gameboard! Let's get you familiar with how to play before you get started!

[Player Hand Section Gets highlighted]

Narrator: [Player Hand Highlights] Here is the 'Hand Docker.' This is where you see what cards you and your allies can play! [Hover across card types, see pop up on screen]

### Shot 2

Narrator: Alright, lets get you moving, Go ahead and select "Press Forward" [Hover over to mobility. Select card, playable square border glow Yellow]

### Shot 3

Narrator: That's it! Now, select where you want to go and press the yellow gem at the center of the Hand Docker to lock in your play. [Select a square, move the piece, satisfying sound effect as turn resolves, have a card draw into mobility. Gem in the center should have a 1 in it.]

Narrator: Now Remember, you naturally draw 1 card at the start of your turn, keep an eye out for cards that can draw you and your friends more

### Shot 4

Narrator: That being said, Let's get you an ally in here so you can see what they might play! [Brilliant Drops in next to Brave, mini-profile populates].

Narrator: Take a look at this section of the Hand Docker, here you can see at a glance the card type your ally plans on playing. Different card types naturally combine to create stronger effects. [Card type combo graphic comes up]

### Shot 5

Narrator: [Brilliant makes thinking sounds, mini-profile light up blue with the number two in it. **It Looks like "The Brilliant" wants to play a 'Mind Card.' Try playing another mobility card!**] [highlight mobility, play a card, gem lights up yellow and 1, same as before.]

**[You may have to hold a frame here as the animation starts. Cut it and maybe have a static effect?]**

Narrator: Amazing! Before I let this turn resolve, look at the numbers inside your center gem and your allies mini-profile. This is the order in which your actions will resolve, based on the number of mobility cards in your deck. [Turn Resolves].

Narrator: Incredible! You learn quick! Let's continue [Board drops out, cut to black, board floats back up on fade in to show hazards, obstacles, and enemies board].

### **Shot 6x**

Narrator: Unfortunately though, these Crawls aren't the safest. An Architect, one of your friends even, waits for you at the end of the dungeon and will do everything they can to slow you down!

Narrator: Here are some things too look out for. [Highlight Obstacle floor marker] This is an obstacle! It's harmless to your health, but may prevent you from moving or spending certain types of cards when on this space. [Highlight Hazard Floor Marker] This is a Hazard, as the name implies, this one will hurt! Best to avoid it! [Highlight Creature Pawn] Similarly these pawns represent Creatures, they'll make might or Mobility actions during their turn, try to take them down before they take you! [Creature pawn starts advancing as screen fades down]

Narrator: [Board Fades up into Calm] That should cover the basics of Conflict! Of course, there is still plenty more detail for you to uncover as you play so that you can level up your strategic might. How about you Hang out for a bit in the Calm for a bit and we can continue with the tutorial when you're ready! Or, you can skip now and get right into the gameplay!

[Player Skips!]

Narrator: My! My! So Brave, Good luck in 'The Crawl' [evil laughter]