



## OTHERWORLDLY NIGHTMARES

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## CHAPTER 1: THE 25-YEAR GHOST (-or- NIGHTMARES OF LOKI)

**\* Each plot screen will be after each level, and before the next one. Most levels are just nightmares between days. These will be text screens that quickly spell themselves out between levels.**

**Interlude Level** (Your Bedroom..exit the door to spiral into a nightmare.)

### **MAP01** Another Night

Normally they've been all nightmares, but the night before this night you had an actual dream again. Your older brother was still alive and you both had a talk and both cried. For a while there you really thought it would last forever and he would still be there after a while. You really forgot for a moment's time during the entire dream that he wasn't killed that one night by the alien. Unfortunately the next night was not a continuation of that dream, nor a dream at all.

### **MAP02** Enter The Nightmares

Every nightmare of these former human zombies and other alien demons from another world all seem to always look and act the same, as if you had seen them before. In fact, the only being that isn't the same every time is the other one that killed your brother. This is probably because in your memory of it, he never showed his face. You had nicknamed him Loki. You were never an *Avengers* fan, you just remember the name from mythology class. But when you were a kid you always wanted to avenge his death. Every... single... day.

### **MAP03** The Dark Realm

This time you're at the town park after it briefly got closed to the public following the murder. You kept having these nightmares of this forest behind it and what else could have been in there. Last night's visit to the dark realm on some purple planet also was a reoccurring nightmare, but it changed a lot each time. This time the odd structures and evil faces in stone were down on Earth, keeping a secret within this forbidden area.

### **MAP04** The Forbidden Forest

Unfortunately, this nightmare was a two-parter. With no time to wake up and calm down, cry, or generally shake in sweat not sleeping for a while, you've made it out of the forest. As the nightmare moves forward, the invasion continues. You remember in real life saying you wanted to be an alien-slaying astronaut which caused a concerned call home from your teacher yesterday. Maybe you should have just stayed quiet about killing things. Honestly it was probably just the replaying of this event before bed. It was probably completely understandable for a fourteen year old under so much stress back then to want to have a space avenger fantasy. However, unlike these nightmares can do to confuse you, you know what is fantasy, and this just isn't that anymore.

### **MAP05** The Invaded Town

After the longer Nightmares last night, you tried your hardest not to sleep. It was the first day of summer break, so fairly easy to get away with. You must have stayed up all 48 hours those two days, but unfortunately passed out in the living room next to your parents' room. At this very moment, knowing you didn't make it out, you're back in a nightmare. You may have even been here long before passing out, because you still remember being awake not too long ago.

This nightmare involved real places again, much like two nights ago when you slept last. One moment you're in school overrun with aliens, and the next you're out on the beach you planned on going to. As this never-ending spree of places continues, the horror only gets more extreme.

### **MAP06** Extreme Night Terrors

You wake up that night in intense fear screaming at the top of your lungs. Apparently you were flailing your arms in the air and kicking violently and screaming your dead brother's name. Your parents were to the point of feeling ill about all of this.

Matthew is gone, they said. They tried to hold back a near rage at this point because you not only are the only one who saw the alien, but also the only one who believes yourself. Out of all of your peers and elders, you cannot trust anyone with this anymore. They all still think it was you the whole time and you know this. Your parents were apparently just talking before you woke up and have decided on a mental hospital this summer starting in the morning. You didn't sleep well at all until you were finally there. Once on a few meds, the next nightmare got interesting...

### **MAP07** Attack on the Haunted Hospital

Nothing died while you were here in hospital care. It was thankfully still just another nightmare. It was intensely vivid and realistic, so sometimes it's just hard to tell. You are unarmed. They were talking about treatments for schizophrenia such as a medium dose shot of Haldol every so often, but you thankfully have never fully hallucinated while alert. Instead, with tomorrow being your day of dismissal from mental hospital care, you were started on a maximum prescription of anti-depressants. At least some people listened and actually believed you enough to care. Tonight's dreams better be interesting

### **MAP08** Surreal Forest On A Pink Planet

It wasn't only the meds. You've "been" here before. The world you sometimes would dream about you think is his home. He has a palace but he hasn't always been there. In fact he's usually always gone when you seeked him out. He talked that night. It was too faint to understand so you're not sure if it was even English, but he started to talk about your older scared brother before killing him. You wanted for so long to talki to him just to know why... you also wanted to kill him.

