

The ALIEN ABDUCTION

Part Two of **Pierre's Saga**

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

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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!

Coins

Hidden in each screen of this game are **coins**. They are just little circles. They won't be mentioned elsewhere in the script; you just have to assume that any little circle you see tucked behind a tree or rock is a coin.

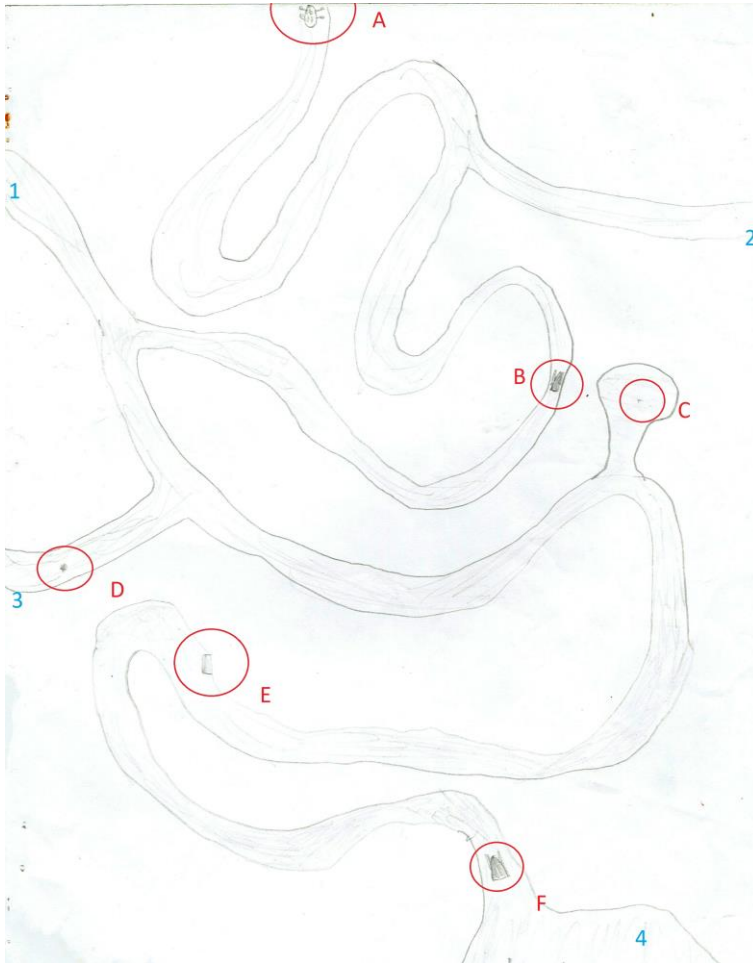
Coins teleport the player to **Mercado**, an extradimensional shop where they can be used to buy items and weapons. But you need a separate add-on PCG, also called Mercado, to get there. If you don't have that game, just tell the player to collect the coins anyway, just in case you ever get Mercado.

Intro

This game takes place immediately after the events of "The Alien Abduction", continuing Pierre's story.

Your name is Pierre, and you've just rescued your friends Ari, Colette, and Zoovac (a robotic clown-on-a-stick) from an agent of The Company. You released them from their cages, but they fell through the floor and you fell with them! Luckily you had an inflatable raft, because you fall into rushing water in a tunnel!

The Sewers



- A) Pierre and friends on the raft.
- B) A computer-controlled enemy boat. It will shoot missiles at anything within range. It can be defeated by dropping an oar into the water, then letting the oar get close while the boat stays away. The craft will fire a missile at the oar, destroying itself in the process.
- C) Coin.
- D) You can see a keycard at the bottom of the water. Pierre will be able to get it if she tries something that would work.
- E) A computer. It controls the enemy boats. It has a keycard slot. With the keycard, it will grant Pierre access and she can deactivate the remaining drone F.
- F) Another boat drone. See E).

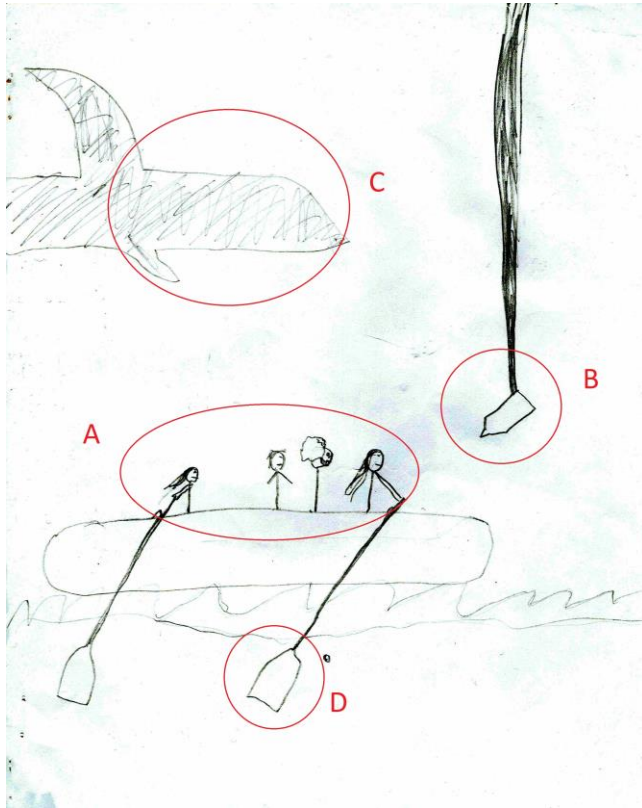
Exits:

- 1) Leads to a sheer drop. Certain death.
- 2) The current increases as they go this way, and the water level rises. Finally the tunnel goes fully underwater and they drown. Certain death.
- 3) This tunnel leads to whirling blades. Certain death.
- 4) This is the only viable way out. If Pierre

gets past the obstacles and goes this way, go to Sewer Guardian.

