

The EVIL LEAGUE of EVIL-NESS

Part One of **Pierre's Saga**

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

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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.
- 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.

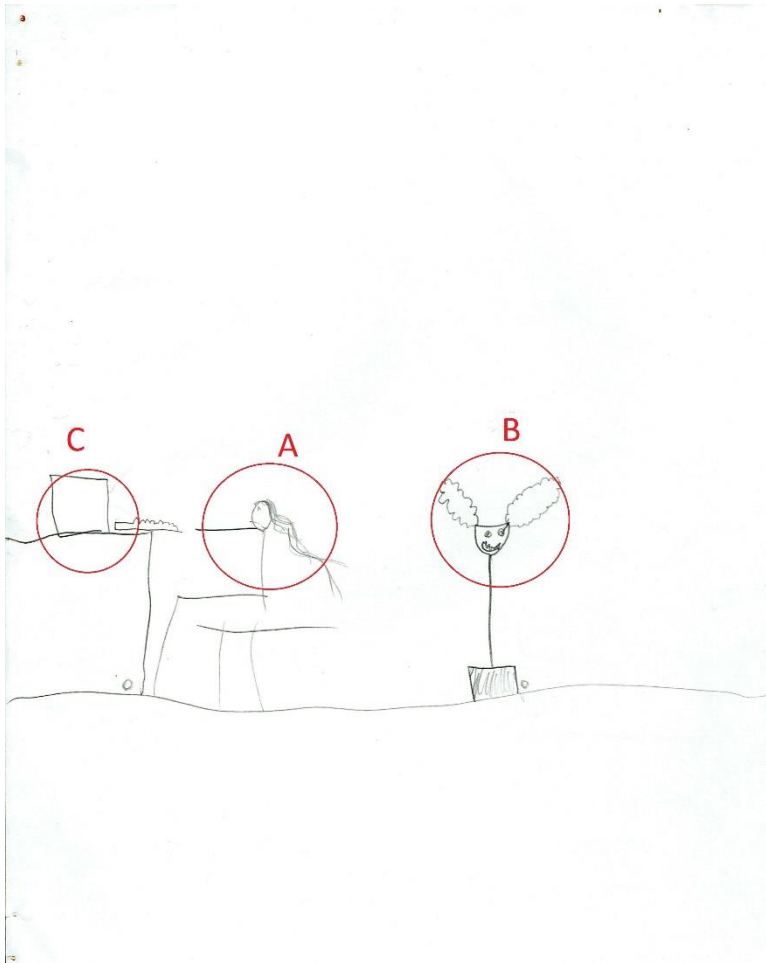
Coins teleport the player to **Mercado**, an extradimensional shop where they can be used to buy items and weapons. But you need a separate add-on PCG, also called Mercado, to get there. If you don't have that game, just tell the player to collect the coins anyway, just in case you ever get Mercado.

Intro

(Hand the player the First Screen, then read them this. Cover Zoovac with your hand until you get to the end).

Your name is Pierre, and you're staying at your friend Xaq's house. Things are normal, tho Xaq keeps disappearing for long periods of time without explanation. One day, you're on the Internet in Xaq's room, checking out Final Fantasy characters, when (reveal Zoovac) this guy appears!

Xaq's Room



A) Pierre, the player's character. She starts the game looking at pics of Final Fantasy characters on the internet.

B) Zoovac, a robotic Clown-on-a-Stick. He's appeared behind Pierre unexpectedly. (When you first show the screen to the player, cover him with your hand so they don't see him).

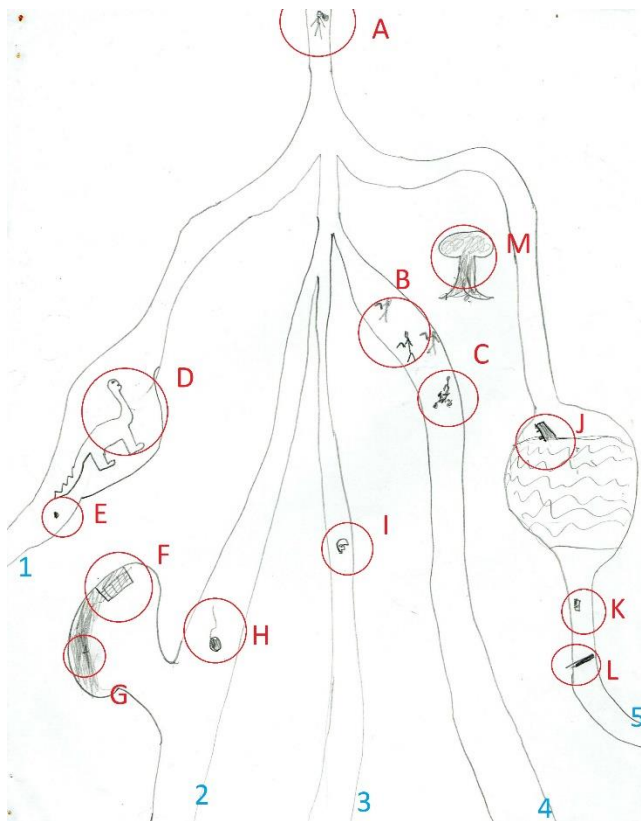
Once he's been revealed, he says that he's an ally of Xaq (Pierre's friend whose house she's staying at) and that he needs her help to rescue Colette, Xaq & Pierre's friend. He tells Pierre to go to Germany, and that he's arranged plane tickets for her. (As he says this, Pierre will notice that the printer has printed a ticket).

