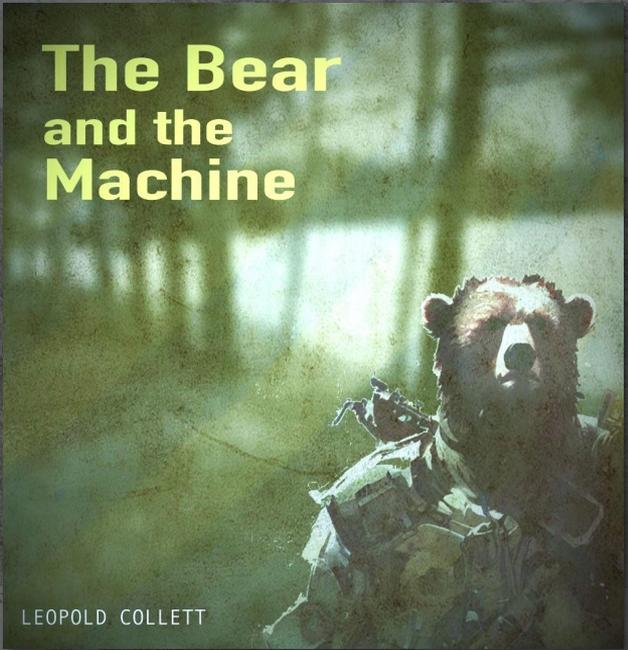


WORK IN PROGRESS



INTERACTIVE NOVEL

Narrative Bible & Game Design Document

by Leopold Collett

Product Information

- **Product Name:** THE BEAR AND THE MACHINE
- **Genre:** Sci-fi, Thriller, Drama (Interactive Novel / Text Adventure)
- **Platform:** PC, Mac
- **Target Audience:** Young adults, adults, people who likes: reading, story driven games, text-adventures, interactive novels
- **Game Dimension:** 2D
- **Length:** 1-2h
- **Game Engine:** Ren'Py - Visual Novel Engine

The meaning of colors in this document

RED

Text marked with red = “The information / concept
has been removed.”

BLUE

Text marked with blue = “The information / concept
has been changed.”

GREEN

Text marked with green = “The information / concept
is considered to be changed.”

Logline

In a post-apocalyptic North America, a team of elite animal soldiers, and a war-assistant robot, embark on a mission to destroy an alien thermal plant in order to save the world.

Story Summary

Long ago, the humans left Earth, and now the planet is under the rule of animals. But the world is faced with a major threat from the *Cetans*, an unknown specie from outer space that has come to drain the life out of all things on the planet. To save the Earth, a team of highly trained animal soldiers must journey north in North America to destroy the heart of the alien plantation center.

The plot of the story centers around a brown bear named **Matt Brown**, who is part of a highly skilled group of soldiers. At the start of the game, we learn about Matt's past which helps us understand his character better. The story mainly focuses on Matt's character development as he undergoes changes throughout the game. Matt is a brave and disciplined soldier who is dedicated to serving his country. He deeply values his comrades and is willing to make sacrifices for them. Matt had a tough childhood and faced many challenges before joining the military. The death of his brother, **John**, deeply affected him and he has never been the same since. John passed away due to an outdated police-android outside a pub in their hometown just before Matt was scheduled to start his military training. This incident has caused Matt to harbor a strong resentment towards AI technology and droids.

During the second act of the story, Matt and his fellow soldiers come across a war-assistant robot named **Ralph7**. As the group becomes more vulnerable, their leader and commander Buck decides to let Ralph7 join the group. However, due to Matt's past experiences, he is opposed to the idea of Ralph joining them and expresses a negative attitude towards it. During the third act, Matt comes to realize that Ralph has played a crucial role in keeping him alive. It's a heartbreaking tale of loss, as Matt loses companions along their journey, but he and Ralph manage to survive. The third act concludes with the death of Ralph7. In the end Matt view Ralph as a true friend whom he cares about deeply, and his negative attitude towards androids shifts towards a more positive outlook.

Main characters

AI-generated art

Matt Brown



Hugh Jackson



Ralph-Seven



Cmdr. Buck Wilson



Tony Baker

Matt Brown



Full name:	Matt Brown
Character type:	Protagonist
Animal:	Bear (Brown Bear)
Sex:	Male
Height and Weight:	7 feet / 435 lbs
Place of birth:	2184.08.03, Ontario, Canada
Y/o:	During The Far-off War: 11 (43 - converted in human years)
Character traits:	Independent - Loyal - Brave - Resourceful. Skilled with explosives and mid-range firearms. Hates androids
Work:	Top-tier Infantry soldier for SQUAD9 - Special Elite soldier of the United Marine Corp of Animals (U.M.C.A)

Commander. Buck Wilson



Full name:	Buck Wilson
Character type:	Side character / Leader / Guide
Animal:	Wolf (Canadian Timber)
Sex:	Male
Height and Weight:	5 feet / 148 lb
Place of birth:	2181.02.26, Toronto, Canada
Y/o:	16 (70 - converted in human years)
Character traits:	Patient - Strict - Intelligent - Impartial. Highly skilled when it comes to leadership, communication, and decision-making. Warfare expert. Very educated about the threat (the cetans)
Work:	Commander / Leader of SQUAD9. Special Elite soldier of the United Special Marine Corp of Animals (U.M.C.A).

