

0. Background:

There are three main characters in this game, who are all ordinaries. When they were young, they all had big dreams about being heroes, but as they grow up, for a variety of reasons, life falls into mediocrity, these dreams fade out. This time, they take up arms and faith again. For the children they were, for the future they want, they begin to fight.

1. Characters:

1.1 Neil Trevy, Engineer

Neil and his father had estrangement since he was a child. He felt his father didn't care about him. Fortunately, he made some great friends at school, and had a really happy time in city Anich. However, for the sake of his father's work, his family moved to city Sanctopia in the final year of his middle school. Neil's father Richard Trevy (This name comes from Richard Trevithick, the British inventor who developed the first high pressure steam engine) is an engineering professor, he kept on working, and his room is filled with all kinds of engineering drawings. More often, Neil cannot find his father at home. Finally, Neil decided to leave Sanctopia, he went back to Anich. Then, he found his old friends who could always make him feel warm. Neil felt he was living under the shadow of his father's reputation. Not long ago, he was invited to attend a funeral...



Fig. 1 Neil

1.2 Guko, Martial Artist (This name comes from Goku in the animation *Dragon Ball*)

As a child, Guko was often bullied by others, because he was pale and weak. Only Neil, Sen and other friends wanted to play with him. After graduating from the middle school, he was sent to south mountain by his parents, he apprenticed to Master Roshi (This name comes from Master Roshi in the animation *Dragon Ball*), the legendary martial art master. His parents hoped this experience would make him strong and tough. Mater Roshi taught him how to behave as a real man. When he left his master, Master Roshi mentioned about "the power source", which was chasing by many people as a powerful energy. Guko has great combat skills, but he often suffers from horrible nightmares. Not long ago, he was invited to attend a funeral...



Fig. 2 Guko

1.3 Sen, Magician (This name comes from Chihiro in movie *The Spirited Away of Sen and Chihiro*) Sen is an orphan. The only thing her parents left is a scroll. She was raised by her aunt. When she was young, she often saw the lord keep dunning her aunt for the rent. If they cannot pay the rent on time, the lord would threaten to expel them. Since then, she began to read the scroll left by her parents, and learn how to control magic power. Sen also has great artistic talent. In the middle school, she was the director of their drama. When she grew up, Sen has been worked hard in order to make more and more money, sometimes she seemed to forget what she really wanted. One day, she was invited to attend a funeral...



Fig. 3 Sen

2. World Setting:

Style: This world is a mixture of magic, martial arts and machinery, steam punk style.

2.1 City Anich

Before: Before "The Event", the governing class in Anich advocated that people under their domination live in a prosperous time. However, Anich is full of thieves, swindles, and gangs. The incapable government brings it to corruption, depravity and darkness.

Now: After "The Event", Anich started the authoritarian rule. Like all the city that lived through the disaster, Anich's crime rates significantly reduced, the city looks peaceful and people shows great solidarity and common faith, but it lurks a dirty undercurrent beneath the city.



Fig. 4-1 Anich(1)



Fig. 4-2 Anich(2)



Fig. 4-3 Anich(3)

(Fig. 4-1 to 4-3 come from <http://hj.woniu.com/main.html>)

2.2 City Sanctopia (This name comes from the word "Sanctuary" and "Utopia")

Sanctopia is the city that Neil's family moved to afterwards. Though Sanctopia is close to Anich, it is a quiet place, quite different from the bustle of Anich. Maybe because lots of simple villagers live here, Sanctopia looks like a village rather than a city, and its south is surrounded by a mountain, the south mountain.



Fig. 5-1 Sanctopia(1)



Fig. 5-2 Sanctopia(2)

(Fig. 5-1 to 5-2 come from <http://hj.woniu.com/main.html>)

