

Looney Planets: The Heart of Nebula's Garden

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New Level Locations World Building

Background

The 3 new level locations are designed to fit perfectly in the Looney Planets universe. Even though they blend well with the locations of the base game narrative (Task 2), they are designed and aimed to provide the player (Green Earth) with an entirely different player experience than before. Letting the player feel different emotions than previously experienced and opening them up to the vast variety a Looney Planets DLC can provide.

Nebula's Garden (Location 4)

Said to be one of the most beautiful sights in the entire universe, lying approximately 350 light years from Solar System City, is Nebula's Garden. Nebula's Garden is said to be the heart of all stars within the universe. Nurtured and maintained by Nebula herself, birthing and nurturing the beautiful stars before they are released into the universe to grow and give light. Without the care of Nebula, the garden is slowly losing its beauty and its magnificent light.

The garden has been around for longer than anyone can remember. Its beauty is unimaginable for those who have not had the pleasure of visiting it. Enormous hydrogen, dust balls of colour and light surrounding and walling off the enormous garden from the universe outside-morphing and shapeshifting at their own free will. These giant colourful balls of hydrogen and dust is driven and powered by Nebula and the gardens power. With no set gate into the garden, only those who get the permission of Nebula to enter, will be allowed to. Once Nebula has granted access to the traveller, the enormous balls will morph apart to create a small opening-once the traveller is inside the garden, it will close.

Once inside the garden, the traveller is bombarded by the light of the gardens heart, a beautiful bright ball of energy, housing Nebula, the gardens caretaker and mother. Solid formations of meteorites align together to form paths around the garden. In-between the paths lie the newly born and growing stars. The beauty and luminous colour of the new-born stars is a great compliment to the garden and its indescribable beauty. This garden is the birthplace of beloved President Sunny. The sounds that one would hear in the garden are very distinct and defined. Loud booms of the garden and Nebulas power clashing together to create new stars, followed by a melodic aura from the many stars housed in the garden.

Due to Nebula dying and her loss of power, the garden is slowly losing its glow and beauty. The enormous hydrogen and dust balls are losing their strength and colour, slowly moving less and less. With fewer stars being created, the garden is looking emptier and emptier-more lifeless with every day Nebula cannot care for them.

The once beautiful and indescribable garden will continue to degrade with every passing day Nebula is sick.

The Great Galactic Library (Location 5)

Known to be one of the largest libraries and archives of galactic history in the universe. Housing many of the wisest and oldest planetary masters who have dedicated their lives to recording all events, legends and information about everything known in the universe. Located in the centre of Centauri City-a city much larger than Solar System City, approximately 150 light years from Nebulas Garden.

Centauri City, one of the largest cities in the universe-housing thousands of planets, stars and comets. Located approximately 150 light years from Nebula's garden. Some might say its extensive

population of stars is due to its close proximity to Nebula's Garden, being a place of great opportunity for the newly released and ambitious stars released from the garden. The city never sleeps, with a vibrant nightlife (due to many cosmic night clubs and space bars) and many exciting things to do. With such an extensive population comes many threats and dangers to a new traveller. Mercenaries, gangs and psychotic comets dwell the streets, looking for easy targets or simply to be hired for money. Located in the centre of the city is the Great Galactic Library.

An enormous building constructed of huge meteorites, carved and altered to architectural perfection. Light brown in colour, due to the meteorite rock, and spanning as far as the eye can see. The building's highest point is one of the highest reaching points in Centauri City. The Great Galactic Library is very dull on the outside, lacking colour and attraction. The great galactic architects who constructed it knew its purpose and stuck to it, ensuring the information kept inside would be safe (due to the thick meteorites used) and putting little detail in its exterior structure. The entrance into the library is guarded by two enormous doors arching together. The doors are constructed from the excess metals extracted from the large meteorites used in constructing the library. The door is silver and shiny in colour, with carvings of legends and stories all over it. The door is opened and closed by 4 brute planets, who stand constantly guarding it.

The interior of the Great Galactic Library is a sight to behold. Many floors of countless bookshelves, holding countless varieties of books and scrolls. The centre of the library is shaped like a dome, with a high ceiling and the different floors opening around it, creating a hollow space. Hundreds of planetary maesters constantly walking around, writing and studying on the many old meteorite chairs and tables located all around the library. The grand planetary maesters (the wisest and oldest of them all) have certain sections of the library restricted to them only- holding scrolls and books that contain the most valuable and secretive information and legends in the universe. These sections are guarded by more brute planets-only giving access to grand planetary maesters or those with permission to enter. The library is dead quiet, only the sound of footsteps, the turning of pages, the unwinding of scrolls and small whispers can be heard.

Although the Milky Way bar is the place to find information about rumours and gossip, the Great Galactic Library can be said to hold all the information of the universe-anything one can think of. This is a place where Green Earth will learn countless things about the universe and aid him on many of his quests.