She should meet Ari there, as he'll be able to help. As soon as he says this, some Guys break in and kidnap him. Pierre's quest thus begins: she must follow the guys who took Zoovac as they go behind Xaq's house to The Maze.

C) Xaq's computer.

The Maze

Trying to go after the guys who took Zoovac, Pierre heads into the maze behind Xaq's house. The lines on the sides of the path are walls and can't be climbed.



- A) Pierre, coming from Xaq's house.
- B) Three guys, armed with guns. They will shoot on sight. They can be killed by the bomb, if Pierre rolls it from around a corner without being seen.
- C) A guy on a motorcycle. He can be lured to drive after her. Pierre can get the cycle if she deals with the guy.
- D) A random dinosaur. It's not hostile but will stomp Pierre if she's not careful.
- E) The Key to the Computer.
- F) A computer. It controls the electronic door L, but it can't open it unless unlocked with key E.
- G) A box of matches, buried in the thorn bushes.
- H) A bomb. Its fuse must be ignited with matches G.
- I) A broken AOL cd. It's got a sharp, jagged edge and can kill if thrown like a frisbee.
- J) A ramp. With a motorcycle, Pierre can jump over the water with this.

K) A \$10 bill.

L) An electronically sealed door. It can only be opened by Computer F.

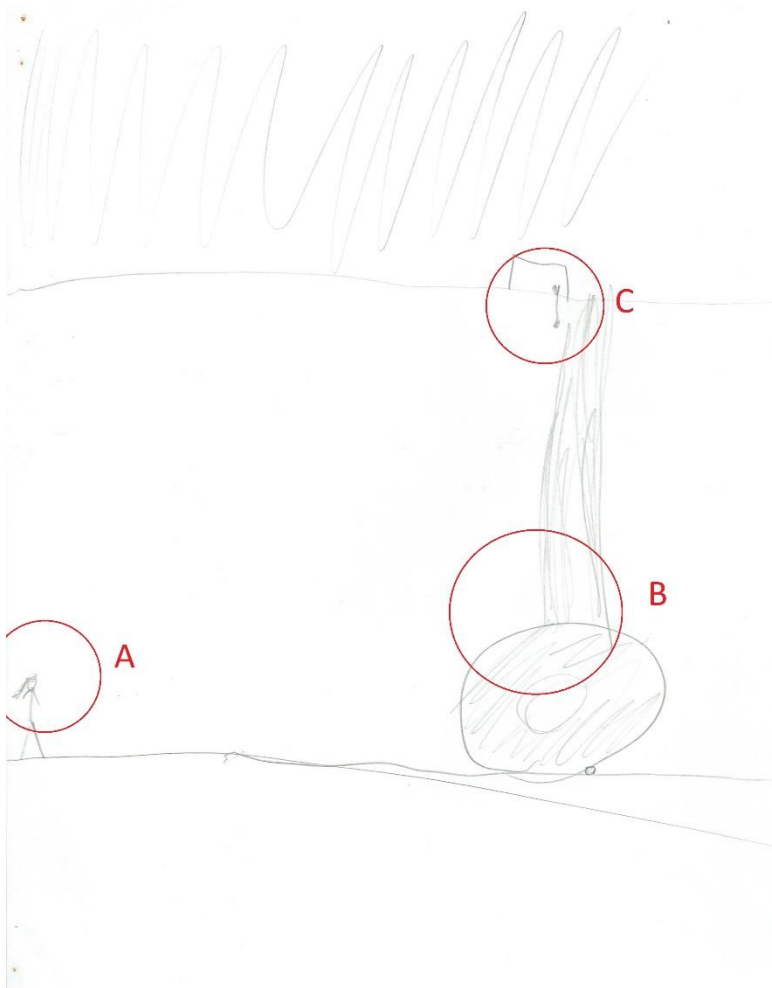
Exits:

- 1) Goes to certain death by crocodiles.
- 2) Goes to a sheer cliff. Pierre will fall and die.
- 3) Certain death by Buffalo.

