

COMMANDER KEEN

EPISODE 6.5 – THE MYSTERY OF ISIS IIa

THE LULL

Billy Blaze's 9th birthday has come and gone, and after all of Mortimer McMire's plans and threats, the Universe is still in one piece. The threat of its destruction, however, still remains. For seven months, Billy Blaze, also known as intergalactic hero Commander Keen, has undergone rigorous training to prepare for what he knows will be his most difficult task. In these seven months, he has learned how to handle a variety of new weapons, such as an underwater Harpoon, and the powerful and deadly Plutezarp. Healthy bowls of Sugar Stoopies chased by delicious chocolate milk have increased Keen's constitution considerably; no longer can a single hit from a small foe incapacitate him completely. Even his wristwatch has changed, newly upgraded to allow some of his newer inventions to be attached on an easily activated. All in all it's been a year of changes for our hero, and he's about to go on a journey which will change his life forever.....

THE FATEFUL DAY

After a fun day at the firing range with his Dad, Keen came home and decided to tune up the Bean-with-Bacon Megarocket, since it was time for its 100,000,000-light-years check-up. While working, he cranked up the Photacyhon Transceiver, the faster-than-light radio which had helped him locate the Shikadi, looking for some cool tunes. After getting a lot of static and bad public-access stations, Keen stumbled on a station speaking Omnispeak, the language he learned a long time ago on Vorticon VI.

"Soon will come a great day for the leaders of Isis II," Keen hears a loud, patriotic voice say. "Today we shall lead our forces to victory!" Billy hears loud cheering on the radio, and begins to wonder if a war is about to break out. "This will be a glorious war, my comrades!" shouts the mysterious voice, and Keen realizes that there is about to be serious unrest. Always a defender of peace and freedom, Billy dons his brother's football helmet and transforms into Commander Keen, the greatest space hero in the universe.

Keen begins searching his interstellar database for Isis II. Just as he locates it, the radio crackles, "In one week our elite squadrons, the finest fighters in the galaxy, shall fly to the outer rim of the Milky Way -- to the Sol System, just beyond the Dead Star -- and precipitate an assault on the third planet from the system's sun." Keen looks up in horror as he realizes where the attack is headed. The Dead Star is the galaxy's name for Alpha Centauri - one star away from Earth! "Nothing can stop us now! Soon we shall triumph and enslave the pathetic Terrans of the Sol system forever - and with labor that cheap, we'll build new ships, and conquer new worlds! We shall be the supreme rulers of the Milky Way!"

Wasting no time, Keen fires up the Bean-with-Bacon and prepares to head for Isis II. The radio falls silent for a moment, and then these chilling words are spoken: "There is one threat we will not tolerate. That is the boy who has humiliated the Vorticons, Shikadi, and Bloogs all within the span of one year. My soldiers, you have one additional order besides the capture of Sol III. You are to hunt down and kill the hero known as Commander Keen if he tries to stop us." More cheers erupt on the radio, and Keen is paralyzed as he can't believe what he is hearing. "For glory! For power! For empire! For the greatest race in the galaxy, the ----" just then, the Transceiver's battery dies.

THE MISSION

Keen sits frozen for a moment. "They're coming to attack Earth," he thinks, "and they know who I am and they'll be looking for me." Keen feels his stomach sink as he realizes the gravity of the situation. "And worst of all," he whispers, "this time I don't even know what I'm up against." Silence fills the Bean-with-Bacon Megarocket. Finally, the silence is broken by the quiet sigh of an 9-year-old boy activating his ship's cloaking device and jumping into hyperspace, headed for his most dangerous and difficult mission yet....

LEVEL 1: JUNGLE

Story Info & Description:

Keen has just touched down on Isis II, and is trying to sneak through the jungle (and on toward the base) undetected.

Pre-Level Cut Scene:

Animation1 – Keen’s ship approaching the planet

Caption1 – “Keen activates stealth mode and heads for the surface of Isis II.”

