

THE MYXOLOGIST - SAMPLE

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Content Warning – Fantasy Violence, Substance Use (Alcohol)

CHARACTERS (in order of appearance)

DELADIS – Deladis Mitchell, player character. A twentysomething multiracial woman with short, curly dark hair, brown eyes, and a practical, trendy style. Bartender at Callahan’s Tavern and yet to be discovered Talent. Caring, humorous, troubled.

LUCY – Lucy Linden. A white woman in her mid-twenties, petite, blonde, and attractive. A regular at Callahan’s. Enthusiastic, friendly, flighty.

GREG – Greg Carson. A middle-aged white man, heavysset with a short beard. The owner of Callahan’s Tavern, currently filling as the cook after the last one had to quit. Amiable, business-focused, well-meaning.

KEIKO – Keiko Ichikawa. A Japanese American woman in her late twenties. College student, server at Callahan’s, and Deladis’ friend. Supportive, outspoken, nosy.

BRAD, CHAD, THAD, VLAD – A group of fraternity members from the nearby college. Rowdy, freewheeling, careless.

STRAGGLER – Appears outwardly as a thirtysomething white man, generally unremarkable. A low-level Trouble sent to root out and eliminate fledgling Talents. Single-minded, brutal, vengeful.

JONAH – Jonah Eng. A nonbinary Chinese American teenager dressed for movement. Helps gather the Talents and shows potential for a Talent of their own. Energetic, driven, anxious.

WORLD BACKGROUND

Some call them demons, some fae, some monsters, but whatever you call them, Troubles have been leaking into the world for millennia, poisoning human society with plague, famine, and conflict, and feeding off the ruins. The defenders of humanity were the Talents, humans whose drive and spirit manifested through their preternatural skill and knowledge in their fields of interest, practices which in turn became imbued with their power, inspiring tales of witchcraft and magic. Talents would travel in troupes across the world, battling Troubles and sealing the Hellmouths they emerged from, but over time the war wound down, the Troubles fleeing and knowledge of Talents fading from public eye. Now, though, new Trouble activity has been emerging in Denver, Colorado, and those few that still carry on the fight must seek out new Talents to meet this threat. However, in the modern era with its new philosophies and occupations, Talent abilities have grown more esoteric, and identifying and utilizing the abilities of the new guard will require creativity if this growing threat is going to be defeated.

MECHANICAL OVERVIEW

The Myxologist is a third-person action-adventure game utilizing elements of combat, exploration, and interactive problem solving. Players have access to the lead character's people skills, street smarts, and of course her supernatural bartending abilities to help them progress. Accompanying them will be a party of companions whose own personalities, knowledge, and abilities they can play off of. While the game has a strong core storyline, the environment is open and nonlinear, allowing players to explore Denver and its paranormal underbelly.

SAMPLE – OPENING SCENE

INT. CALLAHAN’S TAVERN – LATE AT NIGHT, PAST MIDNIGHT.

Rapid close ups of a drink being prepared – mint muddled, ice cracked, lime squeezed, liquor poured, the shaker flipping through the air, the drink is strained into a glass, topped with soda, a sprig of mint smacking against a hand and being placed in the drink. Pan from the drink to the player character DELADIS as she slides it across the bar to her customer with a smile.

DELADIS

Your mojito, madame.
(humorous, putting on airs)

The drink is eagerly accepted and sampled by LUCY who, while handling it well, is clearly already tipsy. In the background we see the rest of Callahan’s, a small bar near Union Station, scant few patrons nursing drinks and food as the night draws near an end.

LUCY

Mmmm, hot damn if you don’t nail that every time. And you make them just the way I like them!
(appreciative, effusive)

DELADIS

Loaded with 151 and tossed around like a hacky sack?
(dry, familiar)

LUCY

Don’t be like that, you know you loooooove me...

Lucy leans on one elbow across the bar making exaggerated puppy dog eyes, bumping into the shaker which Deladis catches with ease as she cleans up the bar.

DELADIS

I don’t know about that...

LUCY

And you know you have serious talent, girl, like I don’t even know why you’re still in this dive
(shifting into drunken life coach mode)

DELADIS

...You are also in this “dive”-

LUCY

Up-bup-bup-bup, listen to Lucy, Del...

Lucy holds up her hand in a “hold up” gesture while she takes a long sip of her mojito, Deladis looking on bemusedly.

LUCY

You gotta, like... you're *going* places, you know? You love this work, you can do so much more with these skills, girl, you know I'm right.

DELADIS

I certainly know you're drunk.

LUCY

Wha- uh- pffft, I'm like, barely buzzed!
(exaggeratedly shocked, defensive)

DELADIS

Luce, you've practically paid my rent for the week.
(chuckling)

LUCY

I deserve this, Branson broke up with me.
(justifying)

DELADIS

Oh, uh... you don't seem that cut up about it?
(surprised, confused)

LUCY

Yeah, well, I knew he was cheating on me, that's why I broke up with him.