### **MAP09** The Never-ending Palace

Even when you know they are just nightmares, you still can't leave just yet until they end. Maybe there's a point to seeing them all of the way through as if someone or something is projecting things for you to see or know. Maybe these places really do exist and maybe Loki is still out there plotting. Hell, maybe there is a god and he's preparing you with knowledge for a mission you've already decided to do in life. It's to the point you've been hospitalized and are living in isolation from everyone's disbelief. Your career goal from this day forth is to be part of NASA. It's fucking ON!

## **CHAPTER 2: THE NASA REBEL**

### **Interlude Level**

#### **MAP10** Dorm Room Dreaming

You haven't dreamed of the pink planet in a while nor have had any of these nightmares until the came back into focus. Your parents seem pretty proud of you but know why you are doing it. Their sad crazy son can't seem to admit there was no alien. To be honest, you don't usually go out or do stuff as you have no friends. Word travels fast in small towns, so up until now, you've lived a very isolated existence. Of course space will be the same, so you better get used to it.

#### **MAP11** Mountains On A Pale Planet

It was nice to know that the medication has actually helped for these two decades, but the moment you made it through the doors of NASA as a real astronaut in training, the nightmares from the old days have started to come back more and more. You remember all too well your reason for being here now more than ever. From this intrusive thinking you find yourself spacing and doing dumb shit, as well as not always remembering how you got places at least. At night, your sleep patterns are royally fucked, and the nightmares are getting worse. Apparently now there's a third gray ghost planet where you are being driven away from space exploration entirely.

#### **MAP12** The Ghost Planet

Naturally, you lied about ever being hospitalized over these nightmares and thoughts. You wanted to be in prestine physical and mental health or at least appear that way for the others, but people have been overheard starting to talk about how you're obviously acting crazy at times doing very abnormal things. You walked into class one day and just stared. The professor had to call out Harris Smith three times as your dead to the world self finally took a seat. And those day dreams...

### **MAP13** Space Camp Massacre

You woke up with a cringe guilty feeling like that massacre nightmare actually occurred. Maybe your brief couple of times of sneaking into NASA's computer library are making you feel on edge and defensive. After this nightmare the same night you went back quietly to look some more. It had to at least have been an hour perusing solar systems with possible or confirmed life before you know you hit the jackpot. You nicknamed Loki, but the three planets and sun you found make up what was already called the Lokust solar system. You went back to your dorm and continued to sleep, having a nightmare you were walking on its sun.

### **MAP14** Sunspots

Your next night of sneaking into the library involved more snapshots of computer screen information but to your absolute shock someone was already printing stuff about Valhaden that day. Someone knows you are coming here. You look around and finally spy a person being quiet on the other side printing more.

His name was Mike. After some nervous dialogue you finally learn that the one you called Loki has done this to quite a few victims all around the same time, and who knows what else. Like you, no one was believed, some were shunned, others were committed, and a few actually committed suicide. That night you dreamed you had a team assembled to take on those aliens.

### **MAP15** I Dream of Team

Mike already knew a lot of the others, and space training or no, you all communicated at least across telecommunication wires your desire to unite. You've decided to call yourselves HAVOC if you ever leave NASA. All your recent worries you'll get at least a safety net out of this. HAVOC stands for "Hadus and Valhaden Observation Center." and the acronym sounded all rebellious and bad-ass. With friends to talk to who believe you, you're more happy than you've been in 25 years, at least if you're alone in a nightmare, it's not a nightmare but a fantasy of the future where you fight back.

### **MAP16** The Beast's Playground

Though you've been more active and alert lately due to friends and a goal, your grades are lowering. You're slowly turning into a rebel of the rules of this camp, and it's showing. You don't know how much more worry of being relieved from NASA training early you can stomach. You've decided that if you are going to act, you need not wait for it. If you need it, steal it. That night you decided on missile schematics and addresses you could get parts to makeshift some homebrew weapons of mass destruction. Mike stood guard.

### **MAP17** The Seven Gates

That next morning, part of your final security-breaching research at NASA involved Sage, Loki's home planet, being confirmed to have life. However, the two planets you always dream about that he resides on do not have life. You also dreamed of it only once, and it had ghosts? After a brief chat with the superiors you learn your days at NASA could be over. It's basically up to the senior chief. A few students who overheard and were already mistreating you decided to make comments so stupid and trivial you didn't even remember now. That isn't to say you didn't throw hands and a brawl broke out.

### **MAP18** Paranormal Tropics

Well it's the end of an era in life my friend! After a talk about progress, you were dropped from NASA training. They of course sided with the harassing "victims" because of how much damage you actually did. You were pretty lucky you didn't get arrested, so you waited to flip the bird to NASA until out the doors. Now at least your secret side project HAVOC can be your main focus. With members around the globe willing to move, and be freaks of our Earth together, you're not just part of something now, you call the shots!

