

Second Proposal for a TSC Story

Abstract

This is my second proposal for a storyline in TSC. It addresses earlier criticism, but stays true to the main concept of the first proposal (DNr. 16/4): It features Dr. M. as the antagonist of the player, who finally realises his mistakes when his Right Hand Lord Àzdhôr betrays him. Includes a suggestion on a heroine.

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1 dramatis personae

1.1 Alex

The hero of the game, at least on the beginning. Somewhere around 20 years old. At the beginning of the game, he is a treasure hunter without a nearer family.

1.2 Alice

Heroine of the game; appears first in World 3, becomes playable in World 4. Most of her family has died during a military conquest of Dr. M. (who wanted both to find a volume of the Chronicles and paralyse his enemy Thomas Albin), except for her grandfather Thomas (see 1.6 below), with whom she lived before he sent her out for defeating Dr. M.'s quest for the Chronicles. About the same age as Alex.

1.3 Dr. M.

Dr. M. is the antagonist of the game. He is an old man of originally noble character, but has a burning desire for knowledge. He is the heir and Protector of the Great Library, and in search of the Secret Chronicles which he believes to be the route to complete wisdom. After he collected 3 of the 12 volumes of the Secret Chronicles, the evil aura of these works makes him ruthless in his quest, kicking out of his way whomever he deems to be against his search of wisdom.

1.4 Lord Àzdhôr

He is the Right Hand of Dr. M.. An arch-evil enemy who stops for nobody and nothing to reach his goals. He has observed that the owner of the Secret Chronicles is the possessor of great power that can be used to rule over everyone. He joined Dr. M. only to have him and his influence help him to find the Chronicles, and he is secretly planning to overthrow Dr. M. as soon as all volumes of the Chronicles are found.

Dr. M. does know nothing about Lord Àzdhôr's secret plans and believes him to be truly loyal, albeit a little rude.

1.5 Gereon

An old mage, friend of Alex.

1.6 Thomas, Count of Albermore

This person never actually appears in the game. He is owner of a great area of land, and is perceived by Dr. M. as his main enemy. He is an old man unable to walk on his own and a distant relative of Dr. M., and long ago one of his (and Dr. M.'s, i. e. before the family branches divided) ancestors once was the Protector of the Great Library. In his family, the danger of the Secret Chronicles has been preserved and as soon as he noticed Dr. M.'s quest for finding the Chronicles, he sent out the last heir of his family, Alice, to counter Dr. M.'s intents, by collecting the volumes of the Chronicles and destroying them.

1.7 Fayath

A friendly fox people. Villages or lone samples of these people can be found all over the world. The Fayath help the protagonists where they can: by giving hints for secrets, granting them powerups or scrolls, or just by giving tips on the gameplay. They don't occur before World 5, because they're opposed to Dr. M..

2 The scene

A fantasy land, developed somewhere between the Middle Ages and the Industrial Age. People know what machines are, but their use is rather rare; government is formed by a king still, but the time of knights is definitely over. There is a basically working police and court system in place.

There exists magic in this world, but not known by many people and generally its use is forbidden.

The capital of this fantasy land is Albermore. Outside of cities, monsters like furballs, armys, etc. endanger the land.

Dr. M. is not the ruler of this land and he has nothing to do with its King. He's someone acting behind the scenes. However, using the power of the Chronicles, he is able to silently control monsters and/or create new monsters, which is the reason why recently an increased number of monsters has been perceived by the people of this fantasy land.

3 Story

3.1 General Notes

During the story, several references to well-known literature should be made. Dr. M. is quoting Shakespeare all the time, and at sites like the City of the Ancients one could make some subtle references to the Ilias or even Gilgamesh. There shouldn't be blatant copies, though.

Notice the frequent appearance of the number 12. 12 worlds, 12 levels, 12 volumes. This is intentional as 12 is a number used by a good number of mythologic tradition.

3.2 Prologue.

[cutscene] Alex is a treasure hunter. He searches old ruins, lost forests, old swamps and similar areas for lost treasures to sell at high prices. His business is not illegal, as there's a law in this world that says that who finds a treasure lost for at least one hundred years gains ownership of it.