The Pulsar of Undying Wishes (Location 6)

Thought to have only been a legend, a place only seen in a planet's dream, is the Pulsar of Undying Wishes. A pulsar (also known as a dense magnetic neutron star (H., 2015)) that holds great power, a power much stronger than that of any instance in the galaxy. Discovered by the grand planetary maester Sir Algol not too long ago on his journey of knowledge (a journey every maester must take in order to become a grand maester), keeping the location of it unknown to the universe in hopes that the power of the pulsar would never fall into the wrong hands.

The location is only known by grand planetary maester Sir Algol, but it is said to exist in isolation, in a barren plain in universe. Being surrounded by nothing else other than asteroids and beautiful streaks of colourful lights radiating off of it in a circular motion around its central body. The pulsar is so bright, it is said to only be visible with 2 pairs of cosmic sunglasses on. Its external aesthetic is 2 bright blue streaks of light, constantly morphing at their own free will. The pulsar radiates large amounts of heat off of it. It is documented by Sir Algol that the heat radiating off of it is a defence mechanism to keep travellers away from it but once close to it, one will discover the heat is only an illusion.

Once a traveller is near its interior, they will soon discover a bright blue platform in its centre made from the compressed gases of the pulsar-almost transparent in look. The platform is surrounded by pillars and pathways made from the compressed gases of the pulsar-these structures look very ancient. The platform holds a bright blue alter on it, where one can harness its power to preform one wish. A wish that cannot be reversed and must require a sacrifice, a sacrifice deep to the traveller who is making it (a wish so strong it can even grant eternal life). Before one can approach the alter, the Pulsar will challenge the traveller, creating a variety of creatures made from its bright blue flames and gas (some larger and stronger than others), to fend off the traveller. This challenge is how the pulsar determines whether the traveller is deemed worthy or not to make a wish.

The Pulsar of Undying Wishes is a place that only seems to exist in Green Earth's imagination. Its definite power and aesthetic are definitely intimidating but a true and brave traveller will be able to overcome it and see its beauty and power within.

Repeatable Quest Narrative

Repeatable Quest: (Prelude)

The brand new DLC of Looney Planets brings the player a brand-new player experience like never before-providing them with a much deeper emotive-based quest than previously experienced in the original game. Green Earth (the player) is required to take on a journey of great difficulty, exploring parts of the universe he has never seen before and encountering brand new difficulties and challenges.

President Sunny's mother, Nebula (the heart of Nebulas Garden and the mother of all stars in the universe) is dying-the reason unknown to all. Green Earth (the player) is given the task to visit the garden, find out what's wrong with her and journey across the universe in an attempt to find a solution to her critical condition. Without Nebula, Nebulas Garden will eventually die, and no more new stars will be born into the universe-wiping out all possible chances of future star generations and entirely the slow death of an entire cosmic race.

The player, Green Earth, obtains his quest in Solar System City-4 million years after the rescue of President Sunny. Due to Green Earth's character growth in Looney Planets: A Space Adventure, from a scared, anxious planet to a brave and courageous planet, President Sunny believes he is strong enough and brave enough to take on the quest. Due to all stars in the universe being born in Nebulas Garden, they all have a deep connection with it. The slowly progressing weakness of the garden can definitely be felt by President Sunny. President Sunny gives the player, Green Earth, the task of travelling to Nebula's Garden and investigating what the problem could be.

The player is notified that there is a new location added to the location lore and the map, Nebula's Garden. Green Earth, the player, and his companion, Mega Moustache Moony, are able to open up the map and travel to Nebula's Garden. Once the player decides to do this-the quest has successfully begun.

With little or no knowledge on what is wrong with Nebula and how exactly the player will be able to save her, it leaves a lot of thought and curiosity in the mind of the player-it provides the player with a much more difficult and engaging experience than before. The player finds out more information about how they will carry out the entirety of the quest along their gameplay, in the different locations they must travel to and the different NPCs they meet. The quest can be replayed in order to achieve better times (speed runs) and to re-experience the gameplay.

This quest is broken up into 3 main tasks/activities that are given to the player in the different locations they are required to visit along their journey. Each task/activity is different, providing the player with a dynamic gameplay experience and requiring the player to be engaged at all times. The tasks/activities can be replayed as a whole, when the player chooses to replay the quest. A given task/activity must be completed before the player, Green Earth, can obtain the next one in the quest's storyline.

Task 1:

Task/Activity name: The Heart of Nebula

Location: Nebulas Garden

Task: Find Nebula and investigate the problem.

Narrative type: Environmental

This task/activity takes place in/around Nebula's Garden. Due to the beauty and player experience that the garden provides-the task given to the player here is primarily based off of environmental narrative. The player must use their surroundings, all aspects of the garden, to get into the garden, find Nebula and communicate with her to find out exactly what is causing the garden to die and lose its power.