3. World Map:

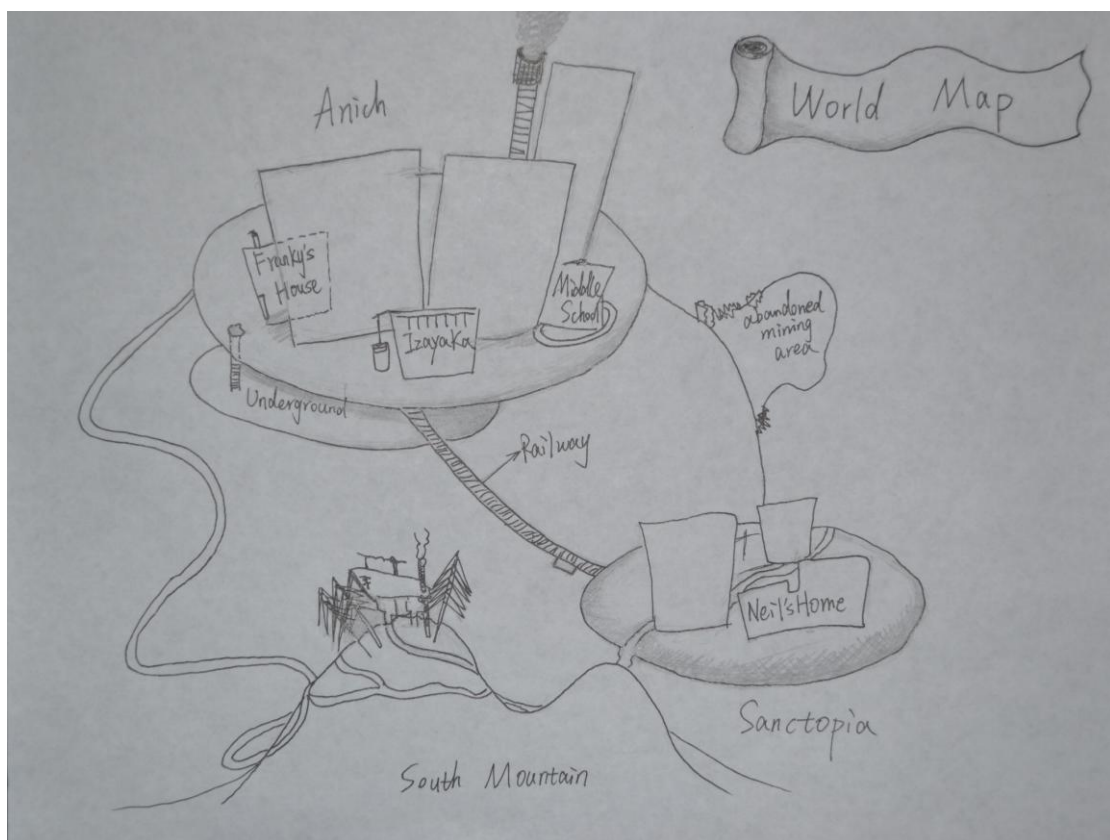


Fig. 6 World Map

4. Battle Setting:

It is a turn-based battle system, players attack first, they roll the dice one by one. In players turn:

If it is even, the selected monster would get 1 point damage.

If it is n points larger than even, the selected monster would get 1+n points damage.

e.g. If it is "+2", then the damage will be "+3".

If it is less than even, their attack missed.

If three players finish rolling, it is monsters' turn, in monsters turn:

If it is larger than even, the selected player get 2 points damage.

If it is even, the selected player get 1 points damage.

If it is less than even, their attack missed.

5. Story Setting:

plot#1

lunar year 2012: Autumn. Rain

Autumn is coming, the drizzling mingles with the frosty air makes the weather even colder than last year. A band starts playing the funeral dirge, the whisper brings the world quiet down. Everyone in black is watching the front grave in silence. There is a photo of a smiling man on the grave, his expression looks as if he just told a joke (Fig. 1-1). Under the photo, it is his name: Edward Blake (1980-2012). (This name comes from Comedian in the comic book *Watchmen*). At this time, a wood coffin falls slowly on the ground. A sad lady begins to weep...

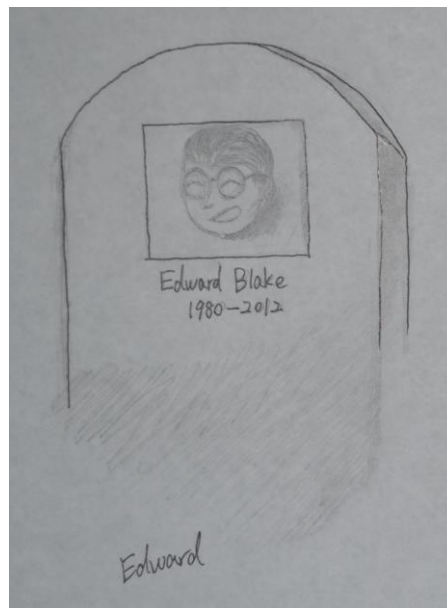


Fig. 1-1 Edward Blake

After the funeral, the sad lady stopped three players, she is Mrs. Blake, Edward's wife, she said: "I didn't expect we meet again here after graduating from middle school for so long. Though Edward had worked as a chemistry teacher for years, he carried the habit of taking exercise..." the lady continued, "I remember when you guys were young, you always played together...I found this while I finishing belongings." she gives to three players a box (Fig. 1-2) covering by cloth with wax seal. There are several names written at the back of this box: Neil, Guko, Donne, Sen, Franky, and Edward.

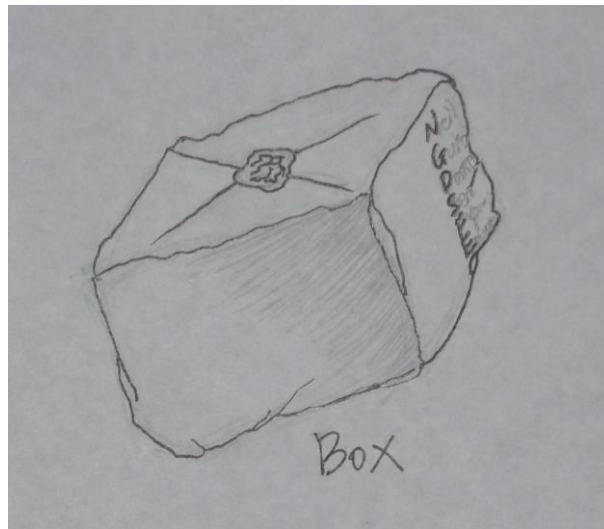


Fig. 1-2 Box

player choice:

Accept: players get the box. "please go to the lounge, some other friends are waiting there".

