

## **The DIG**

**Puzzle Design Document for version 2 (1993)**

**By Brian Moriarty (with additional dialogue written by Orson Scott Card)**

Notes transcribed by Andrew McCarthy (ATM)

Last updated 03/31/2015

### ***HAMLET***

*The time is out of joint: O cursed spite,*

*That ever I was born to set it right!*

*Nay, come, let's go together.*

--William Shakespeare, *Hamlet*, Act I, Scene v

### **Intro Cutscene**

Dialogue TBD

Open with the fictional US President being briefed about the discovery of the asteroid Attila, and asking for the best astronaut in NASA to lead an international team of experts

Cutscene of Cora Miles meeting with her old friend, retired astronaut Boston Low, and coaxing him (albeit reluctantly) back into service

Launch of shuttle, shown at daytime

Cut back in time to a press conference with Low and his five crew members; intercut this with shots of the fictional space shuttle ***Arcadia*** taking up orbit around Attila

Last shot is of the hatch of the shuttle cabin opening

### **Asteroid Attila**

#### **Saving the Earth**

In order, the player must

- 1) Deploy the Flying Pig tool chest to the surface of Attila (Quadrant 1)

- 2) Use the PenUltimate handheld tablet device to take photos of the crew floating around in their spacesuits (banal but true to life)
- 3) Return to the shuttle, and have Ken Borden and Cora Miles scan the surface of the asteroid for the proper locations for the nuclear devices
- 4) Place the three nukes in their positions (Quadrants 2, 3, and 4; Quadrants 2 and 3 require the player to use the zero-G digger and the shovel found in the Flying Pig)
- 5) Arm the nuclear explosives with Boston Low's arming key
- 6) Return to the shuttle and tell Ken and Cora to activate the devices

This completes the first puzzle in the game.

### **Exploring Attila**

Boston Low and his specially assembled crew have all been briefed on the possibility that this asteroid may actually be an alien object. Only now, however, does this fact become clear to the player.

Low and his three crewmates (the first time through, Ludger Brink, Judy Robbins, and Toshi Olema) will assemble at the mouth of a fissure in the asteroid surface, intending to explore it and learn whether it is natural or artificial in nature.

Low must be the first one to enter the asteroid. However, doing so reveals that it is too dark to see anything inside. Low has to return to the exterior, call Cora Miles, and ask her to deploy the Flying Pig for use as a light source.

Starting with the second playthrough, at any time when the player is on the initial screen outside Attila's exterior, Low can call the shuttle and replace either the geologist Ludger Brink or the cybernetics expert Toshi Olema with engineer Cora Miles. (Calling the shuttle from inside Attila will not work.)

Once the Pig has lit up the asteroid interior, Low and his team can enter the fissure. They find a beautiful chamber within, full of dazzling crystalline formations. Brink, the archaeologist and geologist, will immediately point out that these formations are not natural. (If Brink is absent from the team by this point, Cora Miles will say the same.)

The player must proceed through the crystalline tunnels. This will intentionally **seem** like a maze, but in fact, any direction the player goes will be the right one, as with the jungle mazes in *Zak McKracken*.

The four astronauts, toting the Flying Pig with them, eventually find a large chamber in the middle of the asteroid, with holes where three square metal plates are meant to be inserted.

Once the player reaches the core for the first time, the astronauts can no longer escape the interior of Attila, and Low is stuck with the crewmembers he chose earlier.

The astronauts must leave the core chamber, and go back through the maze, to find two of the metal plates. If the player exits the same way they came in, the tunnels will be differently arranged.

The third metal plate will show up back in the core room, once the astronauts have found the first two plates.

When the player returns to the core room, the whole room will have changed shape.

If both Ludger Brink and Toshi Olema are present, then the room's final shape will be a hollow dodecahedral interior. If Cora Miles is on the team, however, the core's final shape will have a massive rock spire projecting directly opposite the sockets of the three metal plates.

(In the former case, the room has only one exit; in the latter, though, the core will have two different doors.)

The first time the player enters the core, the room shown will be the opposite of the one described above. On all subsequent visits, the core will appear based on the conditions outlined in the previous paragraphs.

Inserting the three metal plates into their sockets activates the asteroid, and sends the four crew members—and the Flying Pig—to Cocytus.

**HORATIO**

*O day and night, but this is wondrous strange!*

**HAMLET**

*And therefore as a stranger give it welcome.*

*There are more things in heaven and earth, Horatio,*

*Than are dreamt of in your philosophy.*

--William Shakespeare, *Hamlet*, Act I, Scene v

**Stranded on Cocytus**

**Escaping the Inner Canyon**

The tools for this are the astronauts' own magnetic boots; the magnetic battery found in the Flying Pig (which also journeys to Attila); and a long pole hidden in the wreck of the alien ship within the central canyon.

