NIINAMIGOTA

FULL SCRIPT



GAME INCEPTION: JULY. 26TH 2019

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The Plot Total Game play - 5 to 10 Hours

INTRO PLOT: It is 1930. The Economic pressures of being inland causes a small family to leave their home for an escape into the sun. Living in brutally cold weather has grown a damper on the family. Mid way to paradise, the ship crashes in the south, nearest to a small island with no way back to the north. While some escape by boat, a few are left to the wrath of the sea. In the months ahead, Island guy and Island Girl further explore the daring of the island, creatures, and riddles that have been left behind by a mysterious ancient civilization. It is told in these riddles that will direct the boat back home and away from disaster. Learn about Island Guy and his history with mental health and how he connects with Island Girl and his family in a heartfelt adventure game.

MIDDLE PLOT CUTSCENE: The game continues to the island of Niinamigota [Imagination Island]. Island Guy starts to rediscover more about himself in flashbacks between his family whilst under the request of the captain to fix the S.S. Stockhausen that crashed. We start off collecting the mast, pine board and golden rudder before a mystery about the island called the snowman. Here we rediscover Wally, an imagination that island guy originally had when the ship was sinking ... the snowman turn out to be real and is run by Pelleck and Quallack, the two island bosses that torture Island guys quest to get closer to Wally.

After retrieving the light-stone and then adding it into the gargoyle's foundry, Island boy has a nightmare: He's much older and living with Island Girl Happily. Their home is destroyed by Pelleck and Quallack. They morph into imaginary demons around the island that slowly stalk him (touching one means death). We have island boy mocked by all of the island monsters as signs on the ground like "I AM A MONSTER" and "LOSER." He goes into the bottom of the ship and a tile call for the sea sucks him up in an ocean blue. We then return from the nightmare and back to getting the light from the Mystery man.

MIDDLE TO FINAL PLOT CUTSCENE:

The light takes us down the rabbit hole to the mines where we have a third boss fight. This time Wally is there to explain himself as failure and sadness to all three children. We battle Quallack and Pelleck and out-fox them in a grass battle. We then get the rustic metal to hand to the Cap'N. Turns out the Captain has been sending the three on a fool's errand to run around and make themselves useful. All for the better good of course. He too is now convinced that they will be stuck indefinitely and doesn't know where the final rudder fuel and carbonator is that will take them home. Island guy learns that the rudder fuel is carried by the 25 souls lost on the S.S. Stockhausen and the 25 Souls that can redeem the fuel in jars. Island guy and girl now understands the power of help and collects the fuel samples in the gravesite east by completing all the side missions captain Narbule had warned them about from the start. Island guy confronts his demons one final time alone with Island Girl and Samuel in the pits of the Graveyard against Fear and Desire [Quallack and Pelleck.] Thus destroying his nightmares for good. Gorax leaves for the ship, leading them into Gorax's Tomb that carries the Atom's path, which is to find the statues of Mary [Just like May, his mother.] That then lead to a tower in the Island west. Climb the three floors of the tower to receive the Carbonator Generator!

AFTER TO FINAL CUTSCENE:

After we've found all of the parts for the boat, Island guy and girl call on Narbule to set sail. The game supposedly ends and everyone is happy! The boat departs once more and the S.S. Stockhausen finds themselves in another thunderstorm [Parallel opening] as Wally descends from the sky. Narbule turns the boat west instead of north and the ship lands on a different island than Alfar. It is raining and the islanders and Narbule are huddled down below. They ask If I can investigate the evil. Island Guy + Girl + Rivers exit boat and see that Wally has followed them and taken their course away from the Atoms to death. We battle both Wally in a final boss battle. The sun returns and the islanders return home.

ENDING SCENES [SINGLE ENDING TO FINSIH GAME]

After all the fighting to get the destroyed ship moving, it's enough as the captain pulls out of the sandy reef. The S.S. Stockhausen guided by the suns mysterious rays points them back to home after a three day journey. The Stockhausen once more crashes as the entire crew dies, save Island guy and Island Girl. A wooden raft takes them both back ashore where they both split ways to their homes before Island Guy takes one more look at the pier where it all started. The credits show Island Girl and Island Guy with their families catching up (Very sad) while the credits roll.

After fade to black there is an extra scene. Every characters bodies including Island Guy and Island Girl lay at the bottom of the ocean. Text talks about the questions of a last vacation. "If I could embrace family once more, what would I have done. If I could say one last thing to a loved one, what would I say?" We then show the three islanders one last time [Sort of like inception ending.] And Island guy remarks "I'm home ..."

PIXIE DUST STORES USAGE --- 16 ITEMS + [6 BONUS] = 450 DUST + [100 DUST - Secret Store] + [100 Extra Dust <--- Island Trophy]

ISLAND GOODS WEST [80 Pixie Dust]: COMPLETE

1. Weed-killer - 6 Pixie Dust
2. Duct Tape I - 19 Pixie Dust
3. Animal Flute! [SEC] - 25 Pixie Dust
4. Lifejacket + Paddle [SEC] - 30 Pixie Dust

ISLAND GOODS EAST [100 Pixie Dust]:

1. Duct Tape II - 25 Pixie Dust
2. Bonsai Tree [M14] - 25 Pixie Dust
3. Cross of Lavara - 25 Pixie Dust
4. Spare Parts II - 25 Pixie Dust

ISLAND GOODS SOUTH [100 Pixie Dust]: COMPLETE

1. Slim Berries [M4] - 15 Pixie Dust
2. Spare Parts I - 25 Pixie Dust
3. Mini-ship Stone - 25 Pixie Dust
4. Cross of Neve - 35 Pixie Dust

ISLAND GOODS NORTH [120 Pixie Dust]:

1. Marty's Rare Books [M9] - 25 Pixie Dust
2. Dragon Treats - 25 Pixie Dust
3. Cross of Tuvon - 25 Pixie Dust
4. Ghost Whisperer - 45 Pixie Dust

SECRET STORE [100 Dust]: COMPLETE --- [Note: Pixie Dust is 200 Minus what is Bought in store ...]

1. Sand Key - 20 Pixie Dust
2. Icy Heart - 20 Pixie Dust
3. Locket of Sea - 20 Pixie Dust
4. Fleet less Song - 20 Pixie Dust

OR

5. Ice Pickaxe - 20 Pixie Dust
6. Island Trophy - 100 Pixie Dust

The 8 Crosses and Their Locations

1. Starlow Cross - Island Shop W
2. Neve Cross - Island Shop S
3. Lavara Cross - Island Shop E
4. Shell Cross - Witch House M
5. Golem Cross - Moustache House E
6. Tuvon Cross - Island Shop N
7. Sinstra Cross - East Und 1
8. Orion Cross - North Und 1

AREAS IN ISLAND UPHOLD

NAME OF HOMETOWN = ALFAR
NAME OF ISLAND = NIINAMIGOTA
NAME OF ISLAND UNIVERSE = GZHAPEL
SEA = ORION SEA
NAME OF TOWN = EXVELTEN

CURRENT PIXIE DUST COUNT = 296 Total Pixie Dust on Island [500] W - 100 BONUS

Pixie E1 + E2 = 58 CP
Pixie Dust 1 + 2 = 65 CP
Pixie Dust F1 + F2 = 72 CP
Pixie Dust F5 + F6 = 87 ED
Pixie E3 + E4 = 110 CP
Pixie Dust 3 + 4 = 63 CP
Pixie Dust F3 + F4 = 45 CP
Pixie Dust F7 = 100 CP

MAIN CHARACTERS + SECRET IN ISLAND UPHOLD --- Count: 11

Main *** PLAYABLE***

"(Name) / Island Guy " --- The protagonist that gets separated on his journey to find a way off the island. Has concentration problems.

"Island Girl / Island Girl" --- Helps the protagonist in him adventure off the island. She too lost her parents. Has anger issues and rebellious behavior.

"Samuel" --- A Stowaway that snuck aboard the ship. He craves the island life and to be away from an abusive environment.

A hard worker. Suffers Lisp. Is always angry and the cold makes him bitter. Is hiding in the S.S. Stockhausen when you find him.

"Rivers" --- The Enemy Antagonist turned friend turned enemy ... Has emotional detachment disorder and has no friends like Island Guy.

Non Playable ***FAMILY 1***

Tori [Flashback] - Sister of Protagonist [younger]. Is brash / abrasive.
May [Flashback] - Mother of Protagonist.
Dave [Flashback] - Father of the Protagonist. Soft at heart.
Alfie [Flashback] - Island Girl Dog that dies while fishing.

Non Playable ***FAMILY 2 + 3***

Terry [Flashback] - Father of Island Girl Protagonist.
Martha [Flashback] - Mother of Island Girl Protagonist.
Timmy [Flashback] - Brother of Island Girl Protagonist [younger].
Jasper + Janey [Flashback] - Parents of Rivers.

SECRET + SECRET UNDERGROUND: 12 CREW [SPOILERS!]

Wally The Devil --- Get's a bad Rep in life and death. Ferry's the souls of all. Is the watcher of humans tasked by atoms and light.

Mystery Man --- Why is he here? A priest! Where did he come from? ITS WALLY IN HUMAN FORM!!! [Spoilers.]

Quallack (imagination) --- Figments of Island Guy and Island Girl imaginations. The Islands secrets play to their hallucinations.

Pelleck (imagination) --- Figments of Island Guy and Island Girl imaginations. The Islands secrets play to their hallucinations.

The Atom Girl Queen [Green Body] --- It is you in a monster reflection. The Brain. Your Destiny.

Lilviple [The Red Haired] --- Fairy Girl that is princess to the Atom Girl queen. Your Emotions.

Enervolpa [The Blonde Haired] --- Fairy Girl that is princess to the Atom Girl queen. Your Senses.

Rindlepine [The Green Haired] --- Fairy Girl that is princess to the Atom Girl queen. Your Actions.

Kohmbo [Pet Golem] --- Little Phil's Imaginary Friend, as Opposed to Island Guy's. Has protected Little Phil From Wally in his imagination.

The Fisherman Knight --- A Knight that haunts the fishing seas and finer fish of the Island Niinamigota has to offer ...

Dodo the Pet Dragon --- Rivers Imaginary Friend that guides him through the Mines ...

Darkstone King --- A Riddler just like the Talking Totems. Gives you the Dark stone upon Completion!

OTHER ISLANDERS ISLAND UPHOLD ---- Count: 72 Total [YOU'VE USED ALL OF THEM! YAY!]

MAIN ISLAND: 13 CREW

Scutt --- His own home is filled with mannerisms scavenged from other peoples.

Plitra --- Scutt's Wife ... Wants him to break his habit of obsessive compulsive disorder.

Gambler Mike --- Has a Gambling Addiction and will do whatever it takes to seal a good deal! A smooth talker and ladies man.

Little Phil --- Son of the Two Witches. Builds a sandcastle and has a wicked story about his parents!!!

Witcherina Emily --- Couple searching for Magic in the South. Little Phil is their son.

Witch Bobrat --- Couple searching for Magic in the South. Little Phil is their son.

Magician Tyler --- A Failed Magician that tours around town trying to provide happiness to others.

Nun Cynthia --- Tyler's wife. Accompanies him and is looking for a church to pray for ever warmth.

Zhogol --- A Kid suffering from Cabin Fever at the Bequest of the Captain.

Spartress --- Her two other sisters are on the west of the island and have collected a few things some of the islanders forgot inside the pit.

She later returns to help the sisters run their business.

Wilda + Tilda: --- Fishing Sisters! Both are upset with each other and have split up on the northern shores. Reunited on the Western shores ...

James Cow --- MOOOOO!!! MOOO!!! [BOND THEME] MOOOOOOOOOOOOOOO!!!!

Chicken Minion: Mapopup --- A Descendant of the chicken King.

INLAND SOUTH: 13 CREW

The Captain Narbule --- Stuck with his ship. You must help find parts of the ship. Will be waiting for you to deliver them.

Vietta --- Wife of the Captain. Has a solitary house with the captain next to the S.S. Stockhausen.

Lassie - Poor Dog, Forgotten by His Owner.

Rover --- A Concerned Passenger that has lost his dog Lassie amidst the Island.

Kitty Marbles --- Mary's little pet kitty. Guards the Pixie dust N' Stuff.

Marina the Sick Girl --- Ever since the ship Crashed, Marina has been sick and needs medicine. Spatrina is an Expert in medicine.

Ryan Smythe --- An orphan Boy who was being raised by the Cap'N! Wants' Lukas Armor!

Ship Girl Spriggy --- A Meany Friend ... Needs to be taught a lesson!

Marty [Bookseller] --- Old Couple Male and Rare Book dealer in Alfar.

Mary [Shopkeeper] --- Old Couple Female and seller of goods from the lost luggage.

Red-guard Lukas --- Captain of the Red guards and brother to

Chicken Minion: Ququ --- A Descendant of the chicken King.

Anastasia ---

INLAND WEST: 13 CREW

Moustache Kogo! --- Weightlifters That Practice as a duo Circus Act!

Moustache Muglark! --- Weightlifters That Practice as a duo Circus Act!

Dojo Rahul --- A Kind Hearted Soul that Seeks Peace and Tranquility.

DoIsland Girl Korina --- The Wife of Dojo Rahul. A Kind Hearted Soul that seeks the light of the Mary on the Island.

Spartrina --- The eldest sister of the West Island shop. She needs help gathering food and supplies for the islanders.

Spartrisa --- The middle child of the sisters. She sells products and grew up in Exvelten away from her sisters. She learned to speak French there.

Angry Wolbert --- A Guy in Spartrina's store that's never happy with his meal.

Svemstri --- A Princess whose family lives on their own docks ... pretentious.

Gloria --- A crazy gardener that wants to keep her plants in tip top shape. Was with Zhogol in the light stone mountains when she went crazy!

Maggie the Talking Goat --- A Talking goat and is the mortal enemy of Fred the talking horse ...

Jasper --- A School Teacher and Father to Rivers. Lives in the town of Alfar.

Rivers --- Island Guy's school bully and Mortal Enemy ... but not forever....

Chicken King: Pkah --- King of the Chickens. Talk to his disciples with the Chicken Flute.

INLAND EAST: 14 CREW

Old Nigel --- A hermit that built a stone hut east with his wife Nally. An old couple that didn't make the life raft.

Old Nally --- The Hermits Wife.

Spilley --- Hermits Granddaughter.

Lost Knight --- Was Victim of an attack and brutality. Suffers PTSD.

Hungry Man --- Has eating Disorder. Needs food on the island. NOM NOM NOM!!!

Twisty --- Unfortunate victim of a harmless prank. Revenge time!

Regal Lashmir --- Likes playing Dress-up with his Sister

Spira --- A Log Enthusiast. A Ship Builder and a free spirit sailor.

Keshini the Talking Tiger --- One of the Rare animals around the island. Is trapped beneath the sewers and needs to be free.

Nick the Master Lion --- One of the Rare animals around the island. Is trapped beneath the sewers and needs to be free.

Fred the Talking Horse --- One of the Rare animals around the island. Is trapped behind rocks. Needs to be free.

Graveyard Bartender --- A kind bartender that Island Guy remembers from his past ...

Graveyard Farmer ---- A farmer and friend of Island Guy's Family.

Graveyard Farm Girl ---- The daughter of a Farmer.

INLAND NORTH: 14 CREW

Raikii Ninja --- Ninja by day. Ninja by night. Is practicing the art of appearing and disappearing.

Red-Guard Hanna --- Sister of Red Guard Lukas.

Elf Girl Riddly --- An Elf Girl that is obsessed with the fairy Rindlepine. Wants to be just like a fairy when she grows up.

Mohawk --- A Radical Surfer of the waves that gets his fix of cool on mysterious objects. Parties with Magician Tyler and crystal balls.

Taya / Ticket Lady Joanne (imagination) --- A Care-lady on the Northern beaches. Misses a step brother Troy. Hopes to connect to him with letters.

Clock King --- A Clock keeper named Listerovoa. Is a specialist of clocks and wants all clocks fixed about the island to create such loving tunes!

Rosto --- Fire king of the Forest and brother of Minnie. Asked by Narbule to cool down the Golden Rudders for sailing.

Minnie --- Sister of Rosto and sea sick from the voyage. Was the same girl that bumped her head on the S.S. Stockhausen. Misses mommy.

Damone --- Rosto and Minnies Father.

Dolphin the Bookeeper --- Old shop goods keeper of Northern Island. Shares Passion for books against his Rival Marty.

Stoika --- A Ninja who is missing her pet boyfriend Dodo who is an imaginary dragon.

King Torvon --- King of his own lands and is a massive Jerk just like his knights.

Queen Froomar --- Queen of her own lands and doesn't get along with her husband all the time. They used to be in loved. Until the power went to his head.

Bad Knights --- Anderson, Millian, Vance, Sands --- Bully Knights and guards to the throne of the King. Share in his rudeness for people.

CHARACTERS Of Niinamigota


Island Guy


Spartrina


Lukas


Hanna


Bob


Emily


Little Phil


Spriggy


Bartender


Island Girl


Samuel


Spira TimberGirl


Narbule Cap'N


Vietta


Terry


Wilda + Tilda


[All] Miners


Gambler Mike


Raikii


Stoika


Rover


Spartrisa


Zhogol


Martha


Rivers


Mohawk


Spartress


Rosto


Marina


Elf Girl Riddly


Garden Gloria


Anastasia


Little Island Guy


Tori


Scutt


Plitra + Spilley


Dave Father


May Mother


Ol Nigel


Ol Nally

Little Rivers

Nun Cynthia

Dojo Rahul

DoIsland Girl Korina

Magician Tyler

Fairy Enverlopa / Minnie

Fairy Lilviple

Fairy Rindlepine

King Torvon / Loro

Queen Froomar

Prince Lashmir

Princess Svemstri

Taya/TkJoan/Miley

ClockKing

Teacher Jasper

Cowboy/Rusko

Marbles / Joel

Chicken King

Maggie

Bond

Fred

Barrie

Keshini

Pelleck

Quallack

Gorax

Pet Dodo

Frog King

Riddle Pillar

Atom Girl

Wally

Lost Knights + Children

THE MAIN SCRIPT

%%%Done. PROLOGUE CUTSCENES – INTRO *TIME: APPX 30 MIN*

It is 1930. The Economic pressures of being inland causes a small family to leave their home for an escape into the sun. Living in brutally cold weather has grown a damper on the family. .... All I want to do is Escape. I wish ... I wish my mother was happy.
My Father ... he can't do this labour anymore. ... ... OI! (NAME) GIT OVER HERE!!!

Cutscene – Autorun – Outside Home

Dave: "What did I tell you about helping out with the family?! Your sister is in the back sewing oats! Go Help Her!"
May: "Dave! That's Enough! You don't speak to your son or your daughter that way. We've saved enough for our summer trip. We'll be low on food, but our hard work has paid off. Just a little longer honey.
Dave: "Sorry ... My son. We'll ... see you inside for supper..."
Island Guy: "Man ... My dad. He's been through a lot. Have I been lazy? Is he right about my sister?? ... Hey! I smell marshmallows!"

Island Guy: "Isn't it boring just tending crops all day sis? Just doing the same thing over and over ... ???
Tori: "(MUNC H MUNCH) YOORP! but at least I (MUNCH) get to stuff ma face with SHUGR! MMM!!
Island Guy: " ... ... Unbelievable. You're quite the little sister you know that?!"
Tori: (Giggle) "ha ha ! That I am! Only two marshmallows left and then bring in logs for daddy! Im'a eat them!"
Island Guy: (smile) "Oh no you're not!" ---------- *Later that Evening* ----------

Cutscene – Autorun – Inside Home

Dave: "Have the oats and logs been put away?"
Island Guy: "Yeah ... Sorry I'm late for dinner. Tori and I got caught up in a game of tag."
Tori: "And I clearly won! (hehe)"
May: "It's okay. I've just set the table for dinner. You were right on time and did your chores. Let's eat."
Dave: "Now ... shall we say grace?" ... .
Dave: "Let us pray for a new day and a short winter in this dreadful north. Let us pray that we May soon leave to a warmer region with good land and better days ahead.

All: "Amen."
Island Guy: ... ... (GRRAAAHHH) NO! NO! NO! NO!
May: "Sweetie. Hold on, are you upset again? What's the matter? Remember ... calm, resist. Explain to us how you feel without ----"

Island Guy: "YELLING! I AM SO SICK AND TIRED OF FATHER THINKING THAT SOME RANDOM FORCE OF NATURE IS GOING TO HELP US NOT STARVE. A LIGHT IN THE SKY THAT IS GOING TO GIVE US MONEY. EVERY YEAR HAS PASSED BUT THERE IS NOTHING BEING DONE. NO SEARCH FOR OUR PROBLEMS. IT'S ON US ISN'T IT?! SO WHY DON'T WE ----"

Tori: "STOP YELLING! YOUR BEING AN IDIOT AT THE TABLE. I DON'T WANT TO EAT WITH YOUR STUPID ATTITUDE ---
May: "Kids ... Please.
David: "ENOUGH! This is supposed to be a nice family dinner, but you always have something to complain about don't you? It is not easy for me and your mother to go out there every day and pay for the food and water and land we harvest to the table. Now finish your dinners full, big day tomorrow gathering hay and the chickens.

---------- *Quick black screen flash* -------

May: "Your father and I are tired. Bedtime everyone. We'll have another chat tomorrow about your outbursts okay?! Take a deep breath."

Island Guy: "Sorry mom."

Tori: "Don't you dare wake me or I'll take your money. You make too much noise!"

May: "Tori!"

---------- May, Dave, Tori Go to rooms ------- Disappear -------- I spot my old lucky coin on the bookend. -------- Goes to Bookcase ----------

Island Guy: ... ... (Regret) Why can't life be more like an escape? To an Island?

Island Guy: I uphold my real life - check for every last possible answer to my family's problems.

But why make it my own burden? When every passing day the thought of me being happy with my family for something... something that ultimately rips us apart.

That becomes are sole purpose to living." ... . That's what makes me angry. The optimist has become the pessimist.

Island Guy: "I tell you what Gzhapel. Heads .... We live on an island. We are happy as a family. Tails. Another day of misery and fighting over what we got."

I flip a coin. .... (Smile)

Fade to Black

Cutscene - Autorun - In Bed

Tori: "(YAWN) Harrggghhh..."

Island Guy: "My sis is clearly asleep. But one more quick nightly prayer. I forgot to do my real one at the table."Island Guy: "I wish. .... I wish I was happy. I wish my parents didn't fight over money, or food, or crops, or anything. I wish for my sister to remain the fire bolt she is! (ha) what a spirit!".... .... and I wish.

I could escape to that island one day. someday ... soon.

Fade to Black

Cutscene - Autorun - Outside

Man From Town [Jasper]: "Hey! Hey! Did you hear?! The economy out east has nearly collapsed! This harsh winter brought unfortunate fortune!

... . How's that for a tongue twister!

Dave: "Hold on ... slow down. What are you talking about? Explain yourself Jasper."

Man from Town [Jasper]: "Yes yes. Sorry, I'm caught up in the moment. The Mayor is purchasing all livestock, wheat, Fruit, Vegetables, basically any food at sixty times the market value. SIXTY! I just sold mine! Look!"

------- *Jasper shows Dave a cheque for eighty thousand dollars.* -------

May: "Oh my goodness! congratulations! Dave Get down there quickly!"

Dave: "(Kisses May) Son! Daughter! We are leaving here on a vacation right away! Pack your things! I knew this day would come!"

--------- *Dave and May Exit North* -----

As I stood there in disbelief, I clutched my lucky coin as tightly as I could. This was now my everything. Maybe there was a higher power. And although I never believed in one or never would in my life, this day was forever more special. At least .....

Fade to Black

And Thus .... The adventure for our little Island boy had begun.

PART II

Cutscene - Autorun - North - Cold - People are Clothed. Snow! At Docking Station

Aboard the S.S. Stockhausen..... Fade In. Some Characters you meet are on the island are in line up.

Captain Over Speaker: (All Aboard! All aboard!)

Island Guy: "Everybody Ready? Things Packed?

Dave: "We have enough money to buy a second home in the hot sun!"

May: "From Crops to Vacation Every year! I like the sound of that Honey. Don't you Tori?"

Tori: "Blegh! I hate the snow."

Dave: "Ahh ... jeez! Aren't we all in such a hurry to escape ... !!!! Life is about slowing down. Not getting things done every five seconds.

---------- *Line moves Up* ----- --------*Island Girl Family* ----------

Terry: "Island Girl ..."

Island Girl: "Yeah? What now ..."

Terry: "you did remember ----"

Island Girl: "CAN YOU STOP WORRYING AND ASKING ME QUESTIONS EVERY FIVE SECONDS?
YOU JUST SEEM TO HAVE A WAY OF ANNOYING ME WITH EVERY TIME YOU SPEAK."

Martha: "Honey stop talking and give her space. You know how she is with her ... state.

Island Girl: "I know. It's not a disease or anything ..."

Martha: "You're not ---"

Island Girl: "SHUT UP! THE BOTH OF YOU!"

Timmy: "Haha!"

Ticket Lady: "TICKETS PLEASE! TICKETS PLEASE!" Madam, Monsieur? Le Ticket?" ------- A Family shows a flashy red ticket card. ----------

Ticket Lady: "Thank you Madam Et Monsieur! Entrez Vouz Le Stockhausen!"

Cutscene - Autorun - On Ship --- On Deck! On the Way to Island Escape

---------- *The Wind is Severe and there is Lots of Rain, Dark Outside* ----------

Captain: (May Day! May Day! Everyone go down to your cabins. There is strong winds, we don't want anyone overboard! This is an emergency!)

Ticket Guide: "Zis way! Down below Ze deck!"

---------- *People Escape to Hatch Zoom to Tori + Mom* ----------

May: "Such a sudden storm! Tori hold my hand. (Name) Get your father!"

---------- *Cuts to (name) grabbing father, whom is helping a guest that slipped* ----------

Dave: "you look like you've hit your head! (Name) help me with her! ... ...

As I helped this girl, I thought about the rain and the lightning that slammed against the ship and ocean deck. Something that wasn't on anyone else's mind but my own. People wanted to survive. ... and as I helped this poor girl, all I could think about was the rain. ..... Not all minds are alike.

---------- *(Name) + Dave grab guest and are the last to leave the deck, followed by ticket guide that does last scan* ----------

Cutscene - Autorun - On Ship ---- below Deck ---- With other guests.

Dave: "Get Inside! QUICK SON! HURRY ..."

"I look around at the other guests ... They're crying." "They're comforting their loved ones."

" We're in the middle of the ocean and the Captain has a solemn look on his face." "They all know ....."

Guest: "What's going on?! I want a refund!"

Guest: "We Aren't Safe! Let us Speak to the captain!"

Ticket guide: "I can assure you this boat is sturdy and won't ----------

---------- *The Boat is destroyed! Water seeps into the Hull of the Ship!* ----------

Ticket Guide: "Get to the life boats! Down the hall!"

----The majority of passengers make it to the boat 20, save 10 passengers + Captain, (Name) included. Tori, May and Dave Escape ----

Terry: "Leave her Island Girl! Come with your father!"

Island Girl: "There are some passengers paralyzed with Fear! Its either everyone or no one!"

Terry: "This is not the time to play hero!"

Dave: "Go, Find you Mother! Honey! Where ---"

May: "No! Not my boy! The others, you have to ....."

Ticket Guide: "THERE'S NOT ENOUGH TIME! HOLD ON!"

[As I trip down the hall, I'm the last to leave the ship. My dad and mom are gone with the ticket lady. I feel both solstice and loneliness. And I'm Lost. Lost amidst the cold waters that bind my heart. My throat. My Soul.]

----------People continue to run down the hall to the escape hatch ... Dave and Timmy catch up to the ticket lady and captain.

The girl escapes with family as captain saves her. The passengers leave as those caught in the storm are submerged by the water over the boat. ---------

FADE TO BLACK

Cutscene - Parallel Process - In Hell

The Devil Wally: Greetings Boy! Welcome To Hell.

I bet you figured It was hot in hell. Is that what your parents taught you Island Guy.

---------- Choices ----------

Yes: Ah yes. The Flames burn blue for you my child. I can see it in your eyes. Blue eyes. [Sigh]

You are something more in a sea of strangers. you ... have broken through your barrier of morality. you have broken through ... life.

Hell is different for each and every one of us. Hell is the beauty of the clouds and the warm laughter of a loved one. Hell is the torment of anger and frustration as we walk through time opalescent, never knowing. But either way: heaven and hell are the same. As one. All I hear from those I ferry are about the evil I've caused on my land. Atom's land. The lives I've destroyed. [A tear rolls down the devil's face.]

Truth is: Ferrying the souls of Gzhapel has made me quite tired. And Depressed. So many Stories, so many conversations. And yet I have to explain the ultimate truth. There is no hell or heaven. Just ... me. ..... me. A thousand thousand years. Such an eternity ago. I looked just like you once: but the decay of time, the rustic nature of life, has left me with no face. No skin. No ... soul.

However: You are special. You're destiny is not over just yet. ... ... You are something more in a sea of strangers. you ... have broken through your barrier of morality. You have broken through ... life. ... ... The Sea is My creation. As is the sun. What say you and I make a deal?

No: Insolent, wretched creatures. Humans lie. Humans keep their woes locked in a closet. ... ... Oh how I jest! Did you not see that funny looking snowman at my doorway? ... ... and yet. All I hear from those I ferry are about the evil I've caused my land. Atoms land. The lives I've destroyed. [A tear rolls down the devil's face.]

Truth is: Ferrying the souls of Gzhapel has made me quite tired. And Depressed. So many stories, so many conversations. And yet I have to explain the ultimate truth. There is no hell or heaven. Just ... me. ..... me. A thousand thousand years. Such an eternity ago. I looked just like you once: but the decay of time, the rustic nature of life, has left me with no face. No skin. No ... soul.

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I want to Go Home:

I know you do my child. And I'm sorry, but your home and family is far away now. The S.S. Stockhausen had crashed in the middle of the Orion sea. Your parents, among a few others, were one of the lucky few that made it to the life boats. [The devil looks slightly emphatic.] But onto a greater question. Why we are all here? To answer ourselves. Why: the most powerful word in the human language. Invented by the atoms themselves before they taught me its meaning and I so my children that inherit my creation. Alfar . And my land of all lands and creation will always be: why? From the moment you are born until your death. Hell is not torture. Heaven is not praise. When the light leaves all my children, they look me in the eye and I ask why. ... ... Even those that fear hell, the truth soars above an icy heart.

And you. Island guy. So innocent. Not yet seen what you're father or mother have. Pure. Never to have to endure pain, sorrow. Isn't that a beautiful poetic gesture? Graced to you by the Atoms of Old: my child. Set to drift away in a fairy tale of imagination. Your friends, family, those you don't know. Those you do. ... ... They all receive my forgiveness. [A warm smile breaks out on my face.] That's it child! That's the spirit! Now ... ... My brittle bones won't cause you death, but take you back to where you want to be most. So ... ... take my hand my child. [I put my hand in the devil's.]

A Bright path awaits you boy, the atoms don't wish you join them yet. Because you: you have more of your heart to offer. Not one of ice, but of passion.

Of Fire. And .... [The devil gives a blank wink] When you do see them, tell them ... Little old Wally was there . [The lava and ice begin to shake around me. Bright lights of white fly from my fingertips. Then My toes.]

And then .... Suddenly .... Wally was gone..... ... ... "HEY! WAKE UP OFF THAT PLANK!"

The Devil I s Evil:

Ahahaha! And so I am. .... Or Maybe that's just what your stories portray. One is good. One is bad. Yes is yes. No is no. Up is up.....

and down is down. ... . No room for critical thinking my dear child. what do you see in hell? There is fire. Flame! The heat is deemed Evil.... ... and yet. You feel blue, like the waters that swept you ashore and lost you amidst the sadness of reality. And is that not why we are here? Why we are all here? To answer ourselves. Why: the most powerful word in the human language. Invented by the atoms themselves before they taught me its meaning and I so my children that inherit my creation. Niinamigota. And such an island will always be: why. From the moment you are born until your death. Hell is not torture. Heaven is not praise. When the light leaves all my children, they look me in the eye and I ask why. ... ... Even those that fear hell, the truth soars above an icy heart.

And you. Island guy. So innocent. Not yet seen what you're father or mother have become. Pure. Never to have to endure pain, sorrow. Isn't that a beautiful poetic gesture? Graced to you by the Atoms of Old: my child. Set to drift away in a fairy tale of imagination. Your friends, family, those you don't know. Those you do. ... ... They all receive my forgiveness. [A warm smile breaks out on my face.] That's it child! That's the spirit! Now ... ... My brittle bones won't cause you death, but take you back to where you want to be most. So ... ... take my hand my child. [I put my hand in the devil's.]

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Say you Make a Deal With Me?:

A Gambler at heart huh? Baha! I wouldn't have guessed. Perhaps you take up after your father more than your mother. A strong boy you'll become! Ho! But I'm sorry my child, there is no deals with the devil. There is only your transcendence. Into something greater than you are now. A Pirate? A lover? A painter? A Poet? Wow! Boy, do Atoms have something special planned for you. You will one day find yourself once again in a place you'd never expected to arrive at. It is written in the edges of your fingertips to the sand that will caress between your toes.

... ...

And you. Island guy. So innocent. Not yet seen what you're father or mother have. Pure. Never to have to endure pa...in, sorrow. Isn't that a beautiful poetic gesture? Graced to you by the Atoms of Old: my child. Set to drift away in a fairy tale of imagination. Your friends, family, those you don't know. Those you do. ... ... They all receive my forgiveness. [A warm smile breaks out on my face.] That's it child! That's the spirit! Now ... ... My brittle bones won't cause you death, but take you back to where you want to be most. So ... ... take my hand my child. [I put my hand in the devil's.] A Bright path awaits you boy, the atoms don't wish you join them yet. Because you: you have more of your heart to offer. Not one of ice, but of passion. Of Fire. And .... [The devil gives a blank wink] When you do see them, tell them ... Little old Wally was there . [The lava and ice begin to shake around me. Bright lights of white fly from my fingertips. Then My toes.]

And then .... Suddenly .... Wally was gone..... ... ... "HEY! WAKE UP OFF THAT PLANK!"

Cutscene - Autorun - 8 hours later: On a wooden Plank Unconscious .....

Eight Hours later on a plank unconscious.

Cap'N: "Can you swim boy?"
Island Guy: "Ummm ... No I can't."

