

# **Dynasty of Zealots: A legend's story**

## **Plattform:**

PC

## **Controls:**

Xbox360 hand controller.

## **Short backstory:**

Dynasty of Zealots: A legend's story (DoZ) is a third person action-adventure game where you take on the role as Nathaniel. All his life he has been a marionette for the theocracy "the Cathedral" that has ruled the land of Endoria for thousands of years. He now wants to break free from the religion that has brainwashed him since he was a child. His new goal in life is now to overthrow the ruling dictatorship. DoZ is a steampunk/fantasy world with a long history of war and enmity. After thousands of years of war between six different nations, their leaders decided to put an end to all wars and destitution. They moved the whole population of the six nations to a common territory, and created the metropolis Cathedralia. The goal was to unite the people under their common faith. As time passed, the leaders changed their methods of ruling Endoria drastically and became more like dictators than spiritual leaders. Since the main character in the game is no longer a member of the church and has turned against it, he will be attacked by guards and soldiers if he shows himself in any of the towns or villages of Endoria.

## **In-game storytelling:**

During the game Nathaniel will visit many different places. Often when the player arrives to a new area Nathaniel will have a monologue with himself that will let player know what kind of place he or she has entered.

Events such as dialogues with other characters in the game will keep the story going and will be shown with still pictures and voice acting.

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## ***Gameplay***

### **Combat:**

The game will focus mostly on making the battles as interesting as possible. The atmosphere and style will be mature and realistic, so that means the fighting has to follow that rule as well. The enemies will not just walk right into Nathaniel's attacks, they will circle around him and occasionally attack him and then fall back to their position. There will also be enemies at range that can only be killed with projectile attacks, which will increase the pace of the fighting since the player has to be ready to dodge the projectiles.

### **A combat sequence starts:**

Nathaniel changes his stance into a combat posing. Melee enemies comes running towards him and when they are close enough they will start circling around him with their weapons drawn. The ranged enemies stays at range and starts shooting their projectile attacks. This system will make combat intense and make the player feel surrounded and that he has to fight himself free as soon as possible.

Actions the player can take during combat:

- **Melee attack**
- **Magic ranged attack**
- **Block**
- **Dodge**
- **Target Enemy**

## ***Menu***

The first screen will contain these following options:

- Start game
- Instructions
- Credits
- Exit

## **Nathaniel**

The name of the main character is Nathaniel, he has a past as a bishop working for the archbishops in Cathedralia. By the time he reached his middle-age he had managed to carry out much abuse of power and oppression towards the people.

As the game starts, Nathaniel has just realized his former mistakes after weeks of wandering the wasteland. He realizes what he has done against the people all those years and how brainwashed he had been all his life by the government. For once he can ignore all the bureaucracy and those in power and see what the message in the religion is for real. He now holds a new objective in life. He need to neutralize everyone who fights for the government that is hiding behind a delusional idea of the religion. He now is to destroy the *Cathedral* and save the people.

## **Walkthrough**

After a short intro the player will start in a little cave where Nathaniel has set up a little campsite. As the player you exit the cave and gaze upon your surroundings; you will see a barren and rocky landscape stretching as far as the eye can see. You stand in awe of this astonishing vista. You can also make a glimpse of a big city in the horizon. The player loses the control of the camera for a short while when it lifts up in the air, giving an overlook of the level. Just as the cutscene starts, a quest text appears in the upper part of the screen, telling him/her what to do. In this case it says the player has to find his/her way to a church. Hopefully the player can make something out of the overlook view. When the player starts making his/her way through the level, he will pretty soon encounter the first enemy. This enemy is a ranged type, and since it's the first enemy encounter there will be a tutorial text or tip in the lower part of the screen. In this case it explains how to lock on a target and how to perform a ranged magic attack. When the enemy is dead and a little further down the path you will encounter a melee enemy that starts rushing towards the player. As well as in the previous fight there will appear a helping tip in the lower part of the screen explaining how to fight in close combat. When the enemy is dead you will soon get to a larger area where a few more enemies of the same type you have just killed will attack the player. Up until this point and when the player has killed all the enemies in this area, the first part of the level is completed. So far the player has encountered mutated monsters that was forced out to the barren wastelands.

