

RAKSHASA: THE CALL OF HANUMAN

Level 1 Script

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Type of Game: Indie 3D Isometric Action-Adventure game for mobile and tablet (landscape only)

Mechanics: Run, jump, melee attack, and special attacks that are locked during the first level. There is a contextual action button that swaps between melee attack, talk with NPCs, interact, or collect. The PC must solve puzzles to collect matches, then use the matches to light diyas spread throughout the level. These diyas, while serving as heal areas and checkpoints, also show a scripted scene. After the scene, the Player can select one of two dialogue options to decide how they respond to it.

Setting and World Brief: Shashi Nayar, a graduate student, has come home to New York to visit their parents, Prishti and Jahan, for Diwali after being away for almost four years. Shashi and their mother, Prishti, had a falling out when they left, and old arguments about family and tradition have resurfaced during Shashi's visit. Together, the family goes to the Hindu Temple Society of North America to celebrate the third day of Diwali.

SCENE 1 - OPENING CUTSCENE

INT. HINDU TEMPLE - HANUMAN'S SHRINE - NIGHT

People gather inside the stone room. Ornately carved stone pillars sit on marble tile and hold up the vaulted, skylight filled ceiling. Strings of lights hang off every hook.

The doors swing open, and SHASHI and their parents, JAHAN and PRISHTI, join the crowd. Their loud voices interrupt the service.

SHASHI

-And I'm not telling you to do that.

PRISHTI

You do not have to tell me. I am your mother, it is expected of me.

SHASHI

Expected by who? Who's asking you to control me like that?

PRISHTI

It is not controlling. I am simply-

JAHAN

Hush. Both of you.

Shashi and Prishti quiet down. The crowd is either trying to ignore them, or looking at them with angry or judgmental expressions.

Shashi awkwardly waves a hand.

SHASHI

Sorry.

Prayer resumes as Shashi and their parents get in a small line leading to the statue of Ganesh.

A flickering flame catches Shashi's eye. They turn to look at the statue of Hanuman. No line leads up to his statue, but a lit diya sits in front of him.

Shashi starts to walk, mesmerized, toward it.

PRISHTI

Shashi!

The statue is simple compared to the others. Not adorned by flowers or lights, but plain. Three of its four arms are empty, with only one holding Hanuman's gada.

Shashi reaches the statue.

SHASHI
Shouldn't you be holding more
relics?

The ground begins to rumble. Gasps arise from the crowd as Shashi looks back to their family. A thick wave of darkness creeps in through the doorway and across the crowd, turning them all into porcelain statues as it touches them.

SHASHI (CONT'D)
Mama! Papa!

Behind Shashi, the statue of Hanuman flares to life as light shines across his cracks. It moves, wrapping its arms around Shashi and obscuring their vision just before the darkness reaches their parents.

A moment later, Shashi is released. Porcelain statues, including those of their parents, stand all throughout the room, now transformed into a lush green garden filled with large, dark plants in bloom.

SHASHI (CONT'D)
What's happening?

HANUMAN's gravelly voice echoes behind them.

HANUMAN
The rakshasa have awoken.

Shashi flips around. They gasp at the now articulating statue as he brings his gada down to rest in two hands.

Shashi shakes their head and looks up at Hanuman.

SHASHI
Wait...rakshasa? As in demons?
Aren't they supposed to be asleep?

HANUMAN
Brahma put them to sleep, yes. But Ravana. He has awoken them. Stolen my relics and given them to his leaders.

SHASHI
Why?

HANUMAN

Does evil need a reason?

Hanuman leans down and gives Shashi his gada.

HANUMAN (CONT'D)

Take my gada. Dispel the rakshasa
leaders and return my relics. It is
the only way to stop Ravana.

Shashi reaches up with a shaky hand and grabs the gada.

GO TO GAMEPLAY:

SCENE 2 - COMBAT TUTORIAL

INT. HINDU TEMPLE - HANUMAN'S SHRINE - NIGHT

The doors to the temple whoosh open and RAKSHASA GRUNTS
funnel into the room.

