

DESCENT

Part Three of **Pierre's Saga**

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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."

Intro

Your name is Pierre, and until a few days ago your life was pretty uneventful. You were staying at your friend Xaq's house, when you were confronted by a mechanical clown-on-a-stick named Zoovac. At first you screamed in horror, but he introduced himself pleasantly and begged your help. Then he was kidnapped.

In the ensuing adventure, you met Ari, another kid tangled in Zoovac's web of intrigue and adventure. All of you were abducted by aliens. You managed to escape, crash-landing on an alien world**. You got separated from Ari.*

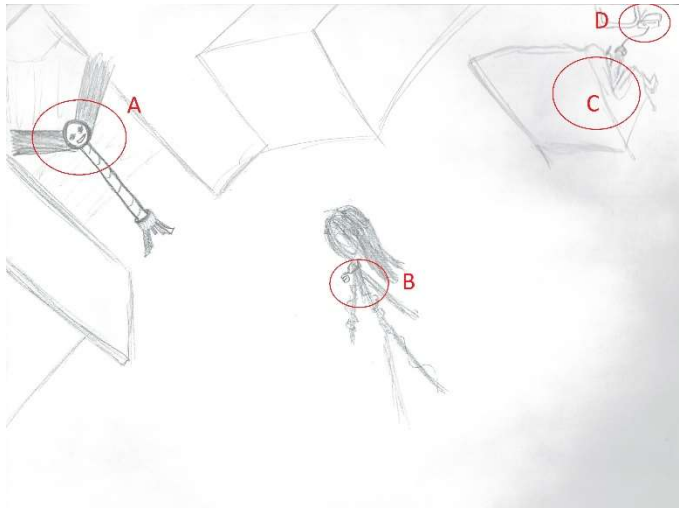
The last thing you remember is wandering towards the strange city in the distance.

*See "The Evil League", by Xaq Rzetelny.

** "The Alien Abduction", by Xaq Rzetelny.

*** "The Ancient Secret Under Shri", by Xaq Rzetelny.

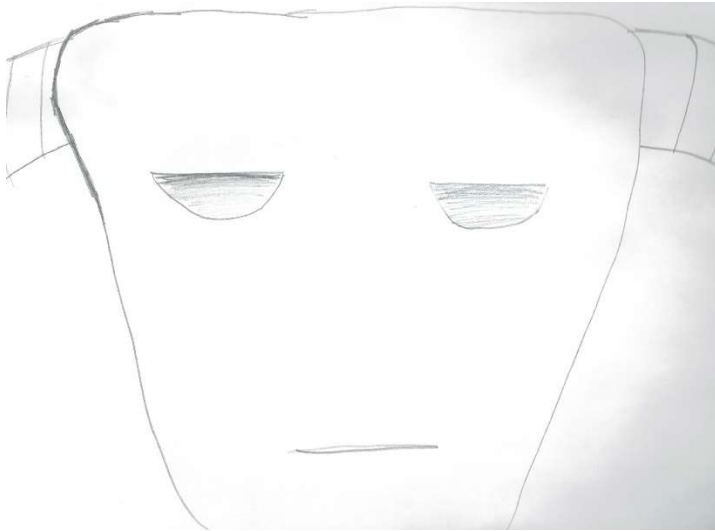
Dream 1



Pierre doesn't know where she is or how she got here.

- A) Pierre will recognize this as her friend Zoovac, the robot clown-on-a-stick. If she tries to talk to him, he won't say anything. His mouth moves as if talking, but is silent.
 - If she gets close enough to him, her necklace will lash out and destroy him, and then she'll wake up in the Altar Room.
- B) This is Pierre's shell necklace. She feels safe and comfortable with it wrapped all around her body. But it feels a bit hungry.
 - If she gets too close to Zoovac, the necklace will lash out and destroy him, and she'll wake up in the Altar room.
- C) This is her friend Ari, sitting in a chair facing away from Pierre, playing video games. He ignores her completely and keeps playing no matter what, even if she stands in front of the tv or breaks the game system.
- D) This is a Dreamcast, the video game system Ari is playing. Ari's controller is plugged into it with a wire. The system can be turned off or broken, but Ari will keep playing.

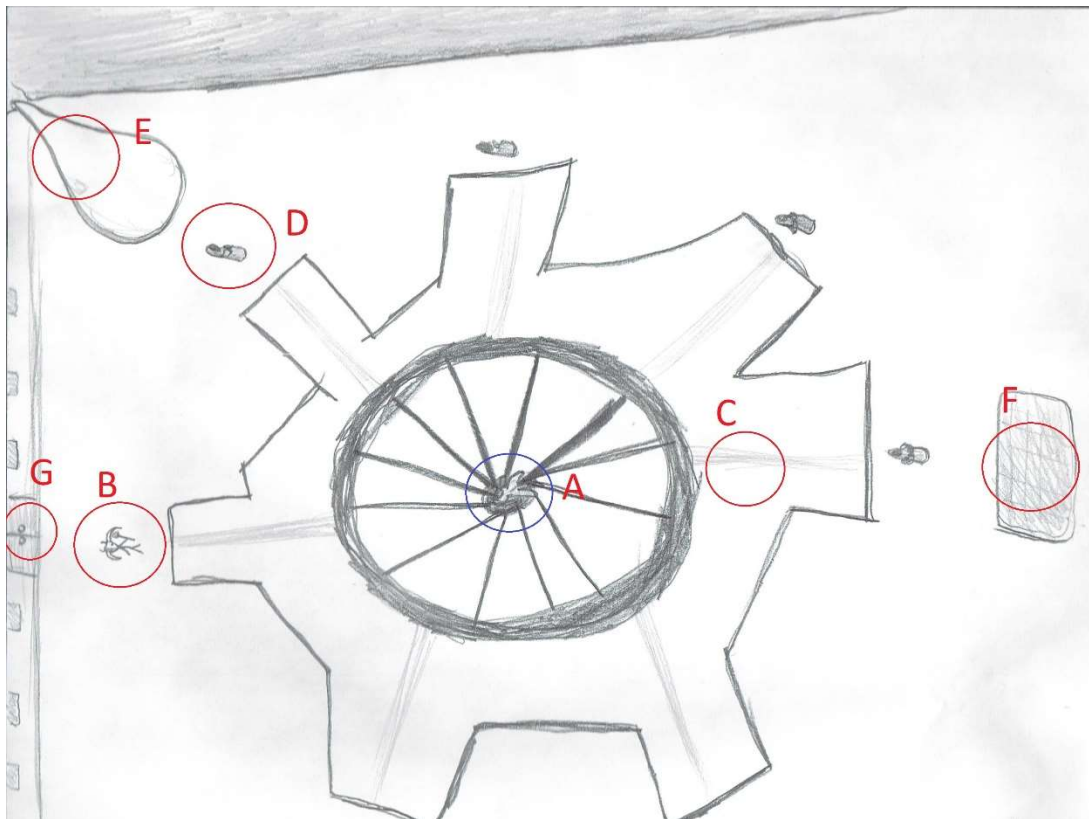
Waking Up



You see this face in front of you. At first you think it's some kind of demon, but then you realize it's a man wearing a ceremonial mask. He's standing over you, and you realize you're strapped down.

