

Paper Computer Game

#13 "Squids in Forests" ~~~~~ a prelude



This game continues immediately after "The Ancient Secret Under Shri". Ari and Cassie escape the underground labyrinth... and find themselves in a forest!

This is a totally different kind of PCG. It's entirely exploration based. No puzzles or enemies.



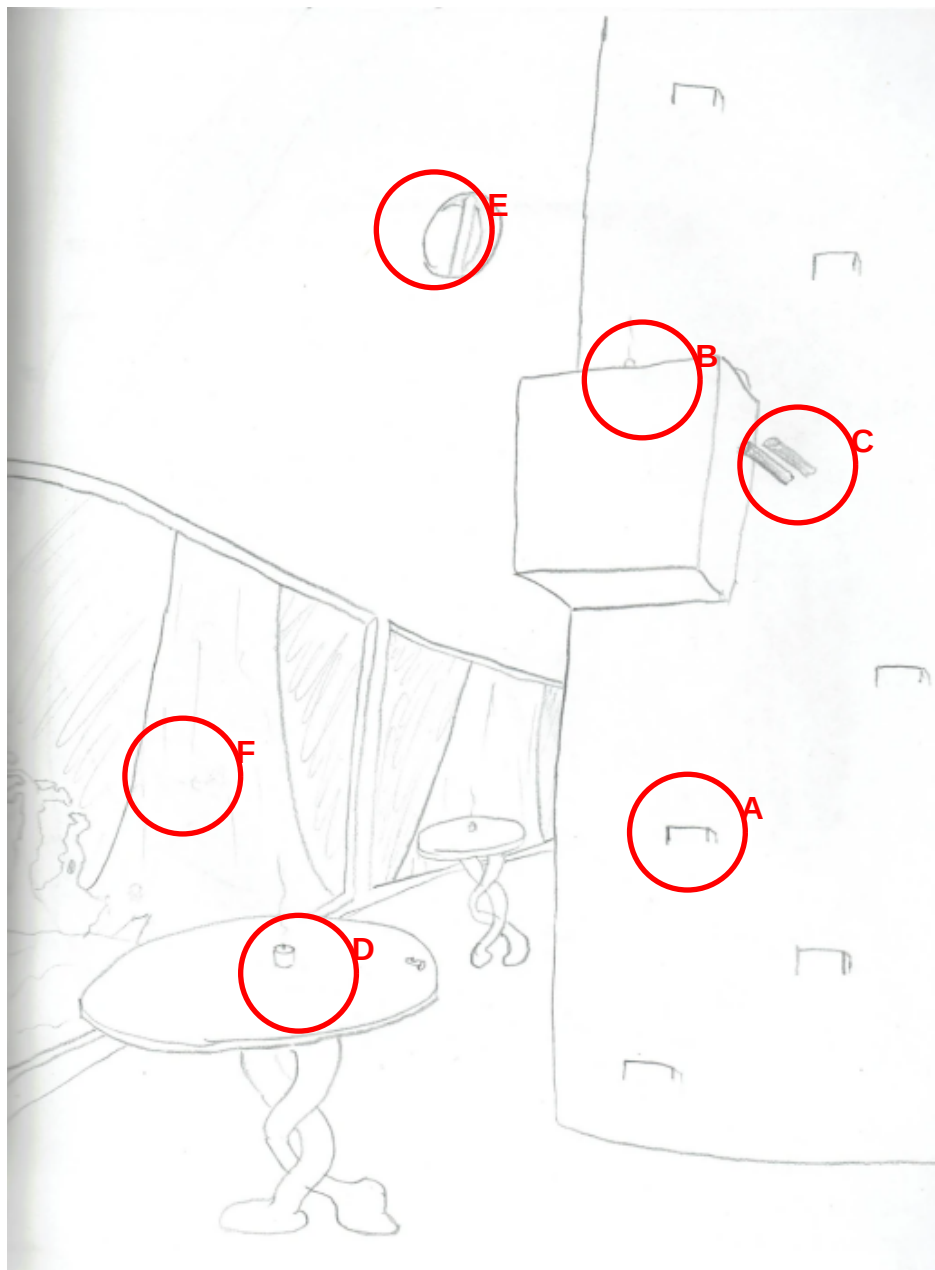
You climb the tree.

A) Ari, hanging onto the branch.

B) The ladder, goes back down.

C) The Crodin Tower in the background, surrounded by the cityscape.

D) An entrance to an impressive treehouse! (to Restaurant)



You enter the treehouse, and it looks like a restaurant inside! The only people you'll find in here are forest animals.

South: back out to Tree.

North, down the hall: just more restaurant (no screen).

A) Blocks protruding from the wall. You can climb up them.