The gust of wind from the doors flies across the temple and
extinguishes the lit diya in front of Hanuman.

TO GAMEPLAY:

*Note//: Dialogue to be played during gameplay as the Player
fights the rakshasa.*

At the start of battle:

HANUMAN

The gada wants to protect you. Let
it!

After defeating the first enemy:

SHASHI

I've never done this before. I
don't know what I'm doing.

HANUMAN

You are doing well. Remember, let
the gada guide you, don't feel the
need to guide *it*.

After defeating the last enemy:

HANUMAN (CONT'D)

Excellent. Please, return to me.

SCENE 3 - PUZZLE TUTORIAL

INT. HINDU TEMPLE - HANUMAN'S SHRINE - NIGHT

Shashi steps up to Hanuman's shrine.

HANUMAN
You defended yourself well.

He gestures down to the extinguished diya at his feet.

HANUMAN (CONT'D)
But the diya has been extinguished.

SHASHI
So?

HANUMAN
The diyas provide a place of healing and rest. The rakshasa have no doubt extinguished many diyas throughout the temple. You must relight them.

SHASHI
With what?

Hanuman smiles and pulls out a puzzle box.

TO GAMEPLAY:

Note//: Dialogue plays while Player solves the puzzle. Conversations are chosen and played at random while the Player is solving the puzzle.

Conversation 3.1:

HANUMAN
Patience is the key to victory.

SHASHI
Guess you'd know all about that, being a statue and all.

Conversation 3.2:

SHASHI (CONT'D)
This is impossible.

HANUMAN
Only if you allow yourself to believe it is so.

SHASHI
What does that even mean?

Conversation 3.3:

HANUMAN
Perseverance makes failure
impossible.

SHASHI
You know, you're really not
helping.

Note//: After the puzzle is solved, return to scripted event.

FROM GAMEPLAY:

Shashi opens the box to discover there is only a single match
inside.

They grab the match and hold it between themselves and
Hanuman.

SHASHI (CONT'D)
Seriously, Hanuman? A single match?
Didn't you say I needed to relight
all the diyas in the temple?

Hanuman smiles and crosses two of his four arms.

HANUMAN
Worth proven once is no challenge
at all.

*Note//: Player can choose one of two responses, either
standoffish or humble.*

Standoffish response "I already am.":

SHASHI
I'll be "proving my worth" plenty
fighting rakshasa. Ugh, whatever.

Humble response "I'll try my best.":

SHASHI (CONT'D)
I guess... I'll try me best to
prove myself and bring my family
back.

GO TO GAMEPLAY:

SCENE 4 - DIYA TUTORIAL

Shashi returns to the diya and lights it. Wisps of light fly through the air and form non-detailed human shapes interacting with unseen objects.

The figures step across a threshold. Shashi, Prishti, and Jahan's voices echo through the vision.

SHASHI (CONT'D)

-And I'm not telling you to do that.

PRISHTI

You do not have to tell me. I am your mother, it is expected of me.

SHASHI

Expected by who? Who's asking you to control me like that?

PRISHTI

It is not controlling. I am simply-

JAHAN

Hush. Both of you.

The phantom Shashi looks around.

SHASHI

Sorry.

The forms fade away.

SHASHI (CONT'D)

What was that?

HANUMAN

The light of the diyas dispel darkness. Perhaps they are bringing to light certain truths about the darkness in your life to help you dispel your anger.

*Note//: Player can choose one of two responses, either **standoffish** or **humble**.*

Standoffish response "I'm not angry.":

SHASHI

Anger? I'm not angry. Besides, what's the point of showing me my own past? Who knows it better than I do?

Humble response "How does that help?":

SHASHI (CONT'D)
 So it shows me my past? How is that helpful?

Note//: Both choices converge for Hanuman's next line.

