

Unofficial Story Development Document

Abstract

[This is the second draft of danfun64's story document proposal. It outlines a dark story around Alex, Dr. M., Lord Ázdhôr and the mesmo slugs, which turn their victims into zombies. It features multiple different endings. – note by Quintus]

The faythians don't know much about the dark lord, whom I still haven't named yet. That's why in some of the endings, they welcome his taking over from Dr. M with open arms. Yes, Dr. M lives in some of the bad endings, and it is implied that he lives in the good ending. I also spared the lives of Haakon and his parents, and explained why he is sour and why he isn't playable in the second campaign.

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1 Characters

1.1 Alex

Human. Our hero. At 9 years of age, he isn't the most mature person in the world. His parents were colonists of a land not unlike Central America. The last thing he received from his parents was a jewel. After they died when he was 6, it was discovered that he had no living relatives in the continent. He went around the land, looking for food and jewels, both of which he was obsessed with. While he has a strange view of life, and may seem too happy and childish at times, he is a good person, and is willing to fight the forces of Dr. M. Playable on all campaigns. Wears red clothing.

1.2 Deepak

A wise, old Faythian with gray fur. He managed to reverse engineer Dr.M's pipe system and make his own pipes, which lead to safe houses across the land. He is the one who brought Alex to the land of Faythe, and who gave him the quest to defeat Dr. M. Grandfather of Prewitt and Haakon, and step-father to Helen.

1.3 Helen

Human. A girl with long, blonde hair not much older than Alex, and much more mature and grounded in reality than he is. She was taken in by Deepak a couple years before Alex was, but unlike Alex, managed to live a normal life before their meeting. An excellent escape artist, she could never remain captured for more than an hour. In fact, sometimes she lets herself get captured in order to gain information. Wears Blue clothing. Playable on all campaigns.

1.4 Prewitt

Yellow-furred twin of Haakon. One of the few courageous members of his species. Highly curious of the world around him, it is implied that he will grow up to be as intelligent as his grandfather. Playable on all campaigns.

1.5 Haakon

Green-furred twin of Prewitt. The only reason he helps Alex, Helen and Prewitt is because his grandfather said it was necessary. After the events of the first campaign, he stops being playable.

1.6 Dr. Malus/Dr. M.

Human. The main villain of the story, an eccentric librarian. A strange man, considered as intelligent as Father Fox. His true intentions are indecipherable, and his views of right and wrong are unintelligible. It is very difficult to tell if he is truly evil, or if he is a paranoid man who wants to be left alone. He has headquartered himself in the Great Library, from which he oversees the production and deployment of armies of monsters as he searches for "The Malevolent Chronicles" - the final piece missing from his personal collection of chronicles.

1.7 Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon (name to be determined from this list)

Considered more clear cut evil than his master, Dr M. He is also willing to do things that disturb Dr. M. Extremely dangerous, and very hard to defeat. Despite his methods, Dr. M keeps him around as his right hand man. May or may not be the son of Deepak and the father of Prewitt and Haakon. If he is, however, he didn't become evil by brainwashing, but made a conscious decision to aid Dr. Malus in his quest for the Chronicles.

1.8 Gage

A clone of Alex created by Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon. He is the product of a blood sample left behind when Alex gets injured by a boss. Was implanted with a brain parasite which drained him of his free will, then rapidly aged from baby to around the same age Alex is. Unlike Alex's red clothing and brownish hair, Gage has green clothing and brownish-red hair. The parasite causes him to mindlessly serve his lord, giving him headaches and mild seizure-esque effects if he

even attempts to think for himself. Indirectly, his name comes from Alex, who asks him what his name is when they first meet. All he says is the command that Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon gives him, to “engage the enemy”. A little later in the game, Alex manages to incapacitate him and take him to one of the safehouses. There, Deepak makes a special potion allowing Alex to enter his body, which is to be one of the worlds, in which the parasite is the world’s boss. After Gage is freed from the parasite, his initial state remains emotionless and submissive, but eventually his humanity comes to him and he starts thinking for himself. Even after this, he is seldom happy, although he has infrequent moments of warmth and smiling. Becomes playable after the first campaign, replacing Haakon.

2 Normal Species

2.1 Humans

2.2 Faythians

A fox-like species at the other end of the first pipe Alex sees. They are the natives of Faythe, a land far from Alex’s “home”. They are being persecuted by the forces of Dr.M and would fight them, if most of them weren’t cowards who don’t know how to fight. What they lack in courage, they make up for in ingenuity, having placed berry blocks in their land long before they even heard of Dr M.

2.3 Furrballs

Mindless fuzzy creature that roam the land. Cute at first, but they are friends to nobody.

