

Till Time Do Us Part

Series 2 - Episode One

By Chris Deluca

Contact: Xaq Rzetelny (Xaqimorp209@gmail.com)

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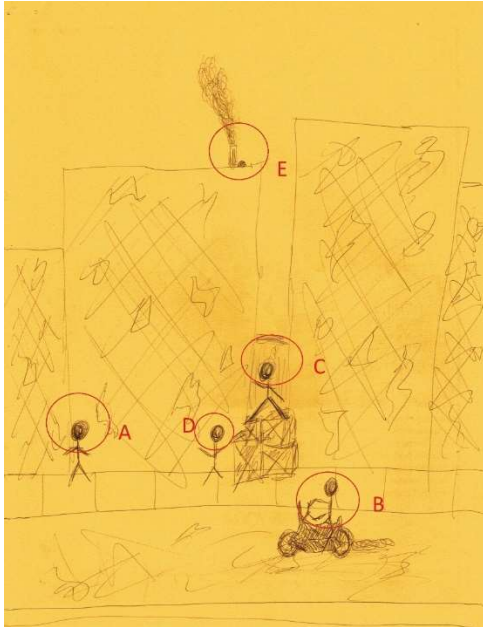
How to Use This Script

- Read text in *italics* to the player immediately.
- Everything else, read it to yourself – that way, you know what it does when the player interacts with it.
- Underlined text is a connection to another room.
- Begin by asking the player, “what do you do?”
- If the player tries something, for example “I’ll open the door,” you tell them what happens when they try that; for example, “You turn the knob, but it doesn’t open. It’s locked.”
- Enjoy!

Intro

You’re a normal guy named Xaq, who’s been pulled into incredible adventures. Today, you were alerted by your friend and ally Zoovac that something’s going on in the city. You head over to check it out, and he was right. The Company, the evil organization you’ve fought countless times, is destroying these buildings. You don’t know why – but now their Guys are going to attack you!

Burning Street



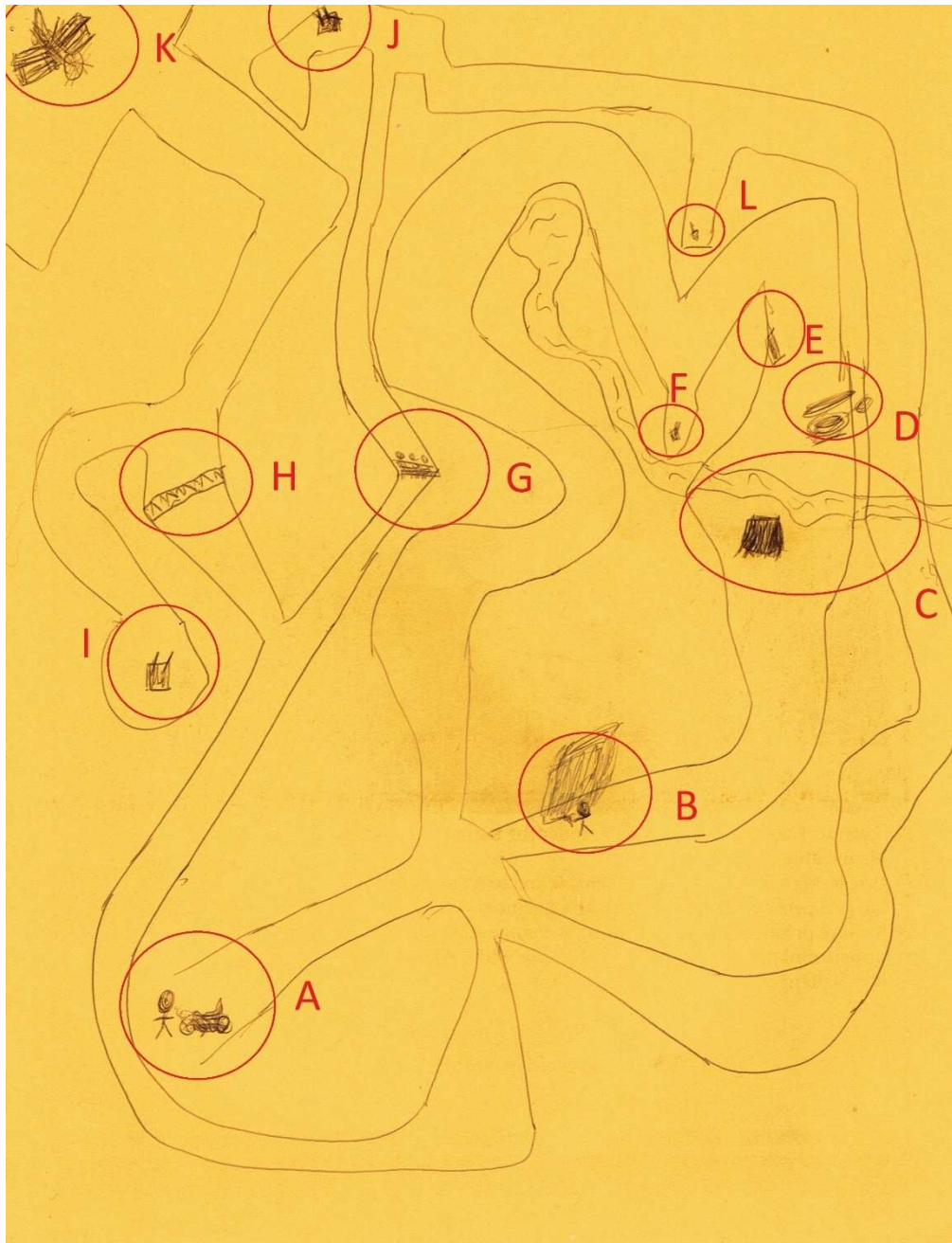
You're walking down a street where every building is on fire. You're confronted by some guys.

