

Twisted Tales of Spike McFang Game Script

by DinobotMaximized

Updated to v1.0 on Mar 22, 2006

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The Twisted Tales of Spike McFang
Game Script Version 1.0
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*****
1. Introduction *****
*****
In this FAQ, I have typed up the dialogue and story related text that appears
in The Twisted Tales of Spike McFang for the Super Nintendo Entertainment
System.
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*****
2. Version History *****
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1.0 - March 22, 2006
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3. Prologue *****
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The islands of
Vladamasco were
worlds away from
humankind.
It was a land of
monsters and
misfits ruled by
three strong
leaders.

Dracuman

Vampra

and General

Von Hesler.

And so it was
for many
centuries, until
the greedy Von
Hesler mounted
an attack on
the other
island leaders.

With dark magic
and an army of
zombies,
Von Hesler took
control of all
three kingdoms.

During the final
battle
Vampra's
daughter,
Camelia, fled
from the castle
by moonlight to
seek help from
Dracuman's son,
Spike McFang,
who was training
to be a warrior
on an island
far away.

4. Fighter Island *****

Spike: This is it
Professor
Steam... Fighter
Island, where
young
adventurers
learn the ways
of the warrior.

Professor: You've been
reading too many
brochures, Spike.

Spike: That may be true
Professor, but
if I'm going
to rule the
kingdom of
Dracuman
someday, I have
to learn to
protect the
land.

Professor: You're always
one step ahead
of me, Spike.

Spike: Hey! Someone's
coming...
Camelia! What
are you doing
here?

Camelia: Spike! General
Von Hesler's
army of zombies
has taken over
the land of
Vladamasco.

Spike: That's terrible!
Where are my
parents and your
mother?

Camelia: Missing... It's up
to us to find
them and defeat
Von Hesler!

Spike: Wait a minute!
Before the two
of us go
battling armies
of drooling
ghouls, I think
I need a little
practice. I've
already signed
up for these
classes and if I
back out now,
I'll lose the
deposit.

Camelia: Fine! You go to
your little
warrior camp.
I'm going to go
to Ratville to
see if I can
find someone who
is ready to save
the islands.

Spike: Listen, Camelia...

Camelia: Catch up to me
in Ratville if
it fits into
your schedule,
wimp.

Spike: Camelia...

Camelia walks away.

Professor: That didn't go
so well.

Spike: She's upset. Her
kingdom is
crumbling and
evil creatures
are running
rampant.
That can put
a damper on
your day.

Professor: It looks like
you should get
your training
out of the way,
then see about
saving your own
crumbling
kingdom.

Spike: Good idea.

Professor: I'll go back to
Batland and wait
for you there.

Spike: Thanks. Give me
a call on my
cellular phone
if you need me.

Clarence: Hello, Spike.
I'm master
Ching Cao Qiang,
the Spirit of
Fighter Island,
but you can call
me Clarence.
We will start
your training
with jumping
exercises. Press
the B button
to jump over
15 rolling logs.

Clarence: Well done! Let's
move on to the
next challenge.

Clarence: This is where
you will master
the spin attack.
Press the Y
button to spin
and hit 30 rock
with your cape.
But don't spin
too quickly
or you'll get
dizzy.

RRRRIINNNGGGG!

Spike: It's
Professor Steam.
Hello Professor.
What's going on?

Professor: You have
achieved another
level of
experience.
Be careful!

Clarence: Excellent!
Hop onto
the seesaw in
the clearing
ahead.

Clarence: Now you are
ready to learn
the hat toss.
Press and hold
the Y button
until your hat
begins to float,
then let go and
watch it fly.
Your challenge
is to ground
15 Balloon
Animals.

Clarence: Excellent!
Let's move on to
the last
challenge!

Clarence: You've learned
well so far,
Spike. Now you
must spar with
me and overcome
my Magic Cane.

Spike: Let's fight!

Spike: I did it!

Clarence: Yes. You did
very well.
I will reward
your efforts by
giving you this
small token.