Then, the lady leaves. go to plot#2-1

Reject: "OK, please go to the lounge, some other friends are waiting there". Then, the lady leaves with the box. go to plot#2-2

plot#2-1

This is a small room filled with many people, some are talking, and some young people are still crying, it seems that they have not get rid of sadness. There are some chairs, and tables with food on it. Three players can walk around, and they would get to know that Edward died of a heart attack, which was very suddenly, and Mrs. Blake just gave birth to a baby girl. go to plot#3

plot#2-2

This is a small room filled with many people, some are talking, and some young people are still crying, it seems that they have not get rid of sadness. There are some chairs, and tables with food on it. Players can walk around, and they would get to know that Edward died of a heart attack, which was very suddenly, and Mrs. Blake just gave birth to a baby girl. At this point, a young man comes towards to three players, "Hey, I am Mrs. Blake's brother, She still wanted you to accept this box, because this always memorizes her about Mr. Blake, maybe something important inside this box, thanks."

go to plot#3

plot#3

Then, two man come to three players (Fig. 3-1, Fig. 3-2), the handsome man with one mechanical eye says: "It has been a long time we have not met each other, let me think, more than ten years after graduation from middle school? haha" A well-dressed man stands beside him. "I am Cutty Flam (This name comes from Franky in the animation *One Piece*), you guys always call me Franky when we were young. This is Von Donne, I am so sorry to hear about Edward, how time flies, we were best friend in middle school, we six." He continues, "We can get together after this, what about go to my house for a drink?" (open map Franky's house (Fig. 3-3))

player choice:

Go with Franky: go to plot#3-1

Not go with Franky: go to plot#3-2

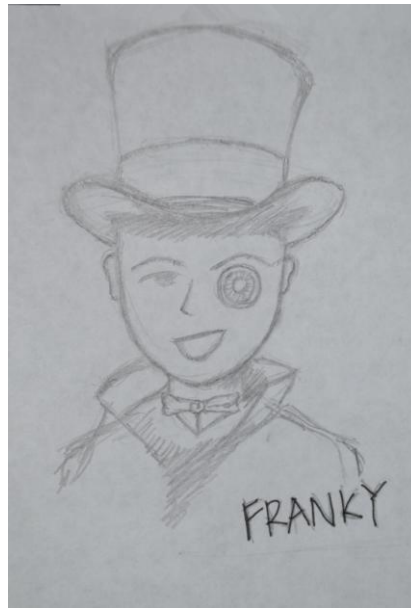


Fig. 3-1 Franky



Fig. 3-2 Von Donne

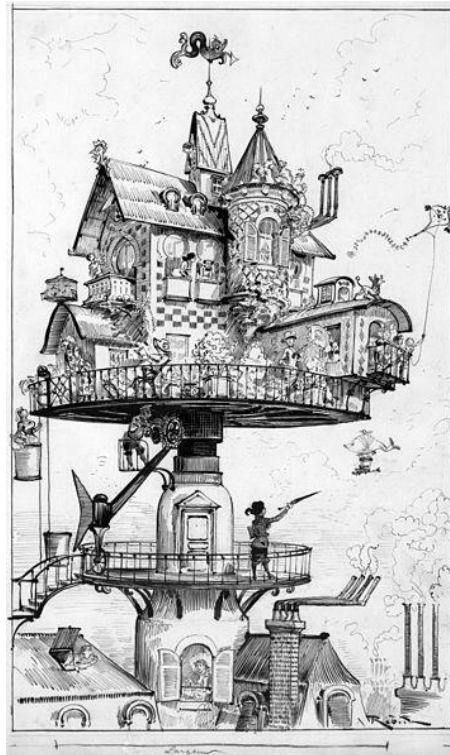


Fig. 3-3 Franky's House

(Fig. 3-3 comes from http://en.wikipedia.org/wiki/File:Aerial_house3.jpg)

plot#3-1

All five people go to Franky's house, an old television stays at the corner in the living room. Franky takes out a bottle of wine and some glasses. While he serves players wine, Donne starts speaking, "Do you guys remember our childhood time? We played together, and we studied together." Meanwhile, Franky brings out two books, one is a yearbook, which is very old. Players can find them on the yearbook. The other one is a notebook with yellowed paper. This notebook is full of teenager's painting about weird event happening one by one, disaster strikes Anich. Finally, heroes appeared and saved the city. "Look, Sen, this is the sketching book for our drama art design in middle school. That was a great show!" "Oh, we saw you guys got a box from Mrs. Blake, let's open it and check what's inside." Donne suggests.

player choice:

Open it: players open the box and find the video tape inside, Franky also has an old video tape player. While he turns it on, there is a breaking news on television: the richest man in City Anich, Ty Lanster dies when his private airship crashes, no clue shows that someone survives this disaster. Then they play the video, it is very blur, some fragments only have a snowflake screen that full of black and white dots. According to some fragments, they recognize this tape is a record of a drama show with six teenager actors. This is their middle school drama show! There are some fragments in this video.

Fragment 1: The police chef is killed in his home, policeman cannot control the rising crime rate in Anich.

Fragment 2: The richest man in Anich died in airship crash. Citizens start losing faith in their government.

Fragment 3: On Christmas in 2012, three giant robots appear in Anich, sky is covered by a lot of airships with bombs. Robots release toxic gas all over the city. Finally, Anich is almost destroyed. 70% citizens lost their lives in this disaster. Lots of people lost their parents, their children, and their home.

