

The LAST of the ZORELTA

By Xaq Rzetelny

Xaqimorp209@gmail.com

© The Paper Computer Game Group, 2018.

<https://paper-computer-games.myshopify.com/>

https://pcg.wikia.com/wiki/Main_Page

YouTube Channel: "Paper Computer Games"

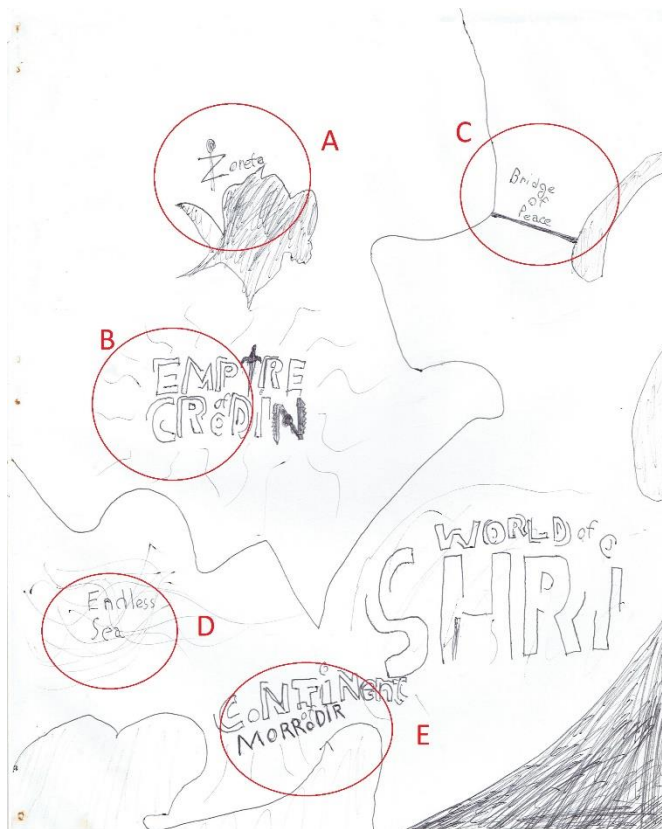
How to Use This Script

- Read text in *italics* to the player immediately.
- Everything else, read it only when the player tries to examine that thing.
- 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."
- All the important things on each screen are circled and lettered. If the player asks what a thing is, consult this script and find that thing's corresponding description.
- Exits from a room are numbered, not lettered.
- If they ask what something on the screen is and it has no circle or letter, improvise – if it looks like a tree, say "it's a tree". If they're not circled or lettered, they're probably not important, but the player can still interact with them anyway!

Intro

This game takes place a thousand years ago on the planet Shri, distant from Earth. It's the planet that Pierre and Ari are seen crash landing on in "The Alien Abduction".

Show the player the Map of Shri and read them this intro:

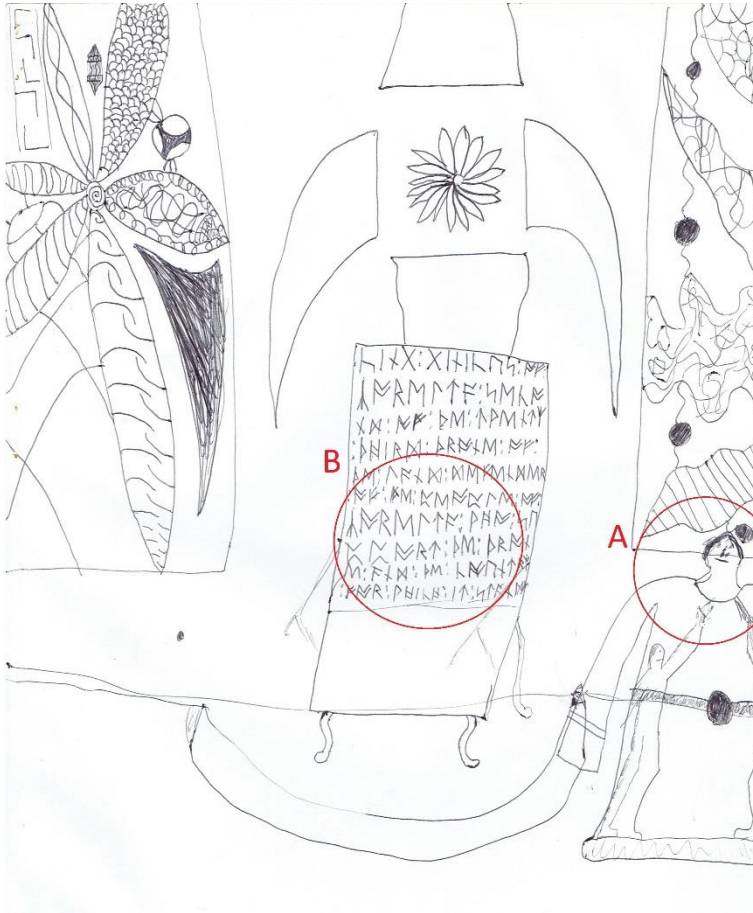


*You are King Ginkus of the Zorelta people. You were a great uniter, as you ended a decades-long war with another continent. To celebrate the peace you forged, the **Bridge of Peace** was built between the two continents. For a long time, Shri was at peace. But recently, a rebellion known as the **Crodin** arose. At first they didn't seem a threat, but then they took one city and then another. In a matter of weeks, the Zorelta nation – once spanning an entire continent – had retreated to a small tract of land centered on the capital city. Though you fought valiantly to protect your people, it hasn't been enough – and you've returned to your tower to consider a new plan. Just as you sit on your throne, you hear something outside...*

- A) What's left of the Zorelta nation
- B) The self-styled Empire of Crodin; recently a petty rebellion.
- C) The Bridge of Peace.
- D) The Endless Sea.
- E) Continent of Morrodir.

Once you've read the intro, go to [Throne Room](#).

Throne Room



A) Ginkus.