HANUMAN
 Perhaps there are more surprises in store for you. Now go. Light the diyas, fight the rakshasa, and destroy Ravana before he uses my relics to enact his awful plan.

GO TO GAMEPLAY:

SCENE 5 - EXPLORATION BANTER

Note//: These conversations play at random during exploration and combat. They play over gameplay, and can't be interacted with.

Conversation 5.1:

SHASHI
 Where did all these rakshasa come from, Hanuman?

HANUMAN (V.O.)
 Ravana gathered them together.

SHASHI
 Ravana? From the Ramayana? The one who kidnapped Sita?

HANUMAN (V.O.)
 The very same. Brahma cursed the rakshasa to a deep sleep. Ravana has awoken them.

Conversation 5.2:

SHASHI
 Why didn't you stop the rakshasa?

HANUMAN (V.O.)
 I tried. I stood as sentinel over their slumber for thousands of years. But when Ravana first started stirring, I had sat still for so long, my joints were like stone.

SHASHI
 Is that how you became a statue?

HANUMAN (V.O.)

Yes and no. When Ravana found me unable to move, he turned me into a statue.

SHASHI

Like my parents... Was he the one who turned them into statues, too?

HANUMAN (V.O.)

It is likely.

*Note//: The following conversations can only play if the player was **standoffish** in their last response to Hanuman.*

Conversation 5.3:

HANUMAN (V.O.)

When you came to the temple, you were arguing with your parents.

SHASHI

What of it?

HANUMAN (V.O.)

Why?

SHASHI

Because they were getting on my nerves. They think they can control me. I thought after so long away, it'd be different, but it's not.

HANUMAN (V.O.)

And you think arguing is the best way to get your point across?

SHASHI

I don't know any other way.

Conversation 5.4:

SHASHI (CONT'D)

So, you lost your relics?

HANUMAN (V.O.)

I did not lose them. They were stolen from me.

SHASHI

Do you know where they are now?

HANUMAN (V.O.)
Not...precisely.

SHASHI
So you lost them.

HANUMAN (V.O.)
It does not matter. Now we must focus on *finding* them. Before the rakshasa overthrow humanity and take over the world.

SHASHI
Okay, okay. Touchy.

*Note//: The following conversations can only play if the player was **humble** in their last response to Hanuman.*

Conversation 5.5:

SHASHI (CONT'D)
The temple is so different, Hanuman. Why did it change when the rakshasa attacked?

HANUMAN (V.O.)
Ravana and the rakshasa have merged this world with the mystical one.

SHASHI
They can do that? Woah, that's crazy. So this is your home?

HANUMAN
Parts of it, yes.

Conversation 5.6:

SHASHI
Why did you leave your home, Hanuman?

HANUMAN (V.O.)
I had to. I needed to serve as sentinel over the rakshasa while they slept.

SHASHI
But weren't they destined to awaken anyway? What use does standing sentinel serve?

HANUMAN (V.O.)

This way I could help protect and guide the one who would return them to rest.

SHASHI

...you mean me?

HANUMAN (V.O.)

Yes. I mean you, Shashi.

Note//: The following conversations are locked until the Player lights their associated diya.

Conversation 5.7(must light first diya):

SHASHI

I thought you said the diya would only show me visions of my past. How did that one show me my mom as a child.

HANUMAN (V.O.)

The diya serve to bring light to the darkness. To shine truth and understanding. It showed you what you needed to see.

SHASHI

But why did I need to see it?

HANUMAN (V.O.)

That is for you to decipher.

SHASHI

No easy answers, huh?

Conversation 5.8(must light second diya):

SHASHI (CONT'D)

My parents seemed really happy I was coming to visit, huh?

HANUMAN (V.O.)

You are their child. Of course they were happy.

SHASHI

Yeah well, sometimes I wish they treated me like their child.

HANUMAN (V.O.)

And how do they treat you?

SHASHI

Like a second chance. Like I'm their carbon copy they want to force all their hopes and dreams into. And they're always disappointed when I don't turn out 'right.'