Fragment 4: Heroes find the legendary power source from where they gain great power, and eventually, they defeat the enemy's plot. go to plot#4

Not now: go to plot#3-2

plot#3-2

Three players refuse Franky's invitation or do not want to open the box in Franky's house. They find someplace to open the box and find the video tape inside. Then they need to find a television, while they turn it on, there is a breaking news on television, the same news content as plot#3-1. After watching the news, they play that video tape whose content is the same as plot#3-1. Players check the box seriously and they find a piece of paper in the box, saying: "XXX XXXXX XXXXXX (ceeethpoorsuw)". (open map south mountain) go to player choice for plot#5 or plot#6

plot#4

At this time, Franky's face turns pale, he opens the notebook: it is a picture of a crashed airship, and a text line saying, "the richest man in the city died in airship." Franky asks "what's the date today?" There is a date at the corner of this page, which is exactly the same date as players answered.

All of them start to look up the first pages, it is a picture of a dead policeman, a picture of a bridge collapsing, and some pages are also very blur, and people cannot recognize what it really is. When they turn the last page it is the same picture: three giant robots with toxic gas... the date is Christmas Eve, 2012. Franky said "No way..." and Donne said "The only thing I know is all the audiences watched that drama show are involved. We need to stop this, what horrible happened on Christmas Eve" "How?" "We~Need~To~Find~The~Power~Source."

player choice:

Players are going to find the power source: go to plot#5

Players don't want to find the power source: go to plot#6

plot#5

players go to south mountain, they walk along the narrow trail, and combat with some mechanical animals(roll 4 times for encountering enemies, if it is even or less than even, then encountering some monsters (Fig. 5-1,2,3,4). Two monsters are in one set, each has 5 points health.) on their way (players level up to the 2nd lvl., learn new skills).



Fig. 5-1 monster(1)



Fig. 5-2 monster(2)



Fig. 5-3 monster(3)



Fig. 5-4 monster(4)

(Fig. 5-1 comes from <http://hj.woniu.com/media/art/>,
Fig. 5-2 comes from <http://jamesngart.com/nightpatrol.html>,
Fig. 5-3 comes from <http://jamesngart.com/courtband.html>

Fig. 5-4 comes from:

<http://www.scifi-movies.com/francais/longue-0002622-wild-wild-west-1999.htm>

Finally, they find a cottage (Fig. 5-5). They knock the door, an old man with bushy white beards opens it. He is Master Roshi (Fig. 5-6), Guko's mentor. "I have known you would come." Master Roshi says "the power source, the power source is a cube with tremendous power, strengthens human body, and drives giant machines, people realize that it is very powerful but very dangerous. Elders hid it beneath Anich, here is the map." (open map underground) "You don't have too much time, you need to cling together, find the power source, because you are the last hope to stop the prophecy from becoming true. You are the last hope to save your city." "Guko, there will be more difficult days ahead, this is my staff, I will give it to you today." Guko gets staff with two Chinese words "勇气,牺牲 (courage, sacrifice)" on it (Fig. 5-7). (Player Guko can equip this as a weapon. His normal attack can make 2 points damage.)



Fig. 5-5 cottage



Fig. 5-6 Master Roshi



Fig. 5-7 Master Roshi's staff

(Fig. 5-5 comes from <http://www.zuzafun.com/surreal-paintings-of-jacek-yerka>)

Fig. 5-6 comes from the figure of Master Roshi in *Dragon Ball*)

Players enter the underground of Anich using the map (Fig. 5-8). It is a large hall with dim light, Many large columns stand tall and upright, making it looks like a forest (Fig. 5-9). Players choose their way and they combat with some mechanical trap robots (Fig. 5-10,11,12). They walk through the narrow path, finally they enter a palace (Fig. 5-13). They find a glass wall (Fig. 5-14) at the end, break it, there is a small room behind. In the middle of this room, an opened box stays on a table. Players search the box, there is one piece of paper "The apocalypse is coming, none of you could survive. See you on Christmas Eve." go to plot#7

