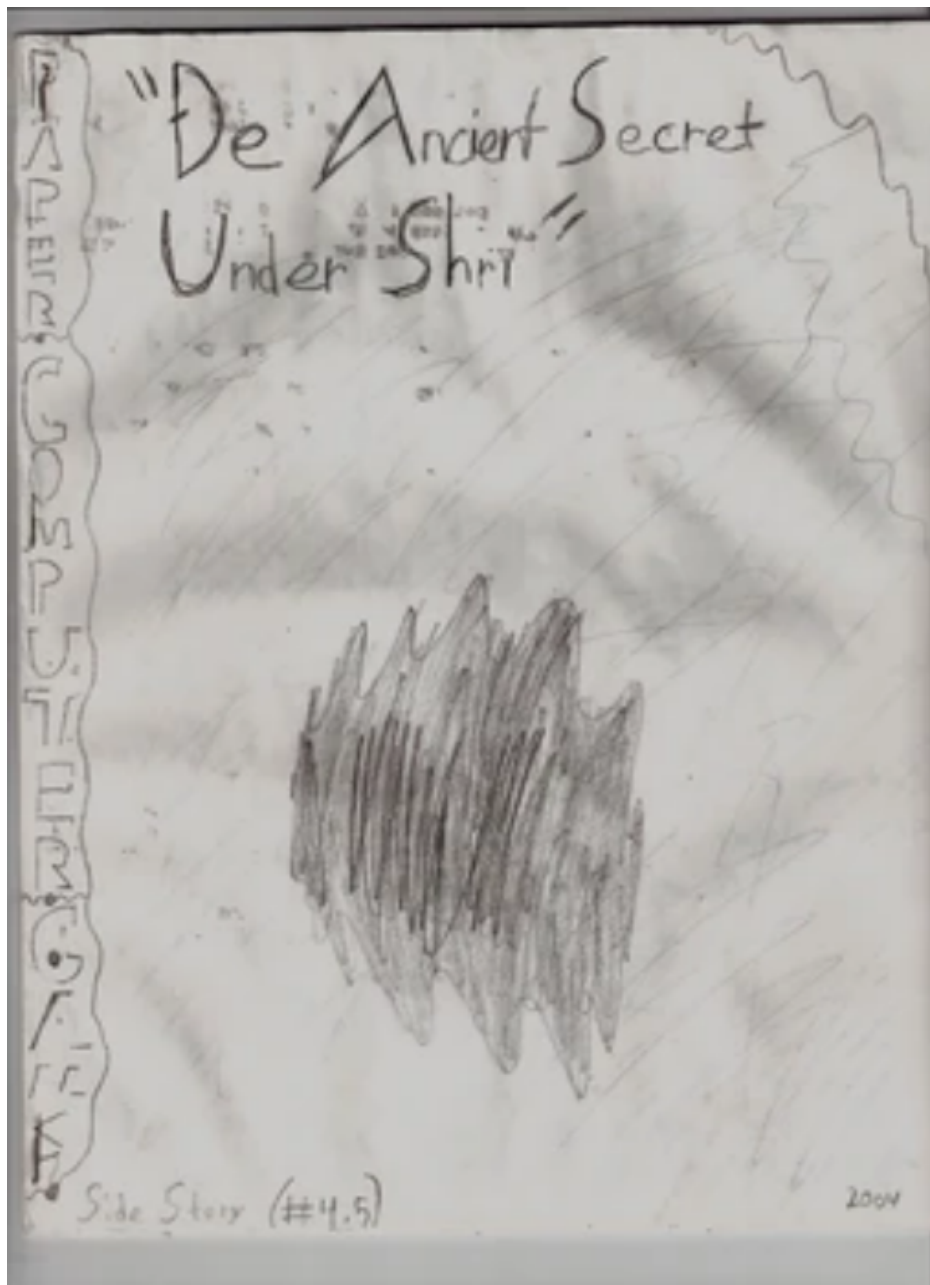
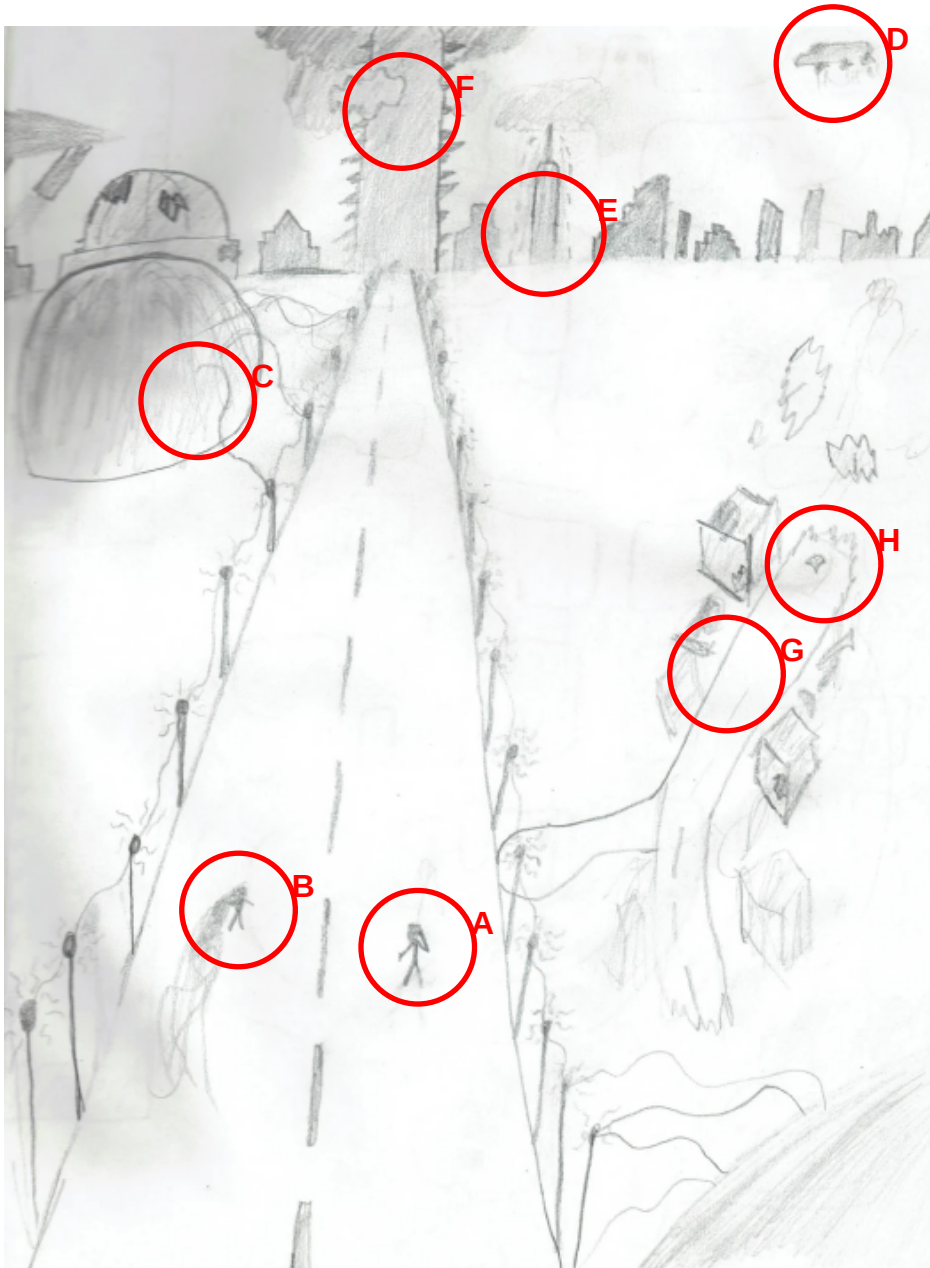




