



# AFTER US







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"This is the story of two rivals thrust together by fate as they battle their way through their imperiled home to appease Thunderbird and return peace to their people."



*After Us* is based on the Northwest Coast culture of British Columbia during the fur trade, and echos the themes of many aboriginal beliefs. It is influenced by a mix of historical facts and aboriginal stories. The story follows our dual protagonists Bear and Raven, at the onset of a volcanic tremor. Realizing that their Island's volcano is on the edge of erupting, they decide to seek out the only being they believe can help them: Thunderbird. Though both of our hero's begin their journeys on seperate paths, they are destined to join together, meeting many other tribes along the way.

On a technical level, *After Us* is meant to be experienced as a 3D puzzle platforming game. In this aspect, it shares features with games such as *The Legend of Zelda* and *Banjo Kazooie*. It's style and content suits a console game, but could also be formulated for PC gaming.

# AFTER US

## CHARACTERS

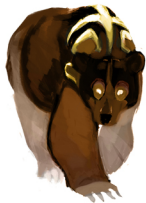


Spirits of the Past



## BEAR

Bear is one of *After Us*' dual protagonists, and is revered for his leadership and physical strength. He cannot run or climb great distances, nor can he fit into small spaces, but he can lift immensely heavy objects. He has trouble carrying items.



Hind paw



Front paw





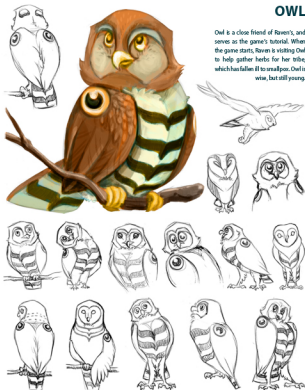
## RAVEN

Raven is one of *After Us*' dual protagonists, and is revered for his intelligence and cunning. He is not a powerful fighter, but is well versed in magic. He is dexterous and nimble, allowing him to enter small spaces and manipulate small objects. His magic allows him to carry a near infinite amount of items.



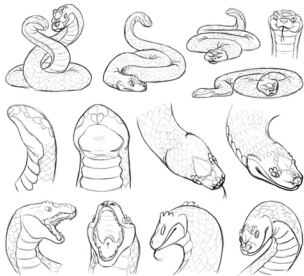
## OWL

Owl is a close friend of Raven's, and serves as the game's tutorial. When the game starts, Raven is visiting Owl to help gather herbs for her tribe, which has fallen ill to smallpox. Owl is wise, but still young.



## SNAKE

Snake watches over the Sisiutl tribe in place of the ancient spirit Sisiutl, and has been nicknamed *The False Legend* by some spirits. He has a form of adaptive mimicry, which makes him appear to have two heads. He tells Raven and Bear the protocol necessary to summon Sisiutl.





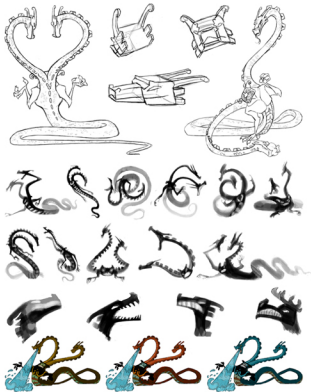
# FORM 1

## DEEP SEA GUARDIAN

Along Bear and Raven's journey, they need to explore areas that are unreachable by land or air. To get to these, they seek out the help of Situti, the two-headed snake spirit of the deep ocean. When summoned, Situti tests their strength and willpower.

This is the first of his three forms, and remains mostly passive during battle.



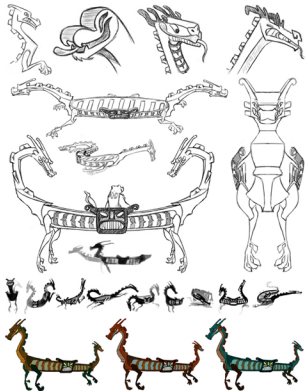


## FORM 2

### TWO-HEADED SEA SERPENT

After testing the protagonists' strength, Saurd shows his true form, and goes on the offensive. He has two special attacks: spraying a strong jet of water from his mouths, and picking up and throwing rocks.





## FORM 3

### SELF-PROPELLED NAVIGATION

Once the fight is over and our protagonists have proven themselves, Sisut takes on the form of a canoe. From this point on, he will transport them around the island to new locations, in exchange for seals. He can be summoned from various locations after giving them his blessing.



## SEAL

Seals are said to be Orca's slaves, and are also a food staple for the orca pod. Once abundant, their numbers have dwindled due to a growing demand for seal fur among settlers. In response, the Orcas have begun to ferociously protect them. Raven and Bear need to collect seals for Sisuul.



## ORCA

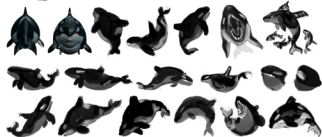
The Orcas are believed to be a direct descendant of wolves, due to their loyalty and community. However, it is also believed that anyone who drowns in the ocean will become a member of the pod; this theory arose because of the human-like markings on some of the animals.





