

The story:

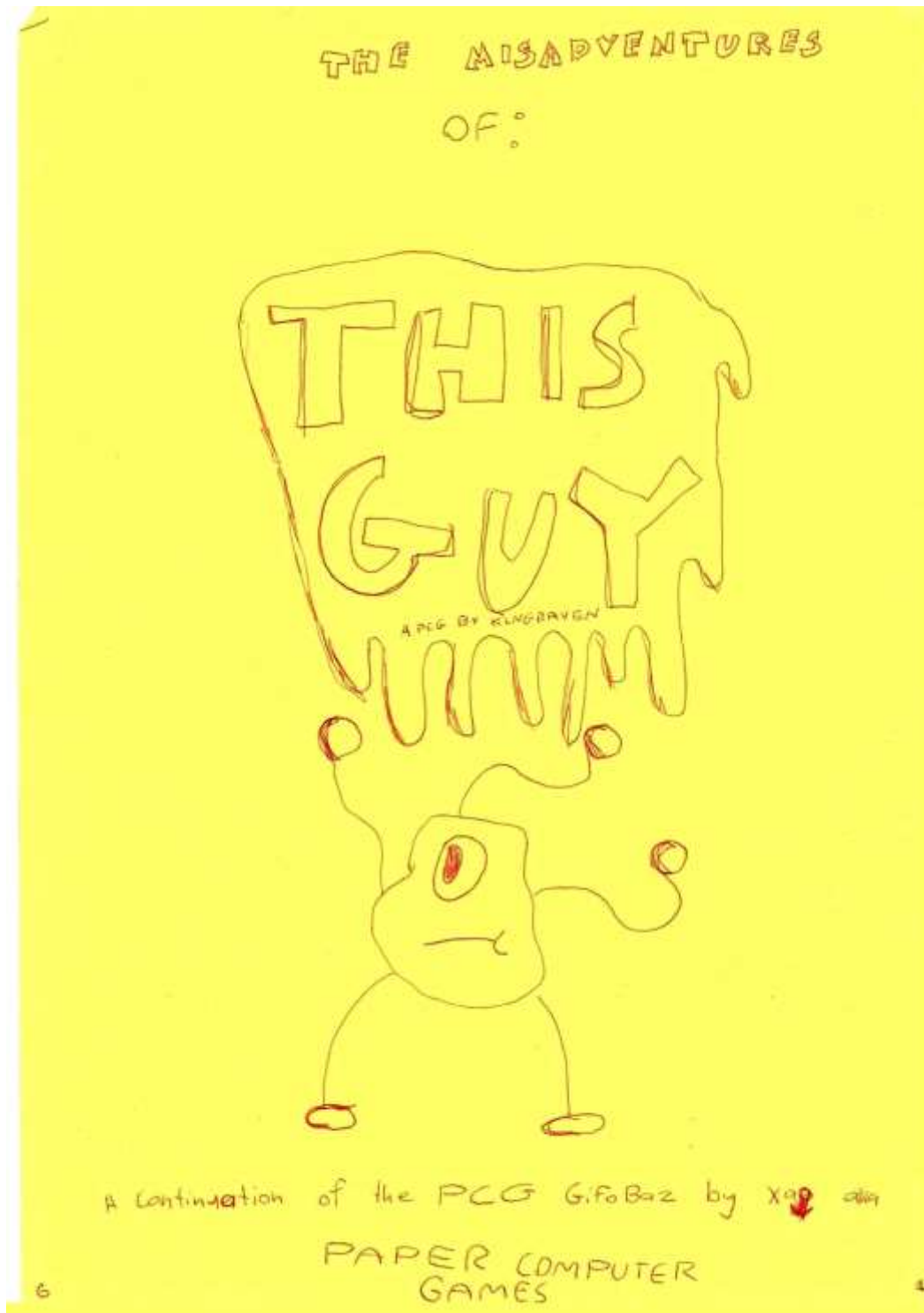
The story follows the character on “this guy”. A character from xaq's pcg “gifobaz”

