

[On screen text over montage of images with occasional spoken dialogue.]

You've always suspected you were different. Maybe it was the questions you've always had about your parents. Maybe it was those strange things you've seen out of the corner of your eye. Maybe it was how you never really felt like you belonged.

Thankfully, you recently made a new friend named Rowan who seems to get you. He's always there when things get weird, always happy to listen. You've never really had a friend like Rowan.

But everything changed one day when Rowan showed up at your house after school, panicked and out of breath.

ROWAN

We've got to get out of here! They're after you! No time to explain. Just get in the car!

[You must direct the player character to walk to the car on your own, teaching you how the mechanics work and how to move through the game.]

Bewildered, you get in his car and he speeds away. As he drives, his voice gets serious.

ROWAN

[NAME], there's something I've got to tell you. You know all those myths about the old Greek gods and goddesses? ...it's all real. They were in ancient times and they still are today, but they've moved to America. And you know how in the old stories, gods were always taking human form and having children with mortals? That still happens today too. Those children are called demigods, or "half-bloods."

It starts to rain outside and Rowan looks at you seriously.

ROWAN

You're a demigod, [NAME]. One of your parents is a god or goddess. That means you're in danger. Monsters are drawn to powerful beings... like you.

That's why we had to leave so quickly, because there are some powerful monsters after you. And...Eek! They're gaining on us! I brought you a backpack; reach in, grab whatever you find, and chuck it out the window at the monsters. Maybe that will slow them down!

Gameplay

[On-screen instructions explain how to use the game controls to access your backpack and pull items out. Further instructions explain how to "activate" or "use" whatever object you hold. By doing this, you are able to throw various items like fruit and grenades out of the window.]

ROWAN

Anyway, like I was saying, I'm a protector. Well, actually, I'm a satyr, but I work to protect half-bloods like you. I sensed you were powerful, so I came to find you. Looks like I was just in time, too.

We're going to a place that will keep you safe, a place called Camp Half-Blood. Chiron, our Activity Director – he's a centaur – he pretty much runs the place. You'll meet him soon. Actually, we're almost there...

You can hardly believe your ears, not with all the crazy things your friend is telling you. It couldn't be real, it just couldn't.

But before long, you're rounding a corner on Long Island Sound with a giant pine tree looming overhead. Just as the car crests the hill, a valley opens up below, revealing a sprawling camp and sparkling lake.

END SCENE