

# The narrative world of Nuclear Norse

Player journey, NPC's, Micro narratives, Scenes

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# 1. High Level Map

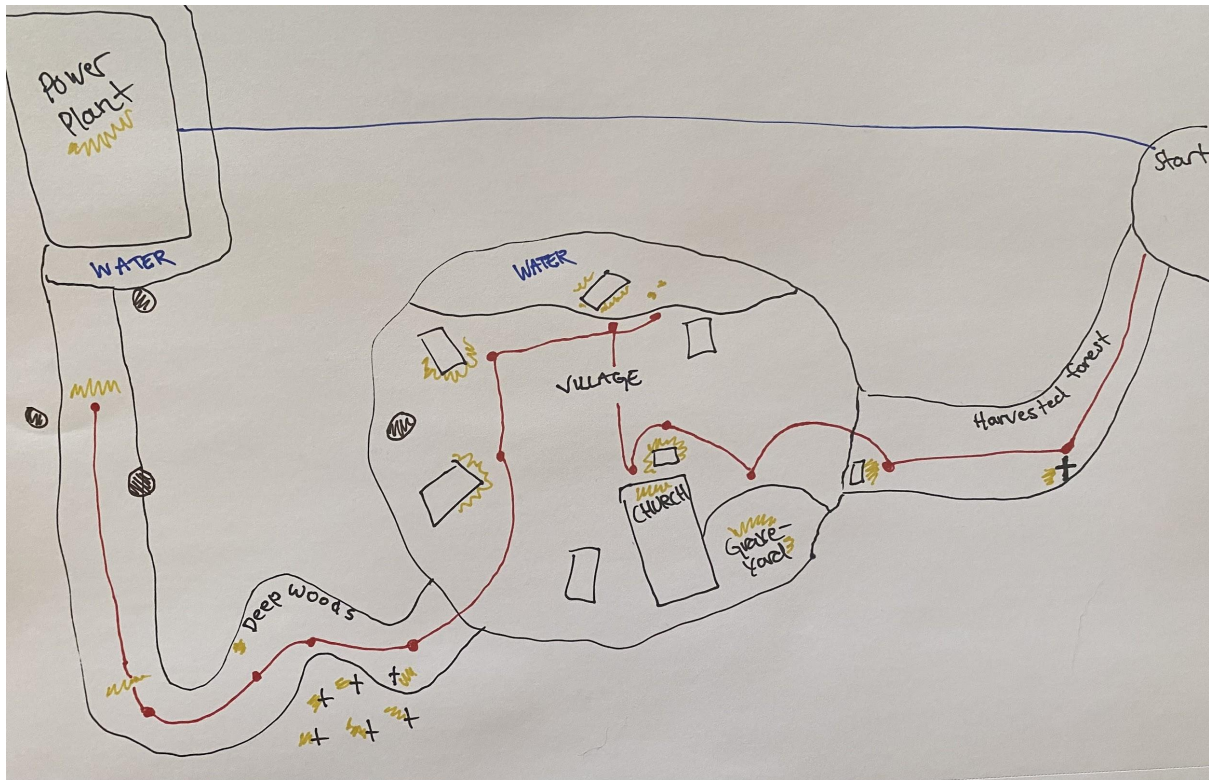
## 1.1 Expected route



Blue line: Eyesight towards POI

Red line: Expected route to see most important narrative

## 1.2 Preferred Route



Blue line: Eyesight towards POI

Red line: Preferred route to see all narrative

Yellow spots: POI's and micro narratives

## 2. Player journey summary

### 2.1 The Harvested Forest

The player starts off in a forest glade only with a narrow road ahead of them. In the horizon to their right they can see a large tower peeking through the treetops. There are hoofprints on the ground leading the player down the road. Harvested trees cover most of the areas, the remaining ones are dead. On one of the dead trees a worn out poster hangs, *Work at Trollhøja power plant TODAY!* Further in the forest a wooden cross stands, it looks like the cross Jesus died on but smaller. At the end of the road there is a sign; *Welcome to Trollhøja*. Near to it small ABC cubes lie, almost completely covered by the dirt. The player sees a village in front of them, and they walk into it.

