



Episode 2: The Contact

The Contact

How to use the script:

This script's rules have some different rules!!!

There will be smog points **hidden** in some screens as dots. The script will try it's best to tell you where they are. **DON'T TELL THE PLAYER WHERE THESE ARE!**

Smog points can now be used for hints, as well as some other actions that will be stated. **The player loses all previous SMOG Points when starting this episode.**

You use the computer to try and contact someone. After some time, a guy answers: "Hey uhh, I'm alive! I'm contacting you from Sarajevo, I'm in a bunker here. My friend from Serbia is also alive, he's in Vrshats, the town of winds! If you heard me, respond with uhh chevap" - "Chevap! I heard you. What's your name?" - "Emil" - "Great. I will get your friend first, because of border shenanigans" - "We're in an apocalypse, you really think there's someone at the border?" - "I guess you're right. I'm gonna come as fast as i can."

There's a SMOG Point on the screen.

Go to **Street**.

Street

There's a ton of monsters. You see a Lambo. You have to steal it.

c☢Shocktant, a☢Mutant, a☢☢Crytant

b☢☢ Drivetant: The only way to defeat him is to make him crash into a wall (Is near a monster indicated with ☢). When a monster dies, he drives to it, thus also defeating all monsters in the same group (groups are italic letters before a monster's name) as the dead monster. They also become the same group as that monster, meaning that they too die.

To continue, you must defeat the Drivetant. Go to Sarajevo Street.

Sarajevo Street

You drive to Sarajevo (Sarajevo). But there are more monsters here.

a☢Crytant, bDrivetant

aQuadriconjoinish: To defeat him, you need to fire 3 strong attack shots at it to defeat it. **When it goes to it's last shot, a Shocktant and a Crytant come to him, causing him to need 2 strong shots, 2 weak protective attacks of any kind and 2 weak unprotective attacks of any kind to defeat.**

There's a SMOG Point on the Kebab building.

To continue to Meeting Emil, you have to defeat all monsters, including the Crytant.

Meeting Emil

You meet Emil on the location he told you to meet him. "Oh, you're here! I'll borrow your Lambo to find my friend, you can take my Shish-code car (copyright exists, so I couldn't put the real car name, sorry)." - "No thanks, I'll go with you, both you and me need some help, right?" - "I guess that's correct. I have a gift for you too, let me just find it." - "Alright, take your time." - "Here they are! Take these boots, they have an iron sole!"

Iron Boots: Whenever you want to use them, you may spend a SMOG Point to instantly defeat a monster.

Exiting the bunker: Right when the player wants to exit the bunker, an *Entangler* entangles Emil.

If the player starts attacking the entangler: You attack the entangler, but that makes him hurt Emil even more.

If the player throws the food from the fridge: The entangler stops entangling Emir and reaches the food. The player has one action to act, after which the entangler continues entangling Emir.

Solution: Throw food from the fridge, and when the entangler reaches it, defeat the entangler. Go to **The Trip**.

There's a SMOG Point on the left wall.

The Trip

You are driving to the Town of Winds, when you see a car driving past you. Seems like traffic can't be avoided even in an apocalypse. The car then turns around and slams into you. "Snap!" Your car is basically undriveable now. The worst thing is that there are more of them coming to you. Actually the worst thing is that one of them is a truck.

5x Drivetant (all of them in a different group)

1x Trucktant: Everything is ineffective against this fella. He doesn't die even if he comes to the same group as other drivetants. The way to defeat him is with a Bazooka, or some other heavy weapon like that. If you defeat him, you get 10♣.

Solution: Defeat at least one Drivetant and steal the car. Then go to the **Vineyard**.

Vineyard

You get to the vineyard, but there are more monsters here.

3x Windtant: Can collect wind and change it's way towards the player, causing the player to be unable to defeat focus monsters.

2x Entangler: If the player does literally anything the entangler notices it and starts entangling the player, causing P to not be able to fight at all. They can be distracted by food. They have a symbiotic relationship with windtants, since if a windtant pushes the player using wind, the Entangler notices P. Not only that, but to not harm the person being entangled, you can't defeat the entangler using weapons.