The pole is reached by crossing an acid pool located in a hidden chamber inside the alien ship.

The pool is covered with a thin hard crust, enough to support the weight only of one person.

Low will cross first. Inevitably, and despite Low's own warnings, one team member will try to cross after him, and will plunge through the crust and melt to death as a result.

If both Ludger Brink and Toshi Olema are on the team, as is inevitable in the first playthrough, this character will be Toshi. If Cora Miles has replaced Brink, Brink will be the one to attempt crossing the acid. And if Cora has replaced Toshi, Cora herself will try to do it.

The pole will allow Low to return safely across the acid pool.

Once the pole is obtained, the three remaining characters can climb up a dirt ramp, use the pole to escape the canyon, and descend a hidden path at the rear of the central island.

This path leads to the Nexus. At this point, the other two astronauts, disgusted by Low's handling of the first crew member's death, will wander off on their own.

### **The Three Metal Plates**

Low's goal at this point is to recover three square metal plates which are identical to those used to energize Attila.

These three plates must be placed on the central dais in the starting canyon before the player can activate the Light Bridges later in the game.

The first plate is lying on the ground within the Nexus.

The second is found in the Map Spire, in the bats' cavern, before Judy Robbins' first demise (at which point it is still safe to visit). This cavern is reached by passing through a pitch-black tunnel, a fact which will be important later in the game.

The third, and seemingly last, is found within the Planetarium chamber.

The power lines for the dais are broken, however, so Low must use a wire from the wrecked alien ship to jump-start the mechanism. The wires which must be repaired are hidden within the lower section of the dirt ramp leading out of the canyon.

Low has to use his metal detector (taken from the Flying Pig) to find these wires, and dig them out with his trowel or shovel, before he can use his own wire to fix the power.

(Meanwhile, there is actually also a **fourth** metal plate, in an underwater cavern.)

The four spires which Low can reach from the Nexus (Museum, Planetarium, Map, and Tomb) are all normally reachable only by trams, located beyond the Nexus doorways.

### **Planetarium Spire**

To reach the Planetarium plateau, Low has to jump across a chasm in the rocky path, through which a raging sea beats periodically. He has to time his jump so that he is carried over by the surging waves, or he will plunge to his death. (Print a death message if the player lets Low die here.)

Low has to get back the same way, but he can jump over at any time, owing to the higher ground on the upper portion of the path.

The Planetarium chamber is protected by a sealed door. When Low approaches the door, a vital part for the lock is stolen by a rat.

Low has to use a long pole with one curved end, a small hinge pin, and a ribcage of bone, propped up by a metal rod, to build a trap for the rat. (The pole, the hinge pin, and the rod are all found on the planetarium plateau. However, the bone ribcage is found in a grave back in the central canyon; it does not feature in the bone-parts puzzle later in the game, and is a red herring in that respect.)

Once he shoos the rat into the trap, Low can attach a crude tracking device (a bracelet found in a chest in the wrecked ship, back in the canyon) and use the metal detector to follow the rat to its lair. There he will find the necessary machine part.

(Incidentally, using the metal detector within the wrecked ship will cause Boston Low to notice the chest with a line of dialogue. However, the player can open the chest without prompting.)

Once Low enters the Planetarium, he can take the metal plate.

If Low touches the controls at the center of the room, he will see a display of the heavens. This causes the alignment of the moons in the sky overhead to be linked to the Light Bridges.

(And if Low later comes back to the rat's nest with Brink tagging along, and does some **Examining**, Brink will dig at a certain spot in the ground, and find an Easter Egg: a **second** crystal tetrahedron for use in the Museum. This calls back to the hidden First Scrying Sphere in the dragon's mountain in *LOOM*.)

### **Map Spire**

The Map Spire Light Bridge must be activated before the player can turn on the Map device.

However, the projector for the Map device is blocked by a tangle of vines. Low has to clamber down into the guts of the device, and use the rod from the earlier rat-trap puzzle to remove the vines, restoring the Map device to normal functioning. (The vines then become an inventory item.)

Once the Map device has been successfully turned on, each Light Bridge that is activated will open a different portal to a previously unreachable area.

On the other side of one portal, after a bit of exploration, the player can find a crystal tetrahedron, which activates the displays in the Museum Spire.

### **Museum Spire**

Before Low activates the Museum Spire Light Bridge, the door to the Museum will be hidden by a wall of solid rock.

Once Low activates it, he can enter the Museum, but the displays will not work unless he inserts the crystal tetrahedron into the proper socket.

There is only one tetrahedron, but if Low uses it six times, it shows six different holographic virtual-reality scenes. One of these is a Cocytan funeral ritual, depicting the burial of the being in the Tomb Spire.

While viewing the displays in the Museum, Low will be given one green crystal, and two red ones. (The third is located back in the crystalline tunnels on Attila; the player will have automatically picked it up.)