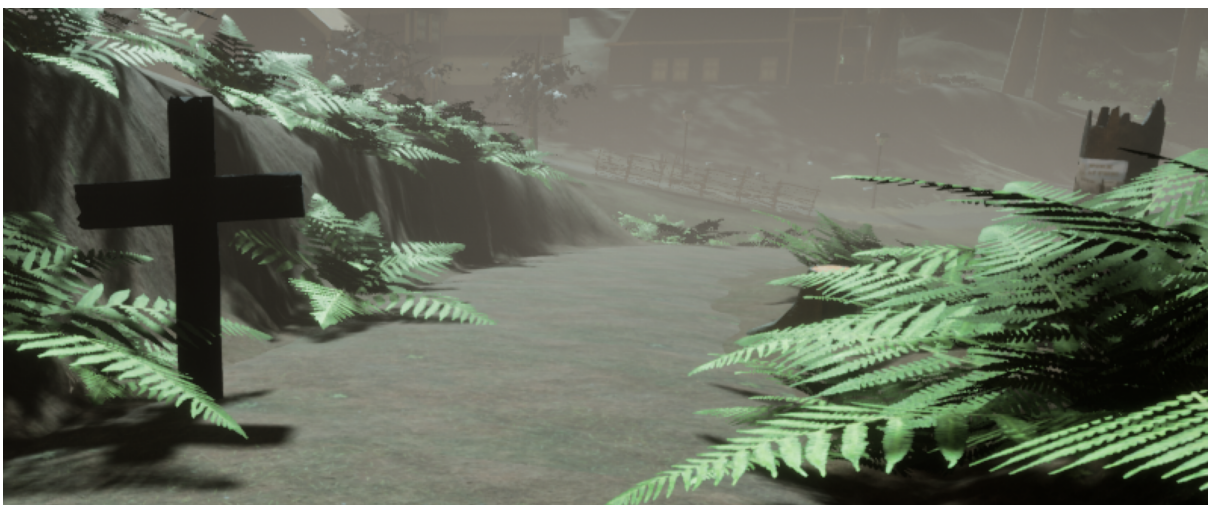
*Harvested Trees*



*Poster Power Plant on Tree*



*Sacrificing cross*



*Town sign*



*ABC cube*

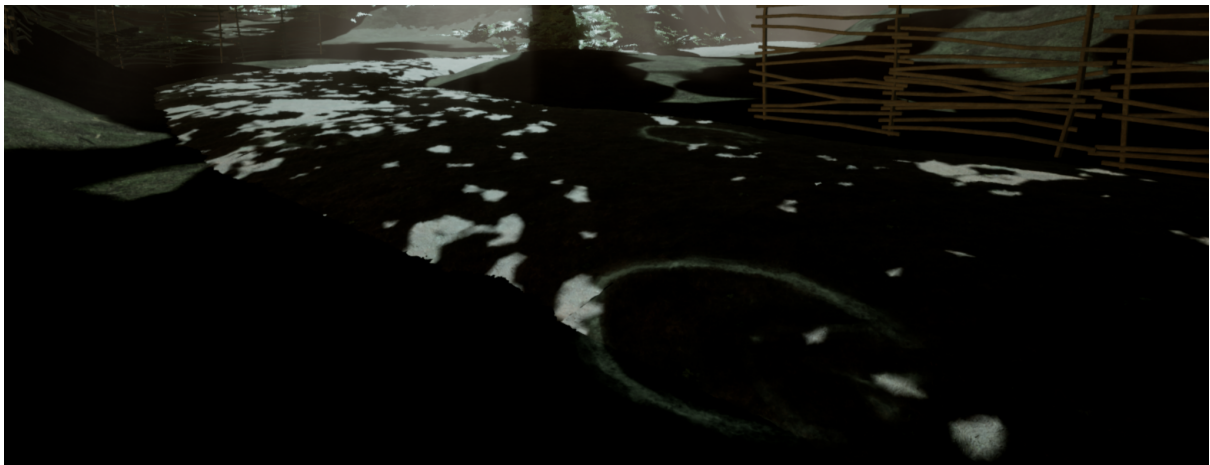


## 2.2 Village

The player follows the hoofprints into the village. Their eyes meet by a big church, the cross falls from its place and lands upside down on the church wall. Next to the church is an unstructured graveyard with mostly small crosses. There is a board stating the date, schedule for school and services, a priest-in-charge name and a picture of a young girl on a tricycle with the upsetting text *“My daughter died for your sins, what will you sacrifice”*. There is another poster next to it saying *Trolls Keep Out!*. When the player turns around they see infected water covering some part of the village,

One of the houses in the village is in the water, around the environment it is Rubik's cube spread around. The other houses have almost become one with nature. One of the houses has a sign, it says *Jönsson*. That's the same name as the priest-in-charge. On the side of the Jönssons estate someone has written *“Child murderer”*. There are also ABC cubes outside the house. Walking closer to the other houses the player sees hoofprints walking into the moat and then disappearing. In some unusual places you can find rocks. Moving on the player finds empty flower pots that belonged to one of the residents in the village. It looks like they were florists. When walking out from the village and continuing on to the road the player catches a glimpse of a big stone. The hoofprints appear again and lead the player out of the village.

