

GAME WRITING SAMPLE: TIME TREMORS

TREASURE DESCRIPTIONS

Time Tremors follows siblings Max, 14, and Medie, 10, as they travel through time and space to hunt and collect Time Treasures. These fantastic objects from history are the only power capable of defeating the villainous high school teacher Miss Bugly. I wrote approximately 100 entries for this series for both their Time Tremors AGO and Infinity apps. Each entry combined historical or “future historical” information with miniature capsule stories from the Time Tremors world.



CRYOSARCOPHAGUS

Year: 2147

The Cryosarcophagus was discovered in a hidden chamber several kilometres beneath the Great Pyramid of Giza, revealed through ultrasonic archaeology. The casket activates an advanced form of suspended animation that not only halts aging, but actually repairs tissue damage on a cellular level even past the point of death. This model was built by a rogue Time Agent from the far-future who found himself stranded in ancient Egypt. Upon being awoken by Max and Medie in the year 2147, the would-be Mummy reportedly yelled, “What year is it!” before resealing the casket, effectively hitting the Snooze-button on any further awakenings. The Cryosarcophagus currently resides in the British Museum.



X1 "VULCAN" DISINTIGRATOR

Year: 2535

An advanced prototype built by Mars Colony-based Horizon Industries, the X1 or "Vulcan" is the first successful attempt to incorporate the advanced alien technologies uncovered during the excavation of Martian ruins near Olympus Mons. During testing, the weapon was shown capable of vaporizing a mountain with a single blast! Immediately outlawed, the X1 was confiscated by agents from the International Planetary Alliance. The weapon was then transferred to the Temporalis International vault allegedly for "security purposes". However, Time Agents have learned that TI scientists have been trying to replicate its effects ever since.

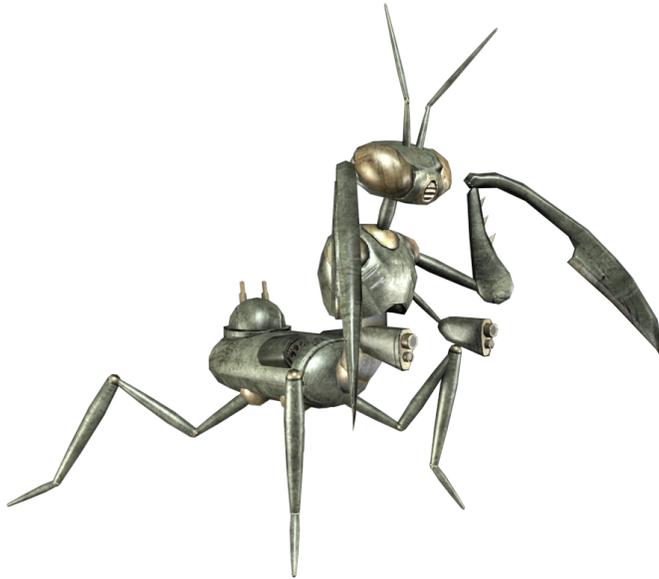
Fact: The weapon is named after Vulcan, the Roman god of fire and the blacksmith of Mount Olympus, in reference to Mars' extinct volcano from which its unique energy source was recovered.



WASP BOOTS

Year: 3030

More than simply stylish, Wasp Boots provide any wearer with the power of flight. A series of micro-fusion thrusters and mechanical wings combine to give high-speed and manoeuvrability, while titanium claw-hooks allow landings on any surface-- even upside down! Flight is controlled telepathically-- current research indicates the boots might actually be alive. Their abilities came much to the regret of future Time Agents, during Ms Bugly's famous escape from her first Chrono-Trial in the year 3032. While designed for Bugly, the boots actually self-adjust to any size feet, something that allowed Medie to once make an escape of her own from the Dreaming Wood. Although she later admits, not without "some trial and error" first.



MANTIS DRONE

Year: 2417

The Mantis Drone is a robot-insect, possessing two electro-shock weapons that stun both biological and synthetic prey, and capable of pinning its victims, despite being less than 6 inches tall. During the mid 25th century, swarms of robot insects were replicating at alarming rates, harvesting metals and electronics from vehicles and scrapyards. The Mantis was an attempt by scientists to combat this threat. Although it did curb populations, the Mantis units were designed *too* well, escaping from their handlers to become permanent residents in the robo-ecology. How a unit made its way into Ranksome Academy no one knows for sure, and would have been catastrophic if not for the quick thinking of a certain talking Teddy Bear.

Fact: Roboticists designed this drone after the biological Praying Mantis, an insect predator named for the posture of its forelimbs, which appear bent as if in prayer.