What do you do?

- A) Xaq.
- B) A guy, on a motorcycle. He'll try and run down Xaq if he can.
- C) A guy standing on some boxes. He'll attack Xaq.
 - ☞ Xaq must stand in front of the boxes and fight C). This will cause B) to charge at him. Xaq must dodge at the last second. B) will be thrown from his cycle.
 - ☞ Xaq then sees a path down the alley to escape; more guys are coming. It leads to Maze Screen.
- D) A guy, ready to attack Xaq.
 - ☞ Xaq can punch this guy out.
- E) A sniper guy on the roof. He will shoot Xaq if he goes towards the biker or into the street.

None of the guys can be reasoned with.

Maze Screen



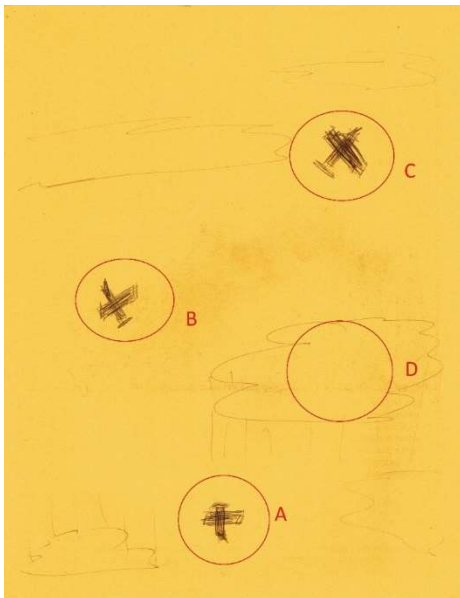
A) Xaq, with the motorcycle from last screen.

B) A guy with a gun.

- He can be defeated by setting the motorcycle to drive past him without sitting on it, distracting him. Xaq must then tackle him and knock him out.
- He also has the remote control for the dynamite. Xaq can get this once he's incapacitated.
- Once Xaq takes his gun, it has just enough ammo left to shoot the helicopter and then it will be empty.