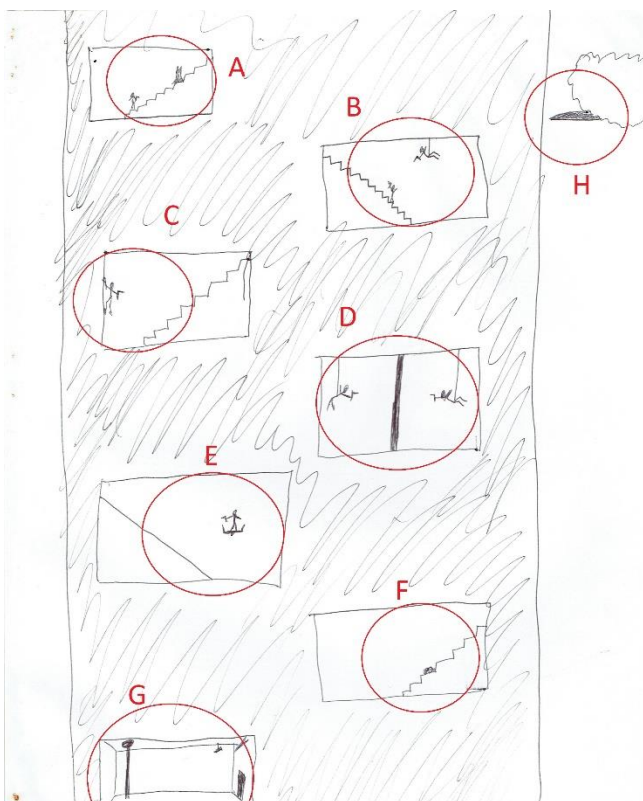
B) The runes on the throne read “King Ginkus of Zorelta, Second of the Twenty Third Throne of the Land; Defender of the People of Zorelta who Support the Throne and the Country for Which It Stands

Once Ginkus has looked around a little, the sounds from outside will get louder and a scared guard will come in and say that Crodin troops have breached the tower and that they might not be able to repel them. He recommends that Ginkus take the secret exit for his safety. Go to Escape Route.

Escape Route

You rush to the escape route – after all, you need more time to enact your plan – but it seems the Crodin are one step ahead and are blocking your path!

We're looking from outside the building, seeing several scenes through windows.



A) Ginkus starts here but is blocked by a guy with a gun. In the top left corner is a dot which is a security laser. If the player asks about it, Ginkus will remember its activation code. On his command it will shoot the guy. He can get the guy's laser. Once he gets past the guy, the stairs lead to B.

B) Ginkus finds A guy hanging by a rope from the ceiling, as well as another guy on the stairs, both with laser guns. Ginkus must shoot the top one first, so that he falls, disorienting the guy on the stairs. Then shoot the second. Then go to C.

C) A guy sticking to the wall with suction cups. Just shoot him. It'll work. Then go to D.

D) Ginkus is sliding down a pole. Two guys, hanging from ropes, flank him. He can't shoot them both in time even with two guns. Instead he must stop sliding so they can take aim, then let himself fall right as they shoot. They will shoot each other. Then go to E.

E) Ginkus is sliding down a ramp. There's a

guy standing on a platform. The ramp is reflective, so if Ginkus can find a way to dodge a blast, it will reflect back and kill that guy.

F) Ginkus is going down a staircase when he notices it has a mine on it. Shooting it will blow up the entire room, Ginkus with it. Instead he must jump over it.

G) Ginkus slides down a pole, but as soon as he does, a laser shoots him. He must reach down his hand with the laser before he fully slides down, and shoot the gun. That will work. The door on the right side of the room leads to a hallway which leads out of the building.

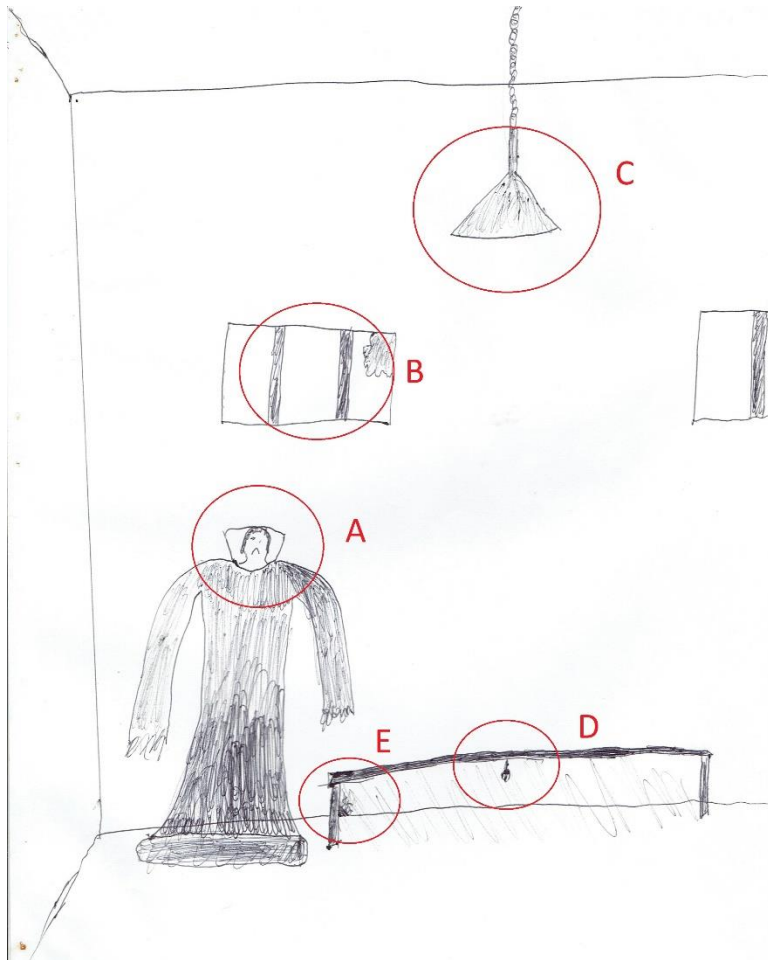
You burst out of the building only to find that the Crodin have fully surrounded it. A whole squadron of them are pointing guns at you. Without your Staff, you don't stand a chance. Do you surrender?

If the player refuses and tries anything, no matter what it is, they will open fire and kill him. There's no way out.

If the player surrenders, they take him to the Old Prison.

Old Prison

You're dumped unceremoniously into prison. Suddenly, you see an Item Box appear.



- A) Ginkus.
- B) A barred window. The bars look pretty solid.
- C) A light fixture. Ginkus can remove the shade part of it.
- D) A loose bar is holding up Ginus' cot. The bar can be removed.
- E) In this corner is a crumbling section of wall. The bar is sharp enough to dig at it, but Ginkus lacks leverage.