Animation2 – BWB touching down in the forest

Caption2 – “Can Keen sneak through the jungle undetected?”

Parallaxing Background:

Jungle

Tiles:

Lush green platforms

Muddy platforms

Stones, Trees, Foilage

Enemies:

Foog, Spider, Plant-Guy

Weapons:

Blowgun

Music:

Upbeat

LEVEL 2: JUNGLE (NIGHT)

Story Info & Description:

Another jungle level, set at night, to emphasise how big the jungle is.

Pre-Level Cut Scene:

Animation1 – More jungle, and back to Keen's head

Caption1 – “Just how big IS this jungle anyway?”

Parallaxing Background:

Jungle night

Tiles:

As for Level 1, but the ‘night’ versions (or just a blue translucent paint-over)

Enemies:

Foog, Spider, Plant-Guy

Owl* or Bat*, something unique and nocturnal

Weapons:

Blowgun

Music:

Upbeat, a bit more spooky

LEVEL 3: CAVE OR MOUNTAINS (MUTUALLY EXCLUSIVE)

Story Info & Description:

Once Keen is through the jungle, he needs to find a way through the mountains that surround the base (ie, through a cave). The beginning and ends of the level should look like Level 1 (ie, the jungle). It could be that you have two choices here – above the mountains, or below in the cave. Or, perhaps two exits form Level 2.

Pre-Level Cut Scene:

Animation1 – Shot of cavern entrance, then back to Keen

Caption1 – “It looks like this is the only way I’ll be getting past the mountains...”

Parallaxing Background:

Cavern

Tiles:

Stone platforms, mossy slippery tiles

Dark backgrounds

Water

Enemies:

Foog (near entrance & exit), Hole Monster, Yellow Guy, Garnak, Red fish

Weapons:

Blowgun, Zeffer, Harpoon

Music:

Dark & scary

LEVEL 4: MINEFIELD & UNDERGROUND BASE

Story Info & Description:

More traps to stop intruders from reaching the base.

Pre-Level Cut Scene:

Animation1 – Shot of Keen roaming out of the forest

Animation2 – Foog on the sand, then “POW” as flying off after tripping a mine

Animation3 – Cut to Keen’s head

Caption2 – “Uh oh, I’d better be careful here! These Isonians sure don’t like visitors.”

Parallaxing Background:

Minefield

Tiles:

Dirt, mud, grey/white and blue platforms

Barbed wire

Blue doors & poles

Log bridges

Barren Flava tree stumps

Enemies:

Grey robot, Demon, Isonian #1 (?)

Weapons:

Zeffer, Pulsar

Music:

?

LEVEL 5: ARTILLERY DIVISION & FUELLING STATION

Story Info & Description:

Flat outdoor area, with lots of tanks in the background.

Pre-Level Cut Scene:

Animation1 – Shot of a field of tanks and military equipment

Animation2 – Cut to Keen head

Caption2 – “*GULP* So much for being undetected... here goes nothing!”

Parallaxing Background:

Should have military equipment and tanks etc.

Tiles:

Dirt tiles (as for minefield)

Enemies:

?

Weapons:

?

Music:

?

LEVEL 6: HANGAR

Story Info & Description:

The Hangar should contain lots of space craft & flying saucers.

They are in disrepair - broken down, beat up (a clue that Isis II recently got its ass kicked)

Pre-Level Cut Scene:

Animation1 – Show the front of the hangar, hen keen ducking into a door of some sort

Caption1 – “Keen ducks for cover in a large hangar.”

Parallaxing Background:

Cloudy

Tiles:

Dirt tiles (as for minefield)

Lots of saucers, space ships (drawn as background tiles Keen can jump on, etc)

Enemies:

Robots – grey robot, red robot, flasher, hover

Weapons:

?

