

Disclaimers:

-These are incomplete story drafts. Names, events, and locations can be changed at any time by myself or the rest of the writing team. For now, view any new story elements as temporary and don't read this as a finished plot synopsis of the game.

-Some chapters are much more detailed than others. While this, too, can change in development, it is simply because at the current moment, each summary focuses on the most story-driven elements of each chapter. Some filler is included, but the main focus in this written draft is on Point A to Point B and not Point A to Point a to Point a2 to Point B.

-Raphael switches between his street clothes and his Phantom R alter ego a lot. And I mean *a lot* a lot. So just assume that any time the overview changes from Raphael to Phantom R, that there is a costume change in-between the name change.

-Rhythm Game = R01, R02, etc.; Minigame = Small sound/rhythm-based puzzles

-Napoleon in this script is a strong, silent type. Whereas in the original game, Leonard Bonar was very expressive and vocal, the real Napoleon commands respect by his silence, and only speaks when the situation demands it. So when he opens his mouth, shit's about to hit the fan.

-I'm tired and a wreck and I stayed up in the wee hours of the night trying to cognate my thoughts writing this, so if there are any errors or inconsistencies, please forgive me. Like everyone, this current global situation isn't without toll on me as well.

Prologue: After Babylon

The game opens with Isaac and two figures, one male and the other female, obscured in the darkness (Lila and Napoleon) conversing in a sort-of briefing room. They are discussing something about the "Seven." Isaac asks about the Hanging Gardens of Babylon and how they intend to complete their plans with it destroyed. The man asks Isaac if he recovered the Control Fragment from the wreckage before the police could find it, which Isaac confirms that he did. The man then smiles and says that there is nothing to worry about. His plan will unfold in just the way he wants it to. They know where the Seven are, they just need to utilize them. This is just the opening cutscene, so nothing mind-blowing gets revealed here. Although we do meet Napoleon's new cohort: Lila. She is a historical researcher and archaeologist.

The second cutscene re-introduces us to Phantom R and Fondue. The two are returning Raphael's father's final forgery to the Musee d'Orsay so he can hang up his mantle of "Phantom R" for good and can begin spending more time searching for his father. They leap over rooftops along the Paris skyline to reach the museum. They sneak in, avoid the museum guards, and return the stolen art. The reverse-heist goes off without a hitch, and Phantom R and Fondue return home. (This is a slightly longer Prologue than the first game, consisting of two rhythm games and a rhythm-based minigame.)

Chapter 1: Out of Retirement

About anywhere from a month to two or three after returning that last work of art, Raphael enjoys the beginning of his retirement. Just as he's starting to relax, he reads a newspaper article about an art theft... that wasn't his. The police seem to think it was though. Raphael leaps back into full Phantom R mode to clear his name and discover the truth. He

decides that the best place to look is at the Paris Constabulary, as they may have details of the investigation that the paper hadn't revealed. As expected, Phantom R does find more about the case inside the Constabulary. He discovers that the artifact that was stolen was the Disc of the Night Sky, an ancient Mesopotamian artifact bearing the same symbol on the coin that Raphael's father left him. This symbol is why the police believe the theft to be the work of Phantom R.

Phantom R gets nervous about a possible link to Napoleon and his father, and decides to investigate further. Upon leaving the Constabulary, he encounters Inspector Vergier and his daughter Charlie. Phantom R apologizes, "nothing personal," before darting away. He evades the police's capture, and Vergier curses Phantom R, seeing in the flesh that the menace truly has returned to Paris. (It is implied throughout the chapter and/or through context clues that it was Isaac stealing for Napoleon, hence the misidentification as Phantom R).

Chapter 2: The Disc of the Night Sky

Raphael returns home, having learned about the Disc of Night Sky's existence. He wonders who would impersonate him to steal it, what they want with it, and if they have anything to do with the Mystere Incident or Napoleon. As he thinks on this, someone knocks on his door. Raphael mistakes it for a threat and escapes out the window. He notices someone chasing after him, and believes it to be the police. After a hearty chase, he either becomes tripped up or cut off or something and is somehow stopped in his tracks.

His pursuer catches up with him, and it's revealed that the person who was after him is Marie, his old friend. Fondue loves this. It's a very tender reunion, as Raphael and Marie hadn't had much contact after the Napoleon incident. Raphael had elected to return his father's works and research the Mystere Incident, and Marie had traveled out of country to find out more about her heritage and past. She asks him why he's begun stealing art again, to which he answers that he's just in the dark as she is. He tells Marie about the Disc of the Night Sky, and she suggests that they turn to Duchess Elizabeth for help.

