

Gameplay: Turn-based RPG

Title: Tilmuda Lost

Main Questline:

- Rebuffing and liberating islands from Colonial forces

Main Side Quest:

- Investigating the disappearance of your best friend and father
- Infiltrating pirate crews and disrupting them to keep them from stealing from others

Optional Side Quests:

- helping residents of various nearby islands retrieve their lost items, pets, and loved ones.
- exploring the island of Tilmuda and adding some residents to your crew.
- helping your crewmates with their own personal troubles and helping them have a good time
- Exploring different islands in search of treasure

List of Factions and Characters:

(Note I have only briefly outlined some of the characters and the players will not be introduced to these characters all at once)

Representing the Retrieval Specialists:

Main Character/Protagonist:





Delia Klasp

- Age: 22
- Gender: female
- Ethnicity: Black
- Playstyle: sword and pistol fighter
- Occupation: Retrieval Specialist and Co-Captain of the Magnolia Day
- Goal: To preserve the liberty of Tilmuda, and helping residents against piracy and colonization

"If something precious taken from you, come hell or high water I'll get retrieve it."

Major Character:



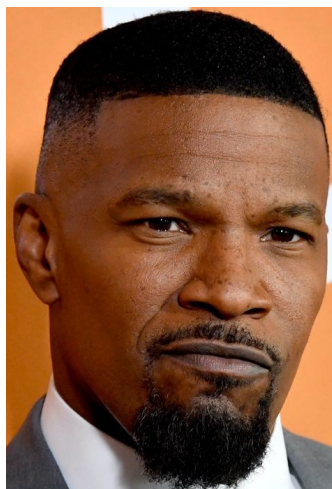


Ronald St Paul

- Age: 51
 - Gender: Male
 - Ethnicity: White
 - Playstyle: heavy rifle marksman
 - Occupation: Retrieval Specialist and Co-Captain of the Magnolia Day
 - Goal: To keep Delia safe and to help people get back what they've lost
- "Nothing or no one stays lost forever."*

Representing the Pirates:

Major Character:





Victor Kasp

-Age: 48

-Gender: male

-Ethnicity: Black

-Playstyle: Hand to hand combat

-Occupation: Captain of the Narwal

-Goal: To take from the rich or undeserving and give to the poor and deserving

"Justice isn't just given to those who deserve it, we must fight for it."

Major Character:





Meredith St Paul

-Age: 23

-Gender: female

-Ethnicity: White

-Playstyle: Fencing specialist

-Occupation: First Mate of the Narwal

-Goal: To explore uncharted lands and be the best swordmaster

"We don't need a higher power, we need freedom."

Representing the Royal British Navy:

Main Antagonist:





Sir Albert Taylor

-Age 43

-Gender: Male

-Ethnicity: White

-Occupation: Admiral of the English fleet

-Goal: To procure Tilmuda island to help the British people.

"We must protect the prosperity of our people."

Major Antagonist:





Captain Lenora Wen

- Age: 30
- Gender: female
- Ethnicity: Chinese
- Occupation: Captain of the Buckhead
- Goal: To keep the seas safe for British ships
- "Pirates and lawlessness only cause chaos."*

Plot Outline and Story Development:

Beginning backstory:

Delia Klasp is the adopted daughter of Ronald St Paul, a wealthy salt and spices merchant. Ronald and his best friend Victor Klasp, Delia's father, owned 'Klasp and St Paul Salt Company'. Together they would routinely sail from the independent, fictional island of Tilumda and England to trade spices. Delia and Meredith St Paul, Ronald's daughter, lived on the island of Tilumda with their mothers and they enjoyed learning about sailing, the people on the island, and swordplay. Twice a year, they would all would join their Ronald and Victor on their expeditions.

When Delia was seven, everything was smooth sailing on one of these expeditions until pirates boarded and killed some of their crew, including their mothers, and kidnapped Victor and Meredith. Ronald tried to negotiate for their ransom, but the pirates were never heard from again. Ronald and Delia were all each other had left.

Together, they decided to change professions. They changed the Magnolia Day from a merchant vessel into a "Retrieval Specialist" vessel. They vowed to make sure to help others get back the things and people they loved from pirates or other criminals. They didn't want the same thing to that happened to them, to happen to others.

Rising Action:

Together they set up 'The Tilmuda Retrieval Company.' and they vowed to take on any customer, no matter their wealth or how small the case. The business wasn't often profitable, but it made them feel fulfilled and together they searched the seas for the Pirates who took their families.

Delia, the co-captain, especially loved navigation, and learning the exact routes to take to avoid storms, shallow shoals, warring countries, and of course, pirates. She also routinely practiced her swordplay, but her real skills were her in also talking with people and getting to know them.

Together they started to retrieve belongings for people on and around the Island of Tilmuda, some were family heirlooms, some were valuable antiques or pieces of art, some were pets or people.

However, a larger threat looms over the horizon, England's navy led by Admiral Taylor and Captain Wen captured the main harbor on the Island of Tilmuda, and plans on capturing the entire Island. They treat every ship that sails the banner of Tilmuda as a threat to England and its prosperity. They see Tilmuda as tolerating pirates and high-seas chaos.

The Counsellor of Tilmuda asked Delia and Ronald to retrieve Ethina, the harbor from the English Navy. However, to do so they would have to align with other islands and that means they must forge alliances with rag-tag pirates to avoid aligning with Spain.

Climax:

As Delia began to try to convince pirates and other traders and merchants to join their cause, they soon uncover that Delia's father, and Ronald's daughter are both still alive, but are working with the pirates. They are completely opposed to their Retrieval Company. It has been ten years and while they are family, they are now struggling to understand each other.

Meredith and Victor thought that everyone on the ship had been killed. They had no idea that Delia and Ronald were their rivals, the ones behind the infamous Tilmuda Retrieval Company. Delia and Meredith try to reconcile the missing twelve years, especially since they have been living with the other's

father.

While they begin to try to get to know each other again, the story continues with you having to align with them to retrieve Ethina, and to drive back the English Navy to preserve the sovereignty of Tilmuda

They then have a series of naval battles which the player would have to play through in order to push back the English Navy. Delia, Ronald, Victor, and Meredith must overcome their awkwardness and issues to work together to beat the most powerful Navy in the history of the world.

During this RPG game, Ronald sacrifices himself at Taylor's blade to save Delia's life during a duel. This comes as a complete shock because the Ronald had not been seen on screen up until this point. Delia then manages to cut Taylor deeply, but doesn't kill him. Instead his ally Captain Wen saved Admiral Taylor and retreats from Ethina Harbor and Tilmuda is saved.

Falling Action/Resolution:

Meredith doesn't necessarily blame Delia for her father's, Ronald's, death, but she has a hard time being friends with Delia after. She thinks that her father wouldn't do the same for her, and sees Delia as his real daughter. Delia disagrees, but Meredith says that she needs time alone to think, and wants to continue to be free to steal from people and companies who don't deserve it, and give to those who do.

Delia has a traumatic emotional reaction seeing her father, and her father looks torn, but Delia can tell that her father wants to follow Meredith, the daughter who he had raised for the past ten years. Delia tells Victor, her father, to go with Meredith. Victor jokes that he doesn't need her permission to do anything, but he will go with Meredith, and that someday maybe they can all come together.

Delia smiles at this, and reassures Victor that she will be alright, that she has her crew and they are family enough, and she also has a dream to help finding what is lost.

I hope you have enjoyed this game pitch. Please let me know if you have any questions.