DELADIS

...didn't you just-

LUCY

I said what I said.

Lucy throws back a gulp of the mojito. Deladis huffs in amusement tinged with concern.

DELADIS

...sure thing...

From the other end of the bar, GREG calls out:

GREG

Deladis! Need some hands over here.

DELADIS

Welp, that's my exit.

LUCY

You got this! Go be awesome!
(full cheerleader mode)

GAMEPLAY: Players learn the movement controls and can walk around behind the bar and look around before going to talk to Greg.

GREG

Having a nice chat over there?

DELADIS

Oh, you know how Lucy gets - speaking of which, now would be a good time to cut her off...

GREG

You can do whatever, so long as everyone's getting served. Speaking of which, the tap lines are acting up.

DELADIS

Again, seriously?
(incredulous, lightly frustrated)

GREG

A guy's coming to check it out Tuesday, until then we just need to keep tightening it.
(apologetic, coaxing)

DELADIS

Alright, I'll take care of it. I needed to head to the back anyway, we're low on dry vermouth behind the bar.

GREG

I thought you took care of that, what, two days ago?

DELADIS

I did, and then Winnie's Boozy Book Club moved to weekly meetings – the ladies were far from the only Old Pals at that table.

GREG

Oh-kay... well, just be ready before last call. You can handle the tap lines and the vermouth?
(missing the joke, moving along)

DELADIS

Can do, boss man.

GAMEPLAY: Players head to the back to handle the tap lines (which teaches the basics object interaction/puzzles) and retrieving the vermouth (which reinforces object interaction and teaches the inventory system).

When players enter the tap lines interaction:

DELADIS
Tuesday can't get here fast enough...

When the tap lines interaction is complete:

DELADIS
Let the libations flow!
(humorously dramatic)

When players go to look for the vermouth:

DELADIS
There has to be a better way to organize this...

When players find and retrieve the vermouth:

DELADIS
Looks like we need to order more...

When players come out from the back area after completing all objectives in the back room, they are stopped at the door by KEIKO, the waitress at Callahan's.

KEIKO
Hey, Lady!

DELADIS
K, why isn't Greg telling you to get back out on the floor?

KEIKO
Ah, everyone's fed and topped off and we're like 5 minutes from last call, and I wanted to check in on my favorite bartender. I see Lucy's in her cups again.

DELADIS
She give you a pep talk too?

KEIKO
She tried, but I got her talking about Branson.
(sly, conspiratorial)

DELADIS

Of course you did, you little weasel. She tell you who broke up with who?
(no malice, joking)

Deladis' phone buzzes harshly. She checks the screen before starting to send a message.

DELADIS

Crap, just a sec.

KEIKO

Let me guess, your dad sending you another posting or a "real job?"

DELADIS

Close, it's Mom.

KEIKO

I thought she was cool with this?

DELADIS

Yeah, right up until I stopped the college search.

KEIKO

"Get a real job" – why don't they get a real life?

DELADIS

...Smooth.
(sarcastic)

GREG (OFFSCREEN)

Everything alright back there?

DELADIS

Well, our public awaits.

KEIKO

I'll give you the breakup deets later!

Once all objectives are complete and players return to behind the bar:

GREG

That everything?

DELADIS

Lines are secured, bar is stocked.

GREG

Great, just in time for last ca-

He is interrupted by a gaggle of rowdy frat boys – BRAD, CHAD, THAD, and VLAD – bursting in through the door with much fanfare and throwing themselves against the bar. Lucy perks up at the display.

BRAD

What's up everybody!

Chad slaps a handful of bills onto the bar

CHAD

Barkeep! Bring us a round of whatever's cheap, strong, and fast!

GREG

Er, sorry kids, we won't be open much longer, we were about to make last call-

THAD

Don't worry, old timer – we're here for a good time, not a long one!

VLAD

We just wanted to grab a quick buzz before we hit the town – Brad here just got initiated into Rho Alpha Delta!

Thad and Vlad whoop and slap a slightly bashful but enthused Brad on the back, while Chad slides over to Lucy, who shows interest in whatever lines he's giving her.

GREG

Deladis, can you handle these guys while Keiko and I finish with the other patrons?
(flustered, tired)

DELADIS

I got this, don't worry.

Greg gives her a nod before walking off as Deladis shifts her attention between the boys and counting the money on the counter.

THAD

Let's do this! Bring on the shots!

DELADIS

Perhaps the man of the hour should choose the libations?

BRAD

Oh, well... what does the lady recommend?

The other frat boys “ooh” in interest as Brad tries to downplay it. Deladis rolls her eyes and brushes it off.