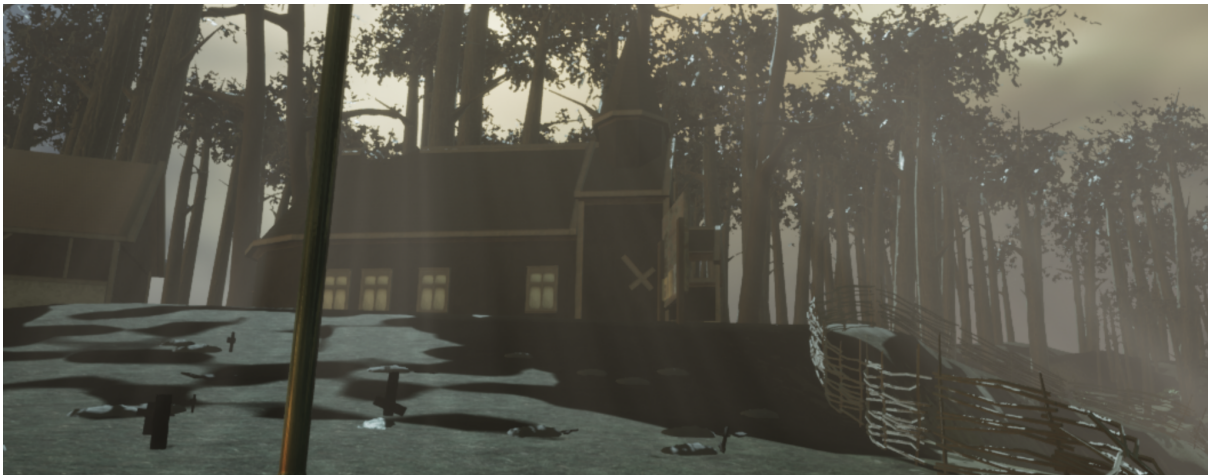
### *Hoofprints*



*Church*



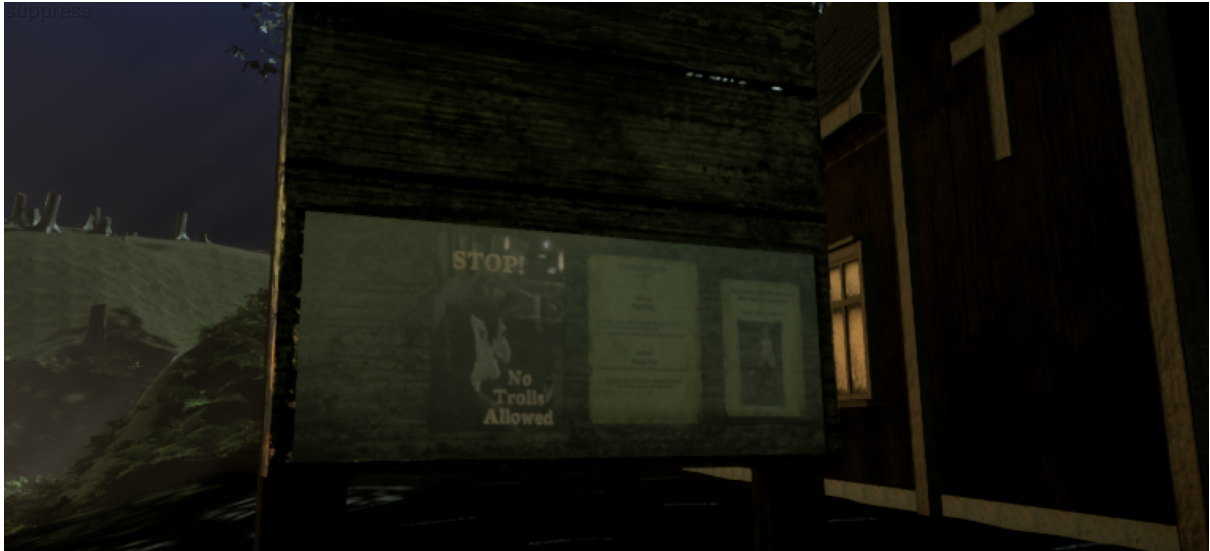
*Spinning cross*



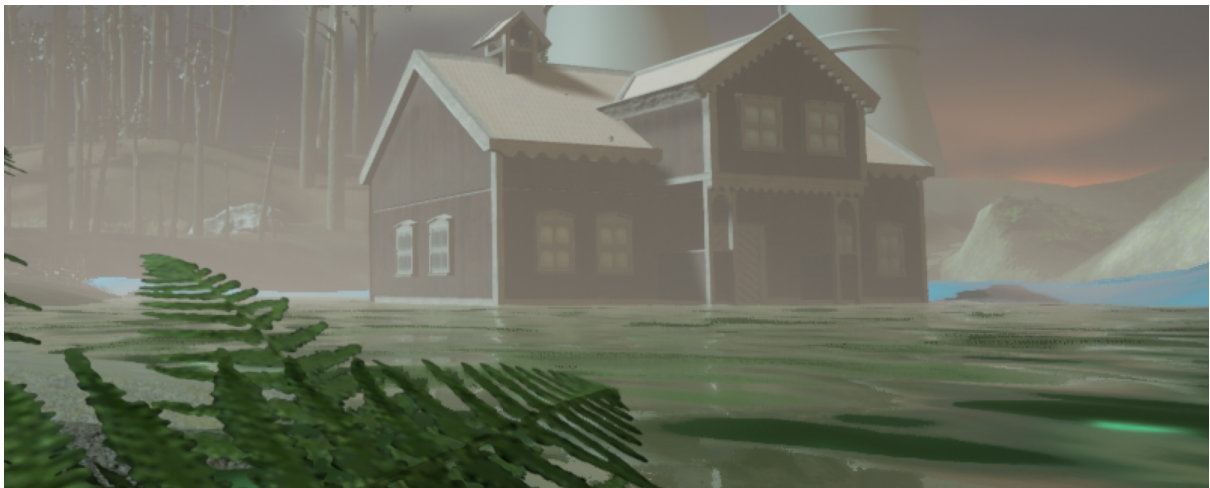
*Graveyard*



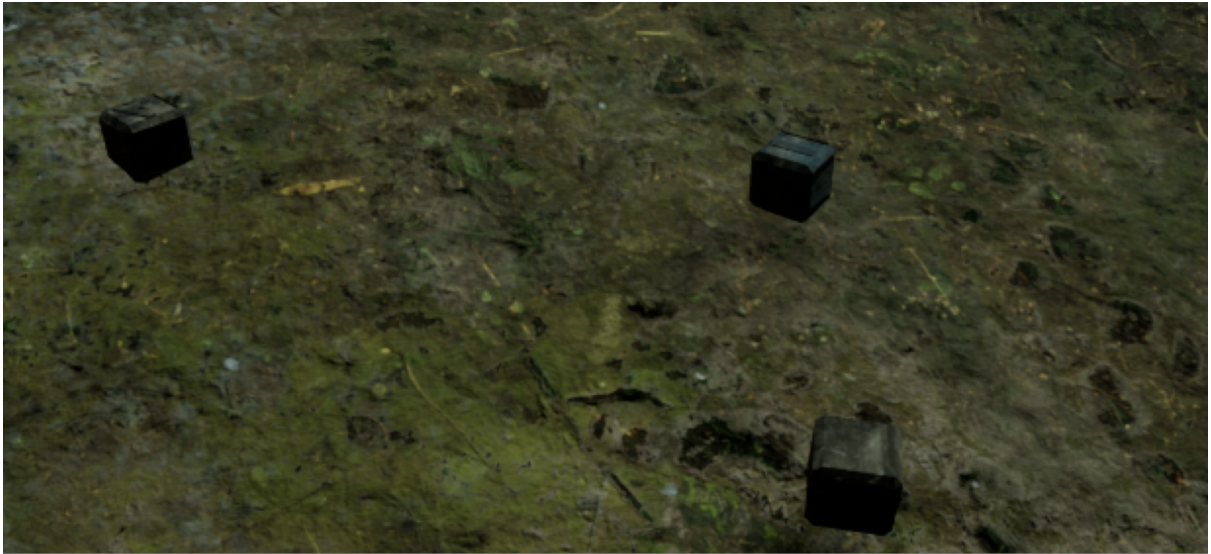
*Churchboard (Trolls Keep out, memorial, schedule)*