Sewer Guardian

You almost make it to the exit, when you see a laser gun pop out of the ceiling and power up! Then you hear something coming from behind you. This is a view from the side.



A) Pierre & friends on the inflatable boat.

B) A laser gun which is about to shoot at the boat. Pierre has seconds to react (in real time the player can take however long they want to decide what to do, but they only get to do one thing before they get shot).

C) Another drone, this time flying through the air. It's also about to shoot the boat. Seconds to react.

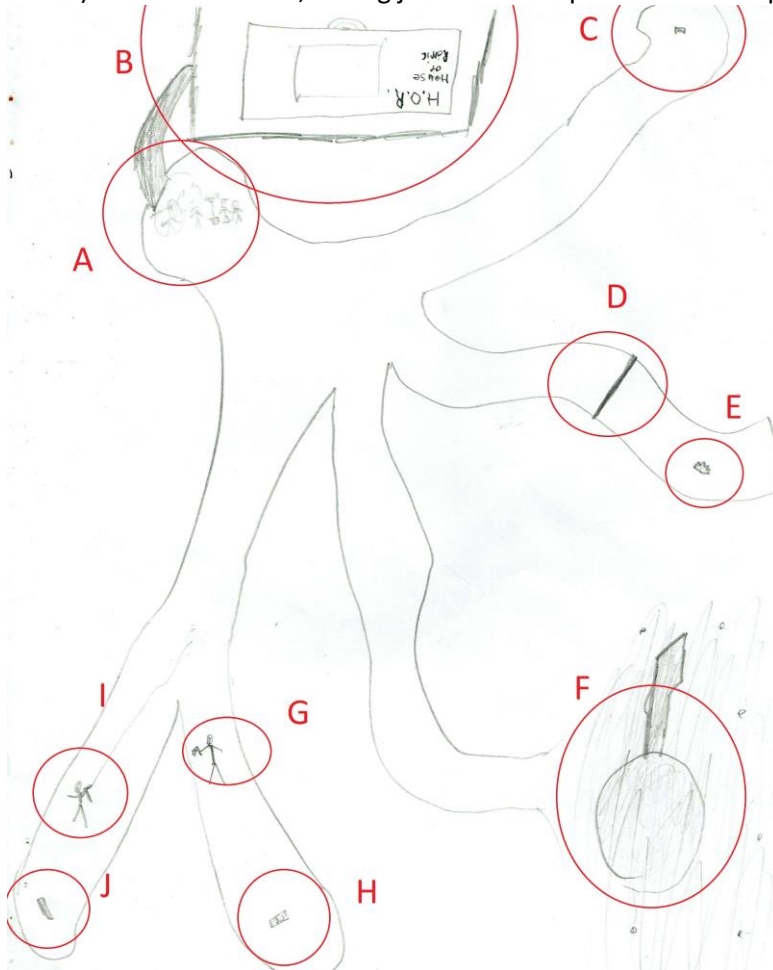
Correct Solution: Use the oar to whack the laser upwards, so that it shoots at the flying drone.

Alternate Solution: Use the Magic Cards; they will magically deflect the lasers and destroy the drone. (Most people won't think of this, but if they try it, that's what will happen. Also this is a one-time thing; they'll never do that again anywhere else in the game).

Behind the Mansion

You're dumped unceremoniously out of the Sewers, and find yourself behind Rorric's mansion. (Overhead view). The lines on the sides of the paths are walls.

A) Pierre & friends, having just been dumped out a sewer pipe.



B) Rorric's mansion, the House of Rorric, as seen in the last game except now we're behind it.

C) A Keycard.

D) An electronic door which can only be opened with three keycards.

E) A crystal which gives off a slight glow.

F) A crop circle, like the ones Pierre's seen on TV. She's never seen one in person before. If she brings the crystal E to the center of the crop circle, she and her friends will all be beamed up by an alien ship. Pierre will then appear in the Transporter Room.

G) A guy with a gun. He can be disposed of by anything that would work.