According to the Museum displays, just one of the green crystals resurrects the dead, but three red crystals will kill a living person.

Being a moral man, Low will initially refuse to use the red crystals until later in the game.

Beyond the Museum is the Library. Once Low enters this room and takes a look around, Judy Robbins will arrive here, and begin studying the Library machines for herself. (Low cannot do much with them on his own, however.)

The first green crystal is used to resurrect the first dead astronaut (Toshi Olema in the first playthrough).

With Toshi's help, Low can open the door to the green crystal chamber, on the lower level of the Museum Spire. (The player can also open the adjacent door to the red crystal chamber at this time, or wait until later to do so.)

Once inside the green crystal room, Toshi will get into an argument with Low, knock him out, steal as many crystals as he can carry, and flee. Low is left with only two green crystals: the one he had already, and one left behind by Toshi, in a cache in the crystal room which he failed to notice.

### **Saving Judy Robbins**

After a bit more exploring, the player should find the eel, in the sea at the base of the museum spire. (This event will only trigger after Low opens the green crystal chamber.)

Once the player sees the eel capture and eat a bird, by first stunning it with its powerful eye-beams, Judy Robbins will call Low, reporting that she was attacked by Toshi, and has fled from him.

During the middle of her call, she is suddenly attacked again by a swarm of monstrous bats.

Low will enlist the fourth crew member (Brink, in the first playthrough) to help him save Judy. The attempt fails; the bats drop Judy to her death, and Brink is mortally wounded.

At this point the player can either use the red crystals on himself (for which we print a death message), or, through experimentation, work out the proper solution: use BOTH three red crystals and one green crystal on Brink, so that he returns to life with mind and body intact.

Brink (or his equivalent) will now follow the player around, offering advice and generally being snarky, until the confrontation with Toshi in the Library, later in the game.

With Brink's help, Low can now open the door to the red crystal chamber in the Museum Spire. (This is also possible earlier in the game, with Toshi's assistance, before opening the door to the green crystal chamber.)

Obtaining more red crystals allows Low to resurrect Judy Robbins as well. She thanks Low and heads off. After this, Robbins will be found in the Library in the Museum Spire.

### **Light Bridges**

Each spire has a Light Bridge device. Until the player reaches the fifth and final spire, the Cathedral Spire, only one of these can be activated at a time.

Once the Map display has been viewed successfully, each active Light Bridge will create a portal gate at the other end of the bridge, suspended in space above the central canyon.

These four portals will allow the player to pass through, and reach other areas that would be normally inaccessible. (Some of them are, in fact, different in *time* as well as in space from the "normal" world of Cocytus.)

Entering all four portals will allow the player to acquire necessary inventory items (including several sets of animal bones, and the crystal tetrahedron which activates the Museum Spire displays).

The fourth Light Bridge to be activated (depending on the order in which the player does this) will be found to have its inner beams out of alignment. Low must realign them in order to make the bridge work.

(In later playthroughs, if Toshi Olema is present with Low at this point, he can solve the puzzle instead, if the player fails to do so at least once.)

### **Tomb Spire**

The Tomb Spire tram will not at first function. To make it work, the player has to enter the Library, and pass through a maintenance doorway to reach the tram controls. The door has a combination lock based on geometric shapes; the combination is hidden in plain sight in the holographic museum displays.

The tram controls themselves require a silver control rod, which is found when the player retrieves the machine part for the planetarium door.

(In later playthroughs, if Cora Miles is present with Low at this point, she can solve the tram control puzzle instead, if the player fails to do so at least once.)

When the player reaches the Tomb Spire, a ghost will direct them to the tomb seen in the display from the Museum Spire.

Once the Planetarium display has been viewed successfully, turning on a Light Bridge will shift the moons overhead, to align with the particular spire whose Light Bridge is activated.

Activating the Tomb Spire's Light Bridge creates the necessary celestial alignment to raise the tomb of the Cocytan King.

To enter the tomb chamber, Low first has to unblock the chamber entrance with his trowel (or shovel, both of which are in the Flying Pig). He will not be able to do this unless he has viewed the relevant Museum display, however.

Inside the chamber, a pressure plate in the floor opens a hidden skylight in the roof. To keep this plate depressed, Low must once again use the metal rod from the Planetarium chamber.

Outside, the exterior of the skylight must also be uncovered, manually, using the **Move** interface icon.

Doing all this will raise the crypt of the Cocytan King.

If Low opens the crypt using his trowel/shovel, he will find another set of animal bones, and an incomplete set of resurrection crystals (three red, but none green). This is a symbol used by the Cocytans, to signify that this person *chose* to die, and should not be revived.

The animal bones are not a complete skeleton, and the player cannot resurrect them here. However, they can, and should, be picked up.

