**Book of Thoth Story Line**

*Intro Scene?*

**Introduction/Tutorial**

* Set in ancient ruin
* Learn what the Book of Thoth is
* Learn how to write spells and cast them appropriately
* Meet ghost who helps you

*Cut Scene (NOTE: cut scenes will be narrated in 3rd person)*

**Ambush**

* Come out of Tutorial ruin, get ambushed
* Combat level
* Fight the Society of Set
* Learn a basic understanding of who the Society of Set is

*Cut Scene*

**Palace**

* Indoor Level
* Rebellious Escape from the Palace
* Told it’s too dangerous to explore outside the palace
* Escape using spells

*Cut Scene*

**Ancient Temple of Set Ruin (Maybe temple of someone who is a part of the Society of Set)**

* Learn about Society of Set more
  + Learn that they want the Book of Thoth
  + Learn a 1 Dimensional reason for why they want the Book
* Room to Room
* Puzzle
* Walking in certain places activate cut scenes

*Cut Scene: Going to learn more about the Society of Set*

**Tomb Raiding, Set of Tombs, Section of Gameplay, might not be Linear, might not have to visit all temples, different temples affect Order/Chaos?**

* Tomb of Tutankamen
  + Spell: ?
* Tomb of Hatshepsut
  + Spell: Teleport
* Tomb of Ramesses
  + Spell: Water Wave? Forcefield/Forcepush?
* Tomb of Akhenaten
  + Monotheist
  + Spell: Zap—sun ray that zaps target

*Intersperse Story missions in the section, this is essentially a training section in which you gather spells and learn how to use them*

**LAST RUIN IN THE SECTION/Gathering of the Society of Set**

* Walk in on meeting, learn some info
* They hear you…battle
* Learn: Society of Set want Book of Thoth for more complex reason, they talk about Setna (player), more nuanced motivations, Great Pyramid mentioned

*Cut Scene*

**Walk to the Great Pyramid**

* Fight off the Society of Set
* Get past natural obstacles

*Cut Scene*

**Great Pyramid**

* Find your way through the Great Pyramid
* Last room has map to the Book of Thoth
* Boss Battle with Society of Set Person (who?)
* Escape sequence where interior is collapsing
  + Timing based puzzles

*Cut Scene: Reading the Map and following it from point to point*

**Valley of Kings**

* Natural obstacles
* Perhaps more old ruins where you can change order/chaos

*Cut Scene*

**City Level (Memphis/Thebes?)**

* Citizens don’t know who you are
* Learn citizens’ views of the royal family

*Cut Scene*

**Crossing the Nile**

* Fight crocodiles

*Cut Scene*

**Meeting Set**

* Set lays out complex motivations for the Society of Set
* Explains why they dislike Setna
* Likes that Setna defeated them because he believes that the strongest should prevail

*Cut Scene: Thoth is introduced into the story*

**Entrance to the Book of Thoth Temple**

* Temple located on Island guarded by serpents
* The ghost that has been helping you, appears to be changing slightly

*Cut Scene: Thoth cut scene 2*

**Thoth Temple Part I**

* Make your way to a room with an entrance to the underworld

*Cut Scene:*

**Underworld**

* DRASTICALLY DIFFERENT level from the rest in the game to this point
  + Different style, different lighting, different layers
* Meet Set for a 2nd time
* Opportunity to increase chaos
* Set sometimes helps you and sometimes makes things more difficult
* Puzzle

*Cut Scene: Thoth—“Don’t touch my book!”*

**Thoth Temple Part II**

* Ghost’s motivations change (he wants the book)
* Thoth wants no one to get the book
* Aquire Book of Thoth at end of Temple

**STORY SPLITS**

*Loose Ends:*

* *Set*
* *Thoth*
* *Ghost*
* *Book*

*Branching Ideas/Possibilities*

* *Fighting Thoth*
* *Not taking the Book (getting boom), Ghost takes book*
* *Fighting Ghost*
* *Joining forces with Set*
* *Fighting Set*