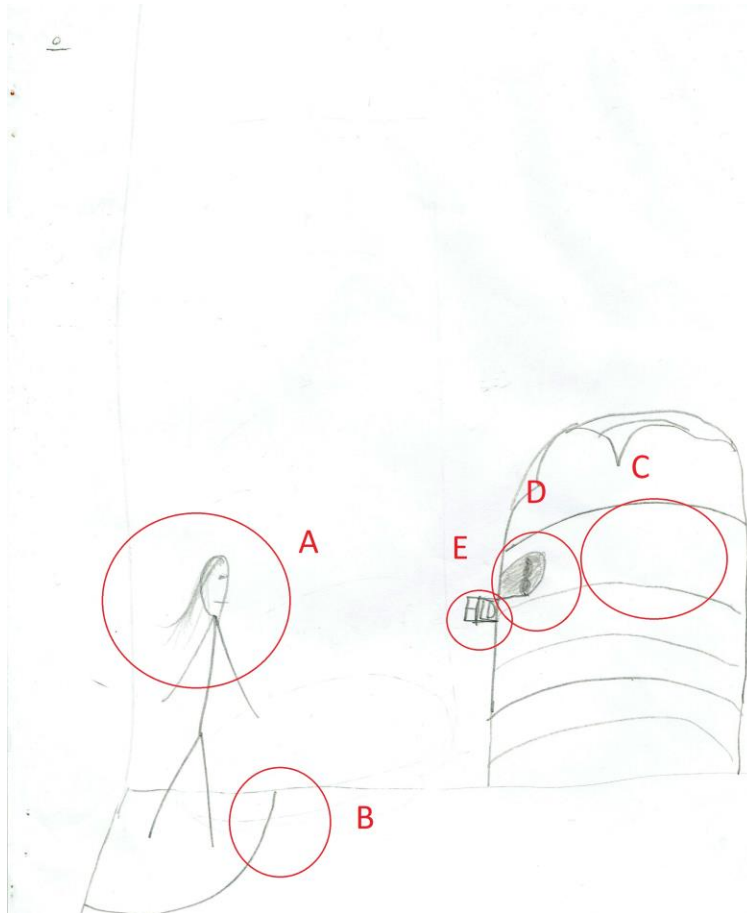
H) Another keycard.

I) A guy with a gun. He can be disposed of by anything that would work.

J) Another keycard.

Transporter Room

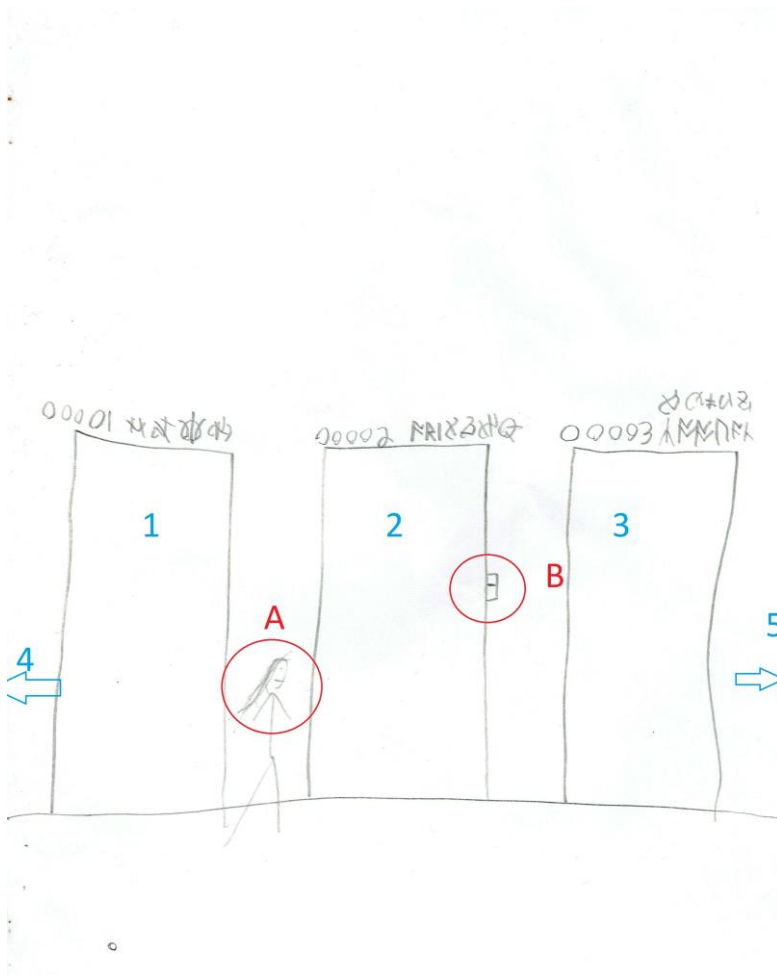
Pierre finds herself beamed up to an alien ship. Her friends are nowhere to be seen. Where could they have gone?



- A) Pierre.
- B) A glowing transporter pad, which is what made her appear here.
- C) There are bars covering the door. She can't escape without removing them. Once the bars are removed, the alien will attack her. The door goes to Hallway 1.
- D) An alien peeking around the corner. It speaks a strange language. It won't let her out. Once the bars are removed, it will attack. It's strong and has tentacle-like fingers, but if she's clever and tries something that would make sense, she should be able to overpower it.
- E) An ID card slot. If she tries Rorric's ID card, which she got in the previous game, it will work. The bars will open. (Why would a human ID card open an alien cell?)

Hallway 1

Pierre is flying towards Germany to meet Ari, when she's attacked by some enemy planes!