Hugh Jackson



Full name:	Hugh Jackson
Character type:	Side character / Comic relief
Animal:	Dog (Beagle)
Sex:	Male
Height and Weight:	5 feet / 152 lb
Place of birth:	2191.23.2, Caliente, Lincoln County
Y/o:	4 (28 - converted in human years)
Character traits:	Scared - Anxious - Kind-hearted - Pessimistic Very kind-hearted but anxious. Highly skilled with Sniper rifles. Likes to sing and plays the guitar.
Work:	Sniper Expert for SQUAD9. Special Elite Soldier of the United Special Marine Corp of Animals (U.M.C.A).

Ralph-Seven



Full name:	Ralph7 - Prototype-Model-01
Character type:	Side Character
Race	War Assistant Android
Height and Weight:	2 feet / 650 lbs
Production year:	2189 Made by Science Megatech
Ralph7 Features:	<ul style="list-style-type: none">● Heavy weight carrying for transports.● Fast movement with a top speed up to 60 mph.● Can transform into different shapes to ease certain operations● Has the ability to sense movement from 0.8 miles away.● Reacts AND acts to common emotions such as: Happiness, sadness, anger, grief
Work:	Lives to serve and protect the members of SQUAD9 at any cost.

Different types of *Cetans* (aliens)

FLIES

There are various kinds of *Cetans*, but the "*Flies*" are the only type whose appearance and behavior we are familiar with. These *Cetans* are the most visible types, since they're quite large and can be seen floating in the skies. They only appear during night-time.

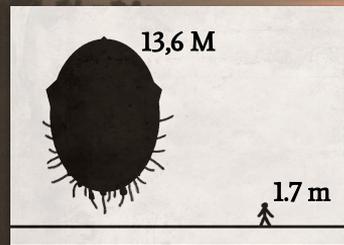
WORMS

Cetan type: unknown (work in progress)

SHADOWS

Cetan type: unknown (work in progress)

Type: *The Flies*



Story Structure

ACT 1

Matt and John, abandoned by their mother, grew up in an orphanage in Geraldton. They experience the consequences of an extraterrestrial invasion by the *Cetans* in Northwestern Canada. Matt and John also experienced the fast-evolving development of robotics and AI in the world and the negative sides of the outdated robots that have existed in their society for many years. Matt strives to join the special forces and fight for his country, but his brother becomes a drug user. In a tragic accident that concludes the first act, John gets killed by a police-droid, right before Matt begins his training.

ACT 2

Matt Becomes a part of the Special United Marine Corp of Animals - U.M.C.A and is set off with three companions to eliminate an alien thermal plant, called Zorgo14. Together with Cmdr. Buck Wilson - the wolf, Tony Baker - the wild boar, and Hugh Jackson - the dog, they begin their journey up north. One night, after a few days of traveling, the group gets attacked by an unusual group of Cetans hidden underground. Max the dog gets badly injured. They manage to take shelter in a military hideout bunker. Inside the bunker, they find Ralph7, a war assistant android, who has been there for a long time. Ralph7 tries to aid Hugh, but even if the damage is somewhat dampened, Hugh dies during the night. Ralph7 joins the group and they continue their travel until they reach the region the aliens have taken over. Unfortunately, the group gets ambushed by a large number of Cetans. Buck gets hurt and Tony makes a distraction to the aliens, which ends up killing him.

ACT 3

Matt, Buck, and Ralph were able to escape the aliens. They come across a cave which they use as a hiding spot. Matt and Ralph try to aid Buck, but due to the extent of his injuries, he dies. The two remaining heroes press forward towards the thermal plant, with little hope. Upon reaching the Cetan's location, Matt and Ralph discover that the US army had begun attacking them, providing cover for their approach to the thermal plant undetected. Matt places some explosives at the core of the base of the thermal plants. As they attempted to escape, an underground alien grasped onto Ralph. Matt attempted to save him, but Ralph pushed him away, indicating that he intended to sacrifice himself to save Matt's life. Matt has no choice but to leave the android behind. The thermal plant explodes and the mission is accomplished. The US army meets up with Matt and greets him.

Plot page 1. WORK IN PROGRESS

The Bear And The Machine is a science fiction and apocalyptic tale set in a futuristic version of North America. The story follows **Matt**, a bear who serves as a marine soldier for the Special United Marine Corp of Animals (**U.M.C.A**). Matt is given the task of saving his country from an alien invasion that has taken place in a small area of Upper Canada. Accompanying him on his mission are the **Commander, Buck** - an old and stubborn wolf who has served in the army for a long time, **Hugh** - a kind-hearted but anxious dog who specializes in long-ranged weapons, and **Tony** - a big and tough wild boar who is highly skilled with all kinds of firearms. Together, they embark on a dangerous mission to destroy an alien thermal plant in the north while the US armed forces launch an attack.