Intro: Have the player first read the backstory page.

tl;dr: "You play as Ari. You've just escaped an alien ship, and then crash landed on an unknown alien planet. You know nothing about this world.

You and Pierre step out to explore...



A) Ari (the player).

B) Pierre, Ari's friend who escaped with you in the last game.

C) This metallic sphere acts like a power plant. Electricity arcs from it into the street lamps, which are smaller spheres, and then arcs from one to the other.

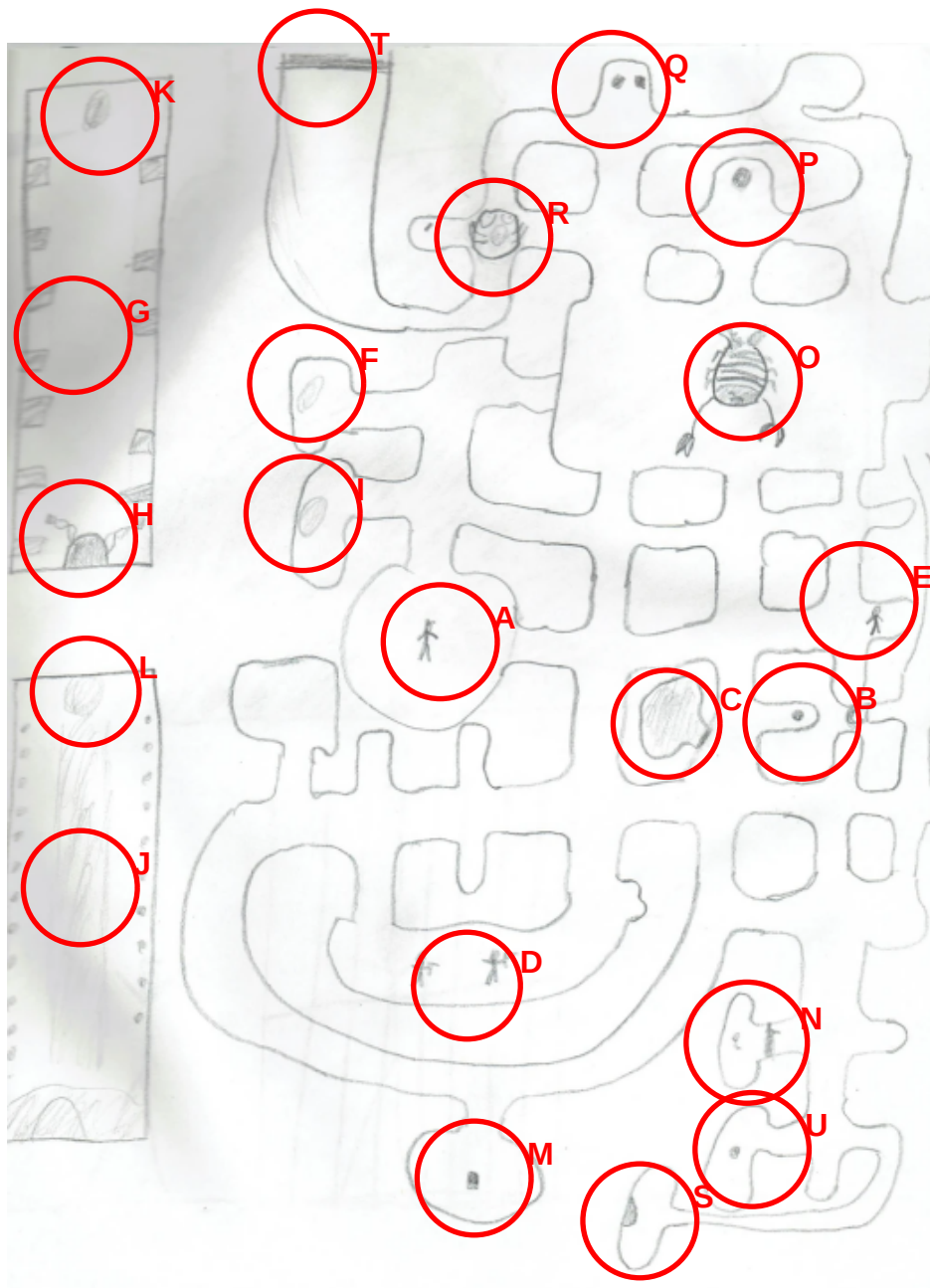
D) An airship in the distance.

