



Episode 1: The Explosion

How to use the script:

It is recommended to read the [The War of the Organisations](#) page on the PCG wiki before playing this game.

Read the *italic* text to the player.

The player must complete a solution, indicated by **bold** text.

For every screen the player completes, as well as every monster the player defeats, the player gets 1 SMAG P^{int}, will be indicated with ^{int}. P will be used as a gender neutral pronoun for player.

The combat has two types of attack: a weak attack and a strong attack.

Weak against weak, no one dies; Strong against weak, weak dies; Strong against strong, strong dies.

There are also protective attacks, where the attacker cannot defeat the other, but can defend itself; for example: Attacker uses a strong protective attack, and the monster uses a weak attack, in this case, no one dies, even though the weak would be defeated if the attack wasn't protective.

Player may use as many attack as P wishes. Player may also try to defeat more than one monster.

The Sewers

It was just another day as Igor, a sewage inspector in С И Ч О М, when you hear a loud bang. Your ears started to hurt, but you were too scared to notice.

The Pipe Wrench: The player may choose to take it. P can use the wrench indefinitely and it's a weak unprotective attack.

The Ladder: You can climb the ladder, going to **The Yard**.

The Yard

You exit to the yard. The building is completely destroyed and the air is filled with gas.

The Door: It's locked. The player may choose to hit it, in which case P can break in, to the **First Hall**.

First Hall

You get to the hall. There are two doors: one leads to the guard only area, and the other to the cafeteria. There's also a mutated guard.

The Mutated Guard: Gun - a weak attack.

Guard Only Area Door: Go to **guard only area**.

К у х и њ а door: Go to cafeteria.

Guard Only Area

*There's a suit applier and a suit remover, but you cannot use it before you defeat the **Heavily Suited Mutant** and **Biconjoin**.*

Suit Applier: When used, it applies a guard suit to the player, which is a weak protective attack.

Heavily suited mutant: Has a strong protective attack.

Biconjoin: Has a strong unprotective attack.

Solution: Throw an oilbomb into the room, setting it on fire and defeating all monsters in it.

Cafeteria

You see a Quadriconjoin, and a Shopska salad on the table.

Quadriconjoin: To defeat him, you need a strong protective attack, and four weak unprotective attacks, he's though, but luckily doesn't attack the player if not provoked.

Oilbombs door: The player gets 2 oilbombs (oilbombs defeat all monsters in a room, but get destroyed when used).

Bunker shaft: This is only revealed when the Quadriconjoin is defeated. By entering it, you go to **The Bunker**.

The Bunker

You see a Mutant, and a Shocktant. They are blocking you from continuing forward.

Mutant: To defeat him you need a weak unprotective attack and a weak protective attack.

Shocktant: To defeat him you need a weak unprotective attack and a weak protective attack. NOTE: when a Shocktant sees a dead monster, he conjoins with the monster, becoming a **Shockjoin**, he will have mixed features of both himself and the monster he conjoined with.

Ladder: You can climb it only when you defeat both monsters. Proceed to **Storage Room 5**.

Storage Room 5

You exit the bunker. You are now in the storage room 5, where FEC was stored. In front of you are two Shocktants, a Mutant, and a Crytant.

Mutant: To defeat him you need a weak unprotective attack and a weak protective attack.

Shocktant: To defeat him you need a weak unprotective attack and a weak protective attack. NOTE: when a Shocktant sees a dead monster, he conjoins with the monster, becoming a **Shockjoin**, he will have mixed features of both himself and the monster he conjoined with.

Crytant: Undefeatable. Doesn't count toward the monster count, meaning that the objective of all monsters being defeated can still be completed with him being alive. He doesn't see anything, but smells dead monsters, meaning that when a monster is defeated, he walks to it. If another monster is near it (excluding dead monsters), he conjoins with that monster, and his stats become twice the stats of the monster he conjoined with.

The FEC Mountain: You can climb it only when all monsters are defeated (excluding the Crytant of course). You climb it and jump out the broken window to **The Fort**. You also get 5 oilbombs.

The Fort

You exit. You have to make it to Knez Street. You are on Kalemegdan Fort, and you see some mutants.

Monsters with ☹ before their name are immune to oilbombs.

☹**Mutant:** To defeat him you need a weak unprotective attack and a weak protective attack.

Sword: A weapon with a strong unprotective attack.

Exit: To exit you must defeat all monsters. Go to **The Estuary**.

The Estuary

You are on the Sava-Danube estuary. You see some new types of monsters, but you're almost there!

Monsters with ☒ before their name are not only immune to oilbombs, but also deactivate them completely, thus saving every other monster.

If **Shocktants** are close to ☒ monsters, they die, and also every other monster on the same screen dies.

☒Mutant: To defeat him you need a weak unprotective attack and a weak protective attack.

Shocktant: To defeat him you need a weak unprotective attack and a weak protective attack. NOTE: when a Shocktant sees a dead monster, he conjoins with the monster, becoming a **Shockjoin**, he will have mixed features of both himself and the monster he conjoined with.

Crytant (x4): Undefeatable. Doesn't count toward the monster count, meaning that the objective of all monsters being defeated can still be completed with him being alive. He doesn't see anything, but smells dead monsters, meaning that when a monster is defeated, he walks to it. If another monster is near it (excluding dead monsters), he conjoins with that monster, and his stats become twice the stats of the monster he conjoined with.