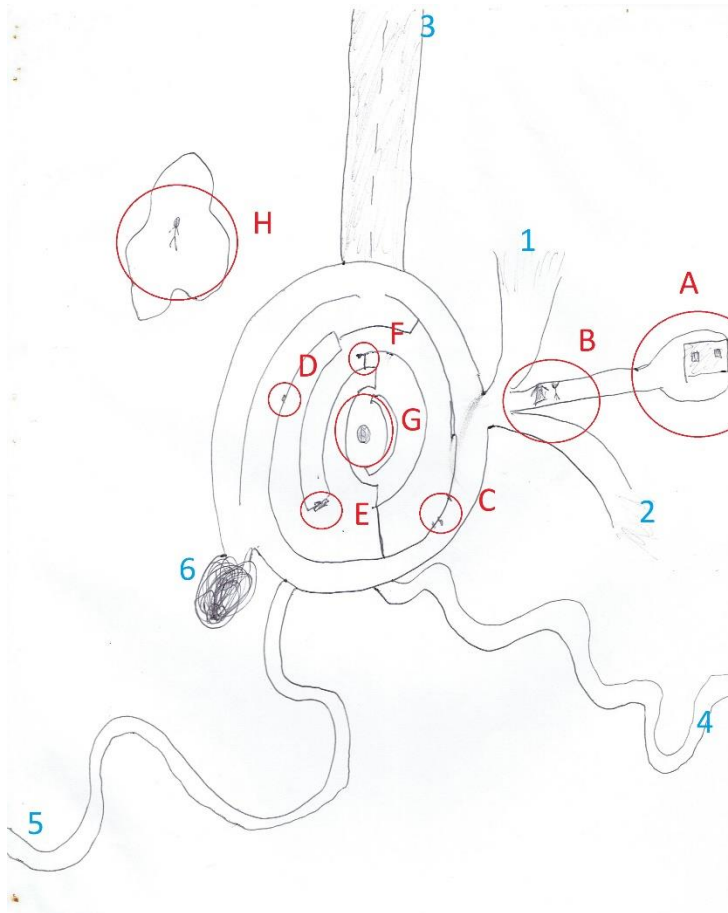
(Not pictured) Item Box: When Ginkus opens it, he finds Zoovac, a robot clown on a stick. Zoovac explains that he's from 1000 years in the future, where he was traveling with someone named Pierre who put him in this box, not expecting it to time travel. Zoovac will join Ginkus as an ally.

Correct Solution: Combine the bar with the lampshade to achieve leverage, then dig at the crumbling section of wall till a hole is established that Ginkus can fit through.

The hole leads outside, to Maze Screen.

Maze Screen

Ginkus escapes the prison, but now he must get back to the capital building to complete his plan. There's a ship nearby; if only he could reach it...



5) This leads to the Wavy Path.

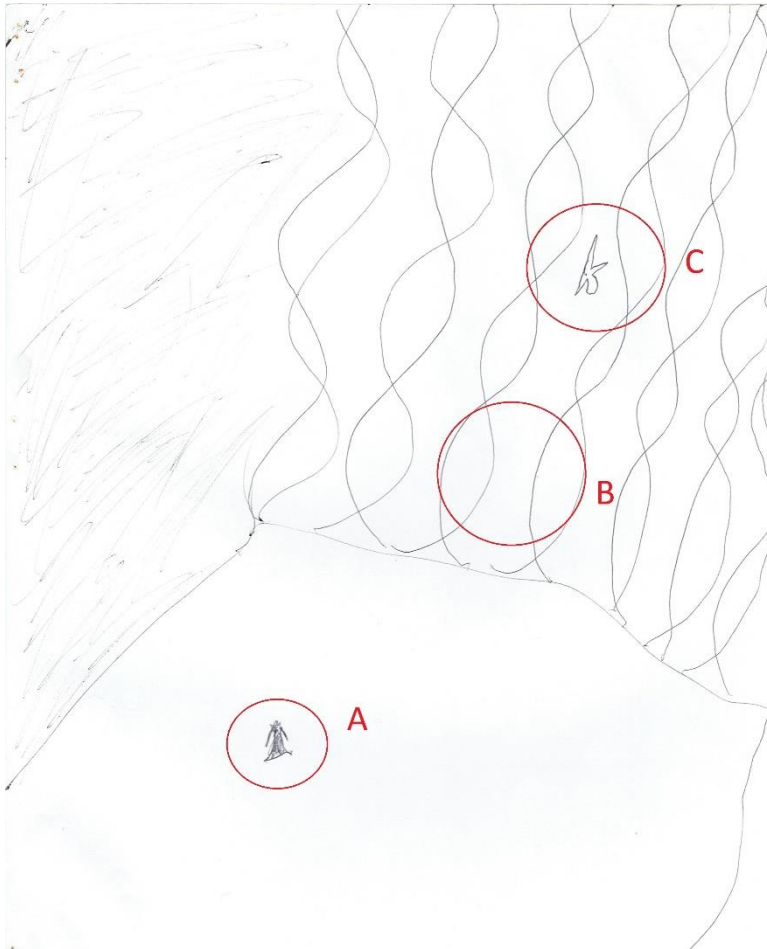
- A) The old prison, which we just left.
- B) Ginkus and Zoovac.
- C) A door. But it won't open without power.
- D) A button, which activates power to door C.
- E) A control panel, which opens door F.
- F) A door, which is electronically sealed. It can only be opened from E.
- G) A saucer-shaped airship. Once Ginkus gets to it, he can get inside: go to Airship Interior.
- H) This guy is outside the walls of the maze and is therefore not accessible in this game. He's a mystery.

Exits:

- 1) Ginkus will run into a mob of Crodin guards, who will kill him.
- 2) This path leads to a marsh of vicious creatures. Certain death.
- 3) This leads to the Unity Path.
- 4) This leads to the Crackle Path.

Wavy Path

As Ginkus proceeds down his path, waves of energy begin to coruscate from the ground until finally he is confronted by a wall of roiling waves of energy. There is no exit except the way he came.



- A) Ginkus.
- B) The wall of energy. If touched, it will feel like Ginkus is enveloped by a wave of energy. It doesn't hurt but it knocks him back, like a wave in the ocean.
- C) A crystal, floating amidst the waves. If he tries to get it, the energy waves will ask him a riddle:

"I am what you hear when I reach your ears. I am what you see when I reach your eyes. I am what slows you down when stuck in traffic and what you send to your friend holding the other end of the jump-rope. What am I?"