- 4) Certain death by an army of Guys.
- 5) Goes to the Airport Runway.

Airport Runway

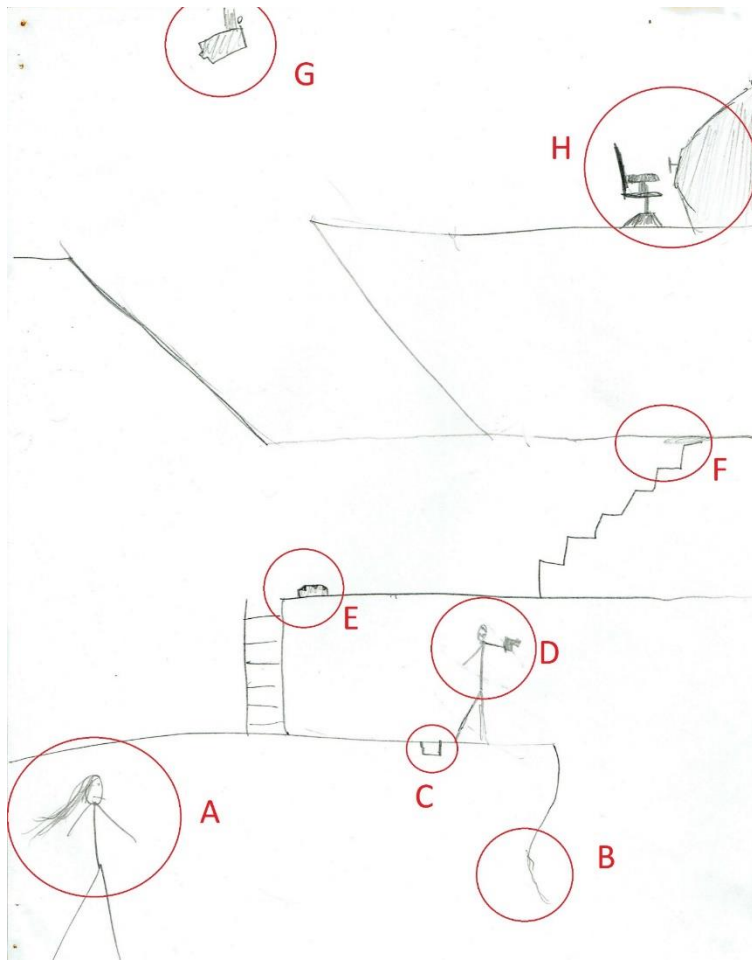
Pierre finds herself on an Airport Runway, beneath an Airplane.



- A) Pierre.
- B) The plane's wheel, not yet moving.
- C) A hatch, with a cord hanging down. If Pierre climbs partway up the strut, she can grapple onto the cord using her necklace. (Since this is an obscure solution, if the player thinks of something else that sounds like it should work, allow that also). The hatch takes her to Plane Interior.

Airplane Interior

This is a side view of the inside of the airplane.



