

QUICK WORLD & CHARACTERS BUILDING

Project Title: *Star Wars: Renegades*

Universe: Star Wars

Environment: Forest Jungle

Timeline: 19 av. BY / Between Episode 3: Revenge of the Sith and Rogue One: A Star Wars Story

Lore: New Republic (the Galactic Empire) (Mutation from Republic to Empire, looks to create a massive worlds destruction weapon).

Characters:

- *Jaa Avarr* (Hero Protagonist) : Old mercenary fighter among the Jedi Army during the Clone Wars. He joined the Rebel Alliance as a sniper assassin.
- *Sabe Mantel* (Guardian / Acolyte) : Radio operator, old spy from republic turning into Empire but betray them by joining the Rebellion (Rebels Alliance)
- *Director Cyone* (Antagonist) : Director of Weapon Development and Researches Engineering district on Jaksa 4 working among the Empire, doing trials on an Empire controlled lonely abandoned planet to develop a Death Star Ionic canon prototype.
- *Troopers Enemies*: Stormtroopers, army of the Galactic Empire.

STORY WRITING

Synopsis:

Jaa Avarr, a former elite soldier of the Galactic Republic who fled from Order 66, is now in the employ of the fledgling Rebel Alliance. Fighting the new Galactic Empire, Jaa is called to a quick assassination mission on Jaksa 4.

After the Jedis genocide, the Galactic Empire keeps rising. It colonized planets, massacred and drove away populations in order to settle there in order to carry out ion laser tests allowing it to develop massive weaponry thanks to Kyber crystals. These trials allow the development of a prototype for a new secret weapon for the final withering of the rebels and what remains of the Galactic Republic.

The commander of this project is General Tarkin who supervises the Director Cyone. She comes to visit the engineers working in the Bunker on the Imperial base on Jaksa 4.

A group of rebel spies (formerly Republican or Imperial), have managed to infiltrate the enemy zone thanks to their soldier background now blending into the Jaksa 4 setting. They are hidden in reconnaissance aboard the base to discreetly gather information.

Jaa, a rare renowned assassin is called to infiltrate the base, blow up the prototype of ion and laser weaponry then eliminate Director Cyone. He will have to leave without being spotted: a mission of lightning assassination and a first victory for the Rebel Alliance against the Galactic Empire and the Emperor Palpatine.

Plot Twist: Jaa will not succeed and the prototype project of ionic weaponry will give birth to the Death Star but will still succeed in eliminating Cyone.

SCRIPT:

Prologue:

Jaa Avarr is a veteran of a militia working alongside the clones of the Grand Army of the Jedi who served during the Clone Wars. After the execution of Order 66, he fled the Republic, hiding to avoid being controlled and searched by the Empire. He is contacted by a group of mercenaries and uses his skills as an Elite Sniper to benefit the next Rebel Alliance.

The group is growing but talent is scarce. Jaa continues the infiltration and assassination missions until he is contacted in small by his superiors for an important mission: a small group of allied spies are infiltrated since 3 months on Jaksa 4 and have important information to relay:

Six months ago, the Rebel Alliance detected energy disturbances on several planets all now uninhabited. They send their best spy group on one of them to investigate until they discover that the Empire is colonizing and annihilating civilizations on these planets to perform ion laser tests in space. Other Rebel informants infiltrated on these planets and within the Empire concluded that the latter is developing a weapon of mass destruction, probably the same discovery during the Clone Wars on Geonosis and must prevent them from doing so.

One of the Directors of R&D of the imperial armament, the Director Cyone, developing this project under the direction of a General named Tarkin, soon goes to Jaksa 4.

The imperial engineers have made great discoveries in their research and must report to Director Cyone who is coming to inspect the project progress in person.