## **CHAPTER 3: PROJECT H.A.V.O.C.**

### **Interlude Level**

#### **MAP19** Apartment 67 Bedroom

You've had a few more years of nightmares again to where its pretty commonplace. You're so used to it that it's like practice at this point for things to come. You are now one of the two main guys behind Project HAVOC alongside your new friend Mike. You meet up and act like you are playing D&D even though you hate it, and are actually abandoned warehouse basement rebels training by night. It's like fight club with space stuff. Nerds behaving badly. It's almost as if this is all you need. You're not all fixated on all the terrible things that have happened during these meetings. The goal is just not for anyone else to have to suffer in the future.

#### **MAP20** Frozen Tundra on Valhaden

Valhaden is so full of land types and beings it's very hard to wrap your fingers around why it was confirmed to not have life years back. Either your peers at NASA were all idiots, or all of this life is new. You find your home stash of kept digital snapshots and decide to thoroughly read as much as you can before dozing off. Planet Sage was indeed full of life and there was never any update about anything at all leading to what you dreamed when it came to Sage being a ghost planet. Clearly your nightmares are telling you that Loki is simply never there?

## **MAP21 Planet Sage**

More research the next day involved combining private documents with public internet. Spotted beings you've never researched match your nightmares exactly, but are from all around the universe. Some have been extinct for years, as in abruptly extinct or missing. If the things you envision when you are truly asleep that you just confirmed are clearly real, are in fact all on Valhaden and Hadus, then Loki is building an army against the wishes of those of Planet Sage. Loki is basically a rebel like you, just in a very terrible way. Does he eventually want more planets? Are we next?

## **MAP22 Invasion of the Damned**

The time is drawing near to test your first missile. It would have been incredibly stupid to test it from Earth, so the closest feasible location would be the moon of Earth. You avoided any planet or moon and simply made your destination known as one specific useless asteroid by name. You were just testing the sheer launch and potential dangerous debris that could have harmed Earth or even the moon. You honestly were not expecting to be so exact and successful this very first test. But as it blasted and disintegrated, you played it off like you were already a master of rocket science. So you unanimously have been chosen to put the big holes in Valhaden and Hadus.

## **MAP23 HAVOC Moonbase**

For the next two weeks that you guys very rapidly flew into the Lokust Solar System, you strangely don't recall any nightmares of Loki, Valhaden, Hadus, or anything else. Then again you were in a pod to prevent light speed damage. When you finally did have a nightmare it took place exactly where you slept overnight, a moon of Valhaden. After a day of setting up out of sight, it was only expected you'd have a "Lunar Launch Day" Nightmare. Even though the moon of Valhaden is further than any moon you know, you dreamed the blast knocked it off course and alerted aliens in caves of your presence.

## **MAP24 Lunar Launch Day**

You never thought you'd get this close, but here you are. You may just be on the moon, but Valhaden is within reach. Years of research led to this point, and now all that awaits is watching Loki's world burn. There's no need to worry about innocent bystanders. Loki was a black sheep of his home planet Sage, closest to its sun. All he has in Valhaden is a selection of evil like-minded assholes he collected from around the universe. You've been telling yourself this over and over, let's just hope you're doing the right thing. As no surprise you got your first taste of aliens that night. They must have seen you. Weirdly, there has been no sign of Loki at all.

### **MAP25** Flip The Switch, Burn A Witch

As you watch the remote monitor of what the missile sees in excitement, something went wrong. Not only did you miss, but it kept going right into their sun. It would appear that Sage is no more. Perhaps the most brilliant minds in our universe, equally loathing of Loki, are rapidly dying. Way to go, you killed the good guys. A mistake is one thing, but clearly Loki will see this as a threat from all of Earth. Loki actually hadn't come back for over two decades. Now this cannot be over until Loki dies. With what fuel and tech you have left, you change your destination further to Valhaden itself.

## **CHAPTER 4: THE FOUR AND THE WAR**

### **MAP26** Valhaden Sands

After the Valhaden landing you're quite aware it's identical to all your nightmares, and it just confirms everything is truly what it is. You approach a giant cave opening and really don't know what is making you go, but you just keep going. Clearly walking somewhere else would be a lot of work right? So you load up on weapons and you and your team waits in the ship. A flashing room is ahead with moving faces on the wall. Neat! Let's just... walk right into that.

