

Agent Goop Script

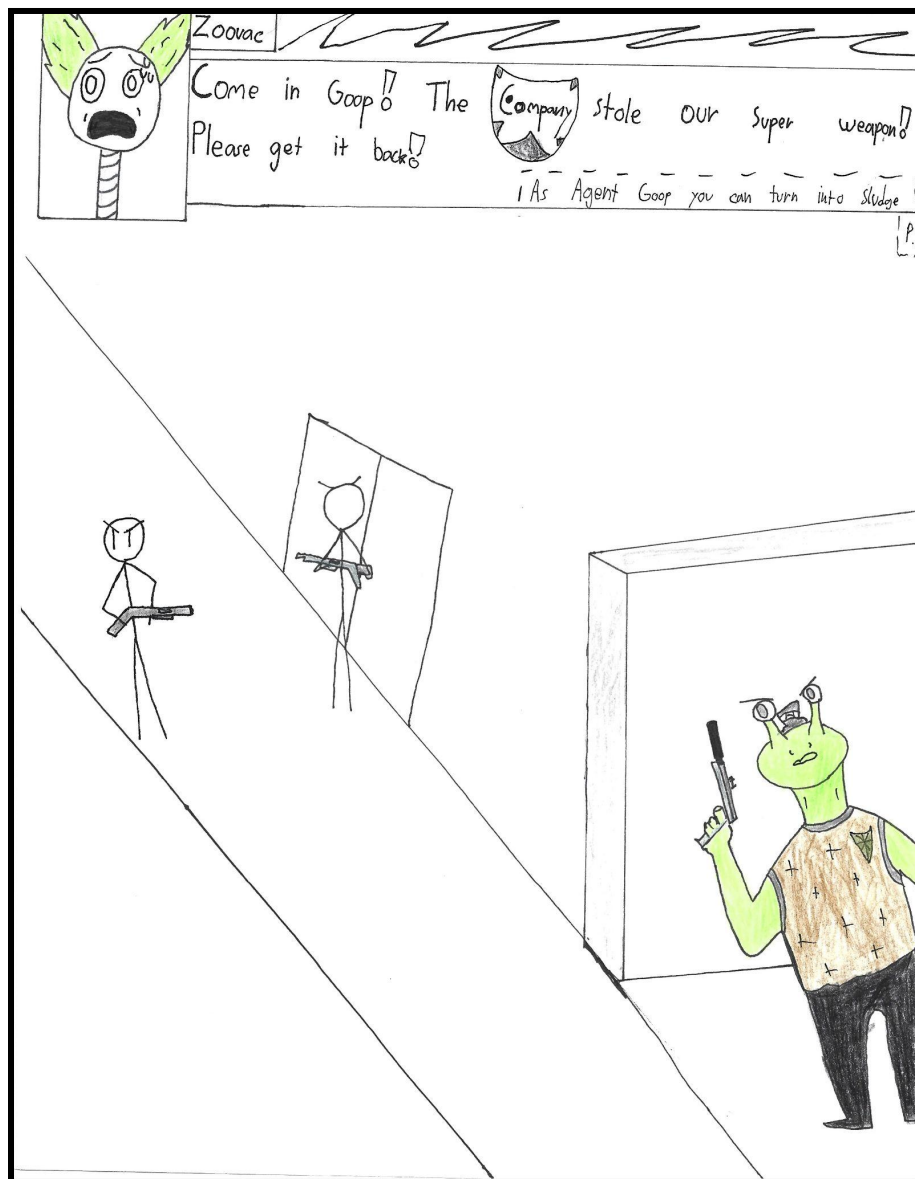
Caution: This is a complete guide for the PCG master!!!

Background: Your name is Goopagon Floofooz Boncale the 3rd, you are tasked with retrieving a secret weapon that the Company stole, and you start the game with a suppressed pistol with 4 ammo, you have a special ability that allows you to turn into sludge that can stick to things and slide through cracks.

(Suppressed weapons don't alert other nearby guards)

First page: Shoot both guards then go through the door to the right, if you go forward you run into an unfinished room with nothing in it.