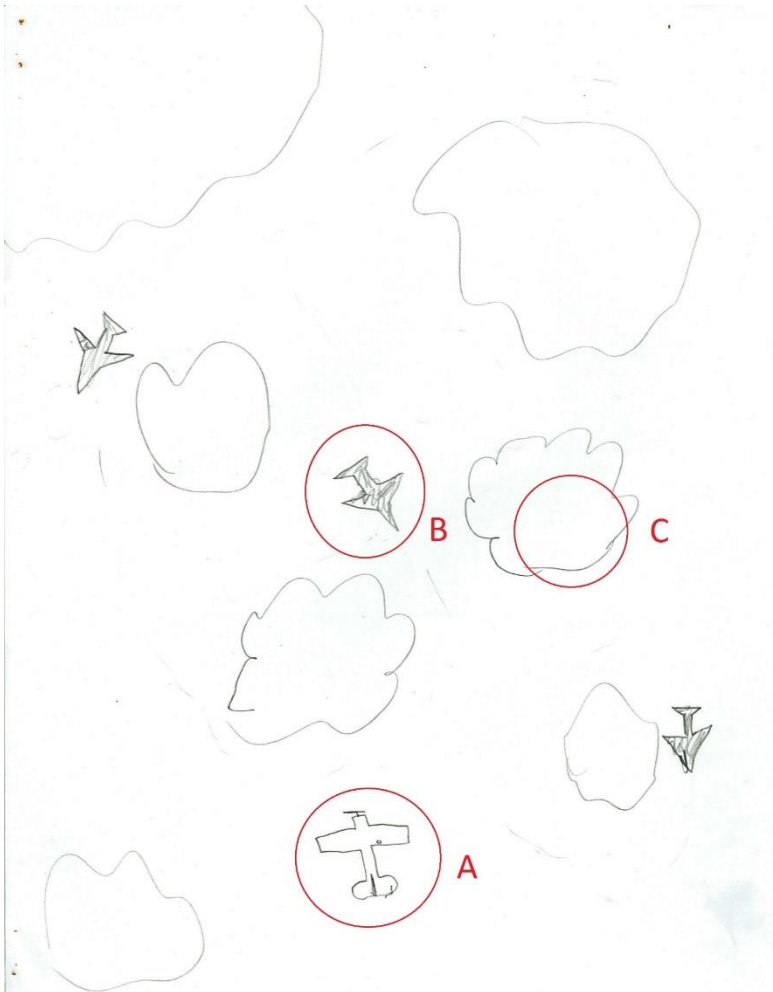
- A) Pierre.
- B) A rope, hanging from the platform. She can use it to swing up to the next floor, but only if she gets momentum by first holding onto handle C.
- C) A handle built into the ceiling of the compartment. It's strong and can hold her weight. If she holds it while hanging onto the rope, she can swing further.
- D) A guy with a gun. He will shoot on sight. He can be knocked out if she swings up too quickly; otherwise he'll kill her (if she tries to climb up normally, for example).
- E) At the top of this ladder is a mine, which will blow up even if she carefully steps over it. She must use the guy's gun to shoot the mine.
- F) A hatch at the top of the stairs, which is locked. Shooting it open will work.
- G) A laser gun hung from the ceiling. It's armored, so shooting it

won't work. However it can be pulled from its socket if she can grapple up to it.

- H) The airplane's control console. Once you reach that, you take control of the plane; go to Flight Screen.

Flight Screen

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



A) Pierre's plane.

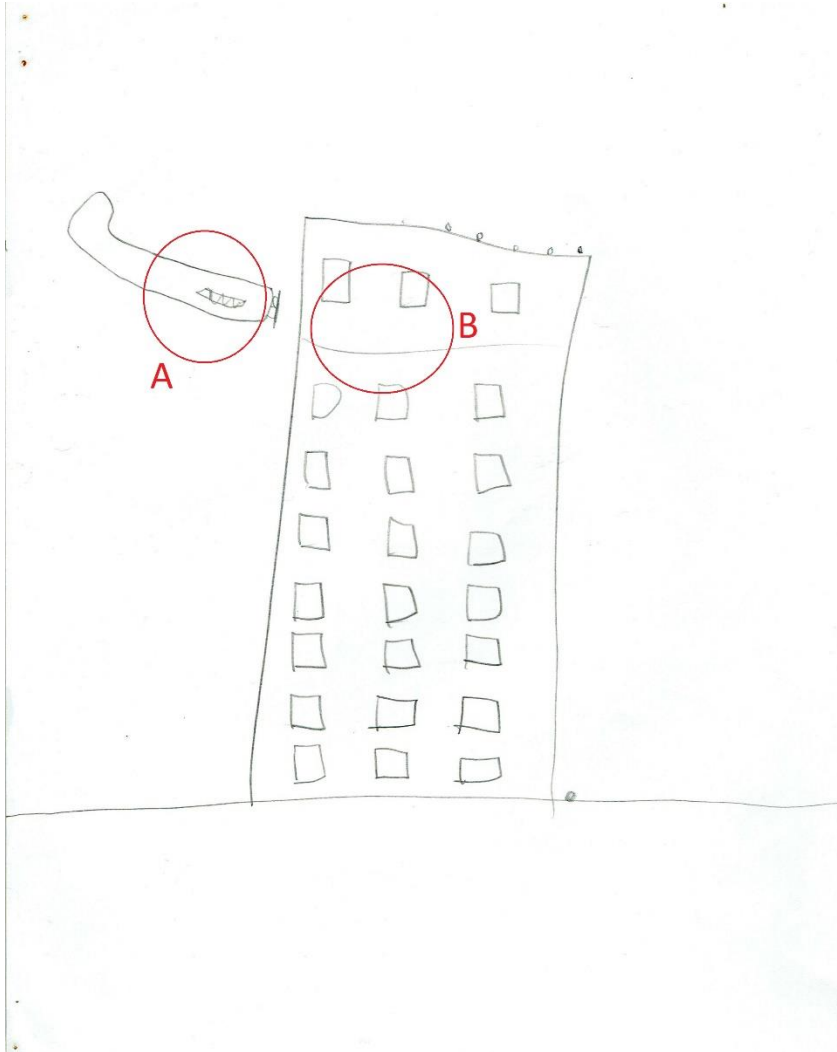
B) There are three enemy planes, as you can see. If Pierre fights them head on, she will die. She has to strategically duck into and out of the clouds to defeat all of them; once she does something, they will move around the clouds intelligently to try and find her.