The player spawns just outside of Nebula's Garden-being able to view its surroundings (by rotating the player camera centred on the player at a 2.5D camera angle) and the outer barrier of the garden itself. Small meteorites form a platform for the player to stand on-following, morphing and creating a path when they move. Due to this location being classified as a social-space, the gameplay view is 2.5D-allowing the player to view the aesthetic off the location but also to ensure there is a touch of complexity when trying to find Nebula and navigate around the garden.

The first obstacle the player experiences is finding an entrance into the garden. Green Earth has heard a lot about Nebula's Garden from President Sunny and how beautiful and lively it always looks, Due to this information about the gardens environment, it can be used as clues on how to get into it and how to find Nebula. The player is required to walk around the barrier surrounding the entrance looking for a vulnerable spot in the barrier to get in. While the player walks around it, they will notice the beautiful hydrogen dust balls walling the garden off from everything outside, but after some short exploration they will see a dark patch in the hydrogen dust ball wall (not morphing at all). This dark patch is a part of the gardens wall that has died, lacking the power to keep a traveller out. Once the player has found this weak spot, they will be able to enter the garden.

Once the player has entered the garden, they will be bombarded by the light of the many new-born stars within it. There is an abundance of colour and moving particles of dust within the garden. The player has no constraints when exploring the garden, being able to look at all the different aspects of it-but most importantly attempting to find Nebula. When the player starts moving further into the garden, away from where they entered, and closer to the centre they will start to notice patches of the garden that are dark, and lifeless. These patches are parts of the garden that have died. Due to how the player got into the garden, the player will realise that these dark and dead patches of the garden are a sign and can be used as help them find Nebula.

The closer the players gets to Nebula, the darker and more diminished the garden becomes. The garden becomes quieter and the ambience of it becomes mores still with dead stars floating around. Due to the darkness, Mega Moustache Moony, pulls a flashlight out of his moustache and turns it on-lighting up a small surrounding area around the player, Green Earth. While moving towards the centre of the garden, the player will begin to hear whispers of Nebula (e.g. "Young planet, why have you entered my garden?") and the closer the player gets to her, the louder these whispers become.

When the player has travelled deep enough into the garden and has made it to its centre-they will encounter Nebula. Nebula is known to take many forms but the form the player will experience is Nebula in her true form, a solar nebula. A once bright and beautiful Nebula can clearly be seen to have degraded and lost most her light, which is used as her power to fuel the garden and create new stars. The player will then be required to talk to Nebula, this will be done in the form of a cutscene. Nebula will explain to Green Earth that she is dying due to old age, "Creating stars for trillions of years definitely takes a toll on one young planet". Without her there will be no more new stars born into the galaxy, "Without me young planet there will be no more new stars born into our beloved universe", and finally that there is a legend of a place called the Pulsar of Undying Wishes, a place where one can wish for eternal life.

After Green Earth has had a conversation with Nebula, the conversation turns between him and Mega Moustache Moony. Green Earth having no idea where to find out any knowledge of such a place-he asks his moon companion. Mega Moustache Moony explains to him, that if there is any place where he can read on such a legend-it is in the Great Galactic Library found in Centauri City. The cutscene ends and a new location is added to the location lore and the map, The Great Galactic Library. The player can then choose to travel to the Great Galactic Library or explore the garden more. When the player chooses to travel to the new location, this task successfully ends and the next begins.

Task 2:

Task/Activity name: The forgotten tales of the Pulsar of Undying Wishes

Location: The Great Galactic Library

Task: Find out information about the Pulsar of Undying Wishes and where to find it.

Narrative type:

This task/activity takes place in the Great Galactic Library. This task is not environmentally driven, but rather by a set of micro-tasks that are given to the player in order to complete the main task.

The player spawns in-front of the Great Galactic Library. Due to the library and its surrounding areas being a social space, this task will be viewed in 2.5D. Outside of the library, the player will be able to look around and observe the many planets, stars and moons walking past the entrance. The players task will begin when they walk to the giant front doors of the library.

When the player chooses to walk to the front doors, they will be stopped by 4 brute planets. A short cut scene will begin to play. In the cutscene the 4 brute planets guarding the front entrance of the library will ask Green Earth what his business is inside of the library. Green Earth will reply that he is under important government work of President Sunny and the information is classified. One of the brute planets will walk into the library, once the huge doors have been opened by the other 3 brute planets. After a short moment the brute planet will return and grant Green Earth and Mega Moustache Moony access into the library.

Once the cutscene has ended, the player will be spawned inside library. The player is spawned in the centre of the library, lying under a huge meteorite like dome surrounded by countless bookshelves filled with ancient books and scrolls. The player will be able to explore the library and observe its aesthetic (well at least parts they have access to, many parts of the library are restricted to planetary maesters only). The player will be notified that a new micro-task has been added to their journal. The micro-task will require the player to walk around the library and speak to planetary maesters to see if any of them know anything about the Pulsar of Undying Wishes.