Music:

Fast paced, more spacey

LEVEL 7: CENTRAL COMMAND

Story Info & Description:

Like an office - lots of concrete, windows looking out at the base, desks, bathrooms

At the conclusion of this level, you find out the leader isn't from Isis II and the leader is in fact helping the planet rebuild after a war defeat at the hands of the Shikadi-Bloog alliance when their Vorticon defense system failed (hence the planet has heard the legends of Commander Keen)

Keen learns from an Isonian (really a shapeshifter) that he must:

- Disable the space missile
- Stop the fleet of ships
- Find and stop the leader (RoboKeen, made by MM, revealed at the VERY end).

Pre-Level Cut Scene:

Animation1 – a big cube structure, cut to Keen head

Caption1 – “This must be their headquarters. Now I’ll find out who’s behind this and put a stop to it!”

Parallaxing Background:

Could be the same as Minefield since most will be indoors

Tiles:

Lots of building tiles – desks, bathrooms, rooms that can be entered (ala Keen 4)

Green “base” platforms

Enemies:

Robots

Isonians

Weapons:

?

Music:

?

INTERLUDE

Shot of an Isonian behind a desk (on his desk is a black paper with what *could* be “MM” on it but it should be ambiguous)

Isonian: “Impressive, Commander Keen.”

Keen: “That’s Comm...”

Isonian: “You’d fight well alongside our army.”

Keen: “What makes you think I’d serve you?”

Isonian: “You have run into many aliens in the past: in fact, they are how we learned of your existence.”

“After two angry alien races, some energy beings and other, dumb green ones, invaded...”

Keen: (*Thinking*) “The Shikadi and Bloogs? Not them again!”

Isonian: “Well, we were in bad shape. Never buy your defense systems from a Vorticon... though I’m sure you can attest to that.”

Keen: (*Nodding*)

Isonian: “Soon we were visited by an alien traveller who called himself the Teacher. He helped us rebuild our planet: our military especially.”

“We even managed to salvage a few of the Shikadi robots which were destroyed in the battles. Adapting their technology has proven beneficial indeed.”

“Now, we have the finest fleet in the galaxy, thanks to Teacher. If you learned from him...”

“Together, we would be invincible, and rule the universe as kings. No one would dare question us.”

Keen: (*Staring in bewilderment*)

Isonian: “Already, we have an interplanetary biological warhead in our tower ready for launch, as well as an armed fleet... our Teacher is directing us from his island castle.”

Keen: “I’ll never be part of something like that! I’ve taken out half your base... it shouldn’t be hard to take out the rest!”

Isonian: “Then you are a fool, because either way, you won’t have a planet to go home to.”

Keen: (*Shocked Look*) – “No!”

Isonian: (*Pushes button on desk*) – “Then this is ... Goodbye!”

Keen: (*Falling down a hole*) – “Aaaaaaaaaaah!”

Isonian: (*Saluting an Isis statue*) – “I must prepare the fleet. For the glory of Isis 2 and our divine Teacher...”

LEVEL 8: DUNGEON

Story Info & Description:

Nasty traps and guards. The level should start with Keen falling down a long hole, and losing half his health upon hitting the bottom.

Pre-Level Cut Scene:

Interlude, as previous page

Parallaxing Background:

Underground, could be same as cave

Tiles:

Underground muddy tiles

Bars, cages

Torture devices – think SAW

Flickering lights, dark, cracked walls with moss, etc. on them

Enemies:

?

Weapons:

?

Music:

?

LEVEL 9: BARRACKS

Story Info & Description:

Concrete walls & windows, beds, bathrooms, lots of soldiers

Pre-Level Cut Scene:

Animation1 – Shot of a door closing behind Keen as he enters a long room of beds

Caption1 – “Nobody here... they must be out boarding the fleet!”

Parallaxing Background:

The missile tower should be visible in the background, as it is the next level.

Tiles:

White/greay plattform

Windows, beds, etc

Enemies:

Rat guy, lemming guy

Truck guy 1, Truck guy 2

Grey robot, red robot

Weapons:

?

