

Relics of the Sea

Series 2 - Episode 2

By Chris Deluca

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How to Use This Script

- Read text in *italics* to the player immediately.
- Everything else, read it to yourself – that way, you know what it does when the player interacts with it.
- Underlined text is a connection to another room.
- 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.”
- Enjoy!

Intro

Reality melts and dissolves away, and suddenly you’re no longer on the alien ship witnessing the creature distort reality, but in your bedroom. Your name is Xaq, and you’ve just woken up.*

You feel confused at first, but then you start to realize it must have just been a dream. Somehow, you can’t believe that. You move to contact Zoovac, but he’s already calling you! Does that mean he remembers the alien ship too? “Greetings, Xaq!” he says. “I have another mission for you!”

“The mission is to infiltrate a base occupied by a group of Neo-Nazis in the Midwest. They’re up to something big, and we’ve got to stop it. I’ve already arranged a helicopter ride for you – the pilot thinks you’re an FBI special agent. There’s a fake ID for you in your mailbox now, and a car waiting outside your house to take you to the helicopter.”

*As seen in the previous episode, “Till Time Do Us Part”.

If Xaq asks Zoovac if he remembers the alien ship, Zoovac will say no at first, but then he’ll look like he’s starting to remember, and he’ll be confused.

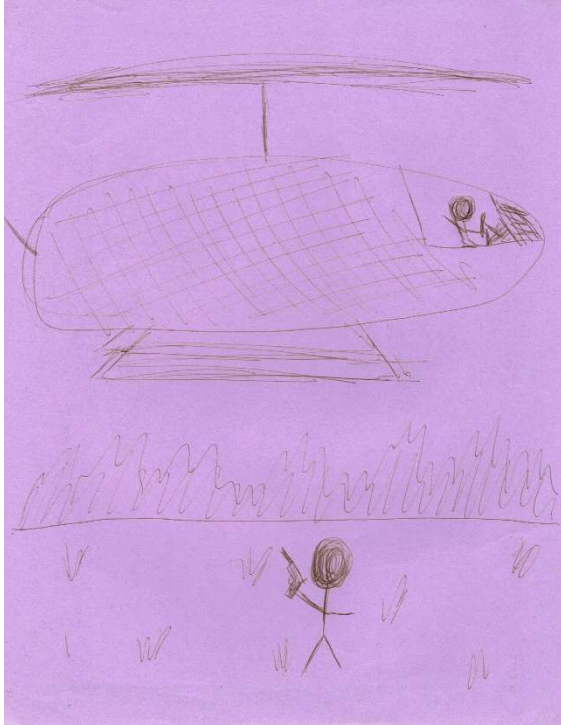
If Xaq agrees to go, read the following:

The car ride goes smoothly, and you board the helicopter. After several hours, you land in the desert.

Go to [Landing Screen](#).

Nazi Base

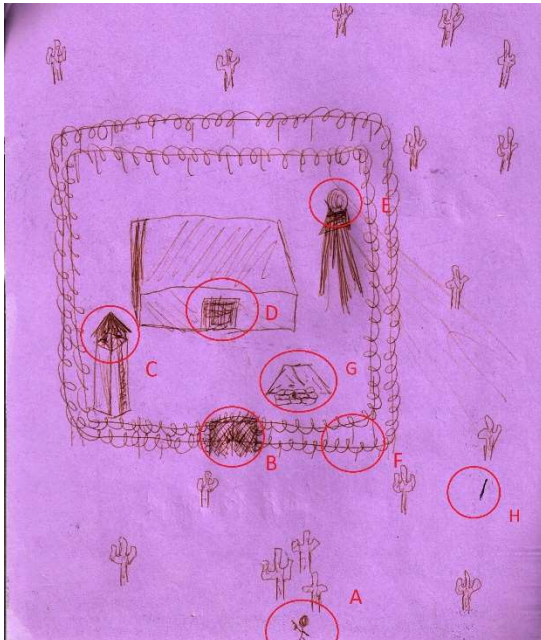
Landing Screen



The helicopter drops you off here, in the middle of the desert. The pilot has given you a gun with a silencer and a wire-cutter to get through the fence.

Go to Nazi Base.