2.4 Armadillo Army

Unlike their Furrball counterparts, they are more intelligent. While most are loyal to Dr. M, some have rebelled, though you don’t see it in the game.

3 The Mesmos

3.1 Mesmo Slugs

Parasitic creatures that drain emotion and free will from the brain. The best results can be achieved by putting the slug directly on the brain, which is what Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon does to Gage. If the slug is on the brain for an extended period of time, it eventually eats the brain and replaces it, killing the victim and turning it into a mindless zombie. This happens to Gage only in the Living Gage Bad Ending. It is possible to remove the slug, and if it removed completely (like what will happen to Gage) then the victims body and mind will return to normal. However, if most of it is removed but small bits remain, the victim may regain their free will, but will be incredibly easy to hypnotize. The venom of the Mesmo Snake strengthens Mesmo

Slugs, and actually causes partially removed Mesmo Slugs to regrow and regain complete control of their victim.

3.2 Mesmo Snakes

Getting bit by one causes victims to lose their free will for a few hours, but the effect is temporary. It isn't shown in the game, but if someone has a Mesmo Slug removed and the removal is only partial, the venom will revive the slug and cause it to regenerate.

Wild Mesmo Snakes: The only difference between the bite of a Wild Mesmo Snake and a "domesticated" one is that the venom of a Wild Mesmo Snake causes its tribe to control the victim, while the venom of its "tamed" variety only removes free will. The effects of both venoms last only a short time.

3.3 Wild Mesmo Spiders

Large creatures with the size of a teenagers head. The hunters of Wild Mesmo tribes. They look for victims of any non Mesmo species that are large enough. When one of them finds a victim, it crawls to the victim's head and attaches itself. It then sticks two appendages onto the victim's ears, where venom is injected. This is to pacify the victim while it commences its next stage of attack. It then attempts to drill a hole into the victim's head so it can place a Wild Mesmo Slug into the victim's brain. If this fails (the drill isn't that strong, so the skull has to be soft. It might be able to drill into a human baby, but not an older human that doesn't have some sort of soft skull disease) than it just plants a Wild Mesmo Slug onto the victim's head. After a while, the slug starts to go to the back of the victim's neck and harden itself. It is possible to cut off the slug from the necks of victims, but first you would have to rescue them from the protection of the Wild Mesmo tribe's hive mind, dragging them away from others in their castes. When a Wild Mesmo Slug is implanted in the victim either by the drill or outer attachment, it leaves to search for a new victim.

3.4 Wild Mesmo Zombies

The victims of a Wild Mesmo Slug. While victims of a "domesticated" Mesmo Slug retain their intelligence and language, Wild Mesmo Zombies are reduced to animal intelligence, possibly because the Mesmo species are animals themselves. After a couple hours of having a Wild Mesmo Slug attached to them, they grow two antennae in their heads. The tips have a specific color on them, representing their tribe. If one cuts off the antennae but leaves the Wild Mesmo Slug intact, then the Slug will just grow a new set of antennae. If one does the reverse, cutting off the slug but keeping the antennae, the result is similar to having a slug only partially removed, in that their free will returns, but they become incredibly weak willed. There is one difference, however. The antennae will cause the victim to sense when other beings of the same tribe are near, and Wild Mesmo Snakes of the same tribe will never stop hunting that being until it bites it, causing a new Wild Mesmo Slug to appear where the previous one was removed.

3.5 Wild Mesmo Queen

The leader of the Wild Mesmo tribe Hive Mind. It controls its subjects and puts them into castes: Itself on the top, Wild Mesmo Zombies on the bottom, and the other Wild Mesmo species in the middle. It resembles a Wild Mesmo Spider, but looks slimmer and has a huge antennae on its head with the color of its tribe. When it lays eggs, it takes a random Wild Mesmo Zombie and forces it to swallow the eggs. The eggs then hatch and the babies eat the insides of the victim until they come out. The Wild Mesmo Queen is surprisingly versatile in what it can lay, laying eggs of multiple species. The two main ones are Wild Mesmo Snakes and Wild Mesmo Spiders. Near the end of its life, it stops laying eggs of those types and instead lays Wild Mesmo Queen eggs. When those eggs hatch, instead of eating the victim right away, they eat each other. The survivor then eats its way out of the victim, heads for the Queen, and eats it, taking over as the leader of the Hive Mind. If the queen dies without being replaced, her Zombies go into comas until the Slugs are removed from them, while the other species collapse and die. It is possible for the Queen of one tribe to be eaten by the Queen of another tribe. When this happens, the two colors of the two tribes merge and the Queen takes over both tribes. The text of the Malevolent Chronicles states a way that sentient beings can eat Queens and become rulers of Wild Mesmo Tribes, which becomes a plot point in the second campaign. when Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon attempts this. The result of successfully doing so is that the one who eats the Queen grows antennae, like Mesmo Zombies. However, they also grow a large antennae on the back of their neck. The intelligence of Wild Mesmo Zombies returns to normal capacity, but still remain slaves.