Spike: It's... it's an
empty box?

Clarence: When you learn
card tricks, you
can store your
cards in this
file.
Press the L and
R buttons to
sort through
your cards,
then press the
A button to
perform the
selected trick.

Meanwhile...

Colonel Hydra
has invaded the
castle of
Dracuman and
placed Felina in
charge of the
army.

Colonel Hydra: You are in
control of the
castle, Felina.
Don't let me
down.

Felina: Yes Mother...

Colonel Hydra: Get to work.

Felina: Yes Mother.

5. Batland *****

Spike: Well, Professor,
it looks like my
first order of
business should
be to go to my
castle home and
find my parents.

Professor: Good luck, Spike.
Here is 100 Gold
for supplies.
I'll wait for
you here.

Spike: I'll be back
soon.

RRRIINNNGGG!

RRRIINNNGGG!

RRRIINNNGGG!

Professor: Hello, it's
Professor Steam.

Spike: I thought it
might be you.

Professor: Are you at the
entrance to
the castle?

Spike: Yes, but the
door is locked.

Professor: I gave a key to
your pet, Sid.
He's in
the water to
the left of
the door.

Spike: Good thinking
Professor!

Sid: RRRRAAAA...
RRRROOAAARRR...

Spike: Hi Sid! How are
you doing boy?

Sid: RRRRAAAA...
RRRRAAAA...

Spike: What's that?
One of the
Cloves stole
the key?
Where is it now?

Sid: RRRRAAAA...
RRRREEEERRRR...
RRRROOOO...

Spike: To the right of
the castle door?
Thanks pal!

Spike: Mother!

Spike's Mom: Spike?! Is that
you?

Spike: Are you OK?

Spike's Mom: Yes. I'm fine.

Spike: Good. I'll get
you out of here
as soon as I
take care of the
creature that
has taken over
the castle.

Spike's Mom: Be careful son.
She is a level 4
fighter and very
athletic.
But you know...
I think that
she would be
a nice girl
if she wasn't
influenced by
evil beings.

Spike: Right... Thanks
Mom.

Spike's Mom: Here's something
to take with
you, Spike.

Spike received
the card of
Transport!

Spike's Mom: With this card,

you can return
to Professor
Steam if you're
in trouble.

Spike: Cool!

Felina: I am Felina,
Queen of the
Felina Fighters.
Prepare to go
down in
humiliating
defeat, Vampire.

Spike: Let's rumble.

Felina: Wait! I'll give
you this token
if you spare me!

After picking up the gold a cage fall over Spike.

Felina: Ha!
You're trapped!

Spike: You won't get
away with this!

Felina: We'll see about
that.

Spike:

Some guy comes and destroys the cage.

Spike: I'm free!!
Eat hat, cat!

Spike finishes off Felina by throwing his hat.

?????: Are you
Spike McFang,
the Prince of
Batland?

Spike: Yes.
Who are you?

?????: I heard you were
a wimp,
but you've done
well here.

Spike: Thanks.
Who are you?

Rudy: I'm Rudy, the son
of Von Hesler.
But don't worry,
I'm on your
side.

Spike: Thanks for
getting me out
of that mess.

Rudy: No problem. You
see, I need your
help in proving
that my father
is innocent.

Spike: And I need your
help to save the
kingdom.

Spike's mother enters.

Spike's Mom: Spike!

Spike: Mom!
Are you OK?

Spike's Mom: Yes. I knew that
you could do it.

Spike: Me too.

Spike's Mom: Thank you for
helping my son,
young man.

Rudy: No problem.

Spike's Mom: What will you do
now?

Spike: We must continue
our journey...

Rudy: ...to my father's
castle and
reclaim the
kingdom from the
creature that
has taken over
his mind.

Spike's Mom: Good luck boys.

Rudy: Thank you.

Spike: OK. Let's go.

Meanwhile... in

the castle of
Von Hesler,
Hydra is
summoned by the
General. He is
very angry.