Raphael asks the Duchess about the Disc of the Night Sky. She doesn't know much about what it does, but apparently, it's closely linked with the Bracelet of Tiamat. Raphael, having returned the Bracelet to the Louvre, elects to steal it back and examine it. The chapter ends with Phantom R attempting to re-steal the Bracelet of Tiamat from the Louvre, only to find his father there first. Phantom R tries to talk to Isaac, but Isaac snags the Bracelet and runs. Phantom R chases his father through the Louvre, trying to take the Bracelet back. Unfortunately, he is unsuccessful, and Isaac makes it away with the Bracelet.

(Or, Version 2, Marie and Raphael had been keeping in contact up until a week ago since Marie had found a lead and had to leave the country, returning to find Phantom R "stealing" again.)

Chapter 3: The Disc's Secret

Isaac returns to Napoleon with the Bracelet of Tiamat. When asked if there were any hindrances, he hesitates before answering no. Lila sees through his hesitation and deduces that Raphael is making it difficult for Isaac to perform at his fullest. Lila swears to Napoleon that she will dispose of him, while assuring Isaac that he will remain safe from harm. Meanwhile,

Raphael reflects on his meeting with his father, and wonders what the real Napoleon is up to. He and Marie head out to do some investigating on the Disc of the Night Sky. They find out through some library research that there is actually an interior part to the Disc that is covered up as part of the piece, and inside there are a series of holes and slots. Raphael notices that the hole in the center looks like a slot for the Bracelet of Tiamat. Raphael concludes that this is what Duchess Elizabeth meant by the Disc and the Bracelet having a link, and that Napoleon needed the Bracelet to do whatever it is he wants to do with the Disc. He also notices the seven divots in the Disc, but can't quite figure out what they are meant to be. Upon gearing up to return home, Phantom R is cornered by the police, an anonymous tip having been called in on his whereabouts. Vergier is heading the force, but Charlie is nowhere to be seen. Phantom R evades the police and makes it back safely.

Upon thinking that they've escaped police capture yet again, Phantom R and Marie bump into Charlie, who cut them off in order to take Phantom R in herself and if she is unsuccessful in that attempt, then she intends to at least at least buy time for the rest of the force to catch up. Fortunately, Phantom R manages to incapacitate Charlie in time and escapes with Marie. The two promise to meet up again when things have cooled down with the police and search for any more leads in the meantime, and they part ways. At this time, Lila shows up in person to dispose of Phantom R. Turns out, she was the one who gave the police that little tip, as she wanted him out of the picture with as little conflict as possible in order to appease Isaac. Ooh, but that trickster is a stubborn little boy, so she's gotta take care of it herself. It just so happens that she was out running an important errand, so she elected to take him out on the way back. She is, however, beaten back, and is forced to retreat. Upon falling back, Lila unknowingly drops a small leather-bound journal on the pavement. And I mean *really* small, to the point where it's still legible, but a normal human being wouldn't notice it falling out during a heated moment. Phantom R wonders if this has anything to do with the Bracelet and the Disc, and decides to page through it once he returns home. He switches out of costume to avoid police capture and strolls off with Fondue into the sunset.

Chapter 4: The Search for the Seven

The next day rolls around and Raphael is still in his apartment examining the book. It isn't overly detailed--just a few lines of long numbers, and repeated mentions of "the Seven." Some of the numbers are redacted--black-out--but the ones that are there each have a singular word next to them. Words like "Pyramid" and "Colossus." Raphael suspects that these are sort-of codenames for something that Napoleon is planning. Raphael doesn't quite have any idea what the journal as a whole means yet.

Marie arrives at Raphael's apartment and he informs her of the events that transpired the night prior. Upon hearing about "the Seven," Marie suggests that they search around the city for someone who might know what "the Seven" are. Raphael and Marie search the city until they do, in fact find a history buff or professor or just someone with basic common sense who deduces that "the Seven" actually refers to the Seven Wonders of the Ancient World. Raphael slowly pieces together each Wonder that the respective codename refers to, and their ears perk up especially at the Hanging Gardens of Babylon. Upon hearing that each codename refers to a Wonder, Raphael comes up with the idea that the numbers may be coordinate locations, and he

and Marie set off to find a place that can translate them. They two stumble upon the Society for French Historical Studies by following some cryptic journal instruction, but are denied access since they are not members.

The two sneak in and, after wandering the halls for a time, stumble across a door marked with the seal of the Wonders and an odd pattern of dots and lines chiseled into the wood. They try to enter, but the door is locked. The familiarity of the pattern leads Marie to deduce that they are musical notes, prompting her to play her violin to allow access into the room. The trick works, and Raphael and Marie are able to enter the room. Inside, the walls are lined with papers, articles, and the like. At the end of the room, there is a desk coded to stay shut with a rhythm minigame, kind of like the president's desk from National Treasure 2. Opening the desk reveals a map, which Raphael has to match the coordinate locations to.