Spartrina: "Hey Hold on! Some of the others have gone to scavenge the island for supplies. The boat crashed south of here. We're taking what we can from the sea and wreckage to build homes here ... Cap'n, take charge while we find some rope to bring the boy in."

Cap'N: "Aye, aye fellow sea Mateys! You oldies --- follow my lead!" Cap'N and a few others leave while Spartina and a few others look out to island guy. Island guy looks back. *Fade To Black*

I hadn't seen Wally since that fateful day that separated me from my family. Tori. May. Dave. Where were they? ... How far away I was from home ... But something was different on this island. I still felt warm and close ... to someone.

-------- Introduce controls ----- 1. Menu screen 2. How to walk. 3. How to equip a device of importance on the island.
-------- Awakes from Bed ------- In a Coma ... 4 Months Later.

Island Guy: "Ugh ... My Head Hurts. It feels like My head has been filled up with water.
My dream ... I wish I was just far from here. With my family. Where is Tori? Dad? Mom?"

AUTORUN INTRO HAS ENDED

%%%Done. CHAPTER 1: On the Island - The Adventure Begins [Sails Mast]

TIME: APPX 1.5 Hour [2 Hour]

--- Island Girl house ---

Island Girl: Hello Island Guy! I'm so glad you got my Note! ... ... Or Maybe you were just too dizzy to See It!
I'm .... Island Girl! At Yer Service Amigo! It's well ... been 3 months since you were on that life raft. I'm not too sure you know about what happened?

Island Guy: ... ... My family? Mom? Dad? Tori?

Island Girl : no no no, don't worry Island Guy]!!! Have no Fret! I saw your family and mine board the life boats. They're safe. Trust Me.
Otherwise I'd be miserable. But: They are probably back in Alfar by now. I do miss them deeply. I just hope we can all work
together to fix the ship ...

.... SAY! The captain is down by the docks, He says he needs a couple of things on this weird island ... stuff that probably fell overboard.
So whadda ya say? Wanna team up with me to find these things?

Island Guy: "I Like you."

Island Girl: "Well, aren't you sweet? I ... I guess I like you too! Sometimes I don't find the right words to describe how
I feel. Like is the right one? Not love? hmmmmm.... sorry, off topic. [Gives a tiny wink] Let's get em stuff back eh?!

You comin' Silly?!

---------- *--- Alfar Flashback 1 ---* ----------

[As Island Girl began to run eagerly to the boat, I took a few moments to slow life down as it were ... It was something I'd do to cool off ... in the rain ... on a sad day ... When Mom got news from the doctor ... Seven year ago ... Before Tori Was Born ...]

May: Island Guy? What are you doing out in the rain? You must be freezing?! ... .
Island Guy: MOM!!! DONT SNEAK UP ON ME LIKE THAT!!!

May: Honey, You're Screaming!! Let's get you inside ... I just came back from the doctors ...
Remember we went there last week to inquire about your condition??

Island Guy: ... ugh. yea. So What?

May: The doctor came back with the results ... He tells me you have ... [Sobs] Well, I'm afraid life is going to be very hard for us. Someday, you'll be all alone. Without anyone. And everyone will ignore you. Leave you alone. They won't understand you the way I do. I'm so sorry my son. It's not your fault. Remember that. Island Guy? Are you listening?

[I turned around to see my mom in tears. The doctors must've explained something to her I was not privy to. For a second, the droplets of water that entered my skin gave me clarity over my head. You can almost imagine being angry everyday beyond your control. Or being extremely happy to the point of awkwardness ... Or just not caring what anyone thinks or feels ... But I feel .... I just can't explain myself .... and that makes me mad .... and sad.]

Hey Island Guy! I think I found Sumthin! It's a Cave! Down There! Look!

--- Underground Main 1 ---

Island Girl: … Creepy. How come I've never seen this place before? … There's a sign up ahead. What does it say? It Says from Wally?

[A Magical Gargoyle leaves some sort of gardening piece of Equipment!!!] Wood chipper Added!!

Wally: Remember to hit ESC key and ADD the item by selecting enter on each character. TIPS: Add a different item for each character.

--- Main Island SOUTH ---

Captain Narbule: Hey Kid! I guess were not the only ones washed ashore! I see you've met Island Girl!!

Island Girl: Correct a Mundo Cap'N Marbule!!

Captain Narbule: After you fainted, more and more of the guests washed ashore.

Island Guy: …. Oh. Nice to meet you.

Captain Narbule: Likewise young lad! The boat we were all on … Ma' yungin love. The S.S. Stockhausen broke down and needs some repairs … It needs … Upholding! … BAHAHAHA!

Island Guy: That's not Funny.

Captain Narbule: (Cough Cough) sorry. Poor humor at a time like this … Say? Could you find a few things for me to get the boat back in shape? That way, we can leave the island! [I'll get those items for you. No, I'll Just Enjoy the Sun.]

Captain Narbule: Fantastic Laddy! Here's a list of things I'll need to get off the island.
1. Sails Mast 2. Indestructable Pine Board 3. Special Golden Rudder 4. Rustic Metal 5. Rudder Fuel 6. And Finally! … The Carbonator Generator!

[The list should automatically update in your menu screen.]

Captain Narbule: Come back to me when you've found them all. Both the west and north have been blocked … might I suggest heading east first? A couple residents were trying to collect things on the island to use as tools. I believe the sails mast May have been blown there by the wind from the wreckage … Go Island boy! and begin your adventure!! Feel free to explore the boat in the meantime … you might find something useful down there …

Mission 1 Begin! Chapter 1: The Sails Mast!

--- Samuel the Ghosts Cabin ---

Samuel: NO! NO! NO! D-D-DON'T THROW ME OVER-r-r-BOARD! … oh. Y-y-you're Not the Captain. n-n-name's Samuel.

Island Girl: er …. whut's with yer voice buddy? Island Guy … who are you tal ---

Samuel: [Samuel looks down as he sulks.] N-n-n-no fath-th-r. N-n-n-no Ma-thr. I do' don't k-k--k-k-know wh-wh-why I sound like that.

Island Guy: We're Sorry … … … But we're not going to throw you overboard. The Captain is really distraught about the other passengers. A lot of people died … Some left the boat alive.

Island Girl: [Ahem] Yessir! Cap'n Narbule Is a really Nice Guy! I got to speak to him on the ship. He Wuz tellin me about how old the ship was … N' how the ship was usedN' the Wars…! He Waz in the Battles H'mself!

Samuel: Oh Cool!… …… … I-I-h-h-have nowhere to g-g-g-go. c-c-c-can I come?!

--- Main Island EAST CUTSCENE ---

Island Girl: So This is the East Island Huh Island Guy? ... I see a mailbox next to a window pane. Perhaps this is how we're all supposed to communicate ... Must be new, I haven't seen it.

Samuel: A l-l-l-l-ettr.

Island Girl: ... ... oh! It's for us! Lets read it ....

[Dear Island Guy + Island Girl]: [Its Old Nan and Old Man. We're missing a few pixie dusts amongst the grassy rocks. If you can collect them for us, we May be able to harvest so grains and food out of it. We'll trade ya for a weed-killer In return ... some of these island hedges need prunin'!! Thanks! Old Nan]

Island Guy: okay ... Let's Go then!

Island Girl: Right on Mate!

--- Island Shop EAST ---

Enter a clean dry store amidst the beating rain outside, a window off to the right comforts Island Guy amidst the Thunder. Much like Final Fantasy X - Thunder Plains Hut: Small place with limited beds and sleep area. Old Nan and Old Man Are here, along with 1st group of side quests.

Island Guy: Whoah! [I Mutter under my breath ...] [This Place is Hopping!] [Sometimes, I say things without even realizing them ...]

Old Nally: Ah! Well Look who it is! The little islanders ...

Island Girl: Hey Ol' Nan! ... Er Nally!

Old Nally: EHEHEHE!!! [Cough Cough] D'I look like a nanny to you little Island Girl ?? I'm guessing you got our little note?!

Island Girl: We Sur Did!

Old Nally: My Husbands in the Back. Do talk to him ... He'll have somethin' for you kids.

Island Guy: ... Thanks miss.

---------- *We Go to Meet Ol Nigel Selling Equipment* ----------

Old Nigel: Huh! You're that little boy that fainted on the life raft no?

Island Guy: Yessir.

Old Nigel: [Cough Cough] Apologies, I'm an Old Man. Name is Ol Nigel. That's my old'n lady you see there. Er Name is Ol Nally.

Old Nally: I Maybe old but I 'erd dat!!

Old Nigel: And Voila! You've got the pixie dusts and the jar itself! Now ... hand it over dear boy and let me check its condition .... hmmmm .... let's see ..... [The pixie Dust shines with a bright orange burn!!!] Excellent Laddies!!!

Island Girl: No problemo Sirs! Now can we have the weedkiller? We Promise to Clean up the Island!!

Old Nigel: ... Of course! We use this dust to trade for goods amidst the island. Collect it again to trade for things amongst the island. We've built another shop to the west of here. Look for treasure chests ... Some of us buried the dust and other items we've found of use for safekeeping ...

But a lot of the islanders have forgotten where they Put their goods .... So what you waitin for laddie? Lets Trade!!! 1 Small Dust = 1 Favour 2 Medium Dust = 2 Favours 3 Large Dust = 3 Favours ... Be Sure to Sell your Pixie Dust First Before Purchase! My daughter Spilley will accept it! But I will accept it as it is your first island trade! Hurrah!

---------- *We Pass a Tree by the Island Shop* ----------

Island Guy: ... Did you feel that?!

Island Girl: Feel what?

Samuel: Th-th- w-w-win-nd ... Island Guy, ch-c-chec-k-k-kk the tr-tree.

[A Little tree ... all on its own ...] [A voice in the wind ...]

'Do you remember when you were happy with your sister?! Chasing Trees in a large field?!'

Island Guy: She had a pet horse!

Island Girl: Your sister can ride horses ... COOL!

Island Guy: ... Yeah ... huh! 'FALL! FALL TO THE FAIRYLAND!'

Island Guy: WHAAAAA!!!! ---------- *We head into the Fairy Void* ----------

Samuel: Wh-wh-wh-er-er ar-r we?

Island Girl: Island Guy, its just us ... it looks like red hot clouds ... what is Atomland?

Island Guy: I ... Wally ... Our memories ... We have to find them!

Atom Girl: Stop. [I stop.]

Island Guy: I must be dreaming.

Atom Girl: You are in Atomland ... And I am the lightstone queen. That will mean something to you later.

Island Guy: And Tori? Her Horse?

Atom Girl: Would you like to go back and see Fred again? Be in the fields? The Grass?

Island Guy: I remember her horse Fred. It was before school began and father got her one for her birthday. She was so happy. The horse was too much money, and father ended up selling it to another farmer ...But we would explore the woods and find rabbits running around.

Yes Take me Back., No, I want some answers. : When [Yes Take me Back.] Then Follow me.

: When [No, I want some answers.] Like how you washed ashore? The ship crashed on an island, and you wound up on a part of the boat. The S.S. Stockhausen. Your sister wishes to see you. : When [Yes Take me Back.] Then Follow me.

---------- *We go Back to Alfar in Forest* ----------

Tori: FREDDY!

Fred the Horse: NEIGH! [Hi Tori!]

Tori: WANT APPLE?!

Fred the Horse: NEIGH! [LOVE ONE! YUM!]

Island Guy: Calm down sis. It's j ... just a horse.

Tori: I hate when you talk like that! He's my friend!

Fred the Horse: NEIGH! [That's Right Island Guy!]

Island Guy: Alright ... Where you wanna go next?

Tori: Let's go the falls! ... Island Guy?

Island Guy: Yeah?

Tori: Do you love daddy? ... Because you're always mad at him.

Island Guy: He doesn't treat mom nice.

Tori: You don't treat dad nice either.

Island Guy: I DON'T WANT TO TALK ABOUT HIM!

Tori: STOP YELLING!

Fred the Horse: NEIGH! [Don't Fight friends!]

Tori: .... I'm sorry. I want to have happy day.

Island Guy: [Grunts] Me too sis. C'mon. School's gonna start up again. Jasper's teaching.

[There was waterfalls south of here, where we'd collect water in buckets for mom and dad everyday.] [School was about history, math and numbers...] [Lots of numbers.] [Sometimes we'd go outside and collect rocks and frogs. Examine, animals and the trees.] .... I'm Tired.

---------- *We Return to Niinamigota* ----------

Island Girl: Wakey! Wakey! Mr Island Guy! We gotta go to the beaches and get the sails ... what's so special bout this tree anyway?

Island Guy: Uh ... n-nothing. Weedkiller. Destroy the weeds in the way of the island. Find mast. Go north west of here. Got it.

---------- *We Sell Goods and Cut to the Eastern Beach We Find Parts and Mast is Assembled* ----------

Island Girl: Oi! We did it!!! We found one of the six!!!

Samuel: w-w-w-way t-t-to go! We n-n-need to find the other five.

Island Guy: I remember now... My emotions taking over my words. The Bullying. What made me so different from everyone else ..... 4 years ago ..... After Tori Was Born .....

---------- *FLASH BACK 2: HERO ISLAND GUY IS BULLIED* ----------

Tori: Mumbly! Mumbly!! HAHA --- HAHA!!!

Island Guy: Tori, that's not funny. My feelings are hurt. Stop that.

Tori: Autsy! Autsy!! You're stupid. I'm smart.

Island Guy: [Scream] AAAAAAAAAAAAAAAHHHHHHHHHHHHHH!!!!

Tori: ....[Crying]

----------*Family Enters With Rivers the Bully Dad --- LLD Mom -- DLLRT Bully -- DLT* ----------

Dave: WHAT IS GOING ON HERE???! Island Guy .... you've done it again! Now With Tori!

Tori: STUPID HEAD!

Island Guy: SHUT UP! SHUT UP! SHUT THE HELL UP!

Dave: You have been rude to your peers at school and with Rivers here. NOW APOLOGIZE!

Rivers: Yeah Island Guy !!!Can't even play tag properly! YOU THINK I'M A CHEATER!!! What's wrong Loser?!!! Can't speak up for yourself???

Island Guy: YOU SUCK RIVERS! GAAAAAHHHHHH!!!!! [Punch!] [Punch!] [Punch!] [Punch!]

May: STOP IT! STOP IT! Island Guy STOP IT AT ONCE THIS INSTANT!

Rivers: HE HIT ME! HE HIT ME!!! I'M TELLING MY MOMMY AND DADDY! [Sobbing] OW! OW!

Dave: WHY DID YOU DO THAT?! YOU PESTULENT BOY!

May: Honey, He speaks louder with his actions than his words. He needs to show he's upset ... he can't explain it. I'll to Jasper about his son ...

Dave: Shut it Woman! He doesn't listen ... He doesn't learn ... He Needs A Spanking!! [Spank!] [Spank!] [Spank!] [Spank!]

It was the one and only time my father acted in this way ... ... My mother didn't speak to him again for months and had explained to Rivers father Jasper about the situation. ... ... This was how things were done in the ways of the old .... I guess .... I didn't really speak to him after that ... Until: one day .....

---------- *Cut to Giving the Captain Back the Sails Mast and Ending Mission* ----------

Cap'N: IS THAT THE SAILS MAST!!! Quite the important start!! Pass it along boy!!! *Sails Mast Removed.*

Cap'N: Alright! All Better … now …. For the Next Item: Its come to my attention that the indestructible Pine Board is being kept under ground by some of the islanders… During our months of excavation of harvesting of materials, we'd built carts to ship the pine board back… BUT EVIL AWAITED BELOW FOR US …

Island Girl: ummmm cap? What' R ye sayin? That evil spirits Roam the Island?

Island Guy: You're wrong. The both of you. There's no such things as ghosts. That's the sort of silly superstition that my sister believes in …. But She's Probably Dead.

Cap'N: Hey Kid! Don't say that about Yar sister hmmm!!! The islanders are scared and we'll be needin as much help as we can to get rid of such spirits… In that case: Take this item with you. *Bushwacker Added.* It's a gardening tool for destroying hedges that May block your path. Go North, and Seek Spartress. She's in need of help herself to send back the rest of the Pine Board … Thar be a perfect pineboard. If it be below ma son, then ye best go with her … Mission 2 Begin!

Mission 2 Begin! Chapter 2: The Pit!

TOTAL PLAYTIME: 2 HOURS

%%%Done. CHAPTER 2: On the Island – THE PIT [Pine Board]

TIME: APPX 2 HOUR [4 Hours]

---We Leave the Boat to Seek Spartress---

Spartress: Hey, I remember you Kid! Your mother and I had a brief conversation aboard the ship, your father is quite the gentleman! Island Guy is your name correct?!

Island Guy: [I Nod with disdain ...]

Spartress: You fainted on that life raft, and my sister and I had to help you .. I'm guessing you already spoke to the captain about the situation with the pine board huh?!

Island Girl: We Sur did, and have come to help get it so we can fix the boat!

Spartress: ... .. okay! But I must Warn You ... Being Underground ANYWHERE around this island is quite dangerous ... We've spotted monsters on the island that are willing to chase you without a second thought ...

Island Guy: NO Island Girl!! ... we need to get home ... I need to see my mom again ...

Island Girl: .... I'm sorry Island Guy. I didn't mean to upset you ... I have to ask ... Do you ... have ... ? My mom she talked -----

Island Guy: [I ignore Island Girl and look out to the large hole off to the west ...] [Spartress nodded. It sure was the place to be ...]

Spartress: The Pit is just West of here ... I see you already spotted it ...I must warn you though ... there is no turning back ... Because of the flooding, the ladder is broken and we'll have to jump down. At the end of the underground pit is a second way up that will take us to the southern part of the island. LETS GO!

---------- *We Head Down into the Pit* ----------

Spartress: The Pineboard is just south of here across the cart tracks ... Hopefully the light from above will hold out until nightfall ... . What's that noise?!

Island Girl: Right - O! Let's Go Island Guy, this place is a little creepy ...The faster we gather these parts, the faster we can go back home ... ... It's kind of ironic though. We were all supposed to take a vacation. But now, the vacation isn't quite turning out how we'd expected it ...

Samuel: R-r-r-right! Island Guy, w-we need to get back to mother and father! My place is here though.

Island Guy: [I pause and listen to Samuel, along with Island Girl ...] [He was absolutely right.]

Spartress: huh?

Island Girl: Don't worry about him, Spartress ... He's just dizzy from his coma. Now, Island Guy, we've got a mission to do. Focus! Daytime is not on our side.

Samuel: L-l-listen to h-her Island Guy. You'll be okay. Promise.

Island Guy: okay Island Girl. Let's go!

---------- *We Make our Way down the Pit and Find a Ghost Like Tori* ----------

Tina [Tori ghost]: Hello! I'm Little Tina and I have Crystal Powers!!

Island Girl: Island Guy? Island Guy?!!! Where are we going? We're stuck on a little island ... I believe the pineboard is south of here, right Spartress?!

Spartress: Yes, indeed ... I don't recognize this area. We set up some torches to light our way to the source.

Island Guy: .... !!!! GAAAAHHHH!!!! You look just like my sister!!!

Tina [Tori ghost]: Oh! Sorry, didn't mean to spook ya! I'm sure your sister is just fine ... Up ahead of here, A Giant Crystal has morphed into a giant wall to block your path ... you're going to have to acquire the smaller crystal keys, which will in turn melt the barrier.

Island Guy: Crystals. Unlock Barrier.

Tina [Tori ghost]: Yep! You got it bro! I'll see you there!

Spartress: What's this about Crystals? Who's Tori? Island Girl?

Island Girl: Not a worry Sparty! It's just his baby sister. He's adjusting to the island very slowly ... ... Island Guy ... are you paying attention? Sparty can't remember the layout of the pit and its getting darker by the minute ...We need to go now and get your little 'crystals' okay?

Island Guy: [It was slowly becoming apparent to me that Island Girl was turning into the bully Rivers from my school.] [What had I done to her? What did I ever do to Rivers?]

Samuel: y-y-y-your being mean to Island Guy Island Girl. p-p-p-please stop.

Island Guy: [I look down and close my eyes for a minute. I didn't want to yell at Island Girl. She seemed like a special someone and I knew someday that I could love her.
So I smiled at Island Girl instead.

Island Girl: [Sigh] ... c'mon kid. I'm sorry ... both of us are. Why don't you let your sister lead the way okay?

Island Guy: [I looked at Island Girl confused. I could see she was still angry and May lose her temper because of my abnormal behavior.] [It was just something that I was afraid to confront with her.] [so I let it go.] Lets go Samuel. Spartress.

Spartress: Not a worry at all Island Guy! Show us the way

---------- *We satisfy Island Guy's need to collect imaginary objects* --------

Island Guy: I found the 2nd of the crystals!

Island Girl: Drat! Another dead end Island Guy ... It has to be back that other way with the snow path ... It feels like the condensation is causing water to fall on us ...

Spartress: Indeed Island Girl. Such a thing worries me, this cavern has become unstable and May collapse at any minute ..... I'm sorry Island Guy, I hope you get better without your family but your aimless wandering has cost the sun to set.

We have less time than I thought. I'm going to become a burden to you both if I stick around, since there is only one route, let me go ahead and collect some pine board. I'll be right ahead of you to clear the path ...

Island Girl: WAIT! SPARTRESS! WHATTAYA THINK YA DOIN!!! SISSSY PANTS!!! ... ... C'mon Island Guy! Lets catch up to her. We'll need to get the rest of the pine board that she can't carry! ---- *Tina Gets the Crystals and Flies away*---

Tina: WHEEEE!!!

Island Girl: Looks like this is the only way left ... I smell a damp rotting piece of wood, I bet we're close Island Guy! Island Guy?

Island Guy: [Tina had left my mind for good and now I was all alone with a girl whom I hardly knew.] [But with my own problems, time didn't matter on Niinamigota] [This is where I wanted to be.] [I needed time away from my family.] [And Yet.] [I wanted them close.]

---------- *We Leave and Head to the Island Patches Where Island Guy Imagines Dragons* ----------

Island Girl: MONSTERS!!!! Island Guy, CROSS THE BRIDGE WITH ME NOW!!!! ... ... !!! The Monsters Have Stopped!

Island Guy: [I looked down at my feet below when I see a mysterious glyph with an evanescent glow.] A Mystical force must be keeping them away Island Girl.

Island Girl: well then, we'll need to take our next steps across this swamp lagoon carefully.

[The scent and smell of wood became heightened for me until the point I couldn't take it.]

Island Guy: Island Girl it smells bad ... can you smell that?

Island Girl: Let's not wait around for these swamp creatures to eat us ...

---------- *The Monsters Stop* ----------

Island Guy: [I look up to see that the monsters had stopped. Their eerie faces peer back at me as they lie still.]

[What was going on?] [What was happening to me?]

Samuel: n-n-n-n-n-n-n-n- Island Guy? Y-y-y-you can do it!

Island Guy: [I looked back at Island Girl as she pointed West of the cave.] [There it was: the indestructible pine board] [The sunlight pouring through the top of the cave and the monsters seemed to scare me less.] [I was not afraid. I was ready to stand up for myself.] … But Not today. SAMUEL! SAMUEL! HELP! HELP!

Island Girl: !!!!!!!!!! YOU SCARED ME Island Guy!! WHY ARE YOU SCREAMING?!!! I CAN'T TAKE THIS ANYMORE! TELL ME?! WHY ARE YOU ACTING THIS WAY?!

Island Guy: [I shot back a very angry look at Island Girl.] BECAUSE I DON'T HAVE TO EXPLAIN MYSELF TO YOU!

---------- *Flashback 3* ----------

Jasper: Good Morning Class! So today good Ol' Jasper is going to teach everybody mathematics -----

Rivers: Math Sucks!!!

Class: BAHAHAHAHAHA!!!!

Jasper: Now now Rivers …. What did we say about speaking out in class??

Rivers: Why don't you tell that to loser Island Guy over there … He won't stop talking to himself.

Tori: Hey Rivers! Why don't you pick on someone your own size … Don't speak to my brother like that!!

Rivers: Why don't you shut up Tori?! I'm trying to learn here!!

Class: [BAHAHAHAHAHAHA!!!] [BAHAHAHAHAHAHA!!!] [BAHAHAHAHAHAHA!!!]

Jasper: CHILDREN! CHILDREN! FOCUS! We are an inclusive family, everyone is invited to learn …

Island Guy: [I move to the window to get fresh air from the stress …] [I Breathe …]

Island Girl: [Blink, Blink] [I feel bad for him … He's so cute!] [I wonder why Rivers is such a jerk?] … … Maybe I can be his friend …

-------- *Returning from 7 years later …* ------

Island Girl: I REMEMBER! I REMEMBER! you are Island Guy from my class, the one that thinks differently!! Cutie!!! That's how I remember you … and Rivers!

Island Guy: [I froze in terror from the name and looked at Island Girl with a blank expression.] yeah him. I---- yeah. I … think different. But I'm just like you. I don't like talking about that. Don't do that.

Island Girl: Well no point talking about it for now … Let's get to the top of the cave with Samuel… Samuel? You still got that Jar?! [Giggle, Giggle]

Samuel: YEAH!

---------- *We Overcome Monsters and head to the boss1* ----------

Island Girl: What's that Noise?!

Island Guy: AAAGGGHH!! [A Large Rock Collapsed Behind the pair of us …]

Island Girl: … !!! We made it to the Pine!! Let's take it!! [Pine Board Added!]

Samuel: I - I - I - I th -th - think the cave's collapsing!!!

Island Girl: You're right Island Guy!!! … I mean 'Samuel' …. MOVE IT AMIGO!!

Island Guy: AAAAAAHHHH!!! I HATE THE DARK!!!

Island Girl: Quit panicking yer silly britches!!! Samuel and I are here to Help!!!

Samuel: Yes, On it Island Girl!!

Island Girl: Run With Me Island Guy!!! I see a Glyph for Safety!!!

Samuel: … …. …. what are we going to do Island Guy?

Island Guy: [Rain from the pit hole started to fill the cave, all I could think about was the S.S. Stockhausen sinking …]

Quallack: I'm Quallack!

Pelleck: And I'm Pelleck!

Island Guy: No No No! Get away from me monsters!!

Quallack: BAHA! A scardy-cat this one is huh Pelleck?!

Pelleck: Most definitely Quallack!! Wally has sent us to collect you Island Guy. It's time to drift back into the sea …

Quallack: HAHAHA!! No time to waste Pelleck!! GET EM!!!

Quallack: GAAHHH!! YE HIT ME!! DIE CHILD DIE!!!

Pelleck: GWOWIE!!! I'M HIT QUALLACK! [QUIET YER MOUTH PELLECK! FOCUS!]

Quallack: GAYAYAYAYA!!! OWWWIEEEEE!!!

Pelleck: GZAYAPYAPYAP!!! THAT LIGHTNING FROM THE SKY IS STRONG!

Quallack: GRRRAAAGGHHH!! SLOW DOWN KID!!! ITS FOOD TIME!!

Pelleck: IMMMMM SSSSSORRRRYYYY WALLLLYYYYY!!!!!

Quallack: I'LL GET YOU ONE DAY Island Guy!!!

---------- *Bosses Get Zapped to high Heaven* ----------

Island Girl: Look! The Mudslide took down those rocks … Now's our chance, RUN! [Cough Cough Cough] That was Close Island Guy!

[A Boulder Collapsed behind the two of us. An earthquake began to rapidly churn the islands underground while Water splashed everywhere …]

Island Guy: WATER! WATER! DANGER! I'M DROWNING! I'M DROWNING!

[I was having a panic attack.] [I was scared of swimming.] [I can feel the water in my boots.] [It's coming for me …]

Island Guy: I …

---------- *We go to Atomland Darkstone King and Then Island Girl Flashback* ----------

Island Girl: Back again, Island Guy. Blue this time.

Island Guy: Like the Icy cold waters that bind my heart. I hear Wally's voice … Let's see where this takes us …

Darkstone King: Stop. [I stop.]

Island Girl: We saw the sign mister. Does that mean yer ---

Darkstone King: The Darkstone King. Yes. The parts of you neither evil nor good. Just hidden in the dark. That's me. I bring out something mysterious.

Island Guy: Bravery.

Darkstone King: Then you shall find your way out of the pit! The mud and the flood can wait.

[The Darkstone King turns to Island Girl.]

Darkstone King: I am here for you Island Girl. Do you remember the cobble road and the town fairs in Exvelten?

Island Girl: There was a crystal ball and a fortune teller…. His name was Tyler …

Darkstone King: The magician!

Island Girl: I felt like ---

Darkstone King: You could control the wind?! Block the light from the sun?! Dance through the rain without getting wet? Yes - a hidden ---

Island Girl: Part of me.

---------- *The Fair at Exvelten* ----------

Terry: This fair is making me dizzy. We're going home straight after this okay everyone?

Island Girl: Mom Keep up!

Martha: Where do you want to go next sweetie?!

Island Girl: We already saw the animals and got enough corn on the cob … …. OH! I see a magic show down there. Ready Timmy?!

Timmy: Yuh!

Island Girl: OH SLOW DOWN ALFIE!

Alfie: RUFF! [NO!]

Gloria: BUY O' GLORIOUS PICTURES!!

Moustache Brothers: [GRUNTS] GRRAHHH!!! HEAVY LIFT!!!

Spartrina: Ugh. This place is a bore!

Island Girl: Okay, we're at the show. Let's ask them about our future!

Alfie: RUFF! [Bad idea!]

Tyler: Welcome Welcome! Young travelers to my magician duo act. You like the ball?!

Island Girl: Yessir, that's a crystal wun yeah?

Tyler: Ah yes! Very clever Girl!

Island Girl: We wanna know bout' our futures?! Can ya help a little doll reach er' potential? I wunna be a star!

Tyler: Ah but don't we all! Be careful what you wish for little girl, as Gzhapel brings us together and pulls us apart against our wills.

… now … … lets see … … !!! GUYAYAYAHHHH!!! HORRIBLE !! HORRIBLE!!

Island Girl: Oh no. [Crying]

Tyler: Oh no no. Don't Fret. The future is never certain.

Cynthia: My husband is right. We sense a good heart. Strength in disaster. Your heart will push through the whirlwinds of the ages and atoms.

But it will leave a scar.

---------- *We Flash into the Pit before Escaping it* ----------

Island Guy: It's getting worse Island Girl …

Island Girl: Less Talking, more running! We're gonna die down here kid! RUN!

Island Girl: [Achoo! Achoo! Achoo!] There's so much cave dust … Let me just Push this rock into place. UGGGHHH!!

One lucky pine board to head back for delivery. Hop to it Island Guy!

Island Guy: Island Girl, I-I- sh-should have remembered. Remembered you.

Island Girl: Hey ya cutie! Yer the one that got older! [Giggle.] Let's fix this boat thingy!

---------- *We Return the Pine Board Back to Safety* ----------

Cap'N: AHOY! THE PINE BOARD!!! WELL DONE LADDIE!! DATS DA PINE BOARD I BE NEEDIN!! AHHH!!! LOOK AT SHE GLOWS WITH A FIERY GLINT IN ER' EYE! Thanks! Let me add it onto the boat! … Well that patches things up on the S.S. Stockhausen …

That should get rid of the mesh nets we had in place … HAR! For the Next Item: I think Ye should look to the West of the island.

Some of the villagers could use yer help … See if ye laddies can help a couple of islanders first and then come back to me … … …

I'll have a task for you then … … and take this key. It will call up the drawbridge across … I should have given it to ya earlier … my bad.

Mission 3 Begin! Chapter 3: Helping the Islanders!

TOTAL PLAYTIME: 3 HOURS

%%%Done. CHAPTER 3: The Fire King [Golden Rudder]

TIME: APPX 2 HOUR [5 Hours]

Interlude Mission 1 – We Go West and Help The First of Two Islanders Kasseck

Kasseck: The Fog gives the island a nice atmosphere doesn't it? It's the eerie stature of the trees. It's the calm waters. It's the victory in the air!

In any case, I'm Kasseck, and I assume you've met everyone on the island little man?

Island Girl: He hasn't yet, but I'm introducing him around Kass … The Cap'n asked us to help you all out in the meantime while he prepared supplies…

Kasseck: Well that's mighty fine of him! Have you gone East yet?!

Samuel: w-w-w-w-eee have!

Kasseck: oh very good! Oh --- sorry I didn't catch your name kid.

Island Girl: He is Island Guy. And this is his friend Samuel. He stutters and has a lisp. That's right Island Guy?!

Samuel: y-y-you're right Island Guy …

Kasseck: I see … well anyways, I left a horn in the Eastern parts and am hoping to have it fixed … I was in the middle of a storm when I had dropped it to safety. I'd like you both to recover it, along with a special Item I'd left down the well when scavenging for freshwater … Up for the task?!

Island Girl: After what we've been through so far on this island, we are up for anything!!

-------- *We Head to Collect the Pipe Horn* ----

Island Guy: I think this is the Pipe Horn that Kasseck Left Behind …

Samuel: Har! R-r-r-right Island Guy …T-t-t-t-he w-w-well is up north to the beach … remember … ?!

Island Girl: Yessir! Mr. Samuel … We passed it along the way to the beach … We'll have to head down the well to gather his missing treasure to fix it.

Island Girl: … … This water well is creepy. There isn't a whole lot of light … What do you think Samuel?

Samuel: w--w--w-w-water … I d-d-don't like. Wh-wh-watch out for traps.

Island Girl: The pit was dangerous but has now been closed off … right Island Guy?

Island Guy: [I nod at Island Girl with a blank expression on my face.] … … [My family was on my mind and nothing else ….] [For once the sister i didn't get along with, I missed her.] [For once the angry father that I chose to rebel against I missed him.] I want to go home.

---------- *We Cut to Finding The Book of Knowledge* ----------

Found Kassecks Book of Knowledge! Its bright glow feels comforting … Sickness Cured!!

Island Girl: okay … let's Go mr. Island Guy !! Island Guy…. ??? Island Guy…. ???

Island Guy: [I stare back at the book, as it brings back more memories of class …. of Rivers] I … I'm just like what my mother said. I am truly alone Island Girl … … I can't explain myself all the time and it frustrates me when people don't understand. So I don't speak.

Island Girl: … …. …. Oh. well … what are you thinking about now?!

Island Guy: … …. …. … …. …. … …. …. I'm Thinking about you …

---------- *Flashback of Island Girl coming to Island Guy as he is reading* ----------

Island Girl: I'm Island Girl! The Girl Behind you !!! ... In Class ??? !!!! ... ... Hello?! ... ... What are ya readin kid?!

