

# Dialogue Document

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# Anubis

## Before Player Gains Control

Anubis: Well if we're gonna get you outta here, we need to make sure you can defend yourself. Do you know how to fight?

Zuberi: I can swing my arm with a sword in it. That counts as fighting.

Anubis: That's a start I guess...let me see what I can do to help.

*Anubis performs some sort of Magic*

Zuberi: What did you just do to me? What was that glow just now?

Anubis: Being a God has its perks. I simply expanded your mind. You should now find it a lot easier to fight.

Zuberi: You still haven't really told me what exactly I'll be fighting, mutt.

Anubis: Oh you know, normal things! Giant scarabs, venomous snakes, the usual. Now it's best you get going. The entrance to the Afterlife is just outside of the city. Follow me. We need to find a few things along the way.

*Anubis transforms into a jackal and runs away.*

## Right Before the Checkpoint

Zuberi: What's that thing?

Anubis: That's a Canopic Jar. If you put your hand on it, it will preserve a piece of your soul.

You're gonna wanna do that. It can protect you from death, and only hurts a moderate amount!

Zuberi: I'd imagine splitting a piece of your soul would hurt. Are you sure it's safe?

Anubis: Of course! I'm a God after all you can trust me.

## Right After First Checkpoint

Zuberi: Oh yeah that was very unpleasant.

Anubis: But look on the bright side! You can no longer die...sort of.

Zuberi: Anubis, no more secrets, what exactly did you have me do.

Anubis: Well the Jar can in fact preserve your soul, but only from one instance of death. If you die before you can reach another Jar, well...try not to let that happen. Now let's get going!

Zuberi: Anubis!

*Anubis scurries off before Zuberi can catch him.*

Zuberi: That dumb dog...

## First Powerup

*Zuberi comes across a pedestal with a pendant that depicts an ostrich feather*

Zuberi: Hey Anubis what's this?

Anubis: That is the Breath of Shu! That's the first item to grab on our list.

*Zuberi grabs the crest*

Anubis: Perfect. We can draw power from this to get into the Afterlife. In the meantime, you can use that pendant to tap into some godly powers.

Zuberi: What kind of godly powers?

Anubis: The Winds of Shu will help you reach heights that you couldn't get to before. Quite handy if you ask me. Try it out and let's keep going, we're getting near the Halls of Osiris.

## Second Powerup

Zuberi: Hey Anubis, I found another pendant, is this something we need?

Anubis: Yes actually, you've become quite keen at locating these artifacts.

Zuberi: So what does this one do?

Anubis: That right there is the Wisdom of Geb. It allows you to cling to surfaces and use stones as a launch pad to propel yourself higher into the air.

Zuberi: So I could climb walls with this pendant? The Gods love to leave these powerful artifacts all over the place.

Anubis: Well lucky for you there's one last one we need so keep looking.

## Last Powerup

Zuberi: Found the last pendant. Let me guess, this one lets me run super fast?

Anubis: Close actually. This is Gust of Shu. It allows you to conjure a blast of wind propelling your forward. Pretty useful for traversing the Afterlife or even dodging attacks.

Zuberi: So with these three pendants, I can get into the Afterlife? Why are we still here let's go.

Anubis: Hold on slow down. Yes, we can get there in but...well you'll see. Come, let's get to the Hall of Osiris. There's one last test you need to overcome.

## Entering the Hall of Osiris

Anubis: Here we are, the Hall of Osiris is right through this door.

Zuberi: Well let's go then, I see the three slots for the pendants. I just slot them here?

Anubis: Yes, but make sure you're prepared, the Afterlife is guarded by Ammit, a powerful demon, as well as something even worse than a demon. My boss.

Zuberi: Well I've gotten this far, what difference will these new guys be?

Anubis: Just make sure you're prepared. I believe I saw a Canopic Jar above you. It may be wise to make sure to split your soul.

Zuberi: Ok ok. Fine. Then we'll head out.

## Before Boss Fight

Zuberi: This place is a lot bigger than I expected.

Anubis: Well yeah, it's to filter the good and bad souls. You'd need a little wiggle room to make sure everyone can fit. Come. Follow me and don't draw attention to yourself.

Zuberi: Fine. I'll be good.

Anubis: Hey Osiris, how's it going?

Osiris: Anubis, been a little while. How were your escapades into the land of the living?

Anubis: Oh just wonderful sir, not much to report. A few rogue souls took over some creatures, but I dealt with them swiftly.

Osiris: Wonderful. And what of your company?

Anubis: Oh that's just another soul I'm helping bring to the Afterlife. She shouldn't be a bother.

*A rush of souls separates Zuberi from Anubis*

Zuberi: Anubis! Wait!

