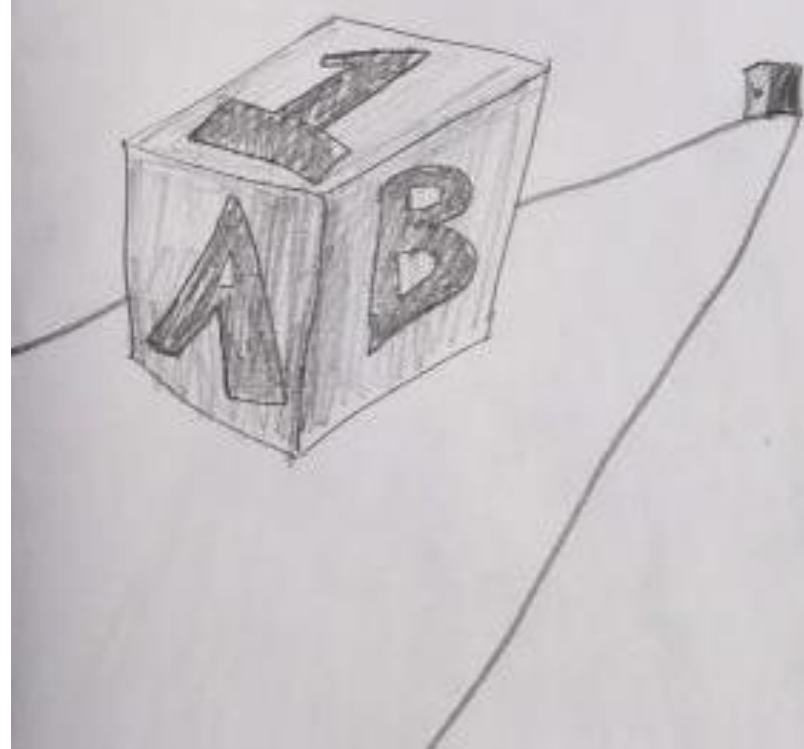


THE AMAZING ALPHABETICAL AND NUMERICAL ADVENTURE

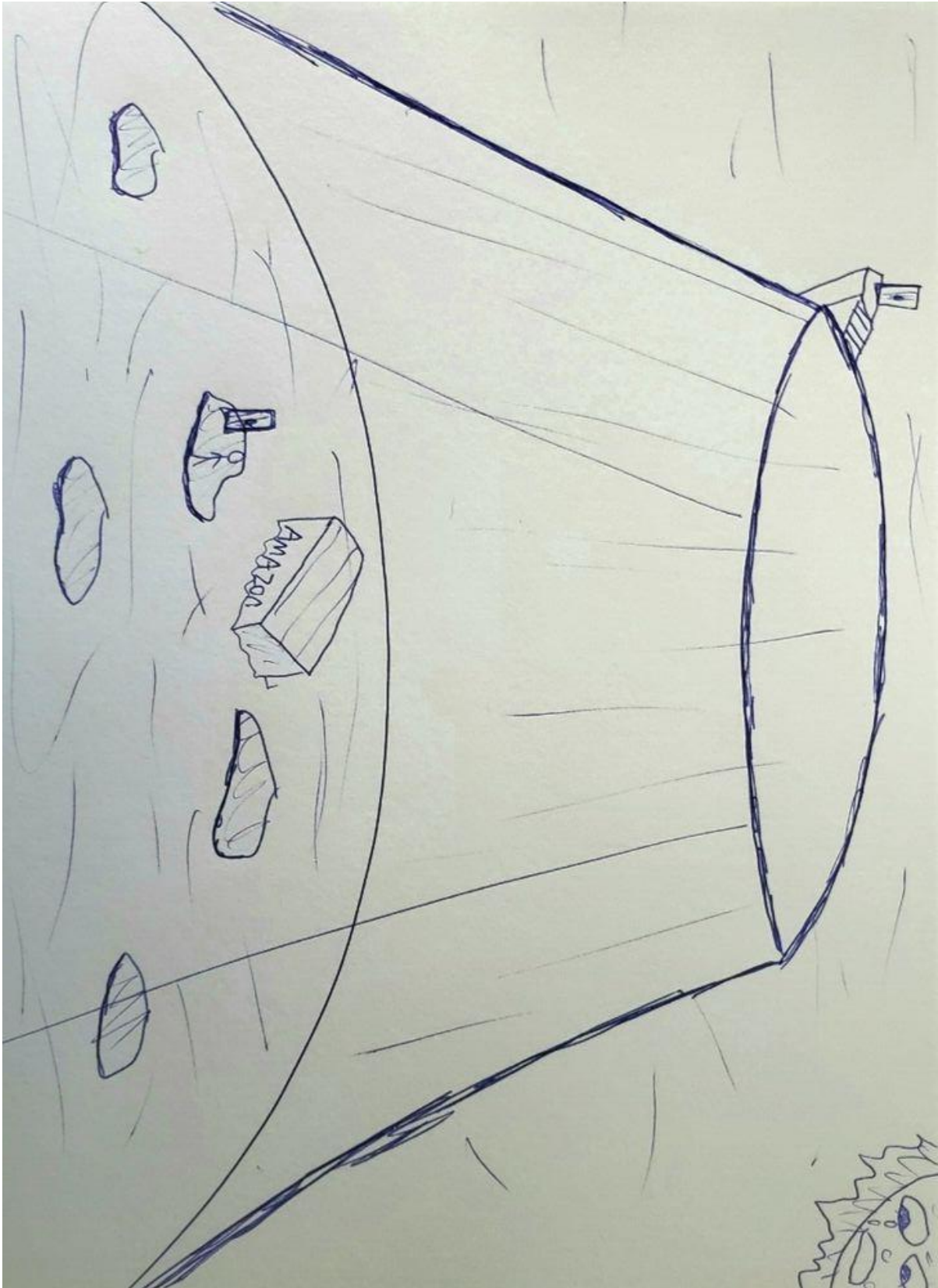




Screen 1



Screen 2



Screen 3







The Amazing Alphabetical and Numerical Adventure

Paper Computer Game

By: Salman The Fish PCG, and Epic Underworlds

SCRIPT

Backstory: A strange being known as the Alphabetical Wizard has sent you on a test to prove your worthy of being his apprentice.

SPECIAL RULES: The player starts the game by writing down the alphabet A-Z on their inventory screen. They can also write down the numbers 0-9. During gameplay, players can cross out letters, and numbers to create things. For example: I decide to cross out GUN and 9. I then create nine guns. The PCG Master can decide if they have ammo or not, but be careful, because once you create something, you can not say save game to get your letters back, once letters are used, they are gone for the rest of the game. (Same with numbers)

Screen #1



The Amazing Alphabetical/Numerical Wizard appears and tells the player that they must pass a series of challenges in order to become his apprentice. Everything goes black and the player wakes up on Screen 2.

NOTE: Puzzle solutions may vary, it is up to the PCG Master to decide which solutions work.

Screen #2



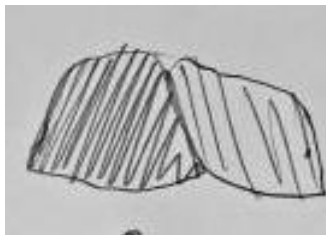
The Player



A giant hole: The player must use some sort of lowering device that is secure to safely get to the bottom.



All around the room are some small **stalagmites**. The player can create a rope if they like and tie it to one of these to safely get down the hole.



The door in which the player entered the room with. Once the player walks through, they can never go back. That goes for all future doors!