The crypt also contains a complete Cocytan skeleton hidden beneath a false bottom, which can only be found after Low takes the bones and crystals from the crypt. Further, it can *only* be discovered if Low **Examines** the empty crypt while Brink, the archaeologist, is present.

If Low uses a complete set of resurrection crystals on this being at any point in the game, he will be able to speak to the revived Cocytan King.

Only Judy Robbins will be able to understand its language, however—and she will only agree to visit the creature with Low later in the game, after Toshi has been killed for a second time.

The Cocytan King will give them a clue which should lead to their investigating the eel's pool in the Museum Spire. This clue is necessary on the **first** time through the game, in order to get Boston to ask Judy how to kill the eel later on.

At the end of this subsequent conversation, the Cocytan King will ask Low and Judy not to revive him again, and then sink back down into death. If Low does it again, they both will be killed, and we'll print a (slightly different than normal) death message.

**Dealing with Toshi (or his equivalent)**

Once the player picks up all the inventory items from the four Light Bridge portals, **or** breaches the crypt of the Cocytan King (whichever comes first), Toshi (or one of the other possible villains, in later playthroughs) will call the player on Low's PenUltimate.

Toshi has his hand stuck in a crevice, in a lower chamber in the Tomb Spire which is rapidly filling with water. The player has a choice; either save him by cutting off his hand, or kill him, or let him drown. Toshi begs for the first option.

The last two options (which happen either when the player uses the three red crystals on Toshi, or does nothing for 5 minutes or so) give the failure message, equivalent to a death screen, though with slightly different wording.

The former course is accomplished by using a jawbone from the gravesite in the central canyon, as well as an emergency tourniquet from the Flying Pig.

Doing this saves Toshi's life, and temporarily restores him to his normal self. In gratitude, he will give Low one of his green life crystals, before heading off once more.

### **Dealing with Toshi, part 2**

Once the player has raided the tomb of the Cocytan King, and also acquired all the inventory items from the Light Bridge portals, Judy Robbins will call again.

This time, she's hysterical, and crying, and her jumpsuit is torn. It will be conveyed subtly through dialogue that Toshi has sexually assaulted her.

(The dialogue here will not change much when Ludger Brink or even Cora Miles is the villain on subsequent playthroughs.)

Low and Brink decide to confront Toshi. They find him working fruitlessly on a Life Crystal machine in the Library. He'll refuse to let them help with the work, even though he has only one hand.

If Low looks at the machine, he will be able to tell that Toshi has put many of the parts in the wrong places. He can try telling Toshi this, but Toshi will only say that he doesn't know what he's talking about.

Low must try to help Toshi by fixing his machine anyway (using the **Use** or **Move** interface icons). This results in a scuffle, where Toshi falls and dies by breaking his head open on his own machine.

In the first playthrough, if Low resurrects Toshi afterwards with the proper combination of crystals, Toshi will still be insane, and kill Low. (Obviously, we'll print a death message.)

Once Toshi (or his equivalent) is dealt with, Judy Robbins will begin to follow Low around. (She goes back to the Flying Pig to get a fresh jumpsuit first, however—saving on animation costs.)

Meanwhile, Brink will begin work on Toshi's machine, repairing it so that it produces both red and green crystals, as it was designed to do. On subsequent visits to the Library, the player will be able to obtain one complete set of crystals at a time.

Also, in later playthroughs, if the villain is Brink or Cora, then Cora or Toshi (the engineers) will be able to use the technology in the Library (in particular, a “Droid-Maker” positronic-data device) to upload the dead crew member’s mind into a robotic chassis in the Library, and thus restore his or her sanity.

Additionally, this will allow the robotized crew member to speak with the Cocytan mainframe computer, which will provide much of the same information as the Cocytan King, including the clue about the eel’s pool in the Museum Spire. (While speaking with the Cocytan King is necessary in the first playthrough, on later playthroughs the player does not have to do this, or for that matter save the dead “villain.”)

However, there is a 1-minute time limit for successfully saving the dead crew member’s brain, and it can only be done successfully if Low cannibalizes his PenUltimate (using the pliers from the Flying Pig) to get at the alkaline batteries within. These will allow Low and his crewmate to energize the Droid-Maker and hook it up to the Library control panel.

### **Reaching the Cathedral Spire**

There is no door from the Nexus which leads to the Cathedral Spire. The player must find another way in.

Turning on the Planetarium Spire Light Bridge device will do two things: 1) it will start a waterfall flowing in a low-level chamber of the Planetarium Spire, below the gap in the path, and 2) it will open a previously concealed door next to the falls, leading to a cave by the sea.

In this cave, there are three baby birds nesting on the rocks.

Low must use these baby birds as weapons to kill the eel in the museum spire.

He can do this by using his pliers to take apart his handheld radio (a backup to the PenUltimate as a communications device). Doing this creates a short in the circuitry, which will electrocute the eel when introduced to water.