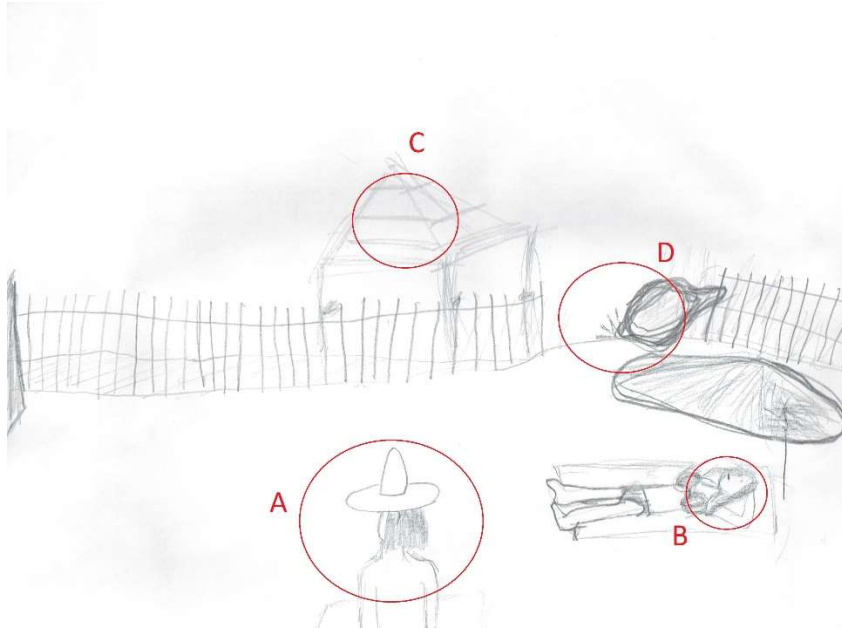
Altar Room

She awakes to find herself strapped to an altar, about to be sacrificed by a strange order of Monks.



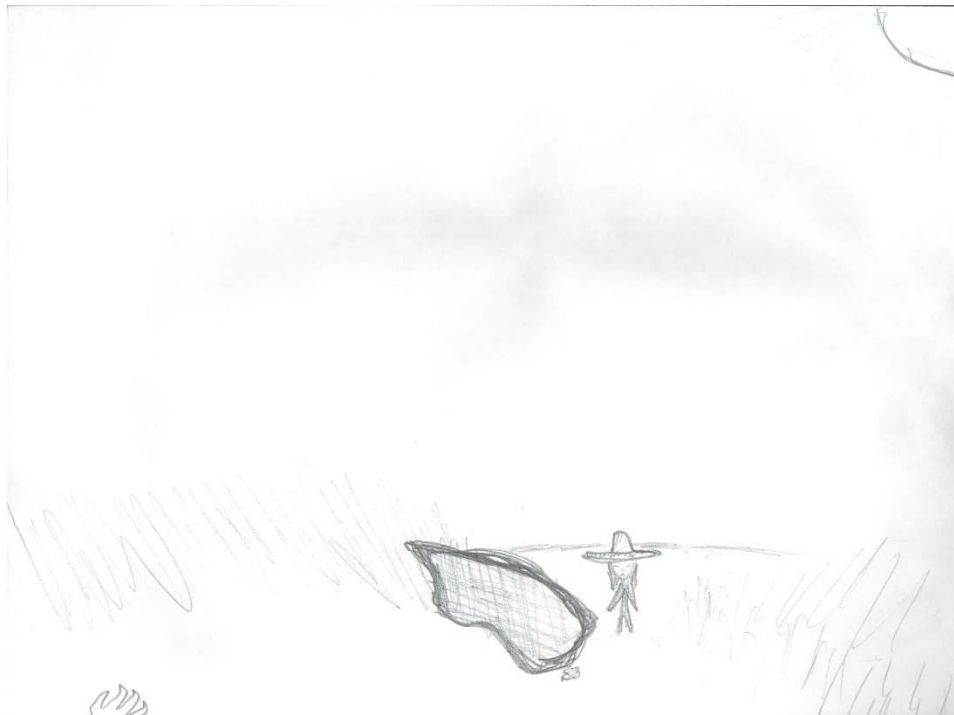
- A) Pierre is strapped down here, on a raised platform shaped like a gear. Channels radiate outwards from where she lies.
- Her bonds are rope, and can be cut by the sharp ends (horns) on the Priest's staff.
- B) This is the priest whose mask she saw as he stood over her. Now he's moved off the raised platform Pierre is strapped to.
- He will approach Pierre again, chanting in an alien language and waving his staff in the air. While he's doing this, Pierre can knock it out of his hand with her head.
 - Once she's cut her hands free, Pierre can knock out the Priest pretty easily with the staff.
 - He's carrying a key.
- C) Channels continue to the edge of the gear, such that any liquid flowing through them would fall onto the floor.
- D) Robed monks surround the gear-shaped platform. Each one has a ceremonial knife.
- On the Priest's signal, they will slowly move closer to Pierre, knives out.
 - If Pierre doesn't stop them, they'll stab her.
 - Once Pierre gets free, they'll still walk slowly, trying to surround her. She'll have to knock them out one by one with the staff.
 - Once most of them are knocked out, the last couple will panic and start running towards her in a frenzy. She'll have to think quick to defeat them, but if she does it'll be no problem. (In other words, improvise the battle. If the player's plan of attack sounds like a good strategy to you, it'll work).
- E) A shallow pool of water.
- F) A drain in the floor.
- G) Double doors, leading out of the room, to the Main Hall. They're locked.
- The Priest has the key.
 - When she opens the doors, before she goes through them, she suddenly feels woozy, and goes into Dream 2.

Dream 2



It's a beautiful day, and you're relaxing at the beach, wearing a sombrero.

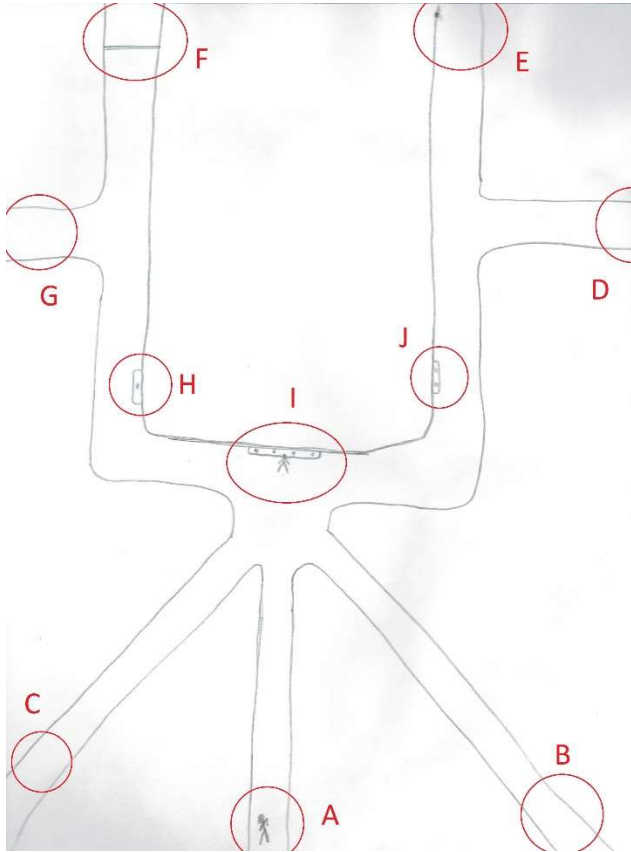
- A) Pierre.
- B) A sunbather, sitting beneath her umbrella. Her eyes are open, but she won't respond to anything Pierre says or does.
- C) The life guard supply house. There are no entrances.
- D) Something shiny, off in the distance. If Pierre goes toward it, she gets to the next screen.



As you come to the top of the hill, you see something... monstrous.

Don't describe what it is. Pierre wakes up, in the Main Hall.

