

Game Treatment:

Slightly over one hundred years ago the Ykurlt gave up their nomadic lifestyles and created villages around their planet. One short decade later, a colonial transport from the planet Earth crash-landed near the Ykurlt's sacred Life Forest, scarring the land and creating a new inlet for the sea. They were on the wrong planet with more than half of the colonists seriously wounded.

Their ship irreparable, the Humans began to look for a place to make camp and to hope for rescue. The Ykurlt warriors sent to investigate the noise caused by the crash found them first. The appearance of the warriors frightened the humans as the aliens towered over them, their skin pale and teeth resembling fangs.

The aliens had an obvious verbal language, and proved to have a written one as well when one warrior began making notes on a board while looking at the crash site. The humans, facing their fears of being eaten by the aliens, managed to communicate their need for a place to live to the warriors and were led to the site of their village, away from the crash site and the Life forest.

Fifty years after the crash, the Ykurlt and the Humans had a treaty, and the humans had long since nicknamed the tall aliens "Vampires." Most children born to both peoples spoke both the Ykurlt language and the Human common tongue of English. Still both peoples tried to live in isolation from each other.

The humans did not care to learn much about the Ykurlt, with the exception of the anthropologist and his apprentices. This attitude changed when an Ykurlt

tribe from across the mountains, the Rankar, declared themselves the rulers of the planet and began attempting to conquer the other tribes.

In preemptive response, the Humans built a militia-training center and began training all of their children, from the ages of twelve years to twenty-five years, in the art of Human warfare. This action caught the attention of both the Rankar and the Ykurlt elders, known as Ancients. The Ykurlt were a naturally peaceful people who did not support unnecessary bloodshed and attempted to reason with both the Rankar kingdom and the Humans. After another fifty years of failing diplomacy with the Rankar, the Ancients decided to join forces with the Humans and conquer the threat across the mountains.

The method proposed by the Ancients was that the two peoples become one people. The Humans agreed to a trial to see if their genetics were compatible and offered the sixteen year old son of their top military commander. The boy was a natural tactician and could readily see the advantage of a hybrid leader. The Ancients in turn offered the eldest daughter of the youngest councilman. She was also sixteen and had a firm devotion to the ways of the Ykurlt.

The arranged union produced one child, a girl who was named Johannes by her father. The experiment was declared successful when Johannes made her first milestone of five years old and the union dissolved. Johannes' father opted to take the girl back to the human camp, believing that she needed to be more like humans in order to lead the newly united people. Unfortunately he decided to try beating her more passive

nature out of her, hoping to make her like the more aggressive and violent humans than the passive and mild Ykurlt.

Had Johannes been fully human, she would have been required to join the Militia and attend the training center at the age of thirteen. The inbred fear of the Ykurlt's physical appearance, and the fact that she was not wholly human caused the captains in charge of training to reject her for the first three years of training. Her father eventually had to bribe the captains to take her in.

Training in the human Militia center marks Johannes first step in achieving her goal of uniting her two people and being accepted by both groups. She is the eldest in her class, her age peers being given their final tests as she is beginning training with the younger children. As a result her training is escalated.

In order to accomplish her goal of uniting the two civilizations, Johannes has to earn the respect of both by completing missions designed around the different belief systems. She has to fight, but not kill if it isn't necessary. She has to defeat her mentors and peers in mock combat and negotiate with the Ancients regarding their policy of passivity when it comes to the Rankar.

Once she successfully completes the tasks in the human and Ykurlt villages, Johannes then has to lead a mixed group of humans, Ykurlt warriors and hybrids into combat with the more aggressive Rankar warriors. To defeat them she has to manage the interpersonal interactions of her followers, who have trouble getting along. Johannes and the other hybrids have spent the first five years of their lives with one race, only to be

uprooted to live in the other village. They are not fully accepted by either race until Johannes completes her training in both the Warriors Hall and the Militia Center.

Johannes herself spent most of her time amongst the human population. She speaks both English and Ykurlt, which has the sound of German mixed with Russian in dialect. She can read and write in both languages. Like most hybrids, her hair color is unusual for both races, blue. She is tall for a human and short for an Ykurlt, at six feet tall. She inherited the Ykurlt muscular structure, causing her to be naturally lean and strong. Her eyes are the most disconcerting to the Humans she grew up with, the color of ice in the winter, she almost looks as though she has no iris.

Despite her father's attempts to make her more human, Johannes has an innate understanding of the values of negotiation before fighting, and has a passive-aggressive fighting style. She employs hiding and stealth to get behind her enemy and incapacitate them, or if all out fighting is unavoidable, she uses the Human sword and dagger against the Rankar's more traditional spear and pike style weapons.



WARRIORS HALL