### **MAP27** Fortress of Faces

This is apparently where the newest nightmares led you. Loki is somewhere in this cave inside of a giant stronghold he and his little get together of evil beings has put together. Around the corner is a bridge over fire and lava to its front fortress door. This is straight out of a video game. You can see skulls decorating the outside fortress walls and of course spectres and lost souls are coming out the windows. Ready or not you really have come all this far and gotta avenge more than just your lost brother. You're truly saving mankind now. This is real.

### **MAP28** Loki's Stronghold

You knew it was coming, but when Earth finally did get invaded by aliens, it was nothing you expected in nightmares. From where you are standing, everything is white. The buildings in the city and the ground and streets beneath. White. Its like a nuclear blast just now happened but the flash kept "just now happening." You're still in shock because it doesn't make any sense at all. Its almost like you're tiptoeing in a large circle trying to figure out how this could be, or where you even are now. As no surprise, Loki is gone again. You have a feeling he isn't done with whatever the hell he is planning on doing.



### **MAP29** City of Ivory

You probably noticed the huge ocean surrounding you as you ventured into the next invaded city. It has completely turned into blood. The only explanation you have is Loki is brewing up some signs or scare tactics before he actually attacks. That or these are a major part of the attacks. Although you haven't seen a non-possessed human since you've been back on Earth, you keep randomly hearing faint trumpets. On the ground to your feed you see a flattened giant coin-shaped piece with what looks like a seven-point pentagram. You put it in your pocket and continue on.

### **MAP30** Blood Ocean

You rinse the blood from your shoes in what seems to be a normal clear creek again. Ahead of you is a darkened forest. Once within you realize it hasn't changed to night. Your suited arms and weapon are still bright and visible. The forest is just... black. So far you've found three of these pentagram tokens. You have no clue what's going on with that. Wait a minute! There are seven seals in Revelations. There is also a color scheme that seems to be taking place that also matches the same story. White, Red, Black, and then Pale Green. Either Loki is doing this to shock you, or the shit is really happening. The name Loki, which you have gave him, is not too far off. The Antichrist may very well be from some other planet.

### **MAP31** The Black Forest

Loki is apparently scaring us in the best way possible. Earth, as a complete whole is undergoing absolute fear and terror as revelations is taking place. Whether or not this is really revelations is honestly not even important, because both believers and non-believers together know they are seeing it, and are all freaking out together.

### **MAP32** Pale Green Temple

After grabbing the seven seals, a portal opens. Why in the actual fuck would you walk through this? Well, the stone door behind you has closed, so really, there's no way out but through. You contemplate and sit on the cold stone floor for a second, then just get back up and walk into it. Before you get through to the other side of the portal, a swirling tunnel of spirits and souls is walked through to the other side. This is the first time you experienced something like this so far. The floor of the portal was just a bunch of skulls and remains, and here are the spirits, possibly of those remains guiding you somewhere else. This can be called... the Skeleport.

### **MAP33 Storm of Souls**

After hopefully the millionth and final final skeleport of this long ass journey, you find yourself on another blue planet that isn't ours. You're certainly new to this world. The ocean is hard like an incredibly thick gelatin. You touch it and your finger-hole stays for a minute then slowly closes. You can see skulls and spines mainly, but just bones. Lots of bones in the ocean. You're not sure where this is, but up a giant red mountain lies what appears to be a gigantic palace, only of course, an evil one. How many goddamn fortresses and palaces and homes does this fucker have? Meanwhile it's everyone vs everyone out there. You saw ships in your last ventures shooting at each other like they're on teams. The whole universe is basically going to kill each other. It seems as though, this is it. The end... The final everything.

### **MAP34 Universe At War**

After finding your way to the top of this mountain dodging every single giant missile, projectile, bullet, fireball, whatever-the-case may be... you have arrived. Outside is red clouds. Its raining what seems to be blood. This is literally straight out of the anti-bible. Like... the opposite of a lot of good things happening and sunshine. This is Armageddon Weather, my friend!

### **MAP35 Armageddon Weather**

Out the windows is literally looking like hell itself. Up these long ass spiraling walls inside of this thing, a palace, with Loki more than likely "at the top." You see walls of something like intestines wrapped around bones. Why?!? This "being" is obviously a sadist. I mean he clearly kills the siblings of young kids like yourselves and permanently scars them for kicks, but why disgusting smelling intestines?