E) A mighty tower in the distance, protected by a force field.

F) An ominous dark tower, dominating the city in the distance. It's covered in spikes.

G) This road is old and abandoned. All the buildings are decrepit.

H) A mysterious, glowing crystal. If Ari touches it, the floor will open beneath him and he'll fall into the next screen.



This is a top down view of the maze.

A) Ari.

B) Crystal disk.

C) Room that won't open. The key N will open it. Inside is a hypodermic needle shooter!

D) Two guys with guns. They'll try to kill Ari. (They're Crodin). A boomerang would take them both out.

E) Crodin guy with a boomerang. Also has a key.

F) Teleporter. Leads to Sphere Room.

G) Sphere Room.

H) A giant metallic sphere, with smaller spheres floating around it. They're connected by electricity.

I) Teleporter. Leads to Sphere Hall.

J) Sphere Hall. There are spheres embedded in the floor; Ari can take some if he wants.

K) Teleporter. Leads back to F.

L) Teleporter. Leads back to I.

M) Bread loaf.

N) A room, blocked by a locked door. The door is opened by the key, which is held by guard E. Inside is another key, which opens door C.

O) Giant crab. It can

be defeated by
ordinary weapons, by
disabling its claws.

P) Donut.

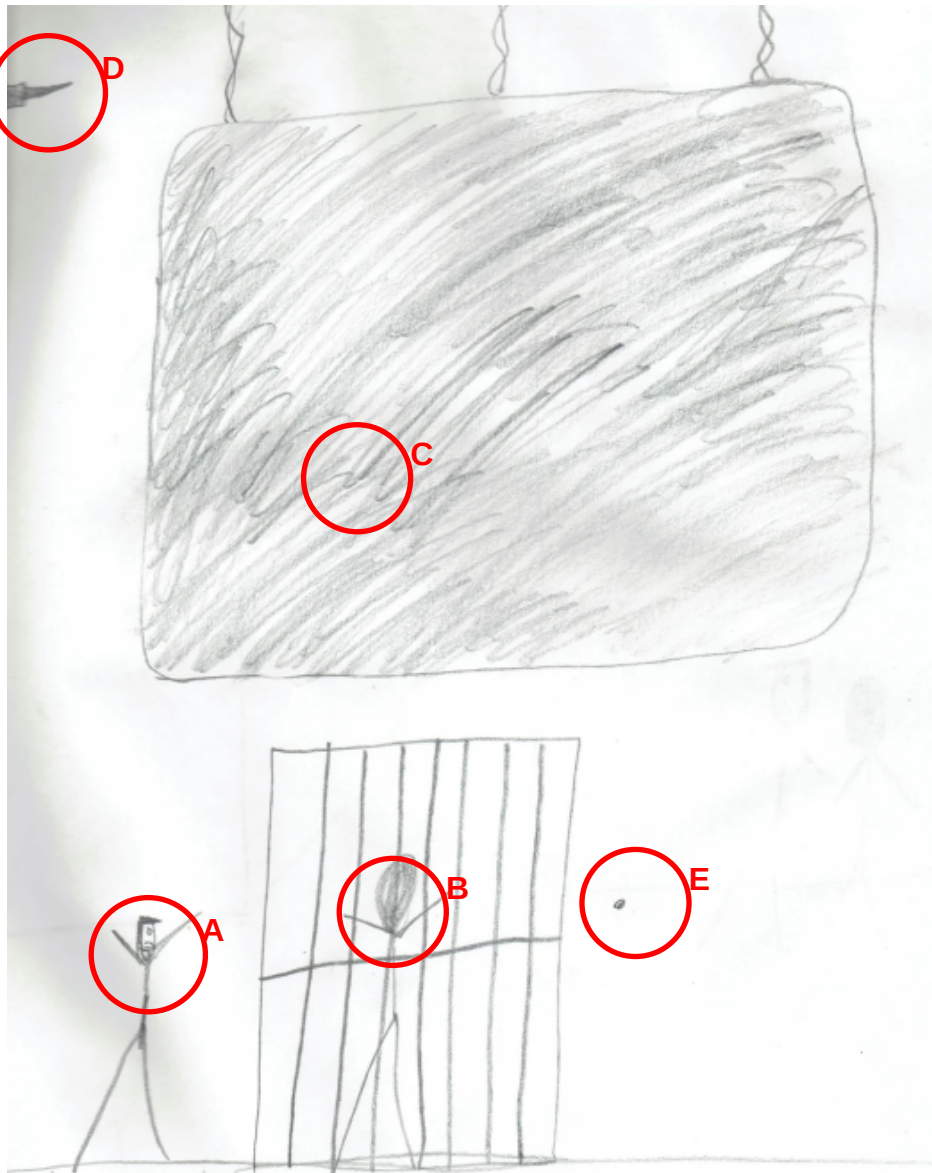
Q) A hypodermic
needle, and a can of
SlimFast.

R) The Fat Guy. He's
blocking the corridor
completely. The only
way to get past him
is to shoot him with
a hypo loaded with
SlimFast.

S) An open book,
which has an ancient
prayer written on it.

T) A giant door. Will
only open when the
ancient prayer is
recited.

U) A rock.



A hallway with a prison cell. To the left leads back to the maze; to the right leads to Hallway 2.

A) Ari.