Low has to lure one of the baby birds to his hand, using an ice cream bar from the supplies in the Flying Pig. He must then kill the bird, and stuff the broken radio down its throat, before offering it to the eel as food.

However, if the player tries this too early in the game, it won’t work, because the idea for such a murder would not occur to Low on his own. After Toshi’s death, Low has to mention the eel to Judy Robbins, and she will give him the idea for the solution.

If the player feeds all three birds to the eel without implanting the broken radio, or inserts the unbroken radio into the bird and feeds it to the eel, we print a failure message.

Once the eel is dead, Low can dive underwater and retrieve the unexpected **fourth** metal plate. Here Low will also find the second-to-last set of bones (which are too fragile to be moved from this cave).

The last set of bones is back in the bats’ cave in the Map Spire. Low will only learn this once he talks to Robbins about the cave.

Low must cut out the eye from the dead eel (using the jawbone once again) and combine it with his flashlight. This generates a filtered light that will stun the bats long enough for Low to get to the last set of bones. (Print a death message if the player takes too long.)

On the way back from retrieving the final set of bones, Low is attacked by an unseen creature while traversing a dark tunnel, and drops his flashlight. If the player has the lighter or matches from the Flying Pig in inventory, Low will use them automatically, which will cause a scorpion-like creature to scuttle off into the darkness. (If the player has not already taken the matches or lighter, we'll print a death message.)

Once the bones are reassembled inside the underwater cave, Low can resurrect the creature. It is a winged flying beast. The beast breaks a hole in the roof of the cavern.

Low, Judy, and Brink now all ride on its back to the ledge outside the Cathedral Spire. Brink (or his equivalent in later playthroughs) will have fixed the life crystal machine by now, and will take with him a small supply, enough to resurrect one person.

In later playthroughs, if the player has uploaded Cora or Brink's mind into a robot, then the fourth crew member will remain in the Library, searching through the Archives for a way to get home.

### **Opening the Eye**

Turning on the Cathedral Spire Light Bridge will activate the power to the Cathedral Door.

It also activates the other four light bridges, so that the player can return to the other spires, if he or she has forgotten something important.

The Cathedral Door must still be opened, however.

Either the player, controlling Boston Low, can do it, or Judy Robbins can do it herself. The third crewmember, however, will not be willing to try the door.

Whoever opens the door is killed by a blast of energy, and falls into the sea below.

By **Examining** the pulsating doorway, and talking to the two other team members, and examining the cliff below, the player can figure out that the door may be a lethal trap, and that in order to revive anyone killed by it, the others may need to get down to the seashore below.

This will allow Low to give the vines from the Map Spire to Brink (or his equivalent), to use later if necessary for climbing down to revive him, before Low opens the door himself. If the player opens the Cathedral Door themselves without doing this, however, we'll print a death message screen.

If Robbins dies, Low and Brink can use the vines to make a rope, and climb down to the seashore below, find her body, and resurrect her with a life crystal.

If the player fails to do this, Judy will be absent from the final portion of the game, and during the ending cutscene there will be slightly different dialogue from her and the Cocytans, rebuking the player for **not** saving her.

If Low dies, and the player has given the vines to Brink beforehand, the player sees a brief, dreamlike vision of the Cocytans' dwelling place in Spacetime Six, before awakening on a beach, where Brink has resurrected Low.

Once the trio proceeds down into the Cathedral Spire from the door above, they will find a forked path.

One fork leads to a laboratory, with a large machine which apparently does nothing, as well as a much smaller machine, in which the player can place the fourth metal plate.

The other fork leads to a strangely shaped room with a curved walkway, terminating apparently in a dead-end platform, leading into empty space.

Activating the smaller machine in the other room powers up the machine in **this** room: a four-dimensional Klein bottle, manifested here as a pulsing orb of light.

If Judy died earlier, she will initially refuse to enter the Klein bottle; only Low and Brink will do it, and Brink (or Cora Miles in his place) will volunteer to go first.

If Low died earlier, he must enter the Klein Bottle first, and Judy and Brink (or Cora) will both follow him.

However, if Toshi Olema (instead of Brink or Cora) is in the final trio that reach the Cathedral Spire, then he will refuse to go through the Klein Bottle, at least until it becomes clear that Low needs someone else to work the machine. (Judy will do the same if she died earlier.)

Entering the sphere seemingly changes nothing... except that, to those standing outside it, the person who emerges appears to have switched their dominant hand.

(Once an astronaut first enters the Klein bottle, a 4-minute timer begins to run. Having your subatomic particles flipped is **dangerous**, and will kill you if you stay that way for long. If the timer runs out, the astronauts who were flipped in this way will die, and we cut to the death message screen.)

Once the trio arrives back in the larger laboratory, they can activate the machine.

