LABEL forest_fire
SHOW forest
// Taty smells the air and looks confused.

SHOW taty_confused at left
TATY: (Sniff, sniff… What's this smell? It's like lightning struck a tree.)
TATY_SURPRISED: (But… Worse.)

// Move Taty sprite to the right across the screen. Fade out screen.

SHOW taty_neutral at left
TATY: (I can smell it. It's right…)
SHOW taty_horrified
TATY: (....There.)

SHOW forest_fire
PLAY MUSIC fire_music
PLAY SOUND fire_burning
TATY: Oh… Oh no. Oh no.
TATY: It's on fire! I… I gotta run!

SHOW taty_scared
// Make Taty face left of screen. Move slightly to the left as if she were leaving, then stop just at the edge of the screen.

CAPY: Wait!
TATY: What was that?!
// Make Taty face right.
CAPY: Over here! I'm stuck! I-I need help! Please!!

SHOW fire_bg_with_capy
TATY: Oh no! I'll help, hold on!
// Move Taty towards the right of the screen, but stop. Flash screen white and red, shake screen.
PLAY SOUND log_falling
TATY: Ahhh!!
SHOW taty_ball
TATY: (That burning log almost landed on me! I almost {i}died!{/i})
TATY: (I gotta run, I gotta run!)
TATY: (What am I even doing here? We armadillos only ever run. We don't fight, that just gets you killed. What can I even do against a wildfire?)
TATY: (It's the way it's always been. Curl up, run, burrow. I need to go before the fire gets me too!)

TATY: (But…)
CAPY: Heeeelp! It's closing in!
TATY: (She'll die if I leave her! But if I stay I'll die too! What do I do?!)

BEGIN_CHOICE
CHOICE Try to save her and risk it all
JUMP TO save_capy
CHOICE Run and save yourself
JUMP TO not_save_capy
END_CHOICE

LABEL save_capy

PLAY MUSIC WGJ_incendio_TR PROD

SHOW taty_neutral
TATY: (I have to save her! What kind of girl am I if I just run and save myself?)
TATY: (Running is what people back home would do. I left so I could be my own self!)

TATY: Yaaaaaaahhh!!
// Quickly move Taty across screen.

TATY: (I did it! I made it without getting hit by anything!)
CAPY: I was running but then this tree fell and I--I--Gmmrg! I can't get my paw free!
TATY_SURPRISED: Oh! Let's see…
TATY: (Aha! Maybe I can dig a hole under the tree and get her free that way!)

Move Taty back and forth like she's digging.
TATY: There you go!
// Move Capy up like she's springing free.

CAPY: Oh my ancestors I thought I was gonna die thank you thank you so much--
Flash screen red and shake again.
TATY: Eep! Come on, we need to leave!
// Move Capy and Taty left out of the screen.

SHOW taty_neutral
TATY: Look at all those flames… It's awful. Is it just going to keep spreading?
SHOW capy_scared
CAPY: Probably. I hope it won't reach my village…

TATY: (That's right! What if it reaches home? Oh no…)
TATY: We have to put the fire out!

CAPY_SURPRISED: What? But how?
TATY: Fire needs wood to spread, right? What if we cut down the trees around it so it can't spread?

SHOW capy_neutral
CAPY: That's pretty crazy…
TATY: We have to try!

// Move Taty back and forth.
PLAY SOUND shoving
TATY: Mmmmmmrmrrgh! I… can't…! Why is this thing so sturdy?!
CAPY: We're not going to pull this off. We're not big or strong enough…
TATY: But… But we can't just do nothing!
TATY: (But she's right, we're not strong enough. Is there some other way we can do this? What do we do…?)

TOUCAN: Taty!
// Move Taty like she jumped in surprise.
TATY_SURPRISED: Ahh! What? Who?
TATY_HAPPY: Oh! It's you!

HIDE capy
SHOW toucan_scared
TOUCAN: What in the world are you doing here? It's dangerous!
TATY: We're trying to put out the fire. But I don't know what to do!
TOUCAN_SURPRISED: Ah. That's…

SHOW toucan_neutral
TOUCAN: Alright. There are three of us… Perhaps we can make this work.
TOUCAN: I know of an old ritual for calling rain from the heavens.
TATY_SURPRISED: What?! That's amazing! Toucan, we need to do this!
TOUCAN: Calm yourself, child. First, we need to go the highest spot we can find around here.

HIDE toucan
SHOW capy_happy
CAPY: Oh! I know where! There's a hill right over there.
TATY: Alright, let's go!

STOP MUSIC FADE OUT 0.3

// Fade out screen.
// Fade in forest bg
TOUCAN: Now, let's do as I said. You both remember the dance, yes?
TATY: Yeah!
CAPY: Let's do this!
SHOW taty_ritual AT left
SHOW toucan_ritual AT center
SHOW capy_ritual AT right

PLAY MUSIC WGJ_Ritual_TR PROD
// Animate all three of them swaying back and forth
// Wait a while
PLAY SOUND rain
// Flash screen light blue twice
SHOW taty_surprised
TATY: We… We did it. It actually worked!
SHOW toucan_neutral
TOUCAN: Of course it did. When have I ever led you astray?
SHOW capy_happy
CAPY: Oh, look! The flames are dying down!

STOP WGJ_Ritual_TR PROD

SHOW taty_happy
TATY: This is amazing. We really saved the woods!
TATY: (This… feels good. I like this. I like the person I'm becoming.)

PLAY MUSIC WJ_Menu Theme_TR PROD

CAPY_SURPRISED: Hey… I didn't get the chance to ask before, but why are you wearing a mask?
TATY_SURPRISED: Eh? Mask? What are you talking about?
CAPY_NEUTRAL: Nevermind. I think you'll understand what I mean someday.

TOUCAN: Taty, Capy, what you two did was very brave. The fire could have reached any village around here… So many people could have been killed.

SHOW taty_neutral
TATY: I know. I… I wanted to run, at first. That's what my people have always done. But… I'm glad I didn't. Maybe running really isn't always the answer.
TATY: (Maybe… Maybe not everything I learned back home is right.)
TATY: (I did my own thing, for once. And it worked out. It was a huge risk, but I'm happy I took it.)

TATY_HAPPY: Oh! But you helped out lots too, Toucan. Thank you so much for the ritual!

TOUCAN_HAPPY: I'm just glad we managed to make it work. I honestly don't think I would have faced the flames by myself… You inspired me, Taty. I saw how you helped Capy here.

TATY_HAPPY: Thank you…

TATY_HAPPY: (I'm so embarrassed I don't even know what to say. He's so wise. Did I really inspire him?)

TOUCAN: Capy, I will fly you--well, walk you back to your village. Taty, do you know where you're headed?

TATY_HAPPY: Yeah! That way, right?

TOUCAN: Yes. You have a good sense of direction. Well then… Good luck, dear. I'm sure you will find what you're looking for.

TATY_NEUTRAL: Yeah… I hope so.

STOP MUSIC FADE OUT 0.3

// Fade out
// Fade in
SHOW forest_bg
SHOW taty_neutral at left

TATI: (It's probably around here somewhere. I should be alright.)