4 Backstory

Our story begins in a land not unlike Earth. The sounds of many strange animals whistled in the air. Suddenly, a loud cry of surprise and anger. A deafening pounding could be heard as the natives chase a young boy. Every single one of them recognized their enemy, for the child has stolen many priceless gems and several pounds worth of their sacred fruits. Another tribe from a great distance tried to raise him after his parents died, but he was untamable. Dozens of jewels from dozens of tribes were stolen by this kid, and his most recent theft has made him hated by yet another one. “ALLLEEEEEEEEEXXX!” the native chief shouted as his men chased the boy. While Alex knew that he upset the locals, he didn’t completely understand why. All he cared about was the beauty of his most recent prize. Despite carrying all of his stolen valuables in a bag, he managed to run fast enough to hide in a large cave. As he enters he notices a floating wooden block.

Tutorial_level_1:

(Based off the first half of the current tutorial level, the split occupying around the area where Alex falls.) Alex hits the block with his fist. A booming voice instructs him to climb up, using the gems on the ground as a guide. He climbs higher and higher, until he notices a platform floating in the air. He jumps on it, but it falls down.

[CUTSCENE] When he lands, he notices a grid work of yellow stones,

forming a much larger wall. The child's eyes widen at their beauty. "C-C-C-Could it be?" He asked nervously to no one in particular. He pulls out a book entitled "The rare gems of the land of *insert name here*", one of the only reasons he still knows English/Basic/*insert name here*, and flips through the pages until he finds what he was looking for.

"So it's true . . ." he said. "That old man wasn't lying when he talked about the golden rubies . . ." He stares in awe at the jewels, for what felt like hours, until he heard a loud scream nearby. Cautiously, he walked to the direction where he heard the sound, until he notices a pipe with a large open hole in it. [/CUTSCENE]

Tutorial_level_2:

[CUTSCENE] Stepping through the hole he found himself in a strange world with vicious, furry creatures moving in the distance and more wooden crates that floated in the air. "Who are you?" asked a voice.

Alex turned his head. "I'm Alex," he answered. "I stepped into a pipe and found myself here . . ."

"You need to hide, lest the armies find you." Alex glanced at the speaker, seeing a creature in the general shape of a fox, with gray fur and ears that seemed to curl back. "Dr. M is tearing apart the cities. He thinks someone has the Chronicles."

Alex stared at him in confusion. "Who is Dr. M, why does he want a set of chronicles, and why do you look like a big talking fox?"

The fox creature looked around. "It is not safe to talk here, we must make for my house. It is only a short walk away." Alex nodded. The two walk for a while, when Alex notices something. "What's that?" He asked, pointing to a furrball.

The fox-like creature panicked. "Keep away from it, it's dangerous", but Alex ignored the warning, seeing it's seemingly cute exterior and wanting to pet it. Before he gets the chance to let it bite off his hand, it suddenly gets stomped. Alex jumps in shock, before noticing who defeated the furry monster. "What did you do that for? I only wanted to pet it." "If I let you pet it, it would have bitten your hand off, or worse. I know where you came from, and you should know better than to trust animals by their appearance."

The fox companion looked at Alex and the other person. "Alex, this is Helen, my step-daughter." "Step-daughter? But that means...you're a girl!?" Admittedly, it wasn't easy to tell she was a girl at first, having clothing that resembled Alex's wear. However, the voice should have been a dead giveaway, as is her long, braided hair. Helen rolls her eyes, "What? You honestly never saw a girl before?" She asked. "Not any that looked like me, at least not since my parents..." His head drooped as he remembered their deaths. The fox looked cautiously. "If Furrballs are around then we must hurry. Drop your things Alex, the sooner we get to my house the better." Alex refused to drop the big bag of jewels he always carried with him. Angered, a fireball suddenly formed in Helen's fingers and she launched it at the bag. Alex was horrified, but he didn't dare to touch the bag, not wanting to get burned. He gave a sigh. "I guess I will have to start all over." He said with a sob. The three heard rustling in the bushes. "We must go, now!" Said the fox. [/CUTSCENE]

(The second part of the tutorial level goes here) [LEVEL ENDS]

[CUTSCENE] When the last of the three enters the house, the fox closes and locks the door. “Now we can talk in relative safety. I am Deepak. I am the one who build the pipe that led you here. I needed one more person to come out in order to begin the quest.” Alex blinked. “What quest?” “To stop Dr. M from getting the Chronicles.” Helen said matter-of-factly. “What chronicles, can someone explain what is going on?”

