

Ned and Toby's great adventure

Two player game for consoles and PC. Can also be played single player, alternating characters. 4 acts, each with its respective open world map for exploration, gathering resources, resting and interacting with NPCs, connecting story and certain quest events trigger closed course gameplay filled with challenging obstacles, rewards and sometimes, enemies. After completion of act4, sandbox play with ability to revisit past adventures and locations.

Intro:

On a cold rainy night at the start of spring, a car is seen driving on a road through a forest. There's a grim farmers face hidden in the shadows. On the seat next to him, a brown sack, tied up at the top, with something moving inside. The car pulls over in a puddle at the start of a bridge and the door opens. He walks over to the bridge, sack in hand and the camera pans to the brown torrenting river below. You see the stone side of the bridge, wettened in the rain, with lightning flashes above it. A hand is seen tossing the sack into the river. The sack tosses and tumbles through the water, and you can hear confused meowing coming from inside, as it is swept along the current. The bag is thrown against rocks and loose branches, until it snags on a large branch, that ruptures the sack. From the hole, two furry faces emerge. Small tabbies, one orange, one gray, make their way hanging by the branch to shore. They shiver with wet pelts as they get to the side of the stream.

Ned (first on shore) :

Toby! Are you okay? TOBY!! Where are you?

Toby (climbing up the side of the creek bank):

I'm here Ned, I'm fine... whoa.. What was that all about? What happened?

Ned (helps pulling Toby up the bank and then starts licking his head)

I don't know! It just felt like i was flying and then wet and cooold and then oh Oh boy, oh boy, oh boy where are we? Where's mumma?

Toby (coughing, shaking off water, then looks around):

I... I don't know Ned... I... I've never seen this place before... It's so... big.. Come on, we need to find shelter.

Both are seen stumbling over branches and over jumping over leaves toward the forest. They find a small hole in an old tree stump that looks fairly dry, and get out of the rain.

Ned:

Toby i'm so cold

Toby (already in the hole):

Come here! This will work!

the cats curl up together to pass the night, as the storm grows louder above them, and lightning is seen above. You see the sky fast forward, with the storm clouds passing off to the horizon, and stars coming through behind them. The stars move slowly toward the west, and the night breaks into morning in the east. The forest canopy is pierced by the first rays of a warm morning light as the sun breaks free from the horizon. You see the tabbies again. Fur drier than the night before, with a drop of dew gathering on the ear of the orange tabby. Toby flicks his ear, and the drop falls off his ear. As it hits the floor next to Ned, it splashes his nose, and Ned wakes up abruptly:

Ned (waking up):

Huh! What? Where?! Toby! Toby!!

Toby (already having awoken from Ned's panic and starts stretching):

I'm here Ned. Calm down..

Ned (stretching and licking his fur):

I had the weirdest dream it was dark and then it was wet and then

(ned's eyes dilate as he steps out of the hole into a lush green forest bathing in the morning light. Birds are chirping and the air is full of unfamiliar scents.)

Ned:

Toby, what is this place? It's so much bigger than that basement we were in before

Toby(coming out behind Ned, looking around and sniffing leaves):

I don't know Ned... but i think we have to keep moving. This place doesn't feel safe.

Gameplay:

Player gets a tutorial part of the game as he navigates simple tasks climbing over branches and logs and both players get a sense of how they can traverse the course, helping each other in the process. Characters start at 60%hp. They spot several bugs they can choose to eat along the way, and chase after mice (very difficult at their level)

(bugs only regain hp slightly, mice regain hp (depending on constitution of mouse (bony, sleek, fit, plump) and give +1(+2 for plump) to Zoomies (a feature that lets the player gain extra speed, jumping distance, or climbing speed for 60seconds.)
(No gory details when the cats catch their pray. Just a +hp flash on health bar.)

story

Ned and Toby spend the day traversing the forest and just as it starts to get dark, there's a shadow behind them, and two pairs of yellow eyes glowing from the dusk. A fox giggles in the bushes and whispers to itself:

»hahaha what have we here?... Lost are we? And just when i was about to give up on dinner«

Ned and Toby walking unaware:

Ned:

»uh Toby i'm tired. Where are we even going.«

Toby:

»I thought i smelled some smoke coming from that direction. I'm sure theres a warm safe place somewhere around there.. i just hope we make it before dark.«

Ned:

»Do you think mumma is somewhere there too?«

Toby:

»I don't know Ned.. but we'll do our best to find her. We can't be too far from the basement.«

(There's a rustling in the leaves behind them and Toby prickles his ears at the sound. As Toby turns around, he sees a pair of yellow eyes lunging toward them from the bushes.)

