

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?