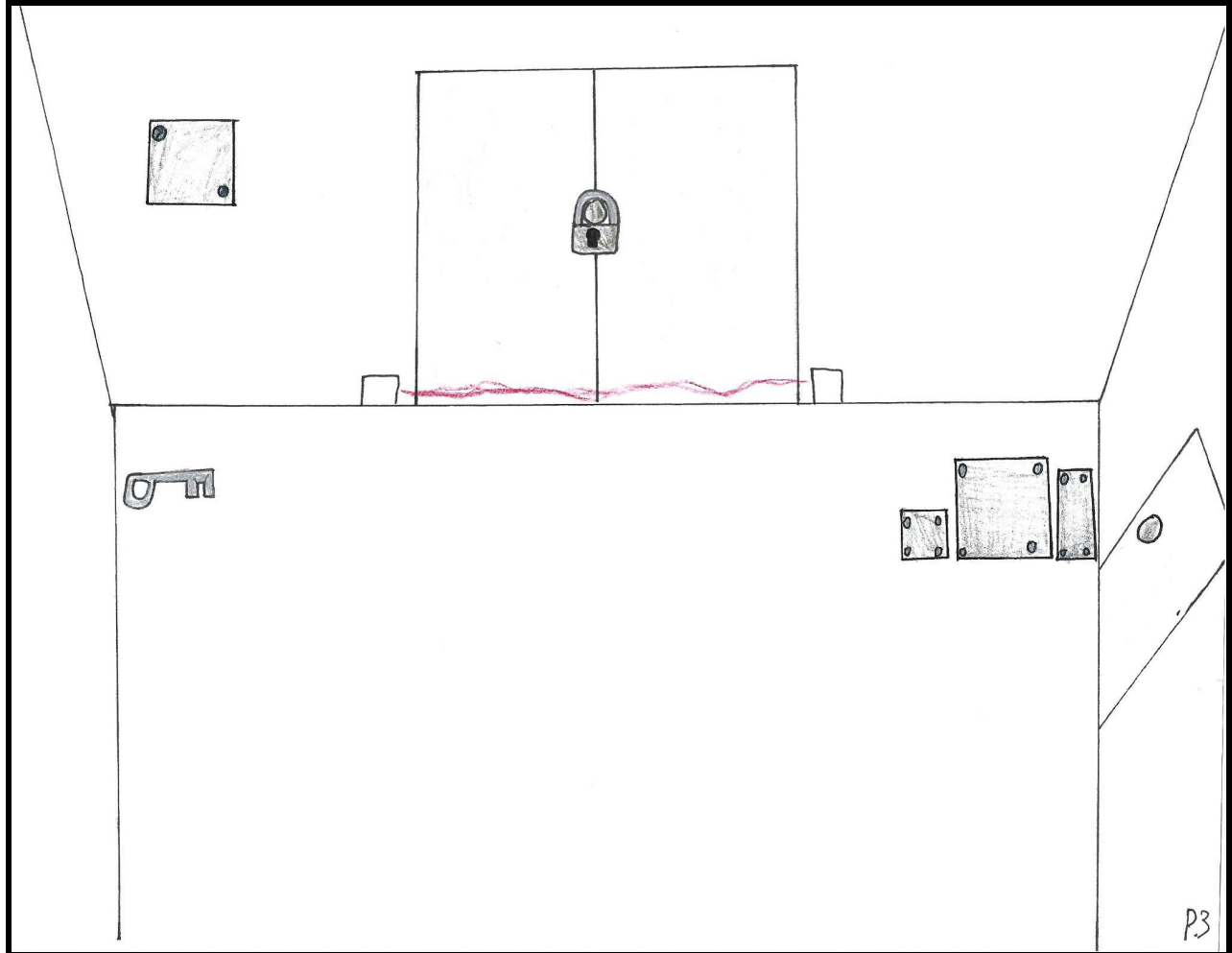
If you kill the guards you can take their unsuppressed weapons (Each guard has one shotgun with 2 ammo.