One day, he's exploring the Eastern Desert. He finds his way through the stony lands, climbs the sandy dunes and fights the sand storms haunting the desert. Using an ancient map he found in a library, he forces his way from well to oasis and to well again. Withstanding the cold night and the burning day, he finally discovers the pyramid he has been searching for. "So it's true..." he said. "That old man wasn't lying when he talked about the golden rubies and the lost pyramid." He enters the pyramid, avoids its dangers and finally reaches the forgotten Pharaoh's grave chamber. However, the depth of his disgust as he discovers the chamber to not contain a single jewel is infathomable. All that is there is an old blue book¹, written in a script he does not understand. "At least it's richly ornamented", he remarks and takes the book with him as the replacement for what he did not find. Half on his way out, he notices strange noises; like the tapping of feet and mourning voices. Passing a corner, he sees himself confronted with a standing mummy, glaring at him and stretching out its arm. Paralysed by horror, he cannot move. The mummy utters: "GIVE... BACK... THE... BOOOOOK...", and having recovered from the shock, he runs away for his life and escapes the deathly pyramid as more and more mummies gather to hunt him.

Weeks later Alex has returned from the Eastern Desert to his home in Albermore and has buried the unholy blue book deep below his other belongings. Sev-

¹This the book of narcissism.

eral times he considered getting rid of it, but the fact that it somehow invoked the mummies in the pyramid back to life still leaves him too curious. Returning from a visit in Albermore's library, he finds a message pinned at his home's door with a knife. "Come to the corner between Church Street and Salt Street this night at 1. Bring the Chronicles if you value your life.". Inside, everything has been turned upside down, but the secret door where he kept his treasures including the book (which he concludes to be the "Chronicles") had not been found.

There's no such thing as angst in a real treasure hunter (except if faced by living mummies, perhaps), so instead of complying he ventures outside at night and waits for the person to come to him instead. However, instead of this person, several policemen appear early in the morning when everything is still dark. It quickly becomes clear that someone had given the police false clues about some capital crime and they were now after arresting him. Knowing that it could take a very long time to get released even if innocent, he decides to hide instead. Given that this book must be of utter importance for this unknown person if it even sets the police to his heels with false clues, he wants to know more and possibly make a good deal with it. He decides to visit Gereon, an old mage who has always been interested in mystic stuff and exercises the forbidden practise of magic. When the police discovers his hiding, he attempts to escape and heads hastily towards the forest outside of Albermore, which is where Gereon lives deep inside. [/cutscene]

Level 1. Flight.

A city level with mild time constraint. Alex wants to escape the police forces. The level ends at the edge of the forest.

Level 2. Forest.

Alex on his way to Gereon's hidden home in the forest. Level ends there.

[cutscene] Alex shows Gereon his mysterious book, but Gereon cannot make much of it. After some thinking, he tells Alex an old story he has heard of during his journeys, in which there are 12 books of the Secret Chronicles, who set their owner into the ability of gaining absolute knowledge about the world. It might be possible they even include the key to eternal life, however, the books, if collected in larger amounts, are said to have an evil aura influencing their possessor towards the evil. Thus, the Ancient People who has wrote these Chronicles has decided to hide them separately all over the land, such that they might only be found when the time has come mankind can handle them. For the time being, they erected the Great Library, place of eternal wisdom, whose Protector has knowledge about the hiding places and has the duty to shield mankind from the Chronicle's influence until the time has come. Ages have passed since that time; the Ancient People is extinct (only ruins of their city exist), and about the Great Library there are only rumours left. The only hint given in the story is that the Great Library is hidden deep in the southern jungles of the land.

Alex is baffled by the story he has innocently been drawn into. Now he likely has one of those twelve Chronicles in his hands, a dangerous tool for mankind. His intention to sell it to the person who requested it has vanished; it is likely that this person has no good intentions with that powerful tool. Instead, he decides, the book must be brought to the Protector of the Great Library. Gereon wishes him good luck, and to circumvent the police still in search for Alex, he shows him a secret tunnel that leads outside the forest. [/cutscene]

[Actually, the person requesting the book was Dr. M.. This is not mentioned

explicitely from the story, but becomes clear from what happens.]

Level 3. Tunnel.

Simple underground level ending with an exit outside the forest.

