



A Toast In Your Honor

Emily Weller

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Summary

A toast in your honor is a life simulation game in which the player runs and manages a tavern in a fantastical world of dragons, satyrs, fairies and elves. Rather than worrying about things like entering dungeons and battling monsters, they focus on brewing the perfect blackberry mead and getting to know even their most difficult customers.

Players decide for themselves how they want to run their tavern. They can cajole the lord of all demons into sparing the world, convince the queen of the kingdom to divorce her husband, and even get their landlord to ease up on the rent increases. Even the most insignificant choices can have an effect on the world around them.

Opening Cutscene

written by

Emily Weller

EXT. FOREST - DAY

Open on a clearing in a dense FOREST. An ADVENTURER holds a dented and scratched up SWORD and a SHIELD as they stand with their back to the camera. Facing off against them is what can only be described as a MONSTER with a huge round body made of OOZE.

The ADVENTURER moves clumsily as they swing at the MONSTER. They get a few good hits in before the MONSTER rears up and then they stumble backwards, their foot catching on a rock.

As they fall over, we finally see their face--they are THRERDON, age 19. They have one of those baby faces that make people get carded at bars well into their thirties. Said face is currently sporting a mixture of blood, dirt, sweat, and anxiety as the MONSTER looms over them. It is apparent that they may have bitten off more than they can chew. THRERDON scrambles to their feet and rushes forward with the last of their strength, slashing the MONSTER in half.

At this point, the OOZE forming the MONSTER melts into a puddle on the ground. Sparkling text that reads "Level Up!" appears above THRERDON'S head.

A pile of copper COINS sits in the middle of the puddle where the MONSTER stood. THRERDON scoops them up, shaking the bits of remaining ooze off. The sun is setting as they trudge out of the clearing.

EXT. TOWN - NIGHT

The sun has fully set, and THRERDON has left the FOREST and walked to a TOWN. The cobblestone streets are lined with medieval buildings and bustling with HUMANS, ELVES, GNOMES, FAIRIES and even the occasional CENTAUR.

THRERDON wanders down the street with their COINS in hand. Many of the storefronts they pass by are closing for the night, but one building in particular, at the end of the street remains open.

Warm light spills from a humble TAVERN in a Tudor style. Laughter and singing can be heard from outside. THRERDON enters.

INT. TAVERN - NIGHT

ADVENTURERS and COMMONERS alike sit at large round tables spread throughout the room. A few people are gathered around a warm fireplace in the corner. There is a BULLETIN BOARD hanging on the wall with HELP WANTED signs, BOUNTIES and advertisements for BARD performances.

THRERDON settles down on a stool at the bar. As they twiddle their fingers, waiting for the BARTENDER to turn around, one of the regulars turns to them.

This is GUMGUG THE SINGLE-TUSKED, an orcish woman in her early forties. True to her name, she has but one tusk

peeking out from her lower lip on the right side of her mouth. The left side bears a scar that extends about an inch onto her cheek. Where THRERDON's face shows uncertainty and inexperience, hers shows an easy confidence that comes with years of braving dungeons.

GUMGUG

Haven't seen you here before. Are you with the guild?

THRERDON

What? Uh, no. No, I'm just--new.

GUMGUG

You must be pretty low level then.

THRERDON

You could say that, yeah.

GUMGUG chuckles.

GUMGUG

Well, I recommend the blackberry ale.
You're old enough, right?