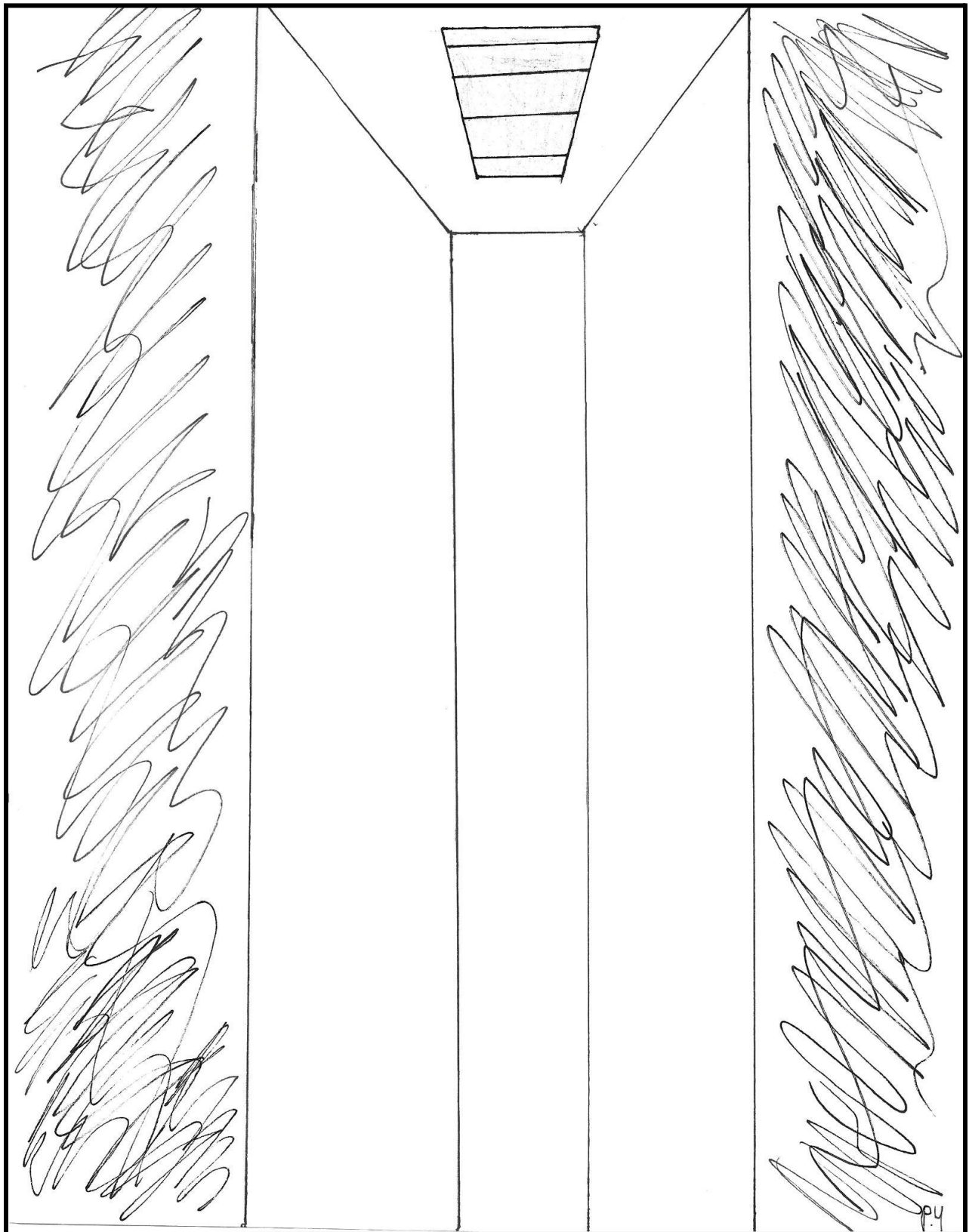
Second page: There is a window that you can look through and see another room, there is also a door with a laser behind it so when you open the door you die, and behind the door there is nothing. Right next to the door, there is a hammer in a glass box that you feel like you have to grab, it just attracts you to it, the backside of the hammer can be used to break open the window to get into the other room, if the front side of the hammer is used it bounces back and hits you in the head.



Third page: There are a few metal boxes on the ground (empty), on the left side of the room is a golden key that matches the golden lock on the door in front of the room, but there is a laser blocking the doorway, the only way to open it is to unscrew the panel on the left of the door and undo the wires.