Second part of the level starts after a little trip on a path where the player takes part of a monologue by Nathaniel. With this monologue, Nathaniel reveals some information about the village he is about to enter. The name of the village is Rivercliff and it is a small mine village that is also responsible for providing water from the nearby dam to the metropolis of Cathedralia. When you have reached Rivercliff you will encounter guards working for the government, trying to stop you from entering. Once again an explanation at the lower part of the screen will appear telling you how to advance your attacks to a chain of combinations. When the guards are dead the player can enter the village, make his way through it and then go to the final part of the level. The church, where there is also a boss waiting, can now be seen at the foot of a mountain. The design of the church reveals it as a makeshift construction in an old mine opening.

When the player reaches the wall surrounding the church he will discover that the doors are locked and that he has to find a key. The quest text now changes and says that the player has to go and find it, at the same time, the camera changes position and shows a remote house with a guard outside. When the player finds the guard and kills him he has to head back to the locked doors. Once the player is back at the doors, the boss fight will soon start. The boss is a priest named Gregory and he is the ruler of Rivercliff. Before the fight starts there's a short cut scene with still pictures that shows

a dialogue between Nathaniel and Gregory. Once that is over, the actual boss fight commences. First Gregory will send out a bunch of guards that Nathaniel has to defeat before he can start fighting Gregory. When the last guard is killed, the player has to shoot with his magic attack a couple of times on Gregory before he jumps down from a balcony of the church that he has been standing on the whole time. The fight with Gregory will take a little longer than the average enemy since he has a magic shield protecting him. But basically it is the same type of fighting and strategy the players has done earlier with all the other enemies. When Gregory finally dies an outro starts with stills and Nathaniel commenting on Gregory and then continues with a summary of his own time in Rivercliff and how to continue his journey to overthrow the Cathedral.

## **Full story and background (optional)**

Endoria is a world that has been ruled for thousands of years by a theocracy known as *the Cathedral*. The constitution consists of five archbishops and a sixth even higher bishop. The head bishop and the regular archbishops are all ruling the world with a rod of iron. The head bishop has, according to the rules and laws, more power than the other five archbishops but has decided himself that he will not make autocratic decisions due to the high numbers of assassinations on former head bishops. Not anyone can be elected as archbishop or head bishop since the current ruling government and all the former governments are descendants to the six gods who created the world and all living species. This is another reason why the head bishop needs to be careful in his or her decisions. If he or she dies the five other archbishops have to decide who will have the open seat as head bishop and the first born offspring with the same gender as the dead head bishop will have the open archbishop seat. Beneath the government there are bishops, priests and nobilities that works as military, police and other authorities. There are also ranks among the bishops and priests which they can rise in if they carry out different assignments, and if they live up to the demands that the archbishops once agreed on. Bribes and murders have been pretty common in these kinds of situations throughout the years.

### ***In the beginning***

If we look at the religious aspect in Endoria, the human species were created by six Gods out of curiosity with materials they found in the world. The Gods consisted of three Goddesses; Samsjinara, Ianik and Lyckleja and the three Gods; Kangortz, Bejkforn and Dupeim. All six of them lived in Endoria for an eternity. They had been put there by Nfyrmas (which no one really knows what or who it is, Nfyrmas has just been mentioned in the earliest Holy Writings). In other words, the six Gods never really created the world by themselves, they were put there as rulers. Since they had spent what seemed like an eternity in Endoria they became bored and tired. They decided to create something new, something they could be proud of and also represented their own personalities; the first humans. Since the Gods could not get married or form an intimate relationship with each other, they created representations of themselves which also became another God's husband or wife. So these three men and three women, created by the Gods were the first humans in Endoria. The Gods created four more humans each besides their representations, two men and two women.

