

Agent Peanut: Escapes

Introduction: This game takes place right after the events of the first game "Agent Peanut" where after Agent Peanut frees the king, backup arrives and you need to flee with him.

Inventory: The player has 2 pistols both with 2 bullets and a unworking taser in their inventory.

Mercado Coin: There is a mercado coin somewhere in the game. Im not gonna reveal its location in the script but if you are gonna be a PCG master and don't know where it is then DM me on Discord.

Page 1: After Agent Peanut frees the king, they hear a loud bang from the roof and both take cover. Part of the roof opens revealing 5 armed guards with m4s sliding down into the building with a rope. After they are all in the building they seem to slowly walking to Agent Peanut and the king. The player must shoot the left wall luring them. While they are halfway there, the player must then shoot the chandelier making it fall brutally murdering the 5 guards.

Page 2: Agent Peanut defeats the guards and is about to flee with the king. But suddenly they see a big robot in the distance and have to take cover. The robot is slowly stomping to Agent Peanut and the king. The robot has a button on its back that de - activates it. The player must either move forward to the pillar and wait for it to come suddenly going behind it pressing the button, or hide in the corner and after it steps into the building shooting the button de - activating the robot.

Page 3: Agent Peanut and the king exit the building but hear more backup coming. Agent Peanut smashes a cars window nearby, opens it, and starts fleeing in it with the king. Not long of driving later though, they see a barricade. Looking behind them, they see more backup coming so they need to think fast. If the player goes into the alleyways, (both alleyways on the left and right result in the same thing) within a few seconds of being there they will get ambushed and killed. The player must stop by the door on the right and quickly open the door and get in the building.

Page 4: Agent Peanut and the king are in the building. If the player goes left, just like the alleyways Agent Peanut and the king will get ambushed within a few seconds of being there. The player must go into the vent with the king bringing the player to BADABING BADABOOM... THE END OF THE GAME!

I hope you and the player enjoyed the game and credit to SalmanTheFishPCG for creating Agent Peanut.