## ORCA CHIEF

The Orca chief is the guardian of the orca pod, their territory, and their food. He is a berserker who has become famous for his fearlessness in battle. He has been scarred so much that he had his kin add to them, turning his battle wounds into a sign of power. However, the battles have affected him: he has a weak fin and a nasty temper. When Bear and Raven arrive to the seal cove, he immediately threatens them and accuses them of poaching seals.

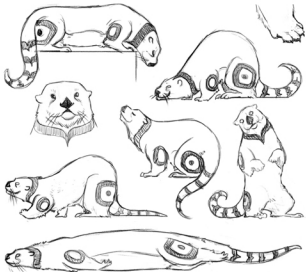






## OTTER

The Otter tribe has recently come into conflict with settlers, who are encroaching on their land in search of otter pelts; this has left Otter not only with the task of tending to her tribe, but also of preventing further poaching attempts. Overwhelmed, she asks Raven and Bear for help.



## EAGLE

Like Snake, Eagle watches over the Thunderbird tribe in place of the ancient spirit Thunderbird, and is called *The False Legend* by some spirits. She teaches Raven and Bear the protocol to summon Thunderbird, but only after being saved from a rockfall that traps her and her tribe inside the volcano's face.



## THUNDERBIRD

Thunderbird is the legendary ruler of spirits, capable of creating lightning by beating his wings and calling on thunder by blinking. In nearly-constant flight, he watches over all life, and controls all the elements. He is believed to have caused the first eruption, and is sought out by Bear and Raven at the start of the second. However, he will only appear after being summoned by the correct protocol; he is the final boss of the game.





# AFTER US

## GAME MAP

History of the Island

## PREHISTORY:

The first humans to cross the ocean took residency in the island's center, near a large river where the salmon were abundant. They came to be known as the Bear Tribe. (Right)

Over time, growing conflict split the tribe in two. The Bear tribe admired courage, authority, and strength, while the newly formed Raven tribe idolized trickery, intellect, and magic.



Over time, the two tribes spread out and split apart, as ample resources caused population booms. Each new tribe carried their own distinct animal crest.

During this phase of expansion, the newly formed Owl tribe took over Raven tribe's old settlement, as the Raven tribe moved west. (Right)



For many years, the two tribes suffered from nearly constant warfare. When their final battle arrived, Raven tribe was unable to defend themselves against Bear's strength, and was exiled to the other side of the mountains. Its numbers were decimated, but both sides felt the losses. (Left)



1529:

Trade ships (based on the Spanish) arrive from the northwest during an expedition, and engage in maritime trade. This is the first instance of foreign interaction.



1572:

An ongoing search for resources sparks renewed interest in the island. Another expedition sets out to colonize the land and trade with its locals. (above)

Shortly after the settlers' arrival, news spreads to the nearby tribes and trading begins, primarily on the northwest side.

1575:

After a series of tremors, the island's volcano erupts, destroying most of the villages and many of the people. (Left) Most of the island's resources are lost in the event, so the surviving colonists decide that it would unwise to continue building on the island.

Many of the tribes were forewarned of the event by the spirits, and made a mass exodus off the island, only the weak and elderly stayed behind.



In the wake of the deadly eruption, a few of the fallen, higher class natives return to the land as animal spirits. They are left in a desolate landscape, tasked with aiding any remaining survivors.

Over time, they start to believe that Thunderbird was responsible for both the eruptions and their return as spirits. No one is quite sure what evoked such anger from Thunderbird, but seeing no recurrence, assume that they have been appeased.

#### 1611:

Life has starting to flourish once again, as second growth forests grow from the ashes. Seeing the island's revival, some of the natives decide to return to their old homes. However, the destroyed old growth may not return for centuries.



Many of the tribes had to rebuild their villages upon arrival, and most of them were forced to move to better locations. (Above) However, some were adamant on staying where they had lived before. (Left) On the other hand, a few decided to move even though their villages were spared. (Right) and for some, it was like nothing had changed. (Bottom)



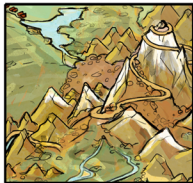
1778:

Different settlers (based on the Europeans) arrive from the main continent to the east, and travel to the cove of the old settlement. They trade with the natives for furs, but do not disembark. Upon their return, the news of their spoils spread and trading starts with vigor.



1785:

With the fur trade at its highest, the settlers build a large fort along the northeast of the island, to secure the trade. (Top) A smaller fort is also built in the old cove. (Right)



1786:

This is where our story begins, as quakes once again start to shake the earth. The spirits are ready to play out their roles and guide their tribes to safety. However, two amongst them have a different agenda: to appease Thunderbird before history repeats itself.

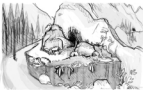
The Thunderbird tribe built their new village in a shallow cave at the volcano's base. When the tremors started, the entrance to this cave collapsed, trapping the village and it's spirit. (Left)





#### HERON CLIFFS:

These cliffs protect the settlers from the strong ocean waves, making it an excellent place to build a fort. Certain varieties of medicine grow purely in this area.