Fourth page: On the ceiling, there is a vent you need to sludge your way into to move onto the next page, if you go forward you run into a blocked-off section with nothing in it

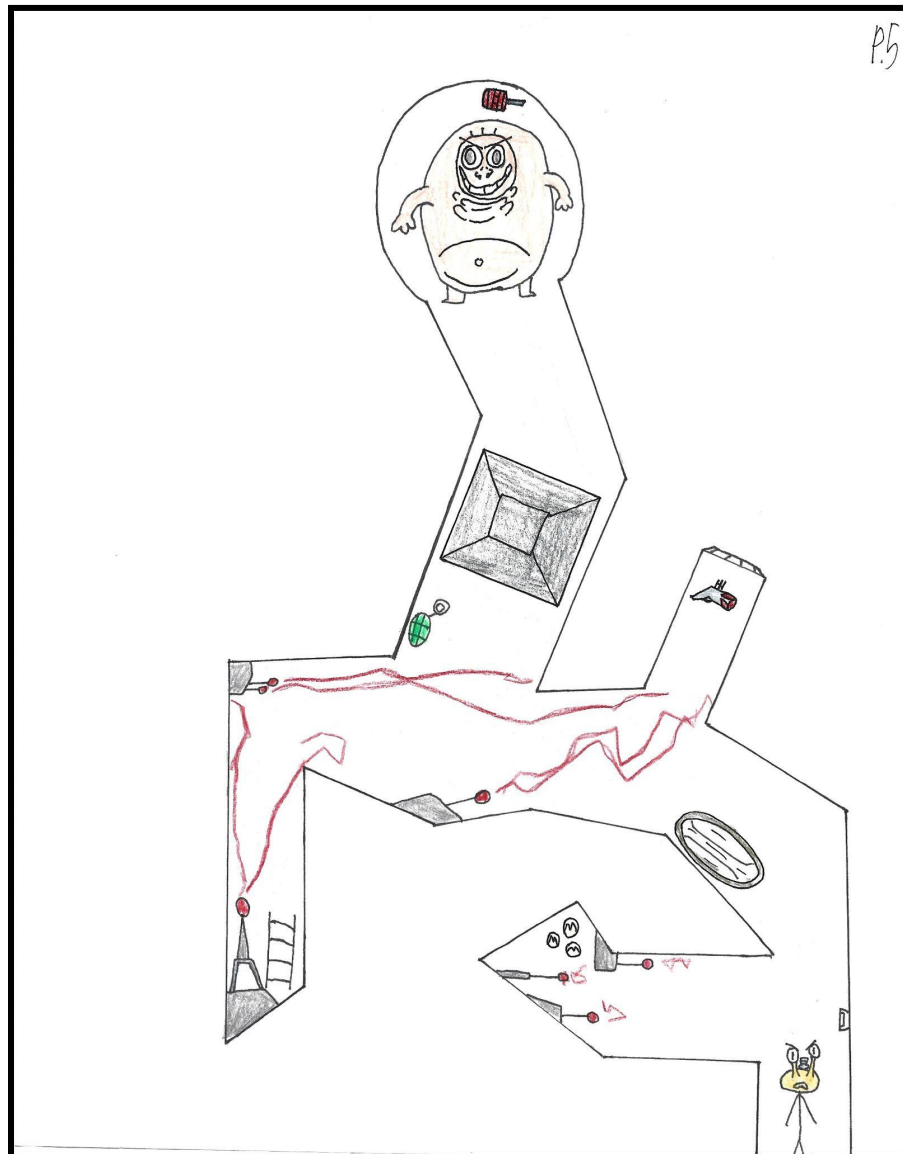


Fifth page: You enter the vents, and all the red beams are lasers that kill you, on the bottom left of the vents there is a ladder, more toward the right there is a gun that can make items look like other objects, and near where you entered there is a mirror and there is a grenade near a pit on the way to the fat guy.

(Optional) When you first enter the vents there are lasers to the left blocking 3 Mercado coins, to disable the lasers you need to destroy the controller on the right of you, then you have access to the Mercado coins.