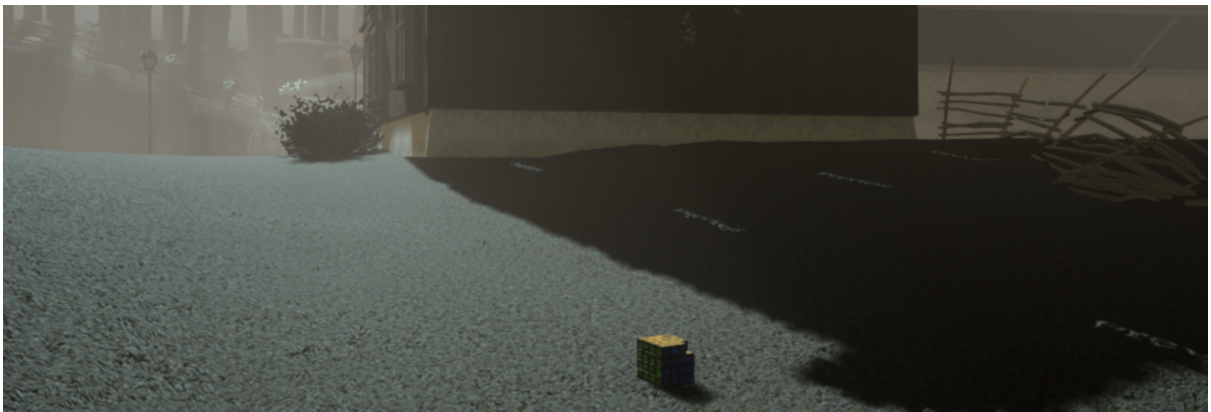
*Moat water*



*ABC cubes*



*Rubik's cube*



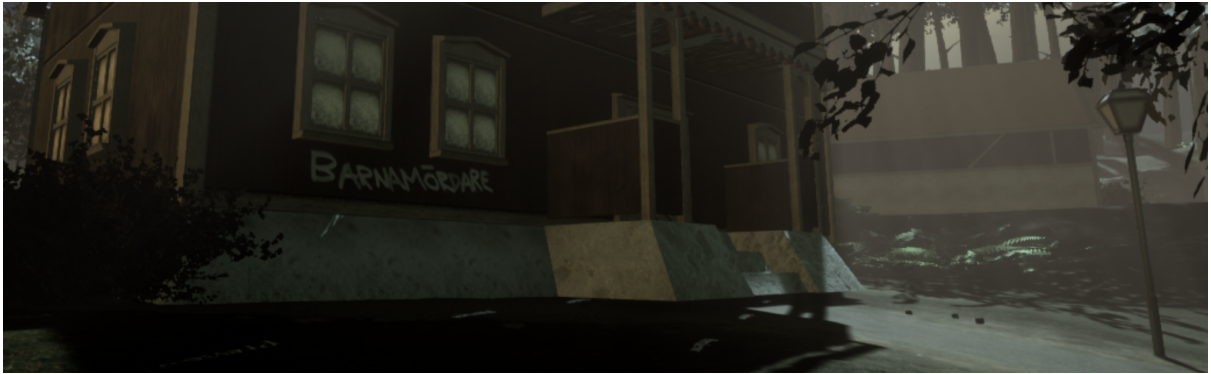
*Jönsson estate*



*Jönsson Sign*



*Graffiti (Child murderer)*



*Flower pots/florist house*



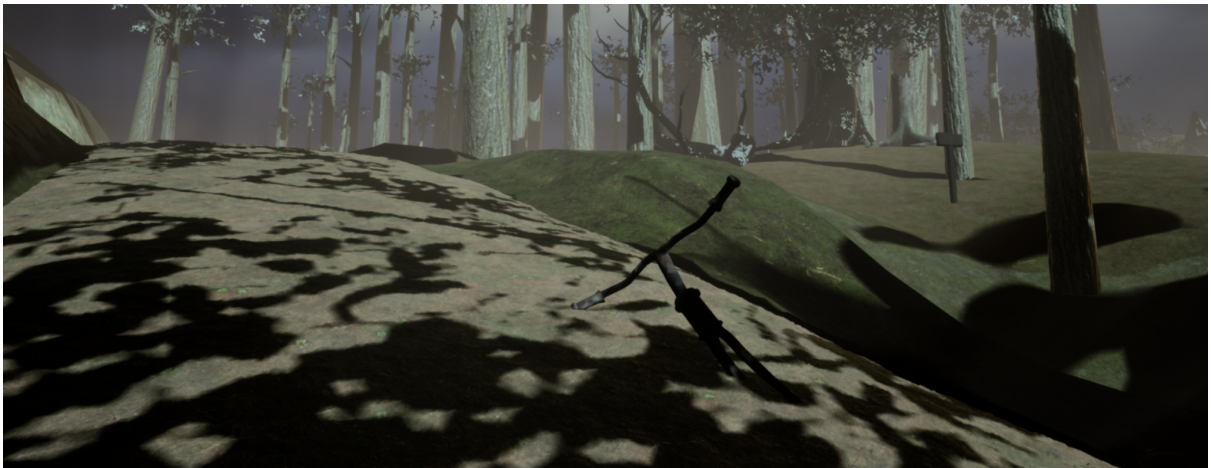
*Stones*

## 2.3 Deep Woods

The player follows a road that leads them into a deep, densely planted forest. It's much darker than the previous harvested forest. There is a sign stating the *Deep woods* and a failed attempt to barricade the road. Violin sounds appear in the distance. To the left of the player wooden crosses, just like in the harvested forest appear. They're multiple of them standing spreaded out in the forest. It looks like some have remains of dried blood on them. Further in, a shiny object pokes out from the ground, it's the handlebars of a bike. Identical to the tricycle from the memorial picture of the little girl. In the distance there is a tower of some sort, it's the same one as we saw in the beginning. The violin noises increase, and the hoofprints appear again walking towards the tower.

*Sacrificing cross*

*Remains of bike*



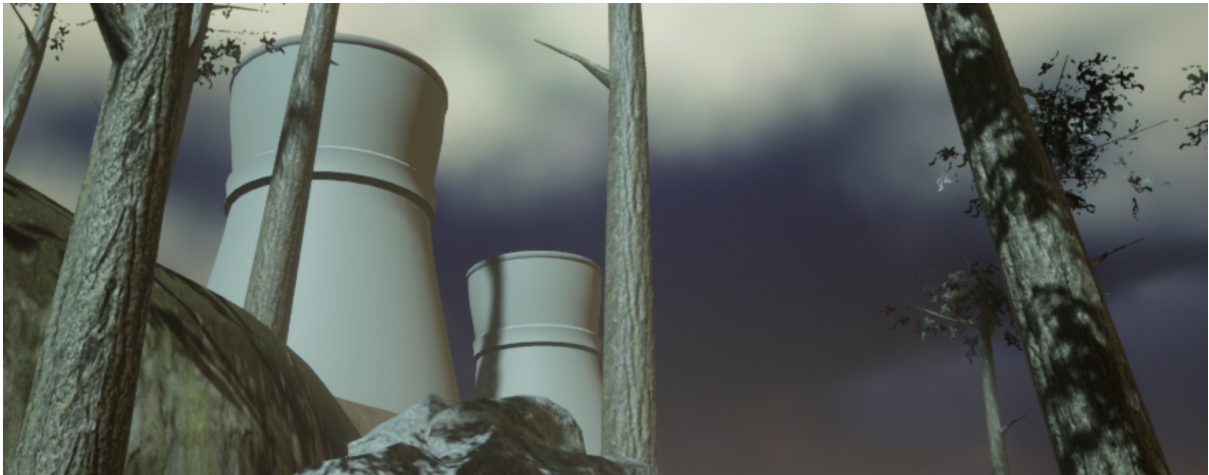
*Deep Woods sign + planks*



## 2.4 Power Plant

When the player comes closer to the leaning tower, huge footsteps start to tremble the entire forest. The violin stops as the player reaches a moat. The player can now see the remains of Trollhøja power plant. A dark, big voice covers the player; *"I haven't seen your kind in decades... but you're different-half human half troll"*. The player character just got mentioned by Näcken, and the player gets a better understanding of why they're here in the first place.

### *Power Plant*



## 3. Two fleshed out narrative “scenes” in the environment

### 3.1 The Graveyard

The small crosses are graves for the children who got sacrificed on Jan Jönssons demand, the others are from the explosion. The bigger crosses are used as a reference to show that the smaller crosses are children's graves. Since it crosses, it tells the player they're christians. The wooden crosses are also used for the player to recognise similarities in sacrificing crosses and see the pattern of how the children died.

### *The crosses*

A part of the village is filled with crosses, some are big but most of them small. These are christian graves for children and for adults. There are over 40 children's graves. Not every cross has someone buried underneath it, they're for memorial purposes. Those crosses are put out in a less structured way. Many are stacked on top of each other, some lay beside another cross. You can't tell if someone is buried as a family or not. The people who have been buried, haven't been with care. The crosses are just two pieces of wood nailed together. No names or cause of death is stated, there is a lack of

information about what happened to them. The state of all the crosses shows they were buried during the same time period.



### *The environment*

The grass and plants have overgrown most of the area, it has been long ago someone tended the graves. There are no traces of flowers or candles from family members or other mourners. The crosses are not enclosed, it's not meant to be a graveyard.

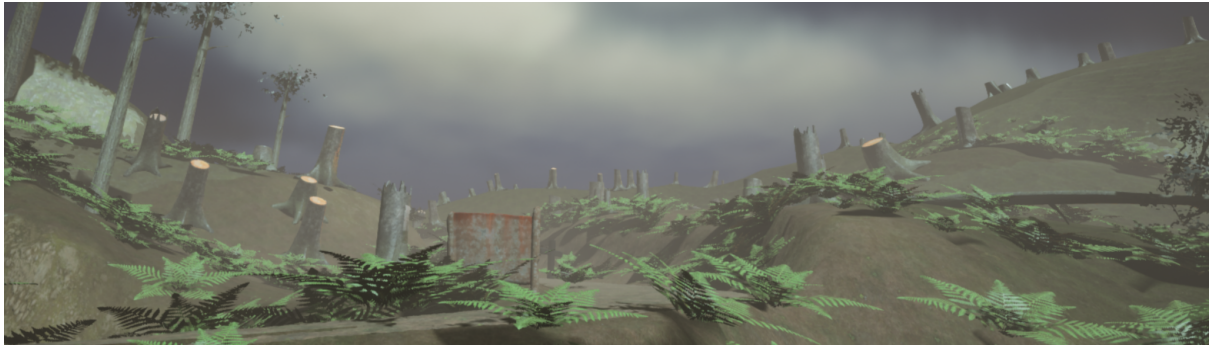


### 3.2 The empty forest

The tree stumps are the destroyed homes of the folklore creatures. The amount of them tells the player the area was big. The town sign is further down on the road, this indicated that they were expanding the village. The broken tree stumps are used as a reference to show that most of the trees were cut down with tools and did not fall by themselves. The power plant and expansion of the village is the reason for the harvest.