Main Hall

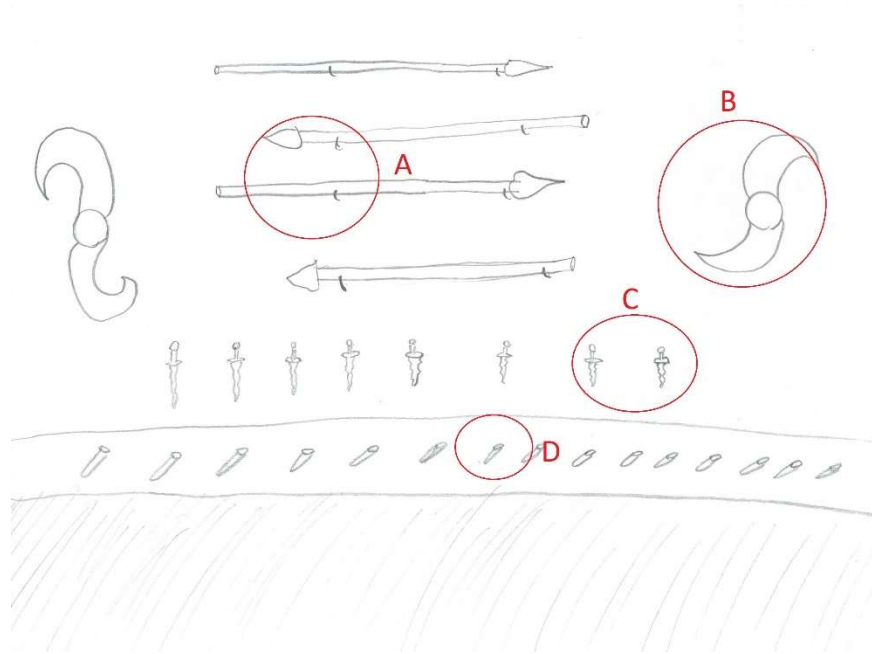


- A) Pierre. This passage leads back to the Altar Room.
- B) This passage leads to the Prayer Room.
- C) This passage leads to the Kitchen.
- D) Leads to the Prisoners Room.
- E) Leads to Tunnel to the Surface.
- F) Leads to the Blade Room.
 - This passage is blocked by an electronically sealed door. It can only be opened by control panels elsewhere in this room.
- G) Leads to the Computer Room.
- H) , I), and J) are control panels which open the electronic door in path F) if pressed in the right order.
 - There's a guard in front of these panels. If Pierre is wearing the monks' ceremonial robes and the Priest's mask, she can fool him and pass harmlessly; otherwise, she can sneak up and knock him out. If she's discovered, he will attack her unarmed.
 - The buttons must be stuck down with honey (or otherwise held down) as they are pressed.

To retract the door blocking the Top Left path, the buttons in the room must be pressed in a specific order:

- First, two from the four-button panel: [2nd from left, then 4th from left].
- Then, one from the one-button panel.
- Then, one from the two-button panel: [2nd from left].

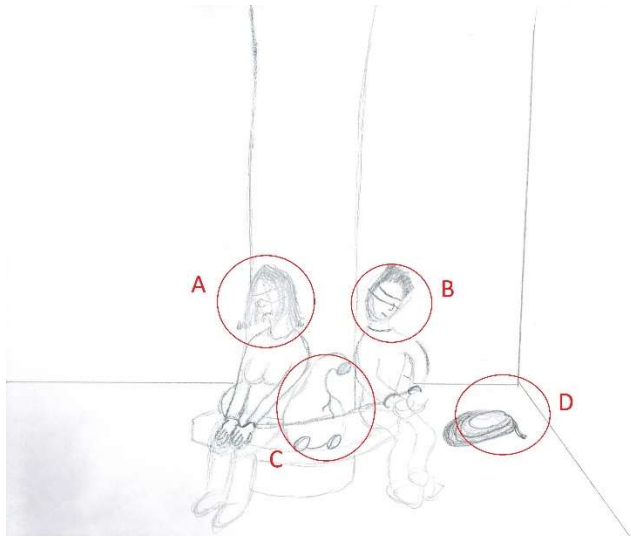
Blade Room



This room contains a number of weapons, including:

- A) Spears. Their heads can come off pretty easily and they can attach to each other if so. Their shafts are sturdy wood.
- B) Whirly Blades. Impractical as weapons.
- C) Ceremonial daggers (Like the ones the Monks have)
- D) vials for collecting blood

Prisoners Room



The Prisoners Room contains three prisoners. Pierre will feel a special affection for the three of them, and any annoyance she feels (even against the fig) will be damped. The three all share the mark on Pierre's back.

- A) A human woman (**Modri**), who will beg for release. She will defensively say she's a loyal Crodin person, imprisoned for no reason. She would never help **Zorelta rebels**.
 - Of course, she really is a Zorelta rebel, but admitting as much could get her killed, especially in front of Zunto. She just wants to get out of this alive. So she'll keep most of this to herself, though she can be persuaded to confide in Pierre (when out of earshot of Zunto, of course) if Pierre is tactful enough.
- B) A Crodin soldier (**Zunto**). He will rant about Zoreltan spies, but under no circumstances will he suspect Modri, even if her disloyalty is made painfully obvious or directly pointed out. He will demand Pierre release him, and will question her loyalty if she does not.
 - He quickly becomes romantically interested in Modri, and periodically tries to share his love of the Crodin regime with her, which only makes her more uncomfortable.
- C) A nameless **Fig**, who will resist all attempts to free him, claiming Figs doesn't deserve freedom. If questioned, he will begin to explain that he doesn't know why he's here, and that he was taken; but then he'll stop himself, saying he doesn't deserve conversation.
 - If Pierre attempts to leave without freeing him, he will shriek, chanting that he doesn't deserve freedom, until his eye turns red and his veins pop out everywhere, and he declares in a deep and terrifying voice: "RELEASE ME."
- D) They are tied up with *Rope*, more of which can be found here on the ground.

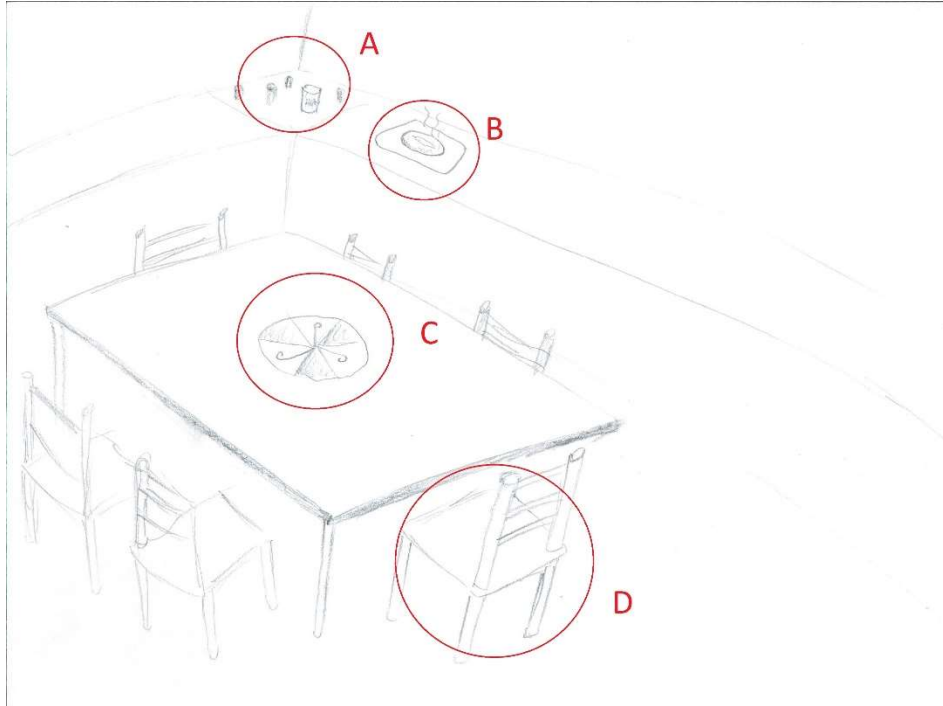
If she decides to release them, they will be extremely grateful and follow her. They may prove helpful at times.