Control levers must first be inserted; these are actually the three tusks from the first grave, back in the central canyon, which do not fit in the animal skeleton reassembled earlier.

At least two crew members are needed to work the controls, however—one who has been sub-atomically flipped by the Klein bottle, and one who has **not** been. Otherwise, the Eye Machine (which has an intelligence of its own) will refuse to function.

If all three astronauts have been “flipped,” Low must ask one of them to go back through the Klein bottle and “fix” themselves, or offer to do it himself. (Toshi, and Judy if she died earlier, will not do this until Low has passed through the Klein bottle twice, to demonstrate how it works.)

It will become clear that one of the astronauts who has been “flipped” by the Klein bottle will likely be killed as a necessary part of activating the Eye. The player can volunteer for this duty himself, or ask one of the others to do it.

Toshi will agree to sacrifice himself, as will Brink, and Judy (if she never died, or was resurrected **before** this point). However, if Cora Miles is the third crew member present, and the player has not yet resurrected Judy, Cora will refuse to sacrifice her life in this manner, at least until Low revives Judy.

But on **any** path, if the player has Judy open the Cathedral Door, and waits to revive her until **after** it becomes clear that the Eye Machine will take a life, Judy will **not** be happy if she is asked to die again, and will tell Low that he’s on his own here. (However, if Low volunteers to sacrifice himself instead, or asks the third crew member to do it, Judy will not be offended.)

Whoever dies at the controls of the machine is killed in such a way that their body disappears; there is nothing left to resurrect.

In later playthroughs, if either Cora or Brink has had their mind uploaded into a robot chassis, then once the Cathedral Door is open, Low can return to the Library via the Light Bridges, and talk to the fourth crew member about the Eye Machine.

Both robotized crew members will agree to help man the controls of the Eye Machine. However, if asked, Robot-Brink will agree to sacrifice himself for the greater good, but Robot-Cora will not.

If Low makes the choice to sacrifice himself, then we cut to the endgame cut-scene.

If Low survives, he and the other surviving crew members (if any) will discover that the Eye machine has activated a **fifth** portal gate above the central island.

This gate first shows up when the player activates the Cathedral Spire Light Bridge, but until the Eye is activated, it is too high and narrow for the player to enter.

When the player tries to cross the Light Bridge to reach the now-open final gate, they will find beyond it a sealed door.

This door can only be opened by pressing a button, which is reached by taking a tram accessible from a lower door in the Cathedral Spire laboratory. The button will only work once the Eye is activated.

The room which houses the button actually has another entrance. If explored, this will reveal a secret doorway opening on to the other side of the acid pool. (It’s useless except for symbolism—think of the alternate approach to the big X on Dinky Island in *Monkey Island 2*.)

Once this button has been pressed, when the player returns and approaches the locked door, it will open automatically. A guardian beast will emerge from this portal, and pursue Low back across the Bridge to the Cathedral Spire. The player has 30 seconds or so to deactivate the Light Bridge and send the beast into the water below (or Low dies). Once this is done, the player can reactivate the Light Bridge and cross it safely.

The fifth gate leads to one last room, containing a spherical portal similar in shape to the Klein bottle.

When the player enters this portal, we play the Ending Cutscene.

### **Ending Cutscene**

Low and his companions (if any) pass through the portal and find the Cocytans on the other side... along with their deceased comrades.

The Cocytans were, in fact, **not** all dead, as it had seemed. They were merely **hiding** on the other side of the Eye, waiting to see if the four astronauts would pass their intelligence test.

Long ago, a great Cocytan Inventor (the Philosopher King, in fact) opened a gateway into Death itself: a door into Heaven.

This gate, the Eye, allows the Dead to return to life, or the Living to rest in Death, for as long as they wish, before returning to the other side.

The Cocytans wished to share this great gift of immortality with other alien species, but only the ones who proved themselves worthy of handling such godlike power. After all, an immature race could easily destroy both itself and the larger Universe.

Thus, the Cocytans (and their fellows) sent out probes disguised as asteroids.

Any alien race too unsophisticated to detect such a probe was deemed harmless, for the time being.

But any species that **did** detect it, and which acted to avert the threat posed by the asteroid, was worth testing.

(If they detected it, and opted to do nothing, then the asteroid would in fact destroy them.)

The whole five-spire island location was set up as a giant intelligence test, designed to inculcate morality and good philosophy, as well as independent thought. (This explains the lie, or rather the incomplete truth, presented in the displays about the green and red life crystals in the Museum Spire.)

Those extraterrestrial species who failed to open the Eye would be judged too ignorant to use their power wisely, and would be summarily exterminated by the Cocytans and their brethren in Death.

But, to the astronauts' great relief, the aliens announce to Low and his crew that the Earthlings have passed the test... and their race too will be gifted with the ability to pass at will between Life and Death.