C) Clouds.

Once she's defeated the airplanes, her plane will be damaged enough that she heads for a crash landing in Germany. Go to Ari's Hotel.

Ari's Hotel

Pierre's plane crashes into the hotel where Ari's staying.



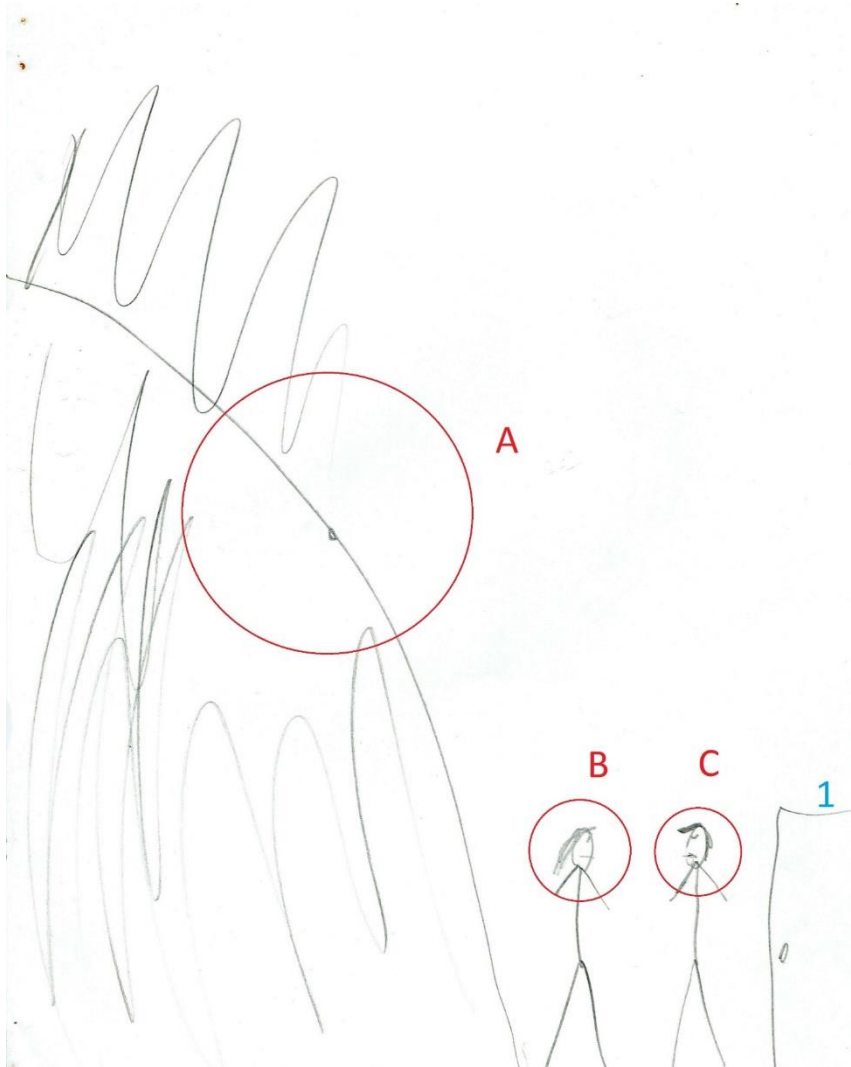
A) Pierre's plane

B) B) Ari's hotel. She can get the coins on the roof if she asks about them simply by remembering to go to the roof & collect them after she's crashed.

Go to Wrecked Hotel Room.

Wrecked Hotel Room

Pierre climbs out of the cockpit to find Ari.