Von Hesler: What's going on?
We've lost the
castle of
Dracuman.

Hydra: I'm sorry.
I shouldn't have
placed Felina in
charge. However,
we still have
Croc guarding
the Kalala
Desert.

Von Hesler: Make sure that
he succeeds.

Hydra: Yes Sir...

Professor: You've done very
well!
I'm surprised!

Spike: I'm very lucky
that Rudy came
along when he
did.

Professor: That's right.
The Queen will
be safe here
while we
continue our
adventure.

Spike: OK.

Professor: I have an urgent
message from the
people of
Ratville.

Spike: What does it
say?

Professor: Dear Spike...
Camelia of the
Castle Vampira is
very sick. She
has requested
that you come

here to Ratville
and help her
regain her
health.
Yours truly,
Helious Bain.

Spike: Camelia needs
our help!
Let's go.

Professor: Ratville is a
long drive from
here. We should
go soon.
You buy the
supplies. I'll
ready the car.

Spike: OK.

Professor: Let's go to
Ratville
Take the car.

6. Ratville *****

Hey!
That sign says
"WATCH FOR
FALLING ROCKS!"
Be careful.

A rock falls on and crushes the car but not before everybody jumps out.

Spike: I don't believe
it!
We're still a
long way from
Ratville.

A group of Archers shoot arrows at Spike & Rudy, then one says...

Halt!
Who goes there?
Are you agents
of Von Hesler?

Spike: No! Honest!
We're on your
side!

How can we trust
you?

Spike: Listen,
I'm Spike, the
son of Dracuman.

Rudy: And I'm...um...I'm
his friend, Rudy.

Spike: We've come to
help Camelia.
She's sick.

Helious: Hold your fire.
I sent for these
men... I will take
you to Camelia.

Spike: You must be
Helious Bain!

Helious: Yes I am.

Spike: Good timing.

Helious takes Spike and Rudy to Camelia who is unconscious in bed.

Spike: OOHFFF...

Rudy: How is she?

Helious: She's not doing
so well.

Rudy: What can we do
to help her?

Helious: She needs the
water of the
Kalalala Desert.
Unfortunately,
it is in the
pyramid to
the north
guarded by Croc,
one of Von
Hesler's men.

Rudy: Again with
Von Hesler!
We've got to go
to the pyramid
and get
the water!

7. Kalala Desert *****

Spike: That was quite a
drop! But we
seem to have
landed safely.

Croc: Wait a minute!
You guys ain't
goin' nowhere.

Rudy: Are you Croc?

Croc: Yeah, I'm Croc.
And the water of
Kalala Desert is
mine, see?
The Desert Root
soaks it up and
I get it.

Spike: The water is for
everyone, green
man.

Croc: Oh! The little
guy talks big.
I'm scared!
Let's see how
tough you really
are!

Croc: WOW!
You are strong!
Now I'll get
serious.

Croc: I don't believe
it!
You beat me!
But now you're
going to have to
take on
the Desert Root
to get
the water.

Desert Root: GAAAA... GAAAA...
Who are you?

Spike: We've come for
the water.

Desert Root: GAAAA...Hydra told
me to give the
water to no one...
GAAAA... if you
want it, you'll

have to take it
by force.

Spike: Let's fight,
Root!

Desert Root: Forgive me...GAAA...
I'll return the
water to the
desert and go
back to my home
in the jungle.

Spike: Promise?

Desert Root: Yes.

Water shoots out of the ground and it send Spike and Rudy flying.
Then the scene switches to Von Hesler and Hydra.

Von Hesler: What a fool!

Hydra: I really didn't
expect this to
happen.

Von Hesler: Let's move on to
the next plan.
They will
undoubtedly head
for the Kingdom
of Vampra.
The Freezer will
stop them there.

Hydra:

8. Ratville again *****

Spike: Is Camelia
getting better?

Helious: Yes. She drank
the water and
her condition is
improving.
Why don't you
get some rest?