After you defeat all monsters you can go to **Knez Mihajlova**.

Knez Mihajlova

Finally! You came to the right place... not! In fact, you came to the wrong place at the wrong time! What were you even thinking? This place is full of new monsters.

☒Crytant: Unbeatable.

ⓧAmadeus Muzzant: It is blind. But hears good. You can try sneaking past it. It will work. Unbeatable. If it's near you, you die.

ⓧMutant: To defeat him you need a weak unprotective attack and a weak protective attack.

Shocktant: To defeat him you need a weak unprotective attack and a weak protective attack.

Burekdžinica: You can go here when you defeat all monsters. To the screen **Bakery**.

Bakery

You step inside. No one is there. Suddenly, your friend exits out of a door in the floor.

EN: "Hello friend! What's up? I'm so glad you survived. What do you need? Some burek? Meat or cheese?" - "I came here to ask you for your ultra protective anti-bullet suit." - "Oh well, in that case, so be it!"

RS: "De si brate! Šta ima? Živ si a? Šta ti treba? Si po burek došo a? Hehehehehe. Sa mesom il' sa sirom?" - "Treba mi tvoje ultra zaštitno odelo protiv metaka." - "Ae, može, šta ja znam. Imam dosta ovde u bunkeru, saću ti donesem."

The player gets the UPABS (Ultra protective anti-bullet suit): Strong protective.

Go to **St. Sava Temple**.

St. Sava Temple

You come near the temple. There's a monk, but he runs away.

Monsters with ⚡ before their name are immune to the Shocktant's ability to kill all monsters.

⚡Crytant

Shocktant

⚡ Mutant (x2)

⚡ **Biconjoin:** To defeat him: 1 strong attack, and 1 weak protective attack.

When you defeat all monsters, you can proceed to **Teslac Airport**.

Teslac Airport

You come inside. There's an Amadeus Muzzant, and the metal detector would make him come to you and, well, you know... YOU WOULD DIE. This means that you have to leave all of your Oilbombs behind :(

The player loses all of P's oilbombs and goes to **Sky Panic**.

Sky Panic

This is a completely new type of monster. While you were flying, a bunch of mutant animal-looking... things broke the glass in the plane. You have to fight them off.

If a monster has ◎ before its name, that means that it's a **focus monster**. This means that you may choose to attack multiple monsters at once, but then for each one there's a 50/50 chance of defeating. You can instead choose to attack only one, instantly defeating it. Most of the time, it isn't a problem, except now...

You only have 5 turns to do it, because you're running out of oxygen, while there are 10 of these.

◎**Mutageon (10):** Weak attack to defeat.

You can regain oxygen only when you defeat all of them, then go to Pančevo.

Pančevo

*You finally made it to Pančevo. You somehow landed near the CASOHM Pančevo Location. You run to it and see two employees, still alive, fighting off a Quadriconjoin. They pass you a **Zastava** gun with 20 ammo.*

Zastava Gun: You can use it as 1 strong attack (1 ammo) or 2 weak attacks (2 ammo), you can shoot it as many times as you want in one turn.

Quadriconjoinish: To defeat him, you need to fire 3 strong attack shots at it to defeat it. **When it goes to its 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.**

After the player defeats the Quadriconjoinish, P can go to **CASOHM Lab**.

CASOHM Lab

The employees want to let you inside, but first, they want you to complete their test. A puzzle.

When the player finds the number that should replace the question mark: number **94**, go to CASOHM Lab Prison.

CASOHM Lab Prison

The employees then put you in a jail cell. They pull their masks off and reveal they are actually GP and MB. They then go to another room in laughter. You have to get out. In the jail cells next to you are Mutants.

If the player tries to escape by breaking out with a wrench: GP&MB hear P and take his weapons away.

The player can, even though just barely, unlock the jail cells of the Mutants.

Solution: Free the mutants, do something loud to alarm GP&MB and break out with the pipe wrench while they are busy with fighting against Mutants. The player may choose to go to the **Camera Room** or the **Storage Room**.

Camera Room

*You sneak into the camera room. There's 12 screens, but each screen is divided into 4 sections, a.k.a 4 cameras. You find a pack of 12 ammo and an **Antikrokenowizator**. You can upgrade your weapons here. Just say what upgrade you want, and you'll get it, for a price decided by the one who reads the script. Go to **GP&MB fight**.*

Storage Room

*You sneak into the storage room. You find an Oilbomb and an **Antikrokenowizator**. You can upgrade your weapons here. Just say what upgrade you want, and you'll get it, for a price decided by the one who reads the script. Go to **GP&MB fight**.*

GP&MB Fight

And then all of a sudden, GP&MB get into the room. "Hehe... You thought you would escape? How pathetic." They start attacking you.

ⓧ•GP: 3 Strong shots, a weak protective attack and a strong protective attack.

ⓧ•MB: 3 Strong shots, a weak protective attack and a strong protective attack.

When any of them is at one shot, they just disappear, and the player should continue to the contact station.

Contact Station

You make your way to the contact station. There are 2 Shocktants, a Crytant, a Mutant, and an Amadeus Muzzant.

ⓧShocktant, •Shocktant, ↵ Crytant, ≡Amadeus Muzzant.

There's a big contact computer, Cavern Science's IM1024 the player can use when P defeats all monsters. When the player uses it, the episode is complete.

Please, remember your player stats because they will carry on to episode 2.