“They are the Malevolent Chronicles,” answered the fox creature. “They are the final, missing piece of his collection of literature. With them he will have the power to rule this world...”

“Malus, that is his full last name. heir to the Great Library, keeper of books, and his Ph.D. dissertation is one of the most respected in the land.” “Ph.D. ?” Alex asked, having lived in the jungles and rainforests most of his life. “Do you even know what school is, Alex?” The boy nodded his head, as if to say no. “Basically, a Ph.D. is a piece of written writing that states that you passed a certain standard of intelligence. It is not easy to receive one, let alone one as respected as the one Dr. Malus has.”

Alex thought hard. “But chronicles, aren’t they like stories? How can stories be dangerous?” “There are many ways that stories can be dangerous” the fox replied, “Some stories have dangerous ideas, others could be used to insult others. The Malevolent Chronicles, however, is dangerous because of the potential dark magic that can come from it.

“The Malevolent Chronicles document the quest of a man to learn great knowledge. At least, that’s how it begins. Halfway through them, he succeeds in his quest, and in the process becomes an unrecognizable force of evil. The rest of the Chronicles, what makes them truly Malevolent, are the dark spells that it contains. Some of the pages give instructions on how to awaken several great evils. Other pages list rare animal species that could be used for evil purposes, and where to find them.

“Legend states that after the book was completed, it developed a horrible mind of its own. Nobody is able to prove that though, since it has disappeared from the face of the earth thousands of years ago...or so we thought. Dr. Malus, along with his right hand man Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon, has found evidence that the Chronicles are buried somewhere nearby. He is using his army of monsters to hunt the land for pages of the Chronicles. Already some of them have been located. Dr. M must not be allowed to complete the collection of the Chronicles. You must gather the pages and then destroy them.”

Alex narrowed his eyes. “Has anyone stood up to this ‘Dr. M’?” he asked.

“He has an army of monsters under his command and a factory to make more of them,” explained the fox creature. “Besides that, we Faythians are terrified of the monsters that roam our land. You must go with Helen, she will help you in your quest.”

“Will anyone else help me defeat this Dr. M?” Alex asked, worried that two kids like themselves wouldn’t be enough to prevent the tragedy that is in front of them. “I have two grandsons. One of them is willing to help you, but the other might only help you until he can find a way out of doing so. Prewitt! Haakon!” The two twin fox cubs come down

some stairs. The former is curious as his grandfather calling him, while the latter was annoyed. "I want you two to help these two in their quest." Haakon groaned, asking "Do I have to?" "I don't see what you're complaining about." His brother said. "I can't wait to fight the good doctor." "Then go," Deepak said, "and good luck!" [/CUTSCENE]
[END OF TUTORIAL]

Index of worlds:

1. Warp Zone (Optional)

- a) World 1 Secret Level 3 – large switch unlocks access to World 2 Warp House and World 2 Shortcut to World 2 Boss. (The second packet of the Chronicles is hidden here.)
- b) World 3 Secret Level 1 – large switch unlocks access to World 3 Secret Level 2. (The third packet of the Chronicles is hidden here.)
- c) World 3 Secret Level 2 – secret boss #3. (There is no secret boss #2) When defeated, you have to press the large switch to complete the level. Large switch unlocks access to World 4 Warp House and World 4 Secret Level 1.
- d) World 4 Secret Level 1 – large switch unlocks access to World 4 Secret Level 2. (The fourth packet of the Chronicles is hidden here.)
- e) World 4 Secret Level 2 – secret boss #4. When defeated, you have to press the large switch to complete the level. Large switch unlocks access to World 5 Warp House and World 5 Secret Level 1.
- f) World 5 Secret Level 1 – large switch unlocks access to World 5 Secret Level 2. (The fifth packet of the Chronicles is hidden here.)
- g) World 5 Secret Level 2 – secret boss #5. When defeated, you have to press the large switch to complete the level. Large switch unlocks access to World 6 Warp House and World 6 Secret Level 1.
- h) World 6 Secret Level 1 – large switch unlocks access to World 6 Secret Level 2.
- i) World 6 Secret Level 2 – large switch unlocks access to World 6 Secret Level 3. (The sixth packet of the Chronicles is hidden here.)
- j) World 6 Secret Level 3 – large switch unlocks access to the middle of World 6.

