**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): 4

> Nick

> Old Man

> Slender Guard

> Fat 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 **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.*

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: 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: 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>.

E4: 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.

E1: You opened your eyes. You have headache. You find yourself on a comfy straw infront of a fire, in a little comfy room with **fat guard**. **Old man** and **Nick** were not there. ‘You look similar to a guard we met before.’ He got excited and told you that where you found him. You told him that he disappeared. **Fat guard** said that **slender guard** is his brother. He said that we were told by the **old man** to guard this dungeon and never allow anyone to enter it. One day, his brother (**slender guard**) decided to enter it. And he didn’t return for a week. So, the **fat guard** decided to go in and search for him. You asked for the escape. He said that he knows the escape and that, he would assist you to it.

E2: After some puzzles and enemies, you found an opened empty chest with torned cloths and drag scruffs on it. The trails were leaving the area and seems to be leading somewhere. What could that be? You and the **fat guard** followed the trails. ‘It is leading towards the exit.’

E3: Some switch sequence puzzle that can only be solved by looking at the draf scruff trails. Also, some enemies. **Fat guard** said that he forgot the puzzle but his brother knows it very well. He realized that it was no one but his brother, **slender guard**.

E4: The ended in front of a big door/entrance. You can see the **slender guard**’s cloth pieces as if shredded by a monster. But not **slender guard** himself. **Fat guard** said that the **old man** was not lying. This dungeon is really dangerous. And the exit lies behind that door.

End:

STORY5

Setting: Big and Spacey Dungeon for the Final Boss Fight.

E1: You saw **Nick** running towards you. Behind **Nick**, was the **old man** approaching you with his slow steps as if he have never attacked you before. **Nick** tries to hide behind your back and ask you to kill that person. **Old man** said that you should not listen to him. He is your death. The **fat guard** stepped forward and said that we should kill that **old man** before he recovers and become a monster again. CHOICE!!! WHO’S YOUR ENEMY? **NICK** OR **OLD MAN**!!!

E2\_OLD\_MAN: As you approach the **old man**, the **slender guard** comes out and said that it was **Nick**. **Fat guard** ran towards his brother. You witnessed **Nick** grinding his teeth and whispering something. A portal was formed behind him and forced them into it. By the time you realized that **Nick** is the enemy, he pulled his stop watch out and teleported behind you. A mysterious force kicked you down and **Nick** reveals his final boss form. Now, you have half HP.

E3\_OLD\_MAN: You defeated **Nick** and a portal is formed with exit label floating on it. While you stepped towards the portal, **old man** said that we could still become a good family. Now is your chance boy. But you refused and moved on.

E2\_NICK: You turned around and asked **Nick** about how a child was exercising in a dungeon filled with dangerous muddlings (enemies), how a child survived the clock tower drop, and how the portals are being formed only when you are there. As **Nick** was about to say anything, you said that **Nick** should stop making stories and excuses. ‘You must have manipulated **old man** into attacking us’. **Nick** smiled. And he said yes. He revealed his final boss form.

E3\_NICK: When you have reduced enough **Nick** HP, **slender guard** and **fat guard** jumped in and did a final blow to the boss. You and the guards defeated **Nick**, and a portal is formed with exit label floating on it. **Fat guard** said that this is the exit. **Slender guard** thanked you for the bread. You asked the guards to give the **old man** some company and moved on.

Conclusion:

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

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, are enormous toys to play with and boring books to read. So, whoever enters his dungeon, he ***plays*** with him/her/them.