GAMEPLAY: Players are introduced to dialogue choices as they choose what to serve. This also determines their initial combat ability.

OPTIONS:

Silver Bullet

Firebomb

Water Moccasin

If the player chooses Silver Bullet:

DELADIS

Such an important occasion calls for a drink with some class – how does a Silver Bullet sound?

If the player chooses Firebomb:

DELADIS

I’d say some Firebombs will keep this party going a while yet.

If the player chooses Water Moccasin:

DELADIS

Let’s start you off sweet and strong – ever had a Water Moccasin?

NPC response:

VLAD

Right on! Line ‘em up!

THAD

You ready for the first night of the rest of your life, bro?

BRAD

Hell yeah!

GAMEPLAY: Players are introduced to the mixing/combat mechanics through this section as they serve the frat boys, allowing them to learn the systems before any threat is introduced.

When the segment finishes:

BRAD
 WOOOOO! RHO ALPHA DELTA!

DELADIS
 Well, best of luck to you maintaining that energy the rest of your evening.
 (impressed)

VLAD
 Oh come on, that can't be all, right?

DELADIS
 I mean, if you want to pay me more...

THAD
 Ohhh, I think that's our cue to get out of here!

The boys and Lucy clumsily start piling out of the bar, leaving a few tips (and the remains of Lucy's mojito) on the counter and making their way out into the street.

DELADIS
 Make good choices!

Keiko, her jacket on, ready to leave, comes over to the bar.

KEIKO
 I wouldn't count on it. Sorry to abandon you to those guys – they weren't too gross with you,
 were they?
 (apologetic, concerned)

DELADIS
 Ah, nowhere near as bad as some of the guys we get in here. And hey, they tipped.

KEIKO
 Wow, a whole... almost eight dollars.
 (deadpan).

DELADIS
 Don't start this again...

KEIKO
 Hey, I'm not saying anything... I actually need to get out of here, I have class tomorrow.

DELADIS
 You go get that education, I can help Greg close up.

GREG

Actually, I just got a call from Myra...

KEIKO

Seriously, Greg?

GREG

I'm sorry, but could you handle closing up Del? I wouldn't ask if it wasn't important.

Keiko shoots Greg a glare as Deladis takes a breath.

DELADIS

Alright, I can take care of it. But don't make it a habit, okay?
(half-joking, masked tiredness)

GREG

You're a gem, Deladis. Keys are on the counter, I'll tell Myra you said hi!

KEIKO

Well, see you tomorrow?

DELADIS

Unless the world catches fire.

Greg and Keiko leave.

GAMEPLAY: Players go about the various tasks of shutting down the bar. Eventually they discover the STRAGGLER.

DELADIS

Oh, er – sorry sir, but the bar is closing now.
(apologetic)

The Straggler does not respond. Deladis moves closer.

DELADIS

We'd be happy to have you back tomorrow, but right now you do need to leave.
(more direct)

The Straggler only lets out a strained sigh. Deladis leans over him, concerned.

DELADIS

Sir, are you alright? Is there someone you need me to call?

Just then, JONAH bursts in through the door of the bar, looking around frantically before he spots Deladis, who has turned to face them.

JONAH

Oh, good, you're still here, I need to-
(hurried, out of breath)

DELADIS

Sorry, but we're closing, can you-

JONAH

BEHIND YOU!
(sudden, alarmed)

Deladis turns around to see the straggler rising up at her, and just barely ducks in time to avoid his glass being smashed against her head.

DELADIS

What the-!

The Straggler lunges for Deladis, now clearly not human, with burning neon eyes and black veins pulsing under his skin. Jonah tries to pull him off her, but he knocks them down and pins them to the ground with his foot before grappling Deladis and choking her against the bar. In desperation, Deladis feels around the bar, her hand landing on Lucy's glass containing the remains of the mojito. She smashes it against the Straggler's face and he howls in pain, reeling back and clutching his face, the wound steaming as the skin melts away, black blood and deep blue-grey flesh streaming down. Jonah scrambles up from the floor as they and Deladis look at the injured creature.

JONAH

Holy- you're definitely who we've been looking for.

DELADIS

...What in the absolute *he-!*

The Straggler screeches in rage and lunges for them again, at which Jonah pulls a pair of tonfa from their jacket and starts trying to hold off the creature.

JONAH

Look, I know this sounds insane, but if we want to get out of here in one piece, you need to get behind the bar and start slinging!

Deladis is stunned. The creature screeches and Jonah slams it across the face, which quiets it briefly but apparently does little damage.

JONAH

GO!

Deladis snaps out of it and jumps over the bar.

GAMEPLAY: Players utilize the mixing/combat mechanics in their first true combat encounter, tossing shots to weaken the Straggler while Jonah holds it off.