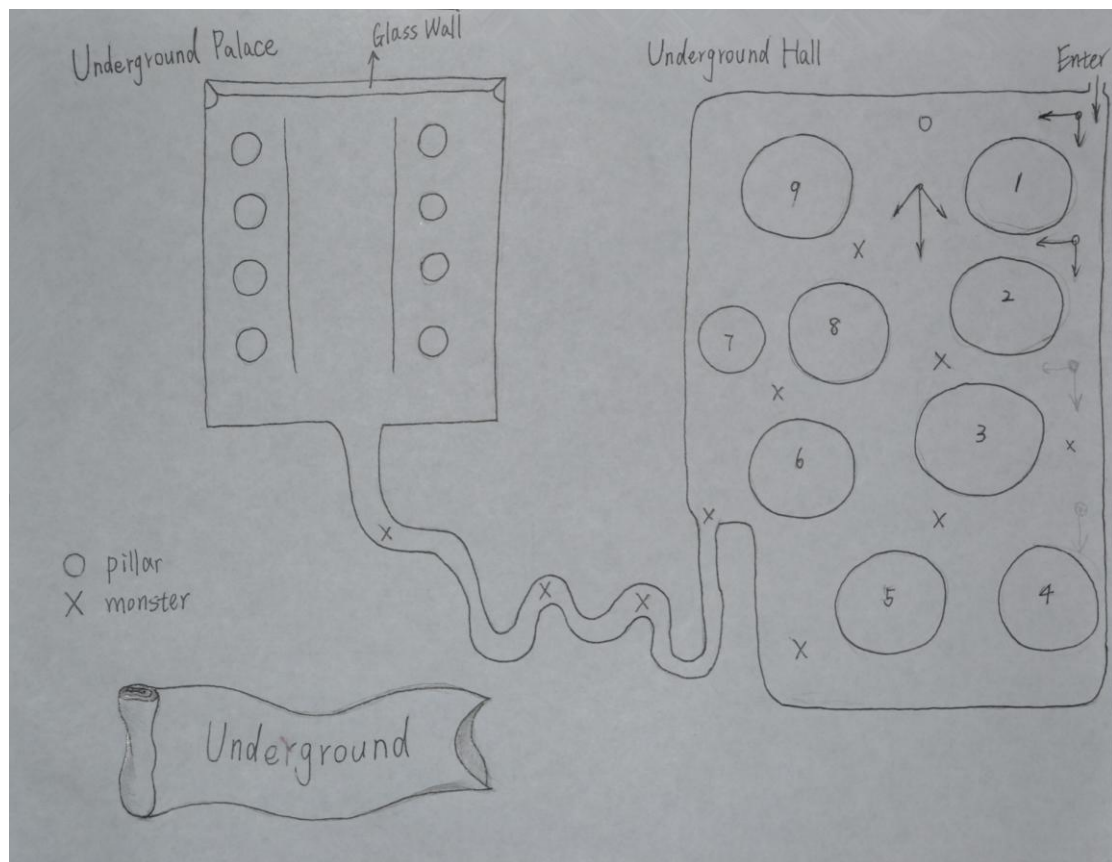


Fig. 5-8 Underground



Fig. 5-9 Underground Hall

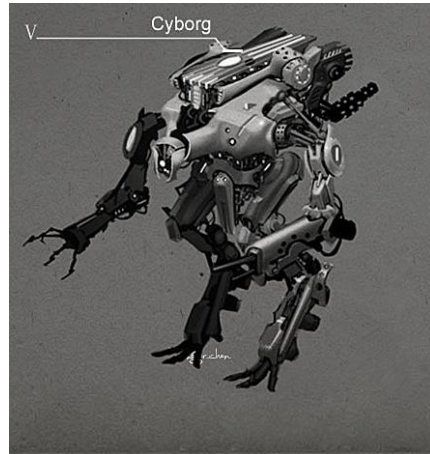


Fig. 5-10 trap robot(1)

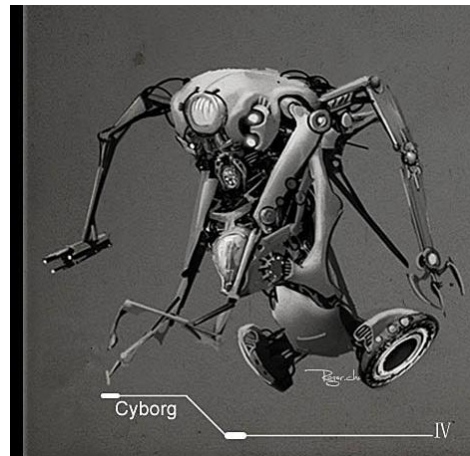


Fig. 5-11 trap robot(2)

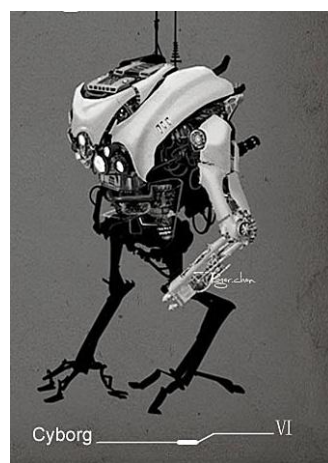


Fig. 5-12 trap robot(3)

Calin-Andrei Stan | www.CalinStan.com

Fig. 5-13 Underground Palace

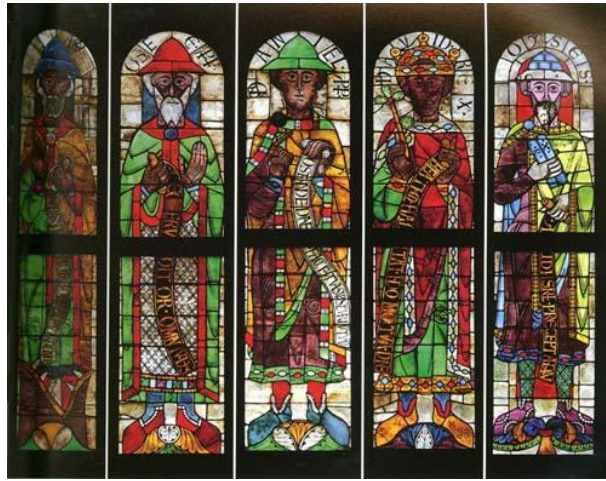


Fig. 5-14 Glass Wall

(Fig. 5-9 comes from <http://www.iyingji.com/news/newslst/2329.html>)

Fig. 5-10, Fig. 5-11, Fig. 5-12 come from <http://www.leewiart.com/art/22949.html>

Fig. 5-13 comes from <http://www.calinstan.com/blog/the-underground-palace-1/>

Fig. 5-14 comes from <http://jtxxzm.blog.163.com/blog/static/601421520108301290326/>)

plot#6 (two months before "The Event")