3.3 World 1. The Jungle.

The world features jungle levels and could include native mythology.

Some jungle levels here. Later levels with bookshelves somewhere, to indicate Alex is reaching the Great Library.

Last Level. The Great Library

A short jungle period, then the path widens and Alex stands before the main entrance of the Great Library.

[cutscene] Alex is asked for what he wants at this secret place nobody knows. He reveals his possession of one of the volumes of the Chronicles, resulting in him being taken through the main entrance and some corridors directly to Dr. M.'s working room.

At his first enounter with Dr. M., Dr. M. acts as a nice person. He introduces himself as the Protector of the Great Library and explicitely thanks Alex for his efforts to bring the volume to him. He confirms that the story of the Ancients, the Library, and his protection duty is true and further elaborates on the topic. "The Chronicles are comprised of twelve volumes that describe the quest of a man to learn great knowledge. On his journey, he learns how to understand, summon and control the deepest affections of mankind: malevolance, hatred, envy, greed, narcism, but also benevolance, love, admiration, justice, and courage. Each of the first ten volumes is said to describe one of these attributes in detail. The two remaining volumes are the book of spells and the book of creatures, these documenting the mightiest magic spells and the secret of life." Dr. M. then notes he has already been able to find three volumes² and tells Alex that for best execution of his duties he needs to obtain possession of all 12 volumes³. He finishes with some fitting Shakespeare quote.

Dr. M. also talks about the Count of Albermore, whom he depicts as his enemy. He makes Alex think that this person wants to obtain the volumes just for the sake of power and subjugation, and that he has to be aware at any time that spies of the Count might try to convince him from the contrary.

Lastly, Dr. M. introduces him to Lord Àzdhôr, his Right Hand and tells him to hand any volumes he finds to him if Dr. M. himself is not reachable at that time. Alex finds Lord Àzdhôr very, very unsympathic from the very beginning.

Dr. M. now sends out Alex as his agent in the quest for searching the Chronicles. [/cutscene]

[Dr. M. 4 volumes, Alex 0 volumes]

²The books of malevolance, of courage, and the book of creatures, the latter setting him into position to create all these monsters.

³In reality, the 3 volumes Dr. M. has obtained already have infected his mind. He has become a man striving for the absolute wisdom, believing that he is the saviour of mankind if he manages to find and understand all the Chronicles. Anybody who is standing in his way gets eliminated. At this point, he just thinks Alex can be of use for him, so he tries to include him into his quest.

3.4 World 2. The Expanse

An ordinary world with nothing really surprising. Unpopulated areas, with many elements ranging from deserts to frozen tundra to forests to plains.

Several levels...

Last level ends with finding another volume, the book of admiration.

[Dr. M. 4 volumes, Alex 1 volume]

3.5 World 3. The Mountains

The mountain world features some castle levels and several outdoor hill/mountain levels.

Several levels...

After the last level's boss, Alex finds another volume, the book of hatred.

[cutscene] Before he can leave, Alice appears. She is too late, as Alex has already set himself into position of the volume. A dispute arises where she identifies herself as being sent by the Count of Albermore and tries to convince him from Dr. M.'s real intentions. Remembering Dr. M.'s warnings against the Count, he does not believe her; before the dispute can continue, Lord Àzdhôr shows up and attacks Alice, who flees. He asks Alex rudely to hand over the two found volumes, and after having received them, he sends him to the City of the Ancients, where he says Dr. M. expects another volume to be hidden.

[Dr. M. 4 volumes, Lord Àzdhôr 2 volumes, Alex 0 volumes]

3.6 World 4. The City of the Ancients.

This world is the turning point in the story. It also features the Return of the Mummies™, this time as real enemies in the levels, but with the same effect as in the prologue: facing a living mummy up front paralyses the protagonist for a short amount of time⁴. Mummies however cannot be defeated. You need to get around them somehow. As enemies, they don't move at all or only very slowly in direction of the player. If you touch a mummy, all energy is drained from you except for the last bit. If you touch a mummy with the last bit, you are killed⁵.

The City of the Ancients is located deep in the southern jungles (no coincidence that the Great Library is located there as well). Ruins that have been overgrown by jungle plants. The City of the Ancients itself however resides on a plateau with only bare vegetation so it can be depicted as vast and empty. It is intended that the City itself is comprised of several levels.