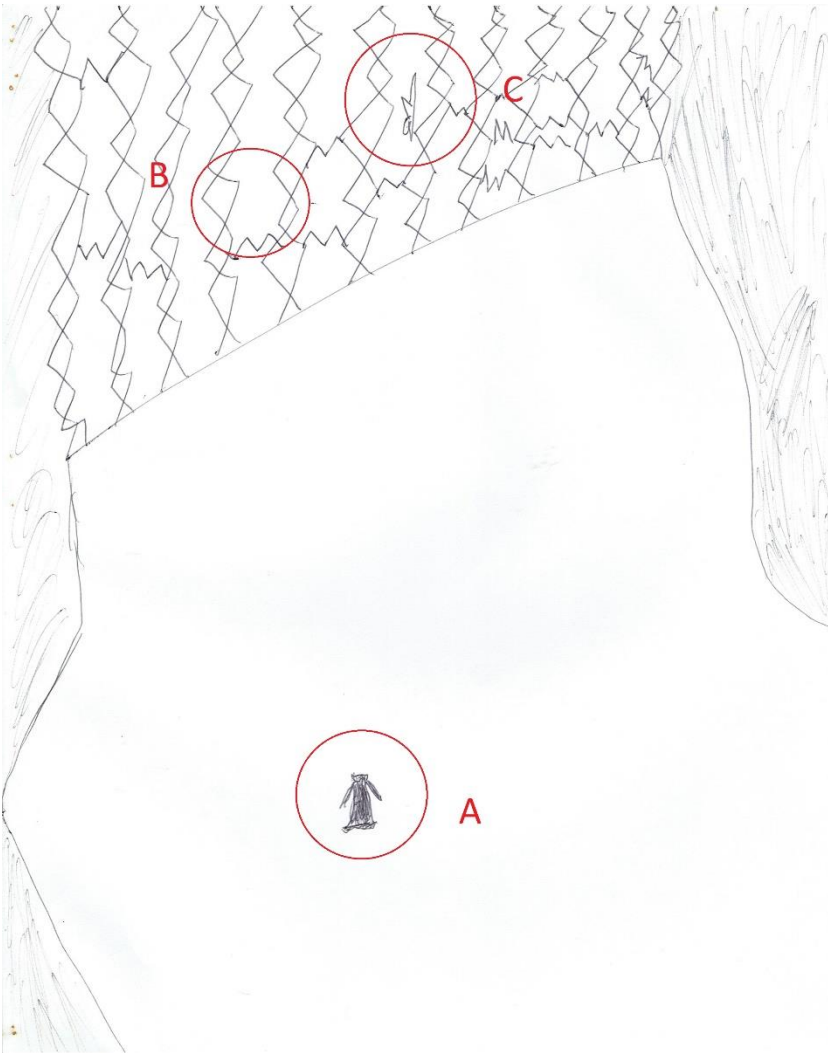
Correct Answer: A wave.

Once he has answered correctly, the crystal will float down into his hands.

If he answers incorrectly, nothing will happen.

Crackle Path

As Ginkus proceeds down his path, sparks of energy begin to flash from the ground until finally he is confronted by a wall of crackling electrical energy. There is no exit except the way he came.



- A) Ginkus
- B) The energy wall. If touched, it will give Ginkus what feels like a static shock and knock him over.
- C) A crystal, floating among the electricity. If he tries to get the crystal, the electricity will speak and ask him a riddle:

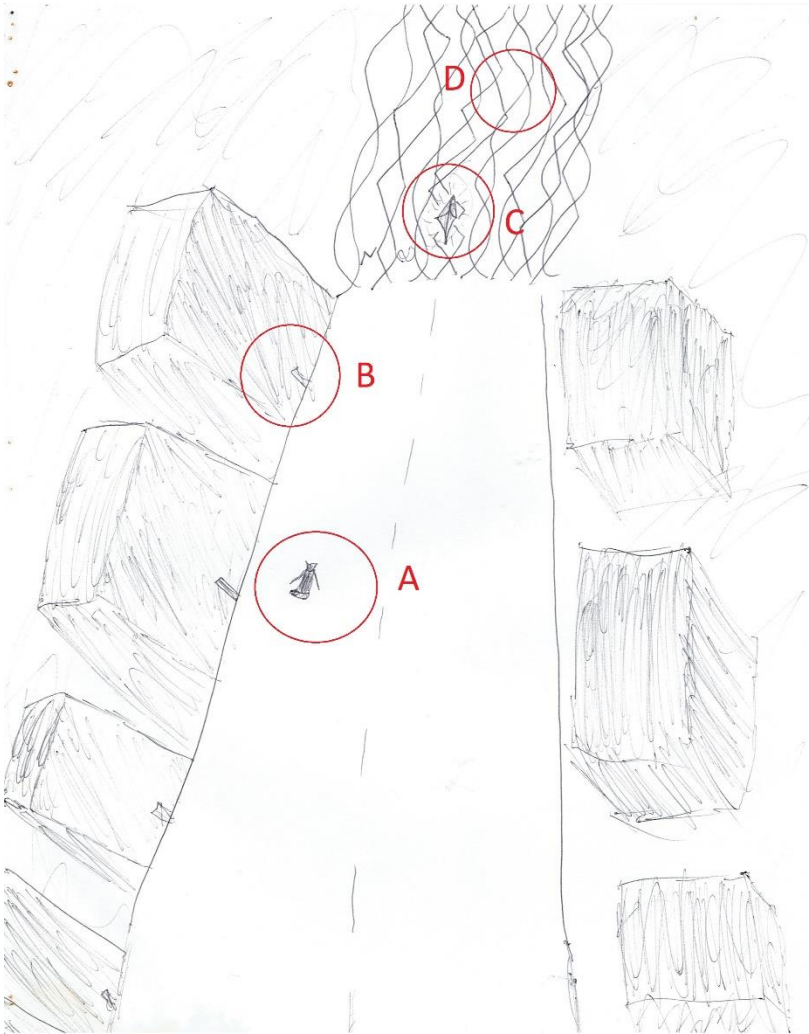
“I hold your body together and allow your brain to think. I light your home and provide you brightly lit information. In a stormy night, you will fear me. What am I?”

Correct Answer: Electricity.

Once he's given the correct answer, the crystal will float down into his hands.

Unity Path

As Ginkus goes down this path, bright, energetic particles rise from the ground until finally he's confronted by a wall made of both shimmering waves and crackling electrical energy. There is no exit except the way he came.



- A) Ginkus.
- B) All the buildings are vacant and there's nothing of interest in any of them.
- C) A crystal, floating in the wall of energy.
- D) The wall of waving and crackling energy.