### **The tribes, their Gods and eccentricities, 8371 years ago**

Six tribes were formed by the Gods where every tribe was lead by one of each Gods children. The children of the Gods grew up with only each other and their parents. Their purpose was to bring truth and morale to the people and simply become good leaders. The tribes lived for themselves until the year of 1412. This because they wanted to avoid controversy and conflicts since the they all had different cultures and traditions in their societies, depending on which God they worshiped. There w an exception though; the descendants to the Gods. Since they were not allowed to marry other normal humans they had to travel to another tribe in order to get married with a descendant of another God. They travelled young and unaffected by their own tribe so they would not bring any problems to the new tribe. What determined whom of the descendants that had to travel to another tribe, was if they fitted as leader in their own tribe or not, and also which gender they were. If a goddess was worshiped in a tribe then it had to be the first born daughter in the descendant's family who had to stay in the tribe and eventually take the place as leader. The other children could then travel to other tribes and marry the first born of the same gender as the God they worshiped there or one of the other descendants there. They could also stay, depending on what the parents decided. And of course vice verse if there was a God instead of a Goddess that was worshiped in a tribe. This whole complicated process was needed so the descendant families could be sure that their families and offspring kept being divine.

### **6960 years ago**

Eventually the tribes started to overstep the mark and restrictions that people must not meet with people from other tribes. Around the year of 1412 people had started to meet up in secret. Many found it strange and unfair that is was only the Gods descendants that were allowed to visit other tribes and meet the people that lived there. People met in forests and other desolate places in secret which was a huge risk that could lead to serious punishments. Despite the risks, these meetings kept happening and eventually in 1819 the tribes had developed trade relations and exchange of knowledge. It was still difficult though for people that wanted to travel to other tribes without the permission from the descendant families. Only handpicked people by the families were allowed to freely travel to other tribes for trade and technology exchanging.

## ***The tribes***

### Lyck

The Lycklejs are a peaceful people who care about nature, spirituality and meditation. They do not care that much about relationships with other humans, instead they think very high of the wonders in nature and what it can give them. They live their lives very simple with a life companion which whom they share everything with. In spite of their fascination with nature there is one thing they value even higher; their children. To get the opportunity to see a child get born, to study it as it grows up and become an adult is a fantastic experience for the Lycklejs. And of course this goes hand-in-hand with their fascination of the miracles of nature. The Lycklejs are a silent people and seldom gets in conflict with others. In many ways they can easily be apprehend as a primitive people but have in fact a greatly developed intellect and have great knowledge about nature and all its secrets. They know how to survive with extremely small access assets. When they are not meditating or studying the wonders of nature, they are trying to live as genuine and healthy as possible by eating right and exercising. If they ever find themselves in a situation where they are physically threatened by anyone, they should not be underestimated. They are a phenomenal fighting people who can knock out even the biggest beast with their bare fists by using martial-art-like moves.

### Bejk

Unlike the Lycklejs, the Bejkforns are a very loud people with an intimidating and offensive attitude. They are very skilled at warfare and have developed a brutal way of fighting their foes. They are extremely egotistical towards people from other tribes but very loyal to the people from their own tribe. They do not care about nature or its limited assets and takes whatever they want and think is necessary for the moment, without any concerns about consequences. They are more or less constantly afraid of being attacked by other tribes so they try to get as many children as possible to build some sort of an army and secure their future as a people. The more the better. Marriage comes in second hand after they have lived their wild years with several different partners for short periods. Many of the Bejkforns are siblings, half-siblings or relatives since there is practically no family structures in the society at all until they become older. They use heavy and big melee weapons and heavy armor since they are much more big-boned and taller than people from other tribes.

