

Snippets of

THE PUPPET OF TERSA

GAME SERIES NARRATIVE BIBLE

The Fundamentals of *The Puppet of Tersa*

Our game takes a dash of *Alice in Wonderland*, a pinch of *Pinocchio*, and a sprinkle of *Lord of the Rings*, and puts them together in a way that walks the line of cute and creepy. Some people may want to call it horror, but at no point do we show red blood or gore. There will be plenty of death and dismemberment, but the death will be of things such as toys and weird creatures. Allies of the main character should occasionally make the player raise an eyebrow at their true motivations and intentions, and we want the player to frequently ask, “what the heck kind of world is this?”

Mission Statement

The Puppet of Tersa

Artistic Storybook Fiction

We strive to deliver a visually unique storybook adventure as experienced by an 11-year-old girl who originates “somewhere on Earth in the 1950s.”

Call it “Artistic Storybook Fiction.”

This idea, the presentation of a storybook-like tale viewed through a hand-drawn artistic lens and perceived by the mind of a child—a creative, trusting, and optimistic child—while sinister forces watch, follow, and plot to use her, permeates every aspect of our series.

[...]

Culture and Society

Tersian society has some similarities to a medieval earth in structure, but it is really quite foreign. Cynthia encounters forest-dwelling plant people who live in the carapaces of giant insects, a society made entirely of ice and snow, another society living in the depths of a volcano, and yet another society comprised entirely of toys that have been brought to life. They have kings and queens who rule, but their process of doing things is not nearly as formal as the real world. Details about each society are provided under the “Places” section.

The People



Karakim

“Oooh... I thought Humans were just an old myth to keep troublesome young Karakim in line. Is it true you excrete liquid from your body to feed your young?”

- Vegetender, *The Puppet of Tersa: A Curious Place*

Living Vegetation

Long ago, the Karakim evolved from the forests and woodlands that surrounds the area that is now Karakim village. Their greenish skin is actually a tough protective layer not unlike the sheath on a stalk of bamboo. As they get older, their “skin” becomes tougher.

Friendly and Social

Karakim maintain a very open and social community, and they readily welcome strangers into their village. Their village also serves as a traveling hub between the southern lands and the northern lands located beyond the Rime Mountains.

Lancha

“Ah, uh, sure. Um, well, ya be needin' some Tuja chum. That’s the only thing that’ll get ya swamal, and Ah'm all out.”

- Fisherman, *The Puppet of Tersa: A Curious Place*

Little of Everything

Lancha possess a serpentine body, two pairs of arms, and long floppy ears. They come in various shades of blue and green.

Never Hurried

No one rushes a Lancha. From movement to speech, Lancha never hurry nor hurry to accomplish anything.



People

Cynthia



Cynthia is a clever, creative, but unwise 11-year-old girl. Though we never explicitly state the time period, she is from the 1950s era, which is reflected in her night dress. Along her journey, she acquires other clothing, but she actually prefers to dress in her nightgown.

Reserved but inquisitive, Cynthia loves to figure things out. Even though her solution may not be the solution of the average person, they seem to work out well in the end.

Cynthia is a budding artist who often daydreams creatures of fantasy and legend, and she often anthropomorphizes her toys, giving them names and engaging them in conversation. Her favorite toy above all others is her stuffed bunny, Mr. Hops. She often speaks to it when trying to figure something out, and she hears a response no one else can hear (in reality, she's answering her own questions).

Tippo refers to Cynthia as Cynthy.

Gender:	Female
Race:	Human
Age:	11 years (22 turns)
Introduced:	Ep 1
Scene Intro:	Bedroom

Bukit





Ever since his father left on an herb run and never returned, Bukit, a young Tuja, has lived alone, but that hasn't bothered Bukit one bit. That's because Tuja are incapable of feeling certain emotions, such as sadness or anger. They simply accept their misfortune and continue on with their lives.



Known for wearing an old bucket around his body and an ice-cream tub on his head, Bukit loves to cook and obsesses about collecting buckets and tubs. He is also very precise, stubborn, and single-focused. If something does not go his way, he shuts himself off into his bucket until he can think of a way to sway the situation in his favor.

Gender:	Male
Race:	Tuja
Age:	25 Turns
Introduced:	Ep 1
Scene Intro:	Forest Hub

Fauna

Creeper	
<i>Tersian Forest</i>	
Bigger than a large dog, creepers are cyclopic predators with giant mouths and razor sharp claws.	
Featherfur	
<i>Tersian Forest</i>	
Part furry, part feathered, featherfurs are about the size of a turkey and play an important part of the Tersian Forest ecosystem by hunting down pests and insects. They have a particular fondness for scuttle-clicks.	

Flora

Deadman's Reeds	
<i>Tersian Forest</i>	
Deadman's reeds are hard but hollow plants that grow along the water in the Tersian forest. They come in many colors. Their name is earned because they look like skeletal fingers poking out of the water.	
<i>Rime Mountains</i>	
Snow poppies are small hearty flowers that thrive on the frozen slopes of the Rime Mountains.	
Sweetgoop Tree	
<i>Tersian Forest</i>	
Though they never grow in clumps, sweetgoop trees are a common sight within the Tersian forest. Their branches are covered with a purple "goop" that continuously oozes from the tree and hardens into an almost indestructible outer shell. Sweetgoop trees enjoy a symbiotic relationship with Sap Worms, which are immune to the goop. In fact, the Sap Worms sap trail contributes to the tree's overall goopiness. Sap worm saliva is able to dissolve the goop, which allows them to nest within the trees.	