Nazi Base

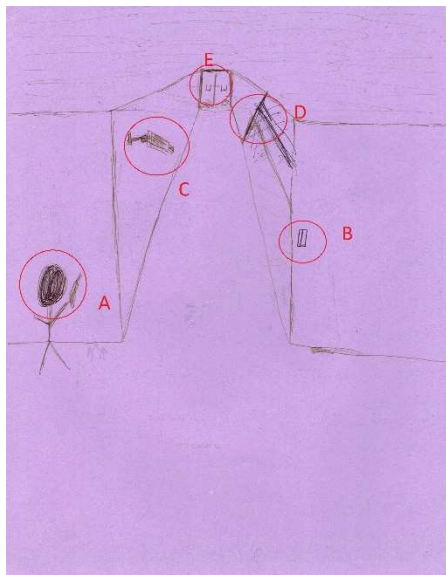


- A) Xaq.
- B) The gate in the fence.
- C) A guard tower. Two Guys with guns are on the lookout. If Xaq is illuminated by the searchlight at E), he'll be shot by these guys.
 - If Xaq climbs up the ladder while one of the guards is gone elsewhere, he'll be able to incapacitate the guard and get his gun.
- D) The entrance to the building- goes to Hallway.
- E) A searchlight. It's slowly rotating at random; Xaq just needs to make sure he's hidden behind a cactus as it passes or he'll be shot by the guys on tower C).
 - Xaq can destroy it with the metal rod. If he does, one of the guards from C) to come over and investigate. If he doesn't find anything, both guys will start patrolling the base.
- F) The compound is surrounded by a double barbed wire fence. No way Xaq's climbing over it.
- G) A mound with sand bags in front of it.
- H) A metal rod, left rusting in the desert. It's hard, yet light like a javelin.
 - Xaq can throw it at the light to destroy it. Doing so will cause one of the guards from C) to come over and investigate. If he doesn't find anything, both guys will start patrolling the base.

The best place to cut through the fence is right next to the searchlight; otherwise, he'll probably be seen by it.

The ideal solution is to get inside the fence before destroying the searchlight. Then, he can go around the back of the building while one of the guards is coming towards the searchlight.

Hallway

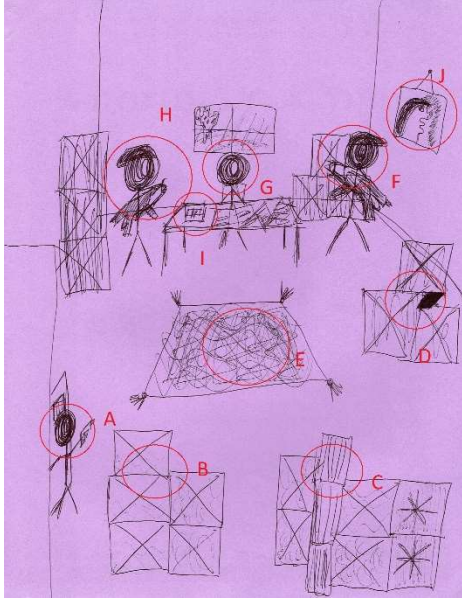


Left is the way Xaq came from; right goes to a wall.

- A) Xaq.
- B) A keycard reader.
 - It deactivates the laser.

- C) A laser. It will kill Xaq if he walks past it.
 - It can be turned off by using a keycard at B).
 -
- D) Looks like this wall has taken a lot of damage.
- E) Doors, leading to the next screen.