If he tries to take the crystal, the shimmering wall will ask him a riddle:

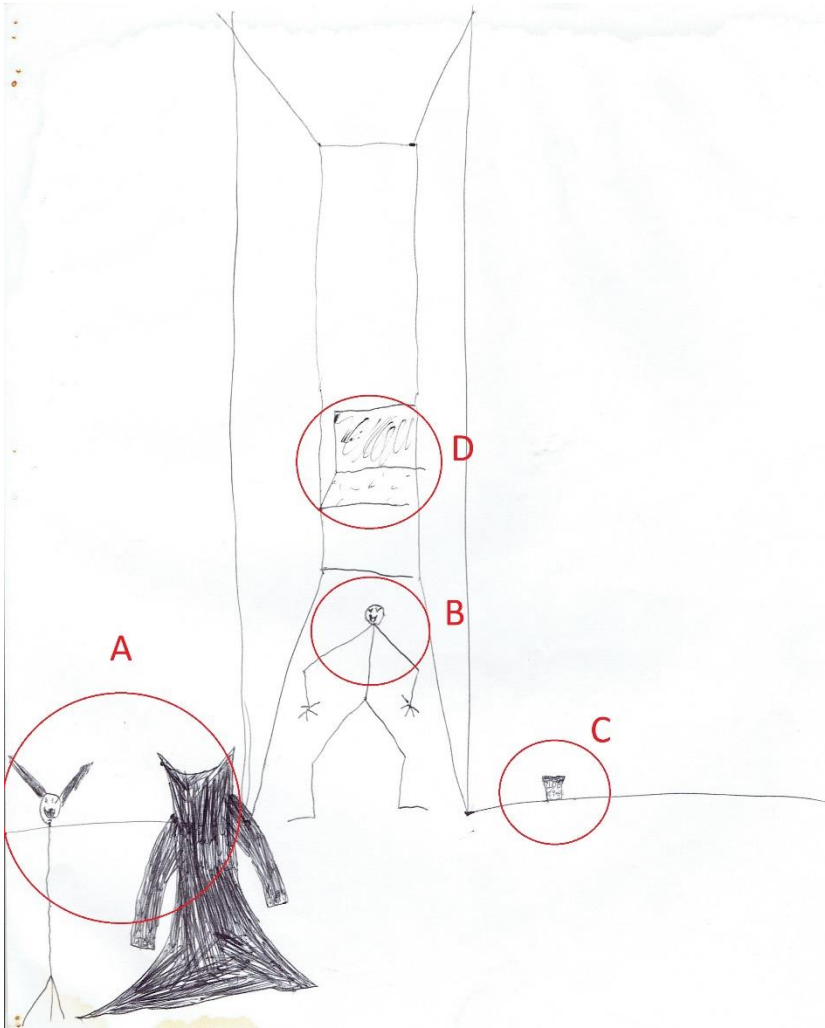
"When you run it is me that propels your legs. It is me you eat at breakfast and me that warms your hands by the fireplace. I am speed and motion, but I am also quiet potential. I am light and I can be traded for mass. What am I?"

Correct Answer: Energy.

Once he's given the correct answer, the crystal will float down into his hands.

The Skinny Guy

Inside the saucer-shaped airship, Ginkus is blocked from reaching the controls by an incredibly skinny guy.



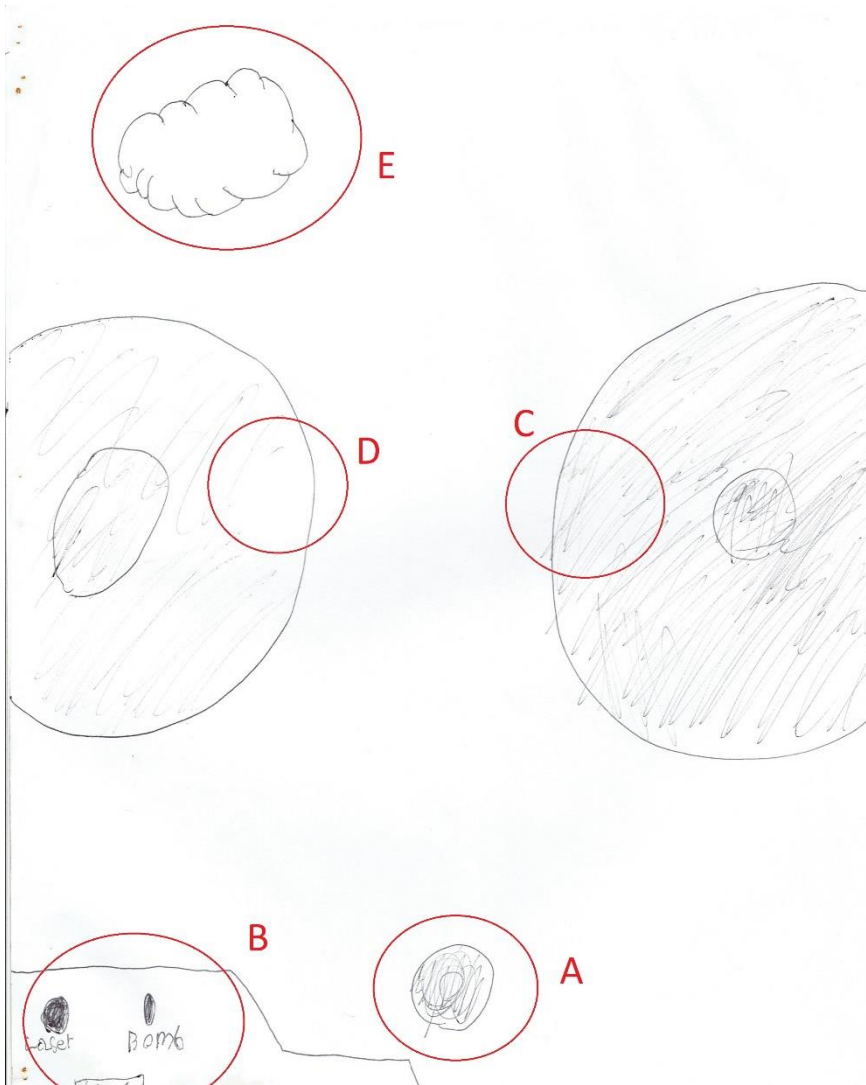
- A) Ginkus and Zoovac.
- B) The Skinny Guy. He's incredibly skinny and uses his acrobatic talent to block their path. There's no way to overpower him or get around him. He also can't be reasoned with as he's gleefully happy blocking their path and loves that more than anything.
- C) "Lowfat Ice Cream". This ice cream container contains a mysterious pink substance which will make anyone who eats it immediately balloon and become immensely fat.