He does so successfully, and he and Marie gear up to leave. However, just before they can make it out, the police surround the building. But they aren't here for Phantom R, as Raphael and Marie discover as they exit the building. They're actually there to stop the Chevaliers Diabolique from invading the Society. Raphael urges Marie to get out of there, assuring her that they'll reconvene later. He then changes into costume to divert the attention of the Chevaliers, but it almost works a little too well... Phantom R is able to drive back the Chevaliers successfully, but Vergier orders the constables to capture Phantom R as well, saying that they don't need his help. He makes a few quips while escaping about "is this really the thanks I get for helping to save your behinds?" However, he does make it away okay in the end.

Chapter 5: Underneath the City [Mausoleum]

Having translated the coordinates into actual locations, Raphael decides to investigate the first on the list, the location of the Mausoleum Fragment. The map leads to the Catacombs of Paris, a well-known tourist attraction. Raphael does some poking around the main area, but decides that he needs to go guideless if he's gonna find anything noteworthy. However, due to the size of the catacombs and how easy it is to get lost, Raphael decides to see if there's anyone who knows anything about what he's looking for before he gets himself lost in an underground maze forever.

Nearby, he finds a foolish American tourist, who had geared himself up and bought all sorts of spelunking equipment only to be told that he's not allowed off the beaten path in the catacombs. Apparently, this man's sole purpose is to find something that is rumored to be hidden in the catacombs (y'know, like all NPCs) that's based on an old children's song. But he can't for the life of him remember the tune. He says that once he remembers the tune, the words should come back to him too. Raphael conveniently finds a music box in the gift shop that plays the tune. When the tourist remembers the words, they turn out to be directions to navigate the corridors of the catacombs. Raphael switches costumes and heads down into the depths.

Phantom R follows the tourist's directions in a rhythm game where not only is it rhythm-based, but the music loops unless you press the right direction, kind of like the Lost Woods. Once Phantom R successfully finds his way, he ends up at a door marked with the same crest as the one at the Historical Society. He opens it through dance instead of song. Inside, there isn't too much. It's a wide room, with a few pillars and an open casket and oh my God, this is the room where Napoleon was revived. Phantom R doesn't know that yet though.

He's too busy solving the puzzle at the other end of the room on a stone tablet. Expecting to find a Control Fragment, instead, it's... empty. "Gotta be quicker than that," a voice behind him says.

Phantom R whirls around to find his father standing opposite him, examining the Control Fragment. It's now that Phantom R learns that this is the room where Napoleon was resurrected, and that some Wonders also have unique powers all their own. The Mausoleum's is to raise the dead, though at a great tax to it. Before Isaac dips out, he bades Phantom R, "please stop being so predictable, you're undoing all my hard work." Then, an encore of the chase at the Louvre, with Phantom R following Isaac out of the catacombs (thank goodness, otherwise he'd have gotten lost).

As they burst onto the street, a voice cries out, "hold it right there, Phantom R!" Both R and Isaac look over to see Charlie walking towards them. Isaac takes off running, and R tries to follow, but is stopped by Charlie's soccer ball. Phantom R tries to appeal to her, telling her that he wasn't sure before, but he knows for a fact now that Napoleon is back. Charlie brushes it away, asking, "Oh. Is that why you've been caught stealing again?" Regrettably, Phantom R and Charlie duke it out, with R coming out on top. Phantom R begs Charlie to listen to him, before kicking the ball back Charlie's way and knocking out the two Chevaliers that were behind her--Isaac's bodyguards/failsafes (likely the only ones, as there are no others in sight). Phantom R urges her to think on it and rushes away to find his dad, but to no avail.

Chapter 6: The City of Lights and Love [Temple/Lighthouse]

Because of Charlie, Phantom R returns home empty-handed. The poor boy is absolutely exhausted. He thinks on his second meeting with his father and what he meant by "stop being so predictable" before falling asleep. Raphael wakes up the next morning ready to continue the search! The journal tells of the Lighthouse Fragment being a bit more safely guarded, as it supposedly acts as the "head" and the guiding light of the Wonders. Underneath the coordinates is written, "the bridge built to love is the key to light. (or something similar)" Raphael assumed that the Lighthouse Fragment was located at the most well-known lighthouse in France: the Cordouan Lighthouse, roughly a 5 and a half hour-long drive from the city, but he had no idea where the key to get to it might be. Fortunately, Raphael had left the rest of this passage to Marie to decipher as he sought out the Mausoleum Fragment. Marie gets back to him, concluding that the passage refers to Le Pont des Arts, the bridge where lovers go to place a lock as a symbol of their bond. He sets out to meet her there by sundown.