### **MAP36 Loki's Palace (...And The Cube)**

I finally saw him! No one was around. Unfortunately for me, no one ever will be again. Before I saw only black, a man with the name George on his suit with the acronym ULTRA was seen. He said to Loki I have finally found you! It was meant to be me who kills you! I was hit with the same pipe in my eyes that I kept repeatedly hearing strike George over and over again. It dropped. It was picked back up and one of the two had to be dead at this point, or both. Dead silence after a few ruffles. Then a much, much louder teleport sound than the usual. A fucking massive skeleport. Maybe George made it out. Maybe this is really the end. These are my final thoughts, as I know I'm nearing my final breaths. I saw him, he had thick white skin like aliens typically look. His eyes weren't huge like theirs. He was just... like us but ivory pale, like the city. You truly hope something happens that isn't the final days. This may very well be the absolute last day for all of mankind.

## CHAPTER 5: LEAVING EARTH

(A new protagonist begins)

### Interlude Level

#### MAP37 Forest Awakening

You awake near a campfire in a forest setting. Your vision is a little blurry, but you can make out a large pile of bones for some reason. Behind you on three sides are drop-off cliffs that look pretty dangerous. You're also in what appears to be your backyard. You approach the back porch where you must have left the door open. Inside there's a vest with George on it. The acronym ULTRA is along the sleeve like a patch. You find a letter from your wife that your daughter and her are leaving for the bomb shelter and to take these weapons and run. Overnight an invasion and nuke has caused so much damage its impossible to fill you in in such short time. "The boat key is upstairs with all the ammo, make it to the dock, your backpack is in the front room full of maps and notes and room for ammo. Please save us."

#### MAP38 There Goes The Neighborhood

After the boat trip to the island across from it, which is obviously where you were meant to go according to your wife and the confusing map, you read a little bit of final notes just to see what the actual hell is going on. You don't remember writing any of this or the maps, but honestly, with the huge knot on your head, don't remember ANYTHING. You don't even know if you're meant for, or made for this, whatever this is! Around you is a lake and one small entry to a cave with no way to really even go anywhere else, so you enter. There's little pink creatures with yellow eyes and further in the caves brown demonic looking spiked things that were "building" until you interrupted. Apparently according to the news that was playing in the background at home, they have been building shit all over. Death traps. Giant puzzles and labyrinths straight out of hell.

#### MAP39 The Hollow Grounds

As you exit the other side of this underground madhouse you approach oozing, drippy glowing trees. In the distance you see a nuclear plant that looks like its pouring waste out with no one for miles. In fact, you haven't seen a human that hasn't been possessed since you woke up. You know your kind has to be out here somewhere right? You try not to touch the nuclear waste and step/hop/leap from section to section realizing the big fence ahead is actually a gate which is locked. It's so high up the only way in is to find some sort of keycard or something off of a former worker. You realize you're still wearing your space suit, but it seems to help you be completely fine and non-possessed from all of this radiation or whatever is going on.

#### **MAP40** Forest of Decay

Once inside, it's hot as hell and you're scared to death. You have a severe claustrophobic feeling and don't know what to expect from any corner or turn. At the end of a long hallway with flickering lights is another keycard-enabled locked door. Your badge you found does not work, so you have to yet again find another on another former worker of this place. Chances are they are dead too, and you gotta cut another one off.

#### **MAP41** Abandoned Nuclear Plant

As you are on the other side not really knowing why you put yourself through that other than you didn't know how to move forward otherwise, you now have flipped some giant switch that says "Initiate Frozen Security Vessel." By the looks of the small hill of prison looking cages with rabid people and demons/aliens inside with a giant skull castle looking structure on top, you're on the right track. There's a frozen cave leading into it, and on the other side of a giant second fence. So basically you go underground on one side and come back up on the other again. It's like this was all made to be a linear way through on purpose, so why not.

#### **MAP42** The Fungus Fields

You hear static coming from your bag. There it is again! Contact?!? You quickly unzip your bag and find a 2-way radio you didn't notice before with all the rations and the map and log book and discover it's really just 1-way. You can't talk back, you can only listen. They realize this and just hope you're alive and well and following the plan. You look in the logbook to realize what "The Plan" even is. You've been researching this weird blue planet that this guy that has been nicknamed Loki on Earth controls right now. He apparently has waged a war on all of Earth and basically the rest of the universe. You started this ULTRA team, "United Lokust/Triax Research Alliance" years ago after your fascination with this guy you used to bully and make fun of that more or less was 100% correct in his crazy so you decided to help study him. Currently he's on this blue planet, Triax. The Lokust Nebula is his birthplace, which was recently alive, but he has accidentally destroyed. Well, way to go asshole, look at what you did!

