

Cactical Scooter Story Bible

Contents

World Building	2
Setting	2
Backstory	2
Collectives/Factions	2
Points of Interest.....	3
Story Development.....	3
Synopsis	3
Prototype Plot Outline	4
Plot Chart.....	5
Characters.....	6
Armand Armadillo (Player Character).....	6
Enemy Character(s).....	6
Carver Coyote.....	6
Remington Roadrunner	6
World NPCs	7
Connie Cottontail	7
Gilly the Kid	7
Kain Kit.....	7
Mary K. Rat	8
Rory K. Rat	8
Samson Sheep	8



World Building

Setting

The stretch of desert where *Cactical Scooter* takes place is akin to depictions of the wild west. It is a sand-and-rock-covered land with towering red mountains and rolling hills. Where the land is flat, there are settlements where the desert folk have taken up residence. These towns are few and far between, and often are just gatherings of wooden houses, small business, or stables. Most places have their own law enforcement, or at least a sheriff and a deputy to take responsibility for the town's safety, but the desert is primarily peaceful save for the odd scuffles between predator and prey.

There are plenty of wanderers and nomads who venture all across the sands, and it's the wilds beyond the safety of the towns is where affairs become lawless and it's every-creature-for-itself.

Backstory

The deserts of New Mexico have been relatively untouched in terms of preserving the environment around the settlements until now. The Vane Corporation has brought their business to the land, planning to pave brand new highways across the desert and erect newer, bigger towns. With them, they've brought the pollution that comes with intense construction. Construction vehicles spew smog into the air at almost all hours of the day while more and more of the earth is flattened out, flora plucked and fauna driven from their homes, for the sake of Vane Corp's plans.

Collectives/Factions

Dusty Banks is the hometown of the main character and many of the NPCs scattered throughout the game. It is a small town settled on the side of an arroyo that cuts through the Sandstone Slopes and the Rusted Crag. It is a quiet place, where not much excitement is had. Many of the locals either live there their entire lives or move away but there is a pleasant allure to the town that always brings people back to it. Due to its size, it is usually just a short stop along the path of any wanderer in the desert.

The **Vane Corporation** is a large company that has recently moved into the desert with plans to expand their reach by establishing highways and cities across the sands. As a corporation, they have little concern for the environmental impact their construction has, which has grown so foul that it has animated the local flora and driven them mad. Vane Corp's loyal employees are difficult to reason with and are at odds with most of the locals of the desert.



The **zombified cacti** roaming the New Mexico desert are the result of the pollution and toxic waste that the Vane Corporation has brought to the environment. They are mindless and react to anything and everything in their proximity with hostility.

Points of Interest

Dusty Banks is the small town that Armand starts the game in (see [Collectives/Factions](#)). There are very few townsfolk around at the beginning of the game due to the cacti attacks but at least one NPC can be found being harried by a cactus. They explain the situation to Armand and set him on his quest to find other townsfolk who may have been gotten trapped by the cacti in the surrounding areas.

The **Sandstone Slopes** are the first section of the level in the *Cactical Scooter* prototype. They are comprised of rolling hills and sandstone platforms and terrain but is otherwise rather barren. This area serves as a testing grounds for the player to become acclimated to Armand's abilities.

The **Rusted Crag**s are the second section of the level. It is made of rocky terrain and tall red crags that introduce verticality to the level. Here, Armand can find more NPCs to either speak with or rescue from the cacti, which become more diverse now that he has moved past the area nearest to Dusty Banks.

Wayfarer's Wares is a little wagon shop owned and operated by Connie Cottontail, an NPC whom the player rescues. Her shop offers food, drink, and respite to Armand as a station for him to rest at before continuing his journey. The first instance of the rest stop and only instance in the prototype is just before the boss fight.

Carver's construction site is the location of *Cactical Scooter's* first boss battle. Just past the Rusted Crag, the land becomes flat again. It is an area littered with scaffolding as the Vane Corporation has begun acting on plans to construct large buildings across the desert, starting with the flatland nearby Dusty Banks. Carver's site specifically is attempting to build a much-too-large bank in Dusty Banks.

Story Development

Synopsis

Disaster strikes Dusty Banks when the plants of New Mexico come to life and begin wreaking havoc across the desert. Determined to defend his home, cowboy scooter Armand Armadillo sets out to restore the peace.

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Cactical Scooter sees Armand Armadillo setting out towards a nearby construction site in order to stop their plans to upheave the desert to create unwelcomed cities. He traverses the rolling sands and rocky hillsides of Dusty Banks, finding and saving townsfolk along the way from the zombified cacti that have become animate and volatile. He eventually



arrives at the construction site where he confronts the first boss of the game, Carver Coyote, a foreman for the corporation that has unceremoniously moved into the desert.

