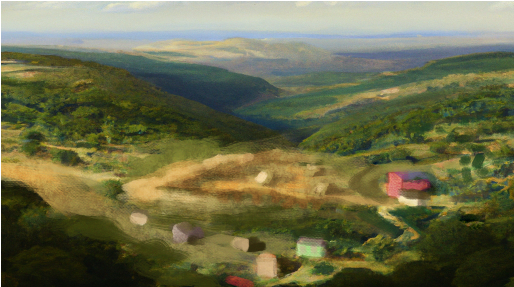


New Game Opening Cinematic

Setup: The player has started a new game. The cinematic's background music begins to play as Scene 1's art is shown with a "Begin" button overlaid in the center of the screen. When tapped, the scene's narration will play. The player can display subtitles by tapping an "ABC" button in the bottom left corner, and advance to the subsequent scene by tapping a "Next" button in the bottom right corner.

Purpose: Establish world lore, communicate the game's tone, explain the events that transpired between Profit Playground and Financial Frontier, and set player expectations for gameplay experience and objectives.

Scene 1



Venture Valley, a prosperous region of Terracia, and home to Budget Branch.

Scene 2



Beyond Venture Valley, the distant silhouette of a great tree could be seen standing tall behind the Western Mountains, perhaps alluding to the forgotten magics of Terracia.

Scene 3



Few had dared to travel the great distance to investigate, and fewer still had returned.

Made by: Garrett H. Ward, 2022

Scene 4



But one such adventurer, Marshall Money, leader of the Red Rangers, had made many trips, returning repeatedly with knowledge of awe-inspiring landmarks.

Scene 5



Many decades later, after observing great environmental change taking place in Terracia, he and the Red Rangers, would use his knowledge to come up with a plan.

Scene 6



They would embark on an expedition to the mysterious lands, hoping to guarantee the survival of Budget Branch.

Scene 7



After a great journey, the Red Rangers would arrive at the edge of a vast wilderness, that stretched as far as the eye could see.

Scene 8



Giant trees towered over thick layers of diverse plant life, housing innumerable unknown mammals, reptiles, birds and insects that sang out in a cacophony of wondrous sounds.

Scene 9



The Red Rangers made sure to navigate the forest carefully, until they stumbled into a clearing, split in two, by the rapidly flowing waters of a brilliant blue stream.

Scene 10



Where they were greeted by Elder Insight, an inhabitant of the forest, who made his home on the bank of the stream, and could communicate fluently with the Red Rangers.

Scene 11



After hearing the purpose of their expedition, Elder Insight touched the glowing crystal hung around his neck, and then offered to guide the Red Rangers to his people's village, Wood Haven.

Scene 12



As they reached Wood Haven, numerous villagers began to gather round the traveling band of outsiders, proceeding to follow in their wake toward the high towering tree, that was larger than life up close.

Scene 13



At its base stood a lone figure, Grand Elder Wisdom, who claimed to be her people's connection to the World Tree.

Scene 14



Marshall Money and Grand Elder Wisdom spoke for many hours about the dire state of Terracia, until they had decided on a solution.

Scene 15



That solution was for one of the Red Rangers to be mentored by the Elders of Wood Haven, thereby becoming a steward of the natural world, an opportunity for which you quickly volunteered.

Scene 16



The following day, after a night of celebration, the Red Rangers bid you a heartfelt farewell, before setting off with a wagon full of gifts and supplies from Wood Haven.

Scene 17



Leaving you to your quest: to study and practice the skills that could one day save Venture Valley, and the entirety of Terracia.