Island Guy: [I look up to see Island Girl staring down at me with her beautiful brown eyes that caught the sun.] [She sits behind me in the back of the class. I do my best not to turn around and talk to her for fear of being caught ...] [But it's only been 1 month of school so far, and I've only talked to her twice.] [She asked for a spare pencil.] You! You sit behind me!

Island Girl: [Giggle Giggle!] An observant kid, aren't you Cutie! Are you studying for the test?!
Let me help you ... 1 + 1 = 2 2 + 3 = 5 4 + 3 = 7 ... Looks good So Far!

Island Guy: I don't know this one ... what is this symbol .... [I point to the x on the page: 5 X 5]

Island Girl: Oh wow! That's a toughie! I ... I don't know either!

Island Guy: [I notice Island Girl fidgeting with her hands ... she was trying to count up the numbers just like I did ...] [But neither of us knew ...] [I begin to laugh]

Island Girl: What's so funny?! ... ...

Island Guy: Island Girl looked upset at my outburst at first, but then even she found it funny ....

Island Girl: [ahahahhahahahhaa!!!]

Island Guy: [ahahahhahahahhaa!!!] [It was a good memory ....] [I wish I'd remembered .....] ... I do now ... This was Island Girl. It was three years ago, and you were in my class ... How could I forget? I ... I liked you a lot ... But I ... my sister and I left School .... I-i-i-i m-m-m-miss you a-a-and my classm-m-mates. a-a-and I saw Jasper the teacher right before we left ...

Island Girl: well, it's okay. I got you and you got me kid. Right Samuel?!

Samuel: y-y-y-yeah! You ar-r-r-e r-r-r-eally pretty Island Girl. I can see why Island Guy is in love with you.

Island Guy: [Island Girl's face turned red. I could tell she had feelings for me too.]

Island Girl: I'm going to kiss you now.

We kissed in the dark amidst the jellies that I was scared of. But now was not the time for fear. I had a girl love on my side! Time to be Brave!

---------- *We Return to Kasseck to Deliver the Horn* -------

Kasseck: Oh how wonderful! wonderful! With both the book and the horn, Spartress will be able to fix it. Give this token to the Cap'n. He'll be needing it before the storm comes to the beaches ... [Kassecks Token Added!] Oh! and use this for getting around the island! There are some stones that May need chipping away ... [Hammer Added.]

Samuel: I-i-i-i- c--c-c-can hold it!

---------- *We Cut to Using the Hammer to Get to Spartrina For the Next Mission* ----------

Spartrina: Hey! You! Its island Boy! ... ...Are you okay My Dear?! You look as if I offended you?

Island Girl: Eeezz mine Missy! Back it Up!!

Spartrina: [Giggle Giggle] You two are too Cute! But I think I'm slightly too old for ya kid. What's your name?

Island Guy: Island Guy.

Spartrina: Well, I'm Spartrina! I believe you already met my sister Spartress? A bit of a daydreamer too ...

Spartress: I heard that Spartrina!

Island Girl: Aye! And She left us in the pit like a sissy pants too!

Spartress: I heard that too Island Girl!

Island Girl: ... But she is pretty sprightly !! ... Okay you're Cool then.

Spartrina: You kiddos are too cute. That's my other Sister Spartrisa behind the counter that helps collect things amongst the island.
Spartrisa: Allo!

Spartrina: I'm guessing you both have already helped out Nigel and Nally then? There's plenty of work to go around here if you can handle it …
Island Girl: The Cap'n asked us to look around the island for islanders that needed some help. We found Kassecks book … So we can certainly handle your work too!
Spartrina: In that Case! Some of the islanders are sadly short on food and freshwater. Some of the food was lost at sea and now after 4 months, the islanders are starving … Go to the west beach and collect the packaged parcels from our safe spots. Then … Deliver them to all the island houses! There should be 4 parcels. Easy Peasy!

Island Guy: We'll try our best! I wouldn't want anyone to be hurt, I know how it feels … To Starve. To Be Hungry. To be Hurt.
Spartrina: Thanks a million and good luck finding them, I completely forget where they are buried.

---------- *We Pick up Parcels Deliver them and Return them Back to the Cap'N* ----------

Cap'N: AHH YES! A GIFT FROM OUR FRIENDS KASSECK AND SPARTRINA! WONDERFUL! Might I have It?!

[Sure Thing] [Hold On What do I get] [I have to run some errands first]

[Hold On What do I get]: HAR! HAR! HAR! MY GRATITUDE SON! I'LL LET YA THINK IT OVER!!
GO OUT AN ENJOY THE SEA WHILE ITS WARM!

[I have to run some errands first]: I know that hard werkin life ya little rascal, be back before the ship sets sail ya hear?!
[Sure Thing]: By by and by!! Thank ya It'll be safe over the mantlepiece with ma love Vietta!! [Kassecks Token Removed. Spartrinas Token Removed.]
So, I've been thinkin … our rudders had been lost at sea, and the boats been a bit rocky … If a bad tide be our way, then our boat be at our port no more!!

Island Girl: It feels a little lopsided … So what should we get?
Island Guy: [I felt a little angry at the captain, and that I was just being taken advantage of … I made it clear in my words with a glare]
Cap'N: Ar ar, little sea matey. ye seem displeased?

Island Guy: [The captain had a genuine look of concern on his face… Maybe my sarcastic tone was a little too harsh] Sorry. No I'm just … I miss my family… [Breathe] [And I breathe…] [Before I run away off the dock … Run away from Island Girl…] I run away from everything.

---------- *We Do One More Final Interlude of Island Girl Flashback before Intermission We Reveal she is just like Island Guy* ----------

--- *FULL INTERMISSION* ---

Interlude Mission 2 - We Get the Golden Rudders

As the Week Goes By: A trip meant for escape: I lost hope for the captain. I lost hope for Island Girl. I lost hope for Samuel. Would you Like to Save?

-------- *Montage --- Island Guy watches in the North others Build Houses and scavenge more parts with items behind them.* ----------

(Island Guy Default): "(Sigh) … There's got to be a way to get out of here… Some vacation huh? This was supposed to be the one time we could get away from it all. The work. School. The Pressure. GAAH!!!! [I'm not a scientist, but that boat can be fixed. BUT WHY ME???!!!]

I'm tired of waking up everyday thinking that tomorrow is going to be any different. I have to take action for myself.
I've got to leave…

Island Girl: Hi Island Guy. Isn't it? Isn't it just beautiful outside ? …. I guess … I already know what you're thinking …
Island Guy: What am I thinking?

Island Girl: About your mother. Your father. I miss my own … even little Timmy. He was just born four years ago.

Island Guy: Yeah. I can remember Tori as a baby. Squalling as usual.

Island Girl: (giggles). That's funny Island Guy . Since I've known you over the past 2 months, you seem …. different. Special.

Island Guy: (depressed) well, I never thought so … Being alone with just your family is hard. I --- I didn't want that for any of us. I … I want to leave. It May be warm weather, but I am scared for my family. Just stuck out there. We got to find where they went … So I'm ready to get back to help the Cap'N. I'm sorry for leaving …

But First … I must rest Island Girl… rest.

rest. rest. rest. rest. I wanted to get back to Alfar more than ever.

---------- *We Move to Island Guy Sleeping in the North Island Bedroom much like his main house [Taya's Home]* ----------

Taya: Morning Morning Sleepyhead!

Island Guy: Morning …. ugh … It's Taya right? I keep forgetting … thanks for letting us sleep here. You know, you remind me of Joanne, the lady that passed away on the Cap'N's Ship.

Taya: You're very very welcome Island Guy. Both you and Island Girl can come by the north ports anytime you wish …

Island Guy: I think i need to apologize to the Cap'N … I shouldn't have stormed off like that …

Island Girl: Wait, hold it kid! He did say that we needed to meet a Rosto down here. So Taya, by any chance you know where Rosto is?

Taya: Of course! Rosto's quite strange and obsessed with fire and mystical energies. Last I saw him was this morning. He said he was collecting parts to build a device to rid of trees in the area. Head North East of here past the beach and apples … you'll find him out summoning demons or something like that in his mind …. Its dangerous out there … the gate is locked. The password is as easy as "123"!

Island Guy: [I could feel with time alone my thoughts and speech improving.] [Maybe being on an island alone was beneficial after all.]

Mission 4 Begin! Chapter 4: An Icy Rudder!

---------- *We Head off to find Rosto to search for the Golden Rudder We Find Rosto Summoning Demons!!* ----------

Rosto: Aloom Aloom !!! ASTE ASTE IMMOTAE!!! IMMOTAE!! OLO!!! OLO!!! ATCHE FIRETAE SANCTUS SANCTUS!!! Spiritus Spiritus!!! SKYAFLAMOSTRO!!! SKYAFLAMOSTRO!!! SHOW ME A PATH TO MAGIC!!! SHOW ME A PATH TO THE ATOMS OF OLD!!!

[Rosto Finishes his summoning] Ummm … May I inquire ???What are kids doing here out in my place of fire and lava all alone?!

Island Guy: Are you Rosto? Taya described you. Do you do magic and the fire arts?

Rosto: Did you not see the flames of truth that came out of those sand piles??!! Like lava, I summon the fires within us, the islanders and the souls lost amidst the orion sea.

Samuel: R-r-r-r-right … s-s-s-sure you did!

Rosto: You bein' smart with me kid?!

Island Girl: No no no … not at all Rosto. We don't mean to be rude. It's been quite a journey so far amidst the island. We've been collecting parts for the Cap'N on the S.S. Stockhausen so we can all leave the island. He said you had the golden rudders…

Rosto: Indeed I do kid! I just have one problem: I've been keeping them stored below in an ice locker I built so they remain unbreakable. The ground has cooled over and has made it impossible to get to the back of the room. There are two chests full of golden rudders. collect them and bring them back to the Cap'N… they should be ready by now for sailing … After you got them … talk to me. One more bit of magic to open the golden rudder underground path. ASTE ASTE PATHAGA ICIGIA ASTE ASTE PATHAGA ICIGIA. Come back to me when you have the parts for the golden rudder!

---------- *We Head down to the Ice locker but are interrupted by a PTSD Flashback* ----------

Island Girl: Hey umm … Island Guy? We'll wait up here while you explore the ice down below …

Samuel: Wh-wh-wh-wh-y won't we go down t-t-too with Island Guy? wh-wh-wh-ats the matter?

Island Girl: … … … … I - i - i - i- don't l-l-l-l- ike the cold …. I h-h-h-h-have a b-b-b-b-ad memory of it in Alfar ……

It's one of the reasons I wanted to l-l-l-ll-lleave to a more sunny place … While F-f-f-fishing …. in the sn-n-n-n-ow m-m-m-man.

---------- *We Cut to dog dies PTSD Flashback with Martha and Terry Fishing* ----------

Terry: How is building the snowman Island Girl?!

Island Girl: Coming along great! I'm having so much fun!! Come Alfie!! Don't eat the snow!

Alfie: RUFF! RUFF!

Island Girl: [Alfie had been my friend since I had to leave school. My parents needed to move around to find food and work.] [So Far we ended north east into the mountains … I miss Island Guy. It's been 2 years … and his face is starting to fade.] [My parents Martha and Terry are deciding to teach me on their own and how to survive. Live.]

Terry: Do you want any fish Island Girl?

Island Girl: No thanks Dad!

Martha: We'll start heating a few fish in-case you get hungry. The sun is starting to set.

Alfie: RUFF! RUFF!

Island Girl: What is it?

Alfie: RUFF! RUFF! RUFF! RUFF! RUFF! RUFF! RUFF! RUFF!

Island Girl: NO …….. ALFIE!!!

---------- *We Cut Back to Reality on the Island before heading down into the Ice Box Alone* ----------

Island Guy: …… I never had a dog Island Girl . I don't think I could relate with … Never-mind. Wait here ….

Its quiet … so quiet in here … I feel good. Full. Complete. I'm alone. It's the first time I've felt this way since being in a coma. I don't see Wally … perhaps I will meet with him in the near future. [I remember the lucky coin still in my pocket. I take it out to have a look at it. [It glows brightly just the way it had on my father's bookshelf.] Heads …We live on an island. We are a happy family. Tails … Another day of misery and fighting over what we got. I Flip my coin. … and I begin to cry. It's time to go … kid.

---------- *We make it out of the ice box alive and deliver the rudders to Rosto* ----------

Rosto: Ahh! Indeed! These are the golden rudders … let me combine them with my fire magic … hold on … I see a golden glow. Come Now …. A Sign from the fire Spirits!!! [Uphold my Child!] [Uphold my Child!] [Uphold my Child!] [Uphold my Child!] The Rudder gets Brighter! and BRIGHTER! and BRIGHTER!

AND BRIGHTER!! SO MUCH BRIGHTER! BRIGHTER! [BAHAHAHA] BRIGHTER! [BAHAHAHA] BRIGHTER!! [BAHAHAHA]

The process is done. Here is the Special Golden Rudder for the Cap'N Delivery … Also take this … The New Fire king now must set the trees a flame!

Island Girl: Sure … Thanks Rosto! Ummm ya mind telling us a way out? The dust is starting to become unbearable …

Rosto: My work is done here, I'll return to my hurt sister back at Taya's house. I have done my help and have ignored my family for too long … Keep trying to go south or back the way you came! I'm not your mother. I tame the spirits! And Say hi to the Cap for Me!!!

---------- *We make it back to the Ship to return the Golden Rudders* ----------

Cap'N: My my! The Hero Returns! And no less with the Rudders! I see then you met Rosto ... He froze them quite well for me! My congratulations to him! I'm sorry the way I treated you Island Guy. I didn't mean to be rude, and you both have saved more than just the boat. You have saved us all... We are all deeply in your gratitude. And when the S.S. Stockhausen is in tip - top shape, I'll sail ya to any part of Gzhapel you wish!!!

Samuel: Th-Th-Th-Thanks Cap Narbule. We are all okay now ...

Cap'N: I know you are laddie! I see that bright sparkle in your eye once more. Lets add the rudders to the boat! Well ... that takes care of that!
The Boat's nearly there lads but the side of the ship is starting to dip.

Island Girl: Our spirits be bright! We've helped some of the islanders about with their daily chores, so we're ready!

Cap'N: Well see .... that's the problem. To set her straight, we're going to need a sediment of rustic metal. ... But all of it has been weaved into the fibers of the pine board, whilst I was her from complete destruction. I can't give you any directions on this one ... But do seek Mike the Gambler... He's north of here! That's all I can say ... Best of Luck!

Island Guy: [I see a look of solemn on Narbule's face, there was something he wasn't telling us.]
Island Girl: Captain Narbule ... What has happened since we left? It's been a week, did something happen on the island ...

Cap'N: ... ... Indeed Island Girl. The Islanders over the months, have started to begin acting .... Well .... Stranger.

Island Girl: Is this really why you have us seek out this Mike the Gambler?
Cap'N: Indeed... Rumors about are some of the islanders have formed a cult called:"The Snowman Group".

Island Guy: [Island Girl froze in fear at the mention of the word Snowman. I also remember she didn't want to go below into the ice box ...] [Was there something in Alfar that happened to her involving a Snowman? Island Girl was clearly petrified.] [So I whisper to Island Girl....] I'm here ... your friend .... Island Guy. I won't let the monsters hurt you... [Whatever Island Girl was thinking or feeling... She helped me past my monsters ...] [So I wanted to help her past hers...]

Island Girl: [Whispers] Th-th-thanks kid.
Cap'N: Anyhow! You two are the most lovely, good natured children on the island and I don't wish for the adults to fall apart. An persons spirit wanes over time ... You'll understand this once you get older ... And they are counting on you! Find out about this Snowman cult from Mike and if they exist ... See if he knows anyone that's heard of any rumors ... ... His home is just north of yours Island Guy. Look past the Large Trees ...

Island Guy: Got it! Away we go Narbule!

Mission 5 Begin! The Snowman Cult!

TOTAL PLAYTIME: 5 HOURS

%%%Done. CHAPTER 4: The Snowmen [Rustic Metal]

TIME: 2hr [5 Hours]

---------- *We take the CapN advice and seek out Gambler Mike for Questions* ----------

Island Guy: Are You ... the Gambler Mike? There's a sign outside your home that says you are ....

Gambler Mike: A-huh?! Yeah kid ... Indeed I am! [Singing!] The coolest of the cool, I ain't no gamblin fool!

Island Guy: Oh ... um okay... Nice singing I guess ... Captain Narbule said something about a snowman cult .... sounds silly ...

Gambler Mike: ... Oh. Suddenly I don't feel like singin' anymore. [Sigh] Yes, a Snowman Cult that started off as a joke in the snowy mountains has now become a folk tale with a leader to guide them no less ...The mountains are just south east of here ... before the moustache brothers house ... But it's all just a figurative idea.

Island Guy: What ... what was the leaders name?

Gambler Mike: Wally. A Cloaked figure, Skeleton and bones. But no one on the island has seen this skeleton, so it's just a myth really. I don't want you kiddos to get any nightmares ... monsters aren't real.

Island Guy: They're Real. [It had been now some time since I was in a Coma ... I was adjusting to my own reality with some discomfort.] [But I was prepared to do whatever it took to get back to my family. I loved them ... and nothing was going to stop me from being with them once more.] [I was focused. I was to stay alive on this island. Some food to eat in my back sack as I go from place to place. And I'm not giving up.]

Island Girl: Erm ... thanks Mike! You are quite a character ... by any chance you want to tell me where I can find this cult, Snowman? Perhaps I find Wally too.

Gambler Mike: The snowy mountains have been closed off by stone pillars because it's too dangerous to venture out there ... But I left riddles on the stones to pass me through ... I forget what order I left the stone riddles in, so write this down while you can. It will be just one more extra adventure of fun for ya, right kid?!

Riddle Codes and Pillars on Island: Riddle 1: 4156 Riddle 2: 8736 Riddle 3: *9999* Riddle 4: *7475*

Island Guy: [Mike gave Island Girl a soft nod and a weak smile. Island Girl nodded back. I'm not sure what he meant by that ...]

Island Girl: One more thing Mr. Gamblin Singer!

Gambler Mike: Pfft! No formalities kiddo! Just Mike is fine. Whaddaya wanna know?!

Island Girl: Narbule also mentioned A Rustic Metal. Know anything about that? The Stockhausen is still a wreck!

Gambler Mike: Hmph! Well, ye can try the mines north of the pit, but I'm afraid they are closed off ... There are forces at play I tell ya!

Island Girl: Just like the Pit?! Yoish! What goes on down there?!

Gambler Mike: Its messy finding supplies little girl, ya think houses grow on trees?! That ship was in a far worse condition 4 months ago than it is now. Most of that was from Spartress and I! ... ... [Sigh] Life's just a dangerous game and value is the biggest monster of them all.

Island Girl: Welp! Taking care of the monsters is our specialty and getting to the hard to reach places, right cutie?!

Samuel: R-r-r-rright. Tt-t-t-to th-th-the mountains we leave ...

---------- *We Find the Stone Pillars* ----------

Island Girl: So this is it huh? I guess we found it ... look at Gambler Mikes Markings amidst the stone.

Island Guy: [I took a closer look at the stone. It was harder to see with the sun setting behind it ... Etchings of snowman and skeletons danced around the center markings. A Giant mountain lay in the middle and it looked like arrow traps and other dangerous paths that were set by islanders ... this didn't look to good. At the bottom of the stone appeared to be a lever ...] Push it Island Girl.

Island Girl: Righty - O!

Island Guy: [A cackle in the sky resonated amongst the island ... I could see a glow emerge from the Stone Pillar. It was Speaking to me!!!]

Stone Pillar: WELCOME WELCOME!! TO THE RIDDLE GAME!!

Island Guy: Hello Stone Pillar … I have come with the riddles to your clue …

Island Girl: Ummm Island Guy? Who are you talking to? C'mon, I think I can see Tyler's House …

Stone Pillar: YES YES! I'M SURE YOU HAVE THOSE CLUES!!! BUT I AM A TRICKY PILLAR INDEED!! AND SO IS MY BROTHER BEHIND ME!!! The only question I have for you kids is … are you ready?!

Island Guy: Absolutely Mr. Pillar!

Stone Pillar: I appreciate the formality!! Now, let's begin! "I add up to 17, but then take away 1 … what am I? *I Enter: 4156*

Stone Pillar: HEY HO! SOMEONE CAN COUNT!! Next Question.

"Two Dogs. Three Chickens plus a Worm. A Wee Little Tricycle and a Casting Dice … what am I?" *I Enter: 8736*

Stone Pillar: AND YOU! MAY! PASS!! SEE TO MY BROTHER HAY - HO!!

Island Girl: Okay, so can we go through!! ISLAND GUY!! The house is just up that hill …

Island Guy: Not yet, another pillar …

Island Girl: Why does it matter? It's just …

Island Guy: [I ignore Island Girl and speak to the second pillar… It's the pillar's wife.]

Stone Pillar 2: And you are???!!

Island Guy: It's Island Guy … Gambler Mike Sent me …

Stone Pillar 2: Ah yes! He is quite the scoundrel! Now are you ready for the final riddles!

Island Guy: I am indeed ready Mrs. Pillar!

Stone Pillar 2: Now this riddle is simple Island Guy. In fact. Just close your eyes and breathe with me. Breathe. Now. Think about your parents. Think about Tori. Think about school. Your friends. Those you love. Relax. Stop being so anxious. Stop being around so many people. Go away with me…. and breathe….

---------- *The Meditation ends* ----------

Stone Pillar 2: All done! You May Pass …

Island Guy: [I stand alone for a few moments, clearing out the constant schedule of helping others that needlessly flashes through my mind. It feels like it's my purpose, my duty, my goal…… But all the while my own soul gets ripped apart….. They wouldn't understand.] It's Tyler's house. I can see the sign from here.

Island Girl: WHAT IS YOUR PROBLEM ISLAND GUY?! HOW COULD YOU POSSIBLY …. UGH …. WIERDO!!! I swear if you weren't so cute ---- [GHRR]

---------- *We Head to Magician Tyler's. Being an Expert on magic, he tells us that the snowman group uses what is known as a Light Stone, and that I'd need to go north deep into the mountains to find one* ----------

Magician Tyler: Welome Welcome Welcome!

Island Girl: BOY-O! You got pizzaz Mr. Tyler!

Magician Tyler: Don't forget my Flair! Moi-ha! I am the magician Tyler, my wife Cynthia and I wanted to sail the Orion seas and take my magical acts far and wide! Care to see?! [Show Me! Show Me!]

Magician Tyler: Then let me begin! Now: we've got the dark spooky act … I can bring a room to a quiet … Or to the Light …

We've got some Cool Effects! Watch the Piano!

Island Guy: Wow! Wow! Wow! Wow! More! More! More! [I couldn't contain my feelings and my own excitement … this was just too much fun!!!]

Magician Tyler: Oh!!! Look over there!! The Bathtub is now full of Ice!! And now … My Bookshelves are becoming sleepy!! And … SCENE!

Island Guy: [I clap my hands very loudly!] YA!!!! YA!!!!

Island Girl: That was very nice Mr. Tyler, but we are here to find the Snowman cult, not your magic … so where are they?

Magician Tyler: Well Well! Aren't you the killer of buzzes!! The crusher of magical youth! A young lady and to the point then… The snowmen cult are reported to be north of here. In the lightstone mountain pass … See Zhogol. He's a crazy hermit and I think he's been trading this tale falsely … Zhogol tells me they care for a sediment called the light-stone above all things … Hence aptly named "LIGHTSTONE MOUNTAIN!" BAHAHA!

Island Girl: A light-stone?!

Magician Tyler: Have you seen the pointed stars amidst the ground? Those were carved by the Snowman group …

Island Girl: … … … … Yes! Yes Indeed! They kept all the monsters away … right Island Guy?!

Island Guy: … Yeah … So…where do we find the light-stone?

Island Girl: There's a cave north of here … within its deepest depths a light-stone is crystallized by the passing of time. But it May be guarded by this mysticism …That's why I say look for clues …The lightstone bridge has broken off and needs to be fixed … Anyhow … the best of luck.

--------- *We escape the snowman monsters and head towards the cabin as suggested by Tyler* ---------

Island Girl: YOI! This cold be blisterin'!

Island Guy: [It was the first time I'd felt falling snow since my sister and I fooled around in the backyard of Alfar …] [My father was being upset as usual while I recount about the all the money that we never had …]

[Since we got it, life had moved from one nightmare to another.] [Sometimes I don't think life is worth living? What's the point to it all if it leads to unhappiness?] [Others say it's all about your choice to be happy … But I say different.] [I just want to remain angry alone. Alone without people. And that's why I can relate to the snow. The cold. The bitterness.] [I just get so angry that my anger calms me. It just becomes my normal.] Yeah. It's cold.

Island Girl: Where do you think this light-stone is?

Island Guy: I'm not sure, I can't see past the trees and mountains ahead.

Island Girl: But there is a post up ahead look. Says we should beware of the skelet-- Oh No! I see one! ISLAND GUY, RUN!

---------- *We Outrun the Snowman Monsters* ----------

Island Guy: [The blistering cold and bad weather stops me in my tracks. I feel out of breath from all the running about the island. Island Girl notices I've fallen behind.]

Island Girl: Island Guy, every second we wait the snowman group is going to influence the others around the island. It's your job to stop them…

Island Guy: [I snap.] ITS NOT MY JOB FOR ANYTHING! WHY IS IT ALWAYS ME?! ME?! ME?! THIS CONSTANT AWARENESS STOP!! SAMUEL MAKE HER STOP!!!

Island Girl: Please stop it Island Guy.

Island Guy: I C-C-AN-AN-AN Y-YEL-YEL WHENEVER I W-WANT, S-ST-STO-STOP ASKING ME TO DO STUF-FF F-FFOR YO-YOU. D-D-DO IT YOUR-YOURSELF.

Island Girl: Stop it Island Guy.

Island Guy: STOP HAVING THE CAPTAIN HAVE ME DO STUFF. ALL THESE PEOPLE ARE LOSERS. THEY WASTE MY TIME! THEY WASTE SAMUELS TIME! I HATE THEM! I JUST WANT TO BE ALONE! I WANT MY FAMILY TO BE HAPPY! LIVE IN PEACE! I HATE PEOPLE! I HATE THEM! I HATE THEM!

Island Girl: STOP IT ISLAND GUY! THERE IS NO SAMUEL!

Island Guy: [How could I have forgotten?! Perhaps it was being in a coma … my memory had come back slowly in pieces … but then I remembered … I had an invisible friend watching out for me since being alone in school ….] After School Hours in Detention

---------- *After being picked on in Class by Rivers, We Meet Samuel as Island Guy Starts to develop and invisible friend-ship* ---------

Island Guy: 5 + 1 = 6

Island Girl: 6 x 5 = 30

Island Guy: 9 x 8 = 72

Island Girl: We are getting so much better at this!

Rivers: Shut up Island Guy! No one likes a braggart!

Island Girl: Rivers … why do you always feel the need to be a class clown and bully Island Guy? What possesses you to be awful to someone that didn't hurt you in the first place?

Rivers: … … [Rivers just stares back at his book.]

Island Girl: I'M TALKING TO YOU RIVERS! NOT SO GRAND ANYMORE HUH!

Rivers: I DON'T HAVE TO EXPLAIN MYSELF TO YOU! I HAVE NO FRIENDS! I HATE LIFE! WHY DOESN'T ANYONE WANT TO BE MY FRIEND! [Wahhhhh Wahhhhhh]

Island Guy: [I watched as Rivers cried and slammed his fist into the desk. He was frustrated. I --- I changed my mind. I hadn't tried to be his friend since that time we'd played tag. Rivers tripped me. And I ignored him.] [But I also remember mother telling me that sometimes, people do strange things because they care about you. Because they want you to notice them … I get that. I didn't hate Rivers anymore … I felt sorry for him.] … Let's Go Island Girl. I --- Samuel is gone.

---------- *We Find Zhogol's Outhouse and the Mystery Man* ----------

Zhogol: I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT! I CANT TAKE IT!

Island Girl: What the heck is your problem?!

Zhogol: I have Cabin Fever! Captain told me to look after these parts until it's time to go and well … everyone is everywhere else … I just can't take being here … Are the other people alive???ARE THEY?! It's been months of Cabin Fever …

Island Girl: Whoah! Slow down … everyone is safe and sound … What is up with these mountains ?I don't remember meeting you on the S.S. Stockhausen, do you know where the snowman are?

Zhogol: The Snowman … Yes they are north of here. But I don't think they are real. It seems to be an excuse for the other islanders to further travel around the island … by making wonderful sTories with their imaginations. Just like me. I am suffering from depression and need someone to talk to … It's all just made up …

Island Guy: Well … We're here to talk to you …

Zhogol: And I can't tell you how much that means to me! Thank you!

Island Girl: Okay … Well If there is probably no snowmen cult … then what is a light-stone?!

Zhogol: Ah yes … that. That was no rumor however … They are used for crossing glyphs. I've seen the light, they are the real deal! No snowmen though …

Island Girl: Glyphs! Yeah! We've seen plenty of those … in the shape of a star!

Zhogol: I'd set up a blockade of sort so that no one could get to the stones … I just … I could help get them … NO NO NO I CAN'T TAKE IT!

--- Zhogol Runs back to the ship. Speak to Mystery Man ---

Mystery Man: Hello. Don't mind me ... I'm just the mystery man ... Speak to Zhogol First ...

Island Guy: What? [The Mystery man Points to a cabin West of here ...] Feed me. Fill me with life.

[The Mystery man points to the right of the snowy mountains!]

[A Bright white light is formed!] [A pathway is envisioned!!]

--- Cannonball House and Then Darkstone King Returns and Then Back to Mystery Man ---

The Path of Light

The Light Grows. The Mystery Grows and Grows. This light tower is fading. And my senses awaken. I'm in a familiar blue sky. And Red clouds.

Darkstone King: The mysterious has unlocked in you and now my work is done.

Island Girl: THE DARKSTONE KING IS REAL?!

Darkstone King: I'll be waiting east of here in the Dark tower castle. Your light tower has ended here. Give my metal cylinder to the mystery man when he is ready ... And then you shall find my darkstone. But for now, show him the light.

Island Girl: WAIT! What is lightstone? What is a darkstone? Where do they take me?

Darkstone King: A Sandy Island ... Away from here ...

Mystery Man: Do you Have it? [Here is the light my brother.]

You have the light my child. Good. Continue.

Island Guy: ..... Wait. Who are you?!

Mystery Man: You know who I am Island Guy ... You'll need to use the light when the time comes up ahead Island Guy ...

Island Girl: Oh! Did you feel that Island Guy ? ... That felt like an avalanche ... Let's Get Going ... The Avalanche is beginning ... RUN!

---------- *We Make it inside Clue Cabin's from Avalanche: The Mystery man + Atoms Guides us through the Path of SIX* ----------

Island Girl: Well ... No way back now ... we'regoing to have go through this ... [Island Girl takes out a lantern and starts a flame] How Ironic ... Zhogol asks us to find the light-stone and it has become dark instead.

Island Guy: These houses are creepy ... [I closed my eyes and wiped them to see I was actually in a cave and not another stone hut.] [I hadn't slept since my time at Taya's rest house in the North. Like Zhogol, I was experiencing Insomnia. I was experiencing Paranoia.]

Island Girl: What should we do? We're avalanched inside this cave ... there is barely any light ... ... You doing okay Island Guy?! ... The houses are on the main Island, you gotta keep it together kid! We climbed that tower but no light-stone inside ...Perhaps there is no light-stone after all. I know Zhogol made up the snowmen, but that doesn't explain gambler Mike and Zhogol and Tyler ... They all know a Wally ... Island Guy?

Island Guy: I saw Wally Island Girl. I saw him.

Island Girl: WHAT! WHERE??! WHAT DOES HE LOOK LIKE?

Island Guy: I ... saw him ... in my dreams ... ... We'll just have to go further. I don't know Island Girl. Let's get out of here ...

Island Girl: Good point. Find out answers first, talk later ... let's get this light-stone! Hopefully this lant ----

Mystery Man: My Child! How have you Been?? So Soon? [Har Har Har!]

Island Guy: You! The Mystery man ... you sound like ...

Mystery Man: Your Mother? Your Father? Your Sister? They are all their right inside your heart. Just listen to them and the way out the darkness will be revealed.
Island Guy: I … I miss them.

Mystery Man: C'mon child! Don't give up! Bring back your Spirit! Now … … My brittle bones won't be able to take you back to where you want to be most. So … … Take my hand my child.

Island Guy: [I slowly make my way to the mystery man.]
Mystery Man: A Bright Path awaits you boy, the atoms don't wish you join them yet. Because you: you have more of your heart to offer. Not one of ice, but of passion. Of Fire. You won't miss them for long my child! When you do see them, tell them …

Island Guy: What? What is the Atoms? Why does this sound familiar?
Mystery Man: Hahaha! They are three fairies, but you are not ready for them yet … Now, to guide you through your own fears … Match what you see about the island. And then … move to your next clue steps to the stone of light you desire. I wait … Remember. The cave of the gargoyle!

---------- *Path 2 Lilviple* ----------

Lilviple: I'm Lilviple, one of the atoms that is living inside of you, Island Guy!
Island Guy: [I stand in shock.] Where am I?

Lilviple: You are on the island of Niinamigota silly! More specifically, you got stuck in a cave trying to find the light stone. Remember?!
My sisters and I control the light. The priest and king are the dark. Together, we form you! See now?!

Island Guy: Umm … [I find it hard to fully understand what is happening.]
Lilviple: My other sisters control your actions, your thoughts and …. your destiny. I myself control your emotions! And yours too Island Girl!
And I feel …Sadness…Loneliness … …Timidness. Don't you Island Girl?!

Island Girl: W-Wh-Wh-WHAT?! I thought I just saw a fairy in the last corner of the cave and now… I … It's a miracle!
I dunna believe it, am I dreaming?! Island Guy, d'ya see this?!

Island Guy: [I turn to Island Girl.] Yes. Yes I see her. Lilviple … where are you sisters?
Lilviple: My sisters and I form the atom of old! They are here with you … On the S.S. Stockhausen. In the Pits. In the box of ice. And In the snow.

Island Guy: How come I haven't seen you until now?
Lilviple: We fairies come to those in need of help. When their direction is lost. When they are close to losing their life.
Island Guy: AM I DEAD?

Lilviple: No … not Ye---- Well, speak more to my sister about it.