After resting.

Helious: Camelia has
finally
recovered.

Camelia: Thank you Spike.
You saved my

life. It looks
like your
training paid
off.

Spike: How do you feel?

Camelia: I'm ready to go.

Spike: Good.

Professor: Prince Spike,
the new car is
complete.

Spike: That's great!

Professor: And... we've
discovered a
tunnel that
leads to the
land of Vampra.

Spike: That's
convenient.

Professor: Everything is
packed and ready
to go.

Spike, Camelia, and the Professor enter the new car.

Helious: Goodbye and
good luck.

Let's go!

Farewell!

Adios!

The car drives off, then Rudy comes outside.

Rudy: Spike? Camelia?

Helious: Sorry.
You just missed
them.

Rudy runs after the car.

9. Vampra Kingdom *****

Rudy: You're kidding!
I can't believe
you left me
stranded in
Ratville!

Spike: Sorry, man. You
shouldn't have
slept in!

Camelia: Be nice to Rudy,
Spike. He did
save your life,
didn't he?

Rudy: Yeah.

Camelia: And he helped
you get the
water too.

Rudy: Yeah.
That's right.
I'm a valuable
member of the
team who
doesn't deserve
to be left
behind.

Spike: AHHH... AHHHH...
CHOOO!
It's cold here.

Camelia: The land of
Vampra used to
be warm and dry.
I must continue
on with you to
find out what
has happened.

Rudy: I'll take a
break here.

Camelia: Yes. You need to
rest after that
long run.

Rudy: But I'm not sure
I want to
be left
behind again.

Spike: Hey, that wasn't
my fault.
You should have
set your alarm.

Rudy: You could have
woken me up!

Camelia: Are you guys
done arguing
yet?
We've got to get

moving.

Spike: It's freezing
cold here.

Camelia: It used to be
so warm.

Spike: I think this
snow has
something to do
with the
presence of
Von Hesler's
army.

Camelia: It must.

Rudy: I'm going to
rest here for a
while.

Camelia: You're still
tired?

Rudy: Hey! I ran all
the way here
to catch up
with you.
Of course I'm
still tired!

After speaking to some woman in a cave.

?????: Are you Spike?

Spike: Yes. How did you
know my name?

?????: Word of your
accomplishments
has spread.
I understand
that you stopped
the invasion of
Von Hesler
in Batland.

Spike: Have you heard
of the Freezer
in the Ice
Palace?

?????: Yes. And, strange
as it may seem,
I heard that he
has a weakness
for chicken

noodle soup.

Spike: Weird.

?????: If you give him
a bowl of soup,
he will no
longer be
invincible.
But, he'll still
be difficult to
beat since he is
a level 11
fighter.

Spike: Thanks for
the tip.

After Spike and Camelia move on.

?????: Ha! Go ahead and
beat the
ice man, fool!
With him gone,
Vampra will be
under my
control!

Spike returns.

Spike: Hey. I didn't
catch your name.

?????: It's not
important.
Hurry... defeat
the Freezer!

Spike: HMMM... Well,
thank you
anyway, friend.
Goodbye!

Freezer: Now who is this
in my Ice
Palace... HMMM?

Spike: I'm
Spike McFang,
Prince of
Batland.

Freezer: Well,
I'm the Freezer,
Von Hesler's
most powerful
warrior.
He gave me this

palace so that
I could rule
over the Land of
Vampra.
You must be
a good fighter
to get all
this way.

Spike: Yes, I am.

Freezer: Then challenge
me. I've never
lost a fight.

Spike: You will now.

Freezer: You're no match
for me!
If you ever
feel like
learning another
lesson, you can
find me on
the other side
of the palace.

The Freezer leaves.

Spike: The Freezer is
tough.
I wonder if
chicken noodle
soup really does
make him weaker.

One of three guys sitting around a pot of soup says...

Sluuuurp...
Sluuuurp...
Do you want
some soup?
Just don't tell
the Freezer
about it.

