

***Blindsight: War of the Wardens* Narrative Drafting Document**

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This document contains detailed information about the narrative of *Blindsight: War of the Wardens*. Information in this document is *in flux* and subject to change week-by-week. Story will be **locked** (barring changes made in response to needs of other disciplines) by **October 16, 2022**, at which time the information in this document will be considered **final**.

BASICS

Blindsight: War of the Wardens is a 3rd person action adventure game centered around Iggy, a martial artist who is blind and uses echolocation to see. The world of *Blindsight: War of the Wardens* is grounded in reality, with the addition of mystical relics, powerful artifacts with magical powers that are guarded by families called the Wardens of Vitality.

The basic premise of the story is that one of the Warden families has betrayed their mission and stolen the protagonist's family's relic, with plans to use it for personal gain, despite the world-shattering consequences of using the relics.

CHARACTERS

Major Characters: [Character Sheets](#)

Iggy Yin ([Iggy Yin Character Sheet](#))

18. The protagonist and playable character of the game. Iggy is blind, and uses echolocation to navigate his surroundings. He is a skilled martial artist and is determined to prove himself to his family, who want to shelter and protect him.

Rainer Mars ([Rainer Mars Character Sheet](#))

20. The main antagonist of the game. Rainer is passionate and dedicated to his family. He can be single-minded, and has been pressured by his father into being ruthless in getting his way. He is determined to use the Relic of Life to bring his mother back to life.

Myla Mars ([Myla Mars Character Sheet](#))

16. Rainer's younger sister, who accompanies him on his quest to steal the Relic of Life. She wants to bring her mother back to life, and is angry at the Yin family for what she thinks Ray Yin did.

Derrien Mars ([Derrien Mars Character Sheet](#))

52. The former Head Warden of the Relic of Space and the patriarch of the Mars family. Derrien was forced to retire when he was paralyzed in his right arm, but he remains cold and calculating. He is emotionally and verbally abusive to his children.

June Yin ( June Yin Character Sheet)

47. Iggy's mother and the current Head Warden of the Relic of Life. June is overprotective of her son and relegated him from being the next-in-line when he was born blind. She desperately wants to keep him safe, but needs to accept that he can take care of himself.

Supporting Characters (do not physically appear in game):


Vanessa Zhang

25-30. Iggy's cousin (dad's older brother's daughter). When Iggy was born blind, she was called on to become Head Warden. She's never really wanted the position, but understands her responsibility.

Ada Mars

45-50. Rainer's mother and Derrien's wife. Before her death, Ada was the main touchstone for communications between other wardens and the Mars family. Rainer and Myla believe that Ray Yin killed Ada.

Ray Yin (voice appears in game, appears in post-credit scene) (

 Ray Yin Mini Character Sheet)

45. Iggy's father, June's husband. Ray is the main touchstone for communication between other wardens and the Yin family. He was originally overprotective of Iggy like June, but eventually came around and helped train him. During the game, Ray is captured and interrogated by Special Agent Voss.

Special Agent Erik Voss (voice appears in game) (Erik Voss Mini Character Sheet)

42. A federal agent who works for the Jurisdiction of Interdimensional Matters. Special Agent Voss is determined to learn what the relics are and what the Mars and Yin families have to do with them. He doesn't give anything away when he questions Ray, remaining objective and emotionless no matter what Ray says.

STORY BEATS

 **TIMELINE**

PRESS PLAY.

1. Opening (non-interactive cutscene):

- a. Iggy Yin (the player) arrives on the scene of a fight in his family's home as his mother, June, fends off Tianshi Gang goons and two members of another Warden family: Rainer and Myla Mars. His mother's leg is broken by Rainer as Myla grabs the Yin family's relic, the Relic of Life.
 - b. The Tianshi goons hold Iggy back as Rainer and his younger sister Myla escape with the Relic of Life.
 - c. As Iggy starts running after Rainer and Myla, June tells him not to go because it's not safe. He's never been in the real world before; their family's home exists in a secret realm that he has never stepped out of. She tells Iggy that she'll call his cousin to go to NYC; she'll take care of it. Iggy goes anyways, he says it'll take too long.
 - i. Iggy wants to save the world, and prove himself worthy to be next in line after his mother to be Head Warden of the Relic of Life. When he was born blind, the position was passed to his cousin instead, but he has spent his whole life trying to prove he is capable.
 - ii. June suspects that the Mars family plans to use the relic for personal gain; they seem to have already used their own relic, the Relic of Space. If Iggy is going to go, he needs to hurry to stop them before they use the Relic of Life.
2. Outside the house, on the way to the temple portal that leads to the real world, more Tianshi goons attack, delaying Iggy's pursuit. Although Rainer has told them not to underestimate Iggy, they still don't expect the blind guy to fight back—or for him to be a formidable opponent.
 3. The temple is an ancestral temple, formed in honour of the first Warden of the Relic of Life, that also acts as the secret portal that transports people to and from the Yin family's secret realm. Using a warden amulet transports you to an identical temple in Singapore. Iggy aspires to the prowess and grandeur of the first warden.
 4. Iggy travels through the temple portal and is ambushed by Myla. Upon her defeat, she reveals that her mother was killed in NYC by his father. They stole the Relic of Life in order to use its power to bring her back.
 5. Iggy is in denial. He asserts that his father would never kill her and they cannot use the relic. He leaves Myla behind and wanders out of the temple, continuing to search for Rainer.