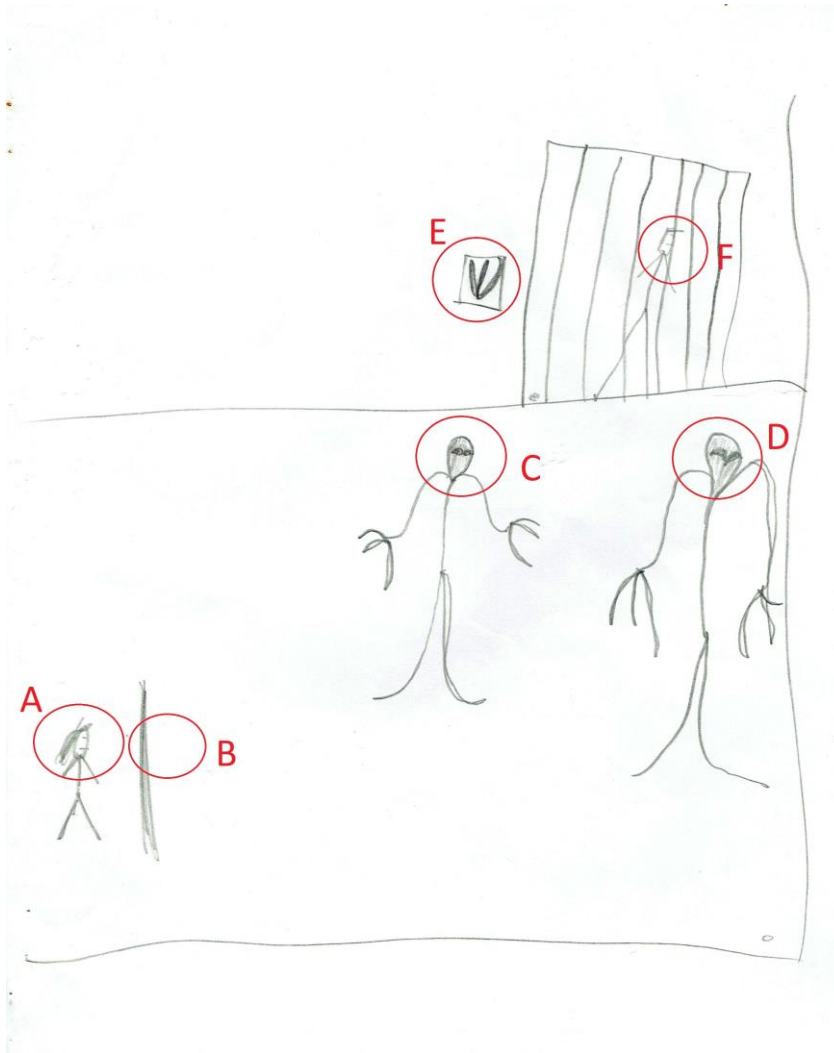
- A) Pierre.
- B) Keycard slot.

Exits:

- 1) Transporter Room. The room Pierre came from.
- 2) Ari Room.
- 3) Zoovac Room.
- 4) Hallway 2. The ship is a ring.
- 5) Hallway 2 but emerging from the opposite side.

Ari Room

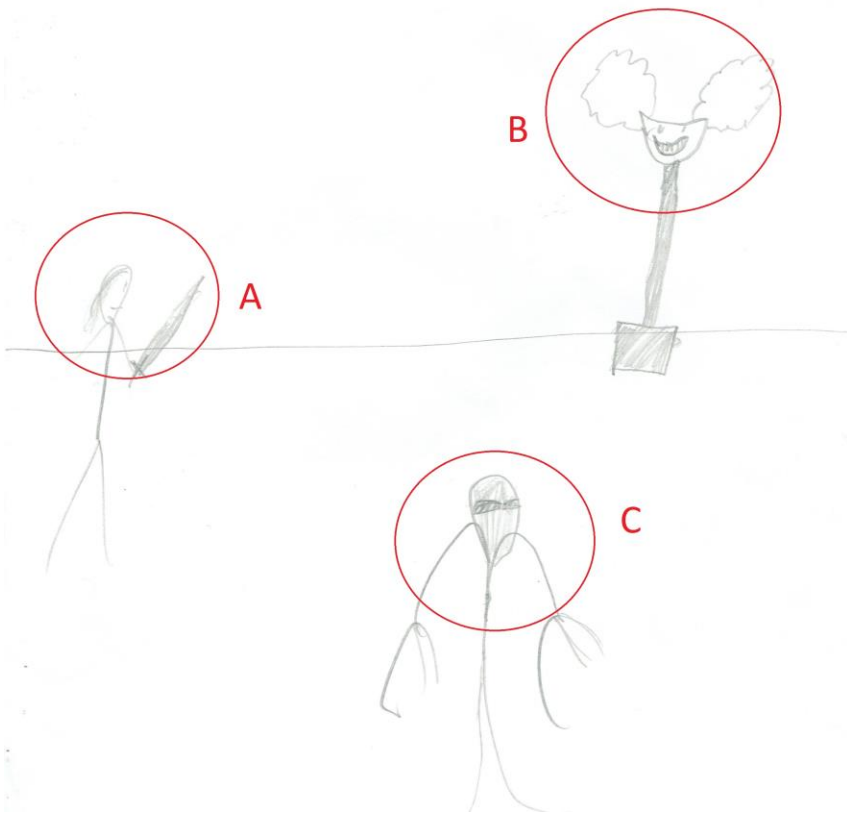
This is a room where Ari's being kept in a cell. The only exit is the way Pierre came, back into the hall.



- A) Pierre, hiding behind a wall.
- B) The wall she's hiding behind.
- C) An alien. Again, it should be difficult to defeat.
- D) Another alien.
- E) This is a hand print device. If Pierre uses one of the unconscious aliens' hands, it will open the bars and free Ari.
- F) Ari, being held in a cell.