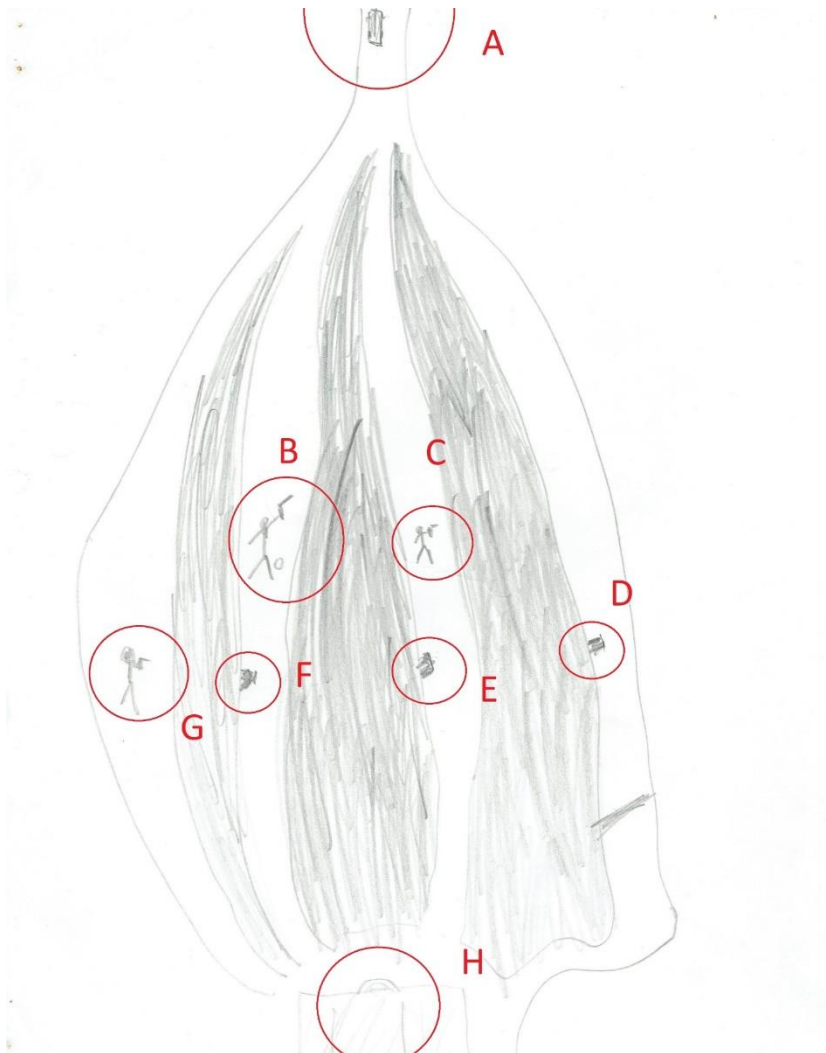
- A) The wrecked plane.
- B) Pierre.
- C) Ari. He will be mildly annoyed that Pierre crashed a plane into his hotel room.

He'll say that the organization responsible for these attacks is called **The Company**. He says that after weeks of work he's managed to locate a Company agent named Rorric who's taken his sister, Colette, hostage. He beckons you to come with him to Rorric's mansion.

He takes Pierre outside and into a car. Go to House of Rorric.

House of Rorric

Ari and Pierre drive to the site of Rorric's mansion. In front of it are hedge mazes and guards. The hedges are too thick to drive through.



