

# - Garticismon Plot Script -

LOCATIONS: Blue

NPC: Green

Garticismon: Purple

IMPORTANT ITEM: Orange

GENERAL ITEM: Yellow

SIDE QUESTS: Red

CUTSCENE: Magenta

## Pre-Game Cutscene

→ Professor Pointcrow fades in during a blank space.

POINTCROW:

Hello future trainer, and welcome to Garticismon!  
I'm Professor Pointcrow, and this is my Garticismon.

→ The Professor sends out his beloved Skreemurr, which appears right beside him.

POINTCROW:

This game was created by NONE OTHER THAN ME.  
Anyone who says otherwise is just trying to SLANDER my good name.  
Oh, but also this game was created by the community of RubberRoss.  
The Garticismon you'll see in this game were designed by him and his friends.  
But if anyone asks, I made it.  
All of it.

...

The world of Garticismon is one cherished by its inhabitants.  
It is a place where creativity flourishes and where art is not only encouraged, it is an integral  
part of everyday life.

In fact, the Millennial Festival is coming up soon.

Once a year, people from all across the region will gather to celebrate the birth of a new  
Garticmon.

There's contests, there's music, there's culinary delights...  
...but this year, there's something special.

There's you.

But who are you, exactly?

Let's go over that right now!

→ Pointcrow fades out. The player is presented with several questions and choices.

What are your preferred pronouns?

- He/Him
- She/Her
- They/Them

So your choice is [Player's Choice]?

- Yes
- No

Which is your preferred appearance?

So your choice is [Player's Choice]?

- Yes
- No

What name should we use?

- ◆ They will be given the option to enter whatever they desire. If no name is entered it will default to Ross or Vanity based on which appearance they picked

So your choice is [Player's Choice]?

- Yes
- No

Well, [Player], I know our time has been brief.

But I think it's almost time for you to start your journey!

Just let me check my Excel spreadsheet to make sure we covered everything...

Oh, two more things!

This game has difficulty settings to create a harder game, if you so desire.

By increasing the difficulty, you will face much more difficult teams from your opponents.

I, **Professor Pointcrow**, the creator of this mod, would recommend that you play on the Normal difficulty.

What difficulty would you like to play?

- Normal
  - ◆
- Hard
  - ◆

So your choice is [Player's Choice]?

- Yes
- No

Nuzlocke Mode is a mode that allows the game to treat Garticmon that have fainted to be **DEAD**.

DEAD Garticmon can NOT be revived, and can be either released or stored indefinitely in a PC.

Also, this setting will limit the player to catching the first non-duplicate Garticmon they encounter per route.

NOTE: Static Garticmon will still be enabled for capture at all times.

Would you like to enable Nuzlocke Mode?

- No
- Yes

So your choice is [Player's Choice]?

→ Yes

→ No

Would you like to tweak advanced settings such as disabling level caps or IV behavior?

→ No

→ Yes

You've made your decision.

But can you handle it?

No offense, but I've got money on you failing

Good luck, you need all you can get!

## Chapter 1: The Festival

\*OPENING CUTSCENE WITH LEGENDARY Gartimon SILHOUETTE\*

### Player's House - Pallet Town (GAME START)

→ Player wakes up in their bedroom to the sound of their dad calling them from downstairs.

**CHADSMITH:**

Hey [Player].

C'mon, Sport, up and at 'em!

Your friend is here and you're gonna be late!

→ Player gets out of bed and is now able to move about their room.

#### ITEM INTERACTIONS IN THE BEDROOM

Stream setup	Gone are the days of gaming on one screen. You are now among the blessed who work with dual monitors.
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Egg collection	A collection of eggs that have brought you fame and renown.
Drawing tablet	Your dad bought you this for your birthday. You make sure to use it every day.
Picture on wall	A picture of a younger you with your dad. You both have big smiles.

→ Upon exiting the bedroom and loading into the downstairs area:

## CUTSCENE

CHADSMITH:

There ya are, Sport!

We were startin' ta wonder if you were ever gonna wake up!

SLIMEMANTHA:

Come on, sleepyhead! The Millennial festival is starting and we need to get their asap. I am HUNGRY.

→ The player is now free to explore their house or continue outside:

### ITEM INTERACTIONS IN THE DOWNSTAIRS AREA

Fridge	There's a half eaten sandwich in here.
Sink	It's spotless. Your Dad loves a clean house.
Bookcase	There are many Garticmon comic books here.
Chiefchika	[Garticmon cry] This Chiefchika has been accompanying your dad on his adventures

for many years. It gives you a soft nuzzle.

## Pallet Town: Outside Player House



→ Slimantha waits for the player at the top of the map and when approached says:

**SLIMEMANTHA:**

Are you ready to get going  
or do you still need more time?

If Player selected no, the following can be explored:

ITEM INTERACTIONS : SLIMEMANTHA'S HOUSE	
[Item name]	[Description]
Fridge	It's filled with waffles.
Television	There is a commercial playing a cool jingle.
Bookcase	There are alot of scientific journals and textbooks here.

- POINTCROW'S lab is locked and cannot be entered.
  - ◆ **TEXT:** It appears to be locked. There is a note on the door that reads, "NOT a cult."

If the Player selected yes:

SLIMEMANTHA:

Great! Let's go!

## Viridian City - Millennial Festival

- A **cutscene** will skip Route 1 and bring the player to Viridian City during the Millennial Festival. They will have the freedom to explore the city, but Route 1, Route 2, and Route 22 will be blocked off and inaccessible - if approached the Player will be stopped by Slimemantha. She is also following the Player.