There's a SMOG Point on the floor.

The windtant pushes you and Emil away. The Entanglers then start entangling you. A man gets out from somewhere and says "You nasty pests!" He then throws some bread on the floor distracting the Entanglers. He shoots the Windtants. "Hey, Emil! You found another survivor! Hi, my name is Simeon, but you can call me Sima, even though I hate when people call me that way."

More Monsters get out of somewhere.

Entangler (Entangles around Emil), a Shocktant, 3x Mutant.

"Oh snap! Emil! Hold on! I'm out of bread. I'm gonna go to my bunker and get some! Ok Igor, please, protect him while I'm away."

When the player defeats 3 monsters, another entangler wakes up and starts entangling P. You feel it getting more and more and more tight, and you hear Emil screaming. Simeon gets back, but it's already too late for Emil. "No." He throws the bread, and both Entanglers go to it. He shoots one, and you shoot the other one. You must now defeat all other monsters, but they are all now focus monsters. When this is done, go to **Healfarm. The player also loses all P's oilbombs.**

Healfarm

"We have to help Emil. It's gonna be alright bud, just keep on breathing. He is breathing and I can hear his heart. He still has a chance. Let's go find some things to heal him with. The nearest Apotheke that still has stock is Healfarm, which also happens to be the farthest."

On your way there you see more monsters.

Hexaconjoin: Too strong to defeat using normal strategies.

Shocktant

Wind-entangler-conjoin-tant (separated with dashes for the sake of reading): A combination of the Windtant and Entangler. Slower than the entangler though, requiring the player to move faster, which means that he/she cannot defeat focus monsters. This also means that this monster is unbeatable, since the player must make very good aim, impossible to do while running.

Mutant

Electric explosive: Explodes when charged with a lot of electricity.

Solution: Put the electric explosive near mutant, defeat mutant, the shocktant will then charge the explosive, thus causing an explosion defeating all monsters. Then go to **Healfarm Interior**.

Healfarm Interior

"Alright dude. There are more monsters. Dammit. Ok, Igor, protect Emil while I find the medicine."

≡Windentanglerconjointant

Poisonant: If provoked, it pukes poisonous materials at the player. Yuck.

Shocktant

There's a SMOG Point on the medicine on the left shelf.

Solution: Stand in the way of Windentanglerconjointant so he must move Poisonant, the Poisonant will then puke poison on the Windentanglerconjointant, thus causing him to die. The Shocktant then comes to the Windentanglerconjointant and causes a short circuit (since the WECT is a water monster) thus defeating every other monster. Then read on: *"Hey! I found it! I also found something for ya, come here!"* There's an Antikrokenowizator in a corner (the player can use it). *"Ha! What do you think?"* Emil wakes up *"What's going on? The last time I felt like this was when I was watching the dark side of the rainbow."* - *"Emil, have you studied medicine?"* - *"No. Why would I?"* - *"Nothing... Just asking."* Go to **the drive**.

The Drive

IGOR: *"So uhh, what now?"*

SIMA: *"Let's contact the government!"*

IGOR: *"But, they're all dead."*

SIMA: *"Really? Oh thanks skies!"*

IGOR: *"Yeah, I think that too. Anyway, what now, for real?"*

SIMA: *"What do you think about a trip to Italy?"*

IGOR: *"What do you think about a trip back to your bunker?"*

SIMA: *"Ok I got that, I'll stop joking around."*

IGOR: *"Wait. I know, let's go get you some better stuff, what do you think?"*

SIMA: "Wonderful idea!"

IGOR: "Cool, let's go then."

You get back to CASOHH in Pančevo. You see a lot of people there wearing SRP suits.

SIMA: "Thanks heavens! People!"

They start shooting at you.

SIMA: "No! Communists!"

IGOR: "What are you talking about? That's the last thing we need in this situation. What does this even have to do with communists? The wind has certainly done something to your brain."