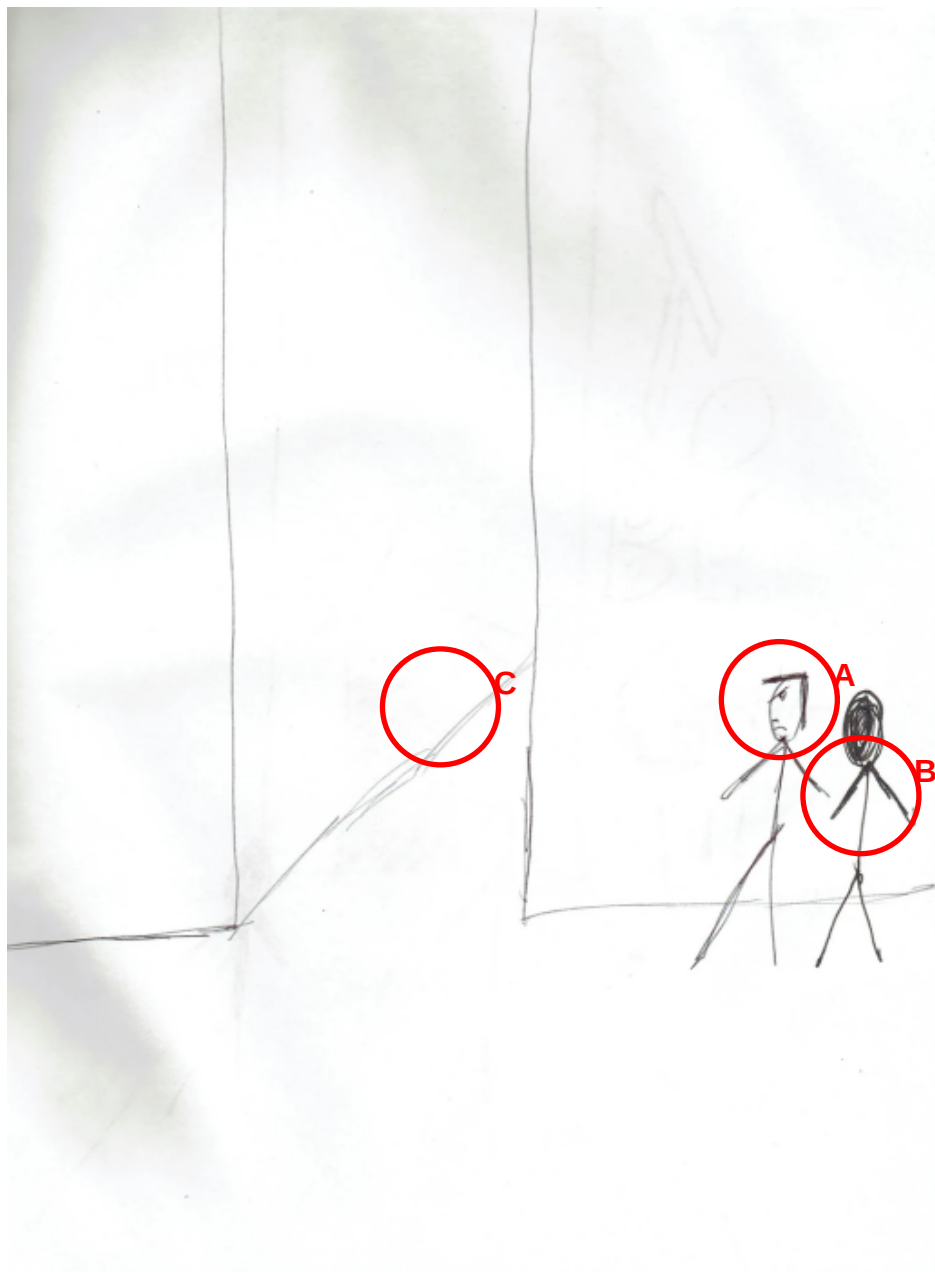
B) A prisoner held in a cage. He's named Chanai du Dux. He's from the Zorelta rebellion and has been captured by the Crodin. If you free him, he'll come with you and help.

C) A giant rock.

D) A laser. If it shoots, it will destroy the chains holding up the rock & the rock will crush Ari.

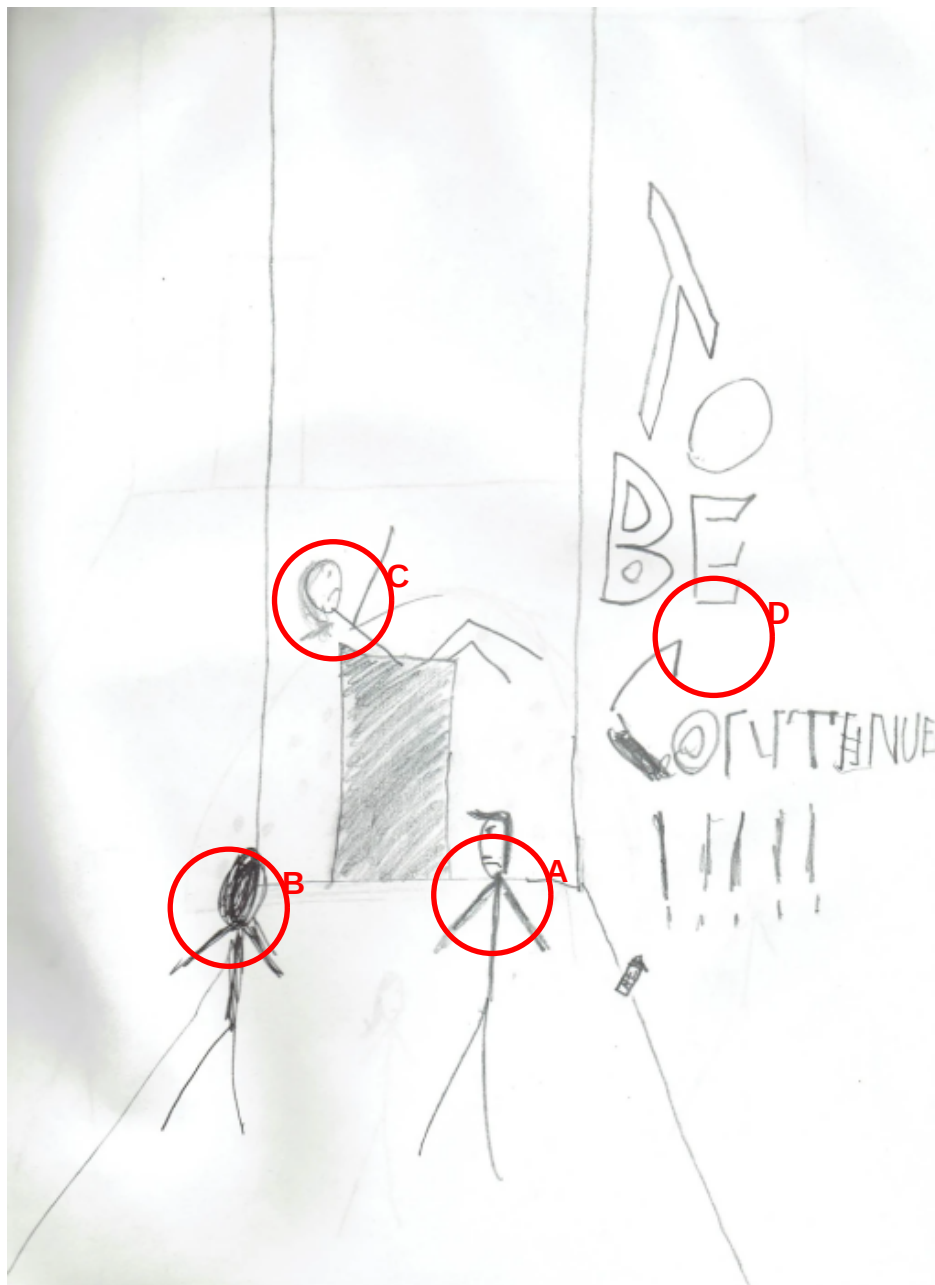
E) A button. If pressed, it will open the cage, but also make laser D fire, killing Ari.