### *Dead Trees*

Right before the village there is a road surrounded by a huge harvest forest. The tree stumps are cut in a straight line. Other stumps look more broken, they could have fallen by themselves. Some trees have grown next to the tree stumps. They are much thinner than regular trees, It looks like they haven't gotten any nutrition for a while. Every other living organism is dead.



### *The Surroundings*

The environment feels cold, the wind is loud through the gaps of the cut down trees. There are no signs of animals or humans. You can't find any footsteps or broken branches on the ground, no one has visited the forest for a while. There is no construction work near the forest, so whatever reason that started the harvesting didn't finish. On the town sign there is a poster encouraging people to start working on building the powerplant. The bare, cold forest is located before the town sign- indicating that they were expanding the village.



*Power Plant poster, Town sign*



*No sign of animals or humans*

## 4. Six instances of environmental “micro narrative”

### 4.1 Stones

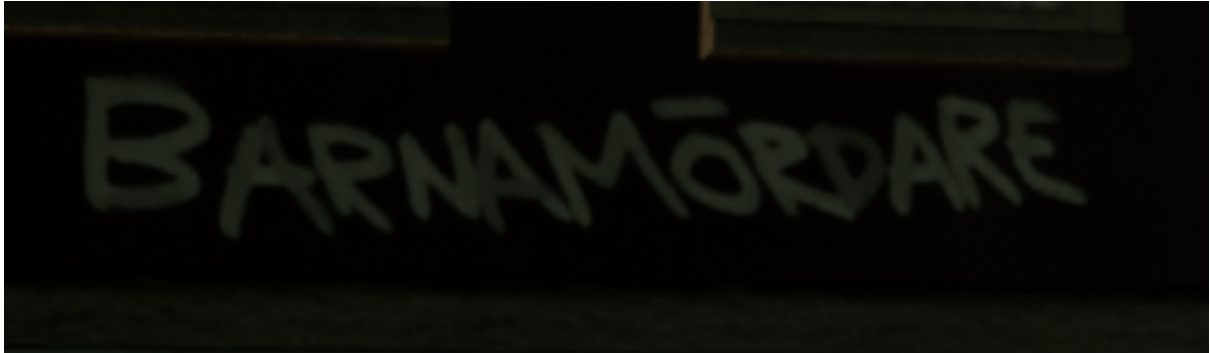
There are multiple stones spread around the power plant and village. Some are shattered, some are bigger. Those are the stones the giants threw at the power plant causing the explosion. In Swedish folklore, Giants are known to hate Christianity and the sound of church bells- they are also not very good at aiming. The church of Trollhöja was aware of this and never put up a bell so they wouldn't be disturbed. That was until Jan Jönsson preached it was a sin to believe in folklore and the villagers forgot about them. When the construction of the power plant started, Giants got angry with the loud noises and eventually threw the rocks.



*Big stone thrown by giant*

## 4.2 Graffiti

On the Jönsson estate a message is written across the building, "*Barnamördare*" (Child murderer). After the priest Jan Jönsson had encouraged the child sacrifices he escaped, leaving everyone behind. One of the villagers who had lost their son to the sacrifices painted this on his house before dying.

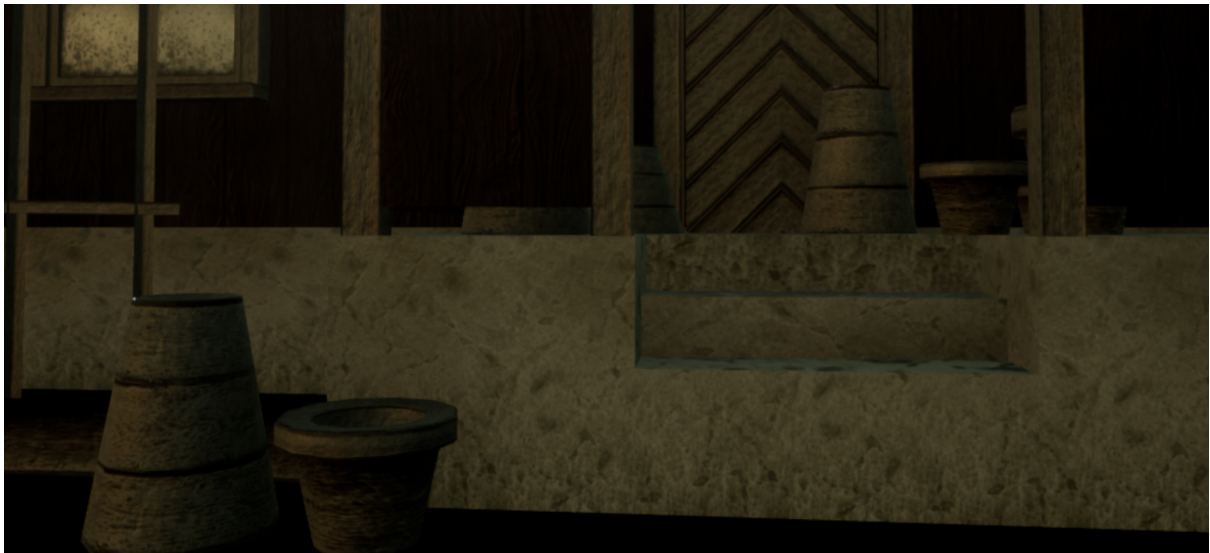


## 4.3 Flower Pot

Bo Andersson loved plants, he even had his own florist shop outside the village. Outside his home there are multiple old flower pots with dead flowers. He had to leave everything behind when trying to escape the doomed village.

