

Proposal for a TSC Story

Abstract

This is a proposal for a storyline in TSC. 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 small criminal (thief) without a nearer family.

1.2 Akan Albin

Heroine of the game; appears later in World 3. 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 not know anything 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 Albin, 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, Akan, to counter Dr. M.'s intents, by collecting the volumes of the Chronicles and destroying them.

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. The press has started its work.

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, and this is where the story starts. Outside of cities, monsters like furballs, armys, etc. endanger the 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.

During the course of the game there should every now and then be press articles outlining that Alex is searched for. They could also contain other story-related news, or something completely unrelated to the main story as a side note.

3.2 World 0. Prologue.

[cutscene] Alex is a small criminal. As a mostly illiterate thief he lives from what he has stolen here and there, and occasionally he finds a way through an open window or forgotten door into a house. He is known by the police forces, but usually skilled enough to not be caught.

One night he manages to break into the villa of some rich individual, but to his great disgust, he does not find anything that looks evidently valuable to him. There is no money lying around, and the valuable furniture is too heavy to steal quickly. He wanders around and finds that this rich individual has some books lying around that at least look a little as if they could be of some value. Before he can take a closer look at them, he hears moves in the floor above, thus takes the books off the shelf and flees uncought.

In his hiding place he places the books among his other stolen pieces, but then forgets about them in the following days as he does not know anybody who could be interested. Then strange things start to happen. On one of his journeys through the streets he is nearly hit by falling bricks; another day he notices some person following him all the time. In a park where he uses to sell his stolen goods he finds a letter with his name on it saying "Hand the Chronicles over to me tomorrow at this time at this place.". In fear he does not follow that command, and a few days later he nearly got victim of a brutal robbing. He starts wondering about what these "Chronicles" are, then remembers the theft at the rich man's house and these worthless books. Back at his hiding, he finds these books are still there. Three of them look harmless, but the fourth is a richly decorated blue volume with gold decorations, whose script appears to be of a foreign language that he cannot read. He concludes that this must be the "Chronicles" the unknown person requested from him. Being a commercially thinking person, he finds that this book must be of utter importance for someone, but in order to be able to request a high price for it, he must know more. He decides to visit Gereon, an old man who has been a criminal in his younger days as well. He knows Gereon is a person who has always been interested in mystic stuff and exercises the forbidden practise of magic.

The next day he wakes up he finds police forces in front of his door. He has no idea how they found his hiding place, but thinks it is possible it might have to

do with this mysterious book he has. As a good criminal, he takes a secret exit from his hiding place 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 have 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 them a secret tunnel that leads outside the forest. [/cutscene]

[Actually, the person requesting the book was Dr. M.. This is not mentioned explicitly from the story, but becomes clear from what happens.]

Level 3. Tunnel.

Simply underground level ending with an exit outside the forest.

3.3 World 1. The Jungle.

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 encounter with Dr. M., Dr. M. acts as a nice person. He introduces himself as the Protector of the Great Library and explicitly 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 tells him that for best execution of his duties he needs to obtain possession of all 12 volumes. Thereby he notes that he has already been able to find 3 existing ones.

[In 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.]

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]

3.4 World 2. The Plains

Several levels...

Last level ends with finding another volume.

3.5 World 3. The Mountains

Several levels...

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

[cutscene] Before he can leave, Akon 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 Akon, 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.

3.6 World 4. The City of the Ancients.

This world is the turning point in the story.

Level 1-4 normal ruin levels.

Level 5. The Ancient Temple.

At the end of this level (preferably in a catacomb where nobody can escape easily) Alex meets Akon again. This time, Akon 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.

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.

[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 a volume being found at the end of the last level.

[At this point, Dr. M. has 4 volumes, Lord Àzdhôr 2, Alex and Akon 1]

3.7 World 5. (no topic set yet)

Several ordinary levels.

[cutscene] At the last level, they encounter Dr. M. who just set himself into possession of the volume of this world. He immediately notices Akon 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 Akon.] [/cutscene]

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

3.8 World 6. (no topic set yet)

Regular levels, with a volume being found at the end.

During the course of this world (but not narrated; it can be concluded from what happens next) Lord Àzdhôr finds another volume 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 Akon 2]

3.9 World 7. Dr. M. 's ship.

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.

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

3.10 World 8. (no topic set yet)

Regular levels.

At the end Alex and Akon find that the volume hidden here is gone. Dr. M. has been here earlier.

[Dr. M.: 6 volumes, Lord Àzdhôr 1, Alex and Akon 4]

3.11 World 9. The Monster Factory.

Regular levels. After the boss Lord Àzdhôr 's hidden volume is found.

[Dr. M.: 6 volumes, Lord Àzdhôr 0, Alex and Akon 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 escapes the police.

Level 6. In this level, Alex gets finally arrested by police. Akon must play alone the next levels.

Level 7-9 Normal levels.

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

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

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

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

3.13 World 11. The Great Library.

Level 1. Side entrance.

More levels...

Level 11. The Chronicles Room.

In this room Dr. M. keeps his volumes of the Chronicles. Akon and Alex take them all and feel a little strange about this now.

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

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

Expecting the great showdown.

[cutscene] Alex and Akon enter Dr. M. 's working room. Both Dr. M. and Lord Àzdhôr are there, debating over the topic of the volumes. Alex and Akon 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. In this moment, Dr. M. simply looks like a desperate old man who barely realises what is happening around him; Alex and Akon hand the volumes over finally. Lord Àzdhôr frees Dr. M. and leaves the library.

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 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.

Cloud levels...

Level 12. The Cloud Castle.

This level has Lord Àzdhôr as boss.

[cutscene] After Lord Àzdhôr is defeated, Dr. M. immediately burns all 12 volumes of the Chronicles. “They shall cause evil nevermore!”

However, as soon as the books are burned, the prophecy strikes back. It was the duty of the Protector of the Great Library to preserve and protect them until the time for them has come, not to destroy them — Dr. M. dies at this point. The Great Library vanishes. [/cutscene]

4 Epilogue

Back in Albermore, Alex again gets arrested by police for his crimes as thief. However, mysteriously all data about his thefts has disappeared. In court, he must be released due to lack of proofs.