The Fig thinks he's unworthy of everything, which will mean he'll have to be convinced or coddled into doing everything. If Pierre tries to abandon him, Modri will indignantly refuse to do so. Ultimately, though, the group will be compelled to stay together.

They'll freeze into place behind her, blocking the door out of the Tower of N once they enter. They won't follow Pierre into the next room. If she persists in trying to bring them (or drag them), the lights will go out, they'll pull away, and be lost.

(If she insists on trying to find them after this, she'll fail: they've disappeared through separate doorways). They won't be seen again in the game.

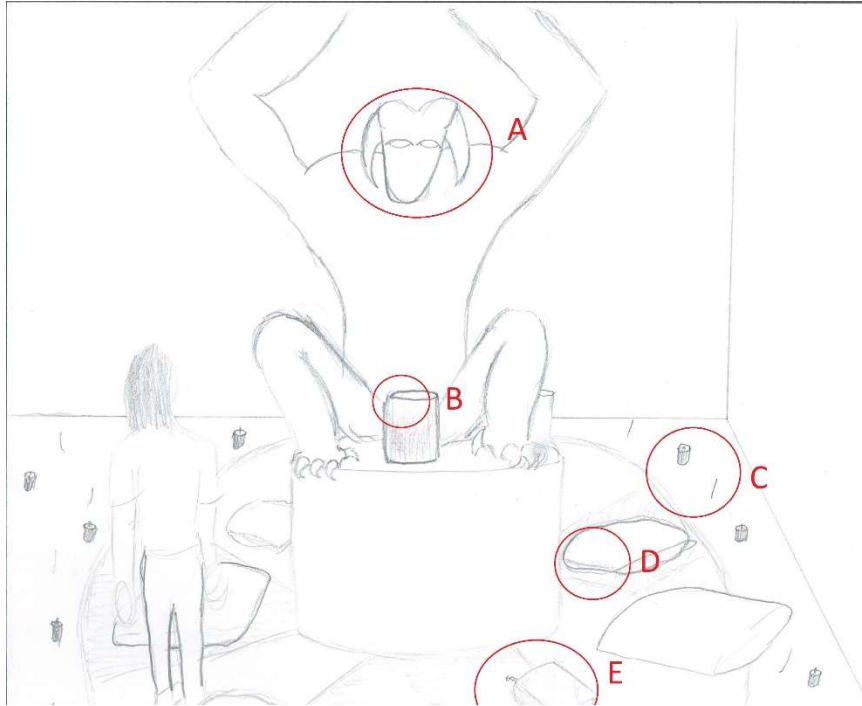
Kitchen



A pretty standard kitchen.

- A) *Honey*. There's also some spices nearby.
- B) A fresh loaf of Bread.
- C) A strange symbol on the table, painted on.
- D) The chairs are pretty easy to take apart.
 - Their legs can be used to make rungs for a ladder.

Prayer Room



The room has cushions around a central shrine.

- A) A statue to Peyk-Wos, an ancient deity.
- B) This can holds coins, perhaps from some form of tithing.
- C) Around the edges of the room are candles and incense.
- D) Pillows.
- E) Left on the ground is a *Prayer Book*. The book contains the clue as to the order of buttons to press to open the computer room.

It reads:

Peyk-wos admits some to the Scarlet Heaven.

There are only four paths followed by men in life.

*And among those, few will **STICK** to their path.*

The first are those who reject Peyk-wos, the Lost.

These, he shall never admit and they shall forever keep that title.

The second are those devoted to Peyk-wos and none other.

These are guaranteed entrance, if they are true.

*Third are those who proclaim love for Peyk-wos,
But in their hearts betray;
Hypocrites, whose actions show their disdain
Shall be left, betrayed, to rot in their sin.*

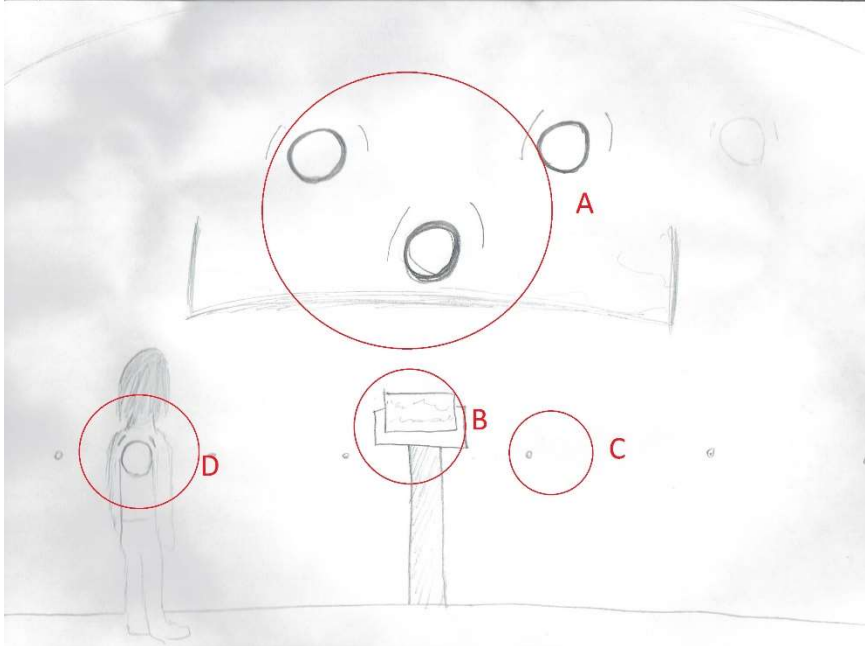
*Fourth are those misguided fools,
Who worship Peyk-wos along the other old gods.
They are deceived, for Peyk-wos is the one light,
The one truth.
But Peyk-wos is merciful to the idiot,
The poor soul whose heart shines and whose mind declines.
A few of these misguided fools will be admitted,
If they are judged worthy.*

*Once inside the secret cave,
There is but one path, not four.
That path is the love of Peyk-wos,
Which all shall feel and none can resist,
Not this deep into the secret cave.*

*But one final judgement remains.
While all love Peyk-wos here,
Some will be content with their lot,
And these shall go no further.
For "He who strives not, receives not,"
Says mighty Peyk-wos.
Some will yearn for more,*

*And it is these, and these alone,
Who will come to truly know
Peyk-wos.*

Computer Room



When you enter the room, the computer speaks to you. "Hello Pierre!" (Its voice is almost too friendly).

- A) A creepy computer. Its "face" is made up of symbols identical to the one on Pierre's back.
- B) The plaque in front of the computer says "The Demon is Caged, in the name of Peyk-wos. Do not believe its lies."
- C) Lights along the back wall. They don't do anything.
- D) From this angle, the strange mark on Pierre's back is visible.

The Computer will complain of the evil priests who locked it up in here. "This was *my* facility," it will exclaim. It will be vague as to the specifics of the work done in the facility, but will say it was important.

- It will remain vague no matter how insistently Pierre asks.

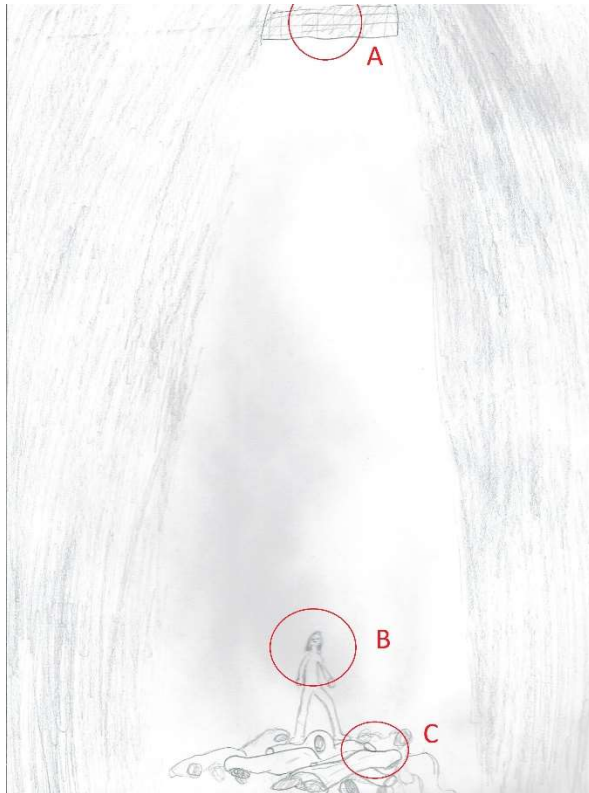
It will explain that the vile cult killed all the facility's staff and took up residence. The computer has never felt so helpless and alone.

