

THE OGRE & THE PRINCESS

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

<https://pcg.wikia.com/>

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.”

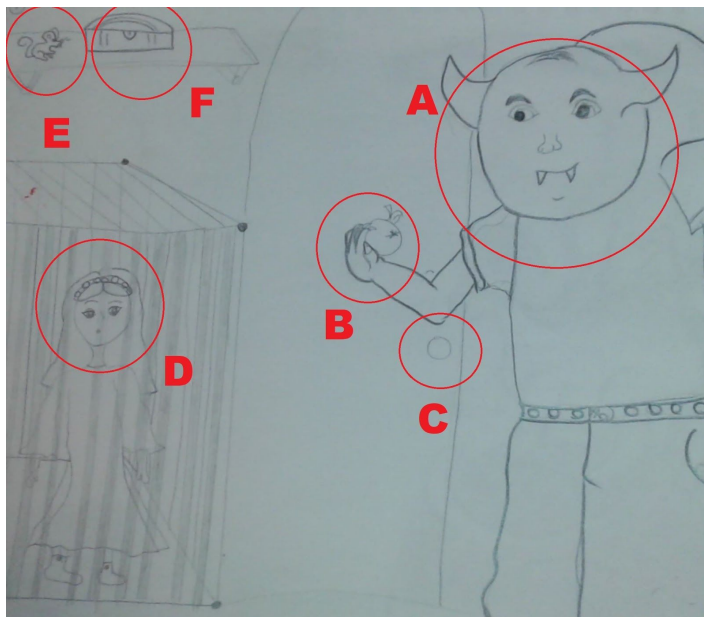
Game Mechanics

Player needs to use the **stickers** to advance in the game.

Game dynamics will vary.

Castle

When the game starts, tell the player to choose which character to play as: the Ogre, the Princess, or the Mouse. Tell them “there’s more action *here* (point to the Ogre) than *here* (point to the Princess)”.



- A) The Ogre.
- B) An apple the Ogre is holding.
 - If the Princess eats it, she will turn into an Ogre.
 - If the Ogre eats it, he gets poisoned.
 - If the Mouse gets the apple, and feeds it to the princess, she will turn into an Ogre.

- If the Mouse eats the apple, he'll be too full to move, and can't help the Princesses.
- C) The door leading to Outside. It's not locked or anything.
- D) The Princess. She is trapped in a cage. She will say she's very hungry.
- E) The Mouse.
- F) A Chest. Inside is a dagger (which the mouse could use as a sword) and a red handkerchief.

Options

In this part of the game, you can choose to open the chest, look for something to help free the princess.

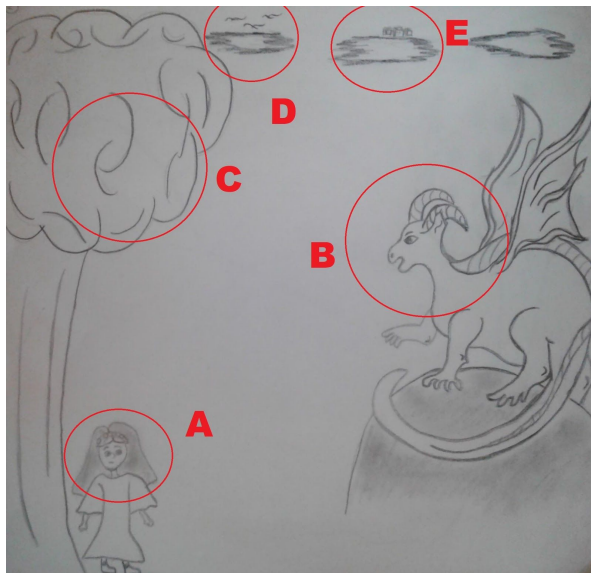
Playing as the Mouse, you will become super Mouse once you open the chest, inside a powerful sword (dagger) and a red handkerchief, to be used as a cape.