Screen #3



The **door** in which the player came into this new scenario from. They realize that they are floating on a magma rock in the middle of a volcano!



A sinking **Amazon cargo container**. The player can use something to hop across. The player must also create/find something sharp enough to cut into the box.

Inside the container: there is a signal flare inside the container, the players can shoot it up in the sky and the sentient moon, Gron Fresnell will teleport them to the next Screen!



Other **magma rocks** that the player can jump on.



Gron Fresnell: A sentient moon that loves to help people.

Screen #4



Fuel canisters



The player finds themselves on a **crashed plane**.
They must find the fuel canisters and try to restart it.
Inside the plane: its empty.



The **door** to the next screen.

Screen #5



The player finds themselves falling from the top of a 50-story high building. They must act quickly and create or use an item to break their fall.



There is a opened **Lamborghini** right in plane view: The player can try to steal it. (its official title is the Sussy Lamborginieeeee)

P.S: This one is all terrain!



Door to the final screen.

Screen #6



The player wakes up, THEY ARE DROWNING!! Act quickly.



The **door** which you came from.



SHARK: This is a very hungry shark that is about to eat the player!



Some **coral and seaweed**. The player can eat them, and they gain underwater breathing powers.



Boat: The player can swim up to the boat and climb the ladder. Once aboard, they meet the Alphabetical/Numerical Wizard standing there. The player has passed the challenges and therefor has become his apprentice!