As a sign to all humans of what this means—and also as a warning of what will happen, should Earth fail to live up to the great responsibility connected with this wondrous gift—the Cocytans transform Earth's Moon into a second crystal dodecahedron, a larger version of Attila.

The four astronauts are allowed to choose whether to return to life, or to remain with the Cocytans in death.

Boston Low's choice is left up to the player.

As one last joke, if the player chooses death, they are booted back to DOS after a brief farewell message from the aliens.

If the player chooses life, we see Low and his fellow crewmates being reunited with the other two astronauts, inside the Space Shuttle above Earth, mere minutes after they left in the starship/asteroid Attila.

A few moments of semi-humorous dialogue ensue.

Lastly... If the player treated Judy well in the endgame, either by having Low open the Cathedral Spire door himself, or by resurrecting her after she died—and **not** asking Judy to activate the Eye Machine herself—then the dialogue here will suggest that Low and Judy are falling in love.

Roll closing credits.

### **The End**

*Oh, blindness to the future! kindly given,*

*That each may fill the circle, marked by Heaven:*

*Who sees with equal eye, as God of all,*

*A hero perish, or a sparrow fall,*

*Atoms or systems into ruin hurled,*

*And now a bubble burst, and now a world.*

--Alexander Pope, *An Essay on Man*

### **Hold on a minute...**

IF the player completes the game on all three paths, with an overall 100% completion rate (i.e., finishing the game by both physically entering the Eye Portal **and** sacrificing Boston Low to the Eye Machine, AND both making Low opening the Cathedral Door **and** having Judy do it, AND uploading both Brink **and** Cora's minds into robot bodies when the opportunity arises)...

A new gameplay path is unlocked, featuring a new astronaut character: **Maria "Masha" Terasova**, a red-haired Russian astrophysicist, in place of Boston Low.

In this gameplay path the shuttle commander is a different man, as Boston Low declines the mission. His replacement is **Terence Fox**: an older American, a white-haired Southerner, who remains on the shuttle after the successful deployment of the nuclear devices.

(Meanwhile, Cora Miles, the NASA payload specialist with experience handling Russian-made payloads, is replaced on the shuttle crew by **Jorge da Silva**, a male Brazilian engineer.)

The player controls Terence Fox until after the nuclear explosives are laid, at which point he or she switches characters. Ludger Brink is sent into Attila as the leader of the four-person expedition instead. Brink's teammates are **Catherine "Cathy" Robbins** (who has dark hair this time), **Andrew "Andy" Starke** (an African-American cybernetics expert, replacement for Toshi Olema), and Maria Terasova.

(Which astronaut will command the mission to Attila will be presented as a choice to the player, via a menu screen at the very start of the game.)

What differs in this version of the game:

The interface icons are gold instead of green.

The inventory icons' glow when hovered over usable objects on screen also changes color (and this color will differ based on whether the player currently controls Brink or Fox—or Maria, later in the game).

Ludger Brink will not be able to swap out Andrew Starke or Maria Terasova for Cora Miles.

The final version of the asteroid core will be the dodecahedral interior, as in the first playthrough.

On Cocytus, Cathy Robbins will be the one to die in the acid pool.

This makes an important difference to the nature of the game's villain: the green life crystals, used alone on a deceased person, bring out and magnify the darkest traits of his or her personality.

In the case of Brink, Toshi, and Cora, all of whom had not wished to die, this primal instinct takes the form of Freud's **Eros**: a love of life so extreme that it does not care whom it hurts. But for Robbins, the cynical reporter who subconsciously harbored a death wish, her dark side is **Thanatos**: the desire to inflict death upon others, and ultimately herself.

In the rat cave in the Planetarium Spire, Brink can find the hidden crystal tetrahedron himself if he **Examines** the ground more than once.

In this playthrough, Robbins will not attack Brink until the player has opened **both** crystal chambers in the Museum.

Robbins knocks Brink out and steals all but one of the green crystals, leaving only two in Brink's possession. However, unlike the villains in earlier playthroughs, she does this not to use the crystals on herself, but instead to **destroy** them.

This time, Robbins also steals all but three of the red crystals from the other chamber (leaving only six for Brink).

Starke is the one who is first attacked by Robbins, and he is the one carried off by the murderous bats in the Map Spire. It is therefore Maria who accompanies Brink to rescue him.

Once the player has revived Starke and Maria, both of them will go off to explore after thanking Brink. Starke will go looking for other sources of green crystals, while Maria will go to the Library and try to learn the Cocytan language.

This time it will be not Robbins but Starke, looking for additional green life crystals, who gets his hand stuck in the crevice, and has to have it cut off. Afterwards, he'll give Brink one crystal, which he found elsewhere.

Brink can find the skeleton of the Cocytan King himself, by **Examining** the tomb after taking the objects in the upper crypt.