On the bridge, while looking for clues, the two share a tender moment. Marie ends up taking her violin to play for the passers by and Raphael notices a glowing lock on the bridge. This lock has the same symbol as in the Mausoleum. As Raphael looks along the bridge, he notices quite a few locks with the same symbol on them. He concludes that the locks represent notes, and the wire is a staff. Marie plays the notes through a minigame, revealing a melody that she must play in the next rhythm game. As she finishes the song, the final lock clicks open. This lock was holding a sun-shaped ring. Raphael and Marie figure that this must be the key of which the journal passage speaks of. They saddle up to make the trek down to the Cordouan, but run into a group of Chevaliers that impede their path. Phantom R takes them down, but the fight hinders them until the sun has gone down. It's at this time that R and Marie see the lights of the Eiffel Tower illuminating the city. Since the Tower itself *is* a lighthouse, Phantom R deduces that

this must be the place the journal was talking about. It is the city's symbol of love, after all, and the "bridge to love" was referring to visiting the bridge, then the Tower.

Phantom R and Marie hurry over to the Eiffel Tower and hustle to the top, searching for clues. They eventually find a slot for the ring, which opens a panel that contains the Lighthouse Fragment. R is about to grab it when he hears Marie shout out for help. Lila has shown up to snatch it away at the last second. She orders Phantom R to back away from the panel, which he does. Lila nabs the Fragment and takes Marie down the Tower with her to ensure that Phantom R doesn't get the idea of following her. Unfortunately for her, he does. The next rhythm game consists of R making his way down the stairs while dodging Chevaliers, who seem to have been Lila's backup. Lila made it down the Tower before Phantom R, foolishly letting Marie out of her grasp. R catches up and engages Lila in combat. He does emerge victorious, but it also gives the Chevaliers time to catch up to him, surrounding the poor chap. Lila makes her escape and Phantom R and Marie make a getaway of their own.

Chapter 7: The Two Giants [Colossus/Statue]

Phantom R wonders how Napoleon's forces seem to always be right on his tail, especially since he stole the journal from them. He surmises that it's just as simple as Napoleon not having the coordinates since Phantom R stole the journal containing them, so they simply see where he goes and swoop in to take it before he does. Based on this knowledge, Phantom R has to choose between finding the Colossus Fragment or the Statue Fragment as quickly as he can in hopes that he'll beat out Napoleon. Based on whichever Fragment the player chooses, Marie and Fondue set off to collect the other unchosen one.

If Phantom R chooses to get to the Colossus Fragment, he rushes off to the Louvre. After bypassing the guards and disabling the security system, Phantom R makes his way to the Greek Exhibit. On the way, however, he sees a slew of unconscious security guards lining the halls. He makes haste to the exhibit, only to find that the Chevaliers Diabolique are already rummaging around the place. Phantom R spots the place where the journal says that the Control Fragment is hidden, and decides to sneak along the rafters to not alert the Chevaliers. He is successful in this attempt, and solves the puzzle hiding the Fragment without any violence. He exits the museum, leaving the Chevaliers none the wiser.

If Phantom R chooses to get to the Statue Fragment, he hurries again to the Musee d'Orsay. He breaks in, successfully diverting the guards' attention and freezing security. He makes his way to the statue that the journal says hides the Statue Fragment uninterrupted. Unfortunately, just after he solves the puzzle and claims the Fragment, Phantom R is blitzed by the Chevaliers Diabolique. He has to fight them off, escaping from the museum by the skin of his teeth as tremendous amounts of reinforcements begin to arrive.

Once the player has completed their specific mission, Phantom R and Marie reconvene. Unfortunately, the Chevaliers Diabolique had overwhelmed her and Fondue and they had to retreat without the Fragment. Phantom R says that it's all okay, showing off the Fragment that he himself acquired. He tosses it to Marie for safekeeping, since he's the one that Napoleon is after. By his logic, Napoleon won't be able to complete his plan if he's missing even one of the fragments. Napoleon agrees as he shows up personally to take the Fragment back. Since Lila is recovering from her recent failure, and Isaac was off on his own mission, Napoleon elected to

deal with this nuisance himself. Phantom R seems to beat him back, but Napoleon traps Phantom R with a sword against his throat, urging him to surrender the Fragment or die. Marie throws it to Napoleon, against Phantom R's best wishes, and the army falls back. Napoleon advises Phantom R to be grateful for his give of life, and to not waste this second chance in pursuing him, as soon he will either kneel to him, or be dead.