Freezer: You again.
One humiliation
wasn't enough
for you, eh?

Spike: It's your turn,
ice man.

Freezer: What? Soup?
Three bowls!
How did you know
about my
weakness?

Freezer: You are strong,
Spike.
I don't know
how you knew
about my
weakness
for soup,
but you're good.

The Freezer summons a large bird which carries Spike and Camelia outside.

Camelia: That was close.
The Ice Palace
is melting
and we were
almost caught
in the middle
of it.

Spike: The Freezer
wasn't such
a bad guy
after all.

Camelia: He saved us from
the collapsing
palace.

Spike: Look!
The snow is
starting to
melt!

The scene switches to Von Hesler and Hydra.

Von Hesler: Even the Freezer
has been
defeated by
these meddlers.
Hydra, summon
all of my
officers and
have their
troops surround
the castle.

Hydra: Sir...

Von Hesler: What?

Hydra: They have all
been defeated.

Von Hesler: All of the
officers?

Hydra: Yes.
Except for those
of us here.

Von Hesler: Just us?

Hydra: Yes Sir...

The scene switches back to Spike, Camelia, and Professor Steam.

Professor: Prince Spike!
Now that
The Village of
Vampires
is safe,
we can move on
to Castle
Von Hesler
to save
King Dracuman
and Queen
Vampra.
It'll be easy
going by
airship.
But supplies
and I will
prepare
the ship for
our journey.

Spike: Will do,
Professor.

Professor: Let's go to
the Castle
Von Hesler.
Take the
airship.

10. Jungle of Mazes *****

Spike: The airship
travels quickly!
I can already
see Castle
Von Hesler
on the horizon.

Camelia: I'm glad that we
didn't leave you
behind this time
Rudy.

Rudy: I wouldn't
let it happen
twice!

The airship crashes into one of many large floating rock.

Rudy: The engine's
on fire!

Camelia: FIRE! FIRE!

Spike: We're going
down!

The ship crashes to the ground.

Spike: Camelia fell
from the ship
right before we
crashed.

Rudy: We have to find
her!

Spike: OK! Say, where
are we anyway
Professor?

Professor: We're in
the Jungle of
Mazes.

Spike: Uh oh.

Professor: You'll never
make it through
this jungle
to Castle
Von Hesler
unless you take
the right path.
Keep notes and
watch for clues.

Spike: Isn't this
the jungle that
they say no one
has ever
returned from?

Rudy: We'll see
about that.

Spike: Camelia!
Are you OK?

Camelia: ...Ouch... I'm fine.

Rudy: You've sprained
you're ankle.

Camelia: It'll be fine.
Let's go.

Rudy: I don't know,
Camelia.
It doesn't
look like you
should walk on
it right now.

Spike: You stay here
and heal.

Rudy: Spike and I will
continue on to
the castle.

Spike: Yeah.

Rudy: OK?

Camelia: OK. As soon as
I feel better,
I'll catch
up with you.

Moray: You have
traveled far,
warriors.
However,
I cannot permit
you to go
any farther.

Spike: Are you an agent
of Von Hesler?

Moray: Yes. I have
special orders
to keep meddling
intruders away
from the castle
and... that would
be you!

Moray: You guys are
pretty good,
for a couple
of shrimps.

Moray: If I'm going to
go down I'm
going to take
you with me.

Moray releases a large red ball which attacks Spike and Rudy.

11. Castle Von Hesler *****

Hydra: Finally!
What took
you so long?

Spike: It's the
stranger from
the ice cave!
What are you
doing here?

Hydra: You're so
ignorant.
I'm the leader
of Von Hesler's
army, fool!
You did me
a great favor
by defeating
the Freezer.
After I get rid
of you, Vampra
will be my
headquarters.
Von Hesler
thinks he will
rule Vladamasco!
I'd be better at
it, don't you
think?

Spike: We'll see
about that.