Office

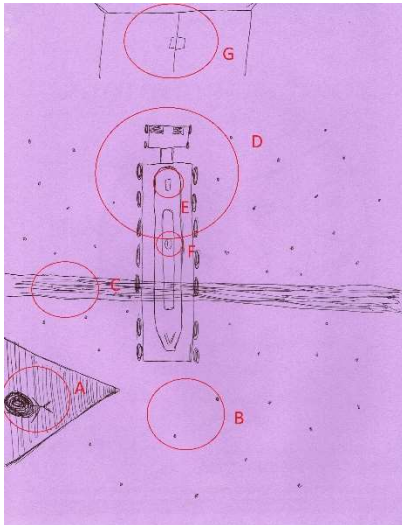


- A) Xaq, emerging from the door to Hallway.
- B) A stack of boxes. Xaq can dart behind them before he's noticed if he acts quickly.
- C) More boxes. Xaq will have to dart quickly behind these from behind B).
- D) Xaq might be able to sneak behind these boxes from C).
 - Xaq can shoot guard F) from here.
 - If he does, guard H) will run forward to get a better angle at Xaq. If Xaq tries to shoot him when he does, the guard will shoot him first.
 - Instead Xaq must first run back to C) and take cover. Then he'll be able to shoot the guard.
- E) An ugly rug.
 - It conceals a hatch underneath, which goes to a ladder leading to Truck Bay. The hatch is locked.
- F) A Nazi guard.
 - Xaq can shoot this guard from behind D).
- G) The Nazi leader. He's on the phone with someone talking about a shipment. "...Yes. It's ready to ship out now. They're making the final preparations. Have you found the coordinates? Excellent."
 - Once the guards are dead or incapacitated, this guy is unarmed. He won't tell Xaq anything no matter what, though. Xaq will have to knock him out.
- H) Another guard.
- I) The telephone.

J) A painting of a woman.

- Hanging on the same nail behind it is a key leading to E).

Truck Bay



A) Xaq, climbing down the ladder from Office.

B) Dozens of Nazi troops and technicians mill around down below, and it's an open area. If Xaq climbs down, he'll stand no chance and be immediately killed no matter what.

C) A ceiling beam.

- Xaq can jump onto it safely if he climbs partially down the ladder first. Otherwise, the fall will knock the wind out of him and he'll make enough noise to attract the attention of the Nazis below.

D) A massive truck, carrying a submarine on its back.

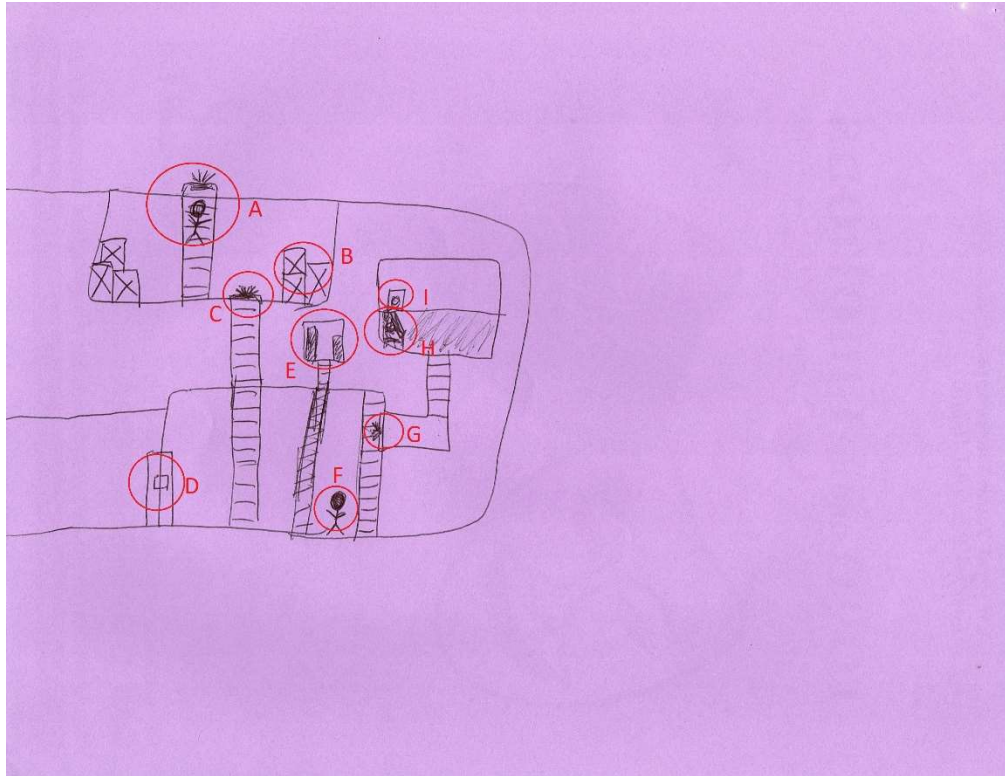
- There's no way to get into the driver's compartment. The doors are locked and the windows are bulletproof.
- Xaq can jump down onto the top of the sub from the beam.