- C) A jump, in front of a river.
 - Xaq can use it to jump up to the helicopter with the motorcycle.
- D) A helicopter.
 - It will shoot Xaq down if he comes within range.
 - However, he can destroy it by going over the jump with the motorcycle and shooting at its window with the gun while in the air.
- E) Two sticks of TNT. If Xaq tries to get it, he'll be shot down by the helicopter, unless he deals with that first.
 - It can be used to blow up the barrier at G).
 - Alternatively, he can use one each to blow up the two turrets.
 - The sticks are detonated remotely by a remote control held by the guy at B).
- F) A switch. It opens the barrier at G).
- G) A barrier.
 - It's controlled electronically and can be opened by the switch at F).
- H) A row of spikes.
 - These can be lowered by the switch at L), allowing Xaq to cross.
- I) A turret.
- J) Another turret.
 - Both turrets can be blown up by placing a stick of dynamite on them and detonating.
- K) An airplane. Xaq must get aboard this plane and take off; it will take him to Flight Screen.
 - However, he must deal with the turrets first or they'll shoot him down.
- L) A switch. It lowers the spikes at H, allowing Xaq to cross.

Flight Screen



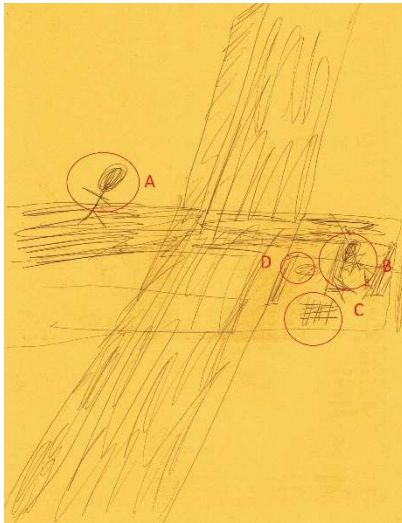
Be prepared to improvise in this scene. If the player takes actions not covered by the instructions below, consider whether it makes sense strategically for them to work.

- A) Xaq's plane.
- B) A plane flown by Guys. It will try to shoot him down.

- Initially, this guy has Xaq in his sights. Xaq must quickly take cover or be destroyed.
- C) A plane flown by Guys. It will try to shoot him down.
- If Xaq goes through cloud D, he'll have this plane in his sights, however then plane B will shoot Xaq down.
- D) There are a few clouds nearby. They can be hidden behind for cover; Xaq can even get inside them.
- If Xaq goes straight through this cloud, he can have plane C) in his sights, but then B) will shoot him down.
 - If he goes around it, plane B) will pursue him. This will give him a chance to shoot down C) and survive.
 - But then he'll have to contend with B), which is now on his tail. If he flies straight for the cloud near plane C)'s starting point, he'll be shot down.
 - Instead he must bank back into cloud D) to get behind plane B). Then he can get behind it.

Once both planes have been defeated, Xaq will realize the plane's taken too much damage. Xaq has to bail out. He does, and as he's falling with his parachute another plane appears beneath him. He lands on it without being seen. Go to the [Plane Screen](#).

Plane Screen



- A) Xaq, standing atop the plane.
- B) The plane's pilot, a Guy.
- Once Xaq enters the cabin, the guy will be immediately aware of his presence.
 - He'll panic and let go of the controls, to fight off Xaq.
 - He can be subdued by hitting him in the head with any blunt object.
- C) A grating in the bottom of the plane.
- Xaq can kick this open if he can get to it.
 - While holding D), he can reach C).
- D) A notch in the plane's exterior Xaq can use as a foothold.

Once Xaq has defeated him, he tries to take control of the plane.