[Push the Rocks in the Basket.]

---------- *Path 3 Rindlepine* ----------

Rindlepine: I'm Fairy Rindlepine! I see you already helped my sister put rocks in her basket! Well done!
Island Guy: What was the point of all that? Why did you come to us now?

Rindlepine: Helping is caring isn't it?! You needed to move some rocks to get out of the cave … you just didn't know it.
Island Girl: Oi Missy Fairy! I dunno what mind games yer playin at but it won't fly with me… HUYA!

Island Guy: [Island Girl made a kick towards Rindlepine but nothing happened.] [The fairy simply floated right through her.] Stop it Island Girl. We met Lilviple, she says that you are a part of us, that you live inside of us. That doesn't make any sense.

Rindlepine: Of course it does little islander! See what I made Island Girl do? I just controlled her actions!

Island Girl: NO ONE CONTROLS ME YA DINGY LITTLE PISS FAIRY !!! HIYA! HIYA! HIYA!

Rindlepine: TEHEHEHEHE!!! You can't touch me little one … and so: Your actions in this next test will help you discover a part of you !! Make your way around the icy hearts and those that run in your minds … I BEGONE!

----------*Path 4 + 5 Enverlopa*---------

Enverlopa: Feeling Cold my little Pretties?! The senses in your skin crawls with a ghostly pleasure no?!

Island Girl: Well Said!

Island Guy: I remember this … in the ice box.

Enverlopa: Yes. It is a part of your senses. Your movement. From spinning on the ice.

Island Guy: Yes. I slid my way across the ice to obtain the rudders. I chopped down trees and weeds to locate the masts.

Enverlopa: Exactly!

Island Girl: So did my movements take me aboard the ship? Take me to Niinamigota?

Enverlopa: In part my dear. And so did your feelings, your actions and most importantly. Your destiny. She is next door. So use your senses again Island Guy, and slide across the ice. We will all be around again for you soon, you can count on that!

----------*Path 6 Atom Girl*---------

Island Guy: You! … It's you again! … Are you my destiny?

Atom Girl: Is that what my sisters told you? I am you!

Island Guy: I don't understand.

Atom Girl: We are the Atoms! And right there, at the center, your heart is your queen: me! We form you and you form us!

Island Guy: How … do I get back home?!

Atom Girl: … … [Sigh] I don't think you can.

Island Girl: No! I don't believe you! I want to see my mommy! I want to see my brother Timmy!

Atom Girl: It's been quite amazing seeing you two grow together since leaving Alfar. I knew you two would be together at some point once again. You are both a reflection of each other. It is quite sad that Gzhapel makes you grow up to the young adults you've become today. No more fear of the dark or the little monsters that creep under the bed … [Giggle.] [Giggle.]

You've become so brave Island Guy! Helping that poor girl on the ship. Seeing your father and mother help little Tori to the life raft. But then … a lightning storm appeared out the sky and then Wally came. The S.S. Stockhausen broke in half and your father was in so much pain.

Tears rolled down his face as you stood still. Uncomprehending. The atoms forced themselves upon you and the waters dragged you to the abyss.
But then … [Giggle Giggle.]

Island Guy: Wally!

Atom Girl: That's right! Wally was there to guide you back … and he's going to help you get home. … … … You keep following your heart.
Bye Island Guy! Bye Island Girl! [Giggle Giggle]

Island Girl: I don't understand. Island Guy? How come we can't leave?

Island Guy: Niinamigota … Im - Imag - Imagination. Mom? [Crying]

Island Girl: Whut? Island Guy … I'm scared.

Island Guy: [Island Girl holds me tight.] [I'm shaking from the cold in the cave. I don't understand what's going on.] [I had to get back to Alfar. No matter the cost.]

Island Girl: You ... you are just like me Island Guy. Aren't you? Is that why we are trapped here together? In a dream? Why is everyone asking us to help them? Why is no one helping us? Where do we go from here to get off this island?

Island Guy: Don't Give up Island Girl. I was asleep for a long time on this island ... ... But now it's time to wake up.

---------- *We Speak outside before Going to the Imaginary Rainforest* ----------

Island Girl: We made it out of the cave kid.

Island Guy: [The white light further beckons me to another cave.] The light-stone must be in there ...

Island Girl: Do you want to talk about what happened in the cave Island Guy?

Island Guy: Why didn't you tell me you were just like me? Why didn't you tell me this while in school? Did you know?

Island Girl: My parents told me about it a long time ago ... But you aren't like me. You're different. More quiet. I was always annoyed by my parents. But you ... You bubbled up your emotions all this time. Its time you let them out. Tell me how you really feel.

Island Guy: ... ... AAAA

Island Girl: I --- it was two years ago. My pet dog died and I was building a snowman when it happened. It's --- It's a horrible memory. My dog fell through and Ice and I ... I've never liked the snow since.

Island Guy: You braved the winter here. You should be proud Island Girl! Just breathe like I do. ... Anyways, let's go. We have a mystery to uncover about the snowmen and this light-stone ... You'll need to be brave if we encounter any snowmen okay?!

Island Girl: ..... I will.

----- *We Make it to Lightstone Cave* ----

Island Guy: It's brighter in her than it is outside Island Girl. Can you see the flashing light?
Island Girl: Yes Island Guy. I can feel it. The light stone is in here for sure! Its flashing white!

Island Girl: This is the signs from the pit! Do you remember Island Guy?
Island Guy: Yeah I remember ... I think I see even more symbols up ahead ... let's keep following them!

---------- *In the Mountains we take the light stone, Pelleck, Quallack appear, start an avalanche.* ----------

Pelleck: Quallack! I think this one is ripe for the taking! A little lost boy ready to have his soul eaten. HAR HAR!
Quallack: Good One Pelleck! Yer not gonna chase em around like last time, right?!
Rivers: BACK! BACK AWAY MONSTERS!!

Island Girl: !!!
Island Guy: [I Couldn't Believe it.]
Island Girl: RIVERS!!
Island Guy: [Angry] RIVERS!!!!

Rivers: Hey! You gotta help me! You --- !! Island Guy! Island Girl! WHAT ARE YOU DOING HERE?!
Island Girl: We're here for the light stone ... Now hand'er over Satchelmouth!!
Pelleck: HEHEHE!!! And what are the odds of you getting that lightstone little girl!!
Quallack: Pelleck you idiot! Don't you recognize these two? It's the two kids down in our trap maze from the pit! They Escaped!

Island Guy: YOU! YOU TWO ARE BEHIND THE SYMBOLS!
Quallack: GEHEHEHE HAHAHAHAHAHAHA!!! BAHAHAHAHAHAHAHA!!!! OF COURSE WE ARE YOU FOOL! AND THE SNOWMEN AND ALL OF IT! Tell me Island Guy ... Have you already met the atoms?!

Island Girl: How D'you know about them piggy?
Pelleck: BECAUSE I AM ANGER!
Quallack: AND I AM FEAR!
Pelleck: Tell us children, what makes you the most scared? Like You Island Girl?! Watch the mound of snow ... As it Grows!

--- *The Mound grows into a Snowman* ---

Island Girl: AAAAAHHHH!!! [QUIET SCREAMS] THE SNOWMEN! THE SNOWMEN! Get away from us you monsters!
Pelleck: Now Quallack! Let's do the Avalanche Dance and eats their bones as they suffer to die in the snow!
Quallack: Aye Pelleck! Let the Dance Commence! Back to the Gargoyle Caves!!! TE-HE!

----- An Avalanche Begins and we have to run out of light stone cave to live! ----

Island Girl: KEEP GOING! THIS PLACE IS COLLAPSING!

---------- We Exit the Light stone cave as it crumbles. ----------

Island Girl: Phew that Was Close! No way back now …

Rivers: Now what guys?

Island Girl: More like, how the carnation did you get on this island with us?

Rivers: Well. My father Jasper got a cheque from the Mayor and then, we decided to move somewhere warm without snow … I guess not warm enough apparently.

Island Girl: Well, there's no going back, so you're coming with us! Island Guy, do you remember what the mystery man said about …

[A Fain familiar voice Passes through the wind. Go back to the Cave. Find me, FIND ME!]

Island Guy: Uh yeah! I think. Remind me?

Island Girl: The mystery man said the cave … I wonder if it's the same Gargoyle cave where we found the wood-chipper?

Island Guy: You're right Island Girl. Perhaps the answers we're looking for about the rustic metal are in there. Come on Rivers! I want some answers!

----We Use the Light-stone to Activate the stone movement in the first cave ----

Island Guy: Who are You?

Gloria: A Garden Be Vonderful! Vunderful! WONDERFUL! HUYAYAYAHEEE!!! SE ME SOON! HUNNIES!!!

Island Guy: Who was that?

Island Girl: I don't Kn --- THIS ROOM! SNOWMAN! okay, be brave, be brave. Look! Island Guy, another gargoyle statue!

--- We speak to the gargoyle, the snowmen turn out to be monsters about the island controlled by Wally against the Mystery Man' Will -----

Island Girl: Drat! It's a dead end here Island Guy. That man lead us to nothing. Just another statue. HELLO?!

[I ignore Island Girl. She tries talking to the statue but this time it remains quiet. Solemn. Sad. I take a second look at the gargoyle and realize that the two gargoyle statues were the same two statues I'd seen in Wally's home.]

Island Guy: Wait. No, not just a dead end Island Girl. Look.

[A small drawing of a diamond was etched into the gargoyles chest. I could swear it was not there a moment ago. I touch the gargoyle.]

Island Girl: Umm Island Guy? The gargoyle is glowing blue!

Island Guy: Yes Island Girl! We placed the light stone and the cave is beginning to feel our presence.

[A bright flashing white light blinds the cave as Diamonds form in its back.]

Wally: Hello my child.

Island Guy: WALLY!

Island Girl: AGH! A Giant Demon Monster! Island Guy, how do you know this thing?!

Wally: No need to be afraid Island Girl.

Island Girl: NOW HOW DO YOU KNOW ME!

Wally: I was there, on the boat with your parents. Yours too Rivers … Do you not remember?!

Rivers: Wha - wha - what a-a-are y--y-y-you talking about?

Wally: When the Stockhausen crashed, I'd fated for you three to meet. It was your destinies to reconnect with your past. You needed to find yourselves.

Rivers: What are you saying?

Wally: Look around you! The Slime. The Bull. The Skeley. The Draggy. … and my two loyal soldiers. Quallack and Pelleck!

Island Guy: Wait. I-i-i-i don't understand. I THOUGHT YOU WERE MY FRIEND!

Wally: I am more than just your friend Island Guy …… I am you.

[Island Girl and Rivers stood in shock as I see a reflection of myself in a motionless mirror.]

Wally: And I am you Island Girl. [Wally turns into Island Girl.]

Wally: And I am you Rivers. [Wally turns into Rivers.]

Death encapsulates ones soul as does life does it not? Have you not read my poetry about the island, I am quite the poet if I don't say so myself!

Island Girl: THEN WHO ARE THE ATOMS?!

Wally: I AM THE ATOMS!!

[My head starts to spin as I see red about the cave. Wally begins to hover in the air much like the light stone that I'd found … when … ZZZZZZZZZZ!!!!]

----------Island Guy has a nightmare, Quallack and Pelleck are burning down his home -----

May: LEAVE US ALONE! LEAVE US ALONE!

Dave: GET BACK! SHOO COWARDS! THIS IS OUR HOME!

Quallack: [Singing] BURN IT DOWN! BURN THE HOME! ITS MIGHT IS GONE! NO HERO SHALL ROAM!

Island Guy: NO NO! NO! DAD! MOM!

May: [Shrieking] MY SON! WHERE ARE YOU! ISLAND GUY! AAAAAHHHHH!

Pelleck: [Singing] THE WEAK SHALL BE EATEN! GZHAPEL'S EVIL SHALL ROAM! FROM WITHIN YOUR POCKETS!
IT FILLS TO YOUR TOES! MONEY! MONEY! LIVING LIVING! ADULTING! ADULTING! STUPID STUPID! EVIL GROWN UPS!

Dave: HELP! HELP! SOMEBODY! SOMEBODY!

Quallack: YOU GREW UP DAVE! NO ONE IS GOING TO SAVE YOU! GRAAHHHH!!!

-----Nightmare Void -----

We the EVIL! We the Scary! We the Punishing!

Monsters In Unison [Chant]: You will never grow up. You will never grow up. It's your blood. It's in your bones. You will never grow up. You will never grow up. It's your blood. It's in your bones. You will never grow up. You will never grow up. It's your blood. It's in your bones. You will never grow up. You will never grow up. It's your blood. It's in your bones. GZHAPEL IS THE DEVIL! GZHAPEL IS THE DEVIL! GZHAPEL IS THE DEVIL! GZHAPEL IS THE DEVIL! GZHAPEL IS THE DEVIL! GZHAPEL IS THE DEVIL! GZHAPEL IS THE DEVIL! GZHAPEL IS THE DEVIL! GZHAPEL IS THE DEVIL! GZHAPEL IS THE DEVIL!

---------- We flash to monster island before Cutscene, the mystery man gives back "the lightstone" at the bottom of the boat which lets you cross over star paths ----------

Mystery Man: Its dark in here. The Demons Be Running. You will need the light back for your later journey. [The Atoms Light Re-Added. Equip to Rivers.]

Wally: Hey My child! Wally here Again … Why Don't you head Down Below … Time is Ticking!!!

Island Guy: Okay! THAT'S IT WALLY! I'M ANGRY! LET MY PARENTS GO! HOW DARE YOU BURN THEIR HOUSE TO THE GROUND!

Wally: Bahumbug! No, no, no, you don't understand Island Guy. You are having a guilt ridden dream about your parents you see. You just experienced anger and fear.

Remember? What Quallack and Pelleck Said they were? What I told you they were?

Island Guy: THIS ISN'T A JOKE! RELEASE THEM NOW!

Wally: They are not in a cage my child. You are. They are free to roam Gzhapel as they see fit. You see … they are adults.

Island Guy: WHO FREAKING CARES LOSER!

Wally: Oh yes! That anger strikes again! When oh when will you figure yourself out. You already know this is the island of imagination no? Was this coma of yours by ever a clever design? THINK AGAIN! IT IS OBVIOUS YOU IMPUDENT CHILD!

Island Guy: ... ... Dad?

Wally: Yes and no. Up is down and left is right. What part of control do you not understand..... I VANISH NOW!

------- We head down below the Deck [Parallel Process of an old Quote] -----

[As I trip down the hall, I'm the last to leave the ship. My dad and mom are gone with the ticket lady. I feel both solstice and loneliness. And I'm Lost. Lost amidst the cold waters that bind my heart. My throat. My Soul.] *REPEAT ON LOOP!*

------- We fade to blue and the white, and wake up on the port docks with the captain, island guy was hallucinating in the lightstone mountains ,

Island Girl had rescued him from avalanche and then dragged him here ---

Narbule: So! You solved the Snowman Mystery?! What's it about, who are they?!

Island Guy: ... Wally. The mystery man. Zhogol, and the cave atoms.

Narbule: What's that kid? Ma old sea brain did ne understand a word of that ...

Island Girl: Don't worry about it Cap! Did Zhogol get back here safely? He lost his mind while ez' was north in that cabin alone.
The snowmen aren't real, Zhogol was very ill. Has the Cabin Fever.

Narbule: Ooohhh I see! That's a toughin' one! He's resting below in the ships quarters now ... Poor kid had to go through all that.

[I looked at Island Girl angrily. She'd hadn't told Narbule the entire truth.]

Island Guy: No, there was a Wally, sir Captain! And Cave Atoms. We almost died!

Narbule: Oh! What's a cave Atom Island Guy?! Island Girl ... did your friend suffer the same condition? I hope it's only temporary Island Guy.

Island Girl: Island Guy, you don't remember. But after we got Zhogol back out of the mountains, an avalanche began and we had to run for safety in a cave. You tripped and bumped your head on a stone, you were knocked out. That's when Zhogol and I bumped into Rivers. He too was on the ship with his father Jasper!

[It was slowly coming back to me. I could see Zhogol running ahead down the mountainside while Rivers and Island Girl were carrying me.] [I could barely open my eyes. My head was so dizzy. The sea wind had somehow given me enough life to wake up back on the Island port.] [Rivers was the hero this time.]

Island Guy: I --- can't believe it. B-b-but th-th cloud ---. Mm-my Imag ---. Brain. I'm sorry Island Girl, thank you Rivers. Thank you both. I can't believe we all ended up on that boat.

Rivers: Pfft! You haven't changed all these years! A goody two shoes! ... I mean - your welcome. I'm a bit different now. I realize how important school is.

Island Girl: Yessir! Ain't it the truth! And I don't think we're gonna be goin back to the Light stone mountains any time soon, so ... Let's get to the mines!

---- *Mission 6 Begin! Chapter 6: An enemy and a friend. A quest for Rustic Metal* ---

[We then head into The Mines to get the Rustic Metal after Rivers removes the Ice Blocks]

Island Guy: Do you hear that noise?

Rivers: What noise?

[It was just like in the pits.] [The Devils Screeching.] [A Faint sound of steel against steel up ahead,]

Island Guy: It's the carts. The miners are still down here. It has a rhythm to it.

Island Girl: Wow! Good ears Cutie!

Island Guy: I would like to get out of here as fast as I can.

Rivers: Agreed Island Guy. This places is creepy.

Island Girl: Well Rivers, the quicker we get the finishing touches to the boat, the quicker we can get out of here.

Rivers: Actually, I think my pa and I are staying on the island. Some of the islanders have already made up their minds. My father Jasper says the soil here is far richer than that of Alfar! Especially on the beaches when it rains.

Island Girl: Well; If we can't get all of the rustic metal back now, we can always come back. Hopper to it guys!

Miner Mink: Thank goodness! Narbule finally sent someone down here, we've needed a whole lot of help excavating.

Island Girl: I think I saw you on the boat! Who are you?

Miner Mink: I'm miner Mink! Myself and three other Miners we're planning on travelling to Exvelten to find some work. Alfar has nothing for us.

Island Guy: I sympathize. My Father found it tough to farm the crops and keep the animals well fed.

Miner Mink: Farming is a tough business, I can tell you're a strong young man. You would have made your father proud.

Island Guy: My ... Father. [This Island had changed me. I had turned from hating my father to missing him.]

Island Girl: Is this cart for the rustic metal?

Miner Mink: Yes indeed! We weren't sure what we were gonna find underground here. The Cap had us looking while we took turns sleeping aboard the ship. Alfred had discovered pine board just south of here and Terry and I are carting the rustic metal back.

Island Girl: TERRY! MY FATHER?!

Miner Mink: No, afraid not. Sorry kid. Terry is aboard the boat sleeping right now and Nisken is just east of here completing the final moving stages. We could really use your help.

Rivers: As a newcomer, I say we've got this! Three faces beats two.

Island Girl: We'll cart the rest of the rustic metal back to you! Count on Us!

------ *We Head downwards to the Mines to Collect the Rustic Metal* -------

Island Guy: Do you hear that noise?

Rivers: What noise?

[It was just like in the pits.] [The Devils Screeching.] [A Faint sound of steel against steel up ahead.]

Island Guy: It's the carts. The miners are still down here. It has a rhythm to it.

Island Girl: Wow! Good ears Cutie!

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Rivers: Actually, I think my pa and I are staying on the island. Some of the islanders have already made up their minds. My father Jasper says the soil here is far richer than that of Alfar! Especially on the beaches when it rains.

Island Girl: Well; If we can't get all of the rustic metal back now, we can always come back.

---- *1st Miner Mink* ---

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Mink: Farming is a tough business, I can tell you're a strong young man. You would have made your father proud.

Island Guy: My ... Father.

[This Island had changed me. I had turned from hating my father to missing him.]

Island Girl: Is this cart for the rustic metal?

Mink: Yes indeed! We weren't sure what we were gonna find underground here. The Cap had us looking while we took turns sleeping aboard the ship. Alfred had discovered pine board just south of here and Terry and I are carting the rustic metal back.

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Island Girl: We'll cart the rest of the rustic metal back to you! Count on Us!

---- *We Deliver Cart the Metal Back #1* ----

Mink: Great! I see the metal! Thanks Kids! And Take this! With all the rocks down here, you may need to blast past them if you are to get into the rustic metal!

[Dynamiter Added.]

I guess I shall take leave and head back up to get some fresh air! I haven't seen light on the island is five days, I'm starting to feel claustrophobic. Well ... See ya kids!

Rivers: Mink said his friends were down here. Let's help them!

---- *A Beautiful Ice reminder of the Past* ----

Island Girl: Wow, this ice is beautiful! Look how it sparkle's in the dark. [Gasp!]

Rivers: HIYA! [Kick] I got it Island Girl, don't worry.

Island Guy: This Ice ... It looks familiar. I saw this in light stone cave with you. Remember Island Girl?!

Rivers: Hmph, I don't know Island Girl. There's something troubling about this ice. That sign says to not touch it.

[My father would get depressed over the winters in Alfar. If there was no crops, we couldn't eat for a few days.]

[So he would go over to the local Pub in Alfar.] [2 Years ago in Alfar.]

Dave: ... No Food. No Water. And look at all the other neighbors and villagers stuffing their faces.

Tori: I'm Hungry Daddy.

Margaret: We don't have any money my daughter. Stay warm next to the fireplace okay? If we all huddle together, we can get more warmth in here with the others ... What a harsh winter!

Tori: I do what I want mommy! I'm not your property!

[My sister, the fire-bolt.] [I get up and move to the bartender.]

Island Guy: Hello. Can I --- Can I have food?

Bartender: We've got some food left. Each plate is a dollar each, and steak is two dollars each.

[I look back at my family and count the coins leftover in my pocket.] [It had taken me all year to find them on the ground and I had only a total of five.]

Island Guy: One steak and three potatoes. I have five coins. Here.

[The owner of the pub looks at me disappointed but then looks at my family with shame.] [I could see how sad he was that my family looked starved and without food.] [I don't think I gave him enough money.] [I hate money.]

Bartender: Don't worry kid, Keep your hard earned money. Your family works hard. I know them well.

Island Guy: Thank you! [I pick up the coins off the table and look at the last one.] [It glowed ever so brightly in the tavern.] This is my lucky coin.

Bartender: So it is kid! Here's the food.

[I brought the food back to my family and they were in shock. They thought an extra bit of food was some sort of miracle.] [It was no miracle.] [It was a bartenders Kindness.] [I clutch the lucky coin in my pocket.] [My family nearly starved.] [I nearly starved.]

Island Girl: Is that? ... Nah, it ain't him.

Island Guy: It's cold down here. But the Pub was warm. The potatoes were warm.

Island Girl: What's this about potatoes? This is just an ice block. C'mon Rivers and Island Guy. You princes need to lead the way.

Rivers: On it your majesty!

Island Girl: Don't you be sarcastic Misters! Follow yer Queen!

---- *2nd Miner Nisken* ---

Nisken: Ey Kid. I'm a Miner. Names Nisken. Please a meetin.

[This man's husky voice was like my dad's and his miners outfit had seen better days ...] [The cuts and slashes on his chin indicated he'd been in lots of fights.] [Being me, sometimes I'd make visual associations with others before I begin speaking with them ...]

Island Girl: This is Island Guy. He's in his little own world.

Nisken: Huh. But ya islanders are a long way from the top of Niinamigota. Ye should head back and leave the big work for the hard men.

Island Girl: Oi! We ladies can pack a punch too ya blubbert! See me muscles?! [Island Girl flexes her muscles.]

Nisken: Ma apologies, yungin ... wars have made me a little stale. I reckon a new friend on the S.S. Stockhausen was also a knight. He got attacked.

Island Girl: 'pologi iz accepted! Yer Cool!

Island Guy: We spoke to Mink. We're here to gather rustic metal. Did you all build snowmen down here?

Nisken: Unsure. Not me anyways. Just saw it as I was digging. And It hasn't melted; It's preserved.

Island Girl: Im'ma Confused ... Hows that possible?

Nisken: It means that ... Someone was here before us. Mystical energies. Of the dead.

Rivers: Pfft! That's stupid. We're not dead.

Island Guy: It's not stupid Rivers. ... It's Wally.

Nisken: ... Well thanks for the help anyways! I'll cart it back once you got it!

---- *We Deliver Cart the Metal Back #2* ----

Nisken: Yep! It looks like it's all there ... Well, I'm off kids. Alfred should be just about ready to finish his shift. He's south of here ... I'll be sure to unlock the gate! And be careful! The underground in Niinamigota is prone to earthquakes. Watch your step!

---- *3rd Miner Alfred* ---

Alfred: Hey! Theres no kids allowed down here!

Island Girl: We got Nisken and Minks Metal!

Alfred: Oh, great! Well, this is the last of them ... I'm Alfred by the way.

Island Girl: Island Girl. And this is Rivers and Island Guy.

Alfred: Well, I hope to see you around the island before the ship gets fixed. This is the furthest we've dug into the mines. After this haul we can all go home ...

Rivers: Wait ... I see a path further down ---

Alfred: NO DON'T GO DOWN THERE! ... I mean. We've dug further, but we've lost two miners. Lizzy and Terry.

Island Girl: Terry! My father! WHERE?!

Alfred: I --- I don't know about that ... Just return to the surface, it's too dangerous to go further into the mine.

Island Girl: No I'm not leaving without him! We'll get yer metal!

---- *We Deliver Cart the Metal Back #3* ----

Alfred: That's it! That's the last of the cart metal! You can visit us at our mining house. It's just east of here nearest to the lighthouse.

Rivers: Hey no problem, Alfred. We'll be sure to visit you all. Mink and Nisken have safely moved back out of the mines.

Alfred: That's good. Very good. We're missing two more miners south of here. There's a fault line up ahead, be careful crossing it. Take this key. Beyond that point, you're on your own. I'll get out of here now. And Please. Be careful. Bye!

---- An Earthquake Begins ----

Island Guy: Gah! It's worse down here!

Island Girl: Shoot! We didn't watch our step. This is the fault line. I guess there is no way back now. Time might not be on our side. Another cave collapsing!

Rivers: You got it Island Guy. You're not too bad after all. You too Rivers. [In the end, Rivers turned out alright I guess.]

Island Guy: Find the other two miners, get them out of here to safety. And then us.

----- We Help Lizzy + Terry and Get Back Ashore ----

Lizzy: GAH! THE ROCKS! I THINK MY LEG IS BROKE!

Rivers: That's a girl's voice!

Island Girl: You Lizzy?!

Lizzy: Yeah. And there is a way out west of here. Terry is trapped too above me.

Island Girl: TERRY! My father!

Lizzy: ... ... sorry no. My brother.

Island Girl: Oh.

Lizzy: There's a pressure switch that can hold the boulder at bay. You'll need to bring the cart around and push it onto the switch. Think you can do that?

Island Girl: Got it. Rivers, help me with Lizzy!

Island Girl: It's working!

Rivers: All of us need to work together as a team. This place is collapsing.

Island Girl: Don't panic Rivers, we got time. [On the inside, I was terrified.] [Thoughts of my mother flashed through my head. Each push led me closer to Alfar and home.]

Island Guy: Push again Lizzy!

Lizzy : It's heavy! [BRAGGH!]

Rivers: Nice Push!

Island Girl: Island Guy, I'm starting to feel sick!

Island Guy: It's the dark and claustrophobia!

Island Girl: Claustro - WHAT?!

Island Guy: It's like a fear of small [HARGH!] ... Spaces!

Island Girl: Oh!

Lizzy: LAST PUSH! [GRAHHPHHH!]

[It was the toughest and slowest push.] [My legs, knees, ankles, and feet were exhausted and broken running around this endless island.]

Rivers: It's going! Let's get ready to jump past the boulder!

Lizzy: Keep going, don't give up Island Guy!

Island Guy: I won't.

Lizzy: Terry!

Terry: Hey Sis! YOUR LEG! I need two of you so we can push the pressure switches at the same time. Grab a Cart! We All work together!
Take the one on the right, I got the one on the left!

---- We drop Lizzy + Terry Up on Shore ----

Island Girl: You did it Island Guy! You got us out!
Terry: Thanks you three. We'll drop by the boat to let Narbule know no one is down there anymore. You can meet us back at our hut after this is all over.
Its west of here, near the lighthouse …

Island Girl: Wait! How are you going to get back Terry? There no land and only sea.

Lizzy: We are excellent swimmers kids. Toodles!
Island Girl: Hey wait! I'm a great swimmer too!
Rivers: And so am I Island Girl. But ya don't hear me braggin' bout it.

Island Guy: I … can't swim. [I looked back down the mining hole. There would only be one way back for me now.]
You should swim back guys, I'll … F-f-find an-another way. [It was coming back.]
Rivers: No Island Guy. Time is Ticking! You're my friend now, and friends do not leave other friends behind.

Island Girl: [Sigh] Crud. We're goin back down kid. GO GO GO!

---- We Meet Wally in the Ice ----

Island Girl: WAIT! WHERE ARE YOU GOING?!
Island Guy: … I … recognize that chair. … And those statues. The mystery man is …
Wally: Of course I am! And of course I am not. Good to see you again my child. You survived a horrible nightmare. How are you doing?

[I look behind me and see my friends are nowhere to be found. They must have gotten lost.]

Island Guy: Where are my friends?
Wally: Trapped. Behind the ice. Just like you.
Island Guy: … I don't understand.

Wally: You're still in a coma. Why do you think that nightmare felt so real Island Guy? Do you think I am playing games? Im - Ima - Imagination?
You stutter Island Guy. Some take years to come out of a coma. Some take days. But you. Will take a lifetime.

Island Guy: No. … I don't believe you.
Wally: The images in your mind. The sister of peace. The sister of joy. The sister of love. You. Island Girl really did love you. And so did your parents.
You can feel those atoms can't you? The atoms of your family, friends?

Island Guy: STOP! STOP IT! STOP PUTTING IMAGES INTO MY HEAD! I JUST SAW MY FRIENDS. THEY WERE RIGHT BEHIND ME.
Wally: I'm sorry my child. When we first met in the blue waves… You were curious. Weren't you?
Island Guy: I remember. … and then I was on a raft.
Wally: Yes you were my child!

Island Guy: But I felt sick and then fainted. [I heard Wally the devil sigh a heavy breath.] You needed my help from the blue.
Island Guy: THEN WHY DIDN'T YOU SEND ME HOME? : [I was very angry.]
Wally: Because … Because you wanted to see Island Girl. [Chuckles.] Do you remember? In that cave? With the Switches?
When you and Island Girl explored for my wood chipper?! Your first quest!

Island Guy: Yeah I remember. That felt good! [Chuckles.] [For once, I felt a strong connection with Wally.]

Wally: And then you solved the puzzle. Just like that! A little Island boy!

Island Guy … We've done so much on this island. And so many puzzles. Finding my way. I'm still lost.

Wally: The younger boy you once were would be so proud of the young adult you have become.

Island Guy: I hope so, I wanted to save my family.

Wally: And you did! But a younger part of you will always be chasing yourself until you let go. And that's why I am here. And I as well.

[Wally looks at the mystery man with a bright fondness … I wasn't sure why.]

Island Guy: Wally: If I find my way off this island, will I awake from my coma?

Wally: THERE YOU GO! Yes. Yes you will. Do you remember the sounds those first switches made?

Island Guy: I do Wally.

Wally: Walk the path you were in that cave with fear and desire. Quallack and Pelleck watches!

---- *Boss Battle Wally and Three Atom Fairies* ----

Rivers: Island Guy, the rustic metal … … Down at the bottom of the mines … … WHAT THE?!

[A Faint familiar voice Passes through the wind.]

Wally: I WILL BURY YOUR BONES!

Rivers: Uh oh …

Island Girl: Island Guy is that your …

Island Guy: WALLY! GRAB THE METAL QUICK!

Wally: YOU MUST FACE THOSE YOU FEAR TO FACE! AND YOUR PAST SHALL CATCH UP TO YOU!

Island Girl: I see a way out of here. Just. One. Last. Rustic. Metals!

Wally: And just one last death Island Guy…

Island Guy: That sounded like Quallack.

Island Girl: Qual -- ? Like bird ?

Rivers: MONSTERS!

Wally: See you soon. Island Guy.

Rivers: So we got all of it. Look … to the right. The back of the cave has opened up,

Island Girl: OI! Good aye Rivers! That's em dark brimstone we burned to bits with the sulfur. It's gone … One last stretch! Onwards and upwards!

Island Girl: GRRR! THAT CAPTAIN NARBULE! I'M GONNA HAVE A FEW WORDS WITH HIM.

Rivers: Well, at least we got it. Was that all of it Island Guy? [I take out the list of items from my sack.]

Island Guy: No. Not just yet Rivers. The S.S. Stockhausen needs both a Carbonator Generator and Rudder Fuel. The rustic metal will fix it entirely.

… But it still needs to move. … : I wonder what is a carbonator gen ---. … I want to get off Niinamigota.

--------- *We Deliver the Rustic Metal to the Cap'N* ---------

Island Girl: [Angry] HEY! WE HAVE A BONE TO PICK WITH YOU!

Narbule: [Nervously] Wh-wh- what-at's the problem kiddos?

Island Girl: YOU TOLD US THAT YOU DIDN'T KNOW WHERE THE RUSTIC METAL WAS!

YOU SHOULD HAVE CORRECTED ME THE FIRST TIME O'CAPYTAIN!! AND NOT ONLY THAT!

THIS PLACE IS ONE GIANT TRAP HOLE! WE ALMOST DIED! TWICE!

Narbule: [Cough] [Cough] [Cough] I d-d-don't rem-mem -ember that.

Island Girl: LIAR LIAR! PANTS ON FIRE!

Rivers: Island Girl, lets cool down and start this all over again. There was an accident. The mines collapsed.

Island Girl: JUST LIKE THE PIT DID!

Rivers: We have as much metal as we could carry. The other miners should have come back here to return the rest. Here you go.

[Rustic metal Removed.]

Narbule: A-an-and Th-th-the miners did. ... J-j-just on- one m-m-m-ore step... ... C-c-c-closer t-tto h-h-h-home.

[The captain wasn't shaken by Island Girl's temper. Something was off. Narbule was stuttering like me.] [I felt sympathetic.]

Island Guy: Are you okay Narbule?

Narbule: I ... um. Zhogol was right. The demons ... they are real. A skeleton approached me. Wally.

Island Girl: FOR THE LAST BLOODY TIME! MONSTERS. AREN'T. REAL.