Planetary maesters definitely do stand out from the other stars, planets, moons and comets in the library. They have big beards and wear brown robes. The player, Green Earth, must walk around the library talking to different planetary maesters and asking if they know anything about the Pulsar of Undying Wishes. When the player finally comes across grand planetary maester Sir Algol, a cutscene will begin to play. The cutscene will show a conversation between Sir Algol and Green Earth. Sir Algol will question Green Earths knowledge on such a place and Green Earth will explain to him the importance of finding it. Due to Sir Algol's stubbornness, in exchange for access to the grand planetary maester restricted section of the library and access to the book he wrote about the Pulsar of Undying Wishes-Sir Algol Challenges Green Earth to a game of cosmic chess.

The cutscene ends and the player finds themselves over-looking a cosmic chess board. A cosmic chessboard is a game of chess with a cosmic twist, the default chess pieces are replaced with dynamic moving pieces in the shapes of planets, moons, comets and stars. The player has then successfully completed the micro-task of finding out if any planetary maester knows anything about the Pulsar of Undying Wishes and is given a new micro-task, to beat Sir Algol in a game of cosmic chess. Before the game begins, the player will be given a short in-game tutorial on how cosmic chess works and how to play it.

Once the player has successfully beaten Sir Algol in a game of cosmic chess, the current micro-task is completed, and the player is given a new micro-task to follow Sir Algol to a bookshelf and obtain the book about the Pulsar of Undying Wishes. Upon carrying out this task, the player will experience a cinematic cutscene in which they'll obtain the book and be given information about it. Once the player, Green Earth, has done so-the players view will change to a view overlooking the book. The player must flick through the pages and 'read' those marked out to them by grand planetary maester Sir Algol. Once the player has completed this, a new location will be added to the location lore and to the map, the Pulsar of Undying Wishes.

The player can either choose to explore the Great Galactic library in more depth or choose to travel to Looney Moons Shop of Galactic Accessories, needing to buy the cosmic sunglasses grand planetary maester Sir Algol informed Green Earth about in the end of the cinematic. If the player chooses to leave the library and travel to the shop, task 2 is successfully completed.

Task 3:

Task/Activity name: The eternal wish

Location: Looney Moons Shop of Galactic Accessories and the Pulsar of Undying Wishes

Task: Gain access into the pulsar and make a wish of eternity for Nebula, the mother of all stars.

Narrative type:

This task takes place in/around the Pulsar of Undying Wishes as well as Looney Moon's Shop of Galactic Accessories. This task is broken down into different types of narratives. The first part of the task requires the player to travel to an old location to pick up the certain items they were informed about in order to complete this quest. The 2nd part of the task requires the player to use their environment to navigate to a certain location, the 3rd part of the task requires the player to complete a run-and-gun level and the 4th requires the player to complete an instruction given to them.

The task successfully begins once the player arrives at Looney Moons Shop of Galactic Accessories. The player is given a micro-task to enter Looney Moon's Shop of Galactic accessories and pick up 2 pairs of cosmic sunglasses. The player can easily get to the shop as they were taught in the base game on how to navigate their map and how to travel to known locations. When the player enters Looney Moon's Shop of Galactic Accessories, they will have to navigate around the shop in attempt to find where the purchasable cosmic sunglasses are stored. When the player has successfully found them, they are able to choose any 2 from the collection of cosmic sunglasses. Once the player has successfully chosen the 2 pairs of cosmic sunglasses, the micro-task will be completed, and the next micro-task will be added to their journal.

The next micro-task given to the player requires them to travel to the Pulsar of Undying Wishes and to find a way into it. When the player, Green Earth, arrives at the pulsar of undying wishes they are bombarded by the bright lights the pulsar holds-making everything they see barely visible and clear to make out. The player is required to equip both pairs of cosmic sunglasses. Once the player has

done so-their view on the pulsar is dimmed immensely and the true form of the pulsar is visible to the player, Green Earth. The Pulsars true forms is almost temple like. The compressed gases of the pulsar form large light blue pillars and pathways, looking very ancient. With the dimmed visuals, the player can clearly see their starting point is a platform made from the pulsar's compressed gases.

A light blue-light in the form of a morphing circular ball spawns in front of the player. This is a form of environmental narrative. The player is required to follow the ball in hopes that it leads them to the pulsar's alter. When the player has successfully followed the ball of light, to the steps just in front of the pulsar's alter, their current micro-task is completed. The pulsar, despite the cosmic glasses, shines immensely bright blinding the player for a short duration of time. When the pulsar's light finally dims, the player finds themselves in a 2D run-and-gun environment. The player is given a new micro-task, added to their journal, to deem worthy to use the pulsars alter.