The Skinny Guy will refuse if offered ice cream at first because he must maintain his figure to block people's paths. But if the player can convince him that it's lowfat and so won't affect his figure, he'll try some. And then he'll gain so much weight he falls through the floor.

- D) The control console for the ship. Once Ginkus get to this, go to Flight Screen.

Flight Screen

The ship takes off but is soon confronted by two much larger ships, both controlled by the Crodin.



When he approaches, the ships will hail and ask for identification. He won't be able to bluff his way past, but this will buy him some time.

- A) Ginkus' airship.
- B) Ginkus' ship's control panel. He can shoot a laser or a bomb.
- C) Crodin ship.
- D) Crodin ship.
- E) A cloud.

Trying to fly past will get him shot down.

Shooting one ship's weapons will get him shot by the other.

Firing a missile at one of the ships will cause the missile to be shot down by a laser before it hits anything.

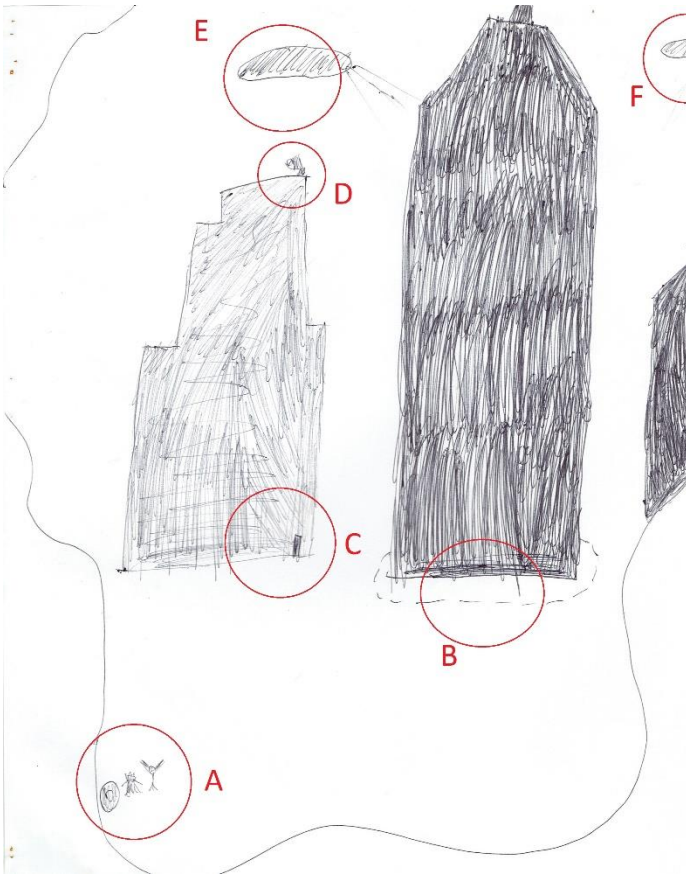
Shooting a missile between the ships (at cloud E or otherwise) will cause the two ships to laser each other, disabling their weapons. Ginkus can then fly

past.

Once he's past them, he'll soon arrive at the capital city and land in front of his tower, the capital building. Go to Capital Square.

Capital Square

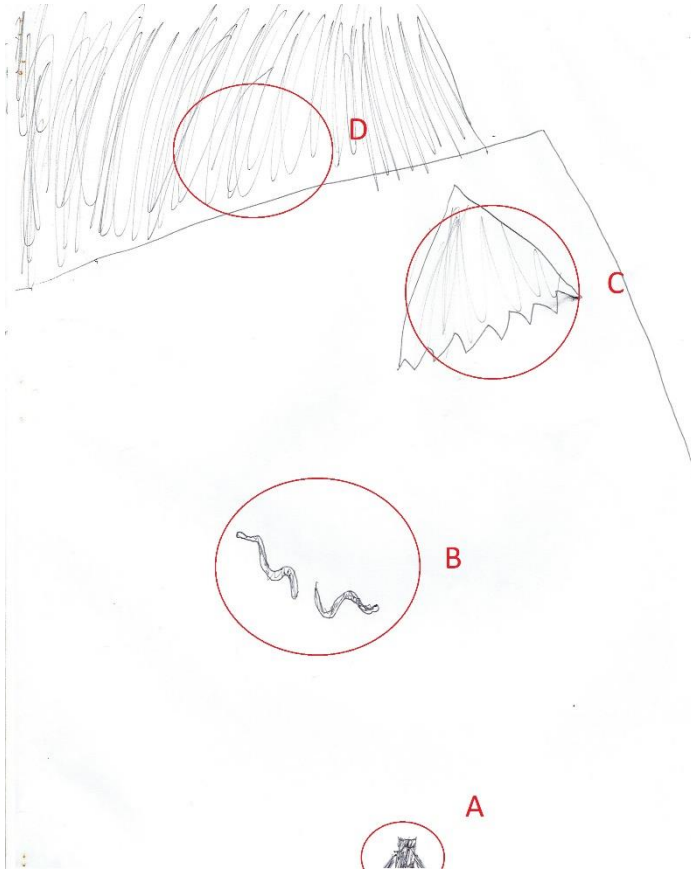
You land near your capital building, out of sight. You've got to get back to the top of the building to enact your plan...!



- A) Ginkus and Zoovac, emerging from the airship.
- B) Ginkus' Tower, the Capital Building. The same building from the beginning of the game. He can't get inside directly because it's flooded with Crodin troops. They'll shoot him on sight.
- C) The entrance to a neighboring building. This is vacant following the invasion, and Ginkus can get up to The Roof unobstructed.
- D) There's a hang glider on the roof of building C.
- E) Crodin airships float over the city, shooting at the remaining pockets of resistance. If Ginkus isn't careful, they'll spot him!
- F) Another Crodin airship.

The Roof

Ginkus arrives on the roof of the neighboring building.



A) Ginkus

B) Two poisonous snakes. The snakes of Shri are faster than those on Earth, and if Ginkus makes any sudden movements they'll get him and he'll die instantly.