Narbule: Y-you're right Island Guy. And he came to me. And said ... "The last two trials await for you." That you must face fear and desire one more time ... The Rudder Fuel. The Carbonator Generator.

Island Guy: Quallack. Pelleck.

Rivers: What?! Are you speaking cryptic Island Guy? [I ignore Island Girl and Rivers.]

Island Guy: [Angry] This whole time Narbule; did you know where anything was? Was this all a fool's errand? [Narbule bowed his head in shame.]

Narbule: I am of no use Island Guy. I'm sorry. I hear whispers and hopes from the islanders of buried treasure and our lost items. But all of that floated away. I was only a guide for you to keep you on your feet. I never thought this ship would get built at all. And now, since all the islanders have pitched in, it's almost complete! The islanders say the fuel for the ship is contained by the souls of those lost in the sea.

Rivers: So then: where is the Rudder Fuel and Carbonator Generator old man?

Narbule: I guess our luck had to run out sometime. If it's to fill the island souls, look east: There's a graveyard down there.

[I clutch my lucky coin one last time deep in my pockets and think of my sister. Mother. Father.]

Island Guy: Not luck. Bravery. C'mon Rivers and Island Girl. I know what to do.

[I have my pixie jar.] [I was not giving up.] [Even with no help or Direction.] [I will find the Rudder Fuel.] [I will find the Carbonator Generator.] [Mom ...] [I'm Coming Home.] Mission 7 Begin! Chapter 7: A lost Father! The Rudder Fuel ...

Mission 7 Begin! Chapter 7: The Graveyard and barrels of Rudder Fuel.

TOTAL PLAYTIME: 5 HOURS

CHAPTER 5: The Graveyard and Tower [Rudder Fuel + Carbonator Generator]

TIME: 2 hr + [1-3 Hour Extra's]

--- We head East to find the Rudder Fuel: Meet Gorax ---

Gorax: [Groaning.] G-g-g-goooo Awwawyyyyyy!!! [GHEEE]

Island Girl: AHHH!!!

Rivers: ZOMBIE! ZOMBIE!! RUN!!!

Island Guy: Wait ... No. Who are you?

Gorax: IEEEMMM GOOORRRAXXX. [COUGH] GORAX. My Face melted on the ship during the lightneeeinng storm.
S .... S .... STAUKKKHASEEEENNN ...

Island Girl: I'm... I'm Sorry. Didn't mean to be rude. We are looking for Rudder Fuel and I guess we ended up here.

Gorax: Weelllllll ... Beeehiinnnddd meeee isss myyy tommbb.

Island Girl: So what? The Fuel is in your tomb? HAVE YOU BEEN KEEPING IT FROM US THE WHOLE TIME?! STASHING IT AWAY!

Rivers: Island Girl! DON'T BE SO RUDE! [I was surprised. Rivers was the polite one.]

Rivers: We just want to know where you'd think it would be?

Gorax: The soullsss ... Graveyarrdd issss Norrthhhh offf heeerrrre .... aaaannnddddd ATOMLAND. Usseeeee Thisssss .....

[Spike Slicer Added.]

Island Guy: We Will. Thank you. What do you mean souls? What is ATOMLAND? Is it the Fairies?! Is the fuel within the souls of the dead? Then ATOMLAND Must be ---it is!

Gorax: Yesssss .... Thaatttt jarrrr youuuuu havveee ... Forrr colleeccctttinggggg fueeellll ... Gravyardsss .... and .. tthhhhee ATOMS!

[Gorax was right. The souls of all those that I once knew passing in time would be the ones to carry me back home.] [...] [A Metaphor.]

Island Girl: Sheesh! Thanks Mister! Make sense much?! That's a lotta stuff to take in.

Gorax: Youullll neeeed tooo mixxxx itt too. Innnn firreeee ....Gooo toooo mmmaiinnn Isslland ffirrst.Ttthhheeennnn thhheee liigghhhtt... Sssiisstterrss....

Island Girl: And how do we do that?

Rivers: Let's leave him alone Island Girl. We're sorry to have bothered you.
Last I explored this way, there was four tombstones and a well above here. Is it still there?

Island Girl: Yep! We were here for our first mission! A Sails Mast! Remember Island Guy? [I was daydreaming again.]

Island Guy: Let's get the fuel first and then find where we can mix it for the Cap.
The graveyard maybe the place to go look for clues then ... Let's go there!

---- We Head north to unlock the Tombstones [1-20 Side Missions] and Get the Rudder Fuel [Defeat Quallack and Pelleck] SAMUEL RETURNS! ----

Island Girl: This place ... is a mess. I ... I'd taken care of this place nearly 4 months ago ... ...What happened?
[Island Girl looked very very grim.] [For the first time, I felt she was ...] [... Quiet.] [...Sad.] [I pause to take a look at the graveyard sign.]

[I remember a tombstone left outside my home.] [Here on Niinamigota.] [It wasn't a mere coincidence. It was a sign from my Mother and Father.]
[Maybe the praying worked.]

Island Guy: Do you notice the tombstones?

Island Girl: Yeah. The islanders and I all helped build the graves of those that were lost. We have to give back to the souls.

Rivers: To keep giving and helping even when a so called "Vacation" is hard.

Island Girl: Pfft! Very funny Rivers. ... So then we read each grave marker and then in order to move forward ...

Rivers: We do what the tombstone says.

[I look to the warm red sky.] [And Close my eyes for an old friend.]

Samuel: Hello Island Guy!

Island Guy: Samuel!

Island Girl: Samuel Returns!

Samuel: H-h-h-here to hel-he-p y-you when you need m-m-m-me th-th-the m-most Island Guy!

Island Guy: Thanks Samuel. You sound much better!

Rivers: Island Guy? You talking to yourself?! What the heck is wrong with you?!

Island Girl: Rivers! You know better!

Rivers: Sorry. Old Habits.

Island Guy: It's okay Rivers. You both are a part of me now. You too Samuel. I've come to accept that. ... Look up ahead!

[Samuel appeared to be pointing at a fiery lava pit. And beyond the graves it would be quite some challenge to get there.]

Island Girl: That looks strange. I see ... I see my parents.

Island Guy: Mine too. I miss you Samuel. Is this ATOMLAND?

Samuel: Y-y-yy-es! B-b-b-but g--g-g-get fuel first th-th-there. On-n-n- M-m-m-main land. W-w-w-ith A-a-atoms! I-i-i- R-r-remain h-h-h-ere!

Island Guy: The Atoms! YES! THEY CAN HELP! Island Girl, Rivers, there was a little shore, above light stone mountains. We ran past it.

Island Girl: So you think it's there?

Island Guy: Yes ... I can feel it. Samuel you'll be comfortable here?! In a graveyard?!

Samuel: I'll be ok-okey-d-d-d-dokey!

At this time, you may choose whether you want a complete experience: By helping the islanders as a mandatory requirement or by finishing the main storyline without having to help others. You will not be penalized for this decision and can still help the islanders at any time. This will not affect achievement listing, but rather, progress to the end of the game faster.

[Helping Islanders is Mandatory. , I can help later If I want ... [Helping Islanders is Mandatory.] Be it on your quest O' Capytain!

--- We then get the Rudder fuel at the Island of Dead Souls [Made by the Atoms] Ethereal to main land [Real] ---

Island Guy: This place ... it looks like something the Atoms would build. Lilviple ... Enverlopa ... Rindlepine ... and the Atom Girl. It has to be ATOMLAND.

Island Girl: These atoms sure stick in your craw huh Island Guy? But I don't recall seeing this place before.

Island Guy: That's because it's not for the other islanders. It's for us. Look: the plants. The sea. It's ethereal ... Rivers?

Rivers: I'm thinking ... Wait! Look at that!

[Rivers could see his mother Janey while Island Girl could see her own family off in the distance.]

[The rain beat down on my head as I think about my mother beside my home with father chopping wood.]

Island Girl: Mom ... Dad ... ? Timmy? There's ... remains everywhere.

[Island Girl was right. Skulls of those lost at sea lay at our feet. This wasn't Niinamigota.]

Island Guy: We came back together Island Girl. To imagination island.... THE STEPS! UP AHEAD! There's .... MOM!

Rivers: Come back Island Guy! She's not real!

[I didn't really care what Rivers had to say. I love my mother. No matter what.] <---- Sad music cue

[My mother. Father. Sister. Right there in front of me.]

Island Guy: I have wanted to see you for a long time. I … I never want to leave Alfar again.

May: Sometimes we have to go places we don't want to.

Island Guy: I need help. We are looking for a way home.

May: And I'll always be there for you no matter what. Your father doesn't understand that you can't live alone.

Island Guy: What does that mean?

May: It means that you'll be trapped forever as a child. Even when you grow into a fine you man I know you will become. It means you'll never be able to move on in life alone. You'll need someone to be there for you when you die.

Island Guy: I don't understand … won't you be there for me?

May: [Crying] No. But my soul will always be your fuel back to me …

Island Guy: [Crying] C-c-c-can. Can I have it?

May: Of course you can Island Guy. You can have all our love in the world. And the atoms … will let you see me … one. last. time. [Clay Souls Added.]

[A gust of wind came from the sky.] [And then I could hear my parents voices once again. Talking about why I couldn't live alone. But I am alone.]

--- We then have a flashback of mother + father arguing about helping Island guy that has disability. Tori + Island Guy hide behind bookshelf ---

Dave: [Yelling] I CAN'T CONTROL MY SON. HE WON'T LISTEN!

May: HE DOESN'T NEED CONTROLLING!

Dave: MAYBE THAT'S WHAT YOUR DOCTORS TOLD YOU, BUT I WANT HIS OBEDIENCE!

May: WELL MAYBE YOU SHOULD GIVE HIM YOUR LOVE INSTEAD. DO YOU UNDERSTAND WHAT DISABILITY MEANS?! DO YOU!

Dave: [Slap] DON'T TALK BACK TO ME WOMAN!

May: I'M LEAVING WITH MY CHILDREN WITHOUT YOU! YOU SELFISH MONSTER! YOU DON'T CARE ABOUT HIM, YOU ALWAYS FAVOURED TORI. DON'T FOLLOW US EVER AGAIN.

Island Guy: [Whispering to Tori] What's disability?

Tori: I dunno. But you have it. We should leave them alone.

[It took almost a year for my family to reconcile. I helped my mother through the snow alone, when she realized she couldn't go any further. It took father almost one whole year to change himself alone. But I don't think he ever did.] [And that was the last nightmare I had of my families soul.] <-- end sad music

Island Guy: The souls for the rudder fit neatly in my pixie jar. But its turned to clay.

Island Girl: I think the clay is going to need to be mixed. Gorax mentioned something about fire … and then the light sisters. I ---

Rivers: I what Island Girl?

Island Girl: I think the atoms have come now. On the island. Like you said. We three have been somewhere no other has been before. Did everything look see-throughy?

Rivers: It did. Let's ask Gorax about the carbonator generator. Sounds mystical. [The three fairy sisters appear over the family members ashes.]

Lilviple: Not so fast!

Island Guy: I KNEW IT! YOU ARE REAL!

Rivers: I don't believe it.

Enverlopa: You saved those miners Island Guy. You should be proud.

Island Guy: Thank you. So what do you know ---

Rindlepine: About the carbonator generator? It is an old gear source that steam powered vessels. Unfortunately, there were none in the wreckage.

Rivers: SO ITS NOT HERE?! WE ARE TRAPPED FOREVER?!

Lilviple: Not at all! The soul fuel will not work without the generator and the generator without the soul fuel. It is in spirit the Atoms light that will bring you Home. Do you believe in the impossible Island Guy?

Island Guy: No. Just my lucky coin.

Lilviple: That's because there's no impossible. It's only beyond your understanding once something that shouldn't work is achieved. But you have achieved the impossible here, haven't you?

Rivers: I guess you could say we've had some close calls. An avalanche.

Island Girl: An earthquake and abyss!

Island Guy: An endless nightmare.

Enverlopa: Then you continue on with your journey as you know it. Fade to black.

[Continue ... continue ... Gorax will tell you.]

--- We head back to Gorax and Inquire about the Fuel we found. Remind him about the Sisters ... Tomb. He talks about the Generator and where it is ---

Island Guy: Hello again Gorax. We found the fuel. So you want us to mix it in the fire?

Gorax: THATTTSSSS ITTTT!!!! SOULLLSSS I CANNN SEEEEEEE! FFFFIRRREEE YESSSSS!!! NNORRRTHH!

Island Girl: What do you know of the atoms? Lilviple? Rindlepine? Enverlopa? They said to mix the souls, we'd need to get the carbonator generator first.

Rivers: They spoke to us. ... You mentioned before Light? Sisters? Are those statues about the island have to do with the sisters?!

Gorax: Yesssss! Ccccclllleeevvverrrr Bbbboyyyyyyyy! Aaaa ggghoosssttlllyyyy trrreeeeees youuuu knnowwww wwwhhheerreee ....

Myyy tttooommmbbb hollddd sss ffffinnaalll ssssisssteerrr!

Island Guy: THE ATOM GIRL!

Gorax: Yyyouuuu ttttouccchhhh theeee threee sisssteerrrrsss heeaaarrrtsss anddd ccccommmmeeee bacccckkk heeerrrrreee ... Theennnn gooo wwweessst!!!

Rivers: What's west?

Gorax: Whhhaaatttt yyyyouuuuu seeeekkkkk! Thhheeeee Ggggeennnerratttrrrrr! Carrrbbbonnnnnn! Takkkeeee mmyyy notteeessss ...

[Gorax's Notes Added]

Whheeennnnn youuuu fffffinnnddddd ttttthhheeee sssstttatttueeesss IIII wwillll rrrettturrrrnnnnnn tttoooo ttttttthhhhheeeee bbbbooooaaaatttssssss ...

Thhheeee ATOM GIRL iiinnnssssiddddeeee awwwaaaittttssssss ...

----- The sister of Joy and Flashback ----

Rivers: Hey guys, the light of the atom is glowing in my pocket.

Island Girl: Just like the gargoyle statue. Its flashing white this time!

Island Guy: Rivers ... touch the statue with it.

Lady Statue Severin: And the hero has arrived! Are you ready to leave Island Guy?

Island Guy: Yes. Yes I am ready! Severin, these statues: we they here before us?

Lady Statue Severin: Yes we have been here.

Island Girl: Sheesh! Could'a sworn there was nuthin here along the way to the island shop! Just a tree and ol Vines...

Lady Statue Severin: Only those with the light can see us. The others do not have it but you do.

Island Guy: It says here on the statue that you are Lady Severin.

Lady Statue Severin: My old name. But you have seen what I have turned into. When we ... pass on.

[We go to a flashback of Rindlepine and her story. We 'sort of' find out that the fairies are Island Guy's Parents.]

Rindlepine: What! WHAT HAS HAPPENED TO ME!

Wally: Hello Severin.

Rindlepine: Why do I look like this?

Wally: You have passed through many lifetimes and your final one has expired. You loved your brother didn't you?!

Rindlepine: With all my heart.

Wally: And that's what I'm here for … your heart. To save your brother!! [Flashback Ends.] [Rindlepine's Heart Added.]

Island Girl: So Rindlepine was Severin? Did you see Wally too? Why did he want her heart?

Island Guy: Her brothers heart. … It felt like my heart.

Island Girl: If you say so Island Guy. Let's find the other two sisters.

--- The sister of Love and Flashback ---

Lady Statue Skyra: I flash red with love. The atoms light beckons. It's the love I wish I could find. With My Family.

Island Girl: What's your name?

Rivers: The stone says Skyra. And did Wally find you?

Lady Statue Skyra: No. I --- I lost my heart. I lost love. I'm hurt.

Island Guy: I feel your pain. I'm hurt too. I don't ever want to be hurt again.

Lady Statue Skyra: Then let me show you where love died…

[We go to a flashback of Lilviple and her story. We "sort of" find out that the fairies are Island Guy's Parents.]

Lady Statue Skyra: My child! Remember don't swim too far from the shore …

Child: I can swim mommy! Look! [GRBBBLEE]

[A Large wave comes back and sweeps the child away …]

Lady Statue Skyra: MY SON! NO! NO! NO! COME BACK! I LOVE YOU!

Wally: I'm so sorry my child. *[Flashback Ends.]* *[Lilviple's Heart Added.]*

Rivers: That … that's very upsetting. He didn't deserve to die. I want to be his friend. [Crying]

Island Girl: You've really changed haven't you Rivers? In school you would have found that funny.

Rivers: That's not funny. Not at all.

Island Girl: Well then … looky at us! All grown up!

Island Guy: All grown ---- no.

Island Girl: We're almost there. Let's fill the atoms light with the final sister …

--- The sister of Peace and Flashback ---

Lady Statue Pika: I was a little girl just like you Island Girl … then I grew into a young woman and warrior!

Island Girl: I like that!

Lady Statue Pika: But It was for nothing. Alone. Solo. I forgot to bring the boy with me. I forgot to bring my best friend.

I forgot to bring who I was most happy with.

Island Girl: Island Guy.

Lady Statue Pika: Your brother. Your best friend. Who you love.

[We go to a flashback of Enverlopa and her story. We "sort of" find out that the fairies are Island Guy's Parents.]

Enverlopa: HYA! HYA! HYA! I am strong! I am Powerful! I am a goddess!

Wally: That pride comes before the fall … [A FIRE Storm strikes Enverlopa.]

Enverlopa: AAGGGHGHHHH!!!!!! *[Flashback Ends.]* *[Enverlopa's Heart Added.]*

Island Girl: The light. It flashes Red, Yellow and Green. One for Lilviple. One for Enverlopa. And One for Rindlepine. It won't stop glowing!

Rivers: Let's take it back to Gorax. It has to be ready. The three sisters are here in the light. I can feel it.

Island Guy: The last tomb. Gorax has the ATOM GIRL. She'll guide us.

Island Girl: How d'you know Island Guy?

Island Guy: Because I can feel it too.

----- We head to the Lights Tomb: Speak to Atoms and deliver hearts. Gorax is Inside with a Lever -----

Gorax: Commmeeee! Commeeee insssidddeee!

Island Girl: We have the hearts! See!

[I take out the fairies hearts and place them on the front of the statues. A statue of good. A statue of Evil.]

Gorax: Whennn yourree reeaddyyy! You willl neeedddsss tooo gooo inttooo theee liiggghhttsss.

Island Guy: And then?

Gorax: The ATOM GIRL will gguiidddeee youuu ... readddyyy too speeaakkkzzz to heerrr?! Thennnnzzzz pulllssss the levverrzzz ...

[I pull the lever.]

[Rindlepine's Icy Heart.] [Lilviple's Icy Heart.] [Enverlopa's Icy Heart.]

Atom Girl: [Giggle Giggle] Hello again Island Guy. You figured your way out of that cave after bumping your head. Are you feeling better?

Island Guy: I realized I don't want to give up. That's why I am here on Niinamigota. With Island Girl.With Rivers. I want to give whatever it takes to return home.

I want to see my family.

Atom Girl: And the boy has become the adult. The pathway back is what you remember. Every detail you see. Every item you touch. Is a part of you. And trial after every trial, you uncover more about yourself as time moves on. You Island Guy, and you alone solved your own mysteries. We work together quite well you and I.

Island Guy: Wait! You and Wally ... Now ... you and the ATOM Girl. Who Are you?

Atom Girl: We keep telling you Island Guy... We are you. We are your brain. We are the way you think.

Island Guy: Have I ... just been talking to myself this whole time?

Atom Girl: It's so much to take in. So let me take you to where we are from, where everything is so simple. And that you can climb your way back up home ... Take my heart. Take our hearts.

[The hearts combine as one.] [ATOM'S HEART], + 1 [ATOMS HEART added.] Never give up Island Guy. Never give up.

---- We then get transferred into the Atom's Light [Carbonator Tomb] ----

This must be the Atom's Light. The Carbonator Generator's Tomb ... Lightstone Mountains ... The walls of eternity ... Friends that I meet. Families that I never knew ... I'm overcome with emotion. A new feeling. I have finally found myself ... On Niinamigota. My lucky coin ... Has found its way into my heart. Time to go ... Kid.

Island Guy: Wai - wait. How did we get here?

Island Girl: You dizzy?! C'mon! Wally's Castle is north of here ... Gorax left the Tomb and we have the hearts to unlock the statue gates.

Rivers: Do you not remember running here with us?! The adventure isn't over! Remember?! Don't forget now!

Island Guy: Umm ... I saw ... Light ... I was alone.

Island Girl: We are so close!

[I could see the excitement in Island Girl and Rivers eyes. This was the end. We could finally get some answers from Wally. We could finally leave ship.]

Island Girl: Go! Go! Go!

---- The Light Ends and I have the key to open the Statues of Mary and attend Wally's Castle North of the Tomb ----

[An echo in the wind.] [As I trip down the hall, I'm the last to leave the ship.] [My dad and mom are gone with the ticket lady. I feel both solstice and loneliness.] [And I'm Lost.] [Lost amidst the cold waters that bind my heart.] [My throat.] [My Soul.]

Island Guy: The Carbonator Generator is there...

Rivers: In that Castle! A Royal Castle!

Island Girl: Exactly my dudes! It's just like the graveyard ... and just like the light stone mountains. Are you ready Island Guy?

Island Guy: I'm ready.

---- [Floor 1] We Enter Wally's Castle. It is dark and grim : like a castle for a vampire ----

Island Girl: [Shriek!] This is like a place for a vampire! Spooky!

Island Guy: YOU HEAR US WALLY! WE'RE COMING FOR YOU! NO MORE SNOWMEN! NO MORE NIGHTMARES! I'M READY TO FACE YOU!

[A Sigh echoes throughout the castle. It was Wally for sure.]

Wally: Child. I AM your friend. I will prepare you to overcome your nightmares. Your final trials. For I am not a vampire Island Girl, but an idea. And you are my subjects. You three are still very scared indeed.

Island Girl: Nuh - Uh!

Rivers: GIVE US THE GENERATOR! I'LL ... I'LL FIGHT YOU FOR IT!

Wally: No, no, no Rivers. I won't let you become a bully again. You are good in your heart now. Remember? You have to be brave. Not sad. Not angry. Brave.

Rivers: [Muttering to self.] Be brave ... Be brave ... OKAY! READY OR NOT HERE WE COME!

Island Guy: Good job Rivers. This is the end for us. Let's go out strong ... TO THE GENERATOR AT THE TOP OF THE TOWER!

[I knew it was there. My time on this island was about getting out of a pit. Niinamigota was a climb.]

---- [Floor 2] Second Floor of Wally's Castle ----

Wally: A Place for you atop my castle! To take my throne. It's always been yours Island Guy.

Island Guy: I am not anybody's! Stop taunting me!

Wally: Your heart is mine! Just like the Atom's!

Island Guy: I'm coming for you! GRAHHHH!!!!

---- [Floor 3] We reach the Top of the Castle: [Wally Boss Part I] ----

Wally: And the Hero arrives! Tell me, how was your journey?!

Island Guy: YOU SENT ME INTO THAT NIGHTMARE! WITH MY PARENTS! AND QUALLECK AND PELLECK BEING MY BULLIES!

Wally: No no child, I was hoping you would understand my point of view.

Island Guy: I DON'T WANT TO HEAR IT!

Wally: But you will see it. A memory you three have forgotten. But after you get the generator, Conquer fear! Go to the graveyard and find it one last time in my depths ... Quallack and Pelleck are waiting.

Island Guy: Will I see you ---

Wally: No more questions! Defeat me now! You can do it! Don't give up on me! I won't lose you!

[We Grab the Map on the Throne]

Island Girl: That's it! Run Island Guy! Run! It set off a trap! This castle be crumblin'!!!

Rivers: HOLD ON!!!

---- We flashback to Island Girl + Island Guy + Rivers Getting along after school: They are down by the Beach---- [Just after the Final day of school ...]

Rivers: We did it guys! We completed school!

Island Girl: And what did we learn most importantly?

Rivers: To be friends. Dad taught me good!

Island Girl: Jasper is so kind! Haha! What fun we are having! Right Island Guy! You going to help us catch some more fish or are you day dreaming?!

Island Guy: I see ... I see dragons!

Island Girl: Oh don't be silly Island Guy! We just learned so much! You can't help yourself!

[I turn to Island Girl.]

Island Guy: You're right! I'm having so much fun! [Smiles] I can't contain it! WAHOO!

Island Girl: Hey Rivers, you know what we should call this beach? We should call it imagination island? OH! How about a fun word!

Rivers: Niinamigota! [Laughing]

Island Guy: Niinamigota! [Laughing]

Island Girl: Hahaha! That's so funny! I like it! Then ... next school year we can come back here, and then the next! Forever and ever!

Rivers: Forever and ever! [Fade to Black]

Island Guy: We … we three had a nice day on that beach. And I forgot. We all Forgot … We … we are friends! [Crying.] It's been so long. I want to play and do school again. We called that beach Imagination Island! Niinamigota. That's where I remember it. An ATOM girl reminded me. I'm sorry Rivers … … WHOAH!

---- We cut to an explosion of the Wally's Castle Outside [Scroll top to Bottom], Fade to White and end up Outside on West Beach ---

Island Girl: That's it! The directions home. Our own courage! The Carbonator Generator is ours!

We got to go back to the graveyard. This is the end. It's over. We can go home!

Rivers: Onward and upward buddy?!

Island Guy: Yes! You too Rivers! Quallack and Pelleck … It's Over! I'M NOT SCARED OF YOU ANYMORE!!

---- We Talk to My Family at the End of the Graves ----

Island Guy: Mom? Dad? Tori? Were you? I …

May: We're with you to the very end Island Guy. Right there in your little heart.

Island Guy: So you're like Samuel then? You are touching my heart, but are In my Brain?

May: Yes sweetie! You're such a fast learner! Look at you, just learning and understanding things that you didn't know only a year ago. But you know were all back at home right? Safe by the piano, reading a fine book by the fireplace …

Island Guy: I know! I have a marshmallow hunger right now!

Tori: YUM! YUMS!

Dave: My boy, I … I almost didn't recognize you. Been fed well on this island! You're about an inch taller.

Island Guy: Yeah … we … all grew up. And I have managed my stutter w-well. I have Island Girl with me and talking has gotten so much easier. It was so hard to speak with the other classmates in school and well … They all wanted me to be the leader! I was class president!

Dave: I know you were. And pops here is so proud. Sometimes he doesn't show it. Because my little boy can be difficult. But extraordinary!

May: Now son, you go in there … and you cross through the impossible. Cross through the hardest part of your life …. To feel. And Accept.

That one day, we'll be gone without you.

Island Guy: I know. I remember. You would always tell me that. [I stand confidently, and look to my friends.]

[I look to the sky.] [They know I'll be just fine on my own.] I'm ready.

---- We have a pre monologue with Quallack and Pelleck [Final Pre Battle] ----

Quallack: AT LAST! THE HERO OF THE ISLAND RETURNS FOR ONE LAST FINAL BATTLE! THE FUEL IS OURS AND WE ADD ONE MORE TO THE FRESH ISLAND MEAT!!

Pelleck: BAHAHA!! REMEMBER US CHILD?! THERE IS NO ESCAPE FROM HERE! WE KNOW OUR LAIR BETTER THAN YOU!

Island Guy: I'M NOT YOUR CHILD! I AM WITH MY FAMILY WHEREVER I GO! AND YOUR NOT GOING TO HURT ANYONE ANYMORE!

Quallack: Ahhh well … A young boy is still lost in his own mind. But where are your parents then? Gone. But we are here. All the hope your father prayed for. In each of our poetries. No less from our savior Wally himself.

Island Guy: No! I don't believe you. They are the words of the Atom's! My friends. And not your nightmares.

Pelleck: Pointless to argue with this one. He Looks Juicy!

Quallack: Shut up Pelleck! You are quite a stupid side kick you know that? And after all this time on the island, we still have not eaten our prize.

Pelleck: Sorry Quallack.

Quallack: But that ends now! Prepare yourself if you wish to leave this island, for you are no match for us! DIE NOW!

Island Guy: BRING IT ON! *---- An Epic Battle Ensues, Quallack and Pelleck are Defeated ----*

Pelleck: GWAH! [Cough Cough] I DIE! I DIE!

Quallack: YOU WIN …. Kid. [Cough Cough] Time to leave your nightmares …. forever. [Cough]

Island Guy: They're gone … my nightmares… forever…. WAIT! The Fuel, and fire! Let's mix it! … SAMUEL! YOU CAME!

Samuel: See you on the other side kid!

[The fuel is thrown into the fire. The clay burns and mixes.]

Island Guy: Thanks Samuel! That was close!

Samuel: Y-y-y-yeah! P-p-p-picc-c-ck it up. T-th-the f-f-fuels -ss c-c-ccomplete!

Island Guy: Are you-your f-f-friends in-n-n th-the f-f-f-uel?!

Samuel: Y-you. G-g-got it! Th-the f-f-fuel home!

[Island Girl arrives from the exit of the volcano cave.]

Island Girl: Island Guy! There you are! The exit is here! This place is going to explode! Hurry!

Island Guy: .... There! All done! Help me with it! Samuel and I got it!

Island Girl: You did it for all of us. Island Guy ... you are my hero.

Island Guy: Thanks Island Girl. Let's take one last journey home. I don't ever want to see this island again ...

[KABOOM!]

Island Girl: UGH! I Tripped. HELP ME!

Island Guy: I GOT THE FUEL! HOLD ON!!!!

Island Girl: I LOVE YOU ISLAND GUY!

Island Guy: I L-l-lo-love y-y-you t-t-t .... [Fade to Black]

---- *We end up back at the graveyard* ----

Rivers: SO! WHAT HAPPENED?!

Island Guy: I ... I found the souls. And mixed them into the fire. Samuel and Island Girl helped me.

Rivers: YOU DID IT ISLAND GUY! YOU WENT THROUGH IT! YOU BEAT THOSE TWO BACK!

Island Girl: Quallack and Pelleck won't haunt us anymore. ... Good idea finding that escape route Rivers! So ... you two ready?!

Rivers: To go home?!

Island Guy: Absolutely! Rivers? What's wrong? [Rivers looked east to the Orion Sea and smiled.]

Rivers: It's nothing. Time for us all to say goodbye.

---- *After Battle and we deliver the Goods to the Captain* ----

Captain Narbule: HOORAY!!! Well that appears to be the last of them then .... The Islander Can add em' togther!

Island Girl: One Rudder Fuel and one Carbonator Generator to take us home ya Cap'N!

Captain Narbule: My my! [Tears in eyes.] You really did it! That's them! That's the ones that I remember! The fuel is warm and been mixed like a treat! I'll help Zhogol and my wife Vietta mix more of it, since we got the sample here... ON THREE!!! ONE!!! TWO!!! THREE!!!

[Carbonator Generator Removed. Rudder Souls Removed.]

Island Guy: Does that mean we can go home?

Captain Narbule: Yessir! Ask around and let the others know we depart later today! Baha! To hear ye breathe once mar, the Stockhausen goes a wantin'! I'll be at the wheel fer now. When yer ready kid. The ships all ready and set for sail now .... I suggest doing one last check of the island to let all the passengers know we're ready to board!!! Good Luck!

Island Guy: I'll let yar know! [I was smiling. Captain Narbule was funny. I was happy again.]

[Rivers turns to Island Girl and Island Guy.]

Rivers: I meant what I said Island Guy. Back in the mines ... Island Girl. I --- I need to live here with my father.

Island Guy: But ---

Rivers: But nuthin' friend! You can say goodbye to both of us one last time up at my father's hut.

Island Guy: You. You are my friend. Now and always!

Rivers: Always dude! Say hi to Alfar for me. You and Island Girl will be happier with your family.

[Rivers Leaves to Return with Jasper]

Island Girl: So! Last check around the island. You did it!

Island Guy: No. We did it!

Game Complete! Chapter 8: The Atoms of Old and the End.

TOTAL PLAYTIME: 7 HOURS + 1-3 EXTRA

CHAPTER 6: Atoms of Old [The End]

TIME: 2 hour

--- We head onto the boat and have a cut scene. The S.S. Stockhausen goes through a second storm ---

Captain Narbule: ALL ABOARD!

[Fade to Black - Re open with Island Guy + Island Girl waving goodbye to Islanders on the Boat]

[Bye! Bye! Bye!] [Come Back Soon!]

Island Guy: The view ... The island looks so far away now ... We did it.

Island Girl: Goodbye Niinamigota. ... Island Guy?

Island Guy: Yeah?

Island Girl: Do you miss Samuel? I know he's not real, but does he still feel real to you?

Island Guy: Yes. And I learned so much that I feel ...

Island Girl: Brave? Like you are not alone anymore?

Island Guy: I have you. Want to stay up and see the moon and stars upon the nights sky?

Island Girl: I remember how beautiful the stars were after coming home from the food markets ... Before a long sleep.

Island Guy: Then let's stay up the whole night.

Island Girl: You're right Island Guy. The stars and cosmos are beautiful.

Island Guy: You remember? From planets class?

Island Girl: I see. See that star? It's Orion, named after the sea here. And then Proxeta, that star. [Kisses Island Guy.]

Island Guy: Mom? Are you out there? It's me ... Island Guy. If you are with Tori and dad back in the house chopping wood ... Wait for me.

Island Girl: She can hear you ... ... ! It's beginning to rain ... But ... LIGHTNING! HEAD BELOW Island Guy!

Island Guy: RIGHT BEHIND YOU!

--- Below Deck Captain is having problems above Island Guy + Girl to Investigate ---

Narbule: REPORT! REPORT! GATHER TOGETHER! THERE ... THERE APPEARS TO BE A STORM IN THE DISTANCE ... BUT I GIVE MY WORD! THE STOCKHAUSEN SHALL HOLD!

Gambler Mike: THIS BOAT IS CURSED!

Magician Tyler: WE SHOULD HAVE STAYED WITH THE OTHERS!

Knight Lukas: DAMN! I'LL GET HOLD OF THE RUDDER!

Vietta: HUSBAND, I'LL DUMP THE EXTRA RATIONS AND WEIGHT!

Narbule: AYE AYE LUKAS! VIETTA MY LOVELY WIFE! ... Looks like everyone is accounted for. ... Then it's my job to steer her clear. She can't be waitin' in these whirlpool parts forever. If I don't make it back ... Vietta ...

Vietta: YOU'LL BE JUST FINE HUSBAND!

Island Girl: NARBULE WAIT! Island Guy; we put everything and our hearts to get home to our families. Together?

Island Guy: Together.

--- Wally is waiting for them in a dialogue with a final boss Fight. Right before defeat, we find out Rivers snuck onboard without his father's consent .