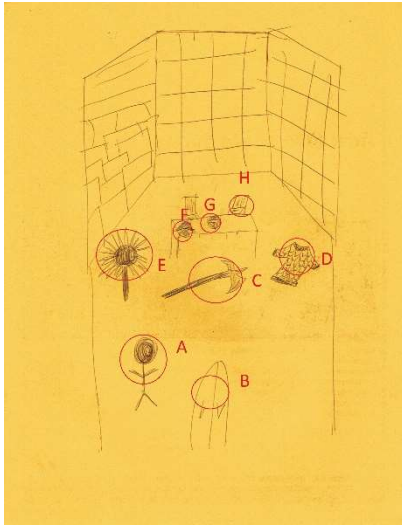
You wrestle with the controls, and you finally start to pull up. But you're in a steep nosedive, and it doesn't look like you'll make it. Desperately, you pull up on the controls... and then everything stops.

The wind outside grows still. You're not getting any closer to the ground. And then, reality melts around you. You're no longer in the plane. You find yourself on a stone floor.

Go to the Store Room.

The Castle

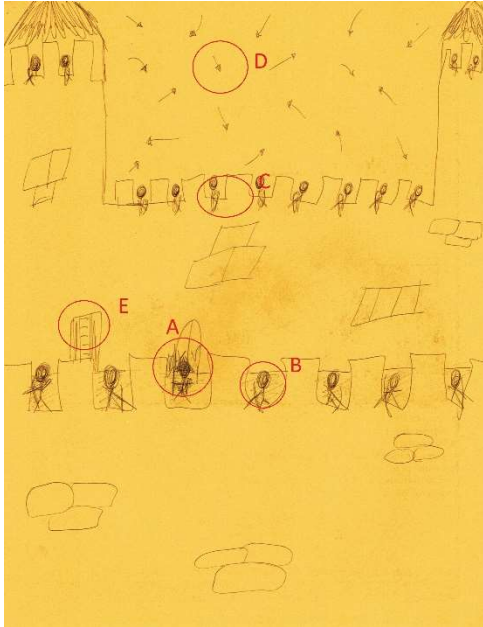
Store Room



You find yourself in a small stone room. There are sounds of battle outside.

- A) Xaq.
- B) A wooden door, leading to Castle Exterior.
- C) An axe.
- D) Chain mail armor.
- E) A giant sunflower.
- F) A helm.
- G) There are two chairs at the table.
- H) An empty bowl.

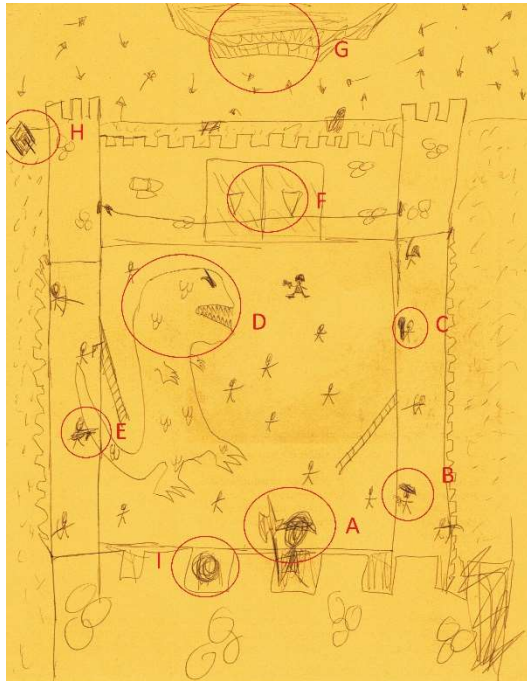
Castle Exterior



It's clear there's a battle going on, but you can't see who the enemy is.

- A) Xaq, now armored, having just come from the door behind him.
- B) Archers line the ramparts. They won't pay any attention to Xaq. They're focused on watching for the enemy.
- C) There are more archers on the ramparts above. They'll also ignore Xaq.
- D) Arrows fly through the air.
- E) A staircase, going up to Castle Battle.

