

The Memory of Moraine

Background

Set in the world of the massively multiplayer online game (MMOG) City of Heroes (CoH) where players take on the role of heroes, flying around fighting the bad guys and saving the ordinary people.

For more detailed information have a look at the web site for the game: <http://uk.cityofheroes.com/>

The Moraine is a ghost ship that travels between Talos Island and Independence Port. In the game spirits can be seen on the ship and when it reaches the shore these passengers leave the ship and roam the surrounding land until the ship leaves.

The Story

I wanted to write a story that was from the point of view of one of the spirits, but in classic ghost story style I didn't want the spirit to understand that he was a ghost. As such he is trapped on the Moraine and has no concept of what the rest of the world is up to. I'm not sure he even knows that he is on the ghost ship and I imagined him suffering from a goldfish type memory.

Other Notes

There wasn't really a first draft of this story, as, bar general editing, the final draft is much the same as the first.

The mention of money being paid and all the other things Nikola thinks are happening are just in his mind. I never decided if they were excuses he makes to fill holes or if he is just caught in a loop and this is just part of the history of the loop.

There are a lot of contractions used in this story, which I wanted to keep in to make it feel a bit more personal to the main character.

The sentence 'Nikolai felt a pang of sadness touch him as the memories of that last day he had seen his father rose up in his mind. His death was listed as lost at sea and Nikolai remembered the day all too well.' was made deliberately vague as to whether 'his death' refers to Nikolai or his father.