

# Elo Hell

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SAMPLE SCRIPT FLOWCHART (SCENES 1-4)

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# Introduction

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This document contains the test script and story ideas submitted to Exato Game Studios for their upcoming Steam game, *Elo Hell*.

*Elo Hell is choice-based, episodic, narrative sitcom game about a person trying to go pro in today's esports industry. Put on your tryhard pants, because things are about to get interesting.*

Script

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# Story Ideas

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## 1. POWER MOVE

- Jeff and Chance think the way to get ahead in *Echo Star* is to perform some strange, complicated power move they read about in a forum... they try and 'train' themselves, perhaps with references to Yoda/Star Wars and The Karate Kid ('no try only do,' carrying large weights, strange exercises (like 'wax on/wax off') all to get ahead)
- maybe Chance thinks he needs to go on a 'vision quest' to find himself...something that could become a recurring theme. Chance and Jeff look for their respective 'spirit' or 'gaming' animals
- they get kidded for it, but wind up getting in shape and more focused, which is really what pays off for them in the game... the secret technique isn't so much of a thing in the end, but they do have a bit more success in speed. Jeff manages a power move he missed a thousand times before and Chance bests his time on a supply run.

## 2. SWAG!

The gang \*needs\* some for their clubhouse ... they go to epic lengths to get some

## 3. EPIC QUEST!

Lizzy is convinced that she's found some cool meta narrative in *Echo Star* and goes down the rabbit hole herself looking for it

## 4. TOURNAMENT!

- The first regional *Echo Star* competition is coming up! They have to train! Frantic energy-drink fueled sessions! Silly, cheesy 10d-fueled all niters. Chairs! We need more chairs! And money! And transportation! Maybe Chance gets a job at 10d's. Maybe Lizzy convinces her mom to front some of the money since she's one of the gang's top players at this point and could earn a spot/sponsorship.
- And maybe a team pass!

## 5. GEAR!

- Not \*just\* chairs. Some other sweet, crazy piece of gamer gear. Some weird power gloves? Is it something silly but practical?
- As part of another episode, Brian picks up some sweet headsets (Turtle Beach Elite Pro Tournament?)
- It's a bonding moment, they're all using the same gear now.
- Maybe one of the other gang members has been working on a team symbol/name for team/clan in the background. Lizzy is definitely part of that, since she's so into lore and the importance/meaning of words. The gang really starts coming together.
- Maybe even if Lizzy isn't the one to come up with the name (it almost seems like it would be best if it were a spontaneous event that occurs after several episodes and suddenly presents itself...like "yeah! We should totally call ourselves....X") she would keep a blog of their team's

stories, chronicling all of their achievements and major events – she might also wield the phrase “that’s going in the book!”

- They make stickers to put on everything including the head sets

## 6. TRAINING!

Pulling together all of the threads from various episodes, self-dubbed Queen of Butts decides they need to actually get into shape. So, she develops an exercise regimen and works with Chance’s mom (who likes working out according to the bios) for all of them to train together. Brian helps Lizzy formulate some of the practices as well. Maybe they find some other exercises. Inevitable jokes and groans about wrist exercises.

## 7. BOOSTS!

An ongoing theme: quest for the perfect drink/food combo. They keep testing and sampling until they have this enormous pile/table full of things to try. Like some crazy hobbit gamer feast.

## 8. NEMESIS!

- Chance or Jeff begin complaining about this new kid playing *Echo Star* and crushing everyone else. He’s super cocky and arrogant (and rumor has it he’s not even in high school which makes it even harder on their egos) but really good. They think he’s a bot. They think he’s cheating...but he’s just good. General silliness but real frustration... they build a conspiracy-theory shrine board...with notes and strategies.
- They train and train. In the end, they can’t beat him. Lizzy and Brian help out, but they still can’t beat him. In the end, Lizzy takes a step back and looks at it from a metagaming perspective.
- They fix some of their moves and get a bit luckier. In the end, they still wind up losing, and she it to them that it was another bonding experience that made them come closer as a team and improve their skills.
- **PLAYER TRAITS**
  - With **Brian’s** background, he might be a good person to help with tactics and strategy - Brian would be a good team leader
  - **Chance** might be the showy, dramatic player (dying often in a blaze of glory as he goes for that super risky move)
  - **Jeff** might be the occasionally gutsy player willing to try out new moves
  - **Lizzy** would be great in special missions, and Brian would be a good team leader
- **TEAM BOARD/CHRONICLE/AWARDS**