E) An open hatch, that leads into the sub's Rear Section.

F) This hatch doesn't open.

The Sub

Rear Section

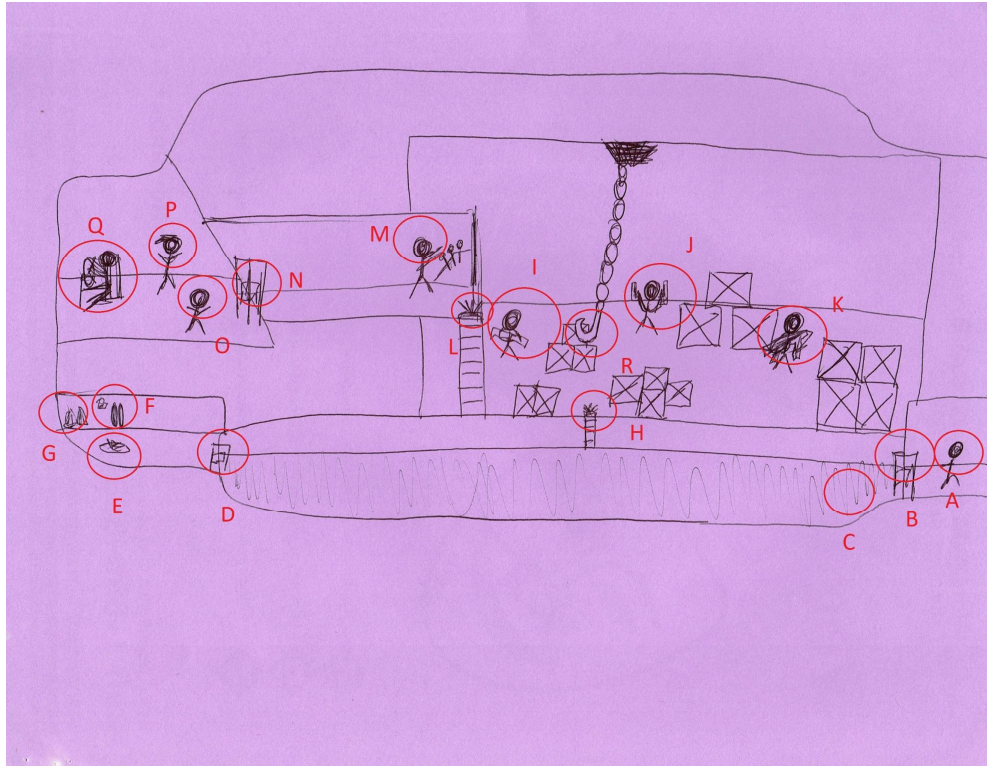


From outside you hear a rumbling and feel yourself moving. The truck's started driving.

- A) Xaq, climbing down from the hatch from outside the sub.
 - If he can't get this hatch closed before the sub reaches the water, he'll drown!
 - He can pull the hatch down, but it won't seal all the way without using something for leverage.
 - The ladder rung will give him the leverage needed to close it.
- B) Some boxes.
 - They contain olive oil.
- C) A hatch. It's jammed.
 - He can use the ladder rung for leverage to open it.
- D) The door to the Front Section. It's locked electronically.
 - Controlled by the button at I).
- E) A room with two large filing cabinets. They're locked.
 - The key is in the Front Section,
- F) A guy. He'll fight Xaq hand to hand. Xaq should be able to beat him.
- G) A hatch. It'll open easily.
- H) A Nazi, behind an easel, painting. He's unarmed. Xaq can incapacitate him pretty easily.
- I) A painting hangs on the wall.
 - Behind it is a button which electronically unlocks D).
- J) One of the ladder's rungs is not attached on one end.

- He can almost pull it out, but it's rusted in place. Using some olive oil will free it.
- Once he gets the rung, he can use it for leverage to close the hatch.

Front Section



By now, the ship has launched into the sea and has been voyaging for a while.