Music:

?

LEVEL 10: MISSILE TOWER & LAUNCHING AREA

Story Info & Description:

This is like 2 mini levels in 1. Keen fights Robo Grey and disables the missile (reprograms the missile to self-destruct in midfight). The level is like a rocket-launching pad – steel girders – with the idea to climb to top and deactivate a big black missile (maybe need to get up there to get a key, to access the fleet area). There he fights Robo Blue and disables the fleet (he disables the fleet by sending out a scrambling wave from a control which makes the ships all collide). The rest of the level is flat ground, outdoors on rock.

Pre-Level Cut Scene:

Animation1 – Shot of a Keen facing a tower of white and grey beams that go up.. up..
Caption1 – (*Angry Face*) “This won’t be leaving Isis II.... Ever.”

Parallaxing Background:

Cloudy mountaineous background
Or different one, with Cloud Effect* from a certain height

Tiles:

Missile (Black)
Spaceships (backgrounds)
White/grey rock & dirt platforms

Enemies:

Robo Grey
Robo Blue
Isis Plane Guy
Lemming Guy / Rat Guy

Weapons:

?

Music:

?

LEVEL 11: CASTLE “MOAT” (OCEAN)

Story Info & Description:

Keen swims across the ocean to get to the Castle on the volcanic island. It is possible to find another exit to the secret level, also on another island. That will be a brimstone tileset at the bottom of the level, just a tiny exit where you will fight the devil with the solarizer. The entrance and solarizer as well as some berries for health, will be found through a maze with vague hints in SGA (eg “Take the blue pill!”, “Take the red pill!”). You will need FULL health to 1) make the landing, 2) beat the devil, 3) swim in the lava.

Pre-Level Cut Scene:

Animation1 – Shot of a Keen reprogramming the Missile

Caption1 – “Well, those control modules won’t be decrypted for a long time. This fleet and that missile aren’t going anywhere! Now, what else did I have to do here...”

Animation2 – Paroramic shot with Keen on the cliff and reveal the distance islands, one with a castle and another with some other structure

Caption2 – “I think I know who I’m going to find over there. Earth isn’t getting pushed around by the likes of you, do you hear me?”

Caption3 – “DO YOU HEAR ME??!”

Animation3 – Keen dives into the water

Parallaxing Background:

Underwater looking!

Tiles:

Standard water stuff

Brimstone (for entrance to secret level)

Enemies:

Red fish, Chomper fish

Stingray*, Yellow fish*, Green fish*

Devil

Weapons:

Harpoon, Solarizer

Music:

?

LEVEL 12: SECRET LEVEL

Story Info & Description:

A novelty level with Yorps, Gargs, Slugs...

Pre-Level Cut Scene:

?

Parallaxing Background:

?

Tiles:

Ala Keen 4

Enemies:

Yorp, Garg

Weapons:

Raygun, Neural Stunner

Music:

?

LEVEL 13: CASTLE GARDEN

Story Info & Description:

Keen emerges from the ocean and climbs up to the castle garden. The level should end with the tiles that form the castle entrance (so the next level can start off there).

Pre-Level Cut Scene:

Animation1 – Keen emerges from the water and into the Castle's garden

Caption1 – “Keen races through into garden”

Parallaxing Background:

Garden rainbows

Tiles:

Garden tiles

Lily Pads

Various fruits / flowers

Cement structures (eg bridges)*

Enemies:

Frog, Caterpillar

Foog Warrior*, Bird*, Dragonfly*

Weapons:

?

Music:

?

LEVEL 14: IMPERIAL CASTLE

Story Info & Description:

Final level (excl bosses). Castle should be ike, duh, grey stones, like the Castle in Keen Dreams but cooler looking. Lots of swords, shields, eventually working up to guns, ammo, pictures of ships, finally a throne room with a big red carpet, golden throne, chandeliers, etc... very regal. Keen encounters Robo Keen on the roof. The level should start with how the previous level left off (same tile layout, as if it were the same place).