Link to the video: <https://youtu.be/6aeK2XD5Lqk>

In his pcg, a now new memory ginkus goes to a moon (it isn't specified what moon) and finds aliens and a mysterious powerful orb. In that pcg you have to get the powerful orb, but there's an alien there that will try to attack you. That alien is the main character of this game. Anyways you either escape the alien or beat him up. But in this pcg we find out that he was actually working in a car factory, and was just trying to protect the orb, which is actually car keys for their new model. In this pcg, the goal is to deliver a letter to that company you worked at, since you have resigned because of the injuries caused by the weird alien (ginkus). You have moved to a new city where you can understand the language of the people there. But you can't read it. Enjoy :)

First page: the cover (Round one.....FIGHT)

Just a cover: /



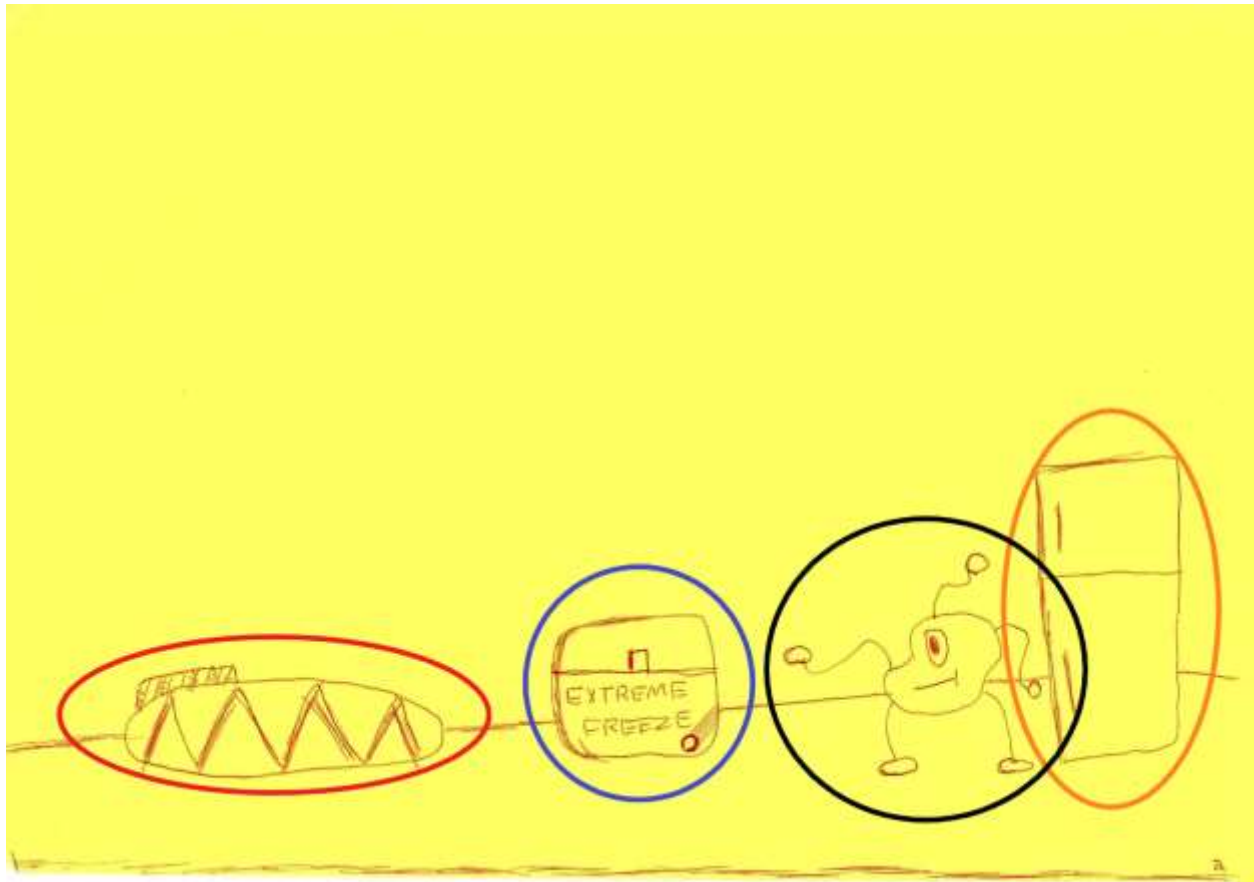
Next page: your house

BLACK: you

RED: your bed

ORANGE: your fridge. There's nothing inside

BLUE: a pod with your car keys inside. Because in this world your car keys need to be charged. Unfortunately, your pod does not have batteries, so you have to buy some from the shop.



Third page: outside

Remember the: you can't read their language but can speak it thing? Well.... that comes in this page. Also, when you go outside you remember that you need to buy an envelope.