Zoovac Room

The room where the aliens are keeping Zoovac. The only exit is the way Pierre came, back into the hallway.



A) Pierre, now holding a sword.

B) Zoovac. He doesn't have to be confined, because he has no arms or legs anyway.

C) An alien. It should be easy to defeat with the sword.

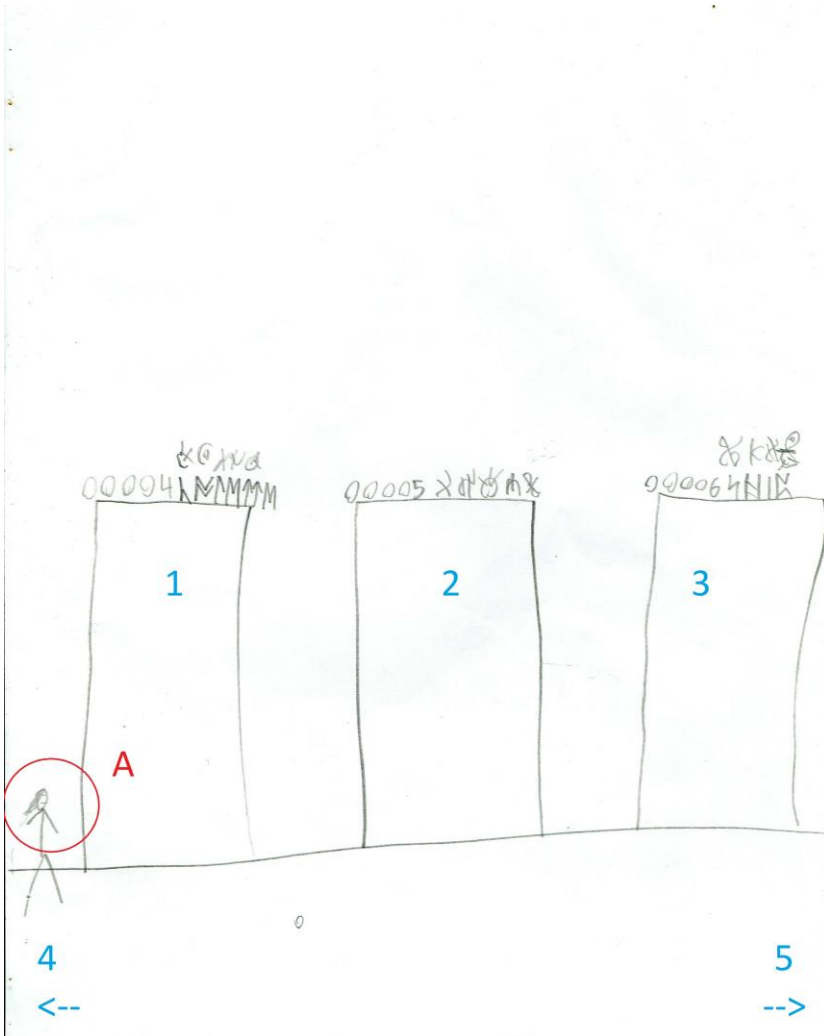
D) Ari. He will be mildly annoyed that Pierre crashed a plane into his hotel room.

Hallway 2

A) Pierre.

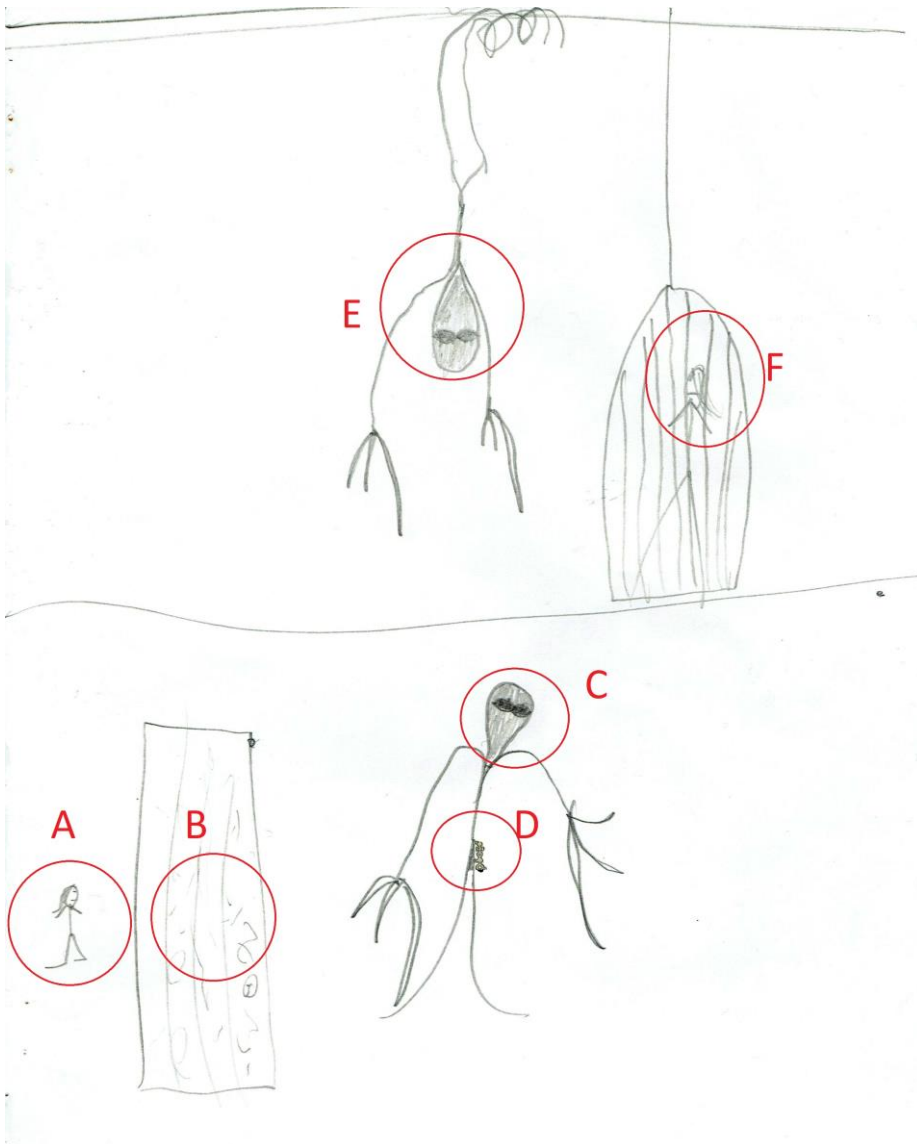
Exits:

- 1) Colette Room.
- 2) The Fat Guy.
- 3) Shuttlebay. The door's locked, but can be unlocked from a control in the Captain's Chamber.
- 4) Back to Hallway 1. This ship is a ring.
- 5) Hallway 1 again but you emerge from the other side. The ship is a ring.



Colette Screen

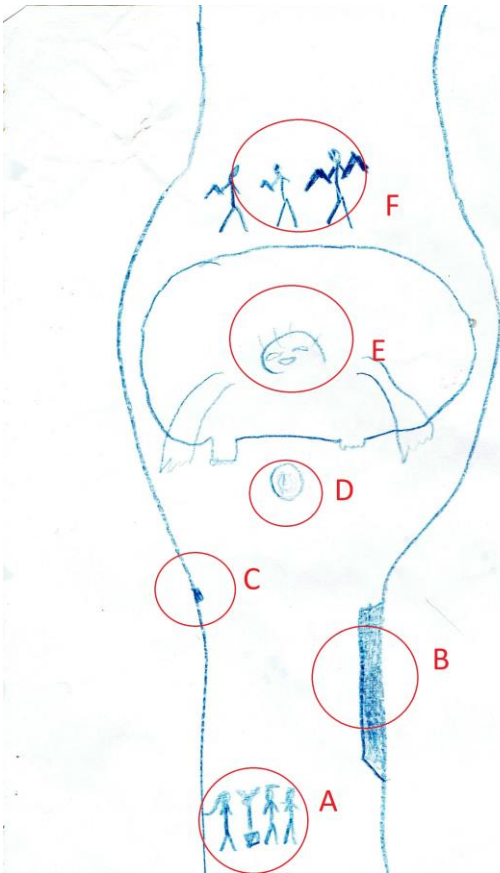
The room where the aliens are keeping Colette in a cage. The only exit is the way Pierre came, back into the hall.



- A) Pierre.
- B) An alien control panel that Pierre's hiding behind. She can't operate it, but smashing it will make the lights in this room go out, giving Pierre an advantage.
- C) An alien.
- D) The alien has an advanced key hanging from his waist.
- E) An alien, hanging from the ceiling. It will drop down onto Pierre and attack if she gets close.
- F) Colette, hanging in a cage. The cage has a keyhole which can be opened with the key on Alien D's waist.

The Fat Guy

The group is once again confronted by the Fat Guy. How he got onto the alien ship is unknown. This is an overhead view.



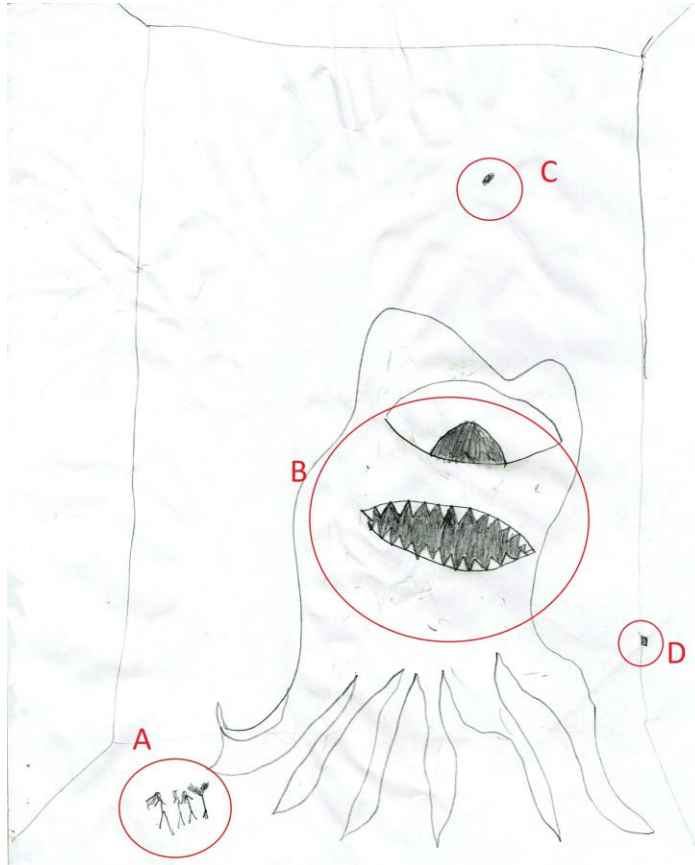
- A) Pierre, Ari, Colette, and Zoovac.
- B) A “break in case of emergency” case, containing a giant spatula.
- C) A button. Pressing it causes a giant mallet to come down from the ceiling, smashing anything on target D.
- D) A target. When button C is pressed, a giant mallet will come from the ceiling and smash anything on this target.
- E) The Fat Guy. He’s gleefully happy to be blocking your way and can’t be reasoned with. He’s also immune to any weapons in the game and can’t be climbed over.
- F) Three guys with guns. They can’t access the party since the Fat Guy is in the way and vice versa.