Players don't want to find the power source. Then they can hear someone is knocking the door. Suddenly, there is an explosion near the door, three masked man (Fig. 6-1,2,3) break into. They don't say anything. Players need to combat with them (players level up to 2nd lvl., learn new skills). Before he died, one of them says "The apocalypse is coming, none of you could survive. I will be there on Christmas Eve" If players want to ask for help from Master Roshi, go to plot#5, else go to plot#7



Fig. 6-1 masked man(1)



Fig. 6-2 masked man(2)



Fig. 6-3 masked man(3)

(Fig. 6-1 comes from <http://www.flickr.com/photos/34635429@N00/5280963197>)

Fig. 6-2 comes from <http://application.denofgeek.com/pics/film/suckerpunch.interview/06.jpg>

Fig. 6-3 comes from <http://godsofart.com/steampunk-wallpaper-collection>)

plot#7

lunar year 2012: Christmas Eve.

Another event in the notebook was proved to be true during the past week, the bridge collapsed. But no one in Anich noticed that, everyone supposed that was an accident. Now, the whole Anich is immersed in a festival atmosphere. People exchange gifts with each other, and stay together with family members. Three players decide to come together, fight for their city even though they don't know what would happen tonight. go to plot#8

plot#8 "The Event"

At this time, players vaguely hear the fire alarm, and they can see the distance of houses begin to burn, the cry and screaming is grown loud. More and more people are running towards, and they are coming at three players. Terror finally falls, two giant robots (Fig. 8-1,2,3) are spraying fire, several airships (Fig. 8-4) are slowly fly across the sky with loud roar.



Fig. 8-1 Robot(1)



Fig. 8-2 Robot(2)

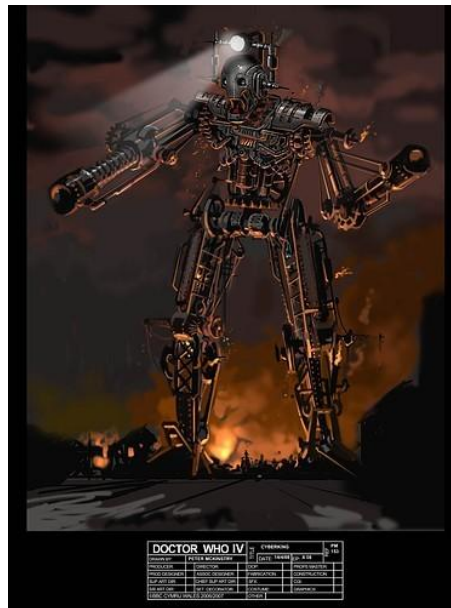


Fig. 8-3 Robot(3)



Fig. 8-4 Airships

(Fig. 8-1 comes from <http://xerposa.com/steampunk-iron-man-figure>

Fig. 8-2 comes from <http://hj.woniu.com/media/art/2012-06/18131331.html>

Fig. 8-3 comes from:

<http://io9.com/5466491/the-glory-and-terror-of-doctor-whos-concept-art/gallery/1>

Fig. 8-4 comes from <http://spikedmcgrath.deviantart.com/art/The-Airship-Battle-142478797>)

First combat:

Players combat with the first robot (15 points health), (players level up to 3rd lvl., learn new skills, Neil learns forge, he can make some equipments, roll the dice, if it is larger than even, this equipment will double the damage, but this equipment could be used only two turns. Sen can attack two enemies for one turn.) Sen can attack airships (20 points health) using elemental attack. Guko can attack using his staff. Neil can attack using his cannon.

Second combat:

The second robot arrives at players in front (20 points health). Players blow up the left side of this giant robot, and it fires immediately. At this point, someone climbs out of the robot, it is Franky!!! Half of his face is burned, he is looking at three players, and says "No one could stop me, my great plans. These fool people would assume I save them, and you are just part of my plan."

Third combat:

Then, the third robot comes from the rear (50 points health, players' damage is half), Franky jumps into that robot, the third combat starts. Eventually, three players are defeated by the third robot, because it equips "the source power". Neil loses his left arm, Guko and Sen are all injured. The third robot starts blowing off poison gas. Death comes tonight, despair enveloped the whole city.

While three players thought they may be dead for this city, Von Donne comes, he speaks "I am late, there is a secret route near the abandon mining area, which leads to Sanctopia in the east of Anich." (open map secret route) "We can meet in Sanctopia...While we breathe, there is hope." Then, Donne rushes into the fire. Soon. Shells were bursting all around, and three players watch his back retreating in the smoke.

player choice:

Follow Donne's suggestion: go to plot#9

Don't follow Donne's suggestion: go to plot#10

plot#9

Players decide to leave the city they grew up, they are all full of scars and wounds, and Neil lost his left arm forever. They escaped from the secret route, and fled to city Sanctopia, one month later, when they get better, spring is coming. go to plot#11

plot#10

(Open map Sen's aunt's izakaya (Fig. 10-1)) They are all full of scars and wounds, and Neil lost his left arm forever. They have hidden in Sen's aunt's izakaya for one month. Spring is coming. go to plot#11



Fig. 10-1 izakaya

(Fig. 10-1 comes from <http://www.hanamiweb.com/izakaya.html>)

plot#11

From television, three players knew the horrific attacks were quelled. However, many places in Anich was destroyed. 70% citizens are dead in this disaster.