Anubis: Hey you're going the wrong way!

Zuberi: What? I can't hear you! Gah, well I can find him later. For now I'll get into the Afterlife and he can find me. I'll just follow the crowd, they seem to know the way to go.

*Zuberi finds herself face to face with Ammit*

Zuberi: Hey there, you are positively ugly. Excuse me. I just need to cut ahead.

*Ammit roars and Zuberi is forced back into line where she has her heart weighed. And fails the test. Ammit roars again.*

Zuberi: Not good. Looks like this thing is going to attack me. I have no choice but to beat it myself.

## After Boss Fight

*Zuberi is exhausted after her fight with Ammit.*

Zuberi: Take that you filthy reptile hippo thing.

*Ammit crumbles to the ground before disappearing. Anubis and Osiris come rushing over.*

Anubis: Zuberi what did you do?!

Zuberi: I defeated a crocodile demon creature. What did you do?

Osiris: Young child you have no idea the consequences of your actions. Ammit destroys the evil souls that enter this hall to maintain balance in the Afterlife. Now that she's gone, those souls will run rampant.

Zuberi: Well if someone had stayed with me none of this would have happened.

Osiris: What is done is done, but now you must face the consequences. Either perish for all eternity, or recover Ammit's godly soul.

Zuberi: I'm already perishing, but if there's no other option I'll go find her. Where exactly would she go?

Osiris: That I cannot say. Anubis can lead you through the afterlife, but know that the dark souls that you set free will more than likely try to stop you.

Anubis: I'll take her to the Field of Reeds. There she can get better equipped and find Ammit. She's most likely at the Lake of Fire deep in the Afterlife.

Zuberi: Sounds like a plan. Eternal suffering doesn't sound like fun, and I'm going to die anyways, so I might as well make my eternal life somewhat enjoyable. Lead the way mutt.

## Shopkeep

### First Entrance

*Zuberi enters while Khenmu isn't looking*

Khenmu: Hello! Welcome! Come in and browse...hold on.

*Khenmu turns around*

Khenmu: Who are you? You're not dead. Why are you here?

Zuberi: I'm going on a spiritual journey...literally. What kind of shop is this?

Khenmu: This is a workshop. Using clay, I can create lots of helpful tools and utilities for the Gods.

*Ptah enters from behind Khenmu*

Ptah: But he doesn't do it alone!

*Ptah sees Zuberi*

Ptah: And what is your name, young soul?

Zuberi: I'm Zuberi, and watch it. You don't want to be on my bad side.

Ptah: Noted. Well as my lovely partner told you, we use clay to make things! Many WONDERFUL things.

Khenmu: Not just THINGS Ptah. They're relics. And I work hard on them! As do you.

Ptah: Exactly! So Zuberi, if you're ever in need of a bit of godly assistance, we can give you a hand.

Zuberi: Hey Khenmu, is he always like this?

Ptah: What? Charming and irresistible?

Khenmu: Yeah, but you get used to it. He means well.

Zuberi: I hope so. If this becomes a regular stop for me, you better keep yourself in line Ptah or we'll have some issues, that I know for sure.

Ptah: Noted Zubaroni.

Zuberi: And no more dumb nicknames. I'm serious.

## Anytime After First Encounter

Khenmu: Zuberi! Always a pleasure to talk to you. What can we do for you?

Or

Ptah: Zubasaurus Rex! Happy you stopped by. What can the wonderful Ptah do for you? Oh and Khenmu too.

## Selecting a Craftable Item

Khenmu: Oh the [name of item]? We can definitely make that! All we need is [amount of clay]. Does that sound ok to you?

Or

Ptah: I'd have to "borrow" some godly magic to make the [name of item]...Kidding! (not really). All we'd need is [amount of currency] to get that made for you. Ok?

## Selecting Yes

Khenmu: Perfect! It'll only take a few seconds, if you don't mind waiting.

Or

Ptah: Wonderful! Let me grab my partner in crime and we'll get that to you before you can say Qebehseuef.



## Selecting No

Khenmu: Too bad! Well if you change your mind you know where to find us.

Or

Ptah: Hey don't get my hopes up! This is my one passion in life, well second but you need not worry about that one.

## Item Finished Crafting

Khenmu: All done! Here you are, hope our craftsmanship is top notch for you!

Or

Ptah: Here you are, Zubacious. One expertly crafted [name of item]. Hand made with the best materials one can buy...or pillage off of dead creatures but you get the point.

## Leaving the Workshop

Khenmu: Thanks for stopping Zuberi. Come by anytime!

Or

Ptah: See ya! Enjoy your travels, young soul.