Prototype Plot Outline

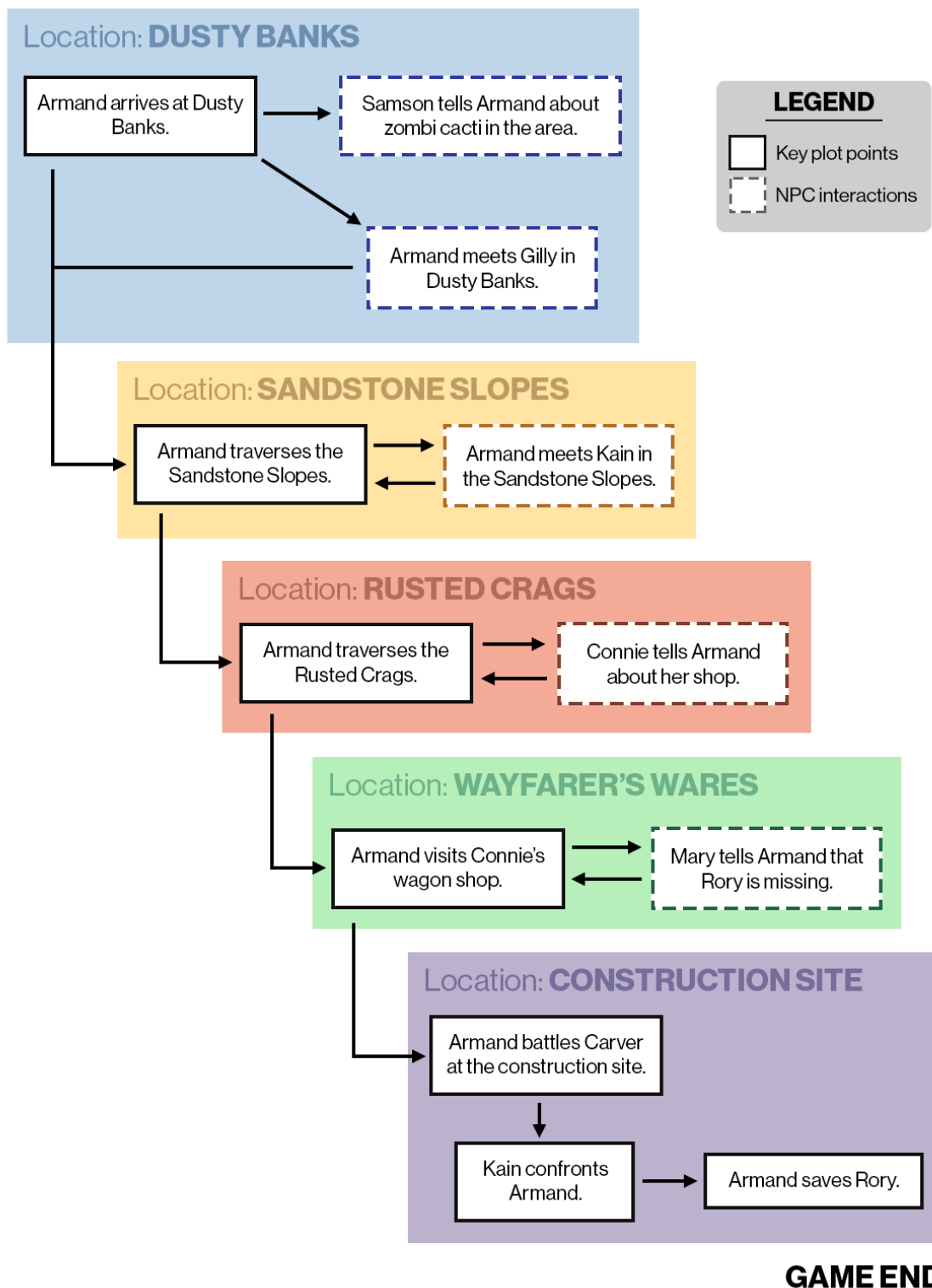
- When the game begins, Armand walks past **Samson Sheep** in Dusty Banks. If he stops to speak with him, he tells Armand that there are zombified cacti ahead and to be careful if he proceeds. Nothing changes if Armand does not speak to Samson.
- Towards the edge of Dusty Banks, Mary Rat tries to get Armand to stop to speak with him. She tells him that her son has wandered off and asks him to find her boy.
- The natural progression sees Armand progressing through the first part of the level, the Sandstone Slopes. During this section, he has the opportunity to speak to **Kain Kit** who will briefly speak with him until Armand leaves. Nothing changes if Armand does not save Kain. Armand may also find world NPCs to talk to in this section (for example, **Gilly the Kid**).
- Armand proceeds to the second part of the level, the Rusted Crag. One of the NPCs he can find is **Connie Cottontail**, who tells him to meet her at her shop near the end of the Rusted Crag area.
- Before Armand shows up to the construction site, he arrives at the rest stop and finds Wayfarer's Wares. She can sell him one of three power-ups at this point.
- Mary K. Rat is at the rest stop and she begs Armand to help her find her son.
- Armand proceeds to Carver's construction site and battles **Carver Coyote**.
- Once Carver has been defeated, Kain appears to warn Armand about staying out of his way. Kain leaves afterwards.
- Armand can rescue **Rory K. Rat** who has climbed the scaffolding and gotten stuck. This is the intended end of the prototype's plot.