HANUMAN (V.O.)

I doubt they are disappointed.

SHASHI

You haven't met them.

Conversation 5.9(must light third diya):

HANUMAN (V.O.)

What was your favorite story from the Ramayana?

SHASHI

What? Oh, uh...I liked when Rama drew back the bow so hard it broke.

HANUMAN (V.O.)

You admired his strength?

SHASHI

Kind of. But I also liked his devotion. Sita's, too. They really loved each other.

HANUMAN (V.O.)

Yes, they did.

Conversation 5.10(must light fourth diya):

SHASHI

I still can't believe my dad recited poetry to my mom the first time they met.

HANUMAN (V.O.)

Poetry is one of the greatest things a human can create.

SHASHI

Oh now that's just not true.

HANUMAN (V.O.)

It is. Poetry is like a lamp guiding you through the darkness of emotion.

(MORE)

HANUMAN (V.O.) (CONT'D)
 It shines light on all of
 humanity's deepest secrets and most
 private thoughts.

SHASHI
 ...You need to lighten up.

Note//: If the Player tries to interact with a diya and they have no matches in their inventory, conversation 5.11 plays.

Conversation 5.11(if player interacts with diya w/o a match):

SHASHI (CONT'D)
 Great. No matches. There must be
 more puzzle boxes around here
 somewhere.

SCENE 6 - PUZZLE BANTER

Note//: These conversations play at random during puzzle solving. They play over gameplay, and can't be interacted with.

Conversation 6.1:

HANUMAN (V.O.)
 Worth proven once-

SHASHI
 Is no challenge at all, yeah, yeah,
 you said that already.

Conversation 6.2:

HANUMAN (V.O.)
 I have found that you can focus
 your mind if you breathe in through
 your nose, and out through your
 mouth.

SHASHI
 How would you know? You're a
 statue. Can you even breathe?

*Note//: The following conversations can only play if the player was **standoffish** in their last response to Hanuman.*

Conversation 6.3:

SHASHI (CONT'D)
 I still don't understand why I have
 to do this. Haven't you ever heard
 of a lighter before?

Conversation 6.4:

HANUMAN (V.O.)
You're doing well. Just remember-

SHASHI
If you keep talking, I'm gonna set
this puzzle down and let the
rakshasa win. Got it?

*Note//: The following conversations can only play if the
player was **humble** in their last response to Hanuman.*

Conversation 6.5:

HANUMAN (V.O.)
Clear your mind.

SHASHI
I understand what you're saying,
but if I don't think about what I'm
doing, I'm not going to get
anywhere.

Conversation 6.6:

SHASHI (CONT'D)
I wish you could help me with these
puzzles.

HANUMAN (V.O.)
Where's your sense of adventure,
Shashi?

SHASHI
Can I at least get a hint?

HANUMAN (V.O.)
...you must picture the solution in
your mind.

SHASHI
Grrreeaaat.

*Note//: The following conversations are locked until the
Player lights their associated diya.*

Conversation 6.7(must light first diya):

SHASHI (CONT'D)
Do you think my mom was good at
puzzles as a kid?

HANUMAN (V.O.)
I don't know. Maybe you can ask her
after you defeat Ravana.

SHASHI
Yeah, maybe...

Conversation 6.8(must light second diya):

SHASHI (CONT'D)
My parents aren't going to believe
me when I tell them about this.

HANUMAN (V.O.)
Why wouldn't they? I'm sure they'll
jump for joy when they hear about
you saving the world.

Conversation 6.9(must light third diya):

HANUMAN (V.O.)
Rama had trouble solving puzzles,
too.

SHASHI
He broke Shiva's bow in half on the
first try. I don't think he had to
worry about solving puzzles much.

Conversation 6.10(must light fourth diya):

SHASHI (CONT'D)
Do you think it'll open if I recite
some poetry?

HANUMAN (V.O.)
It might.

SHASHI
I...no. No you just want to hear me
make a fool of myself.