Ari must find some way to disable the laser before pressing the button.



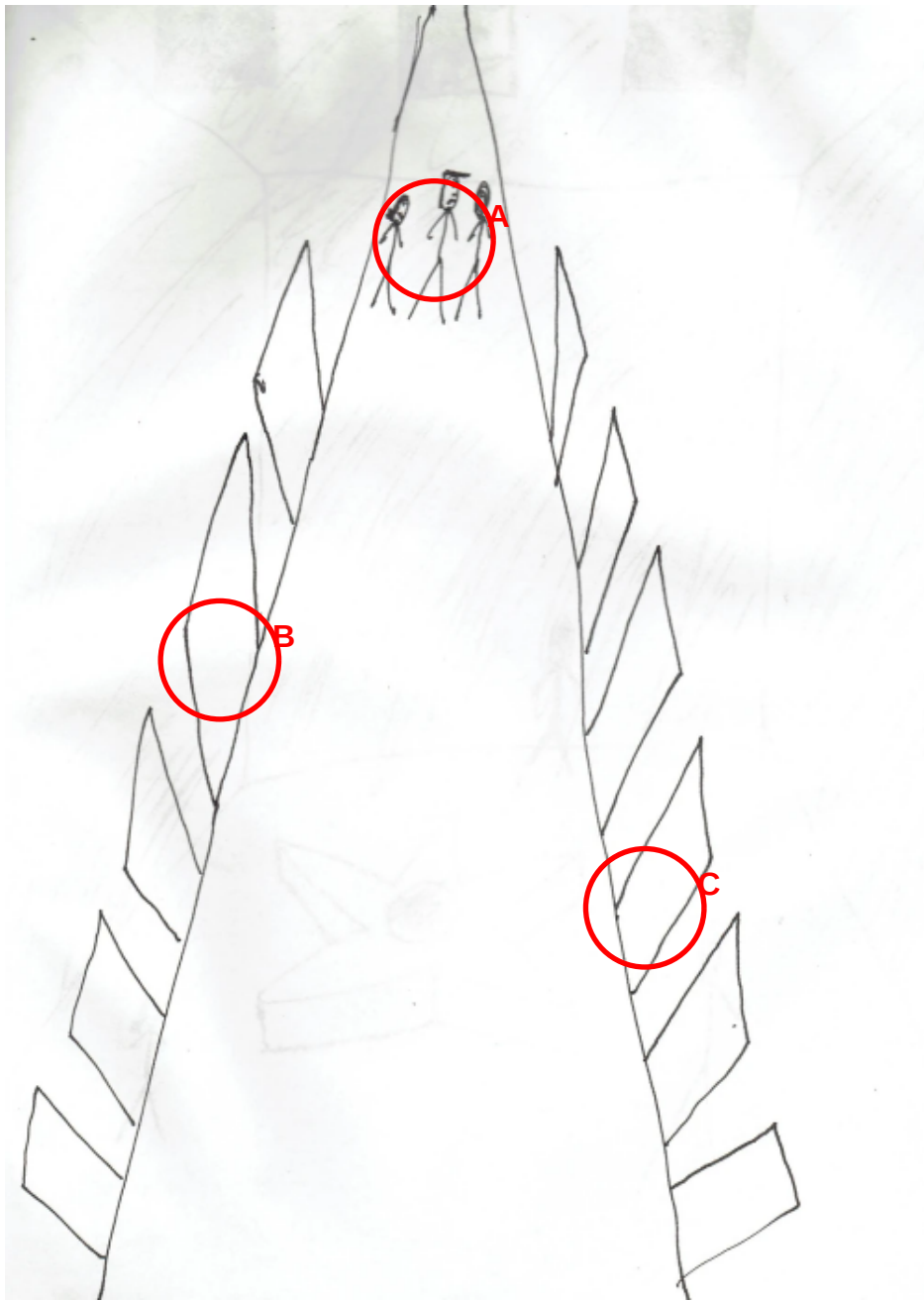
Another hallway.
Going right leads
back to the prison
hallway; left leads
to Hallway 3.

A) Ari.
B) Chanai, assuming
you rescued him on
the previous screen.
C) This hallway leads
to "To Be Continued!"
room.



A hallway ending in a dead end. At the end of it, is a woman who's just fallen into a hamper. Walking back towards the camera leads back to Hallway 2.

- A) Ari.
- B) Chanai.
- C) Cassie. She's just fallen down after her adventure in "When Evil Flows in Freeness". She has no idea how she got to this planet; she just escaped a crazy house full of traps. She'll join you.
- D) Weird graffiti on the wall that says "To Be Continued!!!!". (It's actually the To Be Continued sign from the end of Cassie's game).