#### CAVERNS:

At the northwest end of the island, you'll find steep mountains and deep caverns. It's a dangerous habitat to traverse, but some medicines grow exclusively in this region. Many spots in the area cannot be reached without Skutl's help.

#### OTTER TIDEPOLLS:

This strip of shoreline was formed from a landslide that occurred during the first eruption. Since that time, it has become the most frequented area for sea otters. This marshy terrain houses a vibrant tide-pool environment, and contains certain medicines that cannot be found anywhere else.



#### SEAL COVE:

Recently, this cove has become accessible by land due to the creation of a tunnel by settlers. Once Bear and Raven have confronted Skutl, they must come here to get seals for him. They meet the Onca chief here.



#### VOLCANO:

This volcano lies at the heart of the island, and is believed to be Thunderbird's dwelling. Bear and Raven's final goal is to reach it's summit and confront the legendary spirit. The Thunderbird tribe also lives in a cave at it's base.

#### FJORDS:

Fjords are a barrier for Bear. This particular one blocks his access to the Skutl tribe, forcing him to take the longer path around the mountains.



#### JUVENILE FORESTS:

Forests that are just beginning to reappear after the first eruption; certain types of medicine grow here. They are primarily found toward the center of the island.



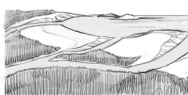
#### ANCIENT GROWTH:

Forests which survived the first eruption; certain types of medicine grow here. They are primarily found on the outskirts of the island.

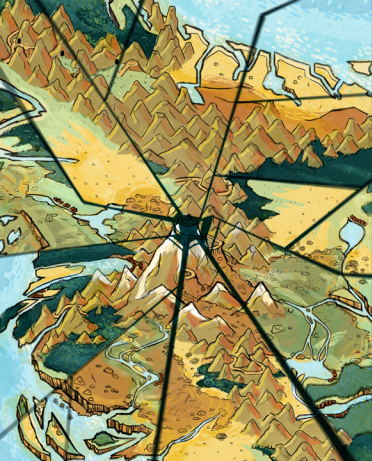


#### SISIUTLE'S COVE:

This cove is believed to be Skutl's dwelling, and is where Bear and Raven go to summon him and ask for his aid.







AFTER US

ENVIRONMENTS

Forts and Longhouses



## FORTS

Illustrations of the larger Northeastern fort, which houses over 100 inhabitants. To the east is the narrowest stretch of sea between the island and the mainland. Ancient growth surrounds it in every other direction.

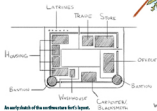


## Northeastern Fort

The larger of the two settler forts: This community was created to secure trade between the island and the mainland. Their secondary purpose was to collect seal pelts from the cove to the north. This seal haven was initially only accessible by sea. However, hostility from the orcas forced the settlers to blast a tunnel through the mountains to access the cove by land. They won't refuse the chance to trade goods with the locals, as ships constantly arrive from the mainland to swap goods.



These carts, similar to the red river carts, were the settlers' main mode of transportation. Horses and oxen were shipped to the fort to pull them.

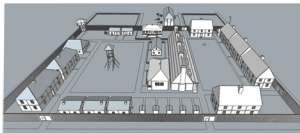
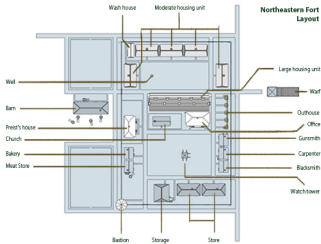










































An early sketch of the Northwestern Fort's layout.























## Northwestern Fort

The smaller of the two settler forts: This community was created for the purpose of collecting sea otter pelts from the tidepools to the south. They also trade goods with the locals. Ships come in from the mainland every few months to exchange goods.

An early sketch of the Northeastern Fort's layout. Look on the next page for building details.



Name	3D	Front	Side	Top	Back
Moderate Housing Unit					
Large Housing Unit					
Office					
Outhouse					
Workshops					
Storage					
Store					
Wash House					

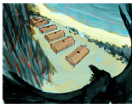
Name	3D	Front	Side	Top	Back
Church					
Sam					
Watch Tower					
Warf					
Bastion					





## LONGHOUSES

Illustrations for some of the longhouse villages. Such settlements can be found throughout the island, and each has an associated crest.





(below) Four different village layouts



Name	3D	Front	Side	Top	Back
Longhouse					
Smokehouse 1					
Smokehouse 2					

(Below) Various patterns seen on the longhouses of different tribes.

Wolf			
Thunderbird			
Spirit			
Owl			
Bear			
Raven			
Ora			







# AFTER US

## ABOUT THE ARTIST

Joëlle Lino-Wiseman is an emerging character designer who investigates spirituality and culture through her concept art. She creates her content from a hybridization of history and modern culture, and has been influenced by animations and gaming. She works primarily in a digital medium in order to create her visual stories.

Joëlle developed a passion for narrative from games and oral myths. She believes that a well-executed story should be vulnerable, captivating the viewer and allowing them to live through another's eyes. She is a passionate individual who's intent is to tell soulful stories through her craft. After all, there is something inherently human in storytelling.