Castle Battle

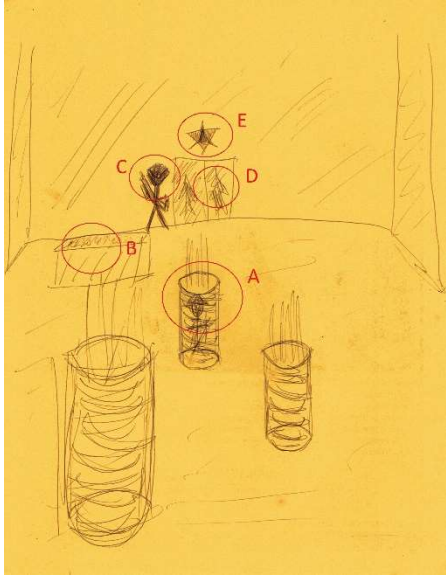


A chaotic battle. Medieval fighters – the owners of the castle – are fighting warriors from different eras throughout history. Xaq can easily get killed in the battle.

- A) Xaq.
- B) This is a strange warrior from a different time period. He has a gun. And a funny hat.
- C) A cave man.
- D) A dinosaur. He'll eat anyone who gets too close.
- E) A futuristic warrior with an advanced energy weapon.
- F) Doors, leading out of the castle. Before Xaq can get to them, he'll be abducted by the alien ship.
- G) An alien ship. It's abducting people from below.
 - Before Xaq can make it to the doors, the aliens will abduct him – taking him aboard the Alien Ship.
- H) A modern tank, firing into the castle.
- I) Rope. Xaq must use this to get down to the lower platforms.

Alien Ship

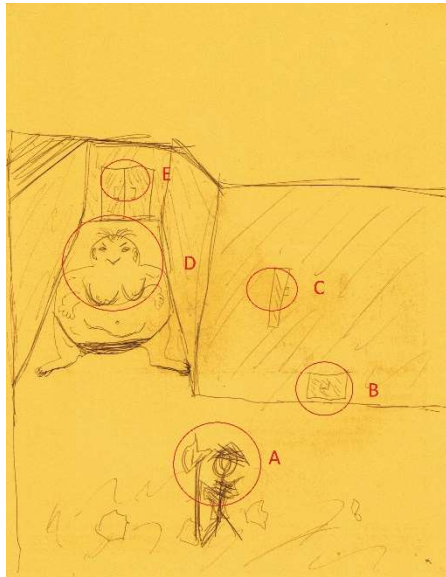
Transporter Room



You're beamed up to the alien ship.

- A) Xaq, having just materialized inside a glass tube. The glass is too strong to break, even with the axe.
- However, the alien guard can shoot you through it.
 - The top of the glass tube is open, and there's wind and energy flowing upwards.
 - Xaq must tip the glass tube over to get out.
- B) The control panel. Xaq won't be able to make heads or tails of this.
- C) The alien guard. Xaq must throw the axe at the guard at the same moment he tips over, or he'll be shot as soon as he does. This kills him.
- The guard has some sort of energy weapon. It has two controls Xaq can see: a trigger, and two buttons that increase or decrease the intensity of the blast.
 - If Xaq tries to turn it up as high as it will go, on its maximum setting it starts to glow and emit a high-pitched whistle. If Xaq doesn't drop it and run, it will explode and kill him.
- D) Doors, leading to the Fat Guy Room. They're locked.
- They're too strong to shoot through with the energy weapon.
 - Xaq must set the alien energy weapon to its highest setting, then put it in front of the door. It will explode and destroy the door. Xaq can now step through.
- E) An unknown symbol.

Fat Guy Room

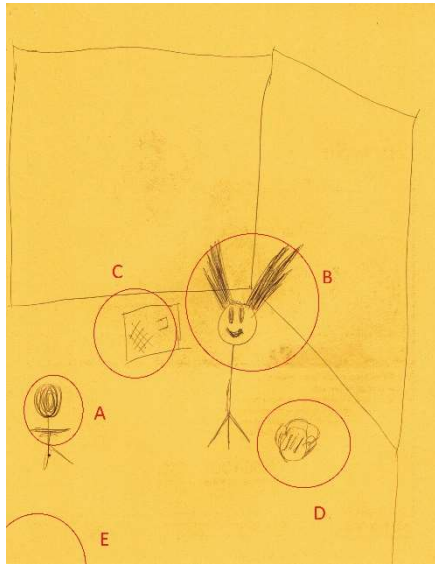


The passageway to the right goes to Zoovac Room.