Level 1-4 normal jungle levels

Level 5-8 City of the Ancients levels.

Level 9. The Ancient Temple.

[cutscene] At the end of this level, in a catacomb where nobody can escape easily, Alex meets Alice again. This time, Alice tells him about the military conquests Dr. M. has done in search for the Chronicles, and in tears reports the death of most of her family as a result. Alex this time believes her, and from this point on both strive to stop Dr. M.. Alex feels miserable as he recognises his mistake.

⁴ Actually, an idea taken from the Zelda series.

⁵ This refers to the energy system that will later be introduced.

She tells Alex that Dr. M. has not been successful with his conquest against her family; the two volumes in their possession have been hidden by the Count in his younger years. She knows the hiding places, but there is also a strong hint that one volume never left the City of the Ancients, which is confirmed by Lord Àzdhôr's command to Alex to search for it here. [/cutscene]

[At this time, both believe Dr. M. has now obtained possession of 6 volumes. In reality Lord Àzdhôr never handed the two volumes he got from Alex to Dr. M., Dr. M. does not know that. That is, Dr. M. at this point still has only 4 volumes.]

Further levels, with the book of spells being found at the end of the last level.

[Dr. M. has 4 volumes, Lord Àzdhôr 2, Alex and Alice 1]

3.7 World 5. Riverland.

This world introduces the Fayeth. The fox people usually avoids human contact as it often has had bad experience with humans. They suffer from the increased number of monsters as they don't have as effective defensive measures as human cities like Albermore; instead, they prefer to hide their villages up in trees, deep in caves, on islands on lakes, and similar. This world has the highest amount of Fayeth of all worlds in the game.

The Riverland is full of secret switches that need to be activated to open the path to the Great River Cave, where the volume of this world is buried. Consequently, not all levels can be completed by just trying to play through them because to reach the next platform, open a locked door, or to overcome similar obstacles, the player needs to find the corresponding secret switch. For this however, the player receives clues from the Fayeth in earlier levels and of course in the Island City of Fayeth where most Fayeth live.

There are many rivers in this green and fresh world, and neither Alex nor Alice can swim!

Several levels.

[cutscene] At the last level, they encounter Dr. M. who just set himself into possession of the volume of this world, the book of envy. He immediately notices Alice next to Alex and understands he lost his influence on Alex. With Lord Àzdhôr protecting him, he leaves, indicating in a half-heard sentence something like "I will get the three volumes you still have as well!"

[This is a hint that Dr. M. thinks the two volumes Lord Àzdhôr has are still with Alex and Alice.] [/cutscene]

[At this point, Dr. M. has 5 volumes, Lord Àzdhôr 2, Alex and Alice 1]

3.8 World 6. Western Desert

The corresponding point to the Prologue's Eastern Desert. Hot and dangerous, with quicksand and similar obstacles, with pyramids and catacombs. A lone Fayeth somewhere gives a tip like "you can escape quicksand by repeatedly trying to jump in high frequency". Obviously, the lovely mummies are just waiting in these levels to scare our heroes.

Regular levels, with the book of benevolence being found at the end.

Level 3, Oasis Village. A small village built at the place of an oasis. In the level there's a sign with a "WANTED:" advertisement depicting Alex. If the sign is

read, it runs: “Wanted: This person that calls himself “Alex” is highly suspect of murdering the industrial Glenn Woods. He is described by the main witness as follows: ... (Dr. M. describing Alex, of course including some Shakespeare quote)”. This kind of sign can be added to later levels and worlds just for decoration as well.

After this world’s boss, a volume is found. It is the book of benevolence.

During the course of this world (but not narrated; it can be concluded from what happens next) Lord Àzdhôr finds another volume (the book of greed) and hides it in the Monster Factory, which is basically for him what the Great Library is for Dr. M.: The main operation point.

[Dr. M.: 5 volumes. Lord Àzdhôr 3, Alex and Alice 2]

3.9 World 7. Dr. M.’s ship.

Starting probably with water levels⁶ the protagonists quickly reach Dr. M.’s ship, a technically advanced ship that contains monster production and is often used by Lord Àzdhôr for travelling. Given the ship is property of Dr. M., Shakespeare quotes can be found on it (and of course, the ship itself is named “Tempest”, which should be shown on a graphic somewhere).