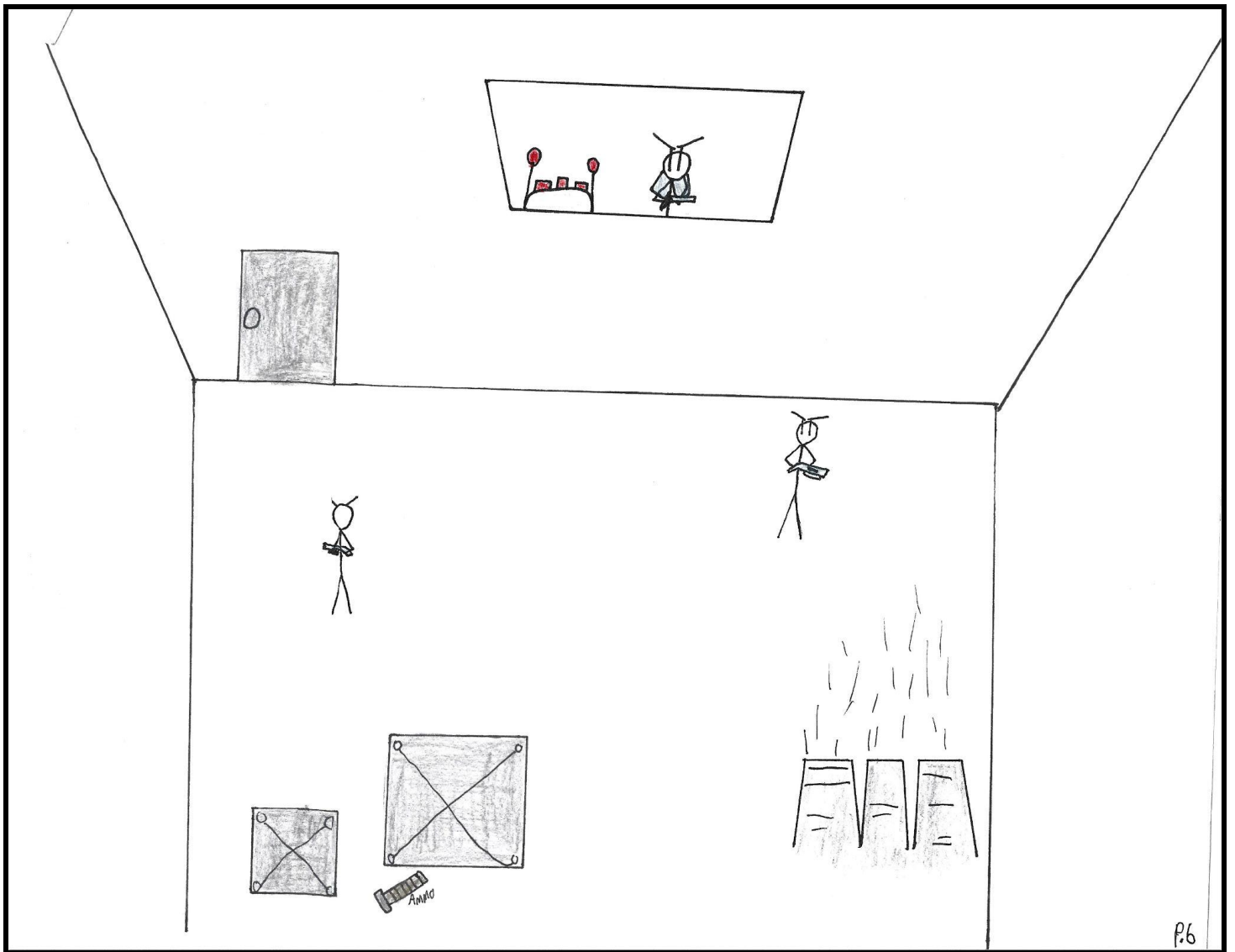
Once you move forward there is a mirror to the left, you need to grab it and hold it in front of you to deflect the laser on the walls so they destroy themselves, once you do that you can grab the morph gun and the ladder.

Once you have the morph gun you need to morph the grenade into food the fat guy will eat and then you need to throw it at him so he eats it, if you try to do this without morphing the grenade it bounces off him and kills you. Once you destroy the fat guy with the grenade use the ladder to cross the pit on the floor to grab a screwdriver that was behind the fat guy. Then go back to page 3, open the panel next to the door, and cut the wires to disable the laser blocking the door.