#### **MAP43** Glacial Caverns

You exit this frozen cave shivering and relieved that the air is again a blistering heat bomb waiting to go off again. You discovered your first skeleport! Some spiritual tunnel marked by bones that goes from one place to another. Research in the log showed that they are actually spirits of Loki's home planet he rebelled from, guiding you from one place to the next place, where you were meant to go. Should you trust them? On one end of coin Loki is pure evil and on the other end, their home planet was destroyed by an Earthling. Will they steer you in or out of death you wonder. Obviously one was an accident and the other was by Loki, the entire planet's arch nemesis.

#### **MAP44** Frozen Security Vessel

You met many enemies in that one! Now at least you see the same ones again but they're in cages. Unfortunately so are other humans that seem to be possessed almost. Some growl and most try to kill you and actually have weapons on them still, they were just "put" there and you start to think it was clearly for you. You have snipers in trees with demonic fire throwing and all sorts of scary shit going on. You at least unlocked this place and not every cage in this place with that sequence in the vessel's main chamber, whatever that was for.

#### **MAP45** Prison Chambers

One of the only incoming transmissions you've heard from the one-way radio was that they'll be waiting in a ship on the other side of the Skull Keep. Clearly, you're meant to adventure in and kill things, and come out the other side, like a video game. This seems silly like a dream or nightmare honestly, like you'll wake up and know your past again, or anything. You find in your notes now that this skull keep is actually the source of this invasion overnight. Loki put an enormous giant skull surrounded by thousands of normal ones here as a major skeleport landing between planets. So basically, destroy it, and there's no more invasion. Though most humans are in Europe or something because they certainly weren't around anywhere here, hopefully you can at least stop what's going on before it gets any worse for us.

#### **MAP46** The Skull Keep

After blasting a giant hole in that big bastard suddenly most of the humans that have been possessed just drop dead where they stand. You hope your wife and daughter are okay, even though sadly you feel like you've never even met them. You're boarding this ship in your spacesuit as you wore the entire time that apparently had a chip that can understand other languages on all the planets. Even though it looks busted and broken as can be to the right of your head, it's doing a good job in the skeleport tunnels and from a lot of these prehistoric-seeming aliens and dumb demons. Triax awaits. It's time to make your way to this guy and get this all over with!

### **CHAPTER 6: VISIONS OF LOKI**

#### **Interlude Level**

#### **MAP47** Leaving The Ship

Outside is a blue ocean you're afraid to step on but reassuringly according to the notes is safe to walk on. It's like hardened gelatin with all sorts of different bone parts and skulls underneath in it. You can almost touch some, but the hole made with your finger reforms the surface it was before. You're not sure why you had no crew in that ship. It was just you and the guiding you to Triax was perfect, you just crashlanded in the middle of this ocean. Even the fire from the partial blast or the fuel exploding didn't do anything to the ocean, and you are still fine. The aliens around start speaking about a city known as Nexus, where their master lives. Nexus is basically the central one city of Triax's one continent, so you're assuming this is Loki.

#### **MAP48** The Shores of Triax

Well, the good inhabitants of this place are nice, you treat them curiously and nice, and don't overpower their entire planet and destroy things and possess people, and suddenly you're a friend. Obviously they're so kind they were gullible enough to be possessed in some areas at some point, so you keep your weapons ready for any moment. There are hellions here as well you just dealt with. They were the same demons and other guys that were on Earth, almost as if they're not even natives here but from some other place brought here. You keep going.

#### **MAP49** The City of Nexus

In the walls of that final tallest skyscraper you finally found the beast's hiding spot, but he did not match the Loki in the notes. He was more or less a human with super pale skin and his eyes were pure black, just not large. That was scary rough but kind of cool, what just happened though. This really is like a video game almost. Exploring, killing with no repercussions, and bosses at the end of these areas and structures. Up next is a one-way only-way entrance to these underground "valleys" inside of a massive cave. They are full of purple liquid that burned a foreign leaf that you dropped to "test the waters." It's best not to fall in.

#### **MAP50** Venom Valleys

Further inside that labyrinth of valleys and tunnels you come to what you were obviously meant to come to. Another boss region. This time a spider. You wonder why all of these exist and why they're after you. That is until one of the ULTRA members on the radio soon after told you from their Triton base apparently, that there are several other big bad "bosses" coming to overrun Earth in this extreme moment of vulnerability, and they have to be stopped. Loki meanwhile had been "chipped" upon his last sight a few days ago, so his whereabouts are clear, just delayed a bit. You're basically right on his trail. "Keep going they said, so keep going I will."