Chapter 8: Napoleon's Master Plan

Phantom R and Marie rush off to consult with Duchess Elizabeth, and to try to warn her about Napoleon's collecting all of the Control Fragments. When they reach her mansion, however, they are strangely denied access, even when Marie requests to be let in. Even more confusing, is the fact that security has been increased drastically since they were last at the manse. Phantom R elects that the only way that they can get an audience with the Duchess in time is by breaking into the manse. Marie seems apprehensive at first, but reluctantly agrees. Phantom R and Marie take turns clearing the way for each other (Marie deactivates lasers or something and R runs down the hallway and distracts the guards--something of that nature).

The two make it the full way into the manse and, instead of finding the Duchess, encounter Alfred instead. Here, they learn that the Duchess had been kidnapped and Alfred believes that Raphael is the one responsible. Phantom R is very confused, as he isn't the one who did it, and Marie suggests that it may have been Raphael's father, as their similar looks and styles confused the police at first too. However, Alfred refuses to listen, believing that he was after the Disc and used the Duchess to get more information. He challenges Raphael, believing he may intend to harm Marie.

Alfred loses and tells Phantom R that it's too late. He'd already alerted the Paris Constabulary when R and Marie had broken in. The two make an escape from the Constabulary and regroup in front of the Paris Ferris Wheel. Just as they think that they're safe, Isaac, Lila and Napoleon show up and knock Phantom R unconscious. Lila tells Marie that the Duchess has been delivered safely back home, and thanks her for clearing the way of Policemen and security. When Marie asks why they need Phantom R, Lila says that he'd been hiding something from them that they needed to complete their plan. Isaac looks ashamed of this, as if he had a part in it. Marie and Fondue try to stop them, but Napoleon and Lila make their exit, ordering Isaac to stay behind and deal with Marie. He takes off with the captured Phantom R, leaving Marie in the dust. Isaac dukes it out with Marie and Fondue, tiring of the attempts they are making on him after a while, although it seems that he may have been going easy on them... He then follows after Napoleon. He apologizes in a mysterious way as he leaves, however, and promises to take care of Phantom R for Marie.

Just as Isaac leaves, Charlie catches up. Inspector Vergier and the police force were still trying to track Phantom R, but Charlie had decided to search off the beaten path and had ended up seeing everything that had transpired. Marie tells her, distraught, that Phantom R has been taken by Napoleon's forces. Charlie reprimands herself for this, as Phantom R had warned her of this much more strongly than her father. Marie saddles up to leave with Fondue, and employs Charlie's help before they part ways. Marie tells Charlie to gather Vergier and the rest of the police force and to have them convene at "x" location, while she rescues Phantom R. Charlie tries to protest, insisting that she can help too, but Marie declines, saying that she can handle it

alongside Fondue. Charlie reluctantly agrees, and the two part ways to carry out their respective tasks.

Chapter 9: The Seven Wonders [Pyramid + Raise]

Phantom R comes to in Napoleon's hideout. He is tied up to a chair real interrogation-style. Lila and Napoleon are both in the room, though Napoleon is hidden by shadows at this time and we can't see him quite yet. There is no trace of Isaac anywhere. Phantom R gets all snarky, saying he knows that they've already got six of the Control Fragments, and they kidnapped him thinking he'd know where the seventh is, but he doesn't so oops on their part. But that's not the case. One of the two reveals that Napoleon had already acquired the Pyramid Fragment hundreds of years ago, during his excursion to Egypt. In fact, what he had seen inside the pyramid was the true power of the Wonder--a glance forward through time. It was then and there that he had begun his search for the rest of the Control Fragments, as well as "his lucky star," which had turned out to be the Disc of the Night Sky.

With this new information, Phantom R draws the conclusion that they obviously wouldn't have kidnapped him if they didn't need something else. This is correct, as they have the Disc of the Night Sky, the Bracelet of Tiamat, and all seven Control Fragments, but they seem to be missing one final piece, which they believe Phantom R knows the location of. Phantom R jokes that it's a good thing for him that there are so many puzzle pieces to obtaining ultimate power. He is then frisked, and Napoleon finds the coin that his father left him on his person. Phantom R barks at him not to take it, but of course Napoleon ignores him. He takes the coin and the near-completed Disk to make the rise of the Wonders public. Each piece of the completed Disc of the Night Sky represents something. The Control Fragments are like the Master CPU of each Wonder, telling the Disc which pieces to reassemble. The Bracelet of Tiamat grants the user's desire to the best of its power, and acts as a sort-of stabilizer for the entire structure. And Raphael's coin is a key, like turning the ignition in a car, it activates the Disc in its entirety. Having explained this (or not), Napoleon and Lila leave Phantom R guarded in the room.