The 2D run-and-gun environment is made up of a set number of light-blue shining platforms, made from the pulsars compressed gases. The player is trapped within the boundaries of the screen-they are not able to move left or right. To deem worthy for the Pulsar of Undying Wishes, the player must fight off 10 waves of creatures created from the pulsar's gases and flames. With each wave the creatures get stronger and morph into much larger abominations. To fend off the pulsar's hordes the player, Green Earth, is required to navigate around the 2D space, jumping from platform to platform and shooting these creatures.

Once the player has successfully survived and beaten the 10 waves, their current micro-task is completed, and they are able to access the pulsars alter. A new micro-task is given to the player, to make a wish of eternity for Nebula. The player is required to walk up to and interact with the alter. Once the player has successfully done this a cutscene begins to play. In the cutscene Green Earth is making the wish of eternal life for Nebula but nothing seems to happen. Mega Moustache Moony, being the intelligent moon he is, read through the book given to them by Sir Algol and notifies Green Earth that Sir Algol spoke about the wish having something to do with something of deep meaning to the traveller making it. Mega Moustache Moony further begins to explain that he believes a sacrifice needs to be made. Slowly Green Earth puts down the only picture he has of his parents on the alter and then follows to say, "I sacrifice the loving memories of my parents to perform a wish of eternal life for nebula, the mother of all stars."

The screen goes bright and Green Earth is found to be standing in the political building of Solar System City exactly where the quest started. It's almost as though the quest never happened. Green Earth asks President Sunny about Nebula's Garden and President Sunny follows to explain how healthy Nebula is and how powerful the garden is. With no memories of his parents, it's almost as though Green Earth never had parents. The player is notified that the quest has been completed. The cutscene ends.

Only those effected by the wish and those who made it, have memories of what happened. Nebula-thankful to her saviour will be a very strong ally to Green Earth in the future, Sir Algol proud of what his discovery was able to achieve has granted Green Earth access to the grand maesters restricted section within the library and Mega Moustache Moony proud of Green Earth and his sacrifice, promises himself that one day he will tell Green Earth about his parents and hope to rebirth those memories inside of him.

Non-player Character (NPC) Design

Name:

Sir Algol

Title:

Grand planetary maester at the Great Galactic Library.

Grand planetary maesters are the highest rank a planetary maester can achieve at the Great Galactic Library. They are the wisest and oldest of all the maesters, due to millions of years of research and experience around the universe.

A planetary maesters final task to obtain the title is to undergo what is called a journey of knowledge. The duration of this journey is not definite, it lasts as long as it takes the planetary master to complete the task. On this task a maester must travel around the universe in attempts to find something undiscovered and of great value to the Great Galactic Library.

Once a planetary maester has successfully found something that fits this standard, they will be promoted by the existing council of grand planetary maesters. They will then also take on the privileges of a grand planetary maester-the most important on being able to access the restricted sections of the library with the most valuable and rare books and scrolls about certain things in the universe (e.g. The Pulsar of Undying Wishes).

Age:

Approximately 65 billion years old. This is extremely old for a planet.

Ethnicity/Race:

Iron Planet.

Iron planets are planets that consist primarily of an iron-rich core with little or no mantle (En.wikipedia.org, 2018).

In the Looney Planets universe, Iron planets are literally made completely out of iron. They are known to be one of the longest living planets due to their strong, durable iron body and being able to withstand lots of damage with very little planetary erosion.

Complexion/Skin colour:

Sir Algol has a very light complexion, the colour of his surface is a light silver. This is due to the entirety of his planetary body being made out of iron.

When light bounces off of Sir Algol's body he shines, due to his well taken care of iron body. Sir Algol polishes his body every day due to his gentleman like nature and always wanting to look neat and tidy.

Height/Build:

Sir Algol is 2 foot 1, surprisingly shorter than Mega Moustache Moony.

Iron planets generally are very short due to the weight of their bodies. If they were too tall, they would fall over with a slight push.

Weight:

Sir Algol weighs approximately 450 000 tons.

His heavy weight is due to the entirety of his body being made of iron. Sir Algol needs special transport vehicles when transporting around the universe because normal ships aren't able to carry such a heavy load on board.

Eyes:

Sir Algol has a peculiar set of eyes. His right eye is distinctly larger than the left. After many years of researching this condition he has never been able to find the cause of it. He has black pupils (following the rubber-hose art style) that vary in size based on the size of the eye. His right pupil is much larger than his left. Just like all characters in the Looney Planets universe, his sclera's changes colour and his pupils dilate and expand based on what he is feeling.

Surprisingly Sir Algol's good eye is his left eye, the small one. Over the billions of years his eyesight in his right eye has been degrading causing him to wear a monocle over it.