Three months later. In the center square in Anich, the central stage is mobbed by lots of citizens. They are cheering, applauding and shouting. An old man walks up the steps, holding a microphone. "Let's welcome our hero who save this city——Cutty Flam!!!" People's cheering becomes a pounding roar and then turns into a deafening applause. A tall man walks to the middle of the stage. No one could see his face, because his face is covered by a weird mask (Fig. 11-1). "Thank you, I want you to know something, we all experience this, your presence gives hope to thousands of citizens in Anich who under the same circumstance are trying to go through. when they see -- they see you here, you let them know that hope can grow from tragedy, and that there can be a second life. I'm the one that's honored to be here with you."

"I also would like to announce two things here, the first one is we have already found a notebook in this girl's home, I believe this is the proof of their horrific plans. These three people are mayor suspects."



Fig. 11-1 Mask

"The second is we have developed the antidote of the poison gas, we will give this to all of you

for free! I decide to stand for major, leading Anich towards prosperity. We need to change, and we need to stay away from crime and corruption, sin and chaos. Thank you again!"

" Flam ~ Flam ~" "mayor ~ mayor~" go to plot#12

plot#12

In coming weeks, three players' wanted posters are all over Anich.

If players hide in Sen's aunt's izakaya:

One day, in the izakaya, Sen's aunt gives Neil a mechanical arm (Fig. 12-1) (Neil could equip this as a new weapon, he can use it to attack twice in one turn), besides she gives three players an envelope and a drawing. Players open this envelope, there is a piece of paper with a symbol on it (Fig. 12-2). This symbol is exactly the same as the tattoo on Neil's back. The drawing is a design sketch of robot, which is the same one as in the terror attack. (open map Neil's home)

If players hide in Sanctopia:

Players can walk around in Sanctopia, armor shop opens, and they can buy something necessary. The shopkeeper in the arm-shop gives Neil a mechanical arm (Fig. 12-1) (Neil could equip this as a new weapon), besides she gives three players an envelope. Players open this envelope, there is a piece of paper with a symbol on it (Fig. 12-1). This symbol is exactly the same as the tattoo on Neil's back. The drawing is a design sketch of robot, which is the same one as in the terror attack. (open map Neil's home)

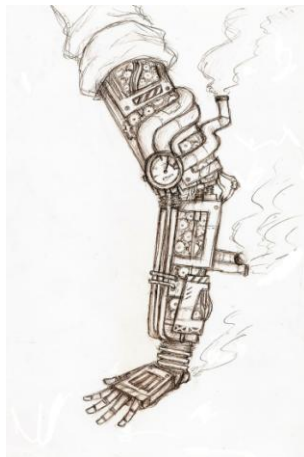


Fig. 12-1 mechanical arm



Fig. 12-2 symbol on paper

(Fig. 12-1 comes from <http://yogurei.deviantart.com/art/Mechanical-arm-Kinda-178773236>)

player choice:

They want to go to Neil's home: go to plot#13

They don't want to go to Neil's home: One day, Sen finds the same symbol near the market street. Players follow this symbol, and they find a shabby herb shop. go to plot#13

plot#13

At this moment, a man in a black cape is standing in front of three players. He is Richard Trevy (Fig. 13-1), Neil Trevy's father. "Welcome home, boys. I will tell you everything."

P1 "Several years ago, Franky and I had this horrible plan. We are so disappointed at this city, people are living in fraud, betray and lies, Anich is not the city you grew up, it was full of thieves, swindles, and gangs. The incapable government was bringing it to the abyss. We planned to kill most of people in Anich using those giant robots. Inferior people would be exiled, and this corrupt city would be cleansed by our plan. We would provide Anich a new life... We called that night 'Transfigured Night' (This name comes from the movement with the same name). "I am so sorry, I made these devils."

P2 "But I'm wrong, it is horrible, Franky's force has already controlled the whole city. They started to build walls dividing different distinct, Anich is totally different, we cannot come back."
"Centralization was welcomed. He has backed terrorism and assassinated dissidents. People are cheated, really the antidote is the poison for neural control, they are monitored and fooled."

P3 "I cared about you, Neil, That's why I kept away from you. I don't want to get you into all of these."

P4 Mr. Trevy gives three players a newspaper "Tomorrow, In appreciation of their support, Franky will hold a parade in Anich. Then He will deliver an inaugural in the central square." "I have drawn the route. We need to stop him, this is the last chance."

go to plot#14



Fig. 13-1 Richard Trevy

(Fig. 13-1 comes from the figure of Monkey D. Dragon in *The One Piece*)

plot#14

At this moment, someone is knocking at the door (Fig. 14-1), Three players win this combat (players level up to 4th lvl., learn new skills, Sen learns skill: assassination, Guko learns aspect: personation), and they find a piece of paper from one enemy's body it looks like a order "XXX

XXXXX (eikllrTvy)". (Assassination: player Sen roll 4 dice, if all of them are 5 or 6, she can kill the enemy directly (except the BOSS)) go to plot#15



Fig. 14-1 Enemy break in

(Fig. 14-1 comes from:

<http://www.comicbookmovie.com/fansites/BrentSprecher/news/?a=32204>)

plot#15

Three players and Mr. Trevy come back to city Anich. Anich is totally different, someone is building walls with barbed wire. The streets on both sides are jammed by so many cheering citizens. A convertible white car (Fig. 15-1) comes from a distance, and a man wearing a weird mask is standing up in the car. He waves to his cheering crazy followers. His car is surrounded by some small robots, and soldiers are following behind.