### Samsjin

People of the Samsjin tribe are a very passionate people. Their Goddess Samsjinara, was an incredibly beautiful and seductive God. She advocated that people should live their lives to the full and always show how they feel. Not to be afraid of relationships with their fellowmen. The Samsjins are a very beautiful people and care a lot about their looks and to retain it all their lives. They are not particularly interested in getting children but are mostly focused on seducing someone they find interesting. They are most mysterious and difficult for an outsider to understand. Other easily fall for their beauty and their convincing, seductive words and voices. They have a perfect standard of how a handsome, beautiful and attractive person should look like which all of them fit in to. This results in an insignificant difference between men and women in the Samsjin tribe which can be hard to see any difference between for an outsider. When they want something for their favor or in their way they use their seductive and manipulating words rather than weapons. But if their words contrary to expectation do not work, they can be unpredictable and most dangerous in combat.

### Dupei

The Dupeis are a intellectual people whom many are geniuses and scientists. They are constantly striving to come up with new ideas and solutions. They just have to know everything about everything. They are not that down-to-earth, instead they spend all days long studying structure formulas, solving chemical formulas or mixture with chemicals. The technological development among the Dupeis has come a long way and they are the most technological advanced people in Endoria. When a new problem in their society appear they put a group of scientists working full time to solve it with new ideas and machines. They have advanced weapons and gadgets which alarms the other tribes. It can be difficult to communicate with the Dupeis since they have not learned all the social rules and they do not care to learn them. What is keeping their society evolving is the common goal to always learn new things (excluding social rules) and to make things more effective and run more smoothly. To have social networks where they meet and talk about other things than science is not necessary for the development of society according to the Dupeis.

### Kangor

Magicians, warlocks and witches is what best describes the Kangors. They have studied the art of magic ever since the first son of the God Kangortz met the people and talked about changing things without necessarily having to strain themselves physically. They have practiced and learned how to transform existing energy into powerful magic that can be used to either hurt or help people. Together they help one another to find out how they can make benefit from the elements in the world by concentrate their energy. Their personalities are fairly neutral. They are not extravagantly

interested in anything particular, else than magic of course, but still enough interested in things for the society to develop in an appropriate pace. They are a people in great need of each other's experiences and knowledge but are at the same time very unique individuals with different powers that separates them from one another. Since war did not accrue in Endoria in almost 2000 years the magical powers among the Kangors were never intended to be used to harm other people. Their powers were mainly meant to help people in different ways and for the development of society. That changed though when wars broke out.

### Ianik

The people of Ianik are a handy people when it comes to crafting different kinds of things. They are mostly known for their skills in crafting smaller items and leather armor. They are also skilled hunters since they can move quietly and fast and attack their target at just the right moment and with precision. As for their personalities they are quite cold. They do not show much consideration or empathy towards others and have extremely low interest in making friends with others outside the tribe of Ianik. They are very independent as individuals and tend to get married only when they feel like they have finished their most intensive periods as hunters. You could say that they have different stages in their lives:

- 1) First off they get schooled to become a real hunter of the tribe and a good resource for the society.
- 2) When they have been thought the basics of hunting and how to contribute to a stronger society they will go out on a trainee period with some of the more experienced Ianiks. The time of this period vary depending on what the society is in need of and whom of the elders that supervises them.
- 3) Even when they have become a complete and real hunter they still have a long journey ahead before they can retire. Now they need to gather food and necessities to the tribe, craft tools and clothes, protect the tribe against threats, and so on.
- 4) After their intensive period as hunters they can finally retire and get married. They their journey is not ever yet. They should get children, teach young new apprentices, new hunters needs to get schooled and they should still contribute to the tribe in one way or another. Though it is much more peaceful as they get older.

### **Conflicts and war, 6038 years ago**

One thing the tribes had in common was the fact that they all belonged to the same religion, though they had different ways of exercising it. They all had the same fundamental belief and rules. Many followed the ground rule that archbishops are destined leaders, but eventually groups were formed that questioned the archbishops. This happened in all tribes. When they started questioning the restrictions regarding meeting other people from other tribes and even disobeyed the rule, the descendant families could not put up much of a fight and they had to ease the rules a little. The tribes did not have any real authority which could help the descendant families with keeping order in the societies so it was difficult for the rulers to put up against the people. Without any authorities that could work as police and such to keep control of the people's actions, conflicts and war was eventually inevitable.