2. The Quest Begins (Once access to the Warp Zone is granted by located the secret level, the second half of the world can be skipped)

- a) World 1 Warp House – accessible after completing World 1 Secret Level 2.
- b) World 1 Level ? – Half-way point of World 1. Large switch unlocks World 1 Secret Level 1, however, you can easily ignore

the large switch and go to the next normal level. The level before this one has a cutscene after completion.

[CUTSCENE] The four travelers stop to rest. It is nighttime, and the four made a campfire. “How much farther do we have to go?” Haakon whined. Helen signed. “A long way, or a short way. According to the map Deepak gave us, the next area contains what is called a warp house. However, it is well hidden, and apparently we need to push a switch to unlock the entrance.” “Ahh” Haakon replied. Alex is lying down, staring at the stars. “Helen, why is Haakon so grumpy all the time?” He asked without discretion. Haakon glares at him for a second, then goes back to what he was doing. Helen comes closer to Alex, so that she can talk softly. “I bet you were wondering where the parents of Haakon and Prewitt are. It happened five years ago, before I arrived. Like Deepak was and Prewitt is now, they were one of the few Faythians willing to defend themselves. One night they got ambushed by a cloaked figure and some monsters. They tried to fight back, but failed, and haven’t been heard from since.” “Their ‘bravery’ was more like stupidity!” Haakon replied “They should have stayed at home and raised us two cubs.” He tried to hide tears. “I don’t remember them much, but what I do remember is their warmth and their courage. What has it got them? For all I know they died soon after they disappeared.” His sorrow slowly turned into anger. “Alex, do not mention our parents again, or I’ll—” Helen got in between them. “Save it for the doctor.” She looked around. “I guess we all have something in common, our guardians all suffered horrible fates. We must keep moving...” They put out the fire and start walking toward the next level [/CUTSCENE]

- c) World 1 Secret Level 1 – large switch unlocks World 1 Secret Level 2 (The first packet of the Chronicles is hidden here.)
 - d) World 1 Secret Level 2 – secret boss #1. Defeating it unlocks World 0 Warp Zone and World 1 Warp House.
 - e) World 1 Boss – Giant Furrball. Defeating the boss completes the level.
3. The Disorganized Path (Once World 1 Secret Level 3 is completed, every normal level except World 2 Boss is optional)
- a) World 2 Warp House – Accessible after completing World 1 Secret Level 3.
 - b) World 2 Shortcut to Boss – A second Warp House that, as its name suggests, gives access to World 2 Boss.
 - c) World 2 Boss – [CUTSCENE] (You walk up to the boss area. The boss attacks you from nowhere, causing you to bleed a little. This is the only area where injury causes you to bleed. Alex wipes the blood off and begins to fight) [/CUTSCENE] When defeated, you have to press the large switch to complete the level. Doing so unlocks World 3 Warp House, World

- 3 Secret Level 1, and, if the level is accessed by World 2 Shortcut to Boss, all previous levels in World 2.
4. he Borderlands (Once World 3 Secret Level 1 and World 3 Secret Level 2 are completed, the whole world is optional)
 - a) World 3 Warp House
 - b) World 3 Boss –Although it would be very difficult, if not impossible, to skip World 2 Boss, if that somehow happens than that boss will replace the World 3 Boss. Defeating the actual World 3 boss completes the level. If the World 2 Boss is defeated in the World 3 Boss level, access to all levels in World 2 is granted.
 5. The Great Expanse (Once World 4 Secret Level 1 and World 4 Secret Level 2 are completed, the whole world is optional)
 - a) World 4 Warp House
 - b) World 4 Miniboss – Gage. Occurs halfway in the world. Unless this level is skipped by using the Warp Zone, this would be the first encounter our heroes have with Gage. The fight is organized by Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon to test Gage’s strength, he can’t be killed in this level, nor can our heroes. If the level is skipped by the Warp Zone, then our heroes meet Gage in the real boss fight in World 6, and the fight is slightly more difficult as a result. Although it would be very difficult, if not impossible, to skip World 2 Boss, if that somehow happens and World 3 Boss is skipped, than this level doesn’t appear, and the save file is changed to force the player into the No Gage bad ending when the time comes.
 - c) World 4 Boss
 6. The River of Sorrow (Once World 5 Secret Level 1 and World 5 Secret Level 2 are completed, the whole world is optional)
 - a) World 5 Warp House
 - b) World 5 Boss
 7. The City of the Ancients (Can’t be avoided, although the secret levels provide an alternate route to the same midpoint.)
 - a) World 6 Warp House (Unlike the other Warp Houses, which are fairly close to either the beginning, middle, or end of a world, the World 6 one is on the outskirts. This means that you have to walk longer just to get to the halfway point. When you exit the Warp House, the first level you see is World 6 Secret Level 1. While there aren’t as many enemies in the World 6’s Secret Levels compared to World 6’s regular levels, the enemies are very difficult.)
 - b) World 6 Boss – Gage. Although it would be very difficult, if not impossible, to skip World 2 Boss, if that somehow happens and World 3 Boss is skipped, than this level doesn’t appear, and the save file is changed to force the player into the

