Ghost Helper Sample - Culture Exchange

Ghost Helper is an upcoming sci-fi first-person adventure/visual novel hybrid about a robot exploring ancient ruins and helping ghosts pass on by fulfilling their wants, needs, and desires. It is about lost worlds and being altruistic in the face of dystopic capitalism. The ruins in question are the remains of an underground arcology in the form of the NCM, a shopping mall haunted by the ghosts of its former inhabitants.

The following is an excerpt from an early quest the player character receives from one of the NPC ghosts. The quest is one of several 'conversational quests' in the game and involves talking to a ghost about movies. This dialogue is the start of the quest.

Characters

Vertov:



A scrapped general labor robot jettisoned out an airlock and left to drift in space for years. Eventually rescued and rebuilt, Vertov now travels with their partner as a salvage crew specializing in ancient Earth artifacts. After getting a lead on a potentially rare find, the pair crash in an uncharted sector of Earth and stumble into the ruins of a long-forgotten civilization.

Sydney AtVUE:

Sydney AtVUE is an employee at VUE, a franchised video streaming lounge in the mall. She loves her job and has an encyclopedic knowledge of tv and movies, and is more than willing to share. Legally changed her surname to 'AtVue' as part



of a contest to get free Vue+ unlimited access for life under the corporate family plan.

Her biggest regret is what keeps her trapped in the mall: she regrets not being able to see all the movies. Past, present, and future.

Script

SYDNEY: Hi! Welcome to VUE. I'm Sydney, what can I do for ya?

PLAYERCHOICE

▼ VERTOV: What is this establishment?

SYDNEY: It's a place where you can sit back, relax, and for the right price watch all your favorite movies & shows!

I'm Sydney AtVUE, you're local Program Curator and Representative.

VERTOV: What kind of media is stored here?

SYDNEY: Anything you could think of...

If everything wasn't broken!

Not sure if you've noticed, but everyone's dead and the mall is in ruins!

▼ VERTOV: Who are you?

SYDNEY: I already told you. Sydney. I work here, at VUE.

VERTOV: Are you aware you are dead?

SYDNEY: Oh wow, thanks for the reminder. Real helpful.

Not exactly brimming with life yourself, huh?

SIGH Sorry, just frustrated. Stuck here in life and in death. Can't even fulfill my life's work cause everything's broken.

VERTOV: Centuries will do that to forgotten technology...

What is your life's work?

SYDNEY: Yeah. So...since productions slowed down there are only so many new shows. So I decided I wouldn't rest until I watch everything.

VERTOV: Everything? Even Kalpon's Final Judgement on Argi V?

SYDNEY: Kalvin? What, is that like an anime or something? I mean everything here. In the NCM, at VUE. In America. Whether they want it or not.

VERTOV: Wait. Are you saying America is real? The lost nation is real?

SYDNEY: Lost? What? Ok, look, I can tell you aren't from around here, and your Judgment thing sounds pretty cool.

Tell you what: come back whenever and we'll talk movies. I'd love to hear about what's out there, and I can tell you about what we've got. Deal?

VERTOV: Affirmative. See you soon, Sydney at VUE.

SYDNEY: It's AtVUE, all one word. But yeah, see you later.