Once the player resurrects the Cocytan King for the first time (which **is** necessary in this playthrough), Maria will call from the Library, telling Brink that she can now understand the Cocytan language reasonably well.

Maria is interrupted mid-call by Cathy Robbins, who has found the crystal machine in the Library, and wants to destroy it.

Brink must call Starke and head to the Library. There they find Maria, unconscious in a pool of blood, and Robbins trying to destroy the crystal machine without success.

Brink has to kill Robbins or be killed himself. (There's a 1-minute timer for this particular puzzle.) If the player tries to manipulate the crystal machine, Robbins will merely push Brink back. Brink has to **Use** the large shovel from the Flying Pig on Robbins as a murder weapon. (Leaving the room at this point results in a death message; if the player does not have the shovel in physical inventory, Brink will die.)

Before she dies, Robbins boasts that she's hidden one of the machine parts where Brink will never find it.

Brink can use his pliers to cannibalize his PenUltimate for the alkaline batteries inside, and have Starke use the Droid-Maker device to upload Robbins' personality into the robot chassis; this will get them the information they need.

Alternatively, Brink can search for the missing machine part himself. It's in one of the previously undisturbed graves back in the central canyon. Brink has to **Examine** the grave in question twice before noticing it, though.

Maria is in a coma, and will not wake up. If Brink asks Starke for help, Starke will mention that he has one green life crystal, but no red ones. He also notes, however, that such a green crystal saved him from bleeding to death earlier, when he lost his hand.

Brink will ask Starke to use the green life crystal on Maria.

Maria wakes up, alive, though now much the worse for wear thanks to the beating inflicted by Robbins.

(The player **must** revive Maria, or else Brink will never get the idea for how to kill the eel in the Museum Spire.)

Once Brink finds the missing part for the life crystal machine, Starke (who remains in the Library) can repair it. Maria, however, will follow Brink around from this point (after retrieving a change of clothes from the Flying Pig).

With Maria's help, Brink can speak to the Cocytan King.

Talking to **both** the Cocytan King and the Cocytan Mainframe (via the robotized Robbins) reveals that they are essentially saying the same things—but whereas the Cocytan King discourages the astronauts from trying to open the Eye, the Cocytan Mainframe does exactly the opposite.

In the Cathedral Spire, either Brink or Maria can open the door (like Low and Judy in previous playthroughs).

The same conditions apply from earlier as to whether Brink can be resurrected after doing this. However, if Brink opens the Cathedral Door, player control automatically passes to Maria once he dies, and (assuming Brink gave her or Starke the vines beforehand) she can choose whether to resurrect him or not.

(If Brink opened the Cathedral Door while still holding **both** the vines and the crucial fourth metal plate, we'll print a death message. However, by using the vines to climb down to Brink's corpse, Maria can take the metal plate without resurrecting him. This leads to a slightly different ending where the Cocytans and Brink rebuke the player.)

Unlike Judy Robbins, Maria will be willing to enter the Klein Bottle even after being killed opening the Cathedral Spire door; in fact, she will volunteer to go first. (Starke will refrain until it becomes clear that his part is necessary, however.)

Only Maria (or Brink, if the player currently controls Maria) will be willing to sacrifice themselves to activate the Eye Machine—and Maria (or Brink) will be willing only if she (or he) is resurrected **before** this need becomes clear. Starke will not do it, nor will the robotized Cathy Robbins.

Thus, if Maria (or Brink) dies opening the Cathedral Door, and the player begins to work the Eye Machine controls before resurrecting the dead crew member, the player character will be forced to sacrifice himself (or herself).

And, if the player also offended whoever opened the Door (by asking Maria or Brink to sacrifice themselves to the Eye Machine, or equally by not resurrecting them)... then, in the endgame, Brink won't get the girl (or Maria the guy).

Which means, of course, that if the player treats Maria well, she and Brink will be shown to be falling in love in the game's ending... or vice versa.

**The END**

**BOTTOM**

*I have had a most rare vision. I have had a dream, past the wit of man to say what dream it was: man is but an ass, if he go about to expound this dream. Methought I was--there is no man can tell what. Methought I was,--and methought I had,--but man is but a patched fool, if he will offer to say what methought I had. The eye of man hath not heard, the ear of man hath not seen, man's hand is not able to taste, his tongue to conceive, nor his heart to report, what my dream was.*

William Shakespeare, *A Midsummer Night's Dream*, Act 4, Scene i

...

**PS:** Maria Terasova and Cathy Robbins are both named after characters in another video game. See if you can figure out which one!

A small hint: Ludger Brink, the fair-haired German, becomes the player's avatar in the *fourth* path through the game.

*Two households, both alike in dignity,*

*In fair Verona, where we lay our scene,*

*From ancient grudge break to new mutiny,*

*Where civil blood makes civil hands unclean.*

--William Shakespeare, *Romeo and Juliet*, Prologue