[See the Plot Chart.](#)



Plot Chart

Cactical Scooter Prototype Plot Chart



Characters

[Character profiles can be found here.](#) (WIP)

Armand Armadillo (Player Character)

Armand Armadillo is a native of New Mexico. He grew up in the desert and feels enough compassion for his home, or contempt for Vane Corp, that he has decided to spring into action and put an end to their plans. He is small but he uses his stature to his advantage, often surprising those who oppose him with his agility and defensive capabilities as an armadillo.

Armand speaks minimally. He responds in three-words at most and is somewhat of an enigma to those around him.

Enemy Character(s)

Carver Coyote

Carver Coyote is a foreman for the Vane Corporation. He generally just does what he is told by higher-ups in the company and relishes a job well done—and he's very good at his job. Being the tall imposing figure that he is, he exhibits great physical strength but falls short when it comes to having to think too hard. He is fiercely loyal to the company and doesn't truly know the harm that its presence has been doing to the environment.

In the end, Carver isn't a bad person—just a tiny bit misled. He's easily swayed by the promise of food and validation.

Remington Roadrunner



Remington Roadrunner is the CEO of the Vane Corporation. He does not make a physical appearance in *Cactical Scooter*, but the company's presence—and by extension, his—is clear throughout.



World NPCs

Connie Cottontail



Connie Cottontail is a traveling merchant and a native of the New Mexico desert. She travels across the desert in her wagon called “Wayfarer’s Wares” but remains invested in the affairs of her home. She tries to keep her head down to avoid as much trouble as possible. The most conflict she’s used to is standing her ground against particularly annoying customers and passersby of her shop.

Connie takes a liking to Armand after he saves her from the rocky passes of the Rusted Crag. She enjoys his company due to his quiet nature and is generally a friendly face for him to revisit occasionally.

Gilly the Kid

Gilly The Kid is a tiny armadillo lizard who happens to be a massive fan of Armand. This is reflected in her design, as she’s so much of a fan of Armand, she even dresses like him. She is a very energetic, and bubbly personality, and strives to be the hero Armand is, which often gets her into trouble that’s too much for her to handle. But she always manages to keep a brave face, because that’s what Armand would do!

Gilly is found in Dusty Banks, ignoring Samson’s orders to stay inside because she simply cannot pass up the opportunity to meet her hero.

Kain Kit



Kain Kit is a mercenary who earns his living by escorting caravans across the New Mexico desert, though he is from Dusty Banks himself. He is prideful and self-serving as he now



works for the Vane Corporation, ensuring that their affairs run smoothly. For as long as Vane Corp is paying him for his services, he remains loyal to them, but his allegiance is not set in stone.

Kain is initially unimpressed by Armand but as Armand progresses further through *Cactical Scooter*, Kain slowly comes to respect him for his determination. Eventually, as Armand continues foiling Vane Corp's and—by extension—his own plans, Kain comes to see Armand as a rival.

Mary K. Rat

Mary K. Rat is an adult kangaroo rat, and the mother of Rory K. She is very kind, but can get very desperate and anxious, causing her to act jittery and speak quickly when she is afraid. Her baby is kidnapped, and she frantically searches for anyone who can help, which leads her to Armand.

Mary is found at Wayfarer's Wares, begging Armand to find her son.

Rory K. Rat

Rory K. Rat is a baby kangaroo rat who was separated from his mother, after being captured by the cacti army. He is too young to communicate, and mainly just coos, and squeaks when scared. He just wants his mommy.

Rory K. wandered off from Mary's care and found his way up the scaffolding of the construction site. He can be rescued after Carver is defeated and Kain has confronted Armand.

Samson Sheep



Samson Sheep is the sheriff of Dusty Banks. He is a gruff and somewhat imposing figure with a soft side that shines through in his concern for Armand and protectiveness of the town he governs.

Samson is found early into the game at Dusty Banks, warning Armand about the dangerous cacti ahead. He stays in the town to protect the people from any cacti who roam nearby but laments being unable to go out and find the missing townsfolk.