No Gage bad ending when the time comes. The outcome of this boss fight greatly determines the path of the game. Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon is strengthening Gage by throwing him Giant Fruit (not normally assessable in the game) and Invincibility Lemons (whatever they are called.) In order to defeat Gage, you have to defeat Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon first. After you attack the lord a few times he will become weakened to the point of fleeing. At this point you keep attacking Gage until he becomes small. When that happens, a cutscene will trigger where you are to choose between killing Gage or Sparing him. If you spare him and decide to carry him, you will be taken to World 6 Secret Level 3. If you spare him but leave him there, you will get the Living Gage bad ending. If you kill him, World 8 is unlocked and you will be forced to undergo the Dead Gage bad ending. Although it would be very difficult, if not impossible, to skip World 2 Boss, if that somehow happens and World 3 Boss is skipped, than this level doesn't appear, and the save file is changed to force the player into the No Gage bad ending when the time comes.

8. Inside the body of Gage (optional, but required for the good ending)
 - a) World 7 Exit (You leave Gage's body, and grow back to normal size.)
 - b) World 7 Boss – Mesmo Slug. Defeating it violently ejects you from Gage's body, and cure him. In a cutscene, Alex manages to convince Gage to take them to the Great Library using a secret passage.
9. The Great Library (Only fully accessible if you save Gage.)
 - a) World 8 Level 1 – The Main Entrance and the Path to the Bad Ending. When you get to the end of the level, Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon will confront you. He forces you to surrender any packets of the Chronicles you have; what happens next depends on how you played the game. Although it would be very difficult, if not impossible, to skip World 2 Boss, if that somehow happens and World 3 Boss is skipped, then you get the No Gage ending. In it, Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon complains on how Alex and his friends prevented his plan from going into motion by avoiding those areas. Your "reward" is an infinite supply of Mesmo Snakes. The level doesn't end until you get bitten, in which the screen cuts to black. You get this message: "Knowing that he no longer had any opposition, the dark lord overthrows Dr. Malus. The people, ignorant about the dark lord's true nature, are fooled by his false declaration of peace and imprison Dr. Malus. He tries to warn the people about Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon's treachery, but nobody believes him. It wouldn't matter anyway, because by that time the dark lord

has successfully summoned the Ancients using the Chronicles, and the land will plunge into a darkness that nobody could stop.” If you get the Living Gage ending, Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon mocks our heroes for letting Gage him, then has him try to kill them. Dr. M tries to stop Gage, but Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon kills him. With nothing holding Gage back, he kills our heroes. We then see inside Gage’s skull, where the Mesmo Slug inside him eats his brain. Gage stops breathing as the Slug takes away the last breathe of life and completely takes over. His skin starts to become pale, and the color in his eyes disappears. Nothing anyone could say would have any affect on him now, as his mind became fully subservient to Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon. If the Lord were to somehow die, than Gage would die as soon as he finds out; but the Lord wouldn’t die. Insead, he would use the Chronicles to summon the Ancients, and the land would plunge into darkness. The Dead Gage ending is almost identical to the No Gage ending, the difference being that instead of Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon complaining that you avert Gage’s creation, he shows a combination of annoyance and mocking at the heroes for killing him. In all three of these endings, Cue credits and Bad Ending Credits Music.

- b) World 8 Secret Level 1– The Secret Entrance. There should be no enemies in this level. Ambient noises haunt it though.
- c) World 8 – The archive of the Malevolent Chronicles. If by hacking you get to World 8 without Gage in your party, the door will be locked, and you will get the Special Chronicle Delivery Bad Ending. If you have collected the 6 packets in the secret levels, the room will be empty. If not, then a guard will ask you for a six letter password, which is randomly generated each play-through. Each of the six regular bosses will give a letter of the password, so if you beat them, you are given the option to state it directly if you do so. If you skip some of the bosses through the warp zone, you have the option to guess the password or leave. If you guess the password wrong, the guards will attack you, and you will be forced to flee and play a level before guessing again. If you come back before you complete a different level, the guards will recognize you and attack again. After you say the correct password, the guards will leave. In both cases of guessing the correct password or having the six packets already, you will go to a room where the packets would be held. If you have any packets you place them there. Any packets you don’t have would be there already, with the implication that Dr. M’s forces have collected them. You burn the six packets and fight a boss. Defeating the boss will guarantee that you get the good ending.
- d) World 8 – True Final Level. The level can go down two different ways. If by hacking you get to World 8 without Gage