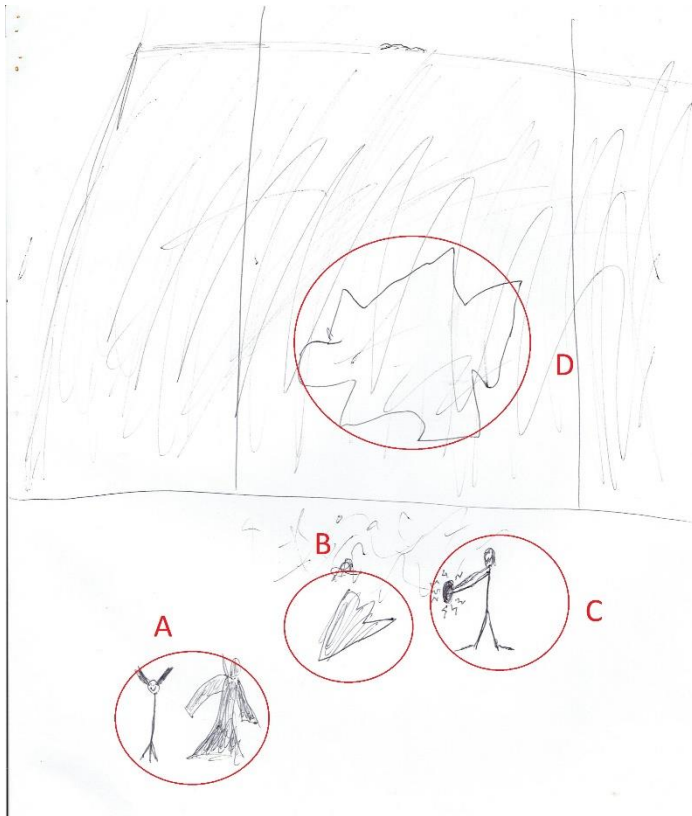
Anything the player tries to get past them that makes sense will work (besides just walking slowly past them; that results in death).

C) A hang glider.

D) Ginkus' tower. On the side of it, Ginkus can see glass windows. With the hang glider, he can smash through one after he glides across. This will land him in the Confrontation with an Emperor.

Confrontation with an Emperor

You smash through the window into your familiar Tower, now irrevocably altered by the presence of the Crodin. You're confronted with the sneering face of the self-styled Emperor of the Crodin.



A) Ginkus and Zoovac.

B) The hang glider that they just smashed thru the window with. It's made of a rubbery material and is resistant to Grodo's electrical bolts.

C) **Emperor Grodo XVIII.** He is the leader of the Crodin rebellion, which has now seized power.

He says "Well well, you've returned to your tower. I knew you couldn't stay away for long. You ignored me and my uprising when we first appeared, and now here I am, sitting in your precious tower. I imagine you didn't know I had THIS!" And with that, he will produce electrical bolts from the sphere he's carrying which will fly towards Ginkus.

His bolts can be dodged fairly easily if the player tries to dodge; but only so long as he stays far away. If he gets close, he'll be killed.

During the fight he'll shout things like "I am the *true* King of Shri!" and "You're a hack!"

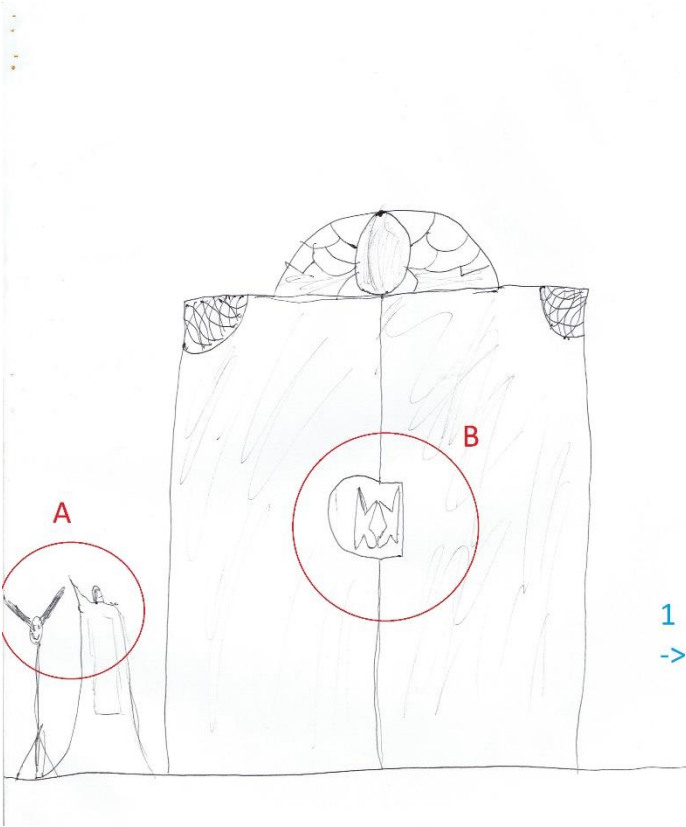
Correct Solution: Roll to where the hang glider is, and use it as a shield. It will protect Ginkus from Grodo's blasts. Then he can tackle Grodo and defeat him easily.

D) The hole in the window where Ginkus smashed thru.

Exits: There's only one exit in this room, to the right. It goes to the Saving Door.

(To the left is a wall; same for going towards the "camera", out of the page).

Saving Door



A) Ginkus and Zoovac.

B) A massive door. It's locked with a strange mechanism. To open it, Ginkus will need to place all three crystals (from the Wavy Path, Crackle Path and Unity Path respectively) in their slots here. The door will open. It goes to Ultimate Save Room.

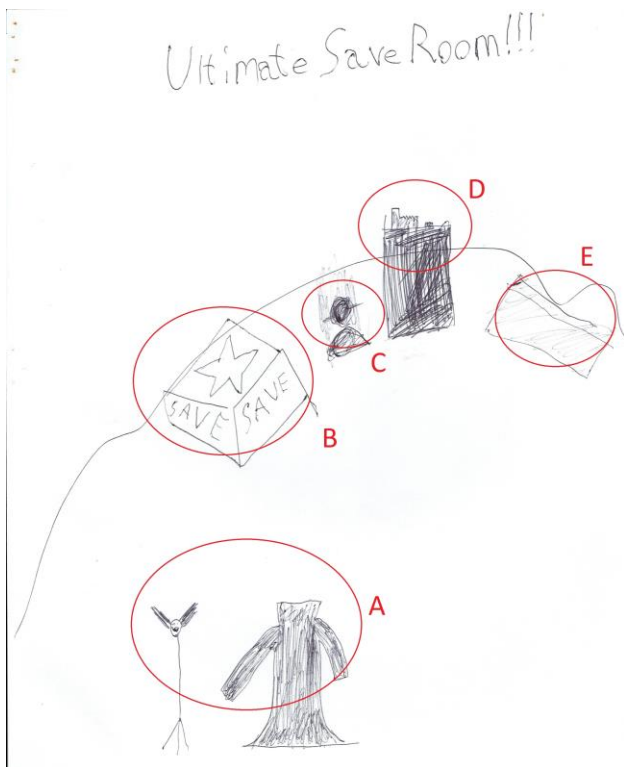
Exits:

1) Goes to Staircase.