Elsewhere, Marie and Fondue arrive at Napoleon's hideout, ready to rescue Phantom R. They work together to break in, evading, bamboozling, and biting various guards. Finally, they arrive in the room that Phantom R is tied up in. Marie sets to work in getting him free when Fondue starts barking to warn her of something. Marie looks behind her to see the guards left with Phantom R approaching her. Just as things seem to get ugly, Isaac reveals himself and takes down all four of the guards. He unties Phantom R and seems to want to get out of the room with haste. Understandably so, Phantom R begs to have a conversation with him, and asks him why he would work for Napoleon. Isaac, R, and Marie make their way back to the Society for French Historical Studies, the room they had entered earlier in the game being Isaac's base of operations, separate from Napoleon. Isaac finally sits them down and takes the time to explain why he had done the things that he did.

Apparently, Isaac and Raphael are both descended from Napoleon himself, born to one of his illegitimate children (who *does* have living descendants today, I checked). The group that wanted Napoleon revived had found out this fact, and had essentially forced Isaac into recruitment. Isaac wanted no part of it, so he had left bits and pieces scattered that would hinder Napoleon's plans for years, if not cripple him entirely. He had hidden away the map to each of

the Wonders' Fragments, "failed" in missions Napoleon had sent him out on, and even hid away the final piece to the Disc of the Night Sky with Raphael. Phantom R tells his father that it's gone, to which Isaac grabs a stack of papers from the desk, and tells Marie to bring her violin, as she'll supposedly need it.

Outside, Napoleon assembles his troops and Lila, who announces the new reign of Napoleon Bonaparte. As Marie requested, Charlie has gathered Inspector Vergier and the rest of the Paris police force at the Tuileries garden. Vergier has sent off sections of his own force across the city, but he and Charlie remain in the garden. Marie, R, and Isaac swing by and pick them up on their way to Napoleon's announcement spot. They just barely make it there in time before Napoleon completes the Disc of the Night Sky. Isaac tells Marie to try to get as close to Napoleon as she can, and to find the room of the Gardens. She'll know what to do from there. The other five (Phantom R, Isaac, Fondue, Vergier, and Charlie) try to fight their way through the Chevalier guards to reach him, but it's too late. Napoleon places the coin into the center of the Disc, and...

the screen cuts to black immediately as the coin clicks into place.

Chapter 10: The New Ancient World

The ground rumbles. Thunder cracks, lightning strikes. Pieces of rubble swirl from beneath Paris, Greece, Egypt, and all over the place. This tornado of debris picks up Napoleon, who just kinda acts like he's used to this by now. Lila is just... in total awe. Marie is swept up in the ruckus too, unnoticed in all the commotion. Phantom R notices though. He fights to get closer to her, but he and the other ground forces are blown back. Marie has to navigate her way through the tornado as whatever is assembling assembles, kicking off stone pallets, dodging rods, etc. When she finally finds her footing, the Great Ancient Wonder is complete. The wide shot we get of the structure is just... massive. The whole thing ends up looking like the design on Raphael's coin; the Hanging Gardens are the wings at the bottom, the Great Pyramid is now flipped upside-down and suspended in midair, and the Lighthouse constitutes the Sun at the top, surveying the land.

Marie remembers what Isaac told her about finding the Garden room, and begins searching the airship for it. As she searches, however, she notices two massive goliaths stalking her, which turn out to be the Colossus and Statue. As she sneaks about the ship, she must avoid their line of eyesight. She successfully makes it inside the hull, and finds the Garden room. Inside is another puzzle in which there are seven holes in the wall that match up to seven pebbles that represent the Control Fragments. Placing them all in the right slots reveals a melody that she needs to play. Upon playing the melody in another simple minigame, a cryptic poem (or something) alludes to her needing to combine this new "melody of the Wonders" with Moon Princess to free up that part of the airship (or the melody of the Wonders is a gimmick that the player needs to use again and just combining it with Moon Princess is new instead of the whole thing). She does this, and down below, a sort-of gateway (maybe stairway) opens up, with Phantom R and Vergier leading the charge up to the Great Ancient Wonder.

At the top, Marie reconvenes with the group. Napoleon and Lila are there to greet them. And not the friendly kind of meet n' greet. Uh-uh, there ain't no barbeque in the Ancient World.