Maybe this is part of a larger metagaming narrative as the gang begins to learn the ropes of *Echo Star* – they celebrate each level of the game they achieve. Maybe a board? Have their own special prizes/awards? They get to choose the pizza toppings? (and they know Chance always has the craziest ones)

## 9. EVENT DAY!

- There's some super-secret in-game event coming up! What is it? When is it? So much theorizing! Maybe there are clues/easter eggs ... they try to piece it together
- Is it something fun? Silly? Useful? What it turns out to be isn't as important as the comedic elements of them going crazy trying to figure stuff out. Diagrams and maps and hanging upside down. General silliness and movie tropes.

## 10. EPIC MOMENT(S)/MOMENT OF AWESOME!

*Echo Star* is relatively new, but are there or could there be some truly epic 'holy crap they pulled it off!' moments that they could reference/witness and strive for. Something to pop up as running lines in the episodes. Maybe like a weekly game update sort of thing: "Check out Xteam's savage raid!" and dreaming they could be there/come up with crazy moves that would enshrine them like those others

## 11. SEASONS

- **Summer** chillax; job  
Casual gaming, lots of planning
  - Chance tries to get a job at 10d's
  - Brian - maybe he's helping out his dad or some other family member
- **Fall** socialize  
Trying to find that balance; working into a groove; setting up game schedule  
Local con featuring new games including *Echo Star* – meet Amy the cosplayer? and some other secondary/tertiary characters there?
- **Winter** holidays  
Having to work around the fam; Lizzy's got time though, so she's catching up a bit (maybe she spent some extra time during the year with her course work)
- **Spring** graduate  
Mild panic, more planning, tournaments!

## 12. ELO HELL!

- Everyone's still debating whether this is a thing in general
- The gang's been running solo and demo maps in order to get a feel for *Echo Star* – there's word that the game will eventually be implementing a tiered system like LoL, but it hasn't been introduced yet ... so, there's some concern, especially with Jeff, that their ranking will tank even before they play the full game
- **HOT SPOT** - Perhaps the gang has their own version of ELO Hell...like 'pwn it!' they get stuck in the crappy chair if they make some pubber move during a match – maybe they even have some little plush demon or some other weird, oddly-colored plush (like something you'd get from a crane machine or some random swag from a con years ago ... like some vaporware game) that they first throw at the offender
- **IT'S JUST A DREAM** – Maybe Chance is having nightmares about getting stuck in some fantasy version hell of ELO Hell... just an off-handed remark to toss in from time to time... a

recurring theme with occasionally vivid details that shows us until after the ranking system is introduced

### 13. THE META META GAME

- what's the best way to play *ECHO STAR*?
- are there particular roles that each of the gang members fulfill through their archetypes alone?

### 14. THE META-PHOR

- as we're looking at different character arcs over the course of the episodes, we should explore the parallel between escaping a game-based ELO Hell and that of that of *real life*
- parental figures and teachers are in jobs/life situations that they don't like and feel that they've settled; that external forces have pushed them down the ranks to their current position... but, if they strive to improve themselves, they can move up in rankings
- same goes with each of the other characters:
  - **Jeff** can become a competitive gamer
  - **Chance** can get a job, get a girlfriend (Lizzy) and show that he can have a family life even though he doesn't have a father
  - **Brian** will get through senior year and get a scholarship to college
  - **Lizzy** will become more assertive and directed in what she wants to do and who she wants to be with