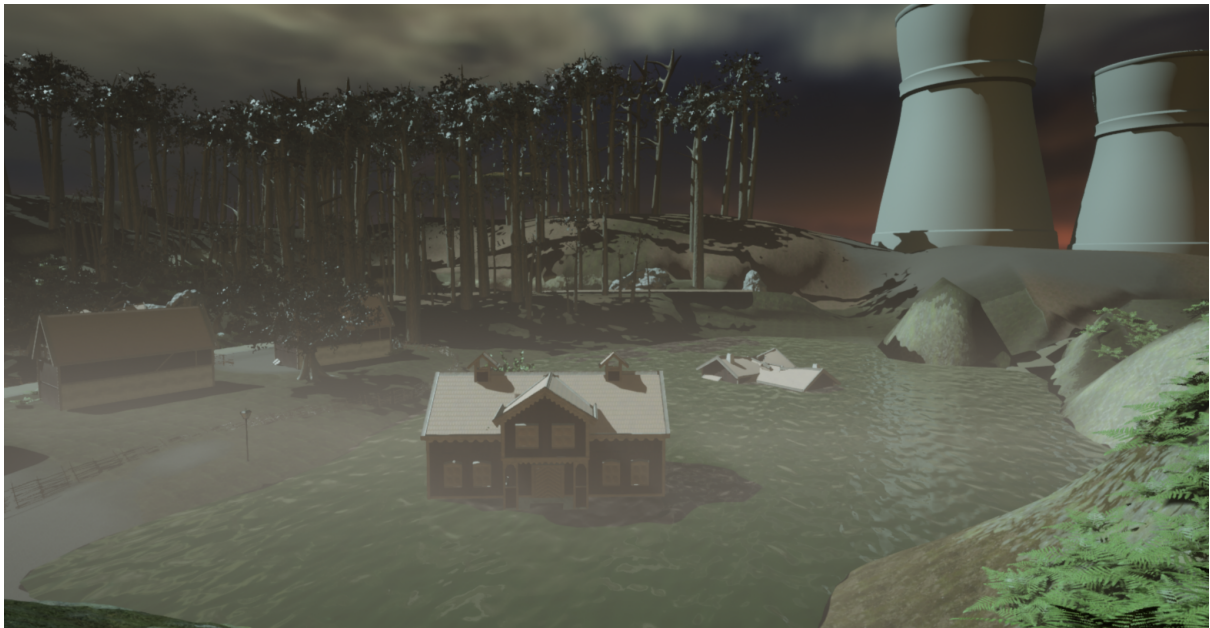
In Sweden flowers are used for many occasions, especially *Midsommar*. During the institutionalized holidays people traveled to the countryside to celebrate. Since 1920 (before Trollhøjäs expansion) the village has been known for their great skills in flowers.

Every midsommar the florist Bo Andersson handed out 7 different flowers to everyone so that they could put them under their pillow and dream about their future lover. This is what made Jan Jönsson dream about his future wife in 1935. Since he saw that she was a skogstroll in his dream, his goal was to make it legal to marry each other. Which succeeded in 1940.

*Flower pots**Bo Andersson home*

#### 4.4 Moat Water

Surrounding the power plant there is a radioactive moat. It once used to be a prettier sight. The lakes in Sweden, Småland are famous for their varying sizes and numbers. They are for fishing, bathing or other private use. When it was time to build the power plant, architects thought that the lakes could be used for more purposes. They built the power plant on a lake creating a moat, so it would be one of its kind. When the giants threw the stones at the powerplant they destroyed the moat and water came flooding out, leaking into the village and taking houses down with it.



*Moat coming from the powerplant*

#### 4.5 Power Plant Poster

When entering the village the town sign has a poster next to it. *Work at Trollhøja power plant TODAY!* the sign says. When Trollhøja expanded they needed people to come work for the power plant. Posters were made and put up everywhere so no one would miss it, the goal was to recruit young men that would work for less pay. Children were encouraged from a young age to work at the powerplant, they even got color books based on nuclears.



#### 4.6 Upside-down cross

On the church in the village, the high and mighty cross has turned upside down. It's no longer a symbol of Christ- but anti-Christ. The new age interpretation of the cross indicates that the devil's

spirit is inhabiting the forest.

In Christianity, it's also associated with the martyrdom of Peter the Apostle. When sentenced to death, Peter requested that his cross be upside down, as he felt unworthy of being crucified in the same manner as Jesus. This is a parable to the priest Jan Jönsson of Trollhöja Kyrka that left the village to die while he saved himself and family. Jönsson died in shame and agony trying to repent his sins of abandoning innocent lives, he never worked as a priest again.

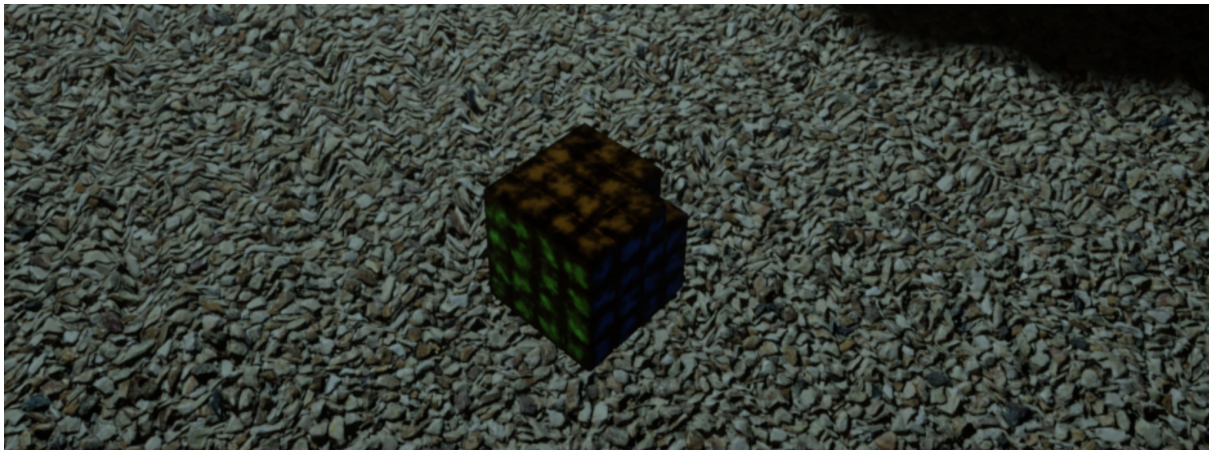


## 5. Two environmental narrative element connecting areas

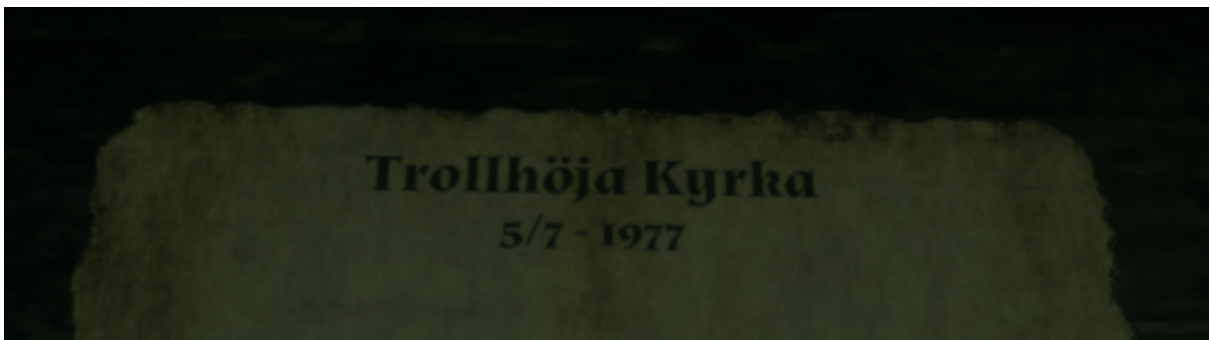
### 5.1 Rubik's cube - Time period

In the village, near one of the houses, a damaged rubik's cube lies. On the church board a date is stated, 5/7 1977.

The Rubik's cube is a famous 70's toy used by many. During the time when Trollhöja was industrialized a lot of families from bigger cities moved in. They took all the cool new toys with them and shared them with the rest of the village.