The Chevaliers Diabolique are there too, just to make things more difficult, but things don't end well for them. Napoleon reminds R that some of the Wonders, namely the Mausoleum and Temple, aren't actually *on* the Great Ancient Wonder, but rather act as sources of power for it. The Temple powers the Control Room, and the Mausoleum does... "This!" Napoleon yells. The Chevaliers are then struck by a powerful burst of energy from the catacombs. This kills them, fills their bodies with the spirits of Napoleon's original army, and supercharges their strength, basically zombifying them alive. (Alt. It resurrects Mesopotamian soldiers who viciously attack both the police and the Chevaliers. Either way, keepin' it dark.) These new Chevaliers Décédés attack the gang and the police force. After beating them back, Isaac tells them all that the Control Room is most likely at the center of the airship, within the Great Pyramid. The group devises an away-team consisting of Phantom R, Fondue, Marie, Isaac, and Charlie. Vergier stays behind with the police force to fend off the Chevaliers and the goliaths. Before they depart, Vergier tells Charlie how proud of her he is. The away-team begins their descent after Lila and Napoleon into the center of the airship.

The first one to fall is Charlie. Not fall as in die, but fall back. She sends the rest of the away-team ahead while dealing with a clump of stray Chevaliers. There is a rhythm game that focuses on this. The team then encounters Lila, who calls the Colossus and Statue down away from the police force up top and to her to form a sort-of robotish protective barrier around her. Both Phantom R and Isaac have to alternate dodging around either the Colossus or the Statue to reach her and deal a blow. Once Lila is knocked out, Isaac falls back next. He elects to save her from the falling rubble and gets trapped behind it. Before he leaves, however, he slips Marie the stack of papers he grabbed from his base of operations. The rest is up to them.

Phantom R and Marie press onward. Finally, they reach the Control Room. There, Napoleon waits. He tries to sway Phantom R over to his side, using his weakness as family to get to him. But Phantom R resists, and duels Napoleon. Before R can attack, the Bracelet of Tiamat activates and the gravity in the room gets all bonkers. At the moment, what I envision is a suped-up version of the final battle in Emperor's Treasure, but it doesn't need to be in the overview, so we'll just leave that for later. Napoleon is trounced, and the gravity returns to normal. Phantom R and Marie try to figure out the shutdown control, to which a music stand pops up from the panel. Marie realizes what she has to do, and sets up the music that Isaac gave her. Yes, the real super power was music, all along. This music is the full melody of the Wonders, pieces of which had needed to be played throughout the game already. The next rhythm game consists of an alternation between Phantom R and Marie, with Marie playing a bit to open up a floating stairway or path for Phantom R, and R having to navigate it and pull the shutdown switch at the end. They are successful in this attempt, and turn to remove the Disc of the Night Sky from its pedestal or slot. But, it's already gone.

Napoleon, down but not out, snatched it away before either of them even had a moment to think. Here, we see him start to fall apart. His whole empire is at risk, this time for good. He vows not just to rule France, not even to rule the world, but to destroy the entire current world order and create a new one, with him at the helm. Napoleon removes the Bracelet of Tiamat from the Disc and with its binding agent gone, the entire Great Ancient Wonder begins to crumble. We can see Isaac, Charlie, Vergier, and the police force evacuating from the Great Ancient Wonder. On the ground, the full might of the Paris law enforcement has evacuated a

huge majority of the populace out of the range of danger, but the city is slowly but surely being decimated as chunks of the debris rain down upon it. The Bracelet accepts Napoleon's wish, and drains the Control Fragments of their strength and siphons it into him, granting him power nary that of a god. Phantom R collects the only relic left in the Disc of the Night Sky--his coin--and the final battle with Napoleon begins... by running away.

Phantom R and Marie run away from Napoleon all the way through the Great Pyramid in a rhythm game. Finally, they exit back onto the top of the Great Ancient Wonder. Seemingly cornered, they see no way out. We get a lovey-dovey moment between the two because they think that they're going to die (awww, how precious). But just as Napoleon is about to deal the final blow, a massive arm shields Phantom R and Marie. It's the arm of the Colossus, crawling out of the ground alongside the Statue. Since Phantom R possesses the car key to the Great Ancient Wonder, and Colossus/Statue are its protectors, they do their job: protect it. Now, the final battle begins for real, with Phantom R and Marie each mounting their own Wonder and fighting Napoleon with them. Phase One focuses on Marie, who plays the melody of the Wonders to stun Napoleon and then deal blow one. Phase Two is Phantom R distracting him with his fresh moves and then uppercutting him or something. And Phase Three doubles R and Marie together, as they deal the final blow. This onslaught weakens Napoleon enough to the point where the Bracelet slips off his hand without much effort to keep it on. Napoleon chases after it and grabs it, but the ground he is standing on gives way, and he falls to his death miles below.