Hair:

Due to the gentleman-like nature of Sir Algol, his facial hair is always taken care of. Sir Algol has a little stubble of brown hair on the top of his head that is always neatly combed to the side. He has a very large brown beard that is always trimmed to perfection, almost touching the ground.

Similar to Mega Moustache Moony, Sir Algol is also able to store items in his beard. Sir Algol uses his large beard to store scrolls and books when he is in the Great Galactic Library, he only does this when his hands are full because he does not like messing up it up.

Personality and Demeanour:

Sir Algol is a very stubborn planet. He does not enjoy when he is talking to other planets, comets or moons that are not as intelligent as him. Due to his age and wisdom Sir Algol believes he is always right and can 'never' lose an argument.

Sir Algol is very self-respective and is always taking care of himself. He always ensures he is presentable. He declares himself a complete gentleman and never acts outside of this label.

He is very motivated, hence why he is always in the library studying or researching about things in the universe. He believes greatly in the saying "you can never stop learning" and hasn't stopped for 20 billion years.

Sir Algol shows very little emotion, although he feels a lot he does not enjoy showing too much emotion because he feels as though it makes him vulnerable and unprofessional.

Appearance:

Sir Algol is a round planet. Due to his age he is no longer smooth-over time his iron body has been chipped away and left a few dents in him-he sees these dents as proof of his experience and achievements. Sir Algol is always well presented with his little stubble of brown hair being combed neatly and his large brown beard being well-maintained.

Sir Algol has pearl-white teeth that are always well brushed. He has a very small mouth that is hardly ever visible due to his large beard. It is only ever visible when he is talking. He always wears a large monocle over his right eye, being attached by a gold chain connected to his planetary body.

Sir Algol has very short thin legs due to the nature of his planet, an iron planet, and this is why he is so short at 2 foot 1. He is always pulling a straight face and tends to frown when he doesn't know what someone is saying or has found something he doesn't know while studying in the Great Galactic Library.

Overall, Sir Algol looks like a gentleman but at the same time he also looks like a grumpy old planet.

Backstory:

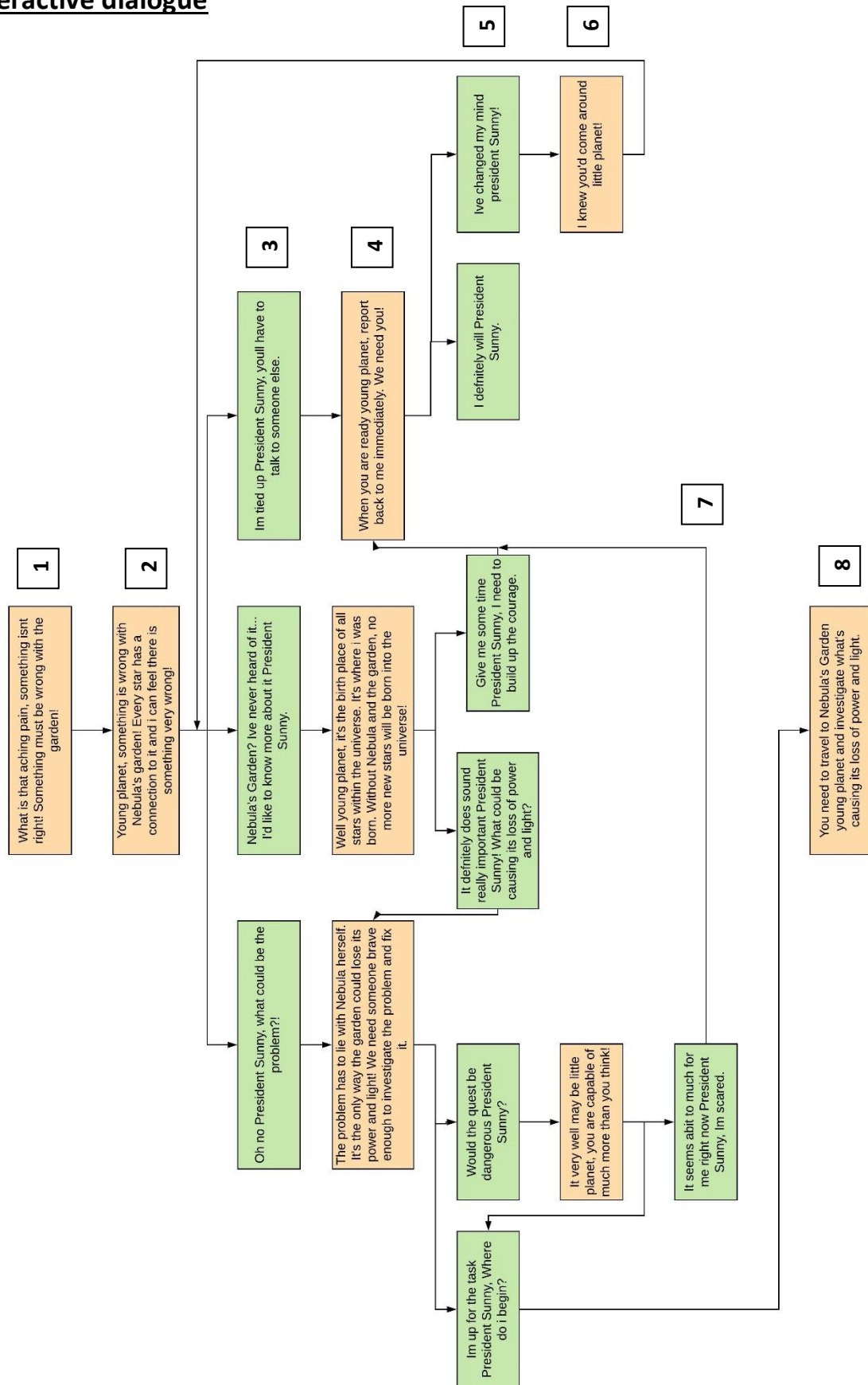
Ever since a young planet, Sir Algol has always been interested in studying and knowledge, trying to obtain as much knowledge of the universe as he possibly can. It was always a dream for Sir Algol to join the Great Galactic Library as a planetary maester, but never in his wildest dreams did he think he would become a grand planetary maester.