The computer has some of Pierre's stuff (as it was stored in this room, along with any other 'damned artifacts' the cult finds) and will happily give it back to her: the *Shell Necklace* and the *Broken AOL CD*.

- Necklace: She will feel joy and affection upon recovering her most precious weapon.

- Touching it will also make her more violent and angrier than before, from this point forward. She'll get more violent urges, and the necklace will want to lash out and kill people.
- If she enquires about the rest of her inventory, the Computer will speculate that the other items weren't considered damned and so the cult may have kept and made use of them.
- If she asks about the electronically sealed door, the Computer says it's been locked out and can't access the door. It says the control panels in the hall control the door, but the cultists have changed the combination so she doesn't know the order the buttons should be pressed in.

Tunnel to the Surface

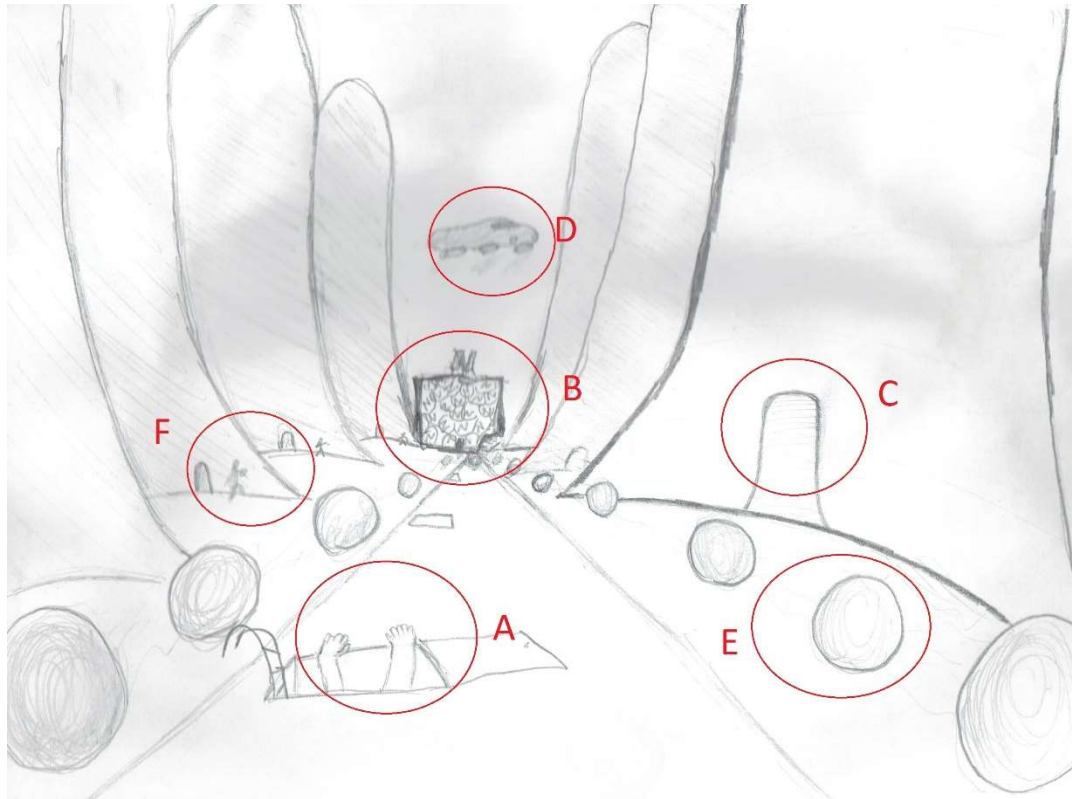


- A) A grate. Daylight streams down from it. It looks loose, like it could be moved, if she could only reach it.
- B) Pierre.
- C) A pile of bodies, all of whom bear the same mark as she. Some have cuts, indicating they were sacrificed by the cult and then dumped here. Others may have tried to escape, coming here before collapsing of exhaustion.

Pierre must assemble a ladder from the spears found in the Weapons Room, the rope found in the Prisoners Room, and the wooden legs from chairs and table in the kitchen. She will then be able to escape.

BUT if she tries to leave without first recovering her necklace, she will feel strongly drawn back into the facility, until she has it again.

Shri Capital City



Pierre has escaped! ...And she is now in the middle of a strange alien city.

- A) Pierre, emerging from the open grate, into the middle of a road.
- B) A strange building in the distance. Pierre feels it's called "The Tower of N". She's not sure why.
 - She'll feel drawn towards this building, and if she tries to move in another direction, she'll find herself walking back towards the Tower of N. However, she doesn't have to enter until she chooses. (She just can't leave the current screen).
- C) The **Croдин** Police precinct.
 - Zunto will try to take them in to the Precinct, saying that "Procedure dictates we check in after a period of absence." which means conflict with Modri. If Pierre agrees, the Croдин will take her to a Holding Facility.
- D) A Croдин airship, flying overhead. Pierre can't interact with it in any way.
- E) Strange metallic spheres line the sides of the road. Electrical bolts jump between them, but these won't be harmful to anyone who steps in their way. The spheres act as power lines.
- F) Various people are walking about.

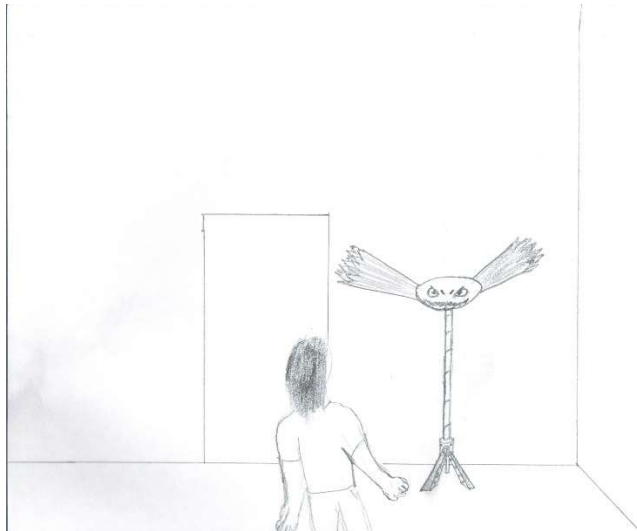
Interacting with people is risky. Many of them are Croдин soldiers milling about, and will ask her for ID. When she fails to present it, they'll attempt to arrest her. If she kills one (without stealth), citizens will call for more soldiers. If she kills them, the citizens will call more and so on. It will get progressively harder to kill them all.

If she submits to an arrest, she'll be taken to a holding facility. There, they will try to take her necklace from her. If she doesn't resist, she'll get an unstoppable urge to kill that guy. Once he's dead, she will

either have to defend herself and escape, or be killed. If she escapes, she'll emerge back onto the same street.

In the distance is the Tower of N.

Tower of N



DO NOT GIVE THE PLAYER THIS SCREEN YET.

The door will seal after Pierre when she enters. The room will initially be completely dark, leaving her to fumble around for a light. She won't find one. The room is entirely empty, save for one clown-on-a-stick.