Initial Mission Brief:

Jaa must go to Jaksa 4 alone, aboard an imperial shuttle stolen by the rebels, bearing a valid imperial identification code in order to infiltrate the planet. It will have to land 20 km from the meeting point to remain discreet. The meeting point are abandoned ruins hidden in the mountains where resides the group of rebel spies led by Sabe Mantel, a former imperial soldier specialized in spy tactics. These ancient ruins classified by the Empire deserted offer a view of the Imperial Bunker: Base/Military Station on which is installed an ion laser gun pointed towards space.

Disguised as Imperials, Sabe will lead his squad and Jaa to the Bunker so that the latter eliminates Cyone and destroys the laser ion prototype that will later serve to develop the Death Star.

D-Day (Cyone and Player pov):

Jaa approaches Jaksa 4, against all odds, his imperial shuttle is shot down by the imperial anti-aircraft. The identification code did not work. It crashed 10 km from the rendezvous point and aroused the curiosity of the Empire. After a few fights, his cover is definitely revealed. The Rebel Alliance expects Cyone to flee Jaksa 4 but it's not.

Sabe in radio communication with Jaa decides astonishingly to follow the initial plan: reach the rendezvous point when they should be fleeing being undermanned and spotted.

Upon arrival at the ruined tower in the mountains, Jaa sees Empire soldiers encircling the building. Jaa thinks he's lured them here, that it's his fault and tries to save his squad. After a

fierce fight, he returns to the tower where Sabe and his spy team are waiting for him to come and save them. Upon entering the tower, he sees Sabe, astonished alone, pointing a blaster at him, she shoots.

When he wakes up, Jaa realizes that he is only partially injured and finds himself in a prison cell in the Imperial Bunker. It is said that Sabe has surely betrayed him, she had deserted the Empire and may have finally accepted a deal with Cyone.

Sabe breaks in through the cell door, unlocks it and yells at Jaa to follow her, Jaa says "well it's not too soon, you've been taking your time."

Explanations (Sabe and Jaa pov):

Hidden on the planet for 3 months, Sabe had disagreements with her squad about her past as an Imperial. Allied members tried to kill her in vain, Sabe got away. The mission is a failure but Jaa and Cyone arrive. Knowing that the Rebel Alliance would have ordered her extraction, Sabe will come up with another plan: to make Cyone believe she will deliver the assassin that the Rebels sent to eliminate her against her freedom, in order to infiltrate the Bunker more easily. Sabe contacts the Rebel Alliance to inform them of the betrayal of his allies and his new plan. The Rebels accept and inform Jaa that the mission has changed:

Before the arrival of Jaa, Sabe contacts Cyone to sell her information against the deletion of his search notice by the Empire: she informs Cyone that an assassin is coming to eliminate her but that she does not know him. She gives the identification of the imperial shuttle in which Jaa arrives to shoot him without killing him, disorienting him enough to facilitate his capture because Cyone wants him alive to interrogate him. The Empire's anti-aircraft surgically shoots down the stolen shuttle, which causes it to crash into the heights of a forest sanctuary, in front of the initial landing point, near Sabe and the Imperial Bunker. Sabe has just proved his (fake/false) loyalty to Cyone while Jaa, almost unharmed, has approached his target, already placed among the enemy lines, he will not have to infiltrate discreetly until Sabe, knowing that the Troopers want only to capture him, he can in return decimate them, to continue to make Cyone believe that he knows nothing: the Empire is about to fall earlier than expected.

Cyone is waiting for Sabe to deliver Jaa, hence the fact that she did not run away when discovering Jaa's existence on Jaksa 4 came to eliminate him.

Being on the Empire's wire by communicating by radio, Sabe and Jaa pretend to implement the initial plan, she persuades him throughout her journey to go to the rendezvous point to join her whatever it takes for her, Jaa pretends not to suspect anything, Attacks the stormtroopers on his way despite his injuries, the latter only want to hurt him to deliver him to their Director Cyone. Jaa already knows that he will not risk anything, except for a clumsy blaster shot in the head of an untrained stormtrooper who does not know how to aim.