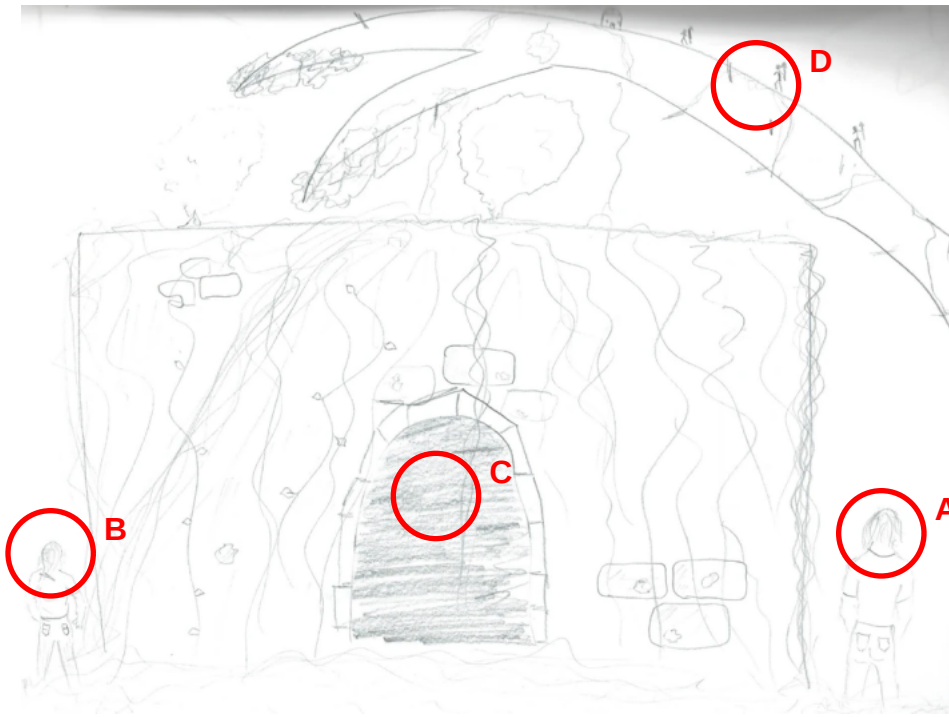
B) A large block coming out of the wall, acting as a table. It has a candle on top.

C) These rods act as a seat.

D) The tables have candles on them.

E) A window.

F) Huge bay windows, offering an incredible view of the forest!



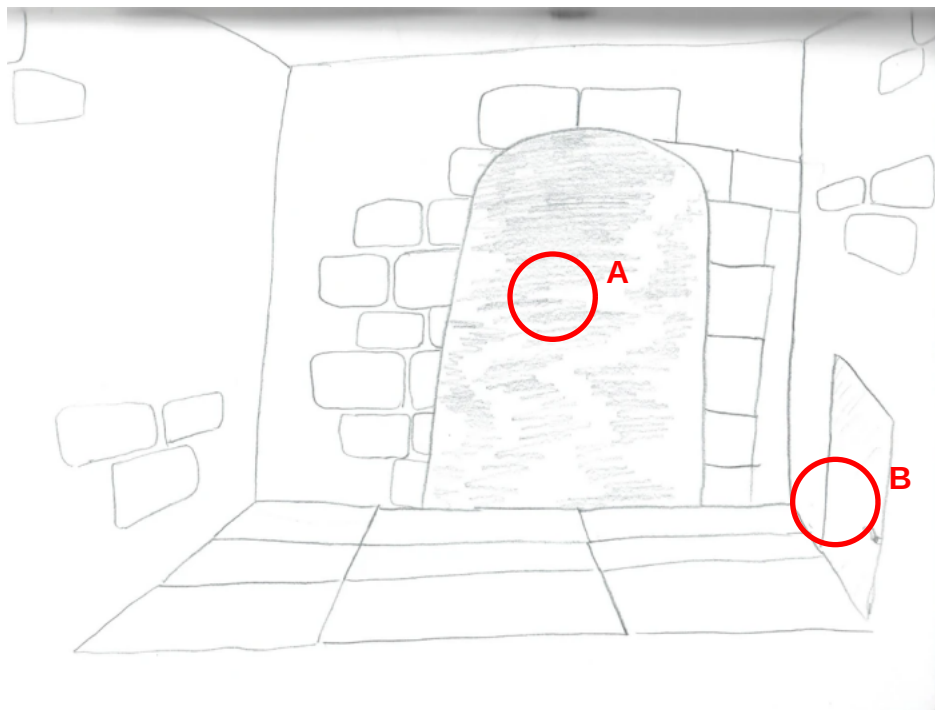
A) Ari.

B) Cassie.

C) The entrance to the building. The building itself is ancient and long-abandoned. Made of stones and covered in vines. (To Building Inside)

D) a tree goes up to the top of the building. Miniature people are on top, walking around! They even have little houses!

Unfortunately they don't speak English so there's no way to communicate.



Inside the building.
All stone. Ancient.

South: back outside.

A) Onwards, deeper
into the building!
(If you go through
here, you beat the
game).

B) Door, to Creepy
Project Room.



Someone used this room for some weird project.

Left: back to Building entrance

A) A dead squid, pinned to the wall. Ari can take it. (And canonically, he does. It's important for future games.)

B) A chain hanging from the wall.

C) Photos of Ari and Cassie, taken during their adventure. (They never noticed any photographer)

D) A file, with info on Ari. (Show the player the file screen)