Playing as the Ogre, you use the Dagger to unscrew the cage and free the Princess.

Playing as the Princess, if Human, you are helpless

If in Ogre form, you will be disgusted with yourself. Also, the Ogre will fall in love with the princess if in Ogre form.

Roca Dragon



(Not Pictured) The Ogre. (Put a sticker of him here, or a sticker of Supermouse if you're playing as him).

A) The Princess.

B) A **Dragon**, standing on the stone "Roca Dragon" blocking the way, blowing fire. (Use a sticker of fire coming from his mouth).

- The dragon can't be hurt by conventional weapons and traditional attacks won't work.

- Using something to scare the dragon, will get you past him, Throwing something for him to fetch, will lead the dragon to get out of the way.

- Using the Mouse as a "weapon", will also help you get pass the dragon. (scare

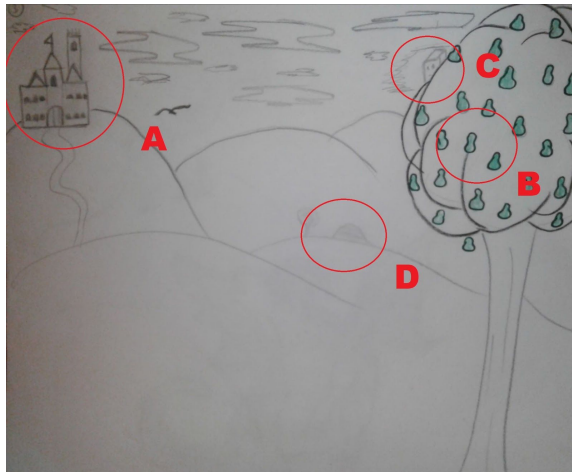
Dragon with Mouse, this is a baby Dragon)

- Befriending the dragon, will be most useful, and it can help later on in the game.
-

- C) A Tree.
- D) A cloud with some birds.
- E) A cloud with Tutorial Bot hidden on it.
 - If spoken to, Tutorial Bot will offer non-helpful tutorial advice, along the lines of “solve the puzzle to get past the dragon”.

Going right leads to Pear Tree.

Pear Tree



(Use Stickers): Ogre and the Princess.

- A) The Castle they just came from.
- B) Pears, growing from a tree.
 - If eaten by the Princess, in her Ogre form, they will restore her to her human form.
 - If eaten by the Ogre, nothing happens.
- C) Tutorial Bot, hiding behind the tree.
- D) Roca Dragon, in the distance, which they've just gotten past.

Going to the right leads to Dragon Fight!

Dragon Fight!

Princess and Ogre encounter once again the Dragon, this time fighting with a Giant Condor.

Temporarily, the player controls the Princess, AND the Dragon even if they didn't pick her in the beginning.

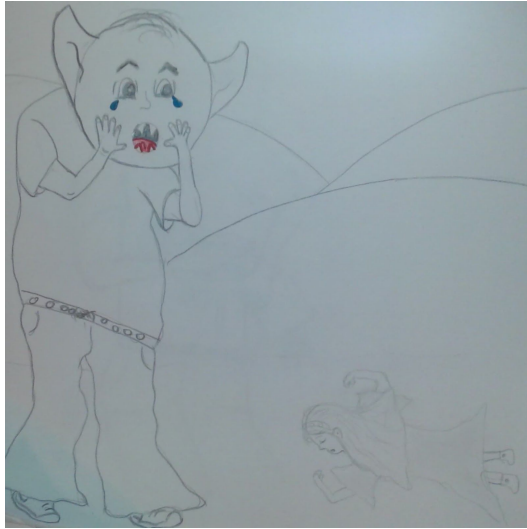


- A) Dragon
- B) Condor
 - Use fire sticker to make Dragon defend himself and the Princess against Condor.
 - Use sticker of Dragon's head and fire to move the dragon's head to do this. Alas, the Dragon can't win, but he can hold off the Condor.
 - Use Princesses Sticker to distract Dragon.
 - If the Princess tries to interfere in the fight in any way, Dragon while distracted, will blow fire to princess and hurt her. This leads to Cinematic: Princess, Hurt!!