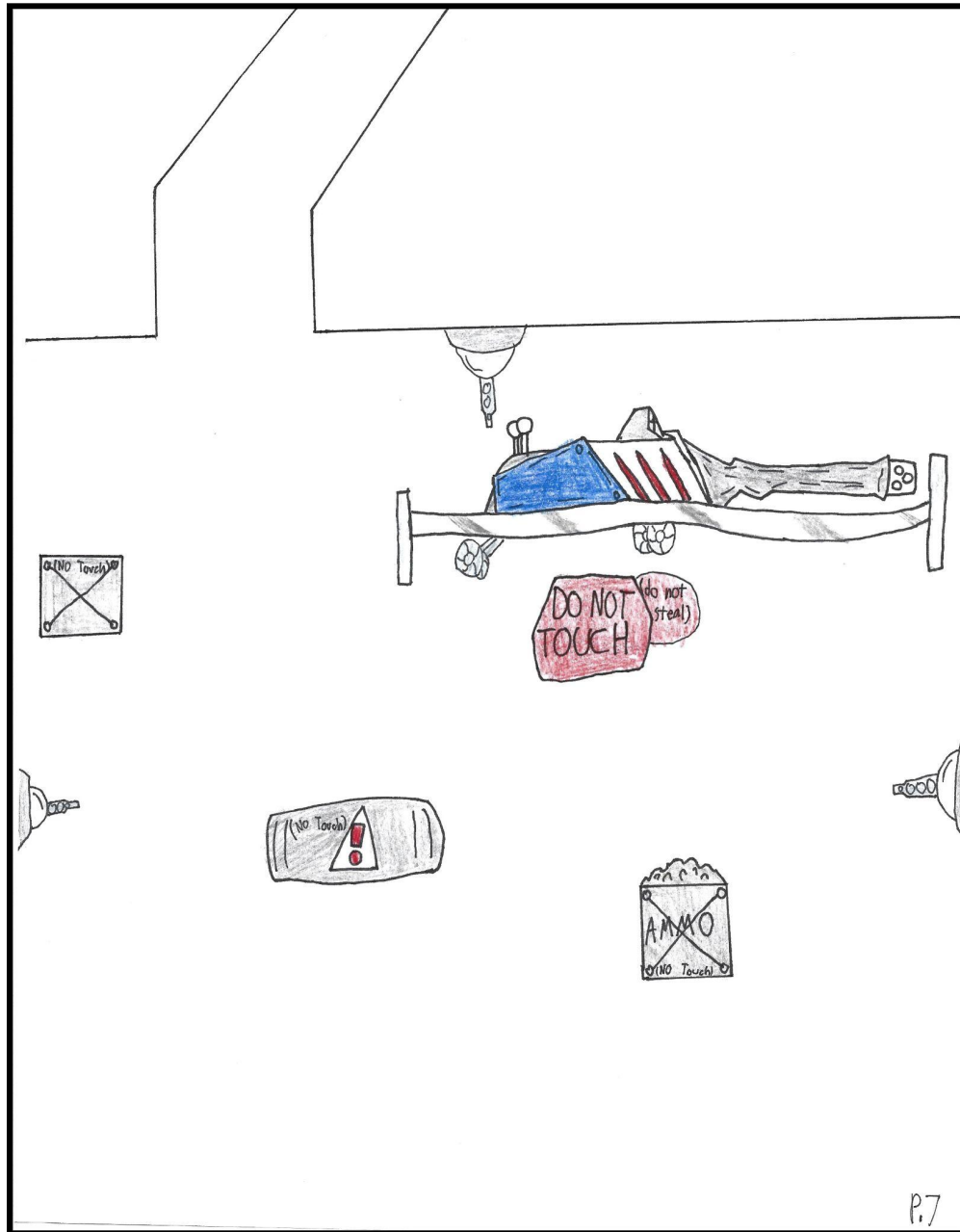


Page six: Once you enter page six there are two guards with shotguns guarding the area, then there is a captain with a jetpack and a shotgun protected behind some bulletproof glass. Directly in front of you, there is 4 ammo lying on the ground. To complete this page you need to kill all three guards and then go through the door on the top left of the page.

(You can take the captain's I.D card and his jetpack)

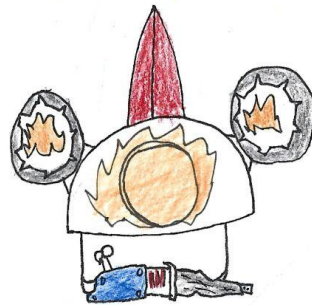


Page seven: You enter the room that contains the stolen weapon, there are 3 turrets built into the walls you need to destroy because if you touch anything they will spray you down, once you get the super weapon you can leave through the hall at the top left.



Page eight: Congrats bro, good job you win!

You find a spacecraft and you escape in it, you continue riding into the sunset.



P.8