HANUMAN (V.O.)
I *am* curious what you consider to
be poetry.

SCENE 7 - FIRST DIYA

EXT. HINDU TEMPLE - SOUTHERN SHRINE GROUNDS - NIGHT

Shashi reaches out and ignites the diya. The light gathers
around them and forms the shape of a child sitting on the
floor playing with a doll.

CHILD
There you go, baby. Drink up.

CHILD (CONT'D)
Woah, you sure are hungry. Don't
drink too much or you'll get sick.

A voice calls out in the vision.

MOTHER (O.S.)
Prishtiiii, time for dinnerrrr.

The child gently places the doll on the ground.

CHILD
I'll be right back, Sanjay.

CHILD (O.S.) (CONT'D)
Coming mom!

She runs off, disappearing into wisps of light along with the doll as the vision ends.

Shashi stands alone once again. Hanuman's voice comes to them.

HANUMAN (V.O.)
Your mother always wanted a big
family with many children. She
would play with her toys for years
to come, and fantasize about the
day she would get to hold and care
for her real children.

*Note//: Player can choose one of two responses, either
standoffish or humble.*

Standoffish response "I'm not a doll.":

SHASHI
Raising children in the real world
is different. Somewhere along the
way, she should have figured out
she can't treat her children like
dolls.

Humble response "I'm not perfect.":

SHASHI (CONT'D)
I haven't been the best child
recently. Even when I was a kid I
was pretty defiant.

(MORE)

SHASHI (CONT'D)
I feel bad I'm not the child my mom
wanted, but I need to find out who
I am for myself.

GO TO GAMEPLAY:

SCENE 8 - SECOND DIYA

EXT. HINDU TEMPLE - SOUTHERN SHRINE GROUNDS - NIGHT

Shashi lights the diya. Light sweeps around them and forms a woman chopping vegetables with unseen props.

A door opens and closes, and the woman calls out.

PRISHTI
Welcome home, dear. How was your
day?

Another person forms, walking into the scene.

JAHAN
Good. Shashi called me on my way
home today.

Prishti stops her motions.

PRISHTI
Really? What did they say?

Jahan shrugs nonchalantly.

JAHAN
They just wanted to talk. Tell me
about college.

There's a slight pause. Then, excited, Jahan jumps with joy.

JAHAN (CONT'D)
They're coming home for Diwali!

Jahan holds his arms out to Prishti, who jumps up and down before running into them.

She backs away suddenly and starts adjusting unseen furniture.

PRISHTI
We have to get ready!

The two of them fade away as the vision ends.

SHASHI

I had no idea my parents were so excited for me to come visit.

HANUMAN

And you weren't? You hadn't seen each other in almost four years. This is the first time you've returned home since you left for college.

*Note//: Player can choose one of two responses, either **standoffish** or **humble**.*

Standoffish response "It goes both ways.":

SHASHI

It goes both ways, you know. It's not like they came to visit me during that time either. Why does it always fall on the child to come home for the holidays? Why can't they come to me?

Humble response "I've just been busy.":

SHASHI (CONT'D)

I've been so busy with work and school, but I definitely could have made more of an effort. Still, nothing was stopping them from visiting me.

Note//: The following lines play after the response, no matter which one is chosen.

HANUMAN

Were they welcome?

SHASHI

I... don't know.

GO TO GAMEPLAY:

SCENE 9 - THIRD DIYA

EXT. HINDU TEMPLE - SOUTHERN SHRINE GROUNDS - NIGHT

Shashi lights the diya. Light swirls around them and then gathers to show a child laying in bed. Two adults sit at the foot of the bed.

JAHAN

Then, after seven days, Rama shot the arrow of Brahma, piercing Ravana's body.

CHILD SHASHI

And he saved Sita?

JAHAN

Well, technically-

PRISHTI

That's right, Shashi, and then he save Sita.

CHILD SHASHI

Hurray!

JAHAN

Uh, yes. Eventually.

The parents get up from the bed.