Back the way they came: Goes back to Confrontation with an Emperor.

Ultimate Save Room!!!

This room is a place to save your game. It doesn't actually mean anything in terms of the game; this is just a nod to video games who often have a save room before the final challenge. The only exit is back out into the same hall.

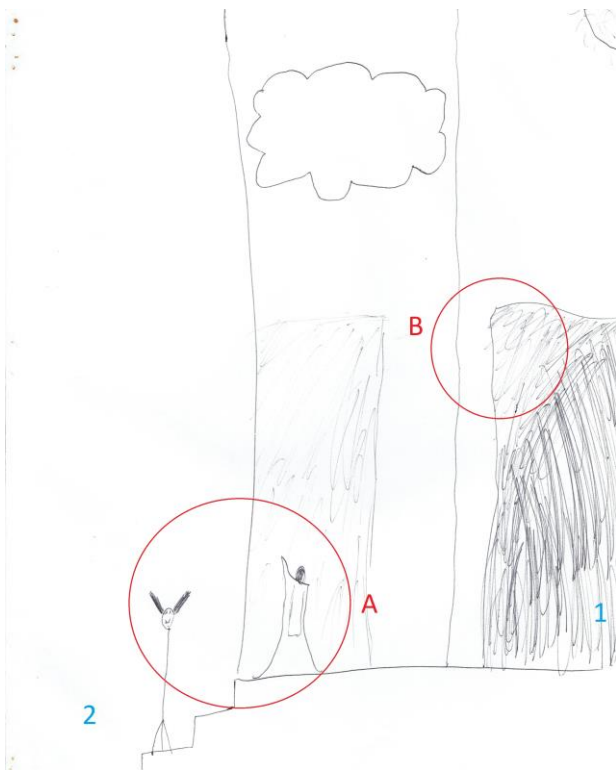


- A) Ginkus and Zoovac.
- B) This save block, as seen in *Super Mario RPG*, lets Ginkus save if he jumps on it.
- C) This save sphere, as seen in *Final Fantasy X*, will glow when touched and allow Ginkus to save.
- D) This is a typewriter, as seen in *Resident Evil*. It has paper in it and ink, and will allow Ginkus to save if he types anything in it.
- E) An item box. Zoovac will comment that this is the same kind of box that sent him back in time in the first place. But somehow if Ginkus tries to put him in this one he won't fit. He can, however, put any other item in his inventory in there; if he does, the box will disappear and then appear at the beginning of the next PCG that this player plays, even if it's with a different character.

Ginkus will also find a Bazooka inside the box with two shots.

Staircase

You climb the familiar staircase and looking over the city through the large bay windows, for a moment you could almost be fooled into thinking nothing's wrong.



A) Ginkus and Zoovac.

B) On this floor there's a big bay window, through which the city can be seen.

Exits:

The way he came – back to Saving Door.

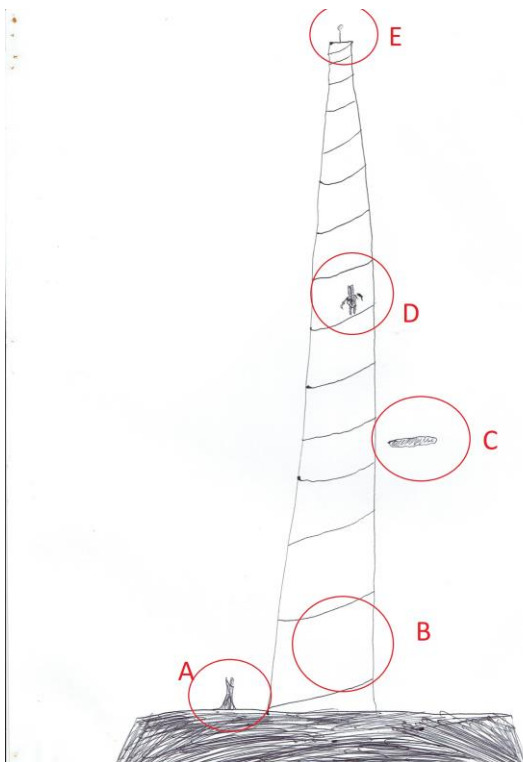
1) This way leads to an elevator, which goes to the Tower Apex.

Tower Apex

You arrive atop the tower. The final step in your plan is to reach the spire – and atop it, your staff. If you reach there, you’ve succeeded. To get there you’ll have to climb the grooves in the spire, which requires both hands. That means you won’t be able to carry Zoovac.

“Go on without me,” he says. “There are more guards coming for you. I’ll hold them off.”

Unfortunately there’s no choice but to do as he says. You begin climbing – just as the Crodin patrol ships notice what you’re doing.



- A) Ginkus, at the bottom of his tower.
- B) The spire has grooves in it big enough for Ginkus’ feet to fit. He must make it to the top without getting shot.
- C) A Crodin patrol ship. It will fire at Ginkus, and if it’s on the same side of the spire as him, it’ll kill him. Ginkus must therefore stay on the opposite side; but he has to move with the grooves on the spire, meaning he’ll often have to go downwards to avoid being fried.
 - a. The Bazooka, if he has it & shoots it at the ship, will temporarily disable the ship, buying him some time.
- D) Ginkus, seen higher in his climb at a later moment in the game. (This is an artistic choice, not time travel shenanigans or something).
- E) Ginkus’ Staff. Once Ginkus gets to this, go to Sleep of a Thousand Years.

Sleep of a Thousand Years



You're out of time and there is no other way. You raise your staff to the sky and, drawing in all your energy, you emit a field which surrounds you. Bolts from the Crodin ships bounce harmlessly off the force field you generate. It surrounds you, and then the entire building, sealing it off in a stasis field.

"I'll return," you silently promise as the stasis field quiets your neural functions. "I'll find the power to save you all. To drive out these Crodin."

And then you drift off to a strange kind of sleep. You don't know this yet, but you won't awaken for a thousand years.

But what dreams you'll have...!

TO BE CONTINUED!!!

Find out what happens to the planet Shri a thousand years after Ginkus' adventure as Ari and Pierre crash-land there in **The Ancient Secret Under Shri!**

Or, follow Ginkus into his strange "dreams" – in **The Lives of Ginkus!** (Coming Soon).