**Start of Tutorial**

Level 1

**-SCENARIO PLAYS-**

*(MC starts in Future Map 1.)*

MC: “…”

MC: “This should the place. Let’s revisit the past.”

*(MC shifts with animation to Past Map 1.)*

MC: “Such a grand civilisation reduced to ruins… what a pity…”

MC: “Time to restore this place back to its former glory.”

MC: “I need to find my way to the CORE.”

*(MC turns to face SAVE POINT)*

MC: “Mmm...? What’s this? Looks like some kind of artefact.”

**“[The artefact illuminates as you reach your hand towards it. You feel a surge of energy flowing through you.]”**

**“[Health restored. Your progress has been saved.]”**

**“[Save points are located throughout the area. Press \_ near the artefact to heal and save your progress.]”**

MC: “…Queer.”

**-SCENARIO ENDS-**

*(Player walks one step to the spot beside the Charging Station.)*

**-SCENARIO PLAYS-**

*(MC turns to look at Charging Station)*

MC: “A Recharging Station, how convenient.!”

MC: “I should charge my lamp just in case…”

**“[You place your lamp inside the Charging Station. Energy fully restored!]”**

**“[Charging stations are scattered throughout the complex. Interact with these stations to charge your lamp.]”**

*(MC turns to look at Wall below.)*

MC: “A dead end? Looks like I have to find another way round… time to shift back to the present.”

**“[The environment in the present sometimes differ from that of the past. Use TIME SHIFT by pressing [SHIFT] key to shift between the Past and the Present.]”**

**“[The lamp will be used in the Present to navigate the darkness of the ruins.]”**

**“[Once the lamp’s energy has run out, you will immediately be sent back to the Past where the area is always well illuminated.]”**

**“[Beware of the location you shift to!]”**

**-SCENARIO ENDS-**

*(Player shifts and pass the wall, nearing the Shock Hazard.)*

MC: “Definitely not going near that. Should probably go back to the past.”

*(Player nears Power Conduit.)*

MC: “A Power Conduit… I can probably muster enough energy to tear down those weakened walls in the ruins…”

**“[1 Power Conduit is consumed to break down 1 Weakened Wall (Walls with a crack). Weakened walls exist only in the Present.]”**

*(Player shifts to Present and tears down wall.)*

*(Player would probably proceed down the long alley till lantern deplete.)*

**-Lamp Deplete Dialogue-**

MC: “Ahh… it went out… can’t see anything…”

*(MC auto shifts back to Past after dialogue)*

**-End of Dialogue-**

**“[It’s important to keep the lantern alive in the darkness of the Present. Make sure to fully utilise the Charging Stations available in the Past.]”**

*(Player nears the Defence Conduit)*

MC: “Seems like the turret defence system in this complex is still running. The Defence Conduit can temporarily shield me from the turrets.”

**“[Defence Conduit gives temporary immunity to incoming damage. It is consumed upon use. Press \_ to activate Defence Shift.]”**

*(Player proceeds to complete level.)*

End of Level 1

Boss Level

*(MC enters empty Boss Room in the Past. Suddenly get sucked back into the Present.)*

MC: “What the…?”

*(MC gets sucked back into Present Boss Room with Boss.)*

MC: “!!!”

MC: “I can’t shift back …!”

**“[Your SHIFT Key has been disabled.]”**

Boss: “Time-shifter! Don’t even think about going back to the Past! I’ll make sure you won’t make it to the CORE!”

Boss: “Your pathetic adventure ends here!”

MC: “This is going to get messy…”

**Tutorial for Boss Fight**