- A) Xaq, standing in the wreckage of the door he just blew up.
- B) A compartment. It's locked.
 - The key that opens it is in C).
 - Inside is a can of slim-fast.
- C) A class case containing the key to B). Xaq must break it with the axe.
- D) **The Fat Guy**. He's completely blocking the path.
 - Xaq recognizes him as a villain he's faced many times before*.
 - He can't be reasoned with. He takes glee in blocking the path and doesn't care about anything else.
 - He can't be climbed over. He grabs Xaq and throws him down.
 - Conventional weapons won't work on him. He's too fat. They all bounce off.
 - Slim-fast can shrink him, and then he gets out of the way. But he won't eat it willingly.
 - He's eager to eat any food, and – if there's slim-fast inside – he won't notice and will eat it, shrinking out of the way.
- E) Doors, leading to a ladder, which goes up to the Platform Chamber.

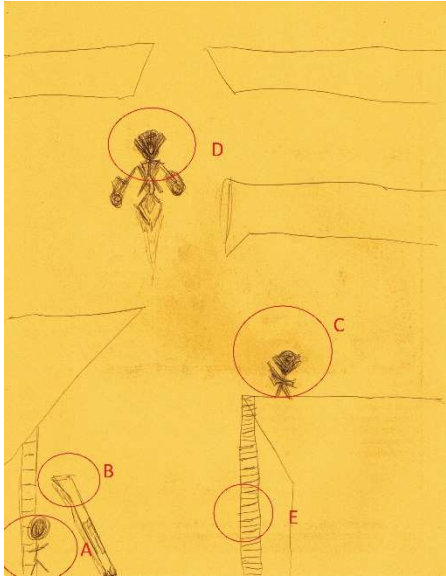
*In many episodes of "Series I".

Zoovac Room



- A) Xaq.
- B) Xaq recognizes this as **Zoovac**, his friend and ally, a robotic clown-on-a-stick.
 - Zoovac will give him an open, friendly greeting. “Greetings! I’m pleased to see you, Xaq!”
 - He will explain that he was abducted by the alien ship from his home base, in the present day (meaning he wasn’t teleported to the past like Xaq was).
 - Before the abduction, he’d been tracking a series of temporal anomalies nearby. He tried to hack into an advanced sensor belonging to the Company to find out what the source was – but in so doing, he probably attracted the attention of these aliens. Zoovac can’t be sure if they’re the cause of the distortions or not.
 - He will ask how Xaq got into this predicament.
 - Once they’ve finished the discussion, he’ll say that they have to escape.
- C) A trap door. Zoovac will say he’s managed to hide a device from the aliens inside. It’s a grappling gun. Zoovac unlocks the compartment electronically.
- D) A knapsack. It was the only thing Zoovac could grab before he was taken. He hid the grappling gun in its hidden compartment, then moved the gun to the trap door compartment at C).
 - Now the only thing inside the knapsack is a cheeseburger. Zoovac says he was able to convince the aliens he took the burger in case he got hungry. But he doesn’t actually eat, and that was just a cover; so now he says Xaq can have it.
- E) Back to the Fat Guy Room.

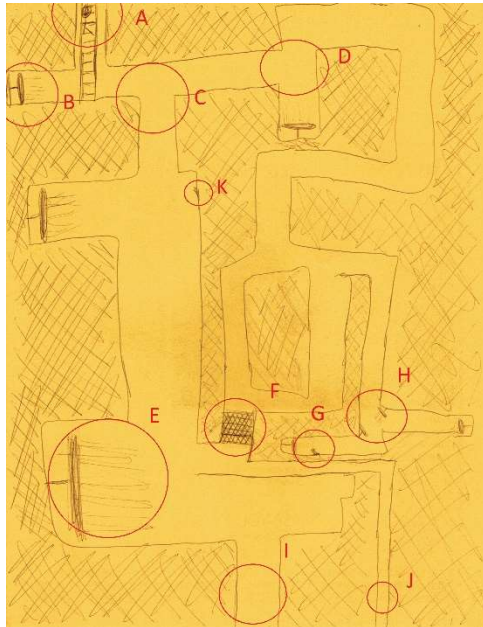
Platform Chamber



(The right and left sides of the screen are walls).