When war was a fact, the people of the tribes started to advance. Everything they were good at doing, before when peace was a matter of course, was developed and fitted to become tools in war against the other tribes instead. There were never any long lasting alliances between the different tribes. Sometimes they could make one with another tribe in order to fight against a common goal but as soon as something felt wrong in their collaboration or if the other one did not agree on a demand they had, one could just turn their backs on their fellow alliance tribe and start fighting them.

Loads of truces were initiated and many temporary peace agreements were signed but the wars still kept getting started. The world they lived in were destroyed and rebuilt over and over as a result of the major battles. During this long period of war and disaster many people could not feel any affinity at all with their enemies in spite of their common religion. But despite all the conflicts and wars, the descendant tradition kept on going. The descendants still gotten married with other God descendants from other families.

### **The convention, 6 thousand years ago**

After seven thousand years of almost unending wars the descendants had enough. They all had different powerful forces that they had inherited from their Gods but were taught to never use them if it was not completely necessary. After seven years of war one could think that it was necessary at at least some point for them to use their powers, but if that had happened it could have resulted in extinction of themselves. They just could not risk starting to kill each other and be without future husband or wife to start a family with. But again, after seven thousand years of war they had enough and decided to do something to put a stop to it once and for all. The families ruling in each tribe at this point got together in secret and came to an agreement of how to stop the war. They decided to move all the people from every tribe with immediate effect to a smaller area where a gigantic cathedral were to be build in the center of a city, they would name the city Cathedralia. The city were to be the center of the religion and the home to every people of the different tribes. This whole area where they all were moved was as understood a huge area and all the lines and borders between the tribes were erased. Now the descendants had to rule the people of Cathedralia together and all had to revert to more fundamental principals of their common religion. Yet, many people kept their tribe identity but in a peaceful way. Tribe related conflicts and disputes in Cathedralia were highly forbidden and could result in great punishments. The plan was to make all the former tribe members live in unity and there could not be any specific groups and areas in the city with exclusively people from one former tribe. The existence of smaller villages around Cathedralia were allowed for those who wanted to live a more peaceful and quiet life. The descendants renamed their former leaders, one from every tribe, to archbishops. The six archbishops chose one to be the head archbishop whom always had the final saying and the uttermost responsibility for the decision making. The head archbishop would be replaced by an archbishop through voting by the five others if he or she would die or resign. Furthermore, to have the position as the head bishop can be a dangerous job since one could easily earn enemies. Though it should not be forgotten that it is an honour among the original tribe members to have one of their former leaders as a head archbishop.

They initiated military, police and other useful authorities to help them maintain control in Cathedralia. Regular bishops worked as officers, generals and other military leaders. The priests job were to maintain order at a local level, much like police. Other highly seated people in the Cathedral worked as servants in other authorities. All the persons that chose a career in the Cathedral were those who had managed to let go of all their relations towards their old tribes and cultures. They wanted to focus completely on trying to create order in the common faith and the social structure.

## **Today**

As time passed, up until today, major changes has been made in Endoria and Cathedralia. The purpose with the convention was to prevent war and to keep peace and solidarity among the people. But today the office of archbishops has turned into a power-mad organization and a theocracy has grown steady rather than to be a peace-keeping authority. One positive aspect though is that the tribe division is not that evident anymore. Their common religion is nowadays what the people dedicates their faiths and lives to. On the other hand, this new political situation has resulted in hate towards the government. Riots and revolts originates from time to time. It is a constant conflict between the servants of the government and the civilians. During the last couple of thousand years, the government has been forcing the people with a rod of iron that they should obey them and follow the rules of their religion. Countless people have lost their lives because of poverty.