THRERDON

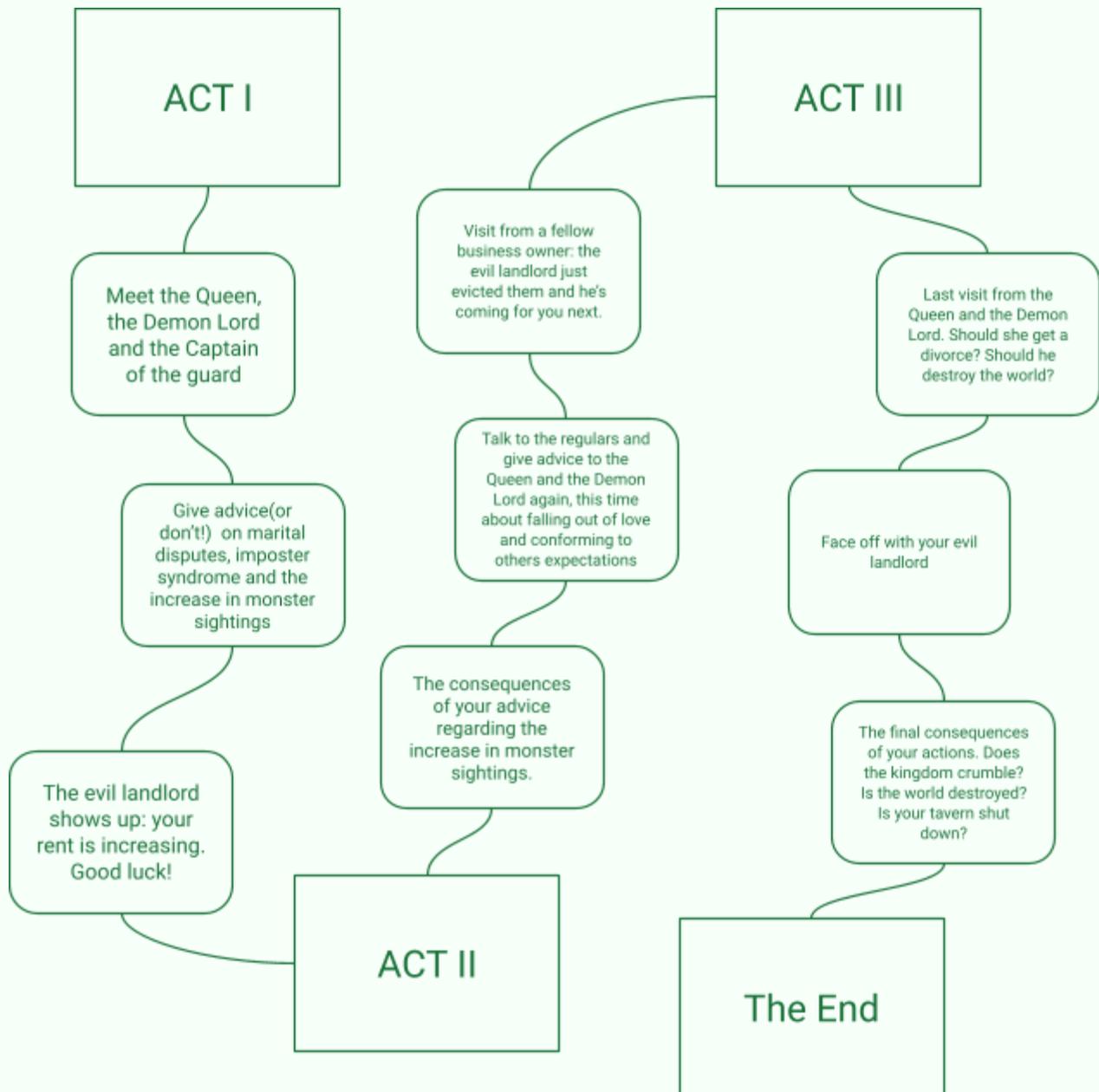
(Coughing nervously)

Of course I am.

GUMGUG

You don't look like it! That's alright, we
get all sorts here. You'll see.

As the BARTENDER turns, mugs in hand, we exit the cutscene
and enter character customization for the protagonist--the
BARTENDER and owner of the TAVERN.



ACT I



This game does not have levels in the strictest sense, because it's a life simulator and life sims don't usually require long journeys. However, the plot can be split into acts like a play. The first act takes place in the village where the player lives in a fantasy medieval setting.

The player has owned a tavern in the village for almost a year upon the beginning of the game. The first act mainly revolves around the player trying to get their bearings and understand the mechanics of running a fantasy tavern. It also introduces some major plot threads and characters, like the increase in monster sightings and the poorly disguised queen of the kingdom.

ACT II



The second act opens with a discovery: the shady “help wanted” ad the player found in the tavern weeks ago was posted by the Royal Guard. If they had decided to leave the poster up, Gumgug will tell them that Threrdon has been grievously injured while on a job. If they had taken it down, they will find out through the local newspaper that there have been more monsters than usual in the nearby forest and that the guards have been having difficulties. No one in-game understands what’s going on, but clever players may make a connection between the arrival of the Lord of All Demons and the rising tension in the air.

Speaking of, the Demon Lord and the Queen both return to seek advice from the player once again regarding their respective situations. What do you do when the person you’ve married feels like a stranger? How do you live up to the expectations of the people around you?

At the end of this act, the protagonist’s neighbor, the owner of a bakery, comes bearing a warning: their landlord has been trying to evict people in order to build fantasy condos on their street.

ACT III



In the third act, the player receives one last visit from both the Queen and the Demon Lord, each seeking help with tough dilemmas. Is it okay to back out of a situation that just isn't working for you? Under what circumstances is it alright to make a decision that could affect many people?

The protagonist's landlord arrives for a final confrontation. If the player has been running the tavern well, he'll be there to suggest expansion of the tavern with spaces for people to stay. If the player has been running the tavern poorly, he'll be there to deliver an eviction notice.

Finally, the ending of the game arrives. It varies depending on the player's choices throughout the story. If the player told the demon lord to be true to his own desires rather than try to force himself into an ill-fitting mold, the world will be spared. If they told him to stick with it even when the going gets tough, the apocalypse will begin. If the player advised the queen to stand up for herself, she'll divorce the king. If they told her to consider the impact of her choices before acting, she'll continue to languish in a loveless marriage. Additionally, as stated above, the tavern will also prosper or shut down depending on how well the player has performed throughout the game.

Protagonist Character Sheet



The age, gender and appearance of the protagonist are customizable. Their personality is also dependent on the choices the player makes. They can be friendly or curt, talkative or silent, kind or strict.