#### **MAP51** Arachnecomplex

After blasting the majority of those small arachnids from Triax in tunnels underground and also in this giant spider shaped complex underground as well, you make your way out of that and into a giant cliff. There's really no way around either, you kind of just hit the end. Spirits come at you not like Sages but something else. Possibly some other species? You come to realize the bad part of this. You cannot go forward, you have to instead go "up." to the plateaus and mountain beyond them up above. It's the red mountain you can now make out with the small blurry palace on top. You learn there are brothers that are bosses on this Plateau. One side is basically the opposite of the other plateau. They had been fighting for their father's throne their whole lives and now that he has been killed along with most of their kind overnight, they both want our planet. Everyone seems to think we caused this, though technically that's true. We just set Loki off. You're facing repercussions for some other guy though from NASA classes.

### **MAP52 Paradox Plateaus**

It rains blood. Weirdly you find from previous research, this is because of how big the mountain is (compared to everest three times the size), how much blood has been on it from a slayed race decades ago, and how close it is to space on this smaller planet. You climb and walk and climb and walk battling more pure hell within the thick red blood rain and see the palace you're obviously meant to venture to. Loki is delayed, but hopefully at its core, in a room called "The Cube."

### **MAP53 Mt Macabre**

Here you have arrived at this weird bony palace wrapped at its seems with old dried intestines to keep it together. Clearly this is all marking that it is powering perhaps the biggest skeleport that was quite possibly also used for the invasion. On your way to the top you discover NASA and US Space Force themselves is headed to its peak. ULTRA has confirmed, they've followed suit of the last guy and yourself, and are going to blow a hole in this entire planet. So basically, hurry the hell up and go where it takes you!

### **MAP54 Palace In The Sky**

At the top are sort of your final bosses. You start to strangely have sort of a flashback. You don't know if that's what it is but you remember actually knowing from maybe writing down what this palace looked like from seeing it far away from Earth. You don't know if this is just Deja Vu, or your memory is coming back. You also see a room of mentally challenged demons to the right. You don't know whether to feel sad for them or still fear them, which is the option you chose. Now the two guards that guard that final door!

### **MAP55 The Guardians**

Before you enter the cube you look around. Intestines and weird symbols you can totally read because of your helmet. Past quotes from victories and slaughters of other planets and kings, and a bunch of illustrations and images of them. There's also at the very center of this room a massive cube shaped bone structure, naturally also bound together with intestines. It has a warning sign about all of the potential permanent brain and body damages that could occur from traveling this far. Obviously that explained the last room with the "special" demons. This is obviously a very new creation as are the skeleports. This has to be what all of this has led you to, and what ULTRA wants you to do. With Earth coming to blow up the palace, you better make a leap of faith!

## **MAP56** Loki's Cube

As your memory very slowly starts to return just after jumping through that thing, you discover you are back in your back yard, only it wasn't your back yard. This disturbing powerful guilt feeling consumes you almost immediately, like you are about to know something awful before knowing it. You are starting to remember so much it hurts. The cube is obviously what caused your brain damage and not amnesia. You went back through and it must have tightened what was loose because you definitely know all you need to know now. The space suit did possibly protect you from poisonous nuclear fallout, but it also hid you from yourself, and you only put it on right before you jumped in the first time. It belonged to George, the body you saw on the ground next to the cube beside the other one, just before you leaped in. The translator chip still wasn't working, you just thought it was. It seems that sages really do, just like the notes said, understand all languages in the entire universe. You were a quick learner all over again, since Sages typically are. Its just that all of the sudden you feel you have inverted entirely. As if your insides are about to come out themselves, like the walls that were around you before you leaped. You don't even want to say it out loud with no one around what you realize, and you quickly look around for the now completely gone backpack that is in the Cube room still. You take off the suit. Yes your skin is purely pale white. Yes, you remember causing all of this. But living as your own victim for so long you begin to feel remorse and even empathy now. It took this much for this long to finally cause you to grow up Loki. Your home lands are destroyed forever, and so are all of the other things you've broken and killed. But as a Sage that now remembers, you have mysterious connections to the others, even in death. You can actually see the planet in your mind and its dismal ending. You can also see the spirits circling around every so often to actually spiritually "open" the planet to its core. Even in death these guys are amazing. Your people need you to enter that core. It will reverse time!

## **CHAPTER 7: AWAKENING SAGE, THE FINAL CHAPTER**

### **Interlude Level -- MAP57** Earth, Briefly

After you decide to once again leave Earth, you hope back into the pile of bones that was before not quite as charged, but now that you're back and in action can leap right back. It's powerful enough. NASA has blown this cube room up, however, because as soon as you power the skeleport and leap back through, you're on a volcano about to erupt, you know, Mt Macabre, with a destroyed palace on top and basically a destroyed planet altogether. You remember there's a space launch center just out past the bone ocean on an actual other tiny island opposite of the mainlands. It's time to escape this place and venture further out! Goodbye, Triax!