ACT 2

6. Iggy goes out into the marketplace, where sound is coming from. It's chaotic and unfamiliar. He tries to find out where Rainer went, but is continually ambushed by more goons.

7. Wandering deeper into the marketplace, certain paths are blocked by large groups of civilians—too much noise disrupts Iggy’s echolocation/makes it too hard for Iggy to navigate.
8. Nearing the edge/exit of the marketplace, Iggy defeats the goons in the area and hears people talking about strange spacial anomalies as they return to the area: a building that’s partially lodged in the ground, a forest that has appeared in the middle of the city, a set of stairs that leads nowhere, etc... He recognizes these as consequences of using the Relic of Space, the Mars family’s relic.
9. Finding and following the path of the spacial anomalies, Iggy finds the portal created using the Relic of Space, that is linking NYC and Singapore.
10. Iggy goes through the portal, arriving in the Mars family compound in NYC—a hidden floor in their family’s massive office building.

ACT 3

11. Rainer explains their plans for the Relic of Life (to bring back his mother), but Derrien, Rainer’s father, urges him to not bother—Iggy’s father is the one who killed Ada—Iggy will never be convinced. Rainer does what his father commands.
 - a. Derrien is continuing to maintain the portal using the Relic of Space—waiting for Myla’s return.
12. Iggy and Rainer fight.
13. At the phase transition of the fight, Iggy slams Rainer into a table, and audio clips start playing. The clips are of an interrogation being conducted by a federal agent, Special Agent Voss of the Jurisdiction of Interdimensional Matters (JIM), asking someone about the relics.
14. Iggy and Rainer fight again. Iggy defeats Rainer.
 - a. As Iggy defeats Rainer, an audio clip plays, revealing Ada was killed by the JIM and Iggy’s father has been captured.
15. Myla arrives with June, Iggy’s mother, in tow.
16. Myla convinces Iggy to let Rainer go; Derrien has been lying to the both of them. Rainer breaks down in grief over his mother’s death and Iggy over his father’s capture. Derrien yells at Rainer, but he refuses to fight anymore.
 - a. Derrien is crippled—he himself cannot fight.
 - b. Fighting controls will be taken away from the player; only movement will be allowed.
17. Rainer and Myla confront their father, who pushed them towards this quest, as Iggy and June leave.

WORLDBUILDING

CREATION MYTH

The universe created itself from the primal energy, and with it, it formed five relics, which were found by the original five warden families. These five relics were found to have great power, and to be maintaining the balance of Yin and Yang in the universe. The five warden families devoted themselves to the protection of the relics, spreading across the world to protect the relics and keep their power out of irresponsible hands.

THE YIN (陰) FAMILY

The Yin family lives in Singapore and run an ancestral temple devoted to the very first Yin warden. The temple doubly serves as a portal to a secret realm where the family lives, trains, and hides the Relic of Life. The secret realm resembles [Mêdog County](#) and other natural, mystical realms.

YIN MURAL LORE

- Eastern Dragon God (EDG) descends in front of Yin family holding Relic of Life
- EDG creates portal to Yin Realm and goes through
- Yin family follows
- EDG creates amulets with Relic of Life, then gives amulets and relic to Yin family and departs
- Yin family builds house + temple in Yin Realm


THE MARS FAMILY

The Mars family lives in New York City and run a business that gives them ownership of a skyscraper in the city. They have a secret floor/compound in this building, which is where they hide the Relic of Space.

THE RELICS

There are **5 ancient relics** which each hold unimaginable power. Each of the relics takes a different form. The power of the relics together helps maintain the balance of yin/yang and the constant supply of qi to the world. The power of the relics is maintained by being held in a sacred holding place, which draws power from the relic. Using the relics has dire consequences that depend on the powers of the relic used. For example, using the Relic of Emotion may cause people to go into sudden deep depressions or states of rage.

The relics and their powers ( Relic References)

- The Relic of Life - the wielder may give life to anything and heal any injury or sickness
 - Flower
 -  CA_YinHouseOpening_Tianyue.jpg
- The Relic of Space - the wielder may warp space, creating portals to travel across earth

- Globe made of wire (hollow on the inside)
- The Relic of Strength - the wielder may grant immeasurable strength/toughness to anything they choose
 - Balance scale
- The Relic of Intellect - the wielder may grant any established knowledge to an entity.
 - Book
- The Relic of Emotion - the wielder may influence emotions, amplifying and dulling them
 - Theatre mask

THE WARDENS OF VITALITY

Each relic is guarded by a community whose generations have been trained since the very beginning of life itself to keep the relics secret and safe. They keep the relics hidden and often have cover stories to protect themselves and the relics. These communities are known as the Wardens of Vitality.

Each family appoints a Head Warden to be the primary warden of the relic.

Wardens wear special **amulets** that identify them to one another and allow them to access the secret places where the relics are held. Each group of wardens wears a different amulet, but they all share the same general shape.


- Squeezing the amulet while inside the Yin family's ancestral temple will transport you to/from the Yin realm.
- Placing the amulet in a special slot in the elevator of the Mars family's building brings you to the secret basement where the Relic of Space is held.

The wardens meet with each other yearly to update each other on the status of the relics.

The wardens are:

- The Yin family - Singapore
 - Relic of Life
- The Mars family - NYC, USA
 - Relic of Space
- The Bjelke family - Sweden
 - Relic of Emotion
- The Sequeira family- Brazil
 - Relic of Strength
- The Odili family - South Africa
 - Relic of Intellect

GLOSSARY

 Narrative Glossary