Fig. 15-1 convertible white car

(Fig. 15-1 comes from: <http://sameh-koko2.deviantart.com/art/nemos-car-2-168086824>)

player choice (Sen):

Kill him:

Sen can activate her skill: assassination. Roll the dice, if it satisfies some number, the man falls down. If it doesn't satisfy, people hear another shot rang out from the gun. Blood gushed from Franky's chest. People begin to scream, there was chaos all over the place. "Let's get away from here. Too many soldiers." Mr. Trevy says. go to plot#16

Not kill him:

Suddenly, a shot rang out from the gun. Blood gushed from Franky's chest. People begin to scream, there was chaos all over the place. "Let's get away from here. Too many soldiers." Mr. Trevy says. go to plot#16

(If players didn't go to Sen's aunt's izakaya before, then open map Sen's aunt's izakaya)

plot#16

Three players and Mr. Trevy go to Sen's aunt's izakaya, the television is broadcasting the news that the new mayor Cutty Flam had been shot this morning. Players could see many people are crying from television. At last, the news reports "Cutty Flam's funeral will be held two weeks later in the central conference and exhibition center, he sacrifices for the land he loved, and his funeral will be opened to public, people could give their condolence to their hero." "Who shot Franky (the second time)?" Mr. Trevy takes out a notebook. "I got this from Franky, look at this page." He turns it to the last page, at the bottom of this page, there is a line of text "hero will be resurrected, faith will be rebuilt, life will be eternal." But this does not look like Franky's handwriting.

plot#17

It is raining again, it's been half a year since everyone attended Edward's funeral. Everything has changed, Anich has experienced so much, it seems that things happened in the past few decades. People in Anich have not stepped out from the shadows of the collapse of faith.

player choice:

Go: go to plot#18

Not go: They would rather watch this on television. go to plot#18

plot#18

At the funeral, A man lies in a coffin covering with petals, his hands are placed upon the breast. He still wears the weird mask. No one could see his real face. Why did he become a hero? Is that because he thwarted the terror attack one year ago, or just because people are craving a hero? Is he real, or made up by everyone? People walk to his coffin slowly with tears in their eyes. A band starts playing the funeral dirge. At this time, the masked man stands up slowly along with the melody. saying "hero will be resurrected, faith will be rebuilt, life will be eternal." He is risen from the dead!!! go to plot#19

plot#19

Mr. Trevy says "I checked your middle school yearbook, it is not Franky's handwriting, it belongs to another guy——Von Donne. He is the man planned everything, and now, he wants to be God. I have written a letter to him, declaring tomorrow we will meet in private at your middle school. I believe no matter he would like to kill me or not, he will see me. This is our last chance to save Anich." (open map middle school)

player choice:

Go with Mr. Trevy: go to plot#20

Not go with Mr. Trevy: Anich is ruled by Von Donne, changing to be an authoritarian city. Neil, Sen and Guko, they have never found the city they grew up. It is lost. Game Over. go to plot#21

plot#20 "The Final Event"

Three players go to their middle school with Mr. Trevy. A masked man in a mechanical armor, which is driven by "the power source", is waiting there (Fig. 20-1). "This is our last memory, my friends." He takes off his mask, It is Von Donne.



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Fig. 20-1 Von Donne.

The final combat: Von Donne has 4 robots (Fig. 20-2,3,4,5). Finally, in order to save his son Neil, Mr. Trevy died in this bloody battle.



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Fig. 20-2 Guard Robot(1)



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Fig. 20-3 Guard Robot(2)



Fig. 20-4 Guard Robot(3)



Fig. 20-5 Guard Robot(4)

(Fig. 20-1 to 5 come from:

<http://www.emersontung.com/2011/08/108-when-steampunk-tank-robots-attack.html>)

player choice:

Kill him: go to plot#21

Not kill him: go to plot#21

plot#21

If players kill him: they find a diary from his body.

If players don't kill him: Von Donne begins to talk.

Face to this corrupt and decadent city, Franky, Edward and I decided to launch terrorist attacks, we call that Christmas Eve "Transfigured Night". At first, we want to build a utopia, an elite world, we all thought of the drama we played when we were young. The world was in danger, heroes appeared and saved the world. We are not assholes, we are heroes. Franky found that drama script at home, and we began to prepare for all of this.

At first, Edward was in our team for this great plan. He was a chemistry professor, he was a genius in developing those poison gas and neural control drug. However, his new born baby changed his mind and he wanted to quit, too simple, too naïve. We don't have choice. But I never realized he still kept that video. He really loved the time we played together.

Then, I asked Franky to invite your father, Mr. Trevy. He was fascinated by our plan, and he thought he eventually found someone appreciate his scrap. But we found we need something more powerful to drive these robots, yes, we used you as pawns. Master Roshi is the only person

knows where "the power source" is. No traps, no guards, have you realized? Because we went there first.

I saved you on that horrible night because I like you, Sen. I cannot watch the scene that you are killed by Franky.

Thanks to you, Franky, the poor guy, he lost one side of his face that night, so he took on a mask. But he couldn't control his crazy ideas. People in Anich need God, and I am God.

Then Von Donne died.

We are all the same kid we were. We failed, struggled, and we grew up. We expected to become a hero, someone made it, someone went to a wrong way. Obsessiveness is just for a moment, life is short, dream is waiting for us not far ahead.

End