--- Dies after saving the islanders ---

Narbule: AYE! YA DEVIL STORM! YA NOT BE SINKIN' ME WITHOUT A FIGHT! AY- HO!

Island Guy: We're here Captain!

Narbule: Not again laddies! Not a second time … … We need to get out of these whirlpools and fast!

Island Girl: Is the ship stuck Narbule?

Narbule: Aye! an' these whirlpools will rip the sail if we don't be careful … See the harpoons on the deck? Tie the mast mateys!

Wally: But you aren't going anywhere … Hello Child. I cannot allow you to leave your new home.

Island Guy: THIS WAS NEVER MY HOME!

Narbule: [Shock] GAHH!!! THE DEVIL ITSELF!!! HAS BE ENTRENCHED US IN THE ORION!!

Wally: I wish it were not so Narbule. Right here is where we first met. Beneath waves as you were drowning.

Island Guy: No. You were just speaking in riddles. Narbule! The voices are not real!

Island Girl: Keep fighting Narbule! We'll get the ship sailing. Island Guy, Niinamigota has hurt us enough. ONE LAST PUSH!

Island Guy: I'M NEVER GOING BACK TO THAT ISLAND WALLY!!

Wally: THEN I WILL TAKE YOU THERE!!! CANNONS!! ACTIVATE!!

Narbule: FIND THE HARPOONS!!

#1 Narbule: NOW REEL IN THE LINE ON THE MAST!!! ON THE RIGHT!! SHE'S SLIPPING!!

Narbule: Great! Now find the right hull switch to keep the sails a-tide!

Wally: Child! Give in. You drag me down to the depths and you will join yourself.

Island Guy: I'M NOT GIVING UP ON MY FAMILY!

Island Girl: KEEP DOING THE SAME FOR THE REST!

Island Guy: GOT IT!

#2 Island Girl: Tie it Island Guy.

Island Guy: Over there! Bottom Left!

Narbule: Keep Tying!

Wally: Stop it! Stop it! Don't you want to stay?

#3 Island Girl: The ships looking better!

Island Guy: Keep going Island Girl.

Narbule: ON THE LEFT PORT LADS!

Wally: You will never be happy Island Guy!

#4Island Girl: Halfway there!

Narbule: Steady Kids!

Wally: YOU ARE NOT LEAVING THIS ISLAND!

#5Island Girl: Second Last one! PULL!

Island Guy: HOLD ON NARBULE!

Narbule: Another Knot Cleared!

Wally: NO! DON'T LEAVE ME!

Island Guy: I WANT TO SEE MY FAMILY!

#6 Island Girl: LAST ONE!

Island Guy: LETS DO THIS!

Narbule: I'VE GOT IT! LAST SWITCH! BEHIND ME LADDIE!

Wally: [Cough Cough Cough] I can't keep up with you anymore Island Guy. You've really outdone yourself.

Island Guy: Wally … I'm sorry. I grew up.

Wally: [Cough Cough Cough] I know you did. Kid.

Narbule: The Storm! It's beginning to fade. I think I found a way out!

[One day later at sea ….]

---- Island Girl and Island Guy reach home after defeating Wally Outside of Port [Brief] ----

Island Girl: [Cough Cough] We made it. … all the others have gone home. You slept okay Island Guy?

Island Guy: Home. [I remember this place.] [This was where my mother walked me to the boat with all the other islanders.] [Tori hated the snow.]

[Father wanted to buy a home with all his winnings from the crops.] [Home was just a few miles away.]

Island Guy: I know the way back … Alfar.

Island Girl: I remember too … The school and my home just north of yours and then we'd go to this … This beach.

So. Want to go home? I'm Ready., I need to breathe.

When [I'm Ready.] Almost there. When [I need to breathe.]

---- Island guy returns home and sees his family one last time with all the other islanders.

Fade to Black With Island Guy monologue in Sea + him and Rivers + Island Girl at end ---

Tori: Island Guy! [Hugs]

Dave: Son! [Crying]

Island Guy: Mom!

May: My boy! [Crying] I thought I'd lost you.

Island Guy: Never ever-ever mom. The storm scared me. On the S.S. Stockhausen. Helping that girl was the only thing I cared about … Her name is Minnie.

May: You became a strong and responsible boy on that island didn't you? And you always do the right thing, no matter what happens. I'm so proud of you. Is this …

Island Guy: This was the girl from school. The one I always talked about at home. Her name is Island Girl. Island Girl?

[Island Girl stared blankly at my mother …] [And then turned into a ghost.]

Island Guy: What … What is happening? Island Girl say something. [I go to touch my best friend.] [But my hand goes right though her heart.]

[I hadn't felt so empty in my life.] [My sister's hug floats right through me.] [I look at the remains of my family home.]

May: It's time for us to say goodbye. You're safe now.

Dave: That's all we care about son. You're alive. And you're happy.

ATOM GIRL: We love you Island Guy.

Rivers: We love you dude.

Tori: We love you biggy!

Dave: Your father is a tough man. But there is one thing I didn't say enough. I love you son…

May: We love you sweetie. Now and always …

Island Guy: [Crying] Don't go mom. Please. Don't go. [Crying] I don't want to be alone here. [Crying] I don't want to be alone.

Island Girl: You won't be alone. I'll be in your heart. Always. You conquered your fears. You didn't let your obstacles triumph. I love you Island Guy.

Spartress: We love you Island Guy.

Narbule: We love you Island Guy.

Jasper: We love you Island Guy.

Samuel: L-l-l-lo-v-v-ve y-you Island Guy.

Wally [Me]: I am so so sorry.

Mystery Man [Young Me]: We failed you. … We failed us.

The End

FINISHING PLAYTIME: 8 HOURS + 5 HOURS = 1 Hours

THE SIDE QUEST SCRIPT



###NOTES: DONT USE SAMUEL OR RIVERS IN THIS!!

By: Island Guy Sandquist

Mission Settler Void : To Get to ATOMLAND [5 Mission Extra's]

CP Mission V1: Taya's Letters ***Find after Chapter 4*** EXTRA MISSION 1 - Before Ice / Rosto / Gold Rud

Taya: Island Guy? Could you do me a favor?!

Island Guy: What's that?

Taya: Well ... I know you helped out old Nigel and Nally with clearing the Eastern weeds and finding the sails mast .... so I'd like help finding some pages from my diary.

Island Guy: Oh! o-o-o-okay ... well ... where do you think you lost them?

Taya: Some are by the Orion sea. Some are hidden in the southern forest. Some are East of here. There should be a total of six notes. When you're done, please put them in the mailbox to the south.

Island Girl: We'll have em' picked up! **Settler Void Mission 1 Begin**

---------- *We go out to pick up all the Letters* ---------

Island Girl: I see a letter right there on the ground! Pick it up Island Guy!

Letter 1: [I read the Letter]

Dear Troy, Although I don't have a family, I consider you to be more than a step brother. I miss Oros very much. We could stand at the edge of the Toorish sea together and I'm going to send these messages by bottle into the sea. My hopes is they travel to you and step pa soon. Your sis. Taya.

Island Guy: I see another letter from Taya's diary. Lets follow the letter trail. It may lead to her diary.

Letter 2: [I read the letter.]

Dear Troy. Just yesterday Ol Nan went to Dolphins library to pick up a few books on the history of this place. Dolphin is quite a writer and Ol Nan is a hoot! Being alone with people I've grown to know has truly changed me. All alone without you has ... changed my perspective. On life. Your sis. Taya.

Letter 3: [I read the letter.]

Dear Troy. It's sunny here so I can only assume the Yusti circus has come to town. Did you know that there are two islanders here that used to perform with the circus? The moustache brothers they call themselves. Kogo and Muglark. I recognize them too! Remember when we played that game with the hammer and bell? Oh! And pin the tail on the tiger?! I miss you Troy. Your sis. Taya.

Letter 4: [I read the letter.]

Dear Troy. Did we have knights in Oros? There is a king and queen here that have travelled with knights across Gzhapel. Some of the knights are very mean while the other knights are very kind. They are both at each other's throats. The king is rude while the queen is polite. The children are well behaved. They live on their own docks created by the knights themselves. I'm not a fan because they think they are better than others. But not your nor I big brother! Your sis. Taya.

Letter 5: [I read the letter.]

Dear Troy. Let me tell you about a dream I had the other day. There were three fairies, and then a much larger fairy. They were telling me that I would see you Troy and soon. The fairies could cast dust into the sky and paint rainbows. I know it's just a dream but the colors were so vivid. It was like I was there right with you. It for me was as real as ever. I asked the fairies to take me back home. I hope my wish will come true! Your sis. Taya.

Letter 6: [I read the letter.]

Dear Troy. I think this will be my last letter until you write back ... Hopefully, If the sea bottles can make it to you, surely I will get your letters too. There is a key under my bed. Take it and then look in the bottom drawer of my treasure chest. There is a small keyhole to the right of the wooden base. It's a secret lock that mom taught me about. In it is extra money for both you and the family. I don't want you all to go without food and the thought of you all starving worries me. I love you lots. Your sis. Taya.

Island Guy: I … I can now see just how Taya feels. These letters … They remind me of people. Just like me.

Island Girl: See that mailbox up there? Let's check it. Maybe Taya left her diary there for safekeeping.

Flashback of Taya

Island Girl: Uh huh! You were right Island Guy! Her diary was in here. Look!

Island Guy: No, I think we read enough. I --- [Island Girl ignores me and begins to read anyways. And I am brought to a different part of Gzhapel.]

Taya: Are we done fishing here, I'm tired.

Troy: Just one more --- WHOAH! BIG CATCH!

Taya: Ha! You did it! FINALLY BRO!

Troy: Agh … nope. I lost it. Hey you know what the lesson here is.

Taya: Guh! You always seem to have a lesson involved.

Troy: The lesson is. All things escape. And there's nothing we can do about it…

Taya: That's not much of a lesson.

Troy: Well you'll see soon. Life moves on. There's nothing you can do about it. The good things. The bad things. You have no control over.

Taya: I guess. I guess that makes sense.

Troy: And don't forget your family. Ever.

Island Guy: Let's get this diary back to Taya. She really misses Troy.

----- We head back and deliver the Letters to Taya -----

Island Guy: Here is your letter's Taya. Your diary was in the mailbox.

Taya: My Letters! My Letters! Thank you! You didn't read them did you?!

Island Girl: Yeah we did. Sorry. I know they were private.

Taya: Oh that's okay! Thank you for your honesty!

Island Girl: And thanks for letting us stay here while Island Guy and I got some time to think.

Taya: It's okay. You're one of the peppier ones Island Girl.

Island Girl:]Blushes] Aww!!! Shucks!!! We may come here to rest time to time. Also come by our houses. Oh! We could team up!

Taya: Your sweet Island Girl. But I have to take care of some of the older islanders that need my help!

Island Girl: Responsibility! Check-O! I hear ya! Well I hope you get to see Troy soon. Hey! I wanna go to the circus too!

Taya: Well! When we all go home, how bout' we go together?!

Island Girl: I'd Love that! Don't you agree Island Guy?!

[I nod and stare at the sand and stones on the floor. I don't know if that's going to happen. But a circus event would be a good change of pace.]

Island Guy: I want that too. We have to go Taya.

Taya: Okay! Toodles!

Settler Void Mission 1 Complete

CP Mission V2 - Zhogol: Narbule's House Cleaner ***Find After Chapter 4*** EXTRA MISSION 2 - After Moved down the Avalanche

Island Guy: Hi Zhogol. Are you feeling better?

Zhogol: Oh SO SO MUCH! Thank you for asking Island Guy! I want to go back to that cabin, I think I forgot my sword.

Island Girl: Hey buddy, don't worry about it. Sometimes, we have to move on. That wasn't the place for you to be. [If no Sword.]

[**Island Girl:** We have the sword!] [If sword.]

[**Island Girl:** We gave it to Moustache Kogo.] [If sword CP.]

Zhogol: Oh! Anyways, the Captain says I got both deck cleaning and cabin cleaning duties. Can you help me find a mop, broom and deck cleaner?

Island Guy: Of course Zhogol. We'll ask around the island homes.

Settler Void Mission 2 Begin

------ *We Go to Witcherina's House* -----

Witcherina: A Mop for Zhogol! I'm a witcherina! Here's a mop for you!

Island Guy: Thanks Emily! You know where we could find a broom or pot?

Witcherina: Goods Store? Northern Island? I'm not entirely sure. Sorry ...

----- *We Go to the Clock Kings House* ----

Clock King: Tick Tock?! Do I hear a broom and a pot?! Here you go!

----- *We go to Dojo Rahuls House* ----

Dojo Rahul: Deck Cleaner? Yes indeed! A piece of wood is dear art to me!

Island Girl: That's all of them Island Guy. Zhogol should be able to clean the deck in no time.

Island Guy: Let's head back. ---- *We head back to the S.S. Stockhausen* ----

Zhogol: Is that it? .... Yeah! That's the stuff!

Island Guy: We hope this ship is ready to run.

Zhogol: Well, I'll give it my best for sure! **Settler Void Mission 2 Complete**

CP Mission V3 - Scutt: the Pack Rat ***Find after Chapter 4 ***

Scutt: MORE MORE MORE MORE!!! THIS PLACE IS AMAZING! SO AMAZING! LOOK AT ALL THE STUFF I HAVE !!! I HAVE EVERYTHING!!! BAHAAHAHA!!!

Island Girl: UGH!! This place is a mess! My dad would be furious at me if I kept my room like this ... You are a pack rat!

Scutt: I AM NOT!

Island Girl: AM SO!

Scutt: AM NOT!

Island Girl: AM SO!

Island Guy: Guys Enough!

Scutt: Although I could use just a little more! My name is Scutt by the way ...

Island Guy: I don't think that's a good idea.

Scutt: No it is! I've got all the good items but now I need some rare items! Here's a List of them if possible: 1. A Minstrel Flower 2. A Jewel of Safra 3. A Mystery Box. Please give them to Plitra as a gift! She is near the pit, it's her special spot ...

Rivers: Any Idea where we should find these things?

Scutt: The Box Spartrina has, and the Minstrel flower only grows away from sunlight in darkness. And the Jewel! Oh glorious Jewel ... Vietta has it! The Captains Wife! She is South by the Captains boat ... **Settler Void Mission 3 Begin**

----- We Find Plitra in the mid shore island ----

Plitra: If this is about Scutt, Leave me be in peace. I can't stand him. He has problems.

Island Guy: It is. You should be with him.

Plitra: We need to get back on the ship, but he isn't listening.

Island Guy: He wanted us to get you some rare gifts. I think that If we get them for you, and you show him, he'd return to the ship!

Plitra: ... !! Good idea! I tell you what: I'm looking for salts and herbs about the main island. Find the items and the herbs. I'll help him out.

Island Girl: Thank you Plitra!

------ Gathering the Minstrel Flower -----

[Just a Regular Flower ...] **Island Girl:** WHOAH! NO ORDINARY FLOWER!

Island Guy: Right indeed ... this is the minstrel flower. Its feels so good.

Island Girl: Zat's called an Aroma sirs!

Rivers: My body's tingling with sensation. I feel so calm and floaty.

Island Guy: I like when things speak for them self.

Island Girl: Maybe this flower is for the wifey, so Scutt can make her feel good ... GAWWWHHH!!! That's soo sweet!

Island Guy: Let's pick the flower... [Minstrel Flower Picked!]

---- Gathering the Safra Jewel -----

[The Chest Reads: Vietta's Jewel of Safra] **Island Guy:** Best I don't touch it ...

Island Guy: Umm Vietta?

Vietta: Yes Islanders?

Island Guy: There's an islander that wants your jewel ... says on the box. D-d' you know a Scutt?

Vietta: UGH! That creep! No way I am giving my stone to him!

Island Girl: Actually I have an idea missy Vietta.. Plitra doesn't really want Scutts gifts, but it's the thought that counts.

I'll get it from Plitra once it's all done. She just wants him away from his junk and back on the boat.

Vietta: Oh I see! Well: thank Plitra for getting her husband back to a better state.

Island Guy: BUT HE'S HAPPY!

Island Girl: HE'S CRAZY!

Island Guy: HE'S NORMAL!

Island Girl: AIN'T MY NORMAL \n[1]! ... He needs help.

Rivers: I can see both your sides. Some of the farmers would act up about their crops too ... Anyways, let's get this to Plitra.

That way, she can get him away from the shack.

----- Gathering the Mystery Box -----

Island Girl: Spartrina?

Spartrina: Yess Kiddies!

Island Girl: Can we have that Box on display?! It's For Plitra.

Spartrina: Of course you can love birds!

Rivers: Gross... *------- We deliver everything to Plitra -----*

Island Girl: Here's the Salts and herbs, along with the items Scutt asked for.

Plitra: Oh my island salts! How wonderful! I'll take these "rare" treasures back to Scutt. We'll see you on the Stockhausen once the ship sets sail ...

Settler Void Mission 3 Complete

CP Mission V4 - Shopkeepers and their Buyers [Knights + Froomar] ***Find after Chapter 4 *** EXTRA MISSION 4 - After Plitra

Island Girl: OI Mikey! So the snowmen are gone.

Gambler Mike: That's some good stuff kids. Actually I was hoping for some help me'self. Do you have a minute?

Rivers: What's that?

Gambler Mike: Go next door and speak to witch Bob. We are having a show and tell with all the lost luggage collected. That way people can claim back their own… cool huh!

Island Girl: WOO HOO!! THAT'S EXCITING! MAYBE MY TEDDY BEAR IS IN THERE!

Rivers: Ha! Loser!

Island Girl: SHUT IT RIVERS!

Gambler Mike: We worked out together a spot just outside the lighthouse east of here… Queen Froomar and some of her knight friends worked this all out behind the Island Kings back … We don't want to invite them.

Island Guy: Alright. I'll see you there when we've got everything.

Witch Bob: Brother Mike is Ready?! Joyous and Fabulous! We can hold nightly returns until everyone's things are claimed by their rightful owners … In good fortunes, the islanders might even build a pixie dust pot luck! I'll gather the west and east items. Tell Froomar its time for her to bring the items from north and south. Narbule should be able to provide!

Island Girl: Hey Froomar.

Queen Froomar: Hey Island Girl.

Island Girl: So we spoke to Mike and Bobrat. The shopkeepers and islanders are ready for the show and tell on the Eastern end of the lighthouse.

Queen Froomar: Oh that's wonderful! With all the charity by my own knights and the islanders help, we can start building homes here until that boat gets fixed. Let's just keep this a secret between us so my husband king doesnt find out.

Island Girl: We heard from Mike. We understand.

Queen Froomar: I'll be there every night until we've got all this stuff sorted out. Plitra has been kind enough to pry most of it away from Scutt. Speak to Spartrisa on your way out. She'll let you know when its ready.

Spartrisa: The Pot luck is complete! Are you ready?! [YES Triggers Cutscene]

---- We go to Lighthouse Bunker where Auction begins Cutscene before Completion----

Queen Froomar: Thank you for all coming. Please do not tell my husband about this, it will be our little secret! Any islander that has lost luggage was kindly sponsored by collaborations with Plitra and Scutt, whom are now resting on the Stockhausen. Please give them our thanks! We hope that any of you with extra pixie dust can donate for a good cause of food for the hungry. If you cannot, that is okay. Best of health to you all. All: [Cheers!]

CP Mission V5 - Terry Ghost: Family Reunited ***Find after Chapter 5*** EXTRA MISSION 5 - After Spike Slicer

Island Girl: FATHER?!

Island Guy: ??? Who are you talking to?

Island Girl: Terry? Terry! It's you!

Terry: Hey! My girl! How's the island?

Island Girl: Mother isn't with you?

Terry: Actually she is. In the graveyard. And with Timmy!

Island Girl: No … What are you saying?

[Island Girl Looked quite hurt. She was talking to herself just like I do sometimes.]

Terry: I'm sorry Island Girl. I'm a ghost. I died. And Martha. And your brother.

Island Guy: I'm sorry Island Girl. Our families aren't here.

Island Girl: [Sobs] I know. I just. I saw the bench and it felt good. Like Samuel.

Island Guy: Just like Samuel.

Island Girl: Can we … Can we find my brothers tombstone and my mothers. For now? Just … help me through this.

Island Guy: Okay Island Girl, I will.

Terry: Take me and your mother and your brother to the northern island.

Island Girl: I remember where I left your ashes. I will daddy!

Settler Void Mission 5 Begin

----- We head into the graveyard to speak to Martha ----

Island Girl: My mother's Jar. I'd marked the grave spots in different parts of the graveyard. Some of the other islanders had gotten here before me.

Island Guy: Yes, there are a few others here. I see you wrote something on the gravestone.

Island Girl: Yeah. Dear mom: I hope you are well. I can feel your presence on the island of Niianmigota with Terry and Timmy.

I always look to you for advice. You are my hero. You don't give up on me. I --- .

Island Guy: I what?

Island Girl: I miss Island Guy. I wish he was here. Signed: Island Girl.

Island Guy: [I turn to Island Girl] … … All this time, you didn't recognize me. And I didn't recognize you. Time makes us forget.

Island Girl: I won't forget you ever again. Let's find Timmy.

----- We Find Timmy's Gravestone ----

Island Girl: This is Timmy's Jar. I painted it purple because that's his favorite colour.

Island Guy: My favorite colour is purple too! It's such a strange colour.

Island Girl: Timmy would suck his thumbs before going to bed. I can hear him now.

Island Guy: Just like my sister. I have enough room in the pack for your fathers jar.

Island Girl: Thank you Island Guy.

---- We Find Terry's Gravestone ----

Terry: I see our family in that pack of yours. Ready to take us fishing by the sea.

Island Girl: … …. [Sobs]

Terry: Oh I'm sorry Island Girl. I know Alfie meant a lot to you.

Island Guy: Who is Alfie?

Island Girl: My dog. He died.

Island Guy: I'm sorry. [I felt a heap of sadness I couldn't quite understand. It hurt to see my friend in tears.] Let's get to the northern beaches.

----- We go to the Northern Beaches ----

Island Girl: There. All buried by the Sea. Right in my favorite spot.

[If NOT done Endless Seashell Quest]

Island Guy: They'll be okay. This part of the island feels much warmer. It's like … being closer to home.

Island Girl: We say that, but I don't know what home is anymore. I'm lost. I'm lost circling this island and I'm tired.

Island Guy: Lets never come back here. If it's too painful.

Island Girl: Okay Island Guy. Promise.

[If done Endless Seashell Quest]

[I see a vision morph from the Pots. The Endless seashell must be calling to it.]

Island Guy: Hello? Are you Island Girl Parents?

Martha: Island Girl is our daughter! You must be the handsome young boy she was talking about.

Island Guy: I think I look a bit scruffy. [I was embarrassing myself and didn't know how to talk to adults.]

Martha: Oh I think you look just fine. Can you take care of her while we are away?

Island Guy: I --- think I can do that. My dad says I am not responsible. What does that mean?

Martha: Someday soon you and Island Girl will grow up together and begin a life in love. Then your dad will pass the responsible to you.

Island Guy: Ohh … I still don't understand.

Martha: [Giggles.] You two are peaches! We will wait here on the island. See you soon little children! [Giggles.]

Settler Void Mission 5 Complete

Final Missions Extra: WALLY'S NOTE QUEST [F1 - 15] MANDATORY

The Note: A Nice Morning Breeze! ... Huh? A Note on the Ground. Wally; A special gift Island Guy. I want to take you around my island. Your Island. I want you to truly experience the joy of helping others. Go back and speak to Rosto. He'll be expecting you. When you've given the islanders their gifts you may enter my castle! [Wally's Note Added.] Island Girl: It's a test Island Guy. Wally wants to see that you have a good heart inside of you. Island Guy: A g-g-g-go-good h-h-h-heart. L-l-lets see Rosto while he's not sleeping. Island Girl: Good idea!

Mission F1 - Rosto + Golden Treasure *** FIND AFTER CHAPTER 5***:

Rosto: Hey Island Guy and Island Girl! Wowie! Good to see you, my mom is feeling much better! We can play out here now!

Island Girl: That's fun! Let us join soon! Have you seen this note before?

Rosto: ... No. But it's mystical for sure! [Ta Hoom! Dey Hoom!] The Note glows like the forest light. It says you need to find yourself.

Island Guy: How?

Rosto: Through others. There are items around the island. I can feel their energy. Items that remind yourself of who you are.

Island Guy: And this note knows who I am?

Rosto: No! It will give you the names of those to help. Speak my chant! That's the magic of it! You should see the shows Magician Tyler and I have done!

Island Guy: Let's find them! What is the energy telling you? What should we find?

Rosto: The spirits. They lay claim to gold being on this island. A Golden Feather. A Golden Hawk. A Golden Spear.

Island Girl: We'll find em'! ... But where you think we should look?

Rosto: The spirits tell me its harvested at the heart of the island ... Happy trails!

---------- *[We Return With Items]* ----------

Rosto: Excellent! I'll work on combining these items to bring joy about the island. Good work hero!

Island Girl: Thanks Rosto! Island Guy, check the map! Who next?!

[I look at the note.]

Island Guy: It says Wilda. And Tilda. By the Sea.

[The map and note glow to the center of the island.]

Island Girl: Looks like the Pit. Lets head that way!

Mission Final 1 Complete

Mission F2 - Wilda + Tilda [Fishing Knowledge] *** FIND AFTER CHAPTER 5***:

Wilda: Can't you all be still?

Island Guy: ... Hey.

Island Girl: Why are you here without anyone?

Wilda: Catching Fish. As no one will have me. Other than my twin sister! I am Wilda.

Island Girl: Oh! Just like the moustache brothers!

Wilda: Yeah. I'm learning to fish and my sister Tilda is up north getting books from Dolphin.

Island Girl: Whut? Dolphin? Like the sea creature?

Wilda: [Giggle Giggle!] Haha! He Kind of looks like one! Could you ask his wife Aura if she is ever coming back? I like her. I'll be by the western sea.

---- We Go to Dolphin's Wife Aura ----

Island Girl: Are you Aura?!

Aura: I'm an old wench. Just dark and rotten... Aura is the light!

Island Girl: Aww, don't say that! Yer real pretty!

Aura: Thanks.

Island Guy: Do you know Wilda? Her sister must have dropped by here to pick up some books.

Aura: Oh yes. yes. yes. And then she went to the north shore. Give her this! I fashioned a Lure for her! And another Fishing book!

Island Girl: Oh super! Well thanks Aura, I'll check up here from time to time!

Aura: See you around kiddos! ------- We Head to the North Beaches ------

Tilda: Go Awa ---

Island Girl: [Suddenly] We spoke to your sister Wilda.

Tilda: ... ... and I suppose she wants me to come back! Well, she can forget it!

Island Girl: Sibling Troubles?! My younger brother was like that.

Island Guy: My sister too.

Tilda: ... yeah, I guess you're right. I can't stay mad at her forever. She didn't even want to fish together with me.

Island Girl: Make it up to her ... she's waiting for you!

Tilda: I love my sister. And life is hard. But this island is pretty cool!

Island Girl: Helluva better than all that snow in Alfar!

Tilda: See you too later! [I look at the note.]

Island Guy: It now says Vietta. Oh! That's Narbules wife.

[The map and note glow around the S.S. Stockhausen.]

Island Girl: Time to head back to the Boat Matey!! **Mission Final 2 Complete**

Mission F3 - Vietta + Husbands Things ` *** FIND AFTER CHAPTER 5***:

Island Guy: Hello Vietta! The note is calling to us, and it wants us to help you?

Vietta: I don't understand. You talk strange little boy! Who are you again???

Island Girl: Sorry bout' him missy! He's been a bit dizzy around this island.

Vietta: Well, as it so happens I do need your help. My husband Narbule has misplaced his pirate gear during the wars.

I love him dearly, but he can be a stubborn oaf.

Island Girl: Ha! That's hilarious. That's so Narbule!

Vietta: I have a list of his gear: He forgot his Helmet, Armor and Greaves. Can you look around the island and bring them back to me?

Island Girl: Indubitably!

[The map and note glows to three locations - 1. The Island Show West. 2. The Lighthouse Tower 3. Gloria's Garden]

Island Guy: Nice to meet you Vietta. We'll get those items back to you!

---------- We Get the Narbule's Gear back to Vietta ----------

Island Girl: We got Narbule's Things!

Vietta: That's them! Just like new! Oh silly me, forgetting them during the big move!

Island Girl: Do you plan on staying here then?! I think Narbule wishes to leave.

Vietta: Narbule wishes to come back and live here. But he wants to help others that want to leave Niinamigota first. He's such a caring man.

Island Girl: That's so sweet! Coming back here will be like a honeymoon!

Island Guy: Ugh.

Island Girl: Oh don't say that! You just have the Cooties Kid. So what's next on Wally's Note? I'm excited!

[I look at the note.]

Island Guy: It's the castle in the North.

[The map and note glow around the North Castle Fort.]

Island Girl: Let's check out the Royalty!

Mission Final 3 Complete

Svemstri: Ello! Might zi inquirez help ma lovelies? commandeering

Island Girl: Yuhhhh .... OUI! Have you met Spartrisa by any chance? You'd both get along great!

Svemstri: Yez yez we do! Moi sistas! Anyhous: ma Svemstri is quietz famish!

Island Girl: Huh?!

Svemstri: Hungriez! Can youz find a steak meal! Avec friez?! Ze guardzies hazz eaten oour stock!

Island Girl: Steak food ... ?!

Svemstri: STEAK! STEAK!!! GGGGRRRR!!! STEAKZZZMiEEZZZ!!!

[The princess had a demonic look in her eyes. This lady had an appetite.]

Island Guy: We can certainly try. One steak. And Fries!

Svemstri: OUI! OUI! OUI! OUI! OUI! OUI! OUI! OUI! OUI! OUI! OUI! OUI! OUI! OUI! OUI! OUI!

Island Girl: Okay Svemstri, we will ... umm ... look for any cooked meals on the island with a steak and potato fries.

[The Note Begins to Glow Five locations: 1. Island Shop East + West. 2. Tylers House 3. Taya's House 4. Mikes House 5. Kassecks Sewer]

Island Guy: We will be back soon.

Svemstri: HUNGRIEZ!!!

------- We head around the Island to Pick up Steak and Fries: 1. Island Shop East 2. Tyler Magicians house 3. Taya's House 4. Mikes House 5. Kassecks Sewer -------

1. Island Shop East: Scuse me, I'm Eating! Can I have some of that steak?! When [Can I have some of that steak?!] I don't think so! GET OUT YOU ARE BOTHERING ME! [NOM NOM NOM NOM] Islanders steak! Hands off! Medical emergency, we are now commandeering this steak! No more food Left. WAIT WHAT! YOU CAN'T JUST STEAL MY FOOD! GUARDS GUARDS! They ain't here Mr. rude guy!

B] Island Shop West:

Hi Spilley. So you don't mind if we take this. Hungry passenger. It's okay! Take away!

2. Tyler Magicians House:

Hey Cynthia? You're done eating this right? You can have it my dear. I am full. May you have a blessed full stomach. Thanks Cynthy!

3. Taya's House:

Hi Taya. We need these steaks pronto. Oh, okay ... don't mind me.

4. Mike's House:

Mikes Leftovers ... Best not eat them. Hey Mike, can we eat your steak? Medical emergency. Pfft! Whatever! [Just a lonely table now ...]

5. Kasseck's Sewer:

Well ... Kasseck isn't here ... I don't think he'll mind if we take this ...

-- We hand over the Steak and Fries, We go to a funny cut scene of Svemstri Chugging down the food to fathers dismay, the Soldiers are cheering her on and placing bets. --

[Monologue]

[I glimpse at this hungry boar of a tiny princess as she devours the food on her plate like a lion. Her evil stare of destruction lingers as each pile of potato fries and engorged by the plateful. Her brother winces at each bite. The game is on. The knights have placed bets she can't finish the meal. But she can. She is determined. She is unstoppable. She is Svemstri!]

Knights: CHUG! CHUG! CHUG! CHUG!

Svemstri: GRAAAAHHHHH!!! [Cough Cough] [Barf]

Knights: EWWW!!!

Island Girl: So what's next on the note? [I pull out the island note.]

Island Guy: It's ... It's your father Rivers. Jasper. He needs our help.

Rivers: Oh ... well, let me talk to him.

Mission Final 4 Complete

Mission F5 - Preacher Jasper + Prayer Candles *** FIND AFTER CHAPTER 5***:

Rivers: Father! Heard you may need help ...

Jasper: You must be able to read my mind. I taught you well in school my boy!

Rivers: Sheesh. Thanks dad.

Jasper: It's hard to see the lighthouse and sea during the night-time. I believe I left my candlestick maker and candles while travelling the island.

Rivers: It's okay pops. Your an old man, let me fetch them for you.

Jasper: Well, well. I think I left them in the cave West of here and while I was camping in the forest. Here. Take this key to unlock my gear box.

Rivers: Will do dad!

----- We Pick up the candles sticks and candle holder in the Gargoyle Cave and Camp Hut South -----

Rivers: Found them. No more sleepless nights to keep you worried.

Jasper: This will make reading easier! I'll be inside. The door is always open for you and Taiko.

Rivers: I'll get some sleep when everyone is safe and happy.

Jasper: Well ... don't wait too long!

Rivers: Want to see what's next Island Guy? [I pull out the map and note.]

Island Guy: The houses above the S.S. Stockhausen. I see two witches in need of my help. Magic powder and Cauldrons!

Island Girl: OH COOL!

Mission Final 5 Complete

Mission F6 + Mission F7 - Witch Bob [Trade Rosto Gold Hawk 4 Magic Powder] Witcherina Emily + Cauldrons *** FIND AFTER CHAPTER 5***:

Witch Bob Mission [Part 1]:

Bob: The Spells! The Spells! Bring Forth three children of the island soul.

Rivers: Is everything okay mister?

Bob: Do you have the Golden pieces?

Island Girl: OI! How d' you know about that?

Bob: No questions! Rosto should have combined them by now? As you can see --- the piece from my chair is missing.

Island Guy: But that is Rosto's gold.

Bob: Tell him I will trade him for this magic powder. He was always in need of it. Also, speak to my wife Emily. We are in need of a cauldron.

Island Girl: COOL! A DOUBLE QUEST!!!

Witch Emily Mission [Part 2]:

Rivers: Ugh! What's that smell!

Emily: This is the brewery room! Dead rats and pickled herring. Rabbits ears and Snake Teeth!