Toby:

»Ned! Run!!«

cuts to gameplay

Toby and Ned have to quickly escape the fox through the forest. In the first stage they run pass branches, and jump over roots, In the second stage, they slide down a hill, avoiding obstacles and choosing different paths. The cats can hold together, for a quicker speed, or choose to navigate the course individually for better maneuverability with the fox close on their tail.

story

They end their slide falling onto a mossy patch of forest floor with the fox behind them, as an adult cat jumps in between them and the fox, hissing at the fox and swatting with his claws. The fox stops at the foot of the hill and approaches the big cat slowly, baring his teeth.

Fox:

»Step aside, feline. What are these two to you anyway? Why would you deny me my dinner?«

Adult cat (Whiskers) (hissing toward the fox):

»Move along fox, or I'll take your eye out!«

Fox (angrily starts circling the kittens with the adult cat blocking the way):

»Pha! I could eat you in a heartbeat, CAT!«

Adult cat(Whiskers) (whispering to the kittens):

What are you waiting for, get out of here. I'll handle him. Head to the farm.

*kittens notice a light in the distance and hurry towards it, while there's hissing and meowing heard behind them.

Ned and Toby stand in the distance and stare at the dim outlines of a farm with barns and chicken coops and pigs, light shining dimmly out the windows and on the main courtyard.

The kitties come stumbling tired to the lit courtyard, and a shadow jumps past them. It's the adult cat from before, come running after them. His fur is a bit messy, but he seems to be okay. He sits in the courtyard and starts licking his paws as a white long haired cat steps toward him

Ariela (the long haired cat):

»And what's this Whiskers? I thought you went out to get some supper?«

Whiskers (looking back at the kittens standing at the edge of the courtyard):

»They looked like they needed some help. If i hadn't saved them they'd have been halfway down the foxes gullet by now..«

Ariela (turning their attention to you):

Well i suppose they can stay for the night.. come on kids!

Ned and Toby follow Ariela into the barn and nestle in the dry hay for the night.

ACT 1 – The Farm

Open world map of The Farm.

Ned and Toby are free to roam the farm, looking for food, exploring rooms and buildings. They ask questions about their mumma, and the basement, getting some leads that sadly turn no real results. Eventually, Ariela invites to teach them to hunt, and through a separate adventure, Ned and Toby gain the ability of lv1 Zoomies. They meet several farm animal NPCs like chicken and pigs, that sometimes need some help with a certain problem. Kitties gain levels, and through that their hp grows. They learn how to deal with conflicts from Whiskers (threatening, retreating, as well as fighting). Ned and Ted can play fight with the other cats to up their skills while they are kittens. To regain hp, they need to eat and/or take a nap in a safe spot (nap locations that are not safe are suseptible to night encounters (hazardous or non hazardous). Once the characters complete the quests in act1, an event begins, in which a truck comes to the farm. The farmer helps load sacks of corn onto the truck, and the kitties decide to climb on the bottom of the truck to leave the farm in search of their mumma. They say goodbye to Whiskers and Ariela, and hitch a ride to town.

ACT 2 – The city

The truck stops at a ramp, and the cats make their way off the undercarriage and climb to the sidewalk. The truck pulls away and they're left at the enterance to an alley.