JAHAN (CONT'D)

Alright, time for bed.

CHILD SHASHI

Wait! What about my song?

Jahan sighs. He sit back down on the bed while Prishti leaves the vision, disappearing into wisps of light.

Jahan starts humming a lullaby. Everything else is silent.

The vision fades.

SHASHI

I used to love hearing stories from the Ramayana.

HANUMAN (V.O.)

Used to?

*Note//: Player can choose one of two responses, either **standoffish** or **humble**.*

Standoffish response "I grew up.":

SHASHI

Those stories are just for kids. I had to grow up at some point. How was I supposed to know they'd actually play a part in me saving the world?

Humble response "I still do.":

SHASHI (CONT'D)
I guess I still do. At least a
little. It's been so long since
I've heard one of those stories,
though.

GO TO GAMEPLAY

SCENE 10 - FOURTH DIYA

EXT. HINDU TEMPLE - SOUTHERN SHRINE GROUNDS - NIGHT

Shashi lights the diya. Light swirls around them and forms a woman, Prishti, leaning against a wall. Muffled music plays in the background.

Another figure in light, Jahan, approaches Prishti.

JAHAN
Excuse me. I, uh...are you alone
tonight?

PRISHTI
What? Don't you know you're not
supposed to ask a woman if she's
alone?

Jahan puts a hand behind his head.

JAHAN
Um, I'm not?

Prishti laughs. Jahan stands there, dumbfounded, then drops his hand.

JAHAN (CONT'D)
Chimes twinkle in your laugh, and
carries with it the weight of all
that is precious in this world.

PRISHTI
That was...beautiful.

The light dissipates and the vision fades.

SHASHI
How on earth did that move work on
her?

HANUMAN (V.O.)

Move? Jahan always had trouble relating to others, and he used poetry to figure out what others, and himself, felt.

HANUMAN (V.O.)

When he heard your mother laugh, he couldn't help himself. He said the first thing that came to his mind. A poem. Not many people have the courage to do something so bold.

*Note//: Player can choose one of two responses, either **standoffish** or **humble**.*

Standoffish response "Poetry isn't brave.":

SHASHI

Courage? Relating to people is hard for everyone. I've have to go through awkward encounters all the time at school, and I've never once spouted poetry. Hiding behind some pretty words isn't courageous.

Humble response "I had no idea.":

SHASHI (CONT'D)

Relating to others can be pretty difficult, but I had no idea how hard it was for my dad. It makes me appreciate all the stupid poems he would come up with a little bit more.

GO TO GAMEPLAY:

SCENE 11 - FIFTH DIYA

EXT. HINDU TEMPLE - SOUTHERN SHRINE GROUNDS - NIGHT

Shashi lights the diya. Light swirls around them and forms a woman laying on a bed and a man sitting on the bed holding her hand. Heart monitor beeps and the woman crying are the only sounds for a long while.

The man starts humming the same lullaby from diya three.

The vision ends.

SHASHI

That's the song my dad would sing
to me to make me go to sleep.

HANUMAN (V.O.)

And before that, it was the song he
sang to your mother to comfort her.

HANUMAN (V.O.)

Your parents tried for years to
have children. Right before Prishti
became pregnant with you, they were
pregnant with another baby. Sanjay.

SHASHI

What happened?

HANUMAN (V.O.)

She miscarried. What you saw was
the aftermath of that news. Your
mother blamed herself for a long
time afterward.

*Note//: Player can choose one of two responses, either
standoffish or humble.*

Standoffish response "It wasn't her fault.":

SHASHI

What? Why? Miscarriages happen,
it's a risk of pregnancy. Doesn't
mean it was her fault. Sometimes it
just...doesn't work out.

Humble response "I can't imagine.":

SHASHI (CONT'D)

I had no idea they went through
that. They never talked about it.
It must have been incredibly hard
to try again after that.