Island Girl: GROSS!

Emily: You need a dull nose if ya wanna be a witch. You ain't got it hun!

Island Girl: So, we have this magical note and ... well a long story short: it brought us to you! A Cauldron?

Emily: Yes! You can read minds! I left my cauldron at the Dojo's house East of here. Could you pick it up for me?

Island Guy: We'll get it!

---------- We trade with Rosto for the Gold [During the Day] ----------

Rosto: Good to see you again Island Guy!

Island Guy: Witch Bob wants your gold!

Rosto: Indeed he does! The magic on the note and map are working then?!

Island Girl: Indeed! He gave us the magic powder you've always wanted.

Rosto: AWESOME! Wanted this for a long time! The gold was a bonus, so if it completes his magic chair, then I'm glad this can help.

[Winged Gold Ark Added.]

--------- *We Ask Dojo Korina for the Cauldron* -----

Korina: Oh hi Island Girl!

Island Girl: Hi Korina! Sorry I haven't come around. The island has been busy work since the beginning.

Korina: It indeed has!

Island Girl: Witch Emily wants her cauldron back.

Korina: Oh that's okay! We've used it a bit to harvest salt from the Orion sea. But I'm Sure Emily is fine with that.

[Emily's Cauldron Added.]

---- *We return the items to Emily + Bob at same time [Autorun]* ----

Witch Bob: Just look at that! My chair is tingling with magic!

Witch Emily: We can cook the ingredients to talk to our families across time!

Island Girl: [Sarcasm] Can you really?!

Witch Bob: You have to believe to achieve!

Island Guy: The map and note are beginning to glow. The witches have a point!

Rivers: Well! What is the next stop?

Island Girl: It's in the northern spots ... Looks like Listrova's House.

Rivers: Who is that?

Island Girl: We call him the clock king. He's obsessed with time...

Rivers: And now it is "Time to go!" then!

Island Guy: To the northern sea-line ...

Mission Final 6 Complete **Mission Final 7 Complete**

Mission F8 - Clock King + Sleeping Herb *** FIND AFTER CHAPTER 5***:

Clock King: The Ticking Sound! The Ticking Sound! Is driving me insane!

Rivers: Is something the matter?

Clock King: I love my clocks, but I cannot think. I cannot sleep! It ticks, ticks, TICKS! AND TIME MARCHES ON!

Island Girl: Ohhh, I know that. When you can't sleep cuz somthin is buggin ya?!

Clock King: Well, If you can find some herbs in the Forest, It would be mightily appreciated. Ten should do!

Island Guy: Ten herbs about the Forest. Check!

------ We Find all the Herbs -------

Clock King: Oh how wonderful! Let me just wash this down.

[The Clock King passes out in place. We Fade to black and put the Clock King in bed.]

Island Girl: One sleepy Listrova... Now what?

Rivers: Map ... Note ... [I pull out the map and note.]

Island Guy: It's glowing near the lighthouses. I think it's the miner's house.

Island Girl: I get to say hi to Lizzy!

Mission Final 8 Complete

Mission F9 + Mission F10- Miner Nisken + Salt and Butter Cream [Hands] + Miner Lizzy [Message to Brother] *** FIND AFTER CHAPTER 5***:

Island Girl: Hey Liz!

Lizzy: Oh hey Island Girl! Thanks for getting me out of the Mines. Never thanked you properly!

Island Girl: It was all lucky timing I guess. We were in search of a mystery that involved snowmen and then ended up there.

Lizzy: Oh cool! Did you find it?

Island Girl: Well that's why we're here. This note ... it glows.

Lizzy: Fascinating! And it brought you to me?

Rivers: It's a sign of good. Of helping those in need.

Lizzy: Well, I don't need any help at the moment. I guess just get word to my brother Terry that I'm here and recovering.

Rivers: We'll get that message to him.

Lizzy: I'll join him on the boat as soon as I can walk.

Nisken: Hey Over here!

------ We Then Talk to Nisken --------

Nisken: Before you go, can you also find some salt and butter cream?

Island Guy: Why? That's weird.

Nisken: Not at all ... I need it to treat the scabs and rashes on my hands.

Island Guy: Oh.

Nisken: You may be able to dig up some Salt and Butter cream on the Western Island shore.

Island Guy: We'll go there too then! Double Trouble!

----- We Talk to Miner Terry -----

Island Girl: Hi Terry. Your sister misses you.

Terry: Oh. She doing well?

Rivers: She's just fine. Her leg is almost recovered.

Terry: Phew! I'm relieved then. Tell her I love her very much and can't wait to go home.

Island Guy: We will!

---- We pick up the Salt Cream and head back to the miners Hut [Lizzy thenNisken] ----

Rivers: Your brother knows you'll be joining him aboard soon. He misses you.

Lizzy: Thank you so much. It should only be a few more days.

Island Girl: Well hang in there. We'll play some cards with Nisken in the mean time!

Lizzy: You watch that guy! He's a card sharp!

Nisken: Oh good good good! Gimme! [Nisken dips his hands in the salt cream and rubs his hands with an exhausted sigh!]

Nisken: Oh that feels so good! So much pain gone! I will let you win at cards anytime!

Rivers: Very funny Nisken. Another Islanders troubles slipping away.

Nisken: You're good kids. I hope you all brighten everyone's day in need!

Island Girl: Speaking of bright! The map and note! Time to check! [I pull out the map and note.]

Island Guy: Back to the Northern Island again. Inside one of the Houses. A name reads Stoika.

Island Girl: Oh Stoika! Got it! Let's Go!

Mission Final 9 Complete Mission Final 10 Complete

Mission F11 - Stoika [Day Time] *** FIND AFTER CHAPTER 5***:

Stoika: Hello.

Island Girl: Good Morning Stoika!

Stoika: A beautiful sun pouring in through the windows! How so ever Refreshing! Good timing by the way!

Rivers: Need a favor?

Stoika: Such mind readers you are! Just south of the forest there is a memorial site. I keep my pet Tiger there.

Island Girl: A PET TIGER?!

Stoika: Yes, and his name is Barry. Please feed him so meat and treats please. He is cute. And cuddly. And LOADS OF FUN!

Island Girl: ITS A FREAKING TIGER YOU NUT!

Stoika: Hahahahaha! Don't be shy. I promise he won't hurt you. You can talk to him!

Rivers: THE TIGER ... TALKS?!

Stoika: I taught him how to speak!

Island Guy: We will deliver your treats to Barrie, Missus pet lady!

----- We bring the Treats to Barrie the Talking Tiger -----

Barrie: Stoika bring tasty treats! YUM YUM YUM!!!

Rivers: Holy cow this is crazy! An animal can speak!!

Barrie: NOT JUST ME! ALL THE ANIMALS HERE!!! YOU JUST NEED TO CONVINCE THEM A LITTLE BIT!!!! HAR HAR HAR!!!

Island Girl: Okay ... well ... GOOD BOY! [Island Girl pets the tiger]

Barrie: OOHH I LOVE THAT! SCRATCH THAT ITCH! AWW YEAH!!!

[I pull out the map and note.]

Island Guy: The glowing is coming from Jaspers House.

Rivers: I think that's my uncle Taiko. He's been living with Jasper ever since he got his cheque.

Mission Final 11 Complete

Mission F12 - Taiko *** FIND AFTER CHAPTER 5***:

Rivers: Uncle ...

Taiko: Rivers. You should be helping here in the chicken coop.

Rivers: Not interested ...

Island Girl: [Whispering] I sense some tension.

Island Guy: I'm sorry for bothering you Mr. Rivers Uncle. I am Island Guy. This is Island Girl. We were Rivers schoolmates.

Taiko: Oh I see. I hope you turned out more HARD! ... sorry ... GAH! hard working than Rivers here.

Rivers: ENOUGH UNCLE! I'm sorry. My uncle has something from the doctors called tourettes.

Taiko: [Angry] WELL GUESS WHAT?! THE GRAIN TO FEED THE CHICKEN IS ALMOST GONE. AND EVERYONE IS STILL HUNGRY. THESE CHICKENS NEED TO BREED FASTER!

Island Girl: [Calmly] So, you would like us to find some grains.

Taiko: [Deep breath.] It would be a good start. .... thank you. The grains are usually collected on the main land parts. Speak to Scutt. He's on the main land.

Island Guy: Of course! We helped him collect some minerals. I'm sure he'd be willing to spare some for you.

Taiko: And thank you. If these chickens starve, then no meat for anyone .....

------ We Speak to Scutt -------

Scutt: Taiko is in need of the hogs grain? I'm glad I let it ferment on the main land's ... here you go!

Island Girl: Thank you so much mister! Or [Glad we harvested it for you in the first place!]

----- We get it back to Taiko -----

Taiko: Oh fantastic kids. That's going to make much progress!

Rivers: [Sarcasm] You're welcome!

Taiko: Watch your tone boy! [I pull out the map and note.]

Island Guy: The note is calling us from the S.S. Stockhausen.... A knight named Lukas.

Mission Final 12 Complete

Mission F13 - Dojo Rahul + Knight Lukas *** FIND AFTER CHAPTER 5***:

Rivers: That's some big armor! Are you Lukas?

Lukas: That's my name. Got a sister named Hanna. Don't wear it out!

Island Girl: Oh. Been around the island much?

Lukas: Not so far. I've decided to stay here on the back of the ship. I've been too tired to travel. I could use your help!

Island Guy: That's why we're here!

Lukas: Oh good! Must be that captain of ours. Narbule can sometimes talk about me a lot. We've been friends for a long time.

Island Girl: Did you participate in the wars together!

Lukas: Indeed we did! By chance do you know a Dojo named Rahul?!

Island Girl: [If Yes] We do! What a kind soul. Lives with his wife Korina. [If No] I haven't met EVERYONE on this ship ya know!

Lukas: Well if you do see him, he should have a parcel for me. It's important for my health. It's my vitamins.

Island Guy: We can't have you hurt. We can't have anyone hurt. I'll make it my duty to get you your vitamins.

Lukas: Thank you so kindly.

[This is just what my mother and school taught me. I learn to make friends. I learn t-t-tto f-ff-eeel. Sh-sh-she c-c-calls i--it. Em-emp-empathy.]

-------- *We go to Dojo Rahul* ---------

Island Guy: Mr. Dojo. Mr. Dojo. You are friends with Lukas? He needs his pills quickly!

Dojo Rahul: Oh no. It's his heart. He asked me to make and take care of his medicine. I've been making it at the lighthouse bunker. It's on the table.

Island Girl: Thank you Rahul. Let's go gang!

------- *We get the Medicine back to Lukas* -------

Island Girl: We got it sir knight!

Island Guy: Here, have some water. [I take the medicine and mix it in the water.]

Lukas: [Slurp, Cough, Slurp, Cough] OW! OW! ... [Sigh] That feels so much better. Thank you kids. My heart has calmed down. I can breathe again.

Island Guy: You should get some sleep while there are a few beds!

Lukas: Aha! A Funny boy too! I'll remember that.

Rivers: Has the map and note been fulfilled? This is some tiring work.

[I pull out the map and note.]

Island Guy: Not yet ... The lighthouse. Ugh, WE WERE JUST THERE!

Island Girl: Then we gotta head back Island Guy! **Mission Final 13 Complete**

Mission F14 + F15 - Anastasia + Gloria's Garden [Top of Lighthouse] *** FIND AFTER CHAPTER 5***:

Island Girl: What-ta View Huh!

Anastasia: Yeah! Jasper and I spend the nights here sometimes! We watch the stars while there's no clouds.

Rivers: You know my dad?!

Anastasia: He's a real cutie! [As Rivers paces around the lighthouse Awkwardly.] We would like to spruce the place up if at all possible.

Island Girl: Like make the lighthouse pretty?!

Anastasia: PRETTY PRETTY! VERY PRETTY! If you meet Gloria, you can ask her for a few plant seeds. She's just south of here.

Island Girl: I know Gloria, a bit of a crazy one though?

Anastasia: Hey don't say that! She's my good friend. She may be a bit strange because she is overly fascinated with plants. But she isn't crazy.

Island Guy: Well, this Lighthouse does look a bit boring. We can make it pretty!

----- *We go to Gloria's Garden* -----

Island Girl: [Nervously] Hi ... umm ... Gloria ... How are your plants?

Gloria: MARVELOUS! MARVELOUS! The sun beams through my sunroof onto my plantzies!

Island Girl: Do you by chance have a few seeds to spare? It's for the lighthouse. I hear, you and Anastasia get to watch the stars. How are they?!

Gloria: Oh! Oh! Oh! you can most certainly join! Oh this is going to be so much fun! But one more thing to add ....

Island Guy: What's that?

Gloria: Talk to Spira! Oh! How lovely Spira! We need a log to build a campfire! FIRE! BURN! BAHAHA!

----- We head over to Spira ----

Spira: Gloria needs a campfire? On top the lighthouse? Come with me, we'll gather weeds too. We can bring her flower megaphone too.

[We head to the forest and gather logs for the night. A Final magical gathering with all the islanders.]

--- Fade to Black - Gloria gathers the plants and we wait till night for a good campfire story at the lighthouse. [Full Cast] ---

Jasper: And then ... Savior Saint Vesterpok took up the sword of Zanarchist Amanza on the way to slay the dragon!

Anastasia: Wait! Wait! Who is Saint Vesterpok? It's been such a long story to follow.

Hanna: What a night to tell it upon too! Hopefully my brother and I become legends too!

Taya: It's so cozy to have everyone here for a campfire story ...

Witch Bob: And for everyone to be together.

Zhogol: Do you guys ever think we'll get home. Or to the other islands I mean.

Vietta: My husband and I feel just like you do. We all want to get out of here.

Ol Nigel: Just another crazy adventure with you kids!

Spilley: Oh stop being so silly Nigel!

[The stars shine upon the notepad as the barriers have been lifted.] [A Starbeam comes down from the sky and lands on my notepad ... and thin voice moves through the air.] ["And the wealth of islanders has been fufilled. You have all come together."]

Rosto: Whoah! Was that a voice from the Sky?! Absolutely rad!

Island Girl: I think it's time everyone. We are off to fix the ship.

Dojo Rahul: Wait! You have to at least finish the story Jasper.

Jasper: Oh yes. So Vesterpok continues to approach the dragon with his mirror shield, trying to trick the dragon. But the dragon was not confused. Dragons are very smart indeed. The dragon knew what the saint was up to. So he crept forward thinking that the dragon could not see him ...

Spartrina: And then?! THEN WHAT HAPPENED?!

Jasper: .... AND THE DRAGON ROASTED HIM FROM SKIN TO BONE!

All: [WHOAHHHHH!!!!]

Spartress: That was such a fun story Jasper. If only my sister could keep her trap shut.

Spartrisa: Hey! Sisters! Don't Fight!

Jasper: Same time tomorrow everybody!

Mohawk: We can totally come here all nights and stare at the stars dudes!

Witch Bob: That sounds like a good idea Mohawk.

Gloria: Did everyone enjoy my flowers?

Stoika: They were quite pretty Gloria.

Island Girl: Well ... Sheesh, I'm sleepy. Are you ready to Sleep Island Guy?

Taya: You can sleep at my place.

Island Girl: Goodnight everyone!

[Fade to Black We end up "back asleep at Taya's House" Then player transfer outside during day]

Dream Monologue: It's cozy at night. No Noise. No people. Wally and I are playing in my backyard. He feels so ... Familiar. Just like Tori. His castle is dark and sad. I walk through it. Like walking on a cloud. I feel sorry for Wally because people think he looks scary. But I don't think he's scary. He carries a funny metal sword that he calls a scythe. It's for him to balance the souls that are my friends he tells me. And then Island Girl joins us. We are playing on a beach with a ball made of rubber. It's catch time. Catch time. [Yawn ...] The Note and Map fade in memory. Transfer to Outside of Taya's House.

Island Girl: Island Guy?! Island Guy?!! Rough morning. Are you well rested to go get the carbonator generator?

Island Guy: Castle ... Generator ... Right. I feel ... good. I was miserable and angry before. But when I meet people ... things just feel better.

Island Girl: What are you saying kid? We got to hold out hope for our parents. Keep pushing. Keep going. We'll meet with them quite soon.

Mission Final 14 Complete Mission Final 15 Complete

Side Missions: [12 / 20 Side Missions] 8 OPTIONAL

Chapter 1: On the Island - The Adventure Begins [Sails Mast]

CP Side Quest 1 - Lassie and Rover: *** FIND AFTER CHAPTER 1***:

Rover: I brought Lassie Aboard the Ship, But She's gone missing... Can You Find My Dog? [YES] Fantastic My good Sir! So I saw Lassie Up north wandering around the sand castles before the northern beaches ..... She got lost around the mounds of sand ... must've dug her face in while I wasn't paying attention. While I was looking for her, I tripped in a ditch and then busted up my leg. So I can't go ... But You Can! Please Get her Back!

Mission 1 Begin

---------- *I go to The North Beach to Retrieve Lassie* ----------

Rover: MY DOGGY MY DOGGYY!!! WAHOO!!!
Lassie: WAF WAF WAF!!!
Rover: Who's a good boy?! Yes You are! Yes you are!! Who's a little cutie pie??!!

Island Guy: Ugh ... Yuck. [People that had pets disgusted me.] [It's not that I didn't like them, but they seemed like weird people.] [We had our crops and we ate the animals ...] [But never did we talk to them.] [It was clearly strange behavior.] [It was then I started to learn more about myself and interacting with strangers ...] [But other Owners of Animals Never saw it that way.] [I could see that Island Girl didn't see it that way either.]

[Perhaps it was because I never got to share the same experience of having a pet as the other school children.] [That's important.] [I didn't lack empathy, but since I was able to share the experience of the love of a cat or dog, I simply couldn't place myself in their shoes.] ... Gross.

Island Girl: That's 1 Down and 24 to Go!! Easy Peasy .... Maybe the others might be a little more difficult. I wonder what the rest of the islanders found around the island ... ... ! Ooooohhhh ... Maybe ancient artifacts ...
Island Guy: Sure Island Girl.

Mission 1 Complete

CP Side Quest 2 - Sick Girl [Mother Marina] *** FIND AFTER CHAPTER 1***:

Marina: [Cough, Cough] ... ... Ugh. I'm Sick.
Island Girl: Oh ... I'm sorry to hear that. You'll need some medicine kid.
Island Guy: I think we're all kids here. ...

Marina: But I'm No Kid! I'm a mother! ... I ... I lost my children when the ship sank ... and Now ... I have nothing to live for ... As the ship was sinking ... I tripped running down the hall whilst everyone was in a panic. I hung onto the stern for safety. There was fishing nets and rafters to keep me a float. I barely clung back onto the ship. Holding myself for hours ...

Island Girl: Oh my! That's Horrible! Well don't give up hope ...
Marina: I better not. There were A lot of passengers and this is a very large ship ... It's quite possible my daughter Minnie and son Rosto had left on the lifeboats or are amongst the island. She has blonde hair and was wearing a blue dress and Tiara ...

Island Guy: ... ... Yes! I remember her! My father and I had gotten your daughter to safety. Not to worry. [I see a bright smile on Marina's face!]
Marina: [In tears] Oh good! So very good! Take the note from the bottom of my bed If you see her. I have hope! [Cough, Cough] ... So ... can you find me some medicine? [YES]

[Cough Cough] Thank you So Much!! ... ... Cap'N said there were some herbs North East of Here within the deep mountains of Niinamigota ... amidst the buried snow ... ... But he's gotta stay here to guard the ship ... ... Speak to Nun Cynthia about them ... [Cough] Its Blue ... [Cough]

Mission 2 Begin

---------We Speak to Minnie -------

Minnie: [SOBS] WAAAHHHH!! IT HURTS IT HURTS!! [SOBS] WAAAHHHH!! IT HURTS IT HURTS!!

Island Guy: You! I saw you leaving the S.S. Stockhausen!!! My Father and I helped you!!!

Minnie: .... [AAGGGHHHH!!!] Yeah I remember. Thanks... I'm Minnie! My ... My mother ... [SOBS] WAAAHHHH!!! [SOBS] WAAAHHHH!!! My Leg is Broken! My mommy is gone ... Swept By the Sea ...

Island Guy: Wait ... what's ... what's your mother's name ??!!!

Minnie: Marina.

Island Guy: Wait !!! She's ALIVE!! She asked us to give you this note if we were to ever find you ... [I give Minnie the Note.]

Minnie: Oh my goodness !!! [SOBS] My MOMMY IS ALIVE!!! [SOBS] Can you bring her here?! She must be worried sick about us!

Island Girl: You got it Minnie!

-----We Head back to Marina on Ship ----

Marina: My baby is here!!! On the Island?! ... And my Son Too?!

Island Girl: And yer husband.

Marina: You must take me to them ... I feel better and can walk now ...

----------We Take Marina To Minnie's Hut----------

Minnie: Mommy!

Rosto: Mom!

Marina: My Daughter! [Hugs] My Son! [Hugs] There wasn't a day that had gone by I didn't miss you both ... I've been both motion sick and physically sick.

Rosto: So many people were lost in the sea ... I thought you were gone forever ...

Marina: Well, now were a family ... So let's get rest together ... I can't thank you enough Island Guy ... Please take this pixie dust as thanks! 3 Medium Dust Added. 6 Small Dust Added. 1 Large Dust Added. *ZZZZZZZ!!!!!!!*

----------We Find Nun Cynthia ----------

Island Guy: You ... you are a nun ... Cynthia?! That's what nun's wear right? The robes and the hood? [I wasn't raised to believe in religion ... my dad didn't believe in it ...] Do you know a Mother named Marina?! She's so so young ...

Cynthia: Mmhmm! Marina and I became good friends aboard the Stockhausen! I have met their family, but they had been separated ... I feel so sorry for Rosto and Minnie.

Island Girl: Would it surprise you to hear she is onboard and quite sickly ??

Cynthia: My my, then blessed be! Of all the hardship on this island, hearing such news gives a great warmth to my heart ... I was praying for her.

Island Guy: [I roll my eyes.] She is sick from the travel. She needs a blue flower medicine ... ever heard of it??

Cynthia: Yes indeed. Speak to my husband first about the snowmen and the skeleton dangers that lie north first. There are blue flowers in a cave up north ... collect five of them. That should be sufficient to heal Marina from her sickness ...

----------We Finding the Medicine----------

Island Girl: Okay, now let's get this back to Marina.

Cynthia: Is that the flowers I see! Let me brew these for you ... hold on! [All Blue Flowers Removed! Herb Medicine Added!]

Cynthia: I wish you luck, and that you bring joy to the rest of the islanders!

Island Girl: Thanks Cynthy! *----------We Return the Medicine to Marina ----------*

Marina: [Cough Cough ... Wheez Wheez] [Gasp!] That tastes awful ... but I felt a lot worse before I can feel a lot better! Thank you so much islanders!

Island Girl: Feel better soon Mmmkay Marina?!

Marina: I will! My Tummy is Feeling Much Better! I Think I'll go play outside with Lassie Soon!!

Mission 2 Complete!

CP Side Quest 3 - Lost Knight Bandages *** FIND AFTER CHAPTER 1***:

Hurt Knight: ... The War ... ... THE WAR! THE DAMN WAR!! AAGGGGGHHHH!!!

Island Guy: .... Are you Okay?

Hurt Knight: I .... WAS BEATEN! AND KICKED! THEY HURT ME! AND WITH NO CAUSE!

Island Guy: Y-y-y-y-y-you H-h-h-ave P-p-p-pts ... PTSD!

Hurt Knight: wh--what's that?

Island Girl: I know actually! My ma and pa taught me about this ... PTSD is a bad memory or event that happened to you sir knight... It's why you're yelling alot. ... ... I'm sorry you were beaten. Was it the war?

Hurt Knight: YES! YES! To protect the people from ... FROM HURT. HURT ME. I ---- I cracked my ribs ... Can you find something for the pain on the island? [YES I'LL SEARCH FOR THOSE BANDAGES] Th-thanks so much youngsters! All I need is bandages ..... If you see any medical supplies Across the island, can you do me a favour and pick them up for me? Then I can wrap them around my chest...

Island Guy: Sure thing Sir!

Hurt Knight: Th-thanks again! [Begins to Sob] [Uhhh hhhummpppphhh]

Island Guy: [I could feel his pain... Just in a very different way ...] **Mission 3 Begin**

----------*I Find the Bandages just before The Pit* ----------

Hurt Knight: M-m-my Bandages! All Better! [The bandages fit neatly over the bruised wound and cracked ribs] [Cough Cough cough] I think I can move again ... [Wheezy Breathing] Thank you.

Mission 3 Complete!

CP Side Quest 4 - Hungry Man LORO ***FIND AFTER CHAPTER 1***:

Loro: I'M SO HUNGRY! NOM NOM NOM!

Island Girl: Oi! You okay sonny??? That's way too much food!

Loro: I ... I eat too much!! [Sobs] I'm a bit overweight I think. I just can't keep my mind off of food. I... I need help.

Island Guy: Oh ... I get that. My dad has the same issues. I'd like to help If I possibly can ... I think its best you go outside and get some sun!

Loro: [Oooof!] I hope so, But I'm just so full!! I'll need something to train with... And some healthy food.

Berries ... Fruits .... Do you think you could find these? [YEAH I CAN FIND THEM!]

Loro: Okay! Great! It's time to have some positive thoughts ... I need self control! See if you can find my training Dumbbell's on the island ... I left them with the moustache Brothers while working out with them across island!! Speak to Ragnar.

Mission 4 Begin

----------*I Buy the Berries and then Talk to Moustache Ragnar* ---------

Island Girl: Hey Muglark! We got a hungry man east of here, by chance you got anything he can train with? Would be a big help!

Moustache Muglark: A Dumbell for a hungry man?! ARRGGH! That ought to do the trick! I left some dumbbells in the corner, let me get them for you ...

Island Girl: Thanks Raggy! I'm gonna bring it back to Loro, he's in need of dire help.

Moustache Muglark: Weightlifting is hard at first... But it gets easier to be pumped!!! [ARRRGGGGHHHH!!] [ARRRGGGGHHHH!!]

---------- *The Dumbells are Given to Loro* ---------

Loro: Are those Dumbbells?! Complimentary of the Moustache Brothers!! Oh thank you thank you!!! Got to work these muscles all the way back to the west lands … [HUGH]!!! [GAR]!!! [HUGH]!!! [GAR]!!!

Loro: [HUGH]!!! [GAR]!!! [HUGH]!!! [GAR]!!! ---- *On the Island* ----

Loro: [HUGH]!!! [GAR]!!! [HUGH]!!! [GAR]!!!

Island Guy: Wow you look great Loro!

Loro: Hey thanks Island Guy! The rain calms me and gives me focus to never give up and keep running! Check out my muscles Island Girl!!

Island Girl: Hey Great Stuff Loro! Are you gonna head back to the boat?

Loro: Soon as I get word from the captain, I'll join you back home!

Island Girl: Back home we go!! **Mission 4 Complete!**

CP Side Quest 5 - Timber Girl ***FIND AFTER CHAPTER 5***:

Spira: Hello … If you find any Timber, bring it to Me and I'll give you something special!!! It's Tough to keep warm in these Parts …. !!!

Island Girl: Errr …. Lady, what are you doing out in the rain like this?

Spira: To build a fire amidst the rain of course … To hear the winds voice amidst the flames of course!!!

Island Girl: Yer Strange lady … but okay, we'll explore the island …

Spira: My name is Spira hunny, best remember it while you be round my den.

Mission 5 Begin

---------- We Collect all the Timber amidst the Island ----------

Spira: Oh Goodie! Timber from the main Island! Looks like a white pine … Ah yes! The Western Log … It is a thick and strong piece of wood! [Giggle Giggle] An Eastern Greenleaf … she is bristle and yet languishes from the water that drowns her soul …

Island Guy: You speak funny sometimes …

Spira: Oh do I young child … ? The sea does not agree with you little kid … now run along and find me the other logs!

Island Girl: Hey lady! Don't make fun of my friend! We're doing you a big favour! We better get a stinking reward …

Island Guy: It's okay Island Girl. Let it go … We'll get the other logs miss!

Spira: Ooh! A Northern Log … A Rare breed of wood indeed! Observe its red and blue textures! Have you ever seen such beauty from a tree?! It is so wonderful!! A Southern Log … A simple piece of dirt, but yet effective! I can feel the sand buries in its rough edges and that means its aged well … Its fires will still burn as bright as the others!!

Spira: That's all of the logs … I can now build my log fort on the blue pier above me … I can't thank you enough … please take this, I found it and is quite interesting. Endless Seashell Added!

Island Girl: OI! That ain't no reward lady! Put up yer dukes or I'll knock yer lights in!

Island Guy: Thank you Spira, I'm sure this has use to someone or somewhere around the island.

Spira: Ah! A polite Boy! Well … you are very welcome Island Guy. Can't say the same for your girlfriend.

Island Guy: She's not really my ----

Island Girl: You mouthy lady! [Punch] [Punch]

Island Guy: STOP ISLAND GIRL! We'll get going, enjoy your timber …. We definitely have some use for this, it was indeed a fair trade.

[I was being polite … It really wasn't.]

-------- I use the Endless Seashell on the Northern Beach to have a talk with My Family ------

Island Guy: What's this?! [I feel the Endless Seashell in my pocket humming to the wind.] Island Girl, the Seashell is trying to tell us something.

Island Girl: Well, put it in the jars then! Let's see what it's trying to tell us.

Island Guy: [I place the endless seashell in the two jars. The sound grows louder and louder as it calls out to the sea.]

May: Hello son, it's us.

Tori: Hiya brother!

Dave: [Ahem] Hanging in there son?

Island Guy: Mom! Dad! Please don't go away, never, ever, ever!

May: [Warm Smile] We're back home worrying about you sweetie. Right now you are just seeing a ghost in your imagination.

Island Guy: Oh. Well, I do get to see you all again and I'm more happy than ever! I take you all for granted. I'm sorry.

Tori: I saved you some marshmallow's back home this time around. [Giggle Giggle.]

Island Guy: Thanks sis.

Tori: And school is coming up again. I guess that vacation ended up to be too short bro!

Island Guy: But Jasper is here, how could you be in school with no teacher?

Tori: We got a new one! She's great!

Island Guy: Aww! That makes me so jealous I wish I was back in class.

May: Well, as soon as you come back, you can meet all your friends again!

Island Guy: I don't have any friends.

May: Oh that's okay sweetie! You can talk to us as often as you want here okay?!

Island Guy: Okay! I love you all!

Tori: [Giggle Giggle]

May: Love you sweetie!

Dave: Love you son! *-------- We Tell Spira About the Seashell -------*

Island Guy: Thank you for giving me the seashell, It was most appreciated. It made me happy!

Spira: Well, I'm truly glad it made you happy! Anyhow, I'm gonna head back to the ship now to rest. Don't touch my timber okay?!

Mission 5 Complete!

CP Side Quest 6 - Dress-up Prince ***FIND AFTER CHAPTER 3-4***:

Lashmir: Oh! Geez you Startled Me! ..... I was in quite a vex due to the rain! Playing Regal Dressup has been quite a blast, but I'm worried about where my sister May be ... Could you by chance help me find her? [YOUR SISTER WILL BE SAFE WITH US]

Oh Thank You! Thank You! Last I saw her, she left me to go to the other side of the island ...We built another fort in the misty lands of Niinamigota ... It's likely she went there ... Tell her I will meet her at fathers.

Island Girl: And whom should we say you are Mr. Prince of Niinamigota?

Lashmir: I'm Lashmir! Toodles!

Mission 6 Begin

---------- We Find her on the Eastern part of the Island in another mini Fort ------

Svemstri: Hey! Check out My Cool Fort! My Brother and I built it!!

Island Guy: Ms. Princess, Do you know Lashmir?!

Island Girl: Yer brother asked us to tell you that he went to your fathers …

Svemstri: Oh yeah! My mom and dad are the ones with the really cool fort! It's like a castle now … with a royal room and everything!!
Alright! … Well moi, le Svemstri must join up with my brother Lashmir amidst the rainy docks! It's north of here!

Island Girl: Referring to yourself in the first person is pretty stupid kid.

Svemstri: PFFT! MEANY! Well … bye bye! Come meet the royalties soon! I'll be Scedaddling!

---------- We Meet Lashmir in the Royal Room ----------

Lashmir: You found my sister and Dad says not to go out in the rain anymore. Thank you!

Island Guy: I'm sorry you can't enjoy playtime.

Lashmir: It's okay. There's plenty of rain at these docks, plus it's so much cozier in this giant castle! Speak to my Father … he's pixie Rich!
He's so happy you found both of us!

Island Girl: Okay … well … gotta help more islanders wishes!

Lashmir: Okay! Have fun!

Mission 6 Complete

CHAPTER 2: On the Island - THE PIT [Pine Board]

CP Side Quest 7 - Spriggy Evil Apple ***FIND AFTER CHAPTER 2***:

Twisty: A Twisty lot these bogone people are ... I'm Twisty!

Island Guy: Oh okay. Nice to Meet you.

Twisty: And I gotta friend named Spriggy!

Island Girl: Ummm ... Okay! good for you!

Spriggy: I'm an apple connoisseur, so I collect and eat apples of all colors and sizes ... I know em All! Granny Smith, Winesap, Ambrosia, Zestar, Birgit Bonnier, Empire, Rome, Jonared, Red Delicious, Cortland Braeburn, Ginger Gold, McIntosh ... See! Told Ya!

Spriggy: GEHEHEHE!!! Have you met Twisty?! She's about my age ... She's east with those two other old hermits ... PLEGH!!! And I'm stuck with these two ...

Island Guy: Yeah we met! She seems quite lost in herself but is nice and put together! I like her! She's bubbly!

Island Girl: Sounds like yer not a fan of oldies! ... To be honest, they're okay. Not Super ... But okay.

Spriggy: Well ... if you're ever up north by the Orion Sea, there's some food I have stashed away for Twisty. I think she'd like it, since we're such good friends ... BAHAHAHA!!!

Island Guy: Why is that so funny?!

Spriggy: Oh don't worry about it ... She's such a good friend. [Giggle] ---- *We Go North to the Apple Baskets* ----

Island Girl: UGH! WHATS THAT ROTTING SMELL??!!!

Island Guy: ... ...

Island Girl: Spriggy couldn't have possibly meant these apples ... we'll just pick the cleanest one out of the bag ... Here's one... shiny and doesn't smell.

[I throw the rest of the rotten apples into the Orion Sea ... Something didn't feel right.] [I wish I had shared my thoughts.]