What is certain: they've been running their own tavern for about a year. It's decently popular with the locals and business is good. The tavern occasionally attracts unusual and powerful customers, like the Demon Lord or the Queen in disguise. The protagonist isn't aware that they're in a video game, so they have no way of recognizing these important guests. The protagonist is not in any hurry to change their way of life. As such, it would be bad if the kingdom collapsed or the world was destroyed or their landlord evicted them. These are obstacles the player must overcome.

The protagonist has no combat or magic skills, but they can mix drinks and make meals with the best of them. Their weaknesses are spiders and difficult customers.

The Lord of All Demons



If this game were an rpg, this would be the final boss. Since this game isn't an rpg, the Demon Lord is just hanging out.

At the start of the game he was recently appointed to his position by well meaning demon peers, who wish for him to take over the world like all good antagonists do. He is at first daunted by his responsibilities, but tries his best anyway. Gradually he comes to understand himself better and realizes that he doesn't want to destroy the world and that he doesn't have to conform to others' expectations.

But that's only if the player makes an effort to talk to him and give him advice! If the player doesn't interact with him, then he becomes more and more isolated by his lofty position and forces himself to fit into the expectations set for him, and then he starts destroying the world starting with the village the player lives in. He bears no grudge against the protagonist, though, so even if he razes the village to the ground he'll leave the tavern alone.

He is very powerful, but plagued by uncertainty and his own morals.

The Queen in Disguise



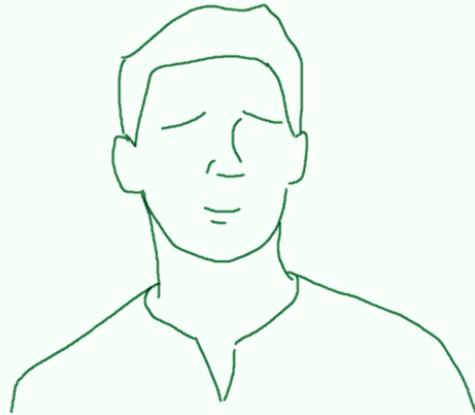
The actual Queen of this kingdom, wrapped in a cloak and frowning at the taste of beer. Her disguise isn't very clever, so the protagonist can tell that she's clearly wealthy and of noble birth, but they have no reason to assume she might be the mother of their nation.

She was born as a princess of the neighboring kingdom and betrothed to the King at a young age in a political marriage. She has spent most of her life suppressing her own desires in favor of what's best for her family and her country. Lately the courtiers have been pressuring her to give birth to a crown prince while her husband has been distracted by a duchess, so the Queen has been understandably stressed.

She comes to the protagonist's tavern seeking a reprieve from her duties. Over the course of the story she reveals vaguely worded bits of her tale to the player, who can give her advice. Depending on the player's words of wisdom, she may either choose to stand up to her husband or bury her feelings in the bottom of a glass.

She is clever and well-mannered, if a little bit stiff.

Threrdon



This is the would-be protagonist turned minor character. Threrdon's role is very small, but they bookend the story. The game begins with them fighting a monster and taking their reward to the tavern, and depending on the route taken in the story, the game may end with Threrdon saving the world off-screen.

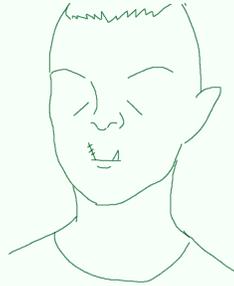
Threrdon has always dreamed of having a grand and noble purpose, and so they became an adventurer right before the start of the game. They start out weak and grow stronger as the story progresses.

Since Threrdon is a minor character, they can be impacted by the narrative in many different ways. In one route, where the protagonist discovers a shady help wanted poster and decides not to take it down, Threrdon ends up grievously injured and doesn't appear again. If the Lord of All Demons decides to kickstart the apocalypse, Threrdon is discovered to be the hero of legend and goes on to save the world.

Over the course of the story, they develop a close relationship with Gumgug the Single-Tusked, whom they see as a mentor.

Threrdon's unique skills are their determination and courage. Their weaknesses are stubbornness and poor alcohol tolerance.

Gumgug the Single-Tusked



Like Threrdon, Gumgug's role in the story is small. She serves as a mentor and foil to Threrdon, and she fills the player in on what's happening in town.

As of the beginning of the story, Gumgug has been an adventurer for thirty years. She initially got into it for riches and glory, but these days she's mellowed out and just does quests for the sake of paying the bills.

Gumgug can also be impacted by the narrative in different ways. In the event of the apocalypse, Gumgug dies fighting demons. If Threrdon gets injured dealing with monsters, she'll be notably downtrodden for the rest of the game. At the end of the story, if nothing has gone horribly wrong then Gumgug finally gets a chance to retire from adventuring.

She has a soft spot for Threrdon and sees herself in them.

Her strengths lie in fighting and giving advice, and her weaknesses are a sharp tongue and a bad shoulder.