Sir Algol grew up in solar system city, long before President Sunny was voted into power. He had to loving and caring parents who always supported his decisions and love for knowledge-trying to give him everything he needed in his journey on becoming a planetary maester. Once Sir Algol finished galactic school, he almost instantly travelled to Centauri City to start his journey in becoming a planetary maester at the Great Galactic Library.

After spending billions of years studying and working as a planetary maester, Sir Algol caught the eye of the council of Grand planetary maesters. Sir Algol was assigned with the task of partaking on a journey of knowledge. With lots of determination and passion for what he does, he gladly set out on the journey. After travelling around the universe for billions of years-almost losing hope of becoming a grand planetary maester, Sir Algol stumbled upon the Pulsar of Undying Wishes. A discovery so powerful and beautiful, he promised himself he would not tell anyone else about it other than the council of grand planetary maesters.

After returning from the journey of knowledge, Sir Algol was promoted to a grand planetary maester-totally exceeding his expectations of what he would accomplish in his lifetime but also boosting his ego immensely. Ever since the promotion, Sir Algol has been studying and furthering his knowledge about the universe, becoming one of the wisest and smartest grand planetary maesters in the Great Galactic Library.

Interactive dialogue



- 1: The Opening Hook
- 2: First NPC Hub
- 3: First Player Hub
- 4: Additional NPC Hub
- 5: Additional Player Hub
- 6: Additional NPC Hub
- 7: Additional Player Hub
- 8: Immediate Goal

Cinematic/Cutscene Script

MID-QUEST CINEMATIC (NON-INTERACTIVE)

INT: THE GREAT GALACTIC LIBRARY, THE GRAND PLANETARY MAESTERS
RESTRICTED SECTION

Just after GREEN EARTH has beaten GRAND PLANERART MAESTER SIR
ALGOL in a game of cosmic chess, the two stand up and walk to
a bookshelf-left of the cosmic chess board. GRAND PLANERART
MAESTER SIR ALGOL offended from losing a game of cosmic chess
to such a young planet.

GRAND PLANETARY MAESTER SIR ALGOL

(Looking offended, frowning)

Young planet, what is your purpose with such a powerful place?

GREEN EARTH

Well, Sir Algol-have you ever heard of Nebula's Garden?

The two stops just next to the bookshelf. There is whisper of
chatter, produced by a group of planetary maesters just
outside of the grand planetary maester restricted section.
GREEN EARTH and GRAND PLANERART MAESTER SIR ALGOL begin to
whisper.

GRAND PLANETARY MAESTER SIR ALGOL

(Whispers)

Of course, I have young planet, I have been studying the
universe for billions of years. Such a place cannot go
unnoticed by me. It is the birthplace of all stars within the
universe, run and powered by Nebula, the mother of stars,
herself.

GREEN EARTH

(Whispers)

GREEN EARTH (CONT'D)

Well, you see Sir Algol Nebula is dying. Feeding the garden with her power has taken a toll on her cosmic body, she can't do it anymore. With Nebula dying so is the garden, without its mother no more new stars can be born into the universe.

GRAND PLANETARY MAESTER SIR ALGOL

(Raises voice in shock)

She's what?! Without Nebula the future generations of stars will be whipped out, causing such a race to eventually go extinct.

(Pauses for a few seconds and sighs, looking down at the floor and beginning to whisper again)

I see your purpose with the Pulsar of Undying Wishes now, young planet. I have something for you.

GRAND PLANERART MAESTER SIR ALGOL pulling up an old meteorite chair from the cosmic chess table and placing it just in front of the bookshelf. GRAND PLANERART MAESTER SIR ALGOL climbs on top of it.