Open world map of The City. The kitties settle in the alley, with a few other stray cats, that aren't as accepting and helpful as Whiskers and Ariela, some dialogue options starting a conflict with them. The kitties are now a bit bigger and stronger, so they are eventually strong enough to claim their own space in this urban jungle. The various NPCs guide them through several adventures with bigger rewards and more potent pray (rats). Soon the player discoveres there's a war going on between the stray cats and the rats, fighting over the same food sources in dumpsters behind restaurants etc. Throughout the act, Ned and Toby continue their search for mumma to no avail. After the climax of the act with the rat king defeated, Ned and Toby decide to move on, and stow away on the undercarriage of a bus. They are driven out of town, to the suburbs.

ACT 3 – The suburbs

As they climb off the bus, Ned and Toby are surprised by the serene appearance of the wood clad houses, with lush flowering gardens and cars parked at every driveway. People are out and about, and it feels much more relaxed than the city at first.

Toby

(sniffing on the air and smelling a freshly cooked meal wafting from the house):

»I think Ned, we're on the right track. This place feels much more at home.
Mumma's bound to be somewhere around here.«

The cats head up an alleyway with dumpsters behind the house to get closer to the smell.

A scruffy looking cat steps out from under the stairs and hisses at Ned and Toby.

Alley cat:

»Who are you? Some fresh Willowcreek spawn I assume. I haven't seen you up here before. And we'll well teach you not to trespass on Oakhill territory.«

Alley cat

(as several other cats jump up from behind the fence):

»This is our ground now!«.

The dispute rises into a chase, and Ned and Toby flee from the gang, running through holes in fences to peoples yards, navigating the garden hoses and pools, eventually getting away.

The suburbs open map – Willowcreek

Ned and Toby find their way to a community of local cats, some living in houses, some wandering stray, that accepts them. They interact with the NPCs in search of their mumma, which eventually leads them to the top cat, that offers his knowledge in exchange for helping him out against the Oakhills. The cats find themselves in a territory dispute between two cat gangs, and help chase off rival gang cats from food sources and sunbathing spots. Main area of conflict is a lakeside park, where an old lady feeds the stray cats meat cuttings from her shop. As Ned and Toby grow in strength and mature through several quests, they successfully drive the aggressive Oakhill cats, that have come from a neighbouring town, away. You're napping in the park, when a young girl starts petting you, and gives you treats.

She lures you to a basket, and quickly covers it with a blanket.

ACT 4 - The house

As Ned and Toby are being carried, they are panicking, afraid they'll be tossed in water again, but soon the basket is dropped to the floor, and the blanket removed. Ned and Toby try to run away, but the room is small and there is no visible way to escape, so they hide under the closet. The little girl comes closer offering them food, so eventually Ned and Toby emerge. The girl introduces the kitties to another two scary towering humans, but as days go by and Ned and Toby relax with the abundance of food they are given. They even allow the girl to pet them once in a while.

The house open world map.

Most of the day, the humans are gone and Ned and Toby can find several adventures in the house. Ned feels comfortable in the house and disagrees that they should run away when there's so much food, but Toby still pursues to try to find mumma. As they complete the quests that lead them to explore the house, they find a way out into the yard, and they're able to contact the Willowcreek cats again. The top cat of Willowcreek points them in the direction of a village north that sounds much like the description of the basement home they were born in, but warns them against going there, since he's also escaped from that village with several others not too long ago. Toby refuses to heed his warnings and convinces Ned to come along to find mumma. To get to the village, they'd have to go through Oakhill territory. As they try to pass, they are ambushed by the Oakhill cats, and just as things start to look grim, The willowcats with Shadow at the front, storm in to save Ned and Toby. They were away from home for several days at this point, when they escaped the oakhills and came back to the willowcreek alleys. Shadow explains to them that there's nothing up there for them anymore the farmer doesn't feed his cats and there have been strange disappearances of cubs, and that they have a good thing going with the humans that actually want them in their house. Ned and Toby return to the house to find a crying girl, that is very excited to see them. The cats decide that all they were looking for all this time was a home, and finally they have found it here. As they settle into their new home, Shadow visits them in the yard, bringing with him a long haired tabby cat, mumma.

SANDBOX

In the sandbox, players can free roam the suburbs and the house open world map, completing collections and revisiting all their past adventures and locations.