**Nick Of Time**

Starting Plot:

The curiosity led the player to open the door. As he opens it, an unusual force, forces him into it. All player remembers, are the whirling and dancing clocks.

Now, he is looking for an exit. But there is none.

He moves on, into an unexplored, unusual and never-seen-before dungeon.

Middle:

STORY1

Setting: Mansion with some furnitures at start. Then, there is a dungeon-cave blend.

E1: You were annoyed and talked a bit to yourself. In the end, you decided to go ahead.

E2: You went ahead just to find an **old man** in his 60s. It looks as if he lives there. You ask him for the exit. But he don’t know himself. In fact, he said that there is no exit. But you can clearly see the locked gate ahead that should lead somewhere. The **old man** told you that ahead waits death. But that didn’t convince you to stay. So, he (the **old man**) gave you a dagger and opened the gate for you.

E3: Then, you hear someone shouting for help. As you try to go there, you face some *Muddlings* (name of the enemy). You defeated them, just to find more. You finally, cleared the way and saw a kid jumping around probably panicking.

E4: You asked him to stop panicking but the kid keeps on jumping anyway. His name was **Nick** and he said that he was just exercising. He told you that he is stuck for 2 days just like you and that, he wants to get out of here as well. He opened the door for the very same reason: Curiosity. Then, you saw a portal popping out of nowhere. You asked the kid to come but he said that he would come after finishing his exercise. You jumped into the portal.

STORY2

Setting: Dungeon+cave+kitchen.

E1: Portals are a thing, huh. A bit of talk here.

E2: After some steps, you saw a **slender guard** with a broken sword and wrecked appearance. You asked him for the exit. But he barely replied: food. But you asked him again and he told you that if you give him food, he will tell you how to escape.

E3: You found a locked door (kitchen). Foody smell is coming from here. You realized that this is where we will get food. You fight a bunch of monsters, opened a bunch of doors and finally found the key to that door.

E4: When you come back to the door, you realized that it is already open. Weird, eh?

E5: You saw **Nick** inside eating lovely meat burger and cheesy sandwitches. You asked **Nick** how he get inside. He said that the door was already open. Anyway, you took a bit, got a bread with you and went back to the **slender guard**.

E6: You gave bread to the **slender guard**. The **slender guard** ate the bread. As the guard was about to tell the escape secret, **Nick** arrived at that very spot and a powerful portal was formed beside him which forced you and him into it.

STORY3

Setting: Glass/Crystal feel throughout but in the end, strange Clock Tower blend. *More Gameplay focused (Puzzles) as compare to story. IT IS SUPPOSED TO BE A VERY BIG LEVEL!*

E1: **Slender guard** disappears. You asked **Nick** where is slender guard. He replied that he don’t know. Then, **Nick** said that he saw the **old man** open the kitchen door and went there. But when he reached the **old man** was not there. You said that there must be some hidden passageways. **Old man** must be the dungeon keeper. ‘Anyway, what is this odd place’, ‘Let’s check it out’, ‘It seems like this spot is safe. So, you stay here **Nick**.’

E2: After facing some enemies, you saw the **old man** in the other room entering the door and closing it. There he is! But in the middle is a lengthy Pressure-Plate/Switch/Key-Door Puzzle to pass + some enemies of course.

E3: When you enter the place, you find a Flow Clock Weapon in a Chest. But there was no **old man** (there is another door here). **Nick** comes in. You said that it is dangerous and that **Nick** shouldn’t have come. But he said that he was getting bored. ‘What is that?’ ‘I don’t know.’ **Nick** touched it and it started. ‘Press <whatever key> to Use Secondary Weapon.’

E4: After more puzzles and enemies, you find old man infront of majestic clock-gears system (a little epic/cinematic scene). **Old man** said that you shouldn’t have left him there. Now, you are about to face some problems and your death is near. And then **Nick** came. **Old man’s** eyes got red ANDDD BOSS? Or BUNCH OF ENEMIES? <Whatever seems feasible>.

E5: You have destroyed all clocks/enemies. Now, the tower started to shake and crumble. You all fall (no portal this time).

STORY4

Setting: Transition from Broken Clock Tower to Big Deep Dark Dungeon.

<INCOMPLETE>

STORY5

End:

You realized that something is wrong with the boy. And the boy realized that you realized it (some drama). And then, the boy actually reveals himself as the final boss. You beat him.

Conclusion:

You got out of the dungeon. Sometimes, it’s best to leave things as is.