GREEN: your car, you cannot enter because your keys aren't charged. (The word written there says "insert orb here")

BLACK: you

GRAY: your house (the word written there says "this guy's house")

ORANGE: line dividers

CYAN: just a dude chilling

BROWN: another guy chilling, but if you talk to him, he tells you that he is a "famous" mathematician.

RED: another guy. If you talk to him, he'll tell you that he recently came to this city to run his chocolate milk business. And then he'll ask you that can you do a favor and sell the chocolate milk to 3 people, and that he'll give you 3 coins for it. If you ask: what's with the glasses? (Or any question like that) he'll say that he doesn't know how to read the language here but can talk it, so he bought special glasses from the shop so he could read the language.

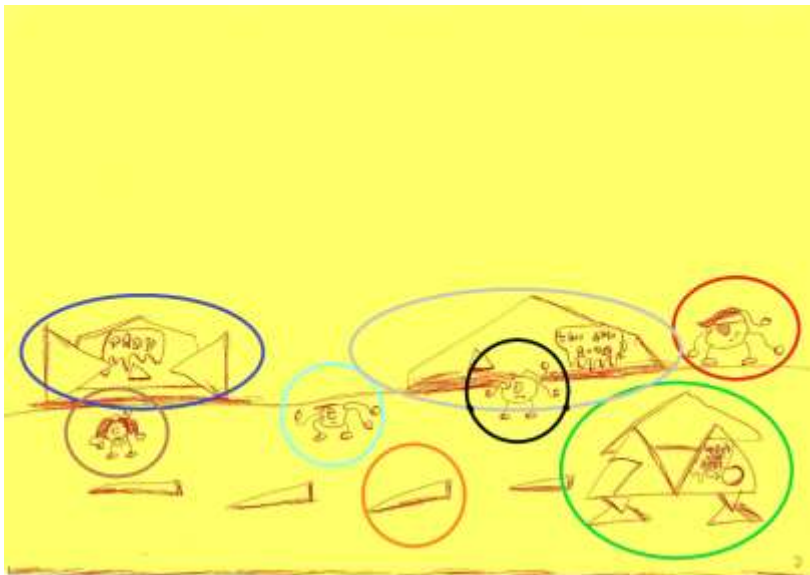
BLUE: a shop. Items for sale there: (the word written there is "shop")

Envelope: 1 coin

Batteries: 1 coin

Special glasses: 2 coins

Note: like previously said, you can't read the language, but you don't really need the special glasses. Instead, you can ask the people there to tell you what the words mean. Do not reveal this information to the player though.



Fourth page: left of the third page (there's a road on the left)