*Rubik's Cube*



*Time period on the church board*

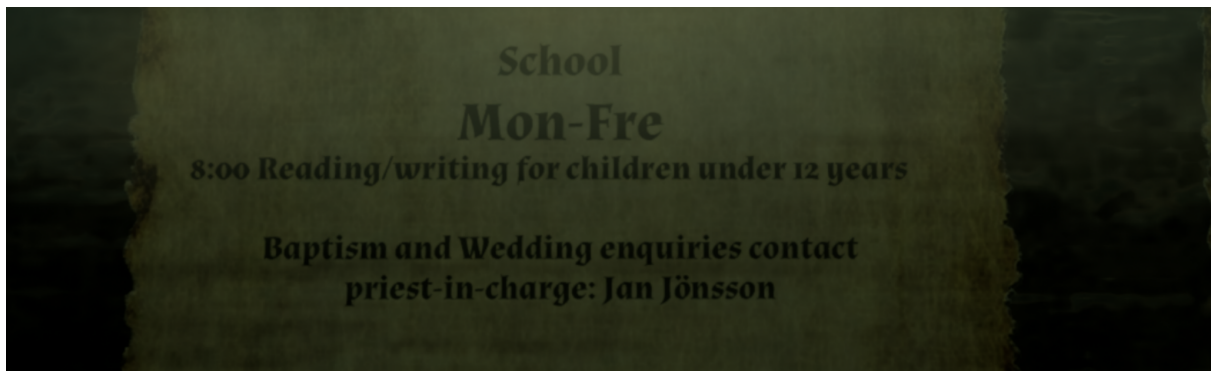
## 5.2 ABC cube - Church School

Near Jönsson estate and on the road you can find ABC cubes, a toy often used for younger children. On the church board there is a schedule for school. The priest Jan Jönsson and the priests taught children from 8:00 every morning from Monday to Friday.

Jan Jönsson sacrificed children after he lost his own daughter to the explosion, he was able to convince the parents to sacrifice their children because he had worked so closely with them. When teaching he often used ABC cubes for the children to spell Biblical names.



*ABC cubes outside Jönsson estate*



*School hours*

## 6. NPC character that can be learned about through environmental narrative elements

### 6.1 Eva-Maria Jönsson

Eva-Maria Jönsson lived during the explosion of the power plant together with her mother and father and five siblings. She was one of the children that died of the explosion when she was riding her bike in the forest. Eva-Maria's father, Jarl Jönsson, was a priest. He convinced everyone to sacrifice their children to God, just as he had done with his daughter. Eva-Maria is the Player Character's relative.

In the game Eva-Maria is encountered through the remains of her bike and the memorial photo of her on the church board.

**Age:** 5 years old

**Race:** Half human, Half troll

**Sex:** Female

**Evidence of existence:** The bike, the memorial photo, Jarl Jönsson encourage to sacrifice children, the graveyard, Jönsson estate



*Memorial photo*



*The bike*



*The graveyard*

## 7. Two more Fleshed out narrative “scenes” in the environment

### 7.1 The Deep Woods

The crosses in the Deep Woods are where children got sacrificed, the graves the player finds in the village are connected to these. That the forest has a name and are barricaded are for the players to understand something happened in the forest, and that villagers were supposed to stay out from there. The road takes the player to the destroyed power plant which helps them connect the dots that it's what caused Trollhøja to go into damnation.

#### *Sacrificial Crosses*

When entering the dark forest filled with dead trees something unusual contrasts the area. Multiple crosses made out of wood stands a few meters away from each other. Like they were meant for different targets. Ropes hang down from the top and nails poke out on the bottom and arms. In some parts of the cross it looks like there was dried blood. It's a sacrificial cross. The crosses look similar to the unmarked graves by the church, only a bit bigger. Multiple victims have been sacrificed here and by the size of the crosses- mostly children.



#### *Environment*

The road used to be barricaded by planks, an attempt to barricade it at least. Written on one of the planks is a handwritten name; *The Deep Woods*. On top someone has written *Keep out*. The people who wrote it had been in stress. The text was in english, if anyone outside of Trollhøja would end up here they would know not to enter. The forest had a name, and it led up to the power plant- so people in the village must have had some connection to it- what happened that made them barricade the road? There are no harvested trees, which stands out for the rest of the environment. Either they hadn't come as far, or they didn't want to touch the forest here.



*Picture from the Deep Woods*



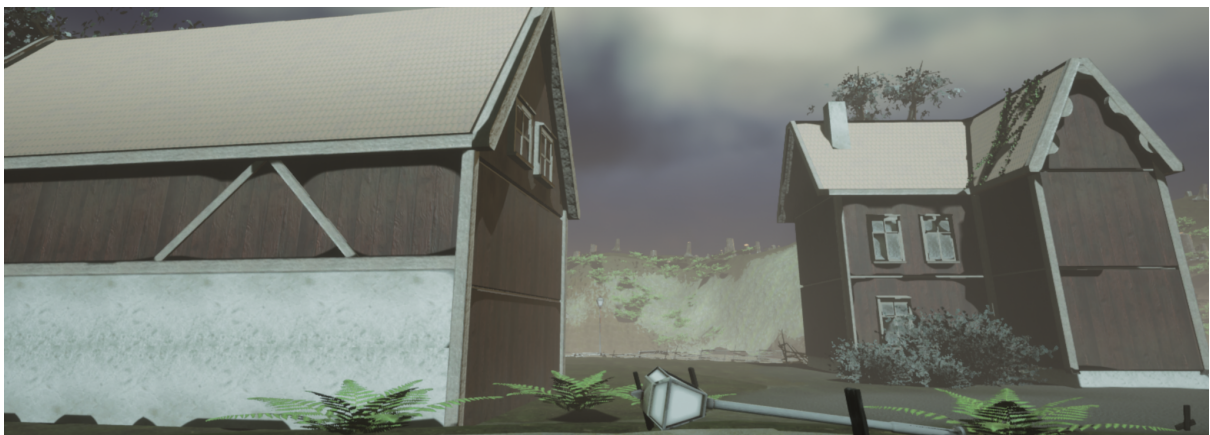
*Keep out sign*

## 7.2 The Village

The old houses from 1910 are when Trollhøja was founded. On the town sign it says 1910 and the houses show it has the old houses still intact. The 70's toys are for the player to understand that when someone last was in Trollhøja was not 1910, but 1977. The state of the houses gives the player a hint that we are many years past 1970. The villagers' houses and the traces of their lives are to show everyone left, or died, leaving everything behind. There was also the Jönsson estate, which was vandalised through graffiti, which was popular during the 70's. The water spill is a hint to the moat that got destroyed after the giants threw rocks at it.