Correct Solution: Get the spatula from B), push it under the Fat Guy such that its handle is over the target D). Then press the button C). The mallet will come down and hit the handle of the spatula, which will flip the Fat Guy onto his back. He will roll onto the three guys F), and then their combined weight will cause them all to fall through the floor. Pierre &

co. can then walk around the hole in the floor and continue down the hallway to the Captain’s Chamber.

Captain's Chambers

Pierre finds herself in the Captain's Chambers. The only way out is the way she came in, back to the Fat Guy screen, but that door has now locked and sealed itself.



A) Pierre & co.

B) The massive alien captain! He's clearly of a different species than the rest of the aliens on the ship.

When the party enters, he bellows in laughter. He identifies himself as **Rho'Shibej**, a member of the Tryptozian race.

He then makes a call on a viewscreen which appears on the wall to the side. Pierre will recognize the sight of Rorric, whose mansion she escaped from at the end of the last game.

"Looks like I found your little runaways!" he guffaws to Rorric. It seems he and Rorric are working together. Rho'Shibej explains that they're both part of the same **alliance**.

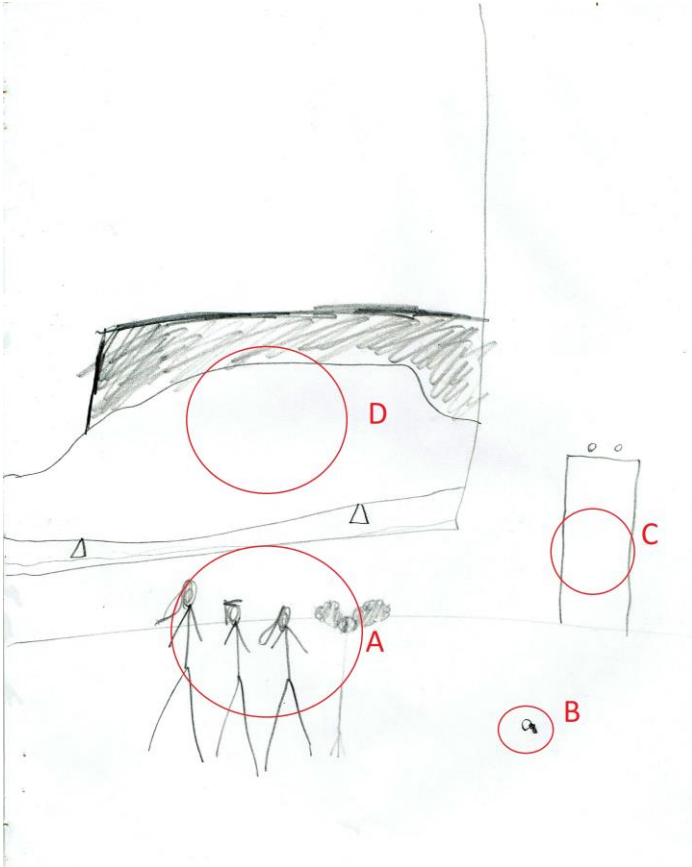
He further gloats that he's going to eat them alive! If they do nothing, he will attack with his giant tentacles and kill them. But if they ask him questions, they can keep him

talking.

- C) A button on the wall above Rho'Shibej; only he can reach it. Rho'Shibej will explain if asked that it's for his new security system. He says he's been meaning to try out the security system. Pierre can goad him to try it out. If it's pressed, a giant cylinder will come out of the ceiling and smush Rho'Shibej entirely.
- D) A control. Pierre can activate it. It opens a door back in Hallway 2 (specifically, door 3) which leads to the Shuttle Bay. But she won't be able to get to the control as long as Rho'Shibej is alive.