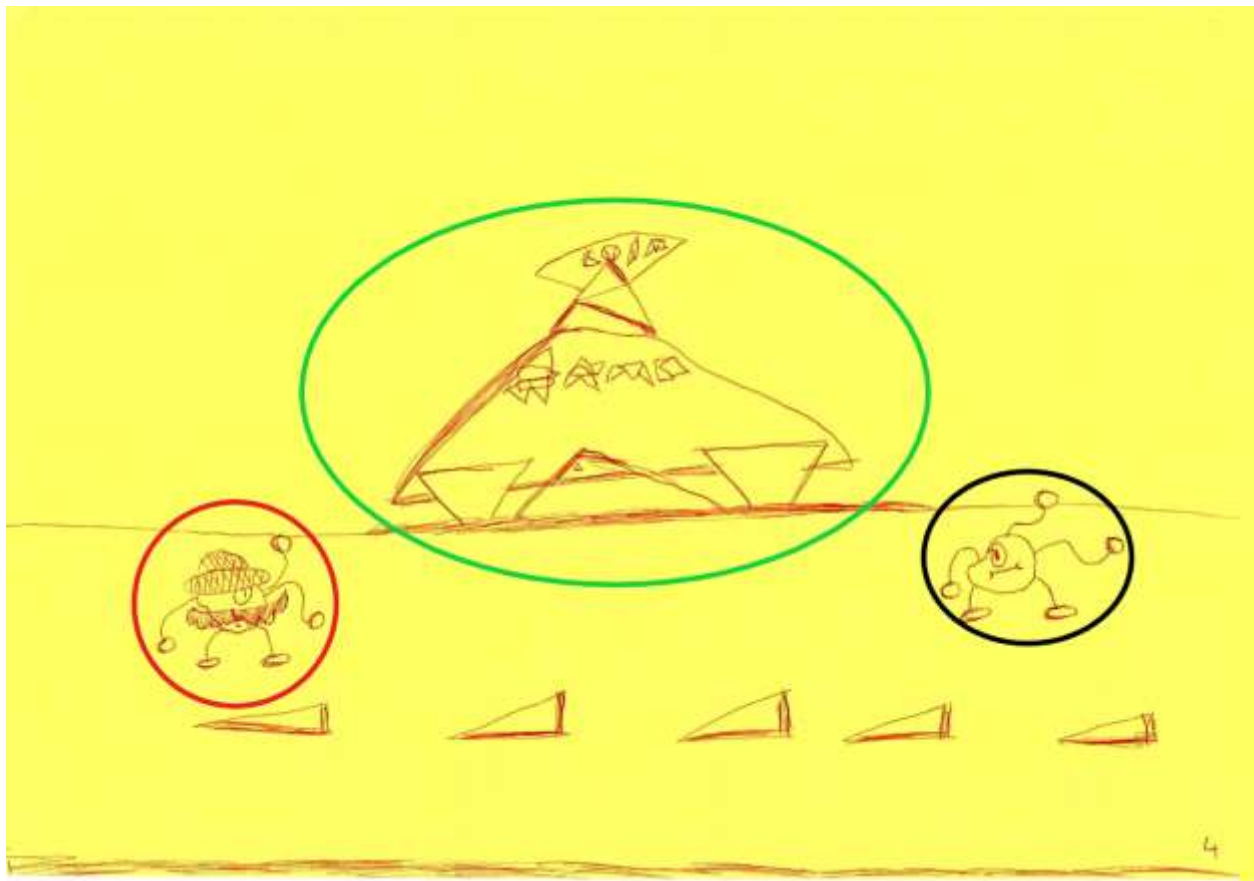
BLACK: you

RED: a dude. If you talk to him he says that he owns farm here, but theres no crops on it yet.

Cool note thing: the character that's circled in red, is a character from a horror story I listend to while making this pcg. I didn't want him to be a bad guy in this pcg, so because of his straw hat I made him a farmer :)

GREEN: a bank. (the word on top says coin. And the word on the bottom says bank) if you go inside the bank you will learn how they operate. Bacidally, everyday you money is in their bank, you will get one coin a day. (pretty good system to be honest. I'll put my money there any day)

:)



Final page: the post office (K.O)

BLACK: you

GREEN: your car

RED: the post office. If you go inside the guy at the desk says that deliveries are 2 coins

BLUE: a girl just chilling. If you talk to her, she says that her phone is lost and if you find it, she'll give you 2 coins

BROWN: the trash can. If you look inside, you'll find the girl's phone. If you give it to her, she'll say oh yeah, I threw my phone in the trash other than the trash. (Or something like that, you're the pcg master you decide)