CUT TO

INT: 6 BOOKS IN THE MIDDLE OF THE BOOKSHELF, FITTING PERFECTLY IN THE CAMERA SHOT

GRAND PLANERART MAESTER SIR ALGOL'S hand grabs the central most book, to the right. The oldest looking book, pulling it out of the bookshelf and out of the camera shot, in a downwards direction.

GRAND PLANETARY MAESTER SIR ALGOL

I believe this is the correct one.

CUT TO

INT: THE GREAT GALACTIC LIBRARY, THE GRAND PLANETARY MAESTERS
RESTRICTED SECTION, BOOKSHELF JUST LEFT OF THE COSMIC CHESS
TABLE

GRAND PLANERART MAESTER SIR ALGOL steps down from the old
meteorite chair, with a struggle due to his old age. He passes
GREEN EARTH the old book, with a plain brown front cover.

GREEN EARTH

(Looking down at the book in confusion)

Pardon Sir Algol, what exactly is this book for? There is
nothing on the front cover.

GRAND PLANETARY MAESTER SIR ALGOL

This book is very dear to me young planet. On my journey of
exploration to become a grand planetary maesters I came across
the Pulsar of Undying Wishes. I was the first to discover it
and I'm one of the only who know about it.

(Pauses for a short moment, looks around to see if no one is
listening. Whispers)

In order to prove I had found it-I had to study it and its
behaviour. After journeying into it and discovering part of
its true power, I promised myself I'd never tell anyone about
this book or where to find the pulsar. In this book, you'll
find exactly where to find the pulsar and some information
about its true power.

(Pausing, mentally fighting past his stubbornness)

Although I studied it for millions of years, there are certain
things still unknown to me.

GREEN EARTH

(Looking at GRAND PLANERART MAESTER SIR ALGOL in shock)

GREEN EARTH (CONT'D)

Exactly what type of things? Part of its true power? I visited Nebula and she told me about the wish the pulsar can grant a traveller. Exactly how would I make it?

GRAND PLANETARY MAESTER SIR ALGOL

Well young planet, I didn't completely make it to the alter of the pulsar. You see the Pulsar of Undying Wishes tests a traveller to deem them worthy enough of making a wish. Every test is different for each traveller, that is something you'll have to challenge on your own.

GREEN EARTH

(GREEN EARTH gulps and stutters)

Sir Algol I really do hope I deem worthy; I've come a long way and there is a lot on stake with this journey.

GRAND PLANETARY MAESTER SIR ALGOL

(GRAND PLANERART MAESTER SIR ALGOL looks at Green Earth in content)

Young planet, that is for the pulsar to decide. All I can say is that it shows a lot for such a small and young planet to take on such a daring and hard quest. Believe in yourself.

GREEN EARTH

(Lifting his head high from the boost of confidence)

I really do hope so Sir Algol, I will definitely try my best. I best be on my way now. Which page will I find the location of the pulsar?

GRAND PLANETARY MAESTER SIR ALGOL

(Looking concerned and speaking loudly)

Pardon, I almost forgot!

GRAND PLANETARY MAESTER SIR ALGOL (CONT'D)

(Pauses for a few seconds)

That'll be page 255. Be careful young planet and remember stay true to who you are when being deemed worthy by the pulsar.

GREEN EARTH

(Trying his best to stay brave)

I most certainly will Sir Algol. Thank you and I really do hope to see you again.

GREEN EARTH turns around and starts walking away slowly. The camera starts panning out while still keeping both, GREEN EARTH and GRAND PLANETARY MAESTER SIR ALGOL, in the shot.

GRAND PLANETARY MAESTER SIR ALGOL

(Speaking in a hurry)

There is one last thing little planet!

GREEN EARTH slowly turning his head, looking back at GRAND PLANETARY MAESTER SIR ALGOL in concern.

GRAND PLANETARY MAESTER SIR ALGOL

There is another challenge the pulsar requires the traveller to complete. I am not sure of what exactly it is, but I am sure of the importance it has to the traveller. Stay strong little planet and I know my work will aid you in your quest to save Nebula.

GREEN EARTH turns forward and continues to nervously walk away.

GRAND PLANETARY MAESTER SIR ALGOL

(Looking arrogant and confident, shouting as GREEN EARTH walks away)

Don't forget your cosmic sunglasses!

END MID-QUEST CINEMATIC

GAMEPLAY SEQUENCE: The player has successfully completed task 2 in the quest. They can now either explore the library more or travel to Looney Moon's Shop of Galactic Accessories and begin task 3.

References

H., P. (2015). *25 Bizarre Things You Can Only Find In Outer Space*. [online] List25. Available at: <https://list25.com/25-bizarre-things-you-can-only-find-in-outer-space/2/> [Accessed 4 Jun. 2019].

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