Hydra: You're not bad!
Perhaps it just
wasn't luck that
got you this
far. But, now I
will summon the
Power of Mandra
and finish
you off!

Hydra: Ohhh... I've lost
my power!
How could this

happen?

Spike: It's all over
Hydra.

Rudy: You have
no more magic
to conjure.

Spike: Release
the islands...
...and our
families.

Hydra: If you want to
save Vladamasco,
you will have to
defeat
Von Hesler... your
father, Rudy!

Rudy: My father is
innocent.
An evil force is
controlling him!

Spike: Let's find
your father and
get to the
bottom of this!

Rudy: I'm telling you,
Spike. My father
would not
do this.

Spike: I believe you!

Rudy: Good.

Von Hesler: Ahhh... I have
been waiting for
you young
adventurers!

Spike: What's going
on here?

Rudy: Father, you must
be under a
spell!
Wake up!

Von Hesler: You will go down
in defeat in the
name of Owasa!

Spike: Something is
happening!

Von Hesler: Your power is
nothing compared
to mine. Behold
my true form
and prepare to
be destroyed!

Rudy: Incredible!

Von Hesler: No more mister
nice guy!

Rudy: You're history
creep!

Von Hesler: Try to stop me.

Rudy: Let's go.

Von Hesler:YYYYYAAAHHHH!!

Von Hesler: I have
underestimated
your abilities.
But there is
still someone
that I can turn
on you!

Rudy: Who is he
talking about?

Spike: Camelia!
He's going to
hypnotize her
into fighting
us!

Rudy: Ohhh Nooo!

12. Ending *****

Spike and Rudy leave the castle and are heading back to Camelia when
they hear...

Camelia: EEEEEAAAHHHH!

Spike: It's Camelia!

Rudy: He must have
gotten to her!

Camelia: I am the ruler

of Vladamasco.

Spike: Camelia!

Rudy: Don't be fooled!
The creature is
controlling her.

Camelia: Not any more!

Spike: What's going on?

Camelia throws the creature that was controlling her to the ground.

Camelia: This menace
won't give us
any more
trouble!

Rudy: How did you
do it Camelia?

Spike: Wow!

Camelia: It's over now.
The land is
safe.

Rudy: We can now live
in peace.

Spike: What an
adventure!

Rudy: Let's continue
to work together
for the future
of the islands.

Camelia: As a team,
we will
be unstoppable.

The creature turns into a large gold coin and Spike picks it up.

The scene switches to Rudy and Von Hesler.

Rudy: Father! How did
this happen?
I can't believe
that you let
the creature
control you!

Von Hesler: It was a strange
experience, son.
By the time
I realized that
something was
wrong,

he had taken
over my mind!

Rudy: Well, it's
all over now!

Von Hesler: Yes. And you
have proven
yourself as a
worthy heir to
the Von Hesler
Crown!

Rudy: Thank you
Father.

The scene switches to Camelia and Vampra.

Vampra: This was quite
an ordeal.
Camelia,
you handled it
very well.

Camelia: We all did well.
Spike and Rudy
are both
great fighters.

Vampra: Thanks to
all of you,
the Islands of
Vladamasco
are safe!

Camelia: Now,
we must rebuild
the lands.

Vampra: Someday,
Camelia, you
will make a fine
ruler of the
Vampra Kingdom!

Camelia: Thank you
Mother!

Vampra: Let's go home.

Camelia: Yes... Let's go!

The scene switches to Spike, his mom, and Dracuman.

Dracuman: Spike... I didn't
expect you to do
so well.
You've grown up.

Spike: Thank you

Father.

Dracuman: You have proven
yourself well
as a worthy
Prince of
Batland.

Spike's Mom: Spike... I'm
proud of you.

Dracuman: Someday
you will be
the king.

Spike: Rudy, Camelia
and I are all
ready to do our
duty for the
land.

Dracuman: In time
you will do
just that.

Spike's Mom: But for now,
you are still
my little boy!

Spike: Oh, Mom...

13. Credits and Thanks *****

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