Dr. M.’s ship is a modern ship, featuring mecha enemies. While the setting is similar to the Monster Factory (World 9), it’s not as intense.

Regular levels.

The boss of this world is Lord Àzdhôr. When defeated, however, he escapes. After the boss fight, they find Lord Àzdhôr’s two volumes, i.e. those that Alex earlier handed to Lord Àzdhôr.

[cutscene] The ship sinks after receiving the volumes. [/cutscene]

[Dr. M.: 5 volumes, Lord Àzdhôr 1, Alex and Alice 4]

3.10 World 8. Cave system

The world of caves, large and small. Occasionally a grave with mummies. Occasionally dark levels that require careful use of Alex’ flashlight.

Regular levels.

After Level 8. [cutscene]The 4 volumes collected by Alex and Alice show the evil influence effect on them, strengthened by the darkness of the caves. Both accuse each other for being too slow with regard to Dr. M. taking the volume at the end of World 5. Alice suspects Alex to be influenced still by his own earlier meeting with Dr. M., while Alex begins to doubt the Count’s position and asks whether the Count does not really have own plans. The dispute remains unresolved.[/cutscene]

At the end Alex and Alice find that the volume hidden here, the book of justice, is gone. Dr. M. has been here earlier. Instead of the book, there’s a sarcastic letter from Dr. M. mocking at them.

[cutscene] Blaming is taken to a new level. Now they suspect each other to actually want all of the Chronicles. After a short fight, the two divide, each one with 2 volumes. [/cutscene]

[Dr. M.: 6 volumes, Lord Àzdhôr 1, Alex 2, Alice 2]

⁶There was a scuba suit requested on our tracker.

3.11 World 9. The Monster Factory.

Alex and Alice each play different levels in this world. Since this is not possible technically in this way currently, it can be simulated by an ordinary world path with the levels alternating the character, i.e. level 1 is played by Alex, level 2 by Alice, level 3 by Alex again, level 4 by Alice, etc.

The hightech factory has mecha enemies just like Dr. M. 's ship (World 7), but has an even more heavy focus on modern technology. It should be made clear that neither Alex nor Alice actually understands what is happening here.

Level 1. Assembly Lines. Various kinds of monsters are assembled on conveyor belts using robotic systems.

Level 2. Waste Disposal System. Factory waste is processed and purged here.

Level 3. Elevator System. A mechanized, high tech elevator system.

Level 4. Control Center.

Level 5. Factory Operations. Oversees running of the factory.

Level 6. R & D (Research and Development). Oversees the development of new technologies. Includes genetics and/or magic research: Oversees the creation of new monsters, weapons, and other technologies. Includes Super Computing Station: Mathematical simulations and other data crunching are executed here. The outside room is filled with computer monitors showing data/scientific visualisations.

More levels.

[cutscene] Alex and Alice reach the boss level simultaneously. With only 2 volumes in possession for each of them, the evil influence weakened, and the two unite again. [/cutscene]

Boss level. [cutscene] Lord Àzdhôr appears and ironically congratulates that Alice and Alex to have made it that far. He says that while it would be a pleasure for him to eliminate them, he is busy and needs to visit Dr. M.. Then he says: "You two should give up. Dr. M. now owns six volumes, and with the one I have here and the one somewhere still in Albermore, he will have the majority of the Chronicles. You cannot withstand them." "We do!" "Do you? I'm sorry to inform you that your journey has just terminated right here. Let me show you the power of the Chronicles of Greed!" Lord Àzdhôr targets Alex and summons a dark and mindless copy of him. "Engage the enemy, Alex!" he shouts and disappears. With the glowing Chronicles book in the background (it has no function, it's just decoration), the clone just says "...GAGE...! I... WANT... THE... CHRONICLES!", attacks and the battle begins.[/cutscene]

This is a difficult boss and both Alice and Alex are present simultaneously; the player can change control by running into the respectively other character (collision). Only by combining Alice' and Alex' different capabilities, the boss can be defeated. With the last bow, the dark clone just vanishes and the Chronicles volume stops glowing.

