**Opening (Stretch)**

*The game starts with the player in control of the young boy, walking towards a large tower with a single bright light at the top. The following paragraphs appear on the screen as the player approaches this tower. After the last line, the character continues to walk into the distance, but the camera stops following him.*

* What if the human race knew everything?
* Imagine you live in a society, far in the future, where science has uncovered all there is to know of the universe. Only one question remains for your people to answer: What happens after you die?
* Imagine there was a scientist who became consumed with finding the answer. Imagine he claimed, after much obsession, he had built a device he could use to communicate with the living even after he died.
* He crafted a series of tests to ensure that one day, when he finally chose to die, the one who made it to his final resting place would truly be worthy to receive his message and deliver it to the world. The only signal he gave was a beacon of light shining from the top of his tower.
* Although many have attempted the long climb, and some claim to have succeeded, none have left the tower with the answer to that one final question.
* You travel to this tower for the same reason all others have, you want to know. You want life after death to be demystified, so you can rest knowing you are ready for what is to come. Perhaps, with the right information, you can properly prepare yourself for the afterlife, and achieve…
* \*Title art\* Transcendence

**Level Introductions**

* **Tower Intro (another white screen before Paradise)** - \*Starts with the sound of a door creaking open and closed\* A child? Intriguing. You seem so young to be seeking knowledge so profound. Nevertheless, if you truly wish to know the secrets of what I’ve learned, I shall not spare you the more intimidating details. But first, a thought experiment.
* **Paradise –** Let’s imagine that life after death is paradise. A land where you can paint a picture of your perfect reality and it appears before you. You walk through the golden gates, ascend into a brilliant light, and all is perfection.
* **Reincarnation –** This paradise is what most seem to believe the afterlife holds. However, can we really say we know what death has in store? Perhaps there isn’t even an afterlife. What if after death, our souls were reincarnated? Maybe our world is full of souls thousands of years old; the same people in different bodies, like the same melody played on different instruments.
* **Nirvana –**Perhaps, the afterlife is a sort of Nirvana? What if we become one with the world, melding into a network of omniscient minds, able to manipulate the mysterious force we refer to as fate? Perhaps our world has always been shaped by these greater forces, turning the world to meet their vision, in order to achieve some mysterious goal.
* **Purgatory –** It’s possible, though, that the next life isn’t as nice as we’d like to imagine it. What if that life is purgatory? What if we pay for our wrong-doings in life, able to see the road to that perfect paradise again and again, but always unable to make that journey. To break free would require a procedural shift, and force us to look at life in a new way.
* **Nothing –** Perhaps these discussions of a soul that lives on are misguided. Perhaps as we see the world disappear around us, we are greeted by the same nothingness that existed before our birth.
* **Torment –** Is there a fate worse than ceasing to exist? Is there an afterlife that is agony, not for the wicked, but for all who find themselves in this terrible underworld? What would the ultimate torment be? Would it truly be torment, or would it be a constant reminder of a life we can never hope to achieve, constantly giving us glimpses of that which we most desire, only to reveal it was a mere illusion?

**Ending**

*After getting in the torment elevator, the player is bathed in light similar to in-between the levels. However, instead of text appearing, the player finds him/herself in the top room of the tower. The mysterious figure awaits, and starts speaking as the player approaches.*

* I see you’ve made it to the top. Impressive. However, before I tell you the secrets to the last mystery in the universe, let us reflect upon the challenges you’ve faced on your way here.
* A society that knows everything, at first glimpse, sounds like a paradise. However, a society that knows everything, and can do everything, has no place left to grow. It is permanently static, with all goals accomplished at birth, and no aspirations left to dream of.
* That is, except, for the enigmatic idea of a life after death, the one thing outside our universe, where ignorance allows us to imagine true bliss.
* What if this society learned that life after death was nothing, or even torment? What if this society learned that their lost companions were truly gone forever, and there was nothing they could do to earn them back, or avoid meeting the same fate? This race would truly, sincerely, have nothing left to live for.
* I can tell you, death isn’t paradise, but it isn’t agony either. The only thing I can guarantee is that this knowledge will change who you are for all of eternity.
* So I’ll ask you one last time, and if you truly wish to know I will not object. If I could tell you what life after death truly is, would you want to know?
* \*Give the player the option of selecting yes or no\*
* \*If the player chooses yes\*: Then I shall take you under my wing, and teach you all there is to know. The enormity of the other worlds in our universe is not something that can be explained in a mere day. Though after much study, perhaps you will finally comprehend what we are, and what we become after our bodies deteriorate. When you understand all, and you’ve finally reached transcendence, it will be up to you to decide whether or not you wish to deliver this message to the world. Their fate is now in your hands.
* \*If the player chooses no\*: Very well. I shall not judge you for the decisions you have made. Perhaps you’ve made the proper choice, and in a way you’ve reached a different kind of transcendence. I suppose only time shall tell.

*Fade to white, then credits*

*After the credits are over, if the player chose yes, a picture of the outside of the tower is shown, with two lights shining from the top. If the player chose no, a picture of the boy walking away from the tower wearing a brown shirt is shown.*