**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.

Total Characters (other than Players): 3

> Nick

> Old Man

> Guard

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 a day or more 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 **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: There was a vision of evil **old man** and soon after you saw **Nick** for a moment.

E5: When you come back to the door, you realized that it is already open. Weird, eh?

E6: 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 **guard**.

E7: You gave bread to the **guard**. The **guard** ate the bread. The guard told you that the secret is to get rid of the monster child. As the guard told you the secret, **Nick** arrived at that very spot and a powerful portal was formed beside him which forced the guard into it.

End:

STORY3

Setting: Glass/Crystal feel throughout but in the end, strange Clock Tower blend. *More Gameplay focused (Puzzles) as compare to story.*

E1: **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: You saw the **old man** in the other room entering the door and closing it. There he is! But in the middle, there is a blockage. Now, you gotta open it.

E3: After more puzzles and enemies, you find old man infront of majestic clock-gears system. **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 and he is acting like crazy. But you already know the truth. And so, to test it out. You threw a dagger at **Nick**. He got shocked and teleported himself aside the **old man**. ‘Who are you fooling?’ ‘The **guard** told us right before you pushed him into the portal.’ ‘Don’t manipulate the **old man** and stop with this nonsense.’ ‘Let us go out of this dungeon.’ ‘We are not here to play your games.’

E4: **Nick** defeated and guard appeared with the exit portal. Before vanishing he said that all he wanted was to have someone to play with. **Guard** acknowledged that this is the exit portal. The old man said that we could still be a good family. The guard replied to the old man that he is forgetting him. When you were about to go, the guard thanked you for the bread and getting rid of Nick.

Conclusion:

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

Nick Backstory:

Nick is an orphan child who was left in a big dungeon by his super rich parents. He always wanted to have friends to play with. But his parents were very overprotective and wanted Nick to stay here. All Nick ever had, was boring books to read. So, whoever enters his dungeon, he ***plays*** with him/her/them.