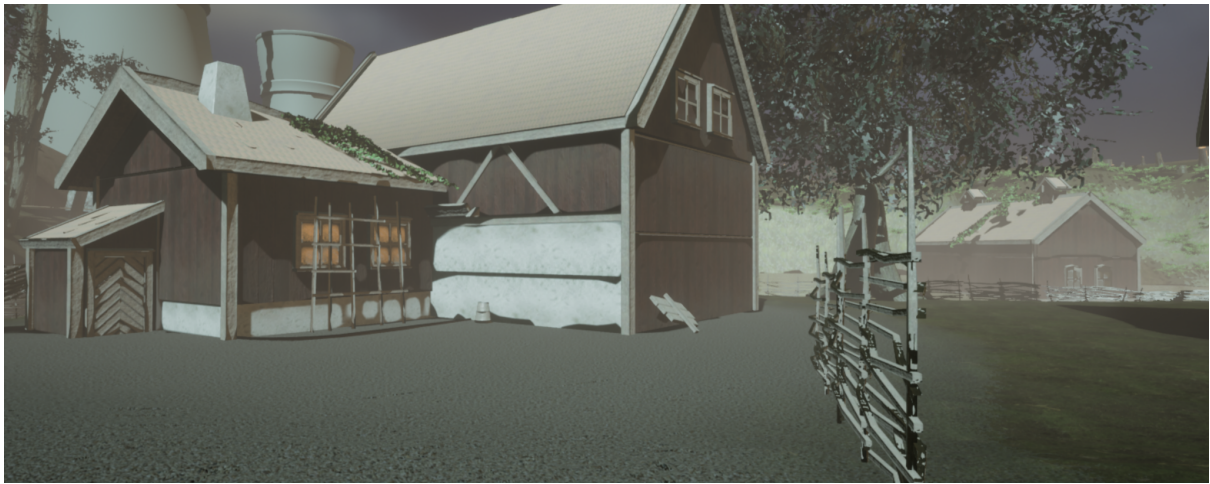
### *Houses*

When entering the village there are multiple abandoned houses that look sad and filled with history. The church casts a shadow over the old homes. They were built during 1910, you can tell by looking at the house's terraces, red wood and stone foundation. The roofs are falling apart, the facades are damaged and nature has reclaimed the village. It looks like it's been a while since someone was here. Some of the houses haven't broken down completely, though all of the houses look too unstable to walk into. Spread around buried in the overgrown environment there are modern toys from the 70's. The villagers who were here last, were not in 1910.



### *Villagers*

In one of the houses a sign outside states *Jönsson*, it's the same name as the priest-in-charge. On the side of that building a graffiti text is written over it; *Barnmördare* (Child murdered). Graffiti became popular during the 1970's. No other houses have been vandalized, someone must have been angry with the family. One house has sunk in the lake behind the houses, another has left all their flower pots behind. A road leads straight into the water, next to the sunken house. The water wasn't always there. Around the house toys float, indicating a family lived there.



*One of the villagers home who fed Vättar through the oak next to the house*



*Pictures from the Village*

## 8. Two more environmental narrative element connecting areas

### 8.2 Poster - Powerplant

On a dead tree in the harvested forest an old poster is put up, encouraging people to come and work for the Power Plant. At the end of the level there are remains of the power plant that exploded.

Trollhöja wanted to expand the village and have more families move in. Having a power plant was completely new, no one had heard of one before. They could basically trick anyone to work there for a small pay. Around 200 young men died in the explosion.



## 8.2 Trolls Keep Out - Deep Woods

On the church board there is a poster claiming that trolls are not welcomed. The poster looks like old propaganda. They are drawn with distinct features, almost like mockery. In the background of the painted poster a forest is shown with a gate. When walking away from the village into the next forest an old barricaded gate lies on the ground with the words *Deep Woods* and *Keep Out!* written on top of it.

The skogstrolls that used to live in peace with humans were blamed for causing the explosion of the power plant. They were banned from the village and the church to live in the deep woods forever.





## 9. NPC characters that interacts with the journey/story of the first NPC and the player

### 9.1 Näcken

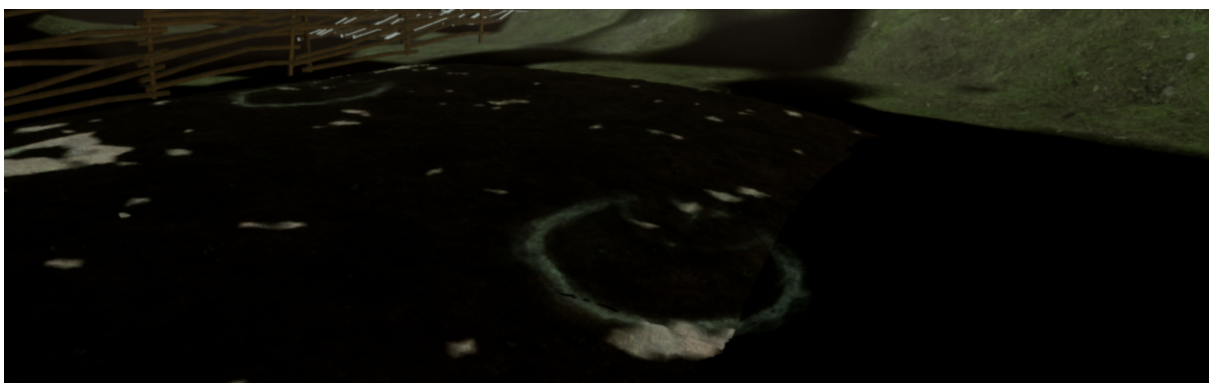
Näcken is one of the mutated creatures that has taken over the radioactive moat around the powerplant. He can shapeshift into a horse when on land and even turn invisible if he wants to hide, but normally has the appearance of a giant with dark hair with burnt and blistered skin. Since the disaster it's been growing in size and blood thirst, and stalks the village for his next pray.

In the game Näcken is encountered through a voice, violin and hoofprints leading the player to the moat.

Age: 2000 years old

Sex: Male

Evidence of existence: Hoofprints on ground, violin sounds, camera shake with footsteps, voice



*Hoofprints*

## 9.2 Jan Jönsson

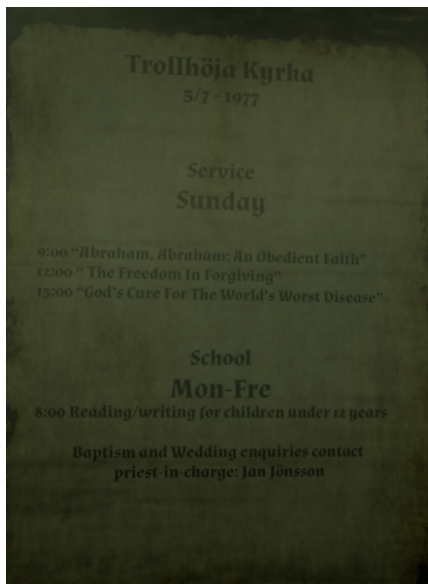
Jan Jönsson is the priest-in-charge of Trollhöja church that made believing in folklore creatures a sin, convincing parents to sacrifice their children, the only survivor (together with his 4 children) and Eva-Maria Jönssons father. He is Kim Jönssons great grandfather, who is our player character.

In the game Jan Jönsson is encountered through the church board (name, services, memorial photo of daughter), the Jönsson estate, Barnamördare (Child murderer) graffiti,

Age: 60 years old

Sex: Male


Evidence of existence: Church board (name), Jönsson estate



*Priest-in-charge name*



*Jönsson estate*

 **Mikael A** Today at 9:28 AM  
Hur har man en trevlig morgon? Lyssnar på när Hanna förklara barn kors och barn kroppar. 🙏🙏

😭 1 🙏 2 ✝️ 2 🔥 2