But she's unlikely to find him. Instead, she may try saying something, to see if anyone's there. If so, Zoovac will respond, "Hello, Pierre!" (If she doesn't try this, he'll just say it out of nowhere). The lights will snap on. (Now give the player the screen).

If she tries to attack him, she'll find he's protected by a force field.

Zoovac will say he's had trouble finding her. "You went off the map when those cultists took you!" But he will say that he wasn't worried, that he knew she'd find her way here.

If asked what he's doing here, he'll answer "Why, you abandoned me here, of course. Stuffed me into an item box which then traveled a thousand years into the past. I've been here, augmented by the Crodin, waiting for your return."

"You've been changed, augmented, just like me. The reason is simply to make you perfect. Don't you want perfection?" he says. "Once you cast off your humanity you'll find things much simpler."

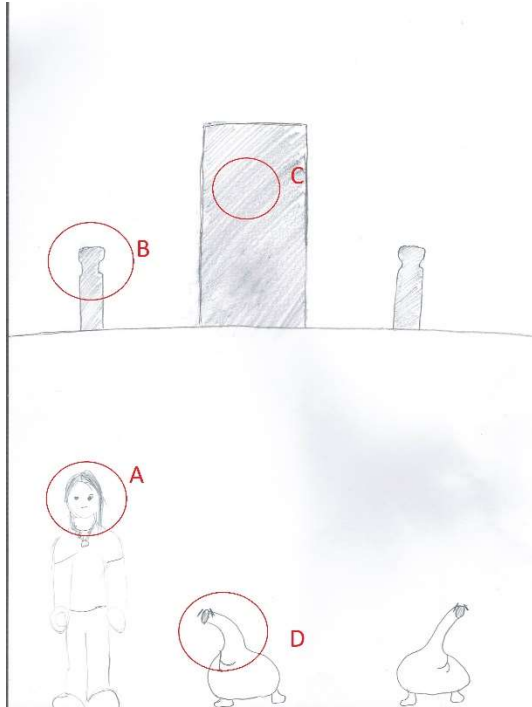
"The cultists have been abducting my 'favorites', of which you are one – "My Very Favorite". Their archaic beliefs require them to cleanse my favorites, you see. The ones we've augmented. That's why they were planning to kill you, and the other prisoners found below ground. To cleanse the corruption.

"But don't worry. Your abandonment doesn't mean we can't be friends. Indeed, I've been looking forward to working with you again," he'll say. "It'll be just like old times, won't it?"

If she disagrees, or refuses, he'll laugh. "Silly Pierre. You'll learn soon enough." And then he'll say "Very well, be my guest. Try to escape."

The door behind Zoovac will then open.

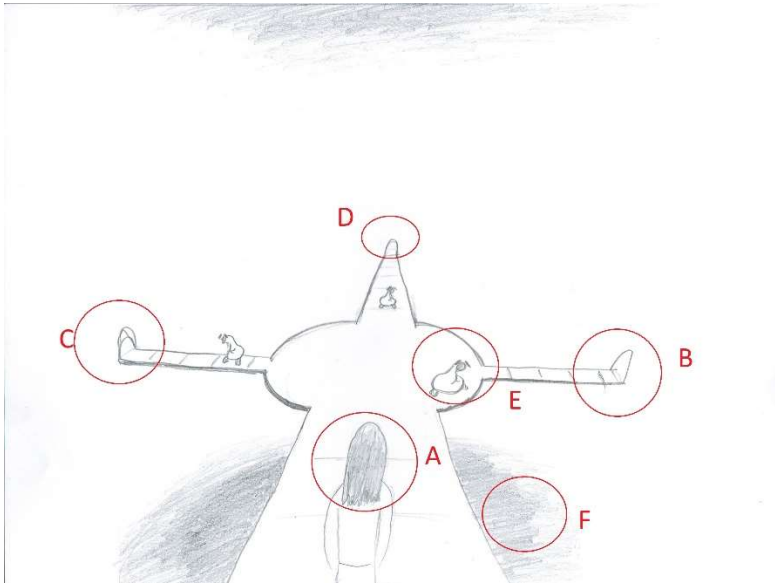
Atrium



Again, the door will seal behind her in this room. Again, it's dark. The lights come on after a moment.

- A) Pierre. She's standing ten feet below a ledge.
- B) The ledge has an easy post for her necklace to grapple onto.
- C) On the ledge is a door to the Fork.
- D) Two Figs are wandering around.
 - Killing them with the necklace will make her necklace stronger and its reach longer. This is not required to reach the post on the ledge, however.

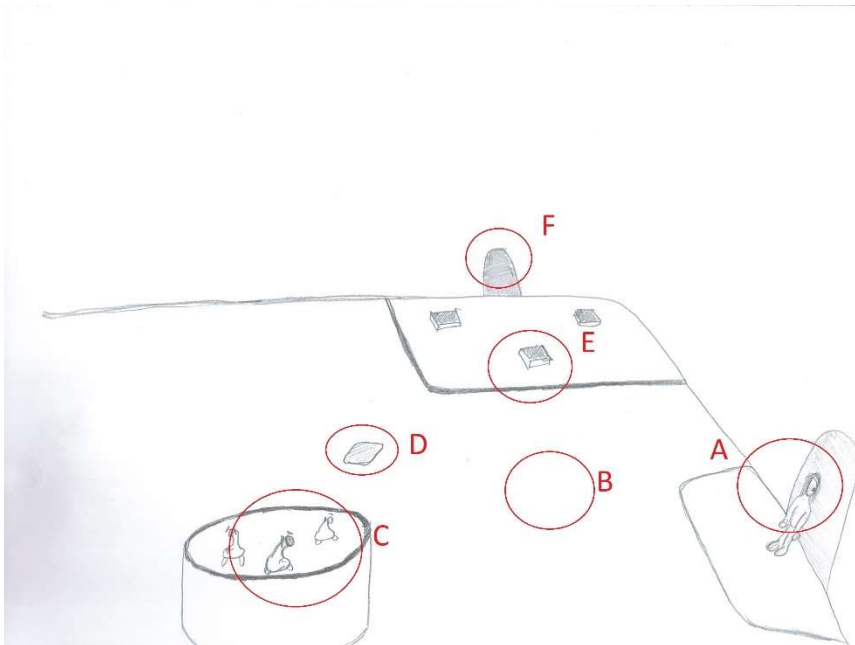
Fork



This cylindrical room has a walkway with four paths (including the one she came from) leading away from it. Figs are milling around.

- A) Pierre.
- B) East Room.
- C) West Room.
- D) North Room.
- E) Three Figs are in this room.
- F) A deep pit. If Pierre drops an item into the pit, she'll hear it hit the bottom 10 seconds later.