Communists (let's call them this for now): You can pretty easily defeat them.

When the player defeats the Communists, read on: You walk to one of them and remove the helmet. "Oh my... They are not communists, Simeon. They look like mutants, but, they were talking, how... I thought they are not intelligent?" EMIL: "I think they're not normal mutants. I had a similar experience near my bunker. He had a weird voice, like he smoked 10 packs of cigarettes a day... But I could understand him, he asked me if I wanted to join his movement..." IGOR: "And, what did you answer?" EMIL: "I shot him." IGOR: "Yikes." EMIL: "You don't understand! They're starting a movement! They could eradicate us with one hand, you get it? They probably have a base somewhere already!" IGOR: "Yeah... But it kinda makes me feel like the villain here, I mean, they want to build a civilization, in which they will succeed, because there are a lot of them, you know... The small amount of humans that are left is not gonna be able to make a civilization again." EMIL: "Alright, listen here..." Suddenly, you hear a sound of the IM1024 computer. SIMA: "Someone is calling us!" You all get to the Communication Room. IGOR: "Hello! Who's on the other side?" "It's the American Government." IGOR: "Oh, thanks heavens! Anyway, why did you call us?" AG: "Some mutants have been here. They are rather intelligent creatures. We committed several tests on them, they are very interesting creatures, that's for sure. If you encounter any of them, report them to us, or test them yourselves" EMIL, whispering: "Whoops." IGOR: "What, umm, yeah, totally!" AG: "And, umm, their base is somewhere in Pančevo. No one knows where. Somewhere underground probably." SIMA: "Whoa whoa whoa, we're gonna nuke the whole city?" AG: "Well, not nuke it, just, destroy it completely." SIMA: "No wa..." IGOR: "Okay. But we're expecting a prize." AG: "Hmm... We'll see..." At that moment, several Intelligentants come inside and start shooting. IGOR: "They're shooting us! Repeat, they're shooting us!" You start shooting the Intelligentants, but it's too late. SIMA and EMIL are already laying on the floor. IGOR: "You pieces of..." Out of pure anger, you shoot all of them. IGOR: "Emil, Simeon?" EMIL: "Don't worry about us... You... have potential. *Cough* I can't take more of this action anyway. I wanted to give you a gift at the end, but it seems like I reached the end. Take my electric shield, it will be of help." Emil closes his eyes... SIMA: "Igor, you are a good person. Thank you. I... have been shot, if you couldn't tell. I... wish you a victory, even more than that. You may have lost us... But... You haven't lost your memories of us... Take my bread from my back pocket, it will be useful against Entanglers... Goodbye." Sima closes his eyes and breathes out for one last time... You shed a tear.

5x Bread: Spend a piece of bread to confuse Entanglers for one turn.

Electric Shield: Spend one SMOG Point to protect yourself from one attack, or anything else.

American Government: "We lost you for a second, is everything okay?" IGOR:

"No, they're both dead." AG: "What? Okay, we're sending our medics. A... are you alright?" IGOR: "Yeah i, i guess i'm fine..." AG: "About the operation... We've left you a Nitroglycerin bomb somewhere there, bomb the city with it."

Nitroglycerin bomb: Will defeat all monsters on the screen, but will do the same thing to the player too...

The player gets 10 SMOG Points and continues to *The Airport*.

The Airport

You get to the airport. A few mutants jump on you. There's also a few Entanglers.

3x Mutant: Normal Mutants, but they're on you, thus preventing you from doing anything until you defeat them.

2x Entangler: Normal Entanglers, but they're not seeing you, even if you start beating mutants up.

When the last mutant is defeated: The entanglers have noticed you. You have one more action to do.

When all monsters are defeated: Go to *Airplane*.

Airplane

You get to the Airplane and start flying. You fly to a certain place, and throw the bomb.

Solution: Use the electric shield.

If the player doesn't find the solution on the first action, P dies.

"Wait. I had to use the electric shield for me to survive. They didn't plan on giving us shields... No way..."

To be continued...