Imperial forces have orders to apprehend Jaa in front of the Rebel spy tower in the Ruins in order to take him to the Bunker for questioning. But pretend to encircle Sabe in order to make Jaa believe that they will kill her (the Troopers do not suspect that Jaa knows the trap). Jaa pretends to be guilty. Sabe had previously asked Jaa to fight against the Troopers who came to capture him. Because if he gives up to the Empire so easily, it might seem suspicious in Cyone's eyes.

As expected, Jaa has decimated all the Imperial infantry leaving no choice to Sabe to shoot him (without killing him) in order to lead him herself to the Bunker. (being spied by Cyone, this will make his capture more credible)

Cyone is convinced that Sabe has betrayed the Rebel Alliance. Jaa and Sabe are now infiltrated into the Bunker. As planned, Sabe releases Jaa and must now find Cyone to eliminate her and blow up the Imperial Base Bunker.

While Cyone tries to escape, Jaa sets up the bombs and Sabe intercepts Cyone on the take-off platform.

Cyone realizes the deception, while the Imperial Bunker Base is exploding, Cyone kills Sabe. Jaa came too late to save her. Cyone managed to push him into a water drain.

With the implosion of the Imperial Base, The Empire got hit but not enough to stop the development of the Death Star. Later on, Cyone got killed by the Rebel Alliance.

A year later, a commemoration is held to remember the sacrifice of Sabe Mantel and Jaa Avarr.

[To Be Continued on my next project]:

Epilogue (and beginning of the next project):

Joe wakes up on the shore, he almost drowned. From the heart of the forest, we still manage to see from a vista a large Bunker building, a highly secured Prison and a Tower next to it. Sabine on the radio: "Joe are you ok?"

-Joe: "Am I really dead that way?"

-Sabine: "You collected almost all the information. Go to the tower, I'll meet you there."

-Joe: "That's too risky, I see a helicopter flying around."

-Sabine: "A prisoner just escaped from the prison, they are not coming for you, move now, he is coming in your area, you'll probably meet an army of soldiers trying to catch him. Stay discreet."

-Joe: "How many deaths do I have left?"

-Sabine: "None, I haven't another universe to let you in. Just... don't die this time."

NARRATIVE DRIVES GAMEPLAY

Star Wars: Renegades Level Pitch:

Jaa was supposed to land on Jaksa 4 safely and undercover, but crashed instead in a dense jungle area in the heights: a sanctuary. He managed to crash closer to its main objective: [the Tower in the ruins to meet Sabe and then assault the Imperial Bunker.]

Miraculously alive, Jaa goes through the dense jungle and stops at an unexpected enemy base camp sent by the Imperial Director Cyone, looking to capture him alive. He must fight to reach a cavern to go down into the valley and meet Sabe. [to start the assault, kill the Director Cyone and explode the Imperial Bunker to crash the ion laser cannon deployed on it]. After reaching the cave Jaa got shot by a TIE Fighter and felt unconscious and propelled in water.

Star Wars: Renegades Player Goal & Mission:

The player will start its journey just after the crash where Jaa wakes up. His main objective is to reach the Tower in the Ruins area to meet Sabe there (his Radio operator and Rebel Alliance Spy who commands the assault mission). Through his adventure, other objectives will occur provided by Jaa himself or Sabe on the radio. After waking up with the information of reaching the Tower, Jaa must find his gear, located in the wreckage of his Imperial Shuttle. Once the Shuttle is found it appears that the gear isn't there. Jaa must meet Sabe by its own. Sabe on the Radio will inform Jaa that an enemy base camp blocks his way and that he must go through it to reach the mountain cavity behind and go down into the valley to reach the Tower in the Ruins.

Meet Sabe at the Tower in the Ruins.

- Find your gear and rifles.
- Find a way to go through an enemy base camp to reach the cave.
- Reach the mountain cavity.

Level ends