

**PLAN DOCUMENTS** 

| BRAINSTORM was a story I wrote on and off in the background while working on Rebirth's              |
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| larger arcs. This story did not progress far beyond plot notes and concept art.                     |
| This document contains an exclusive look at just how this story was constructed, with plot          |
| notes, excerpts of dialogue and concept art to help you get an idea for what the finished           |
| work might have been.                                                                               |
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| If you are inspired by what you read and wish to create further illustrations, I would be honoured! |
| Please send the art either via Twitter [NiloStudo] or my email [gemmaDOTbrightATgmailDOTcom].       |
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- Start the story with Macon and Tracey already on their vacation in Tatto. They're in an open cafe in Mayni City shopping centre. Macon is looking very uncomfortable as he is deliberating the events that led up to this point.
- Tracey on the other hand is not entirely happy with being on vacation, especially since Oak has
  been excited about some historical research involving The Ahnloka Prophecy and he feels like
  he'd need more lab assistance at this point. Macon urges Tracey to stop overthinking, especially
  with that head injury.
- Tracey grumbles about his 'stupid injury' and then laments that if he hadn't been so careless,
   none of this would have happened.
- Flashback to Oak having a conference call with the other Professors about the Ahnloka stuff, and the power goes out. They realise that the windmill that generates electricity to the lab's minor appliances (the major ones like the Pokéball storage stuff is all outside electricity) has been gummed up with debris and ice. Tracey goes up to fix it.
- He manages it, only a distraction or interference of some kind (maybe it was a bird nest and the bird Pokémon came back and attacked Tracey) causes Tracey to end up getting repeatedly smacked on the back of the head with the now spinning windmill blades. This in turn manages to dislodge not only his pre-Blank Pages memories from behind the weakening psychic lock Mindwipe had put on him 7 years ago, but also some of the more unfavourable elements of his old persona as well.
- Shortly after regaining consciousness, Tracey finds himself at the hospital but scans suggest
  nothing untoward bar the physical injury. The doctor suggests that Tracey just needs time to
  recuperate after the head trauma.
- However, Tracey is horrified by his physique and becomes temporarily obsessed with trying to tone up instead of rest. The obsession quickly recedes when he feels awful the next morning from overdoing it.
- Oak asks Tracey whether he feels good enough to catch up on his to-do list yet. Tracey snaps at him, then grimaces/apologises/gets to work despite feeling exhausted. Oak is baffled and worried by the mood swings.

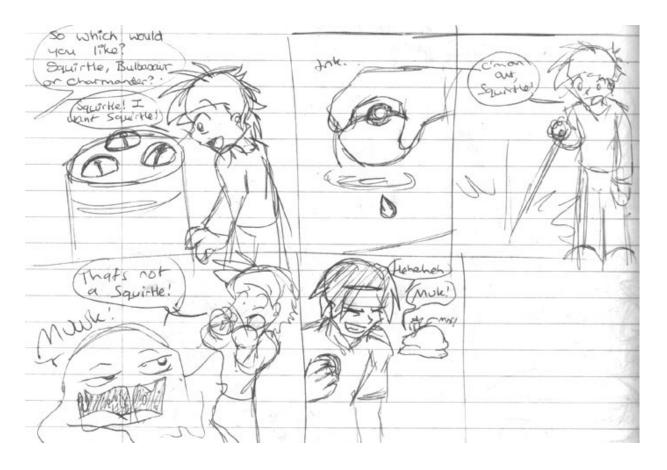






Tracey goes out to feed the Pokémon on the ranch. A bunch of Pokémon are having an
argument again, which Tracey gets irritated at and decides to put something really spicy in their
food to give them something to yell about.

- After ticking the Pokémon off and getting punished for it despite frantic apologies for his out of
  character behaviour, Tracey returns to the lab looking a mess. Oak, now even more worried,
  wonders if he should ask Tracey to help him hand out the starters to the new trainers arriving
  today or not. Tracey insists that everything will be fine.
- However, he once again swaps out a Pokeball on the selection table for the one containing Ash's
   Muk that loves to 'hug' everyone, and one of the young trainers get swamped.



- Cut to Macon at the Watcher Guild, the phone rings. Oak calls Macon and begs him to come to
  Pallet Town in the hopes that, as his older brother, he'd understand what is going on with
  Tracey. Macon has a hunch, and sets off for Kanto.
- When Macon arrives, Oak tells him that he wants Macon to take Tracey on a vacation in the
  hopes that it'll make him feel better. Tracey has left to visit Cerulean Gym where he often goes.
   Macon reluctantly heads there to bring him back.
- Upon arriving, Macon discovers the triplet sisters engaged in attempted rehearsal of their show with Tracey in the role as the prince. Tracey is having difficulty smiling naturally and looks constipated.



Artwork by Dex McKinnery





- Macon bursts out laughing at what he's seeing, which attracts everyone's attention. Tracey yells
  at Macon which both alarms the sisters and causes Macon to yelp and cower behind one of the
  seats.
- Tracey gets upset that he can't control his temper any more. Macon gingerly tells him what Oak
  instructed them to do. Tracey reluctantly agrees.
- Back to the present day. The food arrives and the brothers tuck in. Then some jazzy music starts playing and Macon is tapping his foot. Miror B is in the shopping centre they're eating in, promoting his new DTYD game.
- Tracey inquires what the noise is and Macon gets nervous (because when they were younger,
  Rhenton gave him a super hard time about his love of dancing). So
  Macon gets Tracey to go and do something that'll take him a while,
  then disguises himself and challenges Miror B.
- He's doing really well and is about to win when Tracey comes back, recognizes Macon despite the disguise and cheers him on, causing
   Macon to lose concentration and fail the challenge.
- Macon is really bummed about this, Tracey is puzzled, saying 'You were
  doing so well! What happened?' and stuff. Macon loses his temper and
  snaps at Tracey, before apologising. (Can he not bring himself to tell
  Tracey the actual reason?)
- They stop at a hotel for the night. Does something at the hotel trigger some memories in Tracey's head and he gets really upset about how terrible a brother he's been?
- This emerges in two ways. One, really black moods and silence and two, Tracey starts trying too hard to make it up to Macon.
- Macon is baffled by this whole thing and ends up talking to Prof. Oak on the phone at one point because he feels like it's getting worse, not better.
- While he's on the phone, Tracey spots Louise and thinks its Vilina. Ends up confronting her in a battle. Macon manages to stop this somehow before it gets out of hand. He apologises to Louise.









- Louise has somehow found out about the huge conflict between trainers and Team Rocket that's about to kick off [the one covered in "Ultimatum"] and tells Tracey and Macon of it. Tracey says they need to make sure their parents are okay. Scared about travelling in a boat but Macon agrees.
- Skip to the events following the encounter with the sea army, arriving at Pudgy Pidgey isle thanks to the water Nexus.
- Tracey/Macon on Pudgy Pidgey Isle. A terrible storm is battering the island but they help their
  parents and fellow islanders (including 'the ice cream boys' Neil, Paulie and Ivan who also
  returned home to help THEIR parents) to fend against the storm.
- After this is over and things calm down, Tracey/Macon's parents show their extreme gratitude
  and surprise at Tracey's self-sacrifice. Tracey also seems to have calmed down, the guilt and
  frustration having been redeemed by what he'd just done. As a result, he returns to being more
  like himself again, except now with all his memories in tact.