### **MAP58** Escape From Triax

You land on the moon, not on purpose, but definitely by accident. You have to somehow fix this ship. You know the dark half of the moon that never spins except one rotation around all of Triax has a landfill of all your junk, so you try to fix not only this but your radio. You can probably fix only one, but hey, if you can you can leave this moon now. Triton's base you remember from the notes (before remembering you were Loki himself) is on Neptune. Its time to get shit organized. You gotta save a whole bunch of worlds now.



### **MAP59** Dark Side of the Moon

Now its time to flee the moon. Its destination: Neptune. After landing, however, you find that the radio didn't work because the entire structure that ULTRA used to spread the broadcasting further has also been blown up. They could send out but not receive. You didn't do this, but who knows what all your trained former inferiors are capable of doing to worship your shitty self. Anyways, you do recall you sent even more nukes to Earth aside from the one that actually made it that day you tried to play "Revelations" to scare Earth. In fact, they've already probably hit it by now.

### **MAP60** Satellites of Neptune

Upon putting the station back together from pieces on Triton, Nereid, and other weird moons of Neptune, also known as satellites themselves, you find that it still won't work. Either that, or Earth is already gone. You make your way back finally to Earth, and you are sadly right. Its done. Toast. You really did cause their Apocalypse. Naturally, your ship is fucked royally now. But you remember there was some sort of stronghold buried in Antarctica that had a massive one obviously powerful enough to go literally anywhere really fast, complete with "sleep tanks" so you can pass way beyond the light barrier and be just fine. You can also go straight through planets its so powerful, but it also has a central unit which will avoid this at all costs. Lets go to Sage!

### **MAP61** Extinct Earth

Remembering you have that special little "core" ability to revive all of sage after going to its past for a small amount of time by entering its literal core, you more or less know you can win this. The only problem is there are still all of your people now feeling betrayed and trying to kill you. That part! But as you wake up you've made it to Valhaden. It's dead. Nothing is on it. Its literally purple sand and nothing else. You now use a little more power and far less speed to travel to Hadus. Its basically pink sand with red hills. Are you supposed to fly in via ship or just drop down when it spreads open you wonder. Also, you fucked up your ship again. But its far too powerful for the now delicate Planet Sage anyway. You know underground there's some space stuff on this planet somewhere. You had so many areas for that.

### **MAP62** The Lokust Nebula

Here we are. Sage. You take a deep breathe. It can be your last, or a trillion firsts at once all around the Universe. You drop into the core. You are back in time, but unfortunately failed to realize one thing. You're back further when you rebelled. You're still alive in two dimensions now. The old you is about to begin his terror and you already know he was unstoppable back then. You realize if you die now he'll still go, and this nightmare will loop over and over forever. You know exactly where you once inhabited and hid. The top of the platinum tower lies an entity you once were that will never be talked out of anything, but if you kill him, you also cease to be. Its honestly going to suck to do this, and it's pretty scary to think about, but you're going to die anyway.

### **MAP63 Sage Is Awakened**

You spot the tower ahead, and approach it past the other buildings that were obstructing its view. Here it lies. Your old home and hangout. You know its the very top, above the final floor, and on the building itself. There's a heliport as well, where he can escape if he knows someone is trying to stop him, or any danger is coming to him. So basically its kill everything as quiet as possible all the way up, then kill your past self and cease to be. Neat. Earth relies on you. Sage relies on you. All of these dead planets you caused. YOU. You must undo this. There's really no other option at this point other than to be the most selfish entity to ever exist. We're past that now, Loki. Its time to stop talking to yourself and open your mind to thinking will full focus for this last one. This is the absolute last thing you have to do.

### **MAP64 The Tower**

You kill your past self and your world instantly turns black. Sage has indeed been awakened and beautiful. You see it as a ghost now for its true beauty as you should have before. Will the gods of sage have mercy on you? Will you be cast as the new Satan for this planet? Luckily, no. Everything looped back to where it was. You don't exactly exist now, just float around in the dark. There are many things different on this planet you remember. The population was always "about the same" for a reason. Your eyes open. Everything is blurry. Around you appear to be nurses of Sage. They are alive and well. You are screaming like a small infant, who woke up for the very first time, because you have. But this time, this awakening sage is different. You are new. You are not Loki but something better and more true to Sage. You may be the next fine leader some day, but regardless are brilliant just as before. Let's just hope you use your genius for good this time.