in your party, Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon appears. He forces you to surrender any packets of the Chronicles you have, then Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon complains on how Alex and his friends prevented his plan from going into motion by avoiding those areas. Your “reward” is an infinite supply of Mesmo Snakes. The level doesn’t end until you get bitten, in which the screen cuts to black. You get this message: “Knowing that he no longer had any opposition, the dark lord overthrows Dr. Malus. The people, ignorant about the dark lord’s true nature, are fooled by his false declaration of peace and imprison Dr. Malus. He tries to warn the people about Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon’s treachery, but nobody believes him. It wouldn’t matter anyway, because by that time the dark lord has successfully summoned the Ancients using the Chronicles, and the land will plunge into a darkness that nobody could stop.” Cue credits and Bad Ending Credits Music. That is the Special Chronicles Delivery Bad Ending. If Gage *is* in your party, then you face Dr. M. You don’t get the chance to fight him though...

[CUTSCENE] “It seems like you lost, doctor.” Alex says as he and his four friends look at the villain. “Are you going to come quietly?” “You may have gotten past my defenses, my boy, but I’m not going without a fight.” “You want to fight?” Alex asked, a smile curling in his lips. “I can’t wait!” Gage looked nervously at Alex, then to Dr. M, then back and forth. “You may be younger than I am, Alexander” Dr. M replied, “but the fact that you got this far shows how brave you really are. It will be an honor to fight you.” “STOP!” Gage suddenly shouted. Everyone was surprised, as he was never this loud before. “Is that parasite still in him?” Helen asked to Alex, as Gage stands in front of Dr. M and prevents the others from making a move at him. “It isn’t that...I..” He tried to think of the right words. “I won’t let you harm my ‘uncle’. He... showed me...kindness...when my ‘father’ ruled my mind.” Dr. M starts to tear up. The treatment that the boy got at the hands of Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon upset him, but now that he showed genuine love... “Alright...if that’s what you want, I won’t fight.” (What happens after this point depends on what happens to the six packets of the Chronicles) [/CUTSCENE] (In the Chronicles Delivery Bad Ending) [CUTSCENE] Alex thought to himself. “If he is capable of kindness, maybe it wouldn’t be so bad to give him the Chronicles.” he said quietly to the others. “Are you crazy?” asked Prewitt. “You saw what he did to my homeland. You saw what he is capable of.” “Yes...I do. He may look like a dangerous, evil man, but what I really think he is is obsessed. His intelligence led him to search for this horrible document, but he doesn’t seem like the type of man that would want to rule the world. He just wants to complete his collection of literature. In short, he is intelli-

gent, strong willed, hard to understand...sound like someone you know?" Prewitt and Helen glared at him, but they knew he had a point. "If he is like I am, he might not do anything with the book. After all, we carried the remnants this far and we haven't been affected by them. I say that they will be in safe hands with Dr. M." Reluctantly, the others agreed. "You want the Chronicles, Dr. M? You can have them." He throws them to the doctor, who looks overjoyed. "You have no idea how happy I am right now. Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon!" The others gulped, having forgot about them. Dr. M may not do anything with the Chronicles, but his lord is another story altogether. Alex facepalms. "What an idiot I am!" "What is it?" Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon asked as he suddenly arrived. "The quest is over. We have the Chronicles. Turn off the monster generators. All of our forces will repair any damage that they did in their search, then return to the Great Library. There they will provide security. After that, I might become the "uncle" to your boy, but this time as a real family. That is all I have to say." "And as for the four other terrorists?" "Terrorists they are not. They were concerned about me, and some of our behavior may have justified their cause, but they know better, and so do I. I will let them go home in peace." "You incompetent fool! You spare our enemies, you let them get their lands back, and you plan on placing the Malevolent Chronicles on some shelf where nobody is expected to read them...ever. From this moment on, our partnership is terminated!" He suddenly stabs Dr. M in the heart. He takes the six packets from the doctor's cold, dead hands and takes out his packet as well. He combines the seven packets by pressing them together, magically aligning and binding the pages in the proper order. While this is happening, our heroes look at the doctor in sorrow, especially Gage. The boy looks at Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon. "I...hate you...father." "What does it matter?" The dark lord asked. A force field suddenly emerges from his body. He goes to a specific page and recites an incantation. An unimaginably horrific creature appears, and the camera fades to black. [/CUTSCENE] Cue credits and Bad Ending Credits Music.