Another hallway, with lots of doors. Most of them are locked.

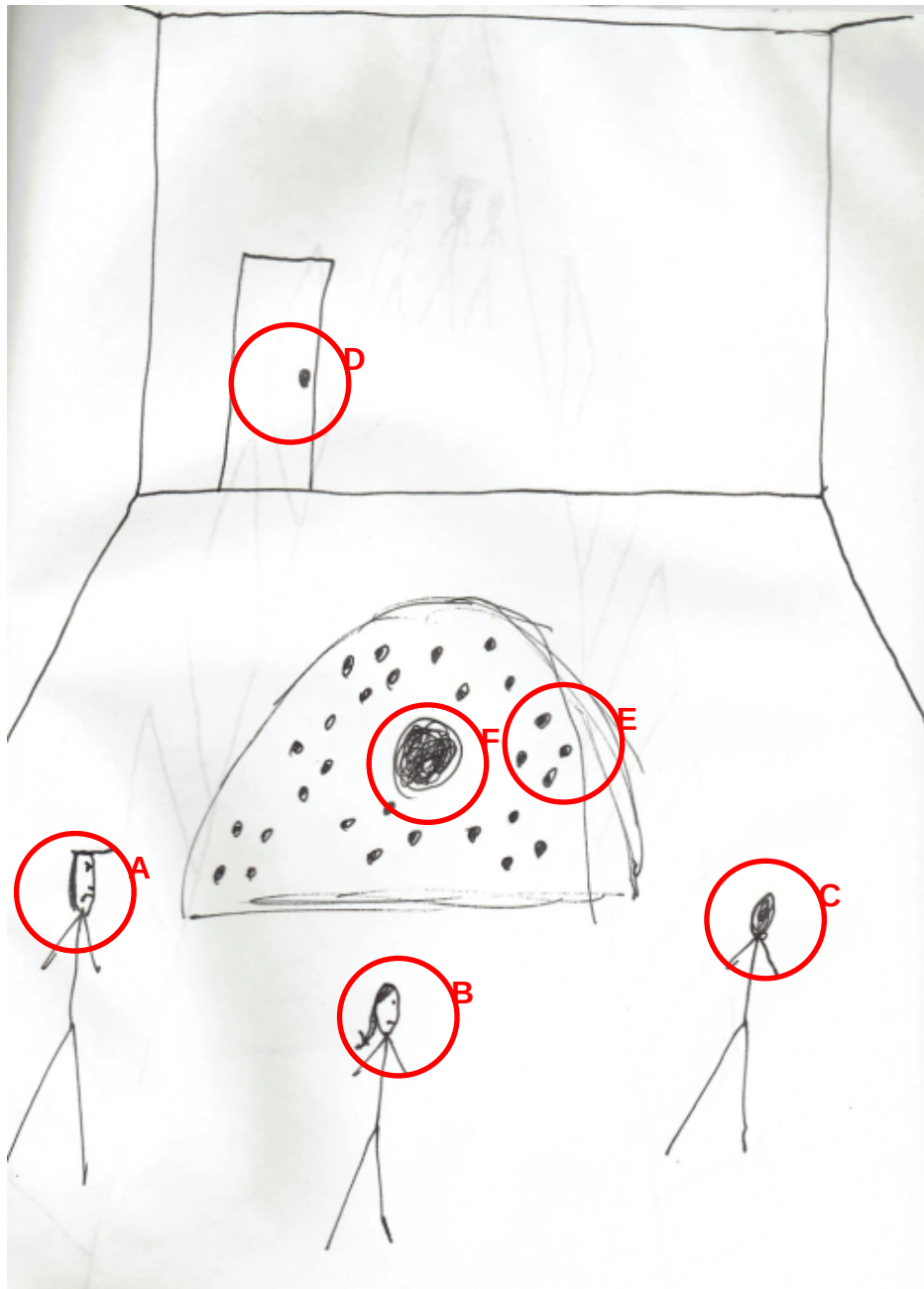
North: back to Hallway 2.

South: Onwards to Escape Route.

A) Ari, Chanai, and Cassie.

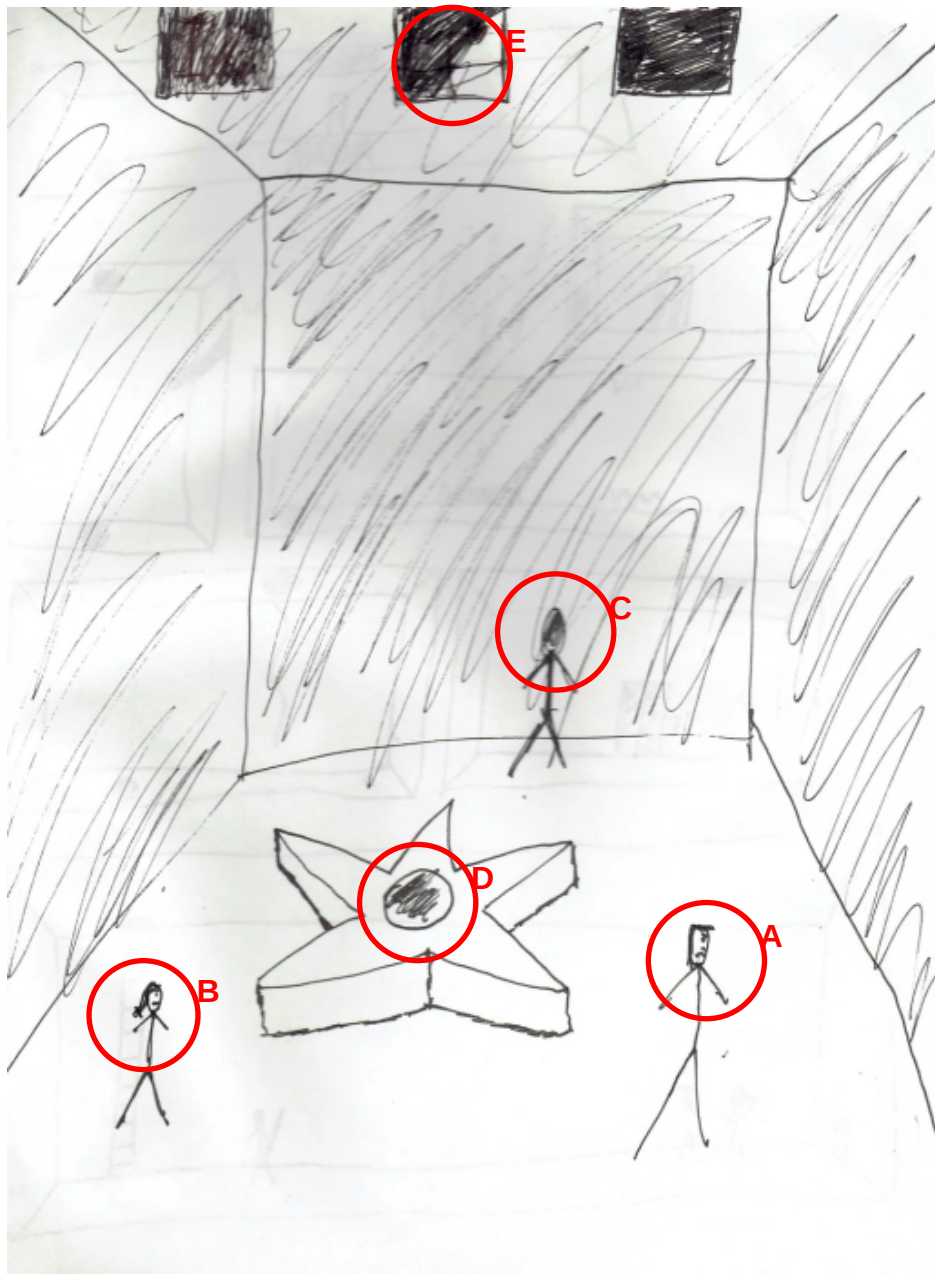
B) Unlocked door. Leads to Ancient Library.