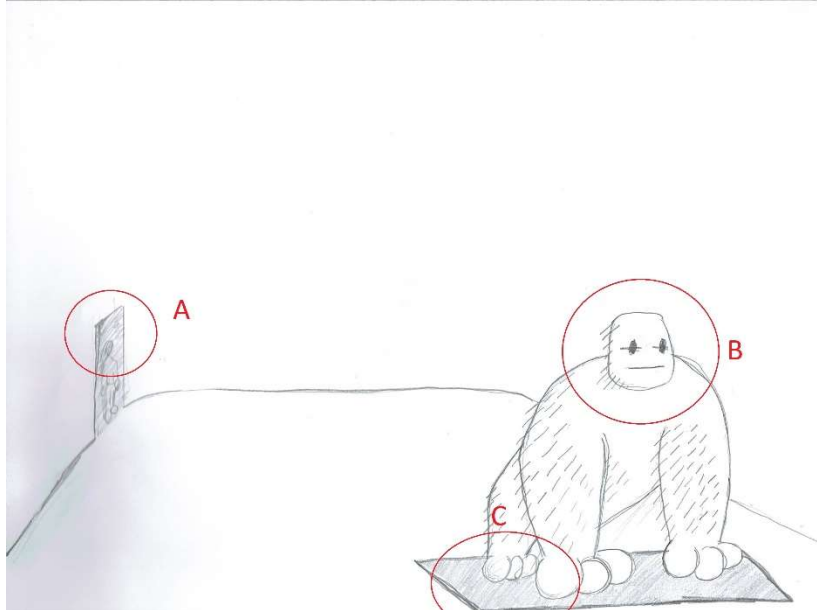
West Room



- A) Pierre. The section of the ground she's standing on is slightly raised from the lava.
- B) The ground in the middle of the room is lava.
- C) Three Figs on a raised platform.
 - If instructed to get onto the platform (and then to step onto the next one), the figs will refuse, saying they don't deserve to escape. They can be convinced to, however, if Pierre says they don't deserve to escape the Great Mouth, which is hungry for them. (They will mention the Mouth in conversation).
- D) A hovering platform, motionless.
 - Once activated, the platform moves back and forth between the Figs' platform and the button platform.
 - Only one of the Figs at a time will fit onto the moving platform. If more than one try to step on, they'll all fall into the lava.
 - Another button (in the East Room) controls the platform. But no one must stand on that button for it to keep it moving; if they do it'll stop.
- E) Another platform, slightly raised from the lava. It has three large buttons on the ground.
 - If all three are pressed, it activates a platform in the North Room.

The only problem is, Pierre will have to convince the figs to do all this. They don't want to cooperate since Figs don't deserve to live, or to solve puzzles, or to accomplish anything. But if she frames it in the right way – "Figs don't deserve to disobey" or something along those lines – they'll comply.

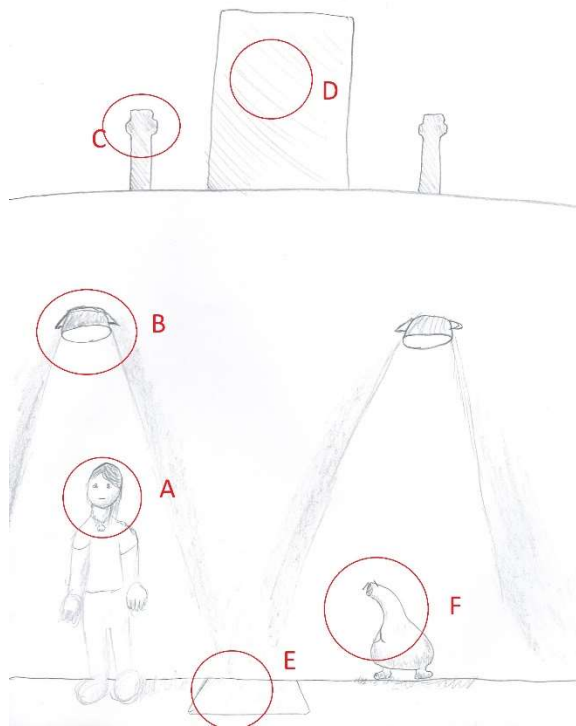
East Room



- A) Pierre, standing in the entrance.
- B) An ape-ball stands on a button. It won't kill her unless she aggravates it, annoys it, or otherwise attracts its attention. Or if she tries to approach, of course.
 - It's extremely fast and clever. It will try to adapt to Pierre's tactics.
 - Its fur is extremely sharp and spiky – touching it can lead to deep gouges. Hugging it would lead to death.

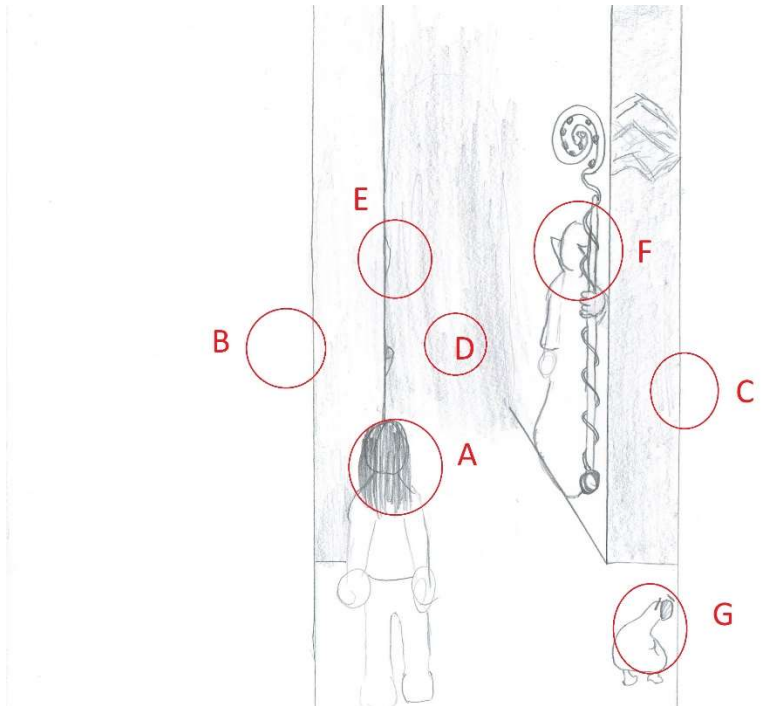
- It can be stunned with a bright light. (Which can be found in the north room.)
 - Only the necklace is fast enough to strike it, and then only when it's stunned. It will take three hits from the necklace to kill it. Therefore she must repeat the process three times.
 - Alternatively, she can stun the Ape-Ball with the light and then lure it out of the room and off the ledge by throwing a Fig over.
- C) The button which controls the platform in the West Room. That platform moves back and forth only when no one's standing on it.

North Room



- A) Pierre.
- B) Two bright lights shine down at her from the wall, 10 ft above. She's able to reach these with the necklace, unaugmented.
- C) There is a platform 15 feet above Pierre, too high for her to reach with the necklace as is. It will require one figs' worth of feeding to be able to reach it.
- D) An open doorway, leading to Crossroads.
- E) A platform on the floor will take her 5 feet above the ground, once activated (by releasing the button in the East Room).
- F) A Fig.

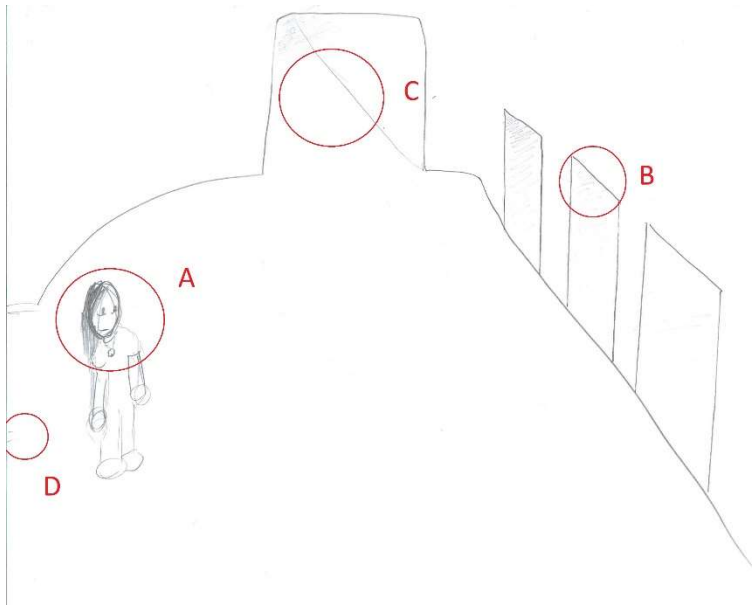
Crossroads



There are two statues - one of Ginkus and one of Malchisense.