Safe from Napoleon, Phantom R and Marie perform the last rhythm game of the chapter together, jumping off of the Great Ancient Wonder on the back of the Colossus and avoiding debris on the way down. As they reach the end of their descent, we hear the triumphant theme of Rhythm Thief & the Emperor's Treasure. During this cutscene, Phantom R drops his coin, which only matters for a few seconds. Read the epilogue to find out why.

Epilogue: Their Own Wonders

The dust has settled. For good and for all, all of the Wonders of the Ancient World, even the ones originally left standing, have been destroyed completely. This is definitely a heavy moral weight on some of the characters' minds. Sure, they defeated Napoleon, but they lost thousands of years worth of art and culture to his greed and lust for power. Whatever history that has been salvaged from the wreckage of the Great Ancient Wonder has been put on display in a museum in its country of origin. The cleanup in poor Paris, the center of all of this action, has begun. For one week, Raphael has hid in the shadows, waiting for the flames to die down. He hears a knock at his door, and gets up to answer it. It's his father. Raphael, clearly taken aback by this, tries to invite him in. Isaac declines, saying it's not his place.

Isaac apologizes for everything. He was trying to bring things down from the inside, and that is why he had to leave Raphael, so his heritage didn't drag him into the situation as well. But he's proud of Raphael for finding another solution, albeit a messier one. "You stopped him not once, but twice all on your own. I couldn't be prouder." "Thanks, but I wasn't alone," type moment. Isaac backs away to leave, and as he does, it's revealed that he's actually being placed under arrest for his own art thefts, the crimes of Phantom R, and for aiding Napoleon. Vergier promises that he will get a fair trial. He says that he knows one of the best lawyers in the world,

though he can be a bit all across the board at times, referencing Phoenix Wright in a fun, non-copyrighty way. Vergier walks up to Raphael and thanks him for his help. Without him, Paris would have fallen to Napoleon easily. He also says that, "Your father is a good man. It could have just as easily been you in those cuffs, but it is not that way because your father loves you. Remember that." Before leaving, Vergier says that all of the Seven Wonders' works are where they belong except for one. He then tosses Isaac's coin towards Raphael, who catches it. A little memento. They leave, and Raphael looks out wistfully into the new Paris. For better or for worse, Napoleon got his wish of a new world order, though not headed by him--but by his mistakes.

(I do have, like, a bunch of other versions of this Epilogue drafted or written down in note form. Some are set outside, some have different events happening at different times, some where Isaac doesn't get arrested. But I thought that, for now, this was the best way to end off everybody's character arc.)

Some other versions of the epilogue:

- The same as the current one, with a final rhythm game that involves breaking into the Louvre to return Isaac's coin. The reverse-heist by Phantom R while Isaac is in custody proves that the Constabulary has gotten the wrong guy, and Isaac is a free man. Phantom R would adapt more of a vigilante/public figure role, taking to the night to perform for the people of Paris, and investigate crimes, with the occasional unexpected check-up on museum security systems. ;)

- Raphael and Marie meet in a park and finally have that next dance. They get all romantic with each other, and...

- Marie says that she is leaving the country again. She claims to have found more clues to her heritage, and doesn't want to go without knowing who she is and what she could be. Raphael offers to go with her, and maybe even tour the sites of some Wonders that won't erupt out of the ground and destroy the city. Excited, she agrees, and the two go off to start their next adventure (metaphorically, of course)!

- that leads into the arrest scene and one of the many branching outcomes of that.

"I have aided in some terrible things. Though I was on the side of good, I am the only one of his forces left alive. Therefore, I must be the one who is punished."

And finally, I propose for the working title of the game:

Rhythm Thief & the Seven Wonders

Like Rhythm Thief & the Emperor's Treasure, it follows all of the conventions of the one other title in the series. It starts with "Rhythm Thief," moves on to an "& the" because "&" is fancier than "and," I guess? And it finishes with the two-word descriptor of the main plot device of the game (the Dragon Crown/Hanging Gardens for the first, the Seven Wonders of the World for the second). Thus, Rhythm Thief & the Seven Wonders (working title) is my proposition for the title of the game. Like much else in this presentation that I am now finishing typing the final few lines

of at 11 pm to edit and send the next day, it is not final. So yeah. I hope you enjoyed my slow descent into madness throughout the margins of this overview, and I hope that these notes make up for days without work on my end! Hopefully this gives the other teams something to go off of and sorry for making you guys wait so long! :)