- A) Xaq.
- B) A ladder going up to a higher walkway.
- C) This is an inaccessible region; there's a wall next to ladder B), so Xaq can't get in here.
- D) A ladder goes a few feet down into this small compartment.
- E) An inflatable boat.
- F) An air tank, on a shelf (This is in the same compartment as E)). There's keys here next to the tank, which open the filing cabinet in Rear Section, room E).
- G) Flippers & scuba gear.
- H) This hatch opens into the Cargo Bay. It can be opened with the rung.
- I) A guy. He's carrying a large box. It'll be difficult to defeat him; he can hit Xaq with the box.
- J) A guy. He's holding two guns. Xaq will have to approach this guy stealthily or be shot.
- K) A guy with a massive rifle. Xaq will have to approach him from behind some boxes, and also only after both other guys have been dealt with, or be shot.
- L) This ladder leads from the cargo bay up to the hook control room. The hatch is locked from above.
- M) A guy, manning the controls to hook R). He has a window out to the cargo bay, and if he sees Xaq, he'll try to grab him with the hook.
 - The window is too high for Xaq to swing up to his window holding onto the hook R).

- However, once the guy sees him, he will start drawing the hook up towards the ceiling. While it's rising, Xaq will be able to reach the window, break through and easily incapacitate the guy.
- N) A door, leading to the Bridge. It's locked with an electronic combination lock. Xaq doesn't know the combination.
- The combination is stored in the filing cabinet in the Rear Section, in room E).
- O) A guy.
- P) A guy. Xaq will have to defeat these two guys simultaneously.
- Q) The ship's captain. Once the two guards are defeated, Xaq can dispatch him easily. Xaq now has control of the ship.
- While Xaq is fighting the guards, he'll say "No! Not now! We're almost there! We've almost got... the artifact!!!"
 - He won't explain any further if asked. He'll just beg Xaq to return control of the ship to him. He'll say it's very important, and he'll offer Xaq a position in the Fourth Reich. (If Xaq accepts, it's game over – he's failed his mission).
- R) A hook, hanging from a chain in the Cargo Bay.
- Xaq can jump onto it and swing. He may knock out one or two of the guards this way, but not all. Especially the ones with guns. If they see him, they can shoot him off the chain.
 - If the guy at M) sees him swinging on the chain, he will try to pull it up. This gives Xaq an opportunity to swing to that guy's window and smash through it.

The Artifact



A first-person view: the Sub is headed for what seems to be a gigantic, menacing crab. It's too late to turn away; they're within reach of the crab.

Xaq may fire torpedoes, but every time he does, the Crab will attack once with his claws.

No matter what, the sub will sink. The goal of this screen is to blind the crab and then leave the sub – the last part of the puzzle, Xaq must do with the scuba gear.

- A) The Giant Crab.*
- B) The crab has two menacing claws. It will grab the ship, damaging it; if it does this three times, the ship is toast.
 - Two hits with a torpedo will destroy a claw.
- C) The crab's two eyes.
 - Xaq will be able to hit these with torpedoes easily. So, with two torpedoes, he can blind the crab.
 - If the crab is blinded, it will be possible for Xaq to escape the sinking sub alive.
- D) Looks like the wreckage of a sea probe the crab has crushed.

- E) Looks like some sort of jewel, emitting a hazy light. It's directly under the crab.
- If Xaq leaves the sub without first blinding the crab, he won't be able to make it to the jewel.
 - If he does blind the crab, the crab will be jittering around at random in pain. Xaq will have to be careful to avoid the crab's legs, or he could be impaled.
 - If Xaq successfully removes the jewel, the crab will shrink back to the size of a normal crab.

If Xaq tries to just head for the surface without the jewel E) , he'll be killed by the crab's flailing claws.

Once he has the jewel, the crab shrinks to the size of a normal crab and Xaq may head for the surface safely.

*This crab will later be seen again in **"Welcome to Death Ward Hospital"**.

The Surface

(No Screen)

If Xaq has the inflatable raft in his inventory, he'll be able to survive once he makes it to the surface. If not, he'll drown pretty quickly in the choppy waters.

Once he makes it:

You get into the inflatable boat and breathe a sigh of relief. You're alive. But you're in the middle of the sea. You look around, but see no land anywhere on the horizon. So you pick a direction, hope for the best, and begin rowing. After a while, you get tired, and you can't tell if you've made progress.

...And then your eyes widen. You see something.

THE END...?

Xaq's story continues in Episode 2.5 – **"The Fabric of Reality"**.