C) Unlocked door. leads to Hologram Room.



This room has no other exits. Just a strange mound in the center, with spheres in it.

- A) Ari
- B) Cassie
- C) Chanai
- D) The door we came from. To Hallway 3.
- E) Lots of little spheres adorn the Mound. They can be taken.
- F) One huge sphere. It can also be taken.



This room is a massive empty room, with a star shape in the middle.

The only exit is South, leading back to Hallway 3.

A) Ari.
 B) Cassie.
 C) Chanai.
 D) There's a large indentation here where a Huge Sphere (from Ancient Library) can be placed. If inserted, the sphere will activate holograms all around Ari, and will tell the story of ancient Shri.
 E) Weird, metal protrusions. (Once the hologram starts, he'll realize these are hologram projectors.

==The Hologram Story==

(The hologram plays and Ari will see images accompanying the story, which a voice will explain).
 Eons ago, this planet, Shri, was at constant war until it was united by a great King, King Ginkus of the Zorelta nation. (Chanai will recognize this, he idolizes Ginkus as a hero).

Ginkus built the
Bridge of Peace and
was largely beloved.
Until a rebellion
called the Crodin
rose up and overthrew
him.

In a last ditch
effort, Ginkus sealed
off his Capital
Building in a force
field. It's been
sealed this way for a
thousand years. (This
is the building we
saw in the force
field at the
beginning)

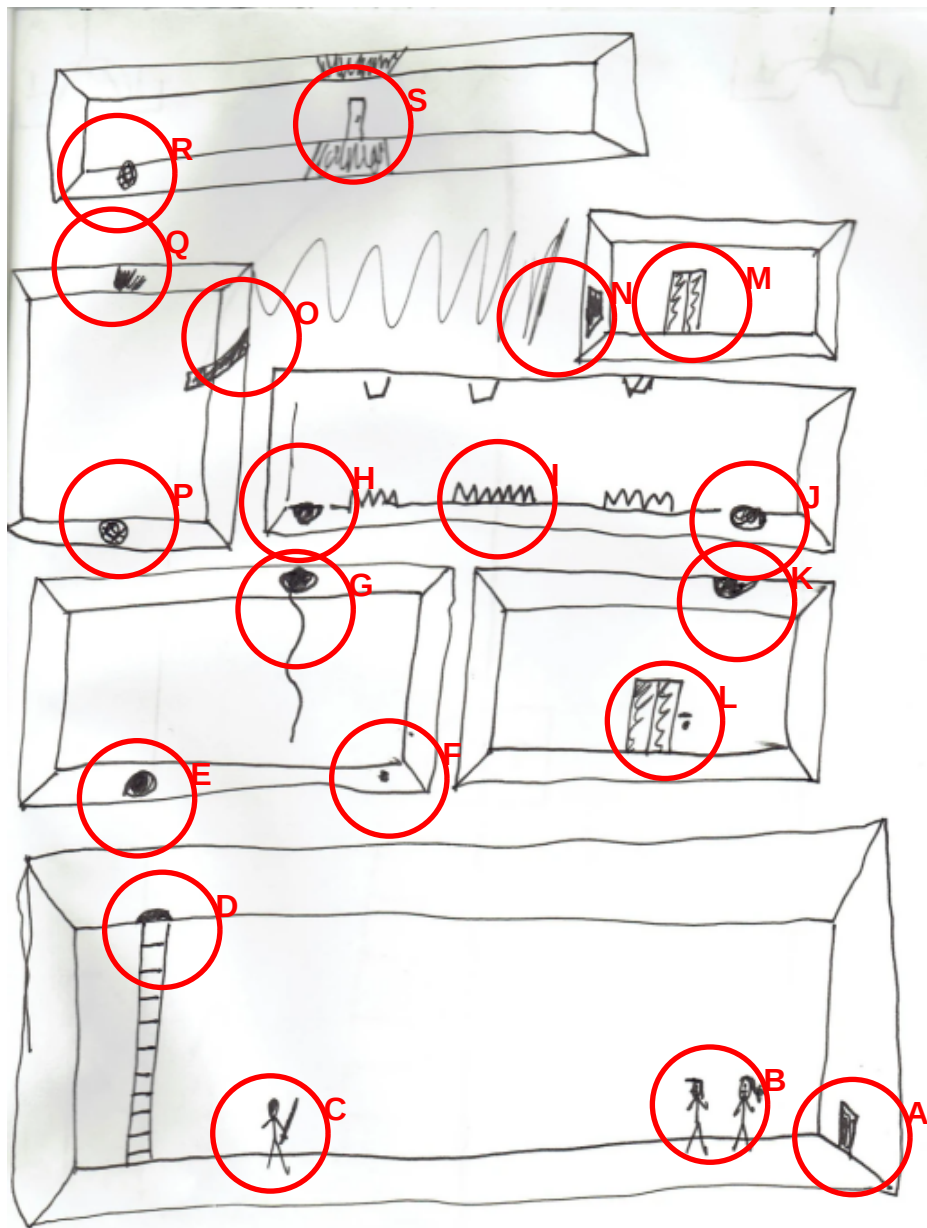
The Crodin, furious,
built their new Dark
Tower to dominate the
once proud Zorelta
nation they'd
conquered. (The spiky
tower from the
beginning).