Island Guy: Lets head to the West Island Shop. ----- *We deliver the Apple to Spriggy* ----

Island Guy: I suppose you know a girl called Spriggy? She's aboard the Stockhausen.

Twisty: Oh yeah! She's nice! Why you askin?!

Island Guy: She wanted to give you this. It's an Apple.

Twisty: OI!!! YUMMY YUMMY!! SPRIGGY AND I ARE GOOD GOOD FRIENDS!! HAAA!!!

[Twisty!], [Poison Magic] Oooohhhh .... I don't feel so well. [Barf!] [Barf!]

Island Girl: GOH I KNEW IT! THAT BRAT! Spriggy wanted to poison you.

Spilley: WHAT DID YOU DO?! Spriggy are you okay?

Twisty: [Cough] That wasn't very nice.

Island Guy: No it wasn't. We'll talk to Spriggy for you. ---- *We speak to Spriggy for being mean and a bully* ----

Island Girl: YOU JERK!

Spriggy: HAHAHAHAAA!!! SHE ATE IT!! Did she puke her guts out?!

Island Girl: No but you will! Time to teach you a lesson!! Say hello To Pixie Dust Fireworks!!

Spriggy: OWIE! OWIE! THOSE FIREWORKS HURT! IM SORRY! IM SORRY!

Island Girl: And what did you learn not to do again sweet cheeks?

Spriggy: Not To be mean to people.

Island Girl: Good-o! Don't do it again!

Spriggy: I'm sorry. I'm sorry. Tell Twisty I will be nice.

Island Guy: I will. Island Girl shouldn't have done that. Two wrongs doesn't make a right. ... That's what my mother taught me.

Mission 7 Complete

CP Side Quest 8 - Smythe Lukas Clothes ***FIND AFTER CHAPTER 2***:

Ryan: Hello! I wanna be a knight someday ya know!!!

Island Girl: Oh how fun cutie! You remind me of my little brother Timmy!

Ryan: Oh ummmm … aren't I a little too young for ya doll?!

Island Girl: WHY YOU LITTLE!!

Ryan: TTEEEEHHEEE HAAAHAHAHABAHAHA!!

Island Girl: Hmmm!! [calms down] … well knights always have good manners …

Ryan: … … !!! Oh I'm so sorry !! So so sorry I won't do it again !!!

Island Guy: Hey! I felt just like you when I was five! Now … what's this about being a giant big strong knight?!

Ryan: OH! Well … There's a warrior named Lukas that is next door. He said he left his warrior clothes about the island, but promised to get them for me!! … But he forgot where he put them!!!

Island Guy: Don't worry! We'll find those clothes … Promise!

Ryan: SWEET!!! I'm Smythe by the Way! Ryan Smythe. Don't wear D' name out alright?

Island Guy: Island Guy. We'll find it for you. Promise! ------ *We End up Finding the Clothes in the Sewer* -----

[A Fine wool garb. Best leave it, Must be Kassecks.]

Island Guy: Someone left their clothes in a pile down here …

Island Girl: I wonder if they are Kassecks? He never mentioned anything …

Island Guy: No! This is Lukas Garb! It was a gift for Ryan. The Boy on the Lost boat.

Island Girl: Right! We've got room, let bring them back and see what he thinks …. Clothes of Warrior Lukas Added.

------ *We Return the Clothes to Ryan* -----

Ryan: Oh Awesome! Awesome! It's so shiny, I don't want to damage it… I'll be sure to wear it in the sun once we get out of here! Huzzah!

[Little Ryan makes a lunge with his left arm at me…I find it hilarious!] Little Ryan Smythe is gonna getcha! Like my name?! I'm a big boy of many names HUYA!

Mission 8 Complete

CP Side Quest 9 - Marty's Books ***FIND AFTER CHAPTER 2***:

Marty: AHHH YOUNGLINGS!!! PESKY BUGGERS!!! SHOOO!!! SHOOO!!!

Island Guy: Oh sorry. We didn't mean to intrude. I like what you've done with this room. The S.S. Stockhausen is quite cozy.

Marty: It would be even cozier with my books. This missing set is incomplete. But Dolphin has it. Borrowed them without returning them. That buggard!

Island Girl: Oh, well maybe we can buy it off of him and then return it here.

Marty: YAD DO THAT FER ME! Well laddies, someone's just been promoted to sea slinger!

Island Guy: Awesome! What does that do?!

Marty: Ye can now pilot the ship as assistant captain and give orders on the under-bay! I am currently the sea admiral!

Island Girl: Har Har! Very funny Marty! ---------- *We Go to Dolphin's Bookstore to buy the books* ----------

Dolphin: Welcome Kids, what can I get ya?!

Island Girl: Marty's order. He wants his books back …

Dolphin: Oh did he now?! Well well!

Island Guy: We'll give you pixie dust.

Dolphin: Oh no, no, I've got plenty of that for now. I need a favour done. Then I'll give you the books back.

Island Guy: Fine. What's the favour?

Dolphin: I'd like for you to go up north and plant this flag on the north beaches. That land is now mine! I plan to make a private house!

Island Guy: You … you don't want to come back?!

Dolphin: I'm old kid! I would rather die in the nice sun than risk drowning on that wretched boat.

Island Guy: I understand. I'd do whatever it takes to be happy if I could.

---------- *We Finish the Favor and return to Dolphin* ----------

Dolphin: I heard back from Rosto. He was at the beaches. An old man can hardly walk. A Great thank you!

Island Girl: Okay … NOW can we get the books?

Dolphin: Sure … for 25 Pixie Dust!

Island Guy: Island Girl! You're being rude!

Island Girl: GRR THAT WASN'T THE DEAL!

Island Guy: Of course we'll give you the dust.

Dolphin: Sorry. Just ran out of pixie. [Wink Wink]

Island Guy: Not a problem Dolphin. Lets Buy! --------- *We Buy the Rare books and then Deliver them to Marty* --------

Island Girl: We Gott'em Marty! Can ya smell em'? It's yer dirty smelly old books is what they are! And a costly too!

Marty: Oh yes! My beloved Books! Let me add them to the Shelf. You've done an old man a great favor. You're welcome to the Ship store anytime!

Mission 9 Complete

CP Side Quest 10 - Knights Fishing Rod ***FIND AFTER CHAPTER 2***:

Island Guy: I Found a fishing rod on the wall. Do you know what it's for?

Mary: Oh! Well, there are fishing spots that Narbule and Tyler used to fish from. Their on the main island. Perhaps you find something in them.

Island Guy: Like what?

Mary: Legends of the children talk about a frog knight that lives east of here. Svemstri and Spilley have seen it. But you need a key.

Island Guy: What key?

Mary: I'm old my dear. Quit it with the questions little detective.

Island Guy: I will find the frog king for myself then. Island Girl, let's go to the fishing spots.

Island Girl: This rods should do the trick!

------- *We go to each of the Fishing spots to get the keys* -----

Island Guy: We got all the keys, Let's talk to Spilley about this. ---- *We go To Island East Shop* ----

Spilley: Hiya guys!

Island Girl: Hi Spilley … How's Ol Nan?

Spilley: She's okay … whattaya wanna know?!

Island Guy: Old Mary had told us about a frog knight that lives around here. Have you heard of it?

Spilley: Yep sker doodles! That knight and I are friends! He has a mystery maze and loves to play hide N Seek!

Island Girl: Oh that's fun! Well challenge accepted!

Spilley: Be nice to the frog king … He's my friend ya know!

Island Guy: Of course Spilley. We'll be nice to your friend.

Island Girl: You don't believe her do you?

Spilley: You can believe me! Svemstri and I saw it!

Island Guy: Let's go and talk to her.

------ We talk to little Svemstri about it ------

Svemstri: Zello Ma lovelies!

Island Guy: While you were over at the Niinamigota beaches, did you find a frog knight?

Svemstri: Oui! Twisty et moi discovered ze knights lair in ze southern part of ze East island below ze graveyard. A Gorax lives zere non?

Island Girl: What's a Gorax? [Or] Yes! We met, a bit spooky he is!

Svemstri: Zere is a pool down Zat vay.Check ze pool and a hatch will open.Ze Frog knight is below zere.Take Moi's key to get zere.He's a very friendlyhiden' seeky!

Island Guy: Okay. Thanks Svemstri.

-------- We Open the Hatch and Find the Frog King ------

Frog King: The Walls are full of switches! Play my maze! If I tag you out ... you lose!

Island Girl: Do we get anything if we win?

Frog King: No! Not at all! That's why it's called a game! Just like the fishing game! You need to free a soul no?!

Island Guy: Yes. We want our souls back!

Frog King: Then defeat the knight and you shall receive! Push all the buttons before I catch you!

------ We Defeat the Frog King ------

Frog King: Return to the Surface with me.

------ We Flash out and Return to the Surface -----

Frog King: A Frog lived on this island with a big heart before it was squished by a falling rock. But the Frog grew and grew and became stronger until it turned into a human!

Island Guy: Wow!

Frog King: And that is who you see in front of you. You play tag well, and now you can have my soul too. It shall mark you past the graves.

Island Girl: Thank you frog king.

Frog King: It's also my time to disappear. You will rule the island now.

Island Girl: Oh no ... what should I say to Svemstri and Spilley.

Frog King: I'll be with them from time to time on the island.

Island Guy: Goodbye Mr. Knight.

Mission 10 Complete

Chapter 3: Helping the Islanders [Golden Rudder]

CP Side Quest 11 - Spartrisa's Jewels with Kitties + Doggies ***FIND AFTER CHAPTER 3***:

Spartrisa: Ello! I'm Spartrisa, ze younges' of sisters and zim always ignores …

Island Guy: We won't ignore you … you … are really sweet.

Island Girl: And bubbly! Is that a French Accent?

Spartrisa: Oui! Indeed! I heard from ze captain you are helping ze islanders … such words get around! I have lost my jewel with ze kitties katts of the Royal Families island upon a visit. Next to put my doggies in ze kennel on the west beach … does ze child have ze time to help moi?!

When [Oui!] Island Guy: Sure, we'd be glad to help. Dogs and cats? That's a bit much.

Spartrisa: Not at all! I can handle all of me lovelies! Zey need ze fud before zey chattez! [Cat Nip Added.] Find Kittez Joel amidst ze Royal Floatez!

Island Guy: We'll Catch'em!

[We go to the Northern Island]

Island Girl: OI! You! Kitty! Talk!

Island Guy: [I equip the Nip.]

Kitty Joel: Yum! yum! I'm Joel! Meeewow love you!

Island Girl: Aww I love you cutie kitty!

Island Guy: Do you know Spartrisa?!

Kitty Joel: Our mother! She comes by the sea and docks sometimes …

Island Girl: We're looking her special Jewel.

Kitty Joel: No! No! No! Wasn't me. Dem dang dogs. Rusko and Cowboy. Weiner and Lucky. Aw!! GRR!! They cream my corn ya know!

Island Guy: Okay. We'll round them up.

Kitty Joel: Can I nip it?!

Island Guy: [I let loose the nip cannon.]

Kitty Joel: YUMMIES!

[I round up the Dogs on the Western Island]

Cowboy: Aww! We wanna roam the island!

Island Girl: Not today boys. Spartrisa wants her Jewels back.

Lucky: Cowboy saw it first then ran away with it.

Island Guy: Then where did you put it cowboy?

Cowboy: Kitty Marbles and Boneboy took it! They are in the ship … Get Em! WOOF WOOF!

Island Girl: Okay boys, cool it.

[I go and talk to Kitty Marbles and Misty]

Kitty Marbles: Hey man, I just sell the stuff. Don't bust me.

Island Girl: Whut?! Where's Spartrisa's Jewels four eyes?

Island Guy: Island Girl. Don't.

Kitty Marbles: Boneboy's got it! HE'S the one you want! On the Ships top!

Island Girl: Okay. Let's go see what he has to say!

Boneboy: Got Nip?! Got it?! I can't eat pixie anymore. It's RAW!

Island Guy: [I equip the Nip.] Okay there. You have Spartrisa's Jewel?

Boneboy: No, I don't. Misty has it!

Island Girl: Why you cats! I swear if Misty doesn't have it ---

Boneboy: She had it last, says it matched her Sapphire Eyes. We don't want it, we're not girls!

Island Guy: Yeah, I know. It's dumb.

Island Girl: Quiet Island Guy! Lets settle the score with Misty.

[We finally go back to the island west.]

Island Girl: Missy you're in real trouble! Give it back!

Misty: Oh! I'm so sorry! So so sorry! Here follow me. *[We follow Misty to the Western Beach]*

Misty: There my spot. I'm gonna go now.

Island Girl: How Frustrating! We run in circles only to end up back here. [I dig up the Sapphire Jewels.]

Island Guy: Alright I got the jewels, a little scratched … now scram kitty!

Misty: I'm surprised you can even understand us! …. oh! It's the animal flute ….

Spartrisa: My special stones! Mon dieu! Zem kitties scratchez my jewles! Ay vell … I thank you little vones! And a welcome to moi shoppez!

Mission 11 Complete

CP Side Quest 12 - Spartress ***FIND AFTER CHAPTER 3***:

Spartress: Oh … Hey Island Guy! Island Girl … I'm sorry that ----

Island Girl: YOU SISSY BRITCHES!!! YOU LEFT US DOWN IN THAT PIT!!!

Spartress: It wasn't my intention … luckily I was able to gather most of the pine board so the cap'n could add it to the hull of the boat … I was stuck in the southern wall as the water level was climbing, the pine board nearly soaked through and withered … I nearly died!

Island Girl: Oh … well, we almost died too. I'm glad you made it out okay. Let's put it behind us and be friends.

Spartress: I like that! And by the way, I think you are super tough for your age. Quite the brave little girl, most of them are real sissy pants!

Island Girl: [Giggle Giggle] Haha! Yeah! They are Sissies!

Spartress: Anyhow, I just received the special delivery you gave Kasseck, his busted horn. But in order to fix it ….

Island Girl: What girly?! We gotta do a delivery errand for you too!

Spartress: Whoa! Whoa! Slow yer roll kid! You'll get a little treat! When I've fixed Kasseck's busted pipehorn, I'll give him some pixie dust waiting for you! I'm guessing you talked to old Nigel about trading pixie dust for items?

Island Guy: Ii-i-i-indeed! and I'm the collector!

Spartress: Well that's great … um … Samuel! Anyways: in order to fix it I need SandIron - It's a rare sand glue that will seal the cracks without damaging the bones within the horn. Go North: Seek the island at the edge of the Orion Sea. On the shore, be sure to collect three packs of SandIron for me.

Island Girl: Sounds good Missy! We Gotta Shovel now!

[We collect all three packs of SandIron for Spartress.]

Island Guy: That's it! Island Girl, pour them in the pixie jar.

Island Girl: Got it Island Guy! And … almost … Okay! Done! Let me just seal the stuff. Ugh! Its slippery! Okay, Let's get our reward!

[We Deliver the SandIron.]

Island Guy: We found the SandIron! It's Sticky!

Spartress: Fantastic! Okay, great there's the jar … now … hold it still.

[Spartress and I pour the SandIron over Kassecks horn. And like a magical wave, the horn begins to seal itself.]

Spartress: Looks great so far! Just give it a couple of days to dry and it should be safe. You two did a great job, here's your pixie dust!

Island Girl: Hey, will we be seeing you on the boat when we all go home?!

Spartress: I think so! I've talked to my sisters about this, they've had a long enough vacation.

Island Girl: True that Sparty! I'll see you on the boat soon!

Mission 12 Complete

CP Side Quest 13 - Moustache Kogo ***FIND AFTER CHAPTER 3***:

Kogo: I'm Kogo! Sword trainer extroadinaire and weightlifter just like my brother! Lifting weights is one thing, but sword-fighting is another!! A Nice sword is what I need to add to my collection ... Do you think you can find a sword for me about the island?!

[Swordfighting is Cool.]

Kogo: Oh thanks Island Girl! Perhaps you want me to teach you a couple of things?

Island Girl: Well why don't you teach us right now?!

Kogo: Okay great! So what we do now is position ourselves side stance. Then move our arms up like this!

[I give it a try.]

Island Guy: Okay, then what next Kogo?!

Kogo: So this is called a strike! Huyah! Then Raposte Huyah! [Kogo dances around the room and makes slashes with a wooden sword through the air.]

Island Guy: What a swish! This is so Cool Kogo! Okay, We'll find this sword so we can train with you!

Kogo: Great Kid! What's your name?! I already know Island Girl well!

Island Guy: I'm Island Guy. Let's find this sword Island Girl!

[Sorry Kogo, I'm Busy] **Kogo:** Ya got to help the other islanders I understand. This isn't super important. Help those that are really in need first Island Girl!

[We find Zhogol's Sword in the Lightstone Mountains and Bring it Back to Kogo]

Kogo: I see the sword! Let me Test it! Let me Test it! [The sword makes beautiful cuts and swishes through the air!] Thanks kids, feel free to train with me anytime while you can! I think the pair of us are going to open a circus act here, if we can bring some of those across Gzhapel here ....

Mission 13 Complete

CP Side Quest 14 - Dojo Rahul ***FIND AFTER CHAPTER 3***

Dojo Rahul: Hello. I'm Dojo Rahul. Welcome to My Humble Abode. A place of peace and meditation. Come inside,

Let me show you around the Dojo Temple ....

Island Girl: What a strange man. Those Humans Eh Kid?!

Island Guy: S-ss-stranngerr .... D-d-d-d-anger!! No worries Samuel. He's okay: Lets go inside.

---- We go inside to Talk to Rahul Further ----

Dojo Rahul: Can you smell that aroma children? That is the peacefulness of a growing adult.

Island Girl: It smells of trees and the wilderness in here.

Dojo Rahul: Yes. We are surrounded by the stillness of Rivers, the spirit of the sun, and the shifting of dirt.

Island Girl: We've seen poetry like that around the island, is that yours?

Dojo Rahul: Indeed it is! Words are as powerful as time itself.

Island Guy: I agree. Is there anything I can help you with?

Dojo Rahul: No. Nothing really. I am looking to grow bonsai trees, and will pick out the right cacti on the main beach. Such interesting green creatures.

Island Guy: It's a cactus, and they are stingy.

Dojo Rahul: But its what's inside that counts. The Aloe of life. Could you look for a horseshoe for me? And a Bonsai Tree? They resemble luck and tranquility.

Island Guy: I know what they are, but I don't know where to get one.

Dojo Rahul: I'm sure someone has one. Please ask around for me. **Mission 14 Begin**

------- We Talk to one of the Good Knights for a Horseshoe ------

Good Knight Sam: A horseshoe? Yeah, take mine. Some of the knights carry them when we've gone into battle. That's why some of us are miserable and some of us push through okay. I guess you could say I stayed true to myself. But the others are not so noble knights. They failed their test.

------- We bring the Horseshoe + Buy Bonsai Tree + back to Dojo Rahul------

Dojo Rahul: This looks like a fine horseshoe. This Bonsai is full: With a good heart. I am forever in your debts Children. Here is a few pixie dusts for your efforts.

Mission 14 Complete

Chapter 4: The Snowmen [Rustic Metal]

CP Side Quest 15 - Mohawk ***FIND AFTER CHAPTER 4***:

Mohawk: Dudes! What's life like in the sun?! Tyler and I be hitting it Radical!

Island Guy: … What?

Island Girl: Sorry Island Guy, Mohawk has a way of speaking don't you! You seem to be the only one that speaks that way in 1930!

Mohawk: Totes dude! I'm makin' my own slang, ya trippin?

Island Guy: I don't know what a trippin is…

Mohawk: Course you don't, you gotta experience it man!

Island Girl: Experience what Mohawk?!

Mohawk: Well; Tyler's magic show has a secret room with crystal balls, he says they belong to Wally! They help you see the future!

Island Guy: Wally! … Wait, you want us to get one for you?

Mohawk: Oh boy, then we could mellow out together in the dark haze and jam.

Island Guy: I don't like the sound of this crystal ball.

Mohawk: Oh no way! It's totally great, ask Tyler for the codes into the room and he'll get you hooked up!

Island Girl: Okay, we'll see for this … ahem. Radical ball.

Mohawk: RADICALISM MAN! **Mission 15 Begin**

----- *We head to Tylers Hut* ----

Island Girl: Hey TyGuy! So we talked to Mohawk …

Tyler: Oh heck yeah! How is my brother doing?!

Island Girl: Even you?! Oh yoish! Don't fall victim to that guy's slang.

Tyler: It's fine … He wants one of Wally's crystals doesn't he?

Island Girl: Yeah … can we…

Tyler: Oh whoah whoah! You gotta experience the magic first. Follow me to the magic room. Then I'll give you one.

Island Guy: Ugh, I don't wanna.

Tyler: Aww what's wrong sour puss? Someone don't like fun?

Island Girl: Okay, don't tease. Let's see what you got.

---- We head inside Tylers Magic Room ----

Tyler: Okay! Now for the real Show! Each of you touch a crystal ball …

Island Guy: [I touch the crystal ball. An Electrical energy sensation pours through my fingertips. Just like in Wally's cave. My hairs stand on End.] Wow! What a rush! My hair is standing up! How'd D'you do that?! [The scenery begins to change. What was now the moon becomes, the red sun…. Oh no. It's become dark, now scary. The Void! AHHHH!!! THE MONSTERS!!!] HELP! HELP! SCARY! MONSTERS! ISLAND GIRL! HELP!

---- We Fade to Black ----

Island Girl: Island Guy? Island Guy? Are you okay?

Island Guy: That magic was too scary Tyler, no more.

Tyler: Aww, sorry you didn't like it. The crystal ball shows you your own thoughts. Some are pleasant. Some are not.

Island Guy: Well if Mohawk wants this crystal ball, he can keep it for himself.

Tyler: Alright! Make sure to visit whenever you can! I miss a captivating audience!

----- We bring the Crystal Ball to Mohawk ----

Island Guy: Here is the crystal ball you wanted. It is NOT fun. Not at all,

Mohawk: Nah man, its different for everyone. You just gotta experience it outside under the stars is all. Its RADICAL!

Island Girl: Radical, radical, radical … you ever going to say something else?

Mohawk: Never missy! Live like it's your last day and keep surfin the waves dudes. [This person was strange and weird and just not my type. But he had a point.]

Island Guy: Never give up. We won't Mohawk … Um … Keep trippin! **Mission 15 Complete**

CP Side Quest 16 - Elf Girl Riddly ***FIND AFTER CHAPTER 4***:

Riddly: O'Rindlepine! O'Rindlepine! Where art thou? To travel doth yonder and down from thy plow! A Single side of crotched leaves not seen the swine of a poisoned cherry tree! Doth not a cows meat nor shepherds heard part for a grain of sand! FEAR NOT! An eagles wings capture the sonic waves of opalescent diamonds.

[If seen Rindlepine]

Island Guy: Wait?! How do you know Rindlepine?! She's a Tiny green Fairy!

Riddly: She dances with me here. Amongst the Flames! Can you not see her?

Island Girl: No. We get it you got an imaginary friend.

Riddly: And sometimes I read to her too! But I don't have my Poetry Books. I left them at each of the Island Shops.

Island Guy: So you want us to get them for you?

Riddly: A Riddle is always the most appreciated for Riddly! Speeches do crumbles and moths do not twitch. It is more than a candlestick that can treat a dear itch!

[If not seen Rindlepine]

Island Guy: Is that? Is that poetry?!

Riddly: My own! Do you like it?! The sand mountains and forest are inspirational here.

Island Guy: You don't want to live with everyone else?

Riddly: I do. But I come here every day with Mohawk when I can. I did leave my poetry books at each of the Island Shops.

Island Guy: So you want us to get them for you?

Riddly: A Riddle is always the most appreciated for Riddly! Speeches do crumbles and moths do not twitch. It is more than a candlestick that can treat a dear itch!

Mission 16 Begin

---- We Read Island Book Shop E ----

Island Guy: This must be the Elf Girl's Book! [I quickly Flip Through the Pages.]

Island Girl: Jumping on Stools and playing with Mice, one doth bite ... I tell ya kid, there are some strange talkers on this island.

Island Guy: That's because you don't understand them. Its language. People don't understand me always.

Island Girl: Whatever. Let's just find the other books.

---- We Read Island Book Shop W ----

Island Guy: This must be the Elf Girl's Book! [I quickly Flip Through the Pages.]

Island Girl: Potatoes and Cabbage, a nest egg and eagles ... there's too much visual sensations in one sentence.

Island Guy: A picture! A big and giant picture! She drew one! Lots of art!

Island Girl: Great ... Poetry is weird.

---- We Read Island Book Shop N ----

Island Guy: This must be the Elf Girl's Book! [I quickly Flip Through the Pages.]

Island Girl: Spiders! Pictures! EWWW!!!

Island Guy: There's slime pictures too, like the ones we saw in the sewers!

Island Girl: Let's get this back to Riddly.

---- I return all the Books to Riddly ----

Riddly: My books! Wonderful! Oh, you two didn't read them did you?!

Island Girl: Not at all ... I mean, yeah. Your poetry and pictures really come to life!

Riddly: Aww thanks! Come by to read them anytime and dance with the fire sticks and stare at the moon! HOWOOOO!!

Mission 16 Complete

CP Side Quest 17 - Knight Hanna ***FIND AFTER CHAPTER 4***:

Hanna: Welcome to the Red Guard! HUAH! I'm Hanna. Met my Brother? Lukas?

Island Girl: Heard about him! An Island Legend and word gets around. Is he that good?!

Hanna: My brother is one of the best fighters of the North! So yeah, he's that good!

Island Guy: Wow! Can he teach me?

Hanna: I guess ... But I'm missing my shield and sword if you want to help at least one lost knight?! I tell you what.

Lukas can be a bit grumpy, but he has a heart of gold underneath on the inside. If you can find my shield, I promise to put in a good word for you!

Island Girl: Done Deal-i O! I'll find that shield for you?! Do you remember where you put it?!

Hanna: I wish! You'll have to search the forest here. I most likely dropped it. Can you do that for me?

Island Guy: We will.

Mission 17 Begin

Island Girl: The Shield! Its behind that palm tree. Now ... STRETCH TO REACH! [I nab the shield.]

Island Guy: Okay. We found the Shield, let's get the sword!

Island Girl: That's it! The Sword! Let's head back.

---- *We head to speak back to Hanna* ----

Island Guy: Shield and Sword. They are yours.

Hanna: That's them! That's the one. Speak to my brother in the next few days, Your status is now world famous on Niinamigota!

Island Girl: Har Har! Very funny Hanna! Still, It feels good to help around does it not!

Hanna: Why yes it indeed does kiddies! We can train here anytime!

Mission 17 Complete

CP Side Quest 18 - Raikii ***FIND AFTER CHAPTER 4***:

Raikii: YOU DON'T SEE ME! I'M INVISIBLE!

Island Girl: Not True Ninja Kid!

Raikii: IS TRUE SO! I AM SPEED GHOST! WATCH! [Raikii turns himself invisible.]

Island Guy: TEACH ME! PLEASE! I WANNA BE INVISIBLE!

Raikii: So you want me to teach you huh?! Well ... you need the winged boots for one. Then ... the gloves too! They make you lighter and faster, make no mistake!

Island Girl: So your saying it's all in the equipment, and not your skill.

Raikii: HEY! I'm not say --- well, okay. In part your right. But you gotta train to make it too! It's a bit of both.

Island Girl: None of you islanders ever give up do you?!

Raikii: Never ever. Keep going and march through your problems. I feel that's why we're all here. And for better or worse, these trials will come to a close.

We uphold ourselves because when you are trapped on an island, there is no one to judge you.

Island Guy: That was a lot of words. I don't know what that means.

Raikii: You don't have to today kids. But you do need to go fast! Run Island Guy! Run!!!!

Mission 18 Begin

---- *We Go to Tyler's House* ---- *[Winged Shoes Added]*

---- *We Go to Gloria's House* ---- *[Gardening Gloves Added]*

---- *We head back to Raikii* ----

Raikii: That's it! Now ... Watch me disappear back to the S.S. Stockhausen. KAPOOF!

Mission 18 Complete

CP Side Quest 19 - Stoika ***FIND AFTER CHAPTER 4***:

Stoika: Hey Kid .... I'm Stoika.

Island Guy: ... Hey.

Island Girl: You look like a Ninja! I always wanted to be a Ninja!

Stoika: I am a ninja! Fully Trained! My boyfriend is the real sensei though, taught by dragons of fire and ice!!

Island Girl: [Pfft!] Yeah Right! There's no Such thing as dragons!

Stoika: Says you ... well guess what?! My boyfriend IS A DRAGON!

Island Guy: NO WAY! IS HE HERE!

Stoika: Yes he is! He is my pet DODO. You think you could capture him and keep him?!

[Yes] **Stoika:** Awesome! Last I saw him was underground in the Mines. Or at least somewhere in that area. He loves rocks!

Island Girl: We should bring him back here?!

Stoika: He's quick too, catch him and some pixie dust is yours. My babies are strong, healthy and fast!

Island Guy: Got it! Strange girl!

[Not right Now] **Stoika:** Busy helping?! Do come back soon! **Mission 19 Begin** [I feed the Dragon some treats to calm him down.]

Dodo: CWAH! CWAH! [Your Fast!]

Island Guy: I don't speak dragon unfortunately!

Dodo: CWAH! CWAH! [Where's Stoika?!]

Island Guy: Stoika wants you to come home with us. Jump in the Bag.

Dodo: CWAH! CWAH! [Okay, Jumping in, I'll hold still.]

---- *We find DODO and return him to Stoika* ----

Stoika: Aww, there's my boyfriend! **Dodo:** CWAH! [Sorry, Didn't Mean to Scare you.] **Stoika:** It's okay. Here, take this, It's some pixie dust.

Mission 19 Complete

CP Side Quest 20 - Clock King ***FIND AFTER CHAPTER 4***:

Listrovoa: EXCUSE ME SOME PRIVACY PLEASE!

Island Girl: What's wrong Listrovoa?

Listrovoa: Do you hear that?! That ticking?! Tick .... Tock .... Tick ... Tock. The clock is in need of a fix.

Island Girl: We don't hear anything.

Listrovoa: I am one of the few with sensitive hearing. Much like a wolf or a fox! Do you hear it now?!

Island Girl: You're crazy Mr. Clock King!

Listrovoa: And don't be wearing out my nickname! Now ... the matter at clock hand. All the Island clocks need fixing. And then, each clock signal will be sent here. You'll need to find the Secret Laboratory West of Here to sound the clock bells.

Island Girl: Your joking right? Was any of that real? Secret Lab.

Listrovoa: Wireless signaling is no joke! Its new and a big invention of mine!

Island Guy: I'm excited! What is a wireless?! [Gzhapel was full of exciting things to be learning and new inventions to be sought asunder!]

Listrovoa: No time to think about that! Get me my stuff fixed like clockwork! **Mission 20 Begin**

---- *We Fix Each Clock [IN ORDER] and the Final Clock near the Tower* ----

[The Clock Struck 1 ... etc.]

Island Girl: This is it! The last tower. Let's get the Signal ready for the clock king. It must be that switch! Push it Island Guy!

[Electrical Shocks Fly through the Air. The Clocks began to hum a familiar Tune.]

Listrovoa: Well Done! The clocks have made themselves heard! A Small token of Pixie Dust for you and my humble thanks!!!

Mission 20 Complete

SECRET QUESTS + CODES And EPILOGUE

SECRET - Island Children and Atoms Barn Key Quest [Secret Mission1] *** FIND AFTER CHAPTER 1***

SECRET - Chicken King [Secret Mission2] *** FIND AFTER CHAPTER 1***

Wally's Store Safe: 444 Hell: 666

SECRET - Sewer Safes and Mines [Secret Mission3] *** FIND AFTER CHAPTER 2***

Kasseck Sewer Safes: 2653 + Portal to Mines: 4634

SECRET - Animal Kingdom Keshini Lion [Secret Mission 4] *** FIND AFTER CHAPTER 2 ***

SECRET - Island Key and Island [Secret Mission 5] ***FIND AFTER CHAPTER 3***

SECRET - Crosses and Wally [Secret Mission 6] *** FIND AFTER CHAPTER 3 ***

SECRET - Little Phil / Hanna / Lashmir [Secret Mission 7] *** FIND AFTER CHAPTER 4***

Little Phil Safe: B = 2 R = 18 A = 1 I = 9 N = 14 + Cynthia's Room Safes: 5328 + 8473

SECRET - Whirlpool Island [Secret Mission 8] *** FIND AFTER CHAPTER 5 ***

SECRET - Darkstone King [Secret Mission 9] *** FIND AFTER CHAPTER 5 ***

DARKSTONE KING North Gate Safe: 3659

Epilogue:

[Now ...] [My brittle bones won't cause you death, but take you back to where you want to be most.] [A Bright path awaits you boy, the atoms don't wish you join them yet.] [Because you; You have more of your heart to offer.] [Not one of ice, but of passion. Of fire. And ...] [When you do see them, tell them ...] [Little old Wally was there.] [And then .... Suddenly ....] [Wally was gone.] .... I'm Home.

TOTAL FINISHING PLAYTIME: 1 - 3 Hours

COMPLETE PLAYTIME: 10+ HOURS [IN GAME]

3 HOURS = 15 FINAL MISSIONS [Mandatory]

3 HOURS = 12 / 20 SIDE MISSIONS [Mandatory]

SECRET = 3 HOURS EXTRA = 20 HOURS

Niinamigota Credits:

Developed and Directed By: Colin Sandquist

Narrative and Map Design By: Colin Sandquist

Artwork, Sprites and Platform by: RPG Maker 2003, Enterbrain, and Kadokawa Games

...

Music By: Colin Sandquist

Sound Effects By: Kadokawa Games

Sound Effects Adapted By: Colin Sandquist

...

Programming By: Colin Sandquist

Caterpillar System Programming By: Kentona

Published By: Enterbrain, Kadokawa Games and Sandquist Games

...

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Much Love to the Members of RPG Maker 2003 Kadokawa Team

...

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Y'ALL ROCK!

...

Dedicated to: My Best Buddies; Tyler, Mike, Phil, Rahul, Taya, Ricky, Steffan and Erik.

My Mentors; C Sr! University buds and Great memories [You know who you are!]

My Family; with hearts of lions, and most importantly; Little Sis.

I love you.

Keep trying to find your niche on Planet Earth with a ton of fails in-between!

NEVER give up on your dreams.... NEVER.

.....

The End