After the boss Lord Àzdhôr's volume, the Book of Greed, is taken.

[Dr. M.: 6 volumes, Lord Àzdhôr 0, Alex and Alice 5]

3.12 World 10. Albermore.

The quest ends where it started. In multiple levels in this world the police shows up again and tries to arrest Alex, while they search through several buildings in

the city for the last volume.

Level 1-5, some are time levels as Alex and Alice escape the police.

Level 6. In this level, Alex gets finally arrested by police, but all volumes are with Alice. She must play alone the next levels.

(Note: This at least compensates a little for the Alex-only part at the beginning of the game).

Level 7-9. Normal levels.

Level 10. The Museum of History. In this museum, Alice finds the last volume without a boss fight, the book of love.

[cutscene] With 6 volumes, one would expect the evil influence to take Alice over. When she however remembers Dr. M.'s military campaign, she withstands the pressure. Not noticed positively by her, however, she got some help from the book of love she just found, which does have its very own influence... [/cutscene]

Level 11. Free Alex! Tunnel level leading to the arrest cells of the Albermore police station. Level is played both forward (Alice alone) and backward again (now with Alex and Alice).

[cutscene] Dr. M. at the police station, looking at the escape tunnel, very upset. [/cutscene]

[Dr. M.: 6 volumes, Lord Àzdhôr 0, Alex and Alice 6]

3.13 World 11. The Great Library.

Alex and Alice return to Dr. M.'s base with the intention to rescue the volumes owned by Dr. M.. It is obvious they can't enter through the well-watched main entrance as Alex did when he first arrived here, so they make for a side entrance.

The Great Library is a vast building with three floors and several rooms. The floors are connected with an old-fashioned elevator system ("paternosters") with minimal electric systems (if any at all). The levels of this world show different parts of the library.

Level 1. Defense Station. A level between the outer wall of the library's ground and the library building itself. Many monsters to fend off intruders.

Level 2. Side entrance. Continuation of level 1 that ends at a side entrance of the library.

Level 3. Ground Floor.

Level 4. Rooms where Dr. M. can invite guests, the dinning room, kitchen, etc.

Level 5. First Floor. All the books.

Level 6. The stacks. Floor after floor with column after column of even more... BOOKS.

Level 7. Any more books.

Level 8. Second Floor.

Level 9. You know what? Books!

Level 10. Third floor. Rooms filled with paintings, chandeliers, and a balcony by which Dr. M. can oversee the land below.

Level 11. The Chronicles Room. In this room Dr. M. keeps his volumes of the Chronicles. Alice and Alex take them all and feel a little strange about this now.

[Dr. M.: 0 volumes, Lord Àzdhôr 0, Alex and Alice 12]

Level 12. Dr. M. 's working room.

Expecting the great showdown.

[cutscene] Alex and Alice enter Dr. M.'s working room. Both Dr. M. and Lord Àzdhôr are there, debating over the topic of the volumes. Alex and Alice show they're in possession of all 12 volumes. They demand that the two give up and leave the library immediately. Now something unexpected happens. Lord Àzdhôr realises that Dr. M. is of no use anymore for him. He takes him as hostage and threatens to kill him if he is not handed the Chronicles. Dr. M. is completely surprised, but unable to defend due to his age. Alex and Alice hand the volumes over finally. Lord Àzdhôr frees Dr. M. and leaves the library.

[It is implied that Alex' and Alice' possession of the full 12 volumes is only for such a short amount of time that there's no opportunity for their evil aura to take them over]

Dr. M. is heavily shocked about what has happened. He realises the Chronicles are gone, and are with Lord Àzdhôr. Sinking into a nearby chair he slowly thinks through all that happened during his quest for the Chronicles, and that now, in the last moment, he has been betrayed by a person he truly believed to be loyal to him. Long silence.

Finally Dr. M. approaches our heroes. He announces that he from now on will live up to the duty has as the Protector of the Great Library, and that he was tempted by the Chronicles. He assures he will never again fall into this temptation, and says that it now is on him to prevent the evil Lord Àzdhôr from causing severe damage with the Chronicles. He reveals that the Ancient language that Chronicles are written in has not yet been entirely deciphered by him and Lord Àzdhôr, so that there is some time left to stop him. Furthermore, he says that he expects Lord Àzdhôr to have returned to his cloud castle, where they must now go. [/cutscene]

[Dr. M. becomes playable at this point]

3.14 World 12. Cloud world.

Level 1. The Staircase Tower. A level with many, many, many stairs.