For a thousand years
they've cruelly
tortured the Zorelta
people.

===

After hearing this,
Chanai is overcome
with emotion for his
people, and he
decides to leave the
party, to go fight
back against the
Crodin. An opening in
the wall appears, and
he enters; it closes
before Ari can

follow. There's no
way to access it.



Side view.

A) Door, back to

Hallway 3.

B) Ari and Cassie.

C) Crodin guy with a sword.

D) Ladder which leads up through the hole to E.

E) Hole, to D.

F)

G) Rope, leads to the hole to H.

H) Hole, to G.

I) Spikes on the floor. The only way over them without dying is to hold onto the handles on the ceiling.

J) Hole, to K

K) Hole, to J.

L) Elevator. Opens

with a keycard. To M

M) Elevator. From L.

N) Slide entrance. To O.

O) Slide. Ari & Cassie will fall from here.

P) Elevator platform. Will automatically rise if stepped on.

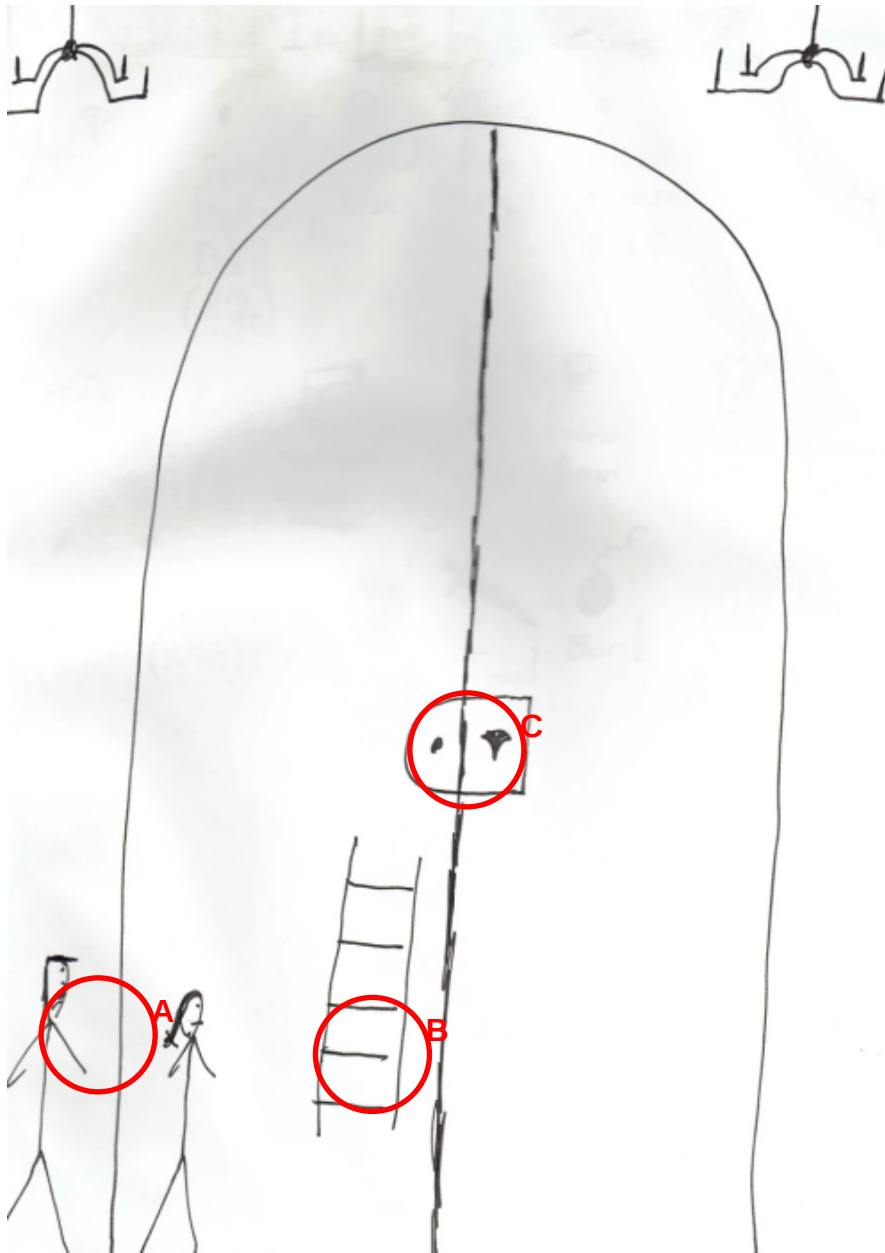
Q) Weak spot in the ceiling. Must be

blasted with weapon & will break open. To

R.

R) Hole. From Q.

S) A door. It leads to Door Room.



A) Ari and Cassie.
B) Ladder, for easy access to the door mechanism.
C) Place a crystal and a sphere you found earlier into these notches, and the door will open!

The door leads to a ladder going up... and into the next game... "Squids in Forests"!