- A) Xaq, coming up the ladder.
- B) A loose metal beam, it's leaning towards Xaq. It's also hiding him from the sight of alien guard C).
- C) An alien guard, armed with an energy weapon. If Xaq climbs up above the beam, this guard will see him and shoot him.
 - Xaq must shoot the grappling gun at this guy from behind the metal. Then he can pull the guy off.
 - This will attract the attention of D) who will descend and try to kill him.
- D) An alien guard, hovering with a jetpack. He's got gauntlets that fire energy blasts. If Xaq goes to where C) is, D) will shoot him.
 - Once C) is neutralized, Xaq must attract the attention of D), get him to fire at him, and then duck behind the metal. The metal will reflect the shot and kill him.
- E) A ladder leading down to the Ventilation Shafts.
 - To reach the ladder, Xaq must attach the rope to the axe and throw it, latching it onto something on one of the above platforms. Then he can swing onto the ladder.
 - If Xaq tries to climb down without first getting rid of both aliens, he'll be shot.

Ventilation Shafts

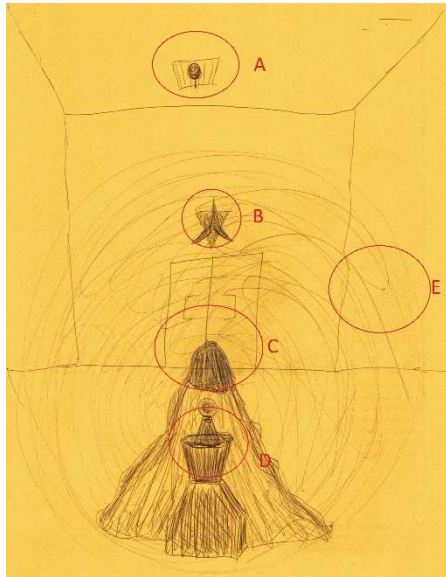


Xaq finds himself in a series of ventilation shafts.

He can climb up the relatively narrow shafts.

- A) Xaq, on the ladder from Platform Chamber.
- B) This fan will blow Xaq to the right.
- C) A gap.
 - Due to fan C), Xaq can run and jump across this gap.
 - If he tries to resist the fan, he'll be pushed off. Same thing if he does nothing.
☐ If so, he'll be pushed to K) by the fan and stuck against the wall. There's a switch at K). It opens the grate at F).
 - ☐ He can climb back up if he struggles; otherwise he'll fall to his death.
- D) This fan will push him upwards enough that he can get onto the platform to the right.
- E) A giant fan. Its force is irresistible.
- F) A grating. It's controlled by switch K).
 - When open, if fan E) is on, it'll force Xaq to fall down path J).
 - If E) is off, Xaq can jump down and go down path I).
- G) A switch. It turns off the active fans and turns on the inactive ones.
- H) The upper right fan in this circle is on, pushing him down; the lower left is off.
- I) Path leading to the Final Chamber.
- J) Chute leading to a fall to certain death.
- K) A button. Xaq can reach this by allowing himself to fall in the gap at C). The button opens the grating at F).

Final Chamber



- A) Xaq is above the grate, looking down at the scene.
- B) The same symbol from the Transporter Room is above the door.
- C) A strange alien creature, standing in front of a device.
- D) A device, fitted with a crystal. It's emitting waves of energy.
- E) Waves of energy, propagating throughout the room.

Reality, once again, begins to distort and melt around you.

THE END...?

Xaq's story continues in Episode Two – “Relics of the Sea”.