[cutscene] The cloud world is gone, and with it is Lord Àzdhôr's cloud castle. Lord Àzdhôr, by the power given by the Chronicles, opened a magic portal to a new dimension and transferred his castle there. Taking together all courage, Alex, Alice and Dr. M. enter the portal and find themselves in a dark cloud world in a redish burning sky full of enemies never seen before. [/cutscene]

Cloud levels...

Level 12. The Cloud Castle.

This level has Lord Àzdhôr as the final boss; special dramatic final boss battle music plays here. The battle has two stages and is special in so far as all three playable characters are present simultaneously (control switch as with World 9 boss). Only by combining the abilities of all three characters, it is possible to defeat Lord Àzdhôr on the first stage.

[cutscene] When defeated however, Lord Àzdhôr throws open a bookshelf door and from the open door emerge the 12 volumes of the Chronicles. They revitalise Lord Àzdhôr and the second stage of the battle begins. Music change to a spheric, irrational variant of the stage 1 music. [/cutscene]

The volumes, each glowing in a different color, fly through the room and attack by flying against the currently played character. Lord Àzdhôr himself cannot be

defeated again while the volumes are there, only paralysed. During Lord Àzdhôr's paralysis, the volumes stand still and Dr. M. has to cast a special fire spell on as many volumes as he can while Lord Àzdhôr is paralysed. If a volume takes a hit from that spell, it is immediately destroyed by the fire and releases something that corresponds to its content (e.g. life berries from the book of love or some small enemies from the book of malevolence).

[cutscene] Once all volumes are destroyed, Lord Àzdhôr dies in mysterious green-black flames. The cloud world is moved back to the real world, the portal closes, and the protagonists find themselves deep in the jungle in the ruins of something that must ages ago have been the Great Library... [/cutscene]

3.15 Epilogue

Back in Albermore, Alex again gets arrested by police. Dr. M., who in the first place caused the persecution by his false clues, admits this so that Alex must be released finally. It is hinted that Alex and Alice continue a not-really-peaceful life as a treasure hunter couple, still chased by living mummies every now and then.

4 Changes since Version 1

- Responses to criticisms and other proposals:
 - Alex is now a treasure hunter instead of a thief, following datahead's suggestion. This was probably the main criticism.
 - Akan was renamed to "Alice", following Bugsbane's suggestion.
 - Dr. M.'s much criticised death at the end was removed.
 - No press for story advancement. This addresses kirbyfan's concerns.
 - The Albin family lost its last name. "Counts of Albermore" suffices. This addresses datahead's criticism of the naming.
 - The Chronicles' volumes have been given attributes as suggested by datahead. Likewise, instead of doing nothing as in the first proposal, each has a special effect. datahead's magic realm suggestion was combined with my cloud world proposal.
 - The Fayath were introduced as a "good" fox people as was suggested by both danfun and datahead in their respective proposals. The naming comes avoids Bugsbane's criticism of resembling "faith".
 - The levels from datahead's proposal have been included. Skyscrapers were skipped, since Bugsbane has a point with them not fitting the theme.
 - Gage from danfun's proposal has been included, albeit in a much weaker form and not as a story element. danfun's Mesmo species is too dark for TSC to include.
 - Hints on the contents of the Chronicles were added (taken partly from danfun's proposal and partly datahead's suggestions, mixed with my own ideas).

- Other changes:
 - Introduction of the mummies.
 - The police now hunts Alex because Dr. M. has made them believe that Alex is a criminal, albeit he isn't.
 - The Chronicles now form part of the final boss fight against Lord Àzd-hôr and are destroyed thereby by the player.
 - The Chronicles now have an evil influence on the heroes as well.
 - More details on levels.
 - Gave the remaining unthemed worlds themes and explained the existing themed world's setting in more detail.
 - Made Alex and Alice a couple in the Epilogue, with hint in World 10.
 - Several smaller changes.