

# ***Soul Shepherd***

*Be an evil spirit and haunt the living for profit.*

A video game entirely by Amalie Kae.

Watch a video showing the first 6 months of development: (12 minutes)

<https://www.youtube.com/watch?v=tzhCDNDOebo>

*Soul Shepherd's* Website: <https://www.amaliekae.com/soulshepherd>

Amalie's website and more writing samples:

<https://www.amaliekae.com/>

## **Soul Shepherd: Script excerpt.**

### **Summery:**

*Soul Shepherd is a game about evil entities that torment - and profit from - the living through hauntings. "Shepherds" are powerful spirits that recruit smaller entities to perform these hauntings for them.*

*We join the player character as they pop up in the afterlife, after having died.*

*The environment is surreal: Floating, rocky islands suspended in nothingness.*

*After fighting and killing a menacing entity (tutorial battle) and mystically - unintentionally - absorbing their characteristics, the player falls to their knees, dejected and lost.*

## **MEETING THE CAPTAIN**

*The player is sat dejectedly on the ground. The hostile figure now lies dead.*

*A while passes.*

*Finally, someone sailing a boat floating in nothingness, spots the player and stops.*

*The captain is nonchalantly dressed in renaissance clothing topped off with a worn, yet pompous hat. Both his clothes and the boat he sails looks worse for wear, yet his posture is grandiose.*

### **CAPTAIN**

I haven't seen you before. Who are you?

### **PLAYER**

Go away. Please! No more.

### **CAPTAIN**

So you don't need help. You're fine?

### **PLAYER**

... I'm good, thanks.

*[Pause]*

### **PLAYER**

I said, I'm fine!

### **CAPTAIN**

Arh, Shut your noisy jaw-bones for a second, and tell me something, Lass.

-----  
I know every single Shepherd this side of the southern nebula, and you ain't one of them. How did you get here without a vessel? Where is your crook?

### **PLAYER**

I don't know what any of that that means.

-----

I just woke up here, and some shadow-y creep tried to jump me. Before I knew it, he was gone, and now I've... changed.

**CAPTAIN**

You took out a Shepherd? You? By yourself?  
Well, if I wasn't already damned!

**PLAYER**

This is Joe's fault, isn't it?  
If this is still a bad trip from the party last night,  
I swear-!

**CAPTAIN**

Listen, Noisy Bones. Given your tone, I can tell, you don't realise how rare a Good Samaritan is around these parts.

-----  
Unless you want to hang out here for the next hundred human life cycles, I assume you'll want a lift. I'm offering.

-----  
So, you gonna jump on or not?

*The player gets on the boat. Fade to black.*

*We see the two sailing through empty space, towards an unknown location. The raven has joined the two, giving a single caw.*

**CAPTAIN**

I hate to break it to you, sunshine. But this isn't a bad shroom-trip.

**PLAYER**

Well, in that case it must be-

**CAPTAIN**

Death. You're dead. Wa-wah.  
But I wouldn't be too bummed out, if I were you.

-----

Instead of an after-life of ghostly slavery, you've -  
somehow - managed to cut yourself a pretty sweet deal.  
Potentially, anyway.

-----

Looks like you're the newest Shepherd in town.  
Stick with me, and you might just make it big.

*The boat arrives at a rocky island in the sky. It is littered with debris and raw materials.*

**CAPTAIN**

This is your stop.

**PLAYER**

What, *this*?!

It's basically no better than where you found me!

**CAPTAIN**

The rudeness! The audacity!

Do you know how rare unoccupied real estate is in the  
open abyss?

-----

It's a good piece of land: Materials. Potential for  
expansion. Good bones. I could have left you for dead,  
now instead, you can make this your own.

**PLAYER**

I don't-

**CAPTAIN**

But this isn't for free. Nothing is.

-----

You've just bought yourself into an alliance. I'll  
expect your services soon enough.  
Now, get crafty: Make a vessel. And then come visit me  
at my Floating Market.

*[Pause]*

**CAPTAIN**

Well, don't just stand there. Get to work!

-----  
You could start by wrangling a few of the straggling  
energies around here, but I wouldn't get too attached,  
before you have the proper resources.

-----  
Dead things can get reeeal hangry. Might try and take  
a nibble out of you, if you can't feed them.

-----  
I'll take that heartfelt thanks now, if you please.

**PLAYER**

You've literally abandoned me on a floating rock in  
the sky with hostile, hungry critters.

**CAPTAIN**

You've already tackled worse, haven't you?

-----  
Well then. See you around, Lass.  
And make a crook, for fucks sake. You're embarrassing  
yourself.

## **JESTER: INTRODUCTION**

*The Jester (Jake) is another brand new Shepherd that can be found at the very beginning of the game, wandering the Floating Market. He carries a crook, and his clothes are rugged.*

**NOTE:** *This conversation is branching. For the sake of this excerpt, only one branch has been chosen. Every line marked with an [x] is a choice made by the player.*

### **JAKE**

H-hey! You are new here too, right?  
Please tell me you're as lost as I am!  
I mean, not that I want you to be, of course.

### **PLAYER**

Yeah, I'm new.  
Did the bloke in the pirate-hat bring you here as well?

### **JAKE**

Mate, I barely know what happened.  
One moment I was literally falling through space, thinking I was having the worst nightmare ever... And the next, the guy fished me up and plopped me onto the deck of his boat.

### **PLAYER**

You woke up here falling through the air?!

### **JAKE**

You didn't?

### **PLAYER**

Nah. Debris. Barely enough to hold on to, though.

### **JAKE**

Honestly, I'm not a fan of this place.  
I'm not that great with heights.  
Isn't that a kicker?

-----  
It's good to know I'm not alone, though. I don't... really know what to do with any of it. It's pretty trippy.

### **PLAYER**

[x] What do you think of the Captain?

### **JAKE**

I mean, I'm grateful! Obviously! He saved me.

-----  
But as soon as he started babbling about repaying  
debt, it was pretty easy to put two and two together.

-----  
I guess it's a small price to pay, so I don't mind.  
... I suppose we're working for him now, huh?

**PLAYER**

[x] What's your name?

**JAKE**

Jake. I was an engineering student in Uni. Before...

**PLAYER**

Before you died?

**JAKE**

Before I dropped out. Fuck formal education.

-----  
Hey, it's nice to meet you. Despite the circumstances.

**PLAYER**

[x] Yeah, you too. We'll look out for each other,  
alright?

**JAKE**

Definitely!

Gosh, I've literally been dying for someone to say  
that!

-----  
... Too soon?