(In the good ending) [CUTSCENE] "Do you have the chronicles?" The doctor asks. Alex looks at him, "We burned the six packets that we found." Dr. M sighs. "Perhaps its for the best. At least I have the one remaining packet, or at least, Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon does. I wonder where he is now?" In another room, the dark lord looks at the remaining packet. He already knew that the other packets were destroyed, as he felt the presence of the Chronicles weaken. He memorized every single word in the remaining packet, then burns it himself, not wanting his enemies to read the passage. A scream could be heard as he does so. He walks over to the doctor, and shows surprise

that he is talking to their enemies. “Ah, Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon. I was just going to speak to you. The quest is over. Your packet of the Chronicles is the only one remaining. Turn off the monster generators. All of our forces will repair any damage that they did in their search, then return to the Great Library. There they will provide security. After that, I might become the “uncle” to your boy, but this time as a real family. That is all I have to say.” “And as for the four other terrorists?” “Terrorists they are not. They were concerned about me, and some of our behavior may have justified their cause, but I think they are willing to forgive and forget. I will let them go home in peace.” “You incompetent fool! You spare our enemies, you let them get their lands back, and you let these mere kids destroy the greatest piece of literature ever written! From this moment on, our partnership is terminated!” He suddenly stabs Dr. M. Our heroes look shocked as the doctor collapses. Gage looks at Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon in sorrow and anger. “I...hate you...father.” “What does it matter?” The dark lord asked. A force field suddenly emerges from his body. “Congratulations! You have ruined my plans for this stupid planet! Now there are secrets that will never be uncovered, entities that will never be contacted. I will let you leave the Great Library, but not unscathed. Prewitt! Haakon!” The fox twins look at each other, each wondering how he knew their names. “You are probably wondering how I know your names. I know all about you. I know about your grandfather, who put you kids up to this horrible quest! I also know where your parents are.” “Huh?” Haakon said to himself. “Don’t listen to him!” Prewitt said. “He is probably messing with us.” “I assure you that I am telling you the truth. Come!” Two adult Faythians of opposite gender walk up to the dark lord. “No...” The twins say in unison. “Yes, they are your parents. Thanks to the Mesmo Slugs, which you should be familiar with, I managed to get information about the two of you and your step sister. They told me everything they knew. As I have no need for them now...” He points to a lava pit not far away. “I will have them kill themselves. It would be a pleasure to see you two utterly broken.” The two adult foxes turn around and slowly walk toward the pit, with mesmo slugs on their necks. Haakon looses his cool and runs toward his parents with a sword, attempting to slice off the slugs. As he does so, Lord Ázdhôr/Lord Vodox/Lord Zodo/Lord Kodon starts throwing red balls of energy at him. He manages to dodge most of them, but just as he slices off the slugs, he gets hit in the legs, causing great pain and crippling him. The three of them collapse on each other. “Of course, they didn’t say that one of you was an idiot.” He then looked at all of them. “I should probably kill you all now, but I am on a tight schedule, and I doubt that any of you will survive what happens next!” He then vanishes in

smoke. Nobody speaks for a few seconds. “Well, I guess he was too scared to fight us!” Alex said. “No.” Gage replies. “He has other things on his mind. When I was under his power, he sometimes talked to himself about what he was to do with the chronicles. He was hoping to release the Ancients and have them wreck havoc over the earth. He wanted the earth...destroyed.” Alex, Gage, Helen, and Prewitt looked really glum. The two fox parents suddenly moan and get up. “Haakon...is that you?” The female fox asks. The injured fox child looks weakly at his parents. “Mom?” The three foxes hug each other. The parents then notice Prewitt and hug him. “How much do you remember?” Prewitt asked. The male adult fox starts to speak. “...Everything. Whenever we were asked a question we always answered it, regardless of whether we wanted to or not. We longed for the day when our minds weren’t oppressed, and it has finally arrived, but has it been too late?” Gage looks at them. “You had a life before you were infected. I...am not sure I had one.” “We have to get to a place of safety” the female adult fox said. Haakon’s parents carried him as they ran toward the direction of the nearest safe house. “We made it this far.” Helen says. “We faced the monsters of Dr. M, we got through the City of the Ancients, we destroyed the spirit of the Chronicles. I think that no matter what happens, we will be ready for it. The others smiled, even Gage. They suddenly hear noises of the monsters. “Before we do anything else” Alex said. “We need to turn off the Monster Generator. The four of them run in the direction of the Monster Generator. The camera points to where Dr M was stabbed. He isn’t there. The camera fades out. Text reads “To be continued in Campaign 2” [/CUTSCENE] Cue credits and Good Ending Credits Music.