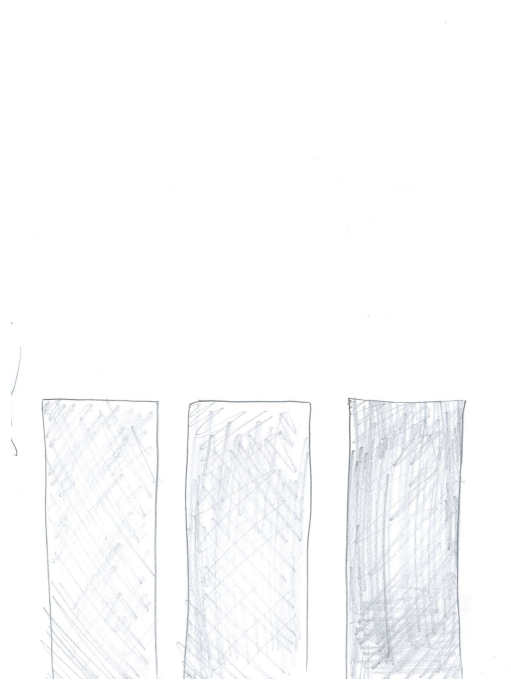
- A) Pierre.
- B) A passage to the left, leading to the West Room.
- C) A passage to the right, leading to the East Room. It ends in an electronically sealed door.
 - It will open if the bottom of Ginkus' staff is twisted.
- D) A passage straight ahead, leading to the North Room.
- E) Only a slight bump is visible from this angle on the left wall of the corridor straight ahead, but it's a carving in the wall of Nezareth.
- F) A carving in the right wall of the corridor, of Ginkus. Twisting the bottom of Ginkus' staff will open the door to the East Room.
- G) There are also three figs milling around.

East Room



- A) Pierre.
- B) There are three doors.
 - The left one has a button.
 - The other two have figs behind them. After Pierre makes her choice, (but before she physically opens the door), one of the fig doors will be opened, revealing the Fig, and then closed. Pierre will hear Zoovac's voice. He says: "Do you still choose the same door?".
 - Once she's opened her door, the final door can't be opened.
- C) Another passage leading off this room, into the Northeast Room.
- D) Back the way she came.

Northeast Room

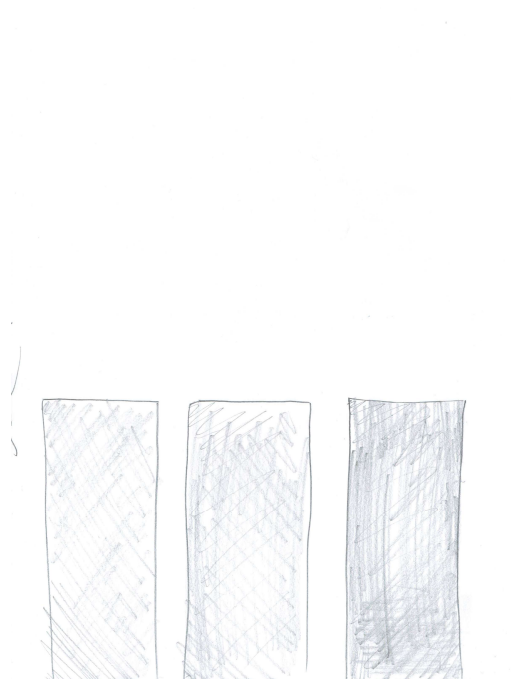


A) There are three doors.

- The right one has a button.
- The other two have figs behind them.
- After Pierre makes her choice, one of the fig doors will be opened. Zoovac asks Pierre if she still makes the same choice.

Once she's opened her door, the final door can't be opened.

West Room

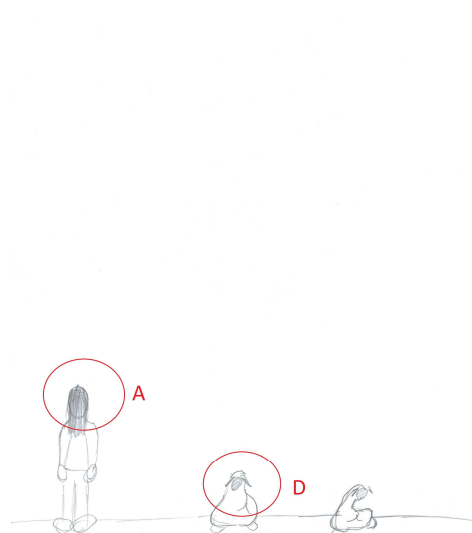
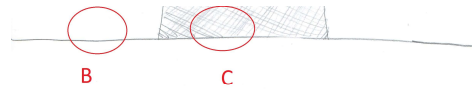


There are three doors.

- The middle one has a button.
- The other two have figs behind them.
- After Pierre makes her choice, one of the fig doors will be opened. Ask Pierre if she still makes the same choice.

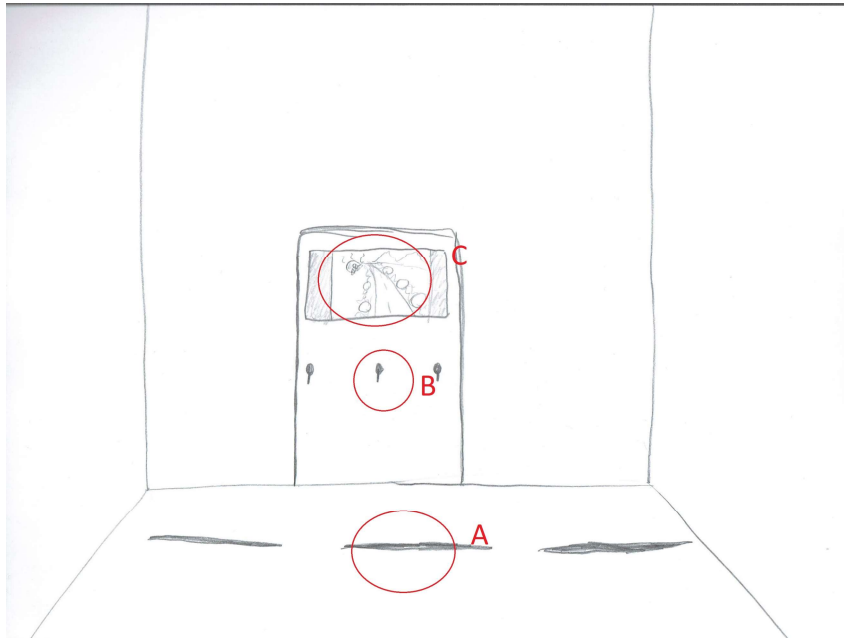
Once she's opened her door, the final door can't be opened.

North Room



- A) Pierre.
- B) This room has a post 30 feet off the ground, which is buried until at least two of the three buttons in the other crossroads rooms are pressed. Then it will pop up.
 - Pierre will have to feed the necklace three figs to get up there.
- C) A door, leading to Final Room.
- D) Some Figs.

Final Room



- A) Three slits in the ground. As Pierre enters, cardboard cutouts begin to appear. If Pierre doesn't slash them quickly, each cutout will go back down. Then it will come back up from a different slit. Only once that cutout's been slashed will the next cutout appear.
 - 1) A blank cardboard cutout will appear. Slicing it will reveal a key.
 - 2) A cutout, this time of Zoovac, will appear. Slicing it will reveal another key.
 - 3) A final cutout will appear, this time of Ari. Slicing it will reveal the final key.
- B) There's a door at the end of the room with three keyholes in it.
- C) The door has a window in it, through which Pierre can see the spaceship she, Ari and Colette arrived in. Freedom awaits.

Once Pierre has the keys, she will open the door to find she no longer wants to leave. The necklace wraps around her, and she feels safe – and strong. She begins to change. Her muscles ripple and she grows.

THE END.

Pierre's story continues in "Balzak Globotron".