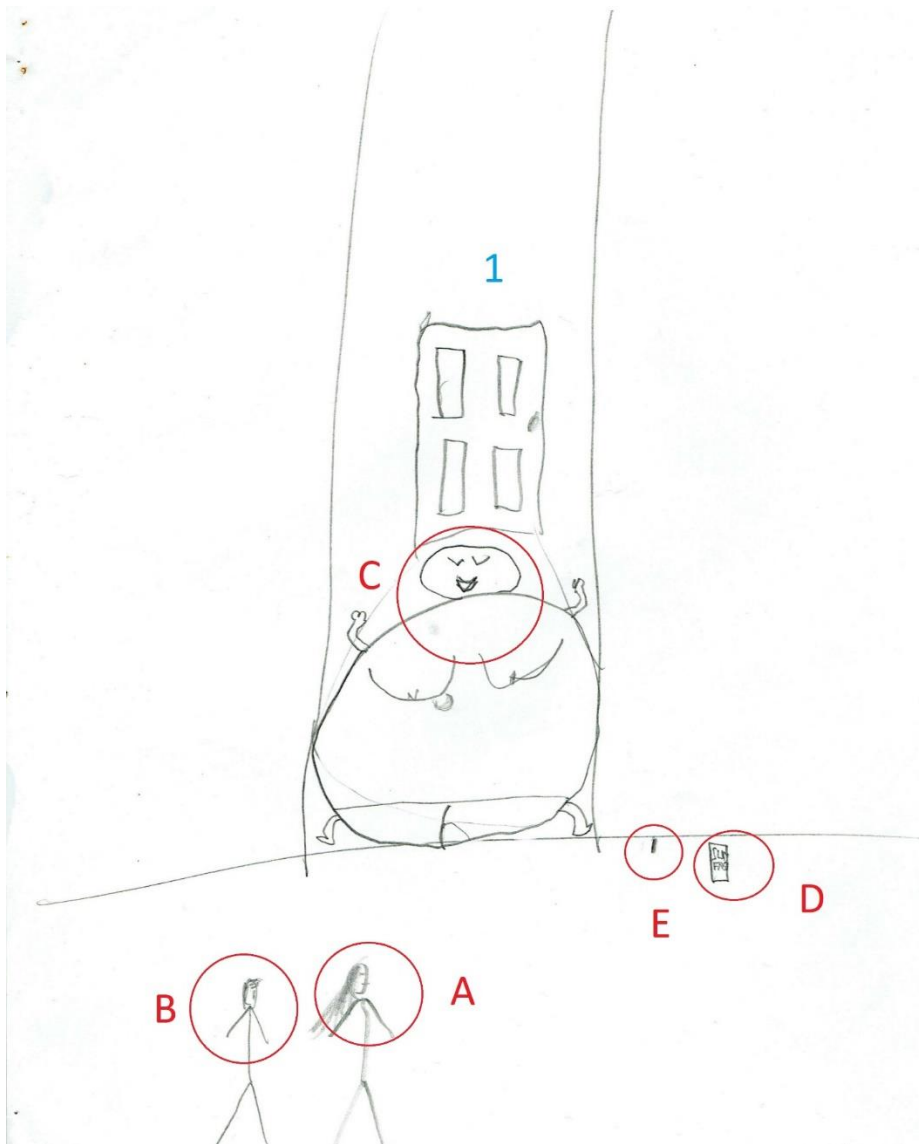
- A) Pierre & Ari's car.
- B) A guy with a gun.
- C) Another guy.
- D) A ramp. If they jump it with the car, it'll take them to the other side of that hedge, near E. Further down this path is a wall.
- E) Again, a ramp. They can jump to near F.
- F) See above. They'll land on G.

If they jumped from D to E to F, they will have bypassed guards B and C who won't have been prepared to shoot them from that direction.

- G) A guard with a gun.
- H) The House of Rorric. If they can make it to the mansion, they can get inside with no problems. The front door takes them to Fat Guy Screen.

Fat Guy Screen

Inside the mansion:



A) Pierre.

B) Ari.

C) The Fat Guy. He's gleefully blocking their path. He can't be convinced to get out of the way. He can't be pushed, rolled, or climbed over. His only weakness is Slim-Fast, which will make him shrink out of the way. However, he will refuse to drink it.

D) A can of slim-fast.

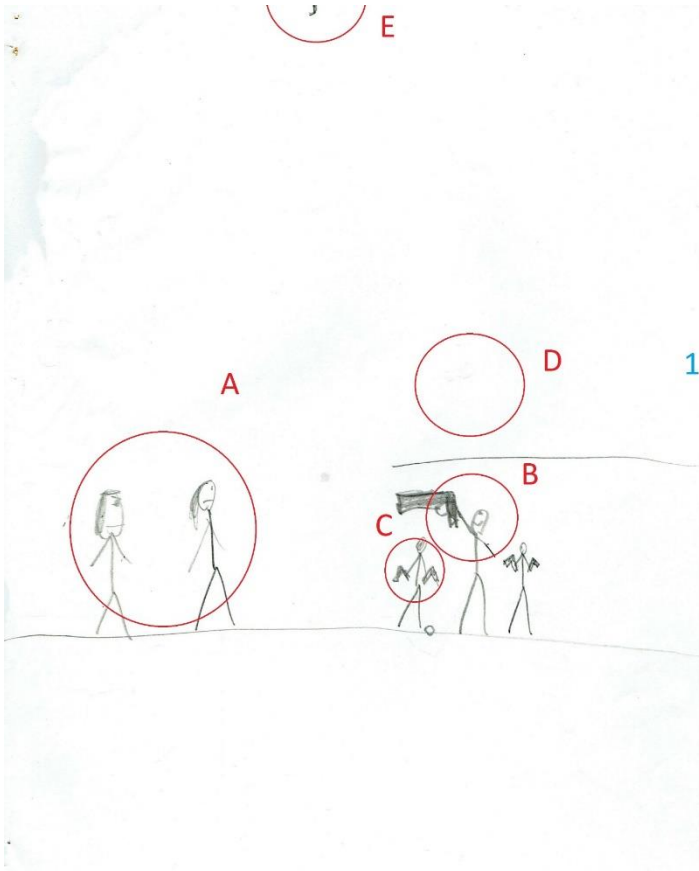
E) A hypodermic needle.