Along the way, they face numerous threats from the aliens and their monstrous creations, which have been lurking underground for a long time. During one of their nights camping, Max accidentally gets stung in the leg by an unknown alien insect, causing him to scream in agony and attract more insects. A fierce battle ensues as the soldiers try to fight off the alien insects and save Max. Unfortunately, Buck has to amputate Max's leg due to the venom's fast-spreading effect. Despite their efforts, Max ultimately dies before they can reach a nearby military hide-out.

As they prepare to depart in the morning, they stumble upon an incomplete **Ralph7**: a war-assistant robot that has been in hibernation for an extended period. While Buck and Tony see the potential benefits of having Ralph on their mission, even if he's missing a few parts, Matt is irritated and hesitant due to a deep-seated hatred for AI-robotics. This animosity stems from the loss of his brother, John, who was killed by a police droid a couple of years ago. Buck attempts to persuade Matt, reminding him of the importance of their mission and the duty they have to their country. Eventually, Matt comes to the realization that Buck is correct and agrees to bring Ralph7 along.

Plot page 2. WORK IN PROGRESS

The group, accompanied by their new robot companion, continues their journey towards their destination in the north. Later on their journey, they discover that the Cetans are able to take control over the minds of war-assistant robots, including other Ralph7. But they realize that their Ralph doesn't respond to the techniques of the Cetans because of his unfinished state. Matt, Buck, Tony, and Ralph finally arrive at their goal location, and they deploy a flying drone to scout the area. Upon observing the monitor, they spot the thermal plant located far away in the mountains, but suddenly, they are ambushed by Cetans, and Buck gets injured. Matt puts Buck on the android, like a stretcher, and Tony opens fire at the aliens. As they try to escape, they encounter a vast gap in the ground that's impossible to jump across, and there's no other way to go. Ralph transforms into a bridge-like structure to help them cross the gap safely.

With the aliens coming closer, Tony uses himself as bait while Matt, Buck, and Ralph make their escape across to the other side of the gap. Tony is left behind to face certain death. The three survivors manage to find a safe spot on the top of a nearby cliff. Buck realizes he cannot continue with the mission due to his wounds. Matt and Ralph try to aid him, but the damage is too great for them to handle. Buck dies, leaving Matt and Ralph alone. Despite Matt's initial hatred for robots, he begins to see and understand everything Ralph has done for the group, and that they wouldn't have made it this far without him. They eventually continue on their mission. They manage to reach the base of the Cetans only to discover that the US army has already begun their attack. Matt and Ralph are able to sneak into the massive thermal plant undetected. Matt places explosives at the roots connecting to the thermal plant, and they take off. However, Ralph gets held back by underground Cetans and Matt tries desperately to free him. Ralph pushes him away and sacrifices himself by transforming him in a way that prevents the aliens from getting out of the ground. Matt continues his escape, completely alone.

When he finally finds the US Army, they all cheer for him. Though, he mourns the loss of his fallen comrades, Commander Buck, Tony, Hugh, and even Ralph, he reflects on the importance of the mission and their sacrifices, however, he cannot help but feel that he has lost.

A few years later, a new law is established that would forbid the development of AI androids completely - due to the Cetan's manipulation techniques on them. Matt wants to relive his friendship with Ralph7, leading him to hide alone in a cabin in the wilderness. There, he begins creating his own robots.

Timeline



World Building - Work in Progress - Page 1

Society / Cultures / Life

The world of T.B.A.T.M is crafted as an alternative version of the Earth, but instead of humans ruling the world, it's animals. The animals act like they're humans, but they still have some animalistic behaviors in various situations.

E.g. **wolves** talk and act like humans, but they can still **howl to rally call**. **Cats** still talk and act like humans, but when they're angry or irritated, they **wave their tails back and forth**. The animals are “**anthropomorphic**” or “**humanoid**”, meaning that they have human characteristics in their bodies. A **bear** would have a bear-looking head and a furry body, but hands and feet like a human.



World Building - Work in Progress - Page 2

Society / Cultures / Life

The story takes place in the future on Earth, between 2184-2199. Humankind left the earth in 2100. The reason why humans left Earth is a mystery. Some believe they were eradicated by the Cetans, while others think advanced technology enabled them to settle on other planets. Animals learned to adapt behaviors and routines from the humans quickly and basically “took over” the job of protecting the Earth. However, there are still animals that choose to remain outside of society, these are called '**roots**'.

With animals in charge, new rules and laws were made. The same old standard rules that were created by humans still apply, such as “no killing”, “no stealing” etc. But the animals created new laws that they saw fit their society. Some of the laws were: “You are NOT allowed to eat meat” or “You MUST reproduce if your lifespan is less than 12 years”. There are also rules that are specifically aimed towards different kinds of animals. E.g. birds aren't allowed to fly in certain parts of a city.