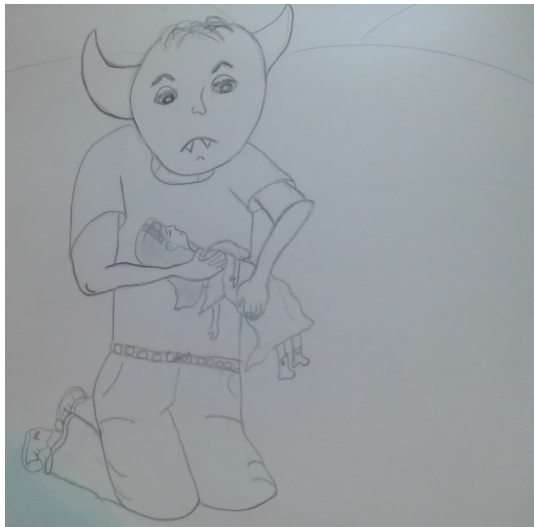
Cinematic: Princess, Hurt!!

Princess faints, now her friend the Ogre, is upset.

You can also, use Ogre Princess Sticker if she is still an Ogre.

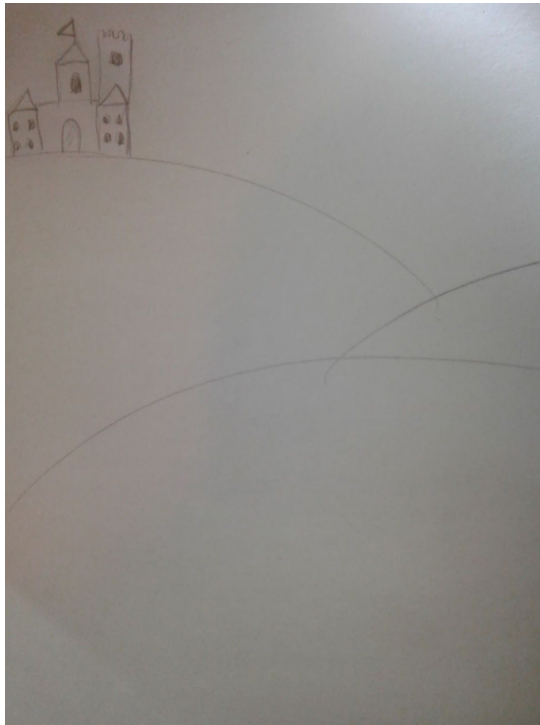


The distraught Ogre then holds the Princess in his arms:



Enraged, the Ogre goes to Dragon REVENGE!

Dragon REVENGE!



(Use Stickers): The Ogre, outraged, finds the Condor and the Dragon still fighting!

The Ogre must choose whether to get revenge and help the Condor kill the Dragon, or defend the Dragon anyway.

- **If he chooses to help the Condor**, the Dragon will be killed.

Then, one of three things will happen (up to the PCG Master to decide which):

1. The Condor might eat the Princess' corpse, because the Ogre will be injured and unconscious, not able to save princess body, after the fight;
2. He runs to the forbidden forest with princess corpse, and finds a way to bring her back
3. Takes it back to her castle anyway and proper burial

And whichever of those three happens, the game ends.

- **If he chooses to help the Dragon**, the Condor will be fought off.

Then, the Dragon, seeing the poor princess hurt by his unintentional fire, feels sad for the princess. (Use dragon head with tears to represent his sadness.)

His tears will bring her back to life; go to Final Cinematic.

Final Cinematic



The Princess, brought back by the Dragon's tears, is reunited with the Ogre and runs into his arms.

THE END.