They won't be able to puncture his skin with it; instead they must use it to get the slim-fast into his mouth.

1) Leads to Rorric Encounter.

Rorric Encounter

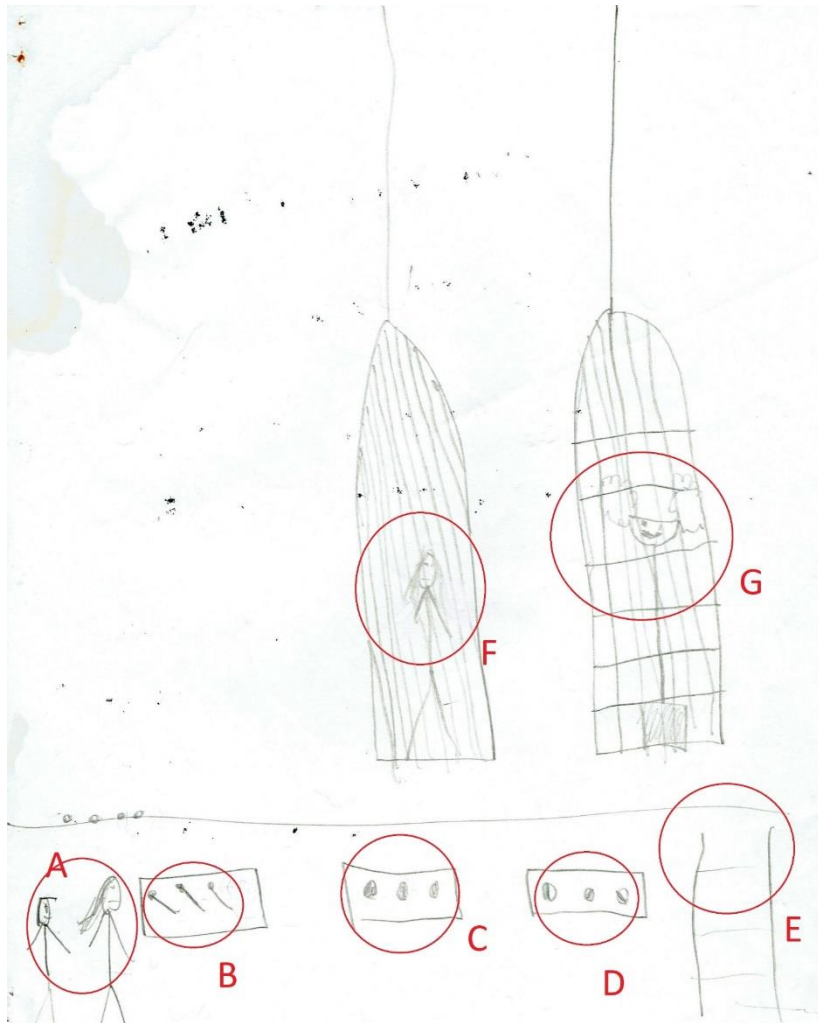
As soon as Pierre & Ari enter the room, they find guns in their faces.



- A) Pierre & Ari.
- B) Rorric, the owner of this mansion. He gloats that he works for the Company and is responsible for kidnapping Colette for them.
- C) Two guards flank Rorric, both armed to the teeth.
- D) A platform above Rorric. If they get to it, they could bypass him.
- E) A hook that they might be able to grapple onto. If they can latch onto the hook, they might make it up to D.

1) At the end of platform D, there's a hallway to the Prisoners Room.

Prisoners Room



- A) Pierre & Ari
- B) Three levers.
- C) Three buttons.
- D) Three knobs.
- E) A ladder going up to a stage.
- F) Colette in a cage, hanging above the stage.
- G) Zoovac in a cage.

To release the prisoners, Pierre must press one from each set of controls in the correct order:

- 1) Leftmost lever in B
- 2) Middle button from C
- 3) Rightmost knob from D

Once she's done that, trap doors open, the bottoms of the cages also open; and everybody falls through the floor.

Pierre's adventure continues in Part Two: ***The Alien Abduction!***