Pre-Level Cut Scene:

Animation1 – Keen stands at the foot of the Castle

Caption1 – “Keen enters the Imperial Castle, preparing for the final showdown.”

Parallaxing Background:

Garden rainbows

Tiles:

As above

Enemies:

?

Robo Keen

Weapons:

?

Music:

?

LEVEL 15: ROOFTOP SHOWDOWN #1

Story Info & Description:

A continuation of Level 14, ie it should look exactly the same, but just to allow a cutscene. This is the second last boss level. RoboKeen calls Billy obsolete and vows to become the new Keen. When Keen kills him the robot's last crackle is to warn him what's through the final door.

Pre-Level Cut Scene:

Robokeen: "Greetings."

"They said you wouldn't make it this far."

"But it's no matter. You are obsolete. Irrelevant. And oh yes, let's not forget..."

(RoboKeen fires his blaster)

Keen: *(ducks and almost get hits)*

Robokeen: "Toast."

"Teacher will be pleased. As will I..."

"as the new Commander Keen!"

Keen: *(Gasps)*

Animation: panoramic overhead of the two facing off

Parallaxing Background:

Garden rainbows

Tiles:

As Level 14

Enemies:

?

Robo Keen

Weapons:

?

Music:

?

LEVEL 16: ROOFTOP SHOWDOWN #2

Story Info & Description:

A continuation of Level 15, ie it should look exactly the same, but just to allow a cutscene. This is the final boss level. Through the final door is “Mort” – really the shape shifter. When defeated the shapeshifter begins to confess that this was all an elaborate scheme. The Isonians were being used ... then a telescreen shows up

Pre-Level Cut Scene:

Keen: *(standing over sparking Robokeen)*

RoboKeen: “Bzzzt ... it won’t matter...”
“you’ll never stop...”
“Teacher...” *(dies)*

Keen: *(heads for one more door)* The door has “314” emblazoned on it. We see who we think is MM
“I knew this must have been you! I’ve been meaning to finish this with you!”

Mort: “Welcome...”
“Mister Three Fourteen. You take out a planet almost as well as me.”
“Almost.”

Keen: “What do you want from me?”

Mort: Isn’t it obvious?

Keen: *(blank stare)*

Mort: “Of course not. What I want, Billy, is...”
(pulls out a HR-32 and shoots)

Keen: *(pulls his out and the two stop each other on the spot)*

Mort: “You.”

Parallaxing Background:

Garden rainbows

Tiles:

As Level 14

Enemies:

Shape shifter (Tree – Worm)

Weapons:

?

Music:

EPILOGUE

Keen uses the Plutezarp & HR-32 on the shapeshifter and it's hurt pretty bad. It shifts back to its tree form.

Keen: (*confused*) "Mort was a tree?? I'm 1 IQ point dumber than a tree?!?"

Shapeshifter: "No... I took this form as it was one we knew you had encountered before."

Keen: "?"

Shapeshifter: "The people of Isis aren't your enemies. They are being controlled.. they made me... I'm sorry..."

Cut to viewscreen with a jagged wave bouncing on the screen with "INCOMING TRANSMISSION" in SGA on it

Shapeshifter: "That ..."

"is who you are looking for."

"please save my people..."

"before it's too late..."

(*passes out*)

Keen: (*goes to the console, fiddles with some knobs*)

"Come on... work..."

(*turns a knob*)

"Aha! Terran translation.. but... why would they have it....?"

On viewscreen:

PHASE 1 COMPLETE

Isis 2 military installations disabled.

PHASE 2 UNDERWAY

Preparing interplanetary gravitational interlock.

THANK YOU

COMMANDER KEEN

HAVE A NICE DAY

Keen: (*stunned*)

"To Be Continued..."