

## *BoxxyQuest: The Shifted Spires*

### *Plot Summary*

**You don't need to play the first game in order to enjoy its sequel. That said, *BQ:TGS* does contain a few nods and callbacks to events that happened previously. Use this brief synopsis to get up to speed, so that you won't be confused!**

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Our story is set in one small corner of a vast, virtual world. This pastoral kingdom, almost dreamlike in serenity, is known as the Sphere...

A girl wakes up on a grassy hillside, alone with no memories except her name – **Catie**. She wanders to a nearby village in search of help, but no one there is able to give her answers. Eventually, she meets a thrill-seeking vagrant named **Anonymous**, who swiftly takes the girl under his wing.

They decide to travel north, to the Sphere's capital, in order to visit its legendary information archive. Surely, the clues to Catie's past must be hidden there. Along the way, they meet new foes – a belligerent swordsman named **Caleb** – and uncertain allies – the furtive **Intrepid**, who seems to recognize Catie, but will not say why.

Tragically, the capital is in ruins when the duo arrive. The streets are littered with injured locals, who tell Catie that a madman has stormed the archive, leaving this path of chaos in his wake. The heroes decide to follow, joined by a city guard named **Adromelk**.

Together, they make their way through the library's twisting halls. In its lowest depths, they meet their enemy – a masked edgelord called **Boxxyfan**. He too recognizes Catie, and is dismayed to see her, fleeing the archive after a cryptic conversation. The heroes examine a book he left behind, and learn of three ancient towers – **The Goddess' Spires** – which stand at the edges of the Sphere.

Intending to bring Boxxyfan to justice, the party heads south, believing they'll catch him at the nearest Spire. The windswept tower is on an island, so Catie befriends a sassy pirate captain named **Kelly**, who ferries the heroes across the sea. After climbing **Svetlana's Spire**, they indeed meet Boxxyfan again, but are too late to stop his ritual, which "activates" the spire and sends a dreadful pulse across the land.

The villain escapes again, so Catie and her friends give pursuit. However, they're soon waylaid by misadventures in a grand festival town. The party spends some time here, fixing small crises and

making new friends – the egotistical **GmasterRED**, the sardonic **Jelly**, and the sensible **Shrimp**. While in the city, Intrepid also reappears, giving Catie a useful charm while begging for her trust.

Meanwhile, as Boxyfan travels north, he meets one of his old creations – a spambot called **Cornelia**. He is surprised to see her, claiming she betrayed him in the past, but the confused A.I. does not remember this. She joins him as a follower, and they resume their trek to **3v3's Spire**.

Finally, the heroes set out from the city, traveling through the elegant realm of Skype. Beyond, they enter a snowy wasteland, where 3v3's Spire waits atop a frozen peak. There, they are confronted by Cornelia, who hesitates in battle, and is ultimately convinced to switch sides. The party traps Boxyfan, and while he succeeds in activating the spire, he agrees to tell his tale. At last, the awful truth is revealed...

This world *isn't* the first Internet, or even the second – those worlds both ended in calamity. This is the Third Internet, and everyone's memories of their lives here are false. Boxyfan is a survivor from the First Internet, and has spent years trying to restore his home with the aid of an artifact called **The 404 Orb**. His final attempt involved using the Orb to corrupt **The Spire**, an immense and sacred structure that stood at the Internet's heart.

This mad plan was stopped by Catie and her friends, but at great cost. The virtual world was reformatted, splitting The Spire and altering the timeline. In this new reality, Boxyfan believes he can undo the changes by waking The 404 Orb's residual energy in each of The Spire's pieces. He has activated two so far, and only one remains...

Yet again, the villain slips away, so the heroes return to Skype, trying to process what they've learned. There, **Princess June** invites them to speak with her mentor – an ancient, shapeshifting beast called **Eyrev**.

This meeting provides even more revelations. The First Internet was a world of death and chaos, and must not be allowed to return. Catie can prevent this from happening by activating the spires herself. She can do this because she was touching The 404 Orb when the last calamity occurred. This reality's three goddesses – Svetlana, 3v3, and Boxy – are pieces split from Catie's own soul. This is why Catie has no memories of her past at all.

As a last warning, Eyrev cautions the heroes against the dangers of **Unichan**, the volcanic realm where **Boxxy's Spire** stands. The journey east is treacherous, and the party meets Intrepid again, who seems frustrated by how much Catie has grown in his absence. At the gates of Unichan, a group of guardians, including **Tang** and **Forby**, submit Catie to a series of deadly trials before letting her pass.

After a long and arduous climb, the heroes reach the aerie of Boxy's Spire, which Catie races to activate before Boxyfan arrives. She succeeds, but only briefly; with her soul fragmented, she

lacks the power to sustain the spire for more than a few moments. Boxyfan makes his entrance, and a climactic battle ensues, but the party is ultimately unable to stop him. The final spire is activated; the machinery within whirrs to life as reality trembles...

...But strangely, nothing else happens. Shouldn't the world have been reset? Slowly, the truth begins to dawn – if Catie's soul was split into four pieces, including the one still within her, then surely there must be *four* spires, not three. The last, **Catie's Spire**, is the tallest tower of the empty castle in the Sphere's capital.

Thus begins a final, desperate chase back to where it all began. Back in the Sphere, allies from throughout the game reappear to fight Boxyfan's bots, while Catie and her friends struggle to climb the spire. In the final battle, Boxyfan transforms into a monster by infusing himself with First Internet code; but in the end, he is beaten and left pitifully broken.

...As the storm fades, Intrepid arrives to clean up the mess. He swiftly kills the wounded Boxyfan, then turns on the heroes, livid and unhinged. All this time, he'd been trying to win Catie's friendship, hoping she would come to rely on him. But instead, she found strength within herself... making her a threat to his plans.

Dramatically, he reveals his true identity as **Rcoastee**, an ally in Catie's previous life. He valued her trust to the point of perverse obsession, and desired her total, willing submission. During the 404 calamity, he was able to shield his memories in order to find her again. But now, Catie has outgrown him, so he has no further use for her.

This is the *true* final battle, and while Rcoastee is beaten, he uses his last breath to activate the spire out of spite. As the Internet fades, voices cry out in faith... and in the end, Catie is able to call upon the strength of her own soul, both within and without, to halt the fateful process.

The virtual world is saved, and the spires are left drained of their power. Sadly, this leaves the heroes stranded, with no way to salvage their old lives or memories. But they survived, which means they're free to make new memories together.

They leave the spire to join the celebration in the streets below. Catie is crowned queen of the Sphere, and a new era of peace begins...

*...But for how long?*

***To Be Continued in BoxyQuest: The Gathering Storm...***