Shuttle Bay

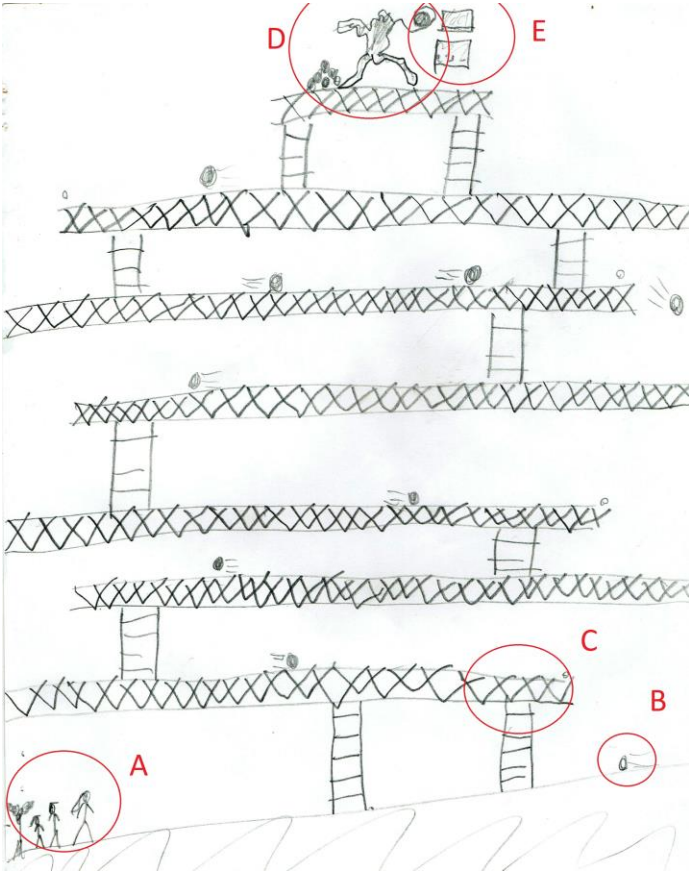
The group finds themselves in the entrance to the Shuttle Bay.



- A) Pierre, Ari, Colette, and Zoovac.
- B) A key on a ring.
- C) The door to the Shuttle Bay proper. It opens without any trouble.
- D) A shuttlecraft. They're seeing it through a window. The group will be able to access it with ease after going through door C. Once they get inside, go to Alien Donkey Kong!

Alien Donkey Kong

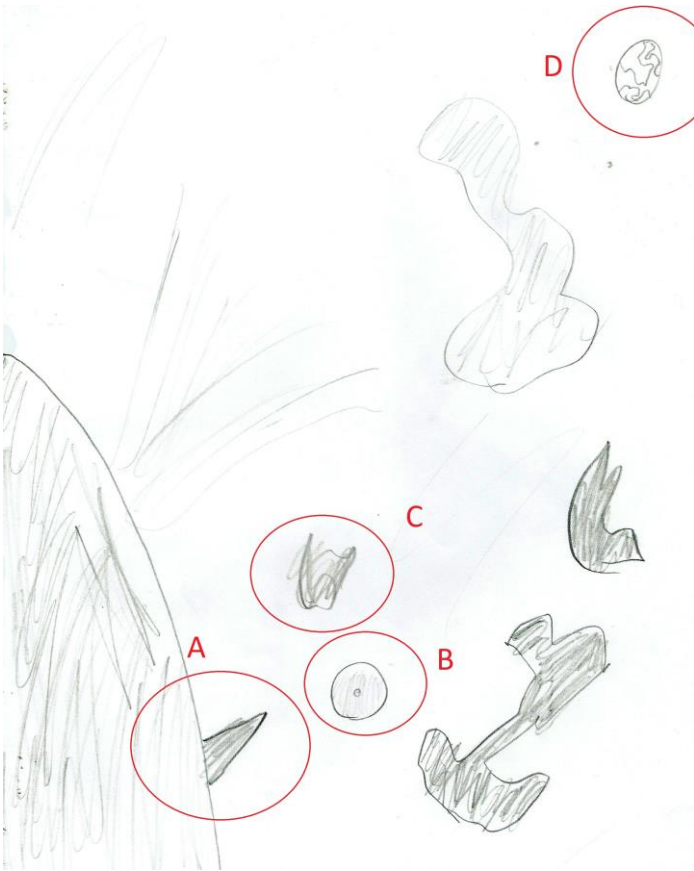
Aboard the shuttle, the alien at the controls begins throwing energy balls at the group, which roll down a series of walkways.



- A) Pierre, Ari, Colette, and Zoovac.
- B) Energy balls, rolling down the walkways. They will kill the group if it touches them; but they can jump over them.
- C) Ladders and walkways go high up into the ship. Pierre must navigate these to get to the top without getting hit.
- D) The alien throwing the energy balls. He'll keep throwing them until the group is dead. Once they get to him, they can defeat him with any one of their weapons.
- E) The ship's controls. Once they've defeated the alien and accessed these, they can take control of the shuttle and escape. Go to Escape!

Escape!

The Alien shuttle bursts free from the mothership!



A) The Alien Mothership that they've just escaped from! It's currently launching a missile towards them! It will keep launching missiles till they are destroyed. One direct missile hit will destroy them.

B) The Shuttle Pierre & co just stole! She has complete control over it.

C) Numerous meteoroids are around; Pierre must duck behind them to avoid the brunt of the damage from the missiles. She'll still take some damage tho.

D) An alien planet. It's not Earth, but it looks like there's a breathable atmosphere and plant life. As good a place as any to land and hide! By the time Pierre makes it past the asteroid field, she will have taken so much damage that the ship will lose engine control and will fall in to crash land on the planet.

TO BE CONTINUED!!!

Follow Ari and Pierre as they crash-land in Ari's first game, **The Ancient Secret Under Shri!**

Or, follow Zoovac as he leaves the group to find out the backstory of the planet they're about to crash on in **The Last of the Zorelta!**

Pierre's own adventure continues (after Ari's game) in Pierre's Saga Part Three: **Descent!**

