**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 blend which blended into the complete cave.

<INCOMPLETE>

STORY3

STORY4

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.