GO TO GAMEPLAY:

SCENE 12 - KUMBHAKARNA INTRO CUTSCENE

EXT. HINDU TEMPLE - SOUTHERN SHRINE - NIGHT

Shashi steps into the Southern shrine. Aside from the same
lush green plant life and mystical statues, it is empty.

A boisterous laugh from above. Shashi looks up to see
KUMBHAKARNA leap from above.

He grows in the air, expanding many times his size before crashing to the ground. He towers over Shashi.

KUMBHAKARNA

I've been asleep too long for a human to ruin my fun.

He pulls out a spear, a long golden rod with an arrow head.

HANUMAN (V.O.)

Rama's arrow! That's the relic he stole.

Kumbhakarna laughs and slaps his belly. A shockwave bursts outward in an area of effect.

Shashi puts their hands in front of their face as the shockwave pushes them back. Then readies the gada for battle.

SHASHI

I'll be taking Rama's arrow.

Kumbhakarna laughs again.

KUMBHAKARNA

Hahaha! I'd like to see you try.

GO TO GAMEPLAY:

SCENE 13 - COMBAT WITH KUMBHAKARNA

INT. HINDU TEMPLE - SOUTHERN SHRINE - NIGHT

Note//: These are dialogue conversations that happen during combat with Kumbhakarna, over gameplay. They cannot be played when Kumbhakarna is below 25% health.

When the fight begins:

HANUMAN (V.O.)

Go, Shashi! Stop Kumbhakarna and retrieve Rama's arrow.

SHASHI

What do you want me to do, reason with him?

HANUMAN (V.O.)

You have my gada.

SHASHI

Do you see the size of this guy!?

Conversation 13.1:

SHASHI (CONT'D)
 (to Kumbhakarna)
 No chance you'll just *give* me
 Rama's arrow, right?

KUMBHAKARNA
 HA! This relic is the greatest gift
 Ravana could have given me.

SHASHI
 Is that a no?

Conversation 13.2:

HANUMAN (V.O.)
 Give him a right. Another right.

SHASHI
 Would you be quiet?!

Conversation 13.3:

KUMBHAKARNA
 This is the best Hanuman can do?

SHASHI
 It's enough.

KUMBHAKARNA
 HA!

Note//: Kumbhakarna's attack patterns change at 50% health and again at 25% health. These conversations should play when those thresholds are met, but shouldn't interrupt gameplay.

Conversation 13.4(when Kumbhakarna hits 50% health):

KUMBHAKARNA (CONT'D)
 Rah! Would you sit still!?

SHASHI
 Why, so you can hit me? No thanks.

KUMBHAKARNA
 Humans have reigned for long
 enough. It's time for the rakshasa
 to rule!

SHASHI
 As a human, I have to say I
 disagree.

Conversation 13.5 (when Kumbhakarna hits 25% health):

KUMBHAKARNA
RAAAAAAAAAAAAAH!

HANUMAN (V.O.)
Uh oh, now he is angry.

SHASHI
What was he before!?

SCENE 14 - KUMBHAKARNA DEATH CUTSCENE

INT. HINDU TEMPLE - SOUTHERN SHRINE - NIGHT

Kumbhakarna drops to his knees and the ground shakes. He yawns.

KUMBHAKARNA
No. Please. I don't want to go back
to sleep again.

His eyes roll back into his head and he collapses to the ground, destroying the gateway to the Northern Shrine Grounds.

He drops his spear, and shrinks back to his normal size.

SHASHI
Great. Now how am I supposed to get
to the Northern Shrine?

Kumbhakarna's spear rolls over to Shashi, shrinking down to the size of an arrow as it settles at their feet.

Shashi bends down to pick up the arrow, and it shrinks further to fit in the palm of their hand.

HANUMAN (V.O.)
The Arrow of Rama. A powerful relic
that can make you larger than life,
or smaller than a mouse.

Shashi looks over at the crushed gate. To the right, a small pipe leads through the wall.

SHASHI
Smaller than a mouse, huh?...

GO TO GAMEPLAY: