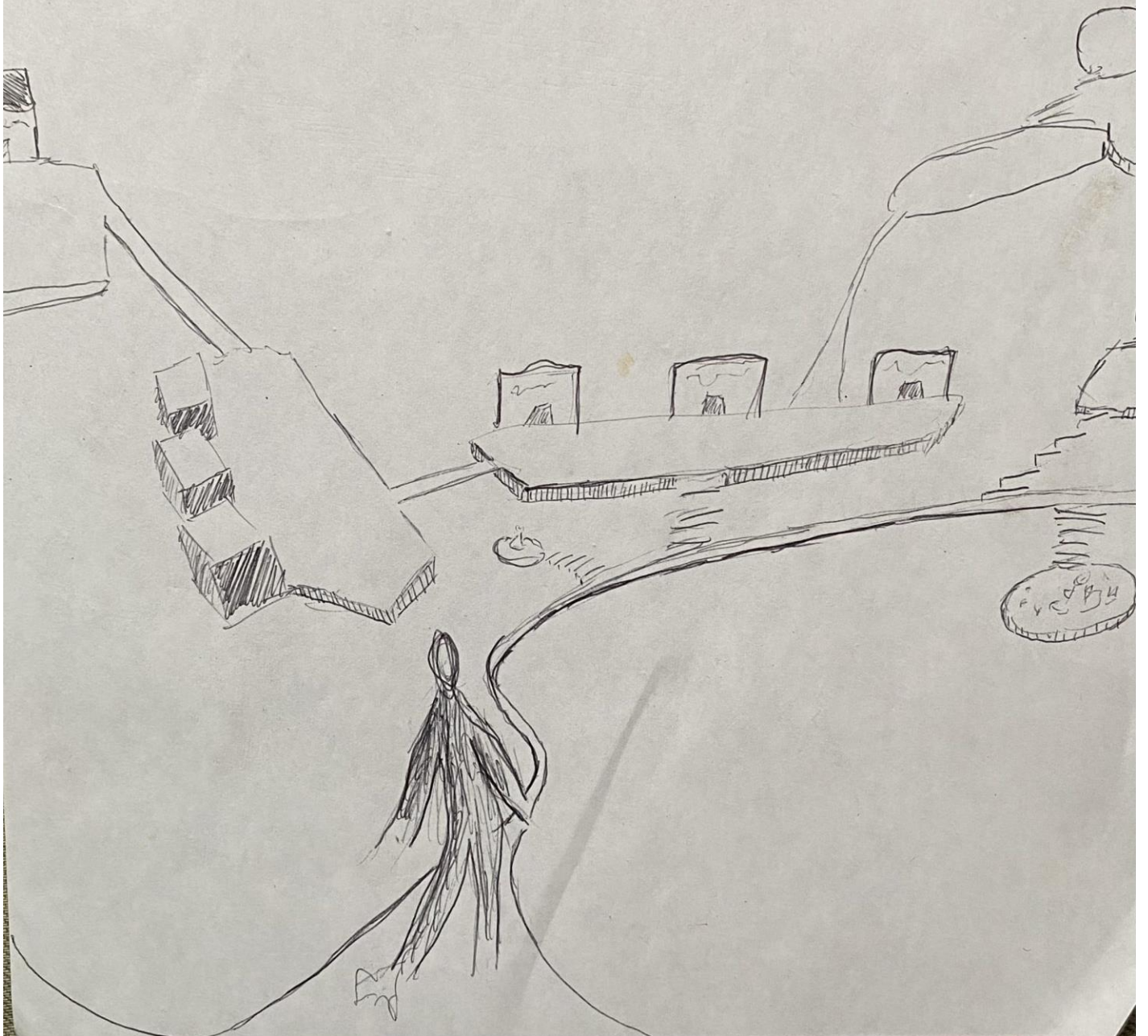


PAPER COMPUTER GAME

VERCINDO



You are a successful adventurer.

You have unearthed countless secrets, saved countless lives.

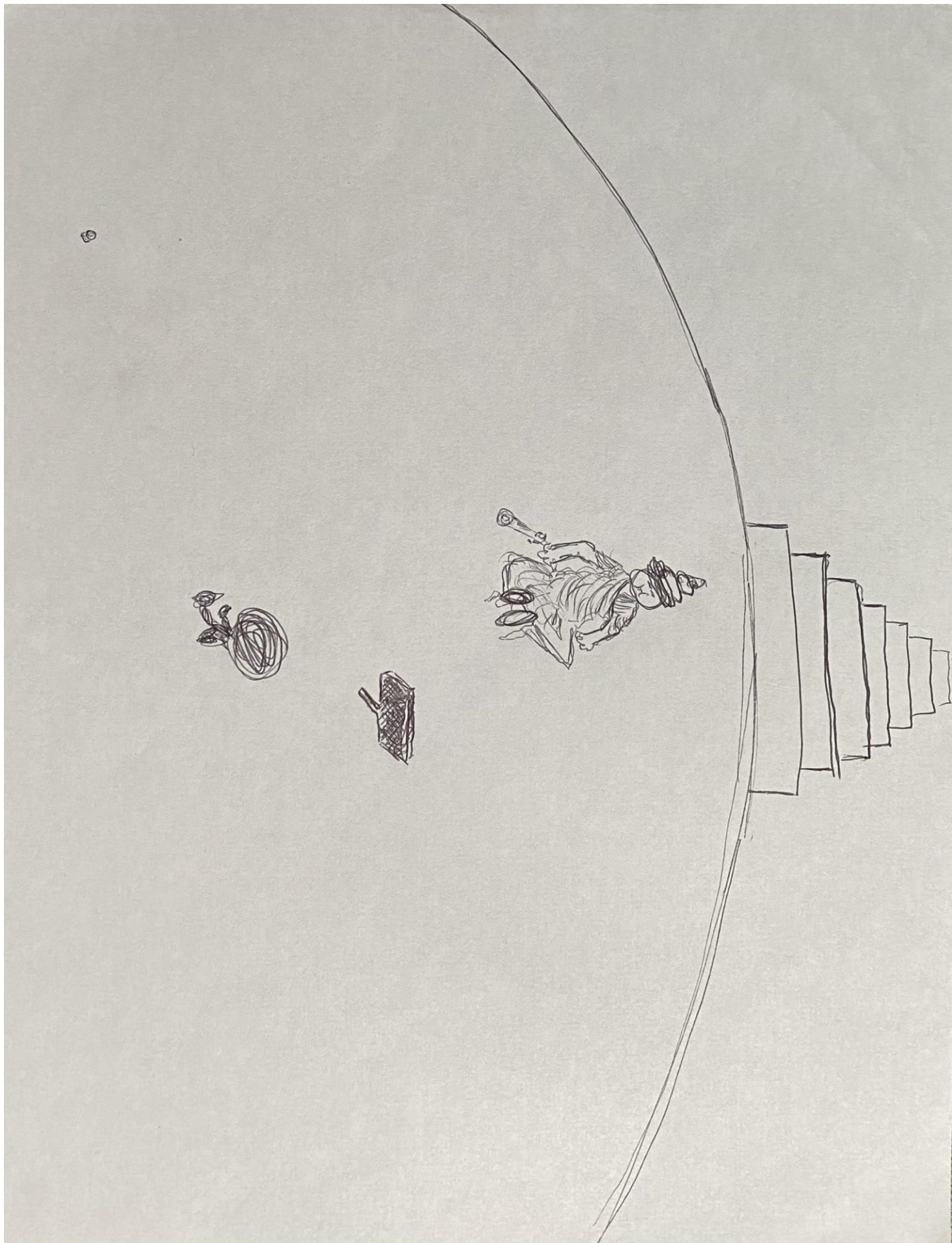
In your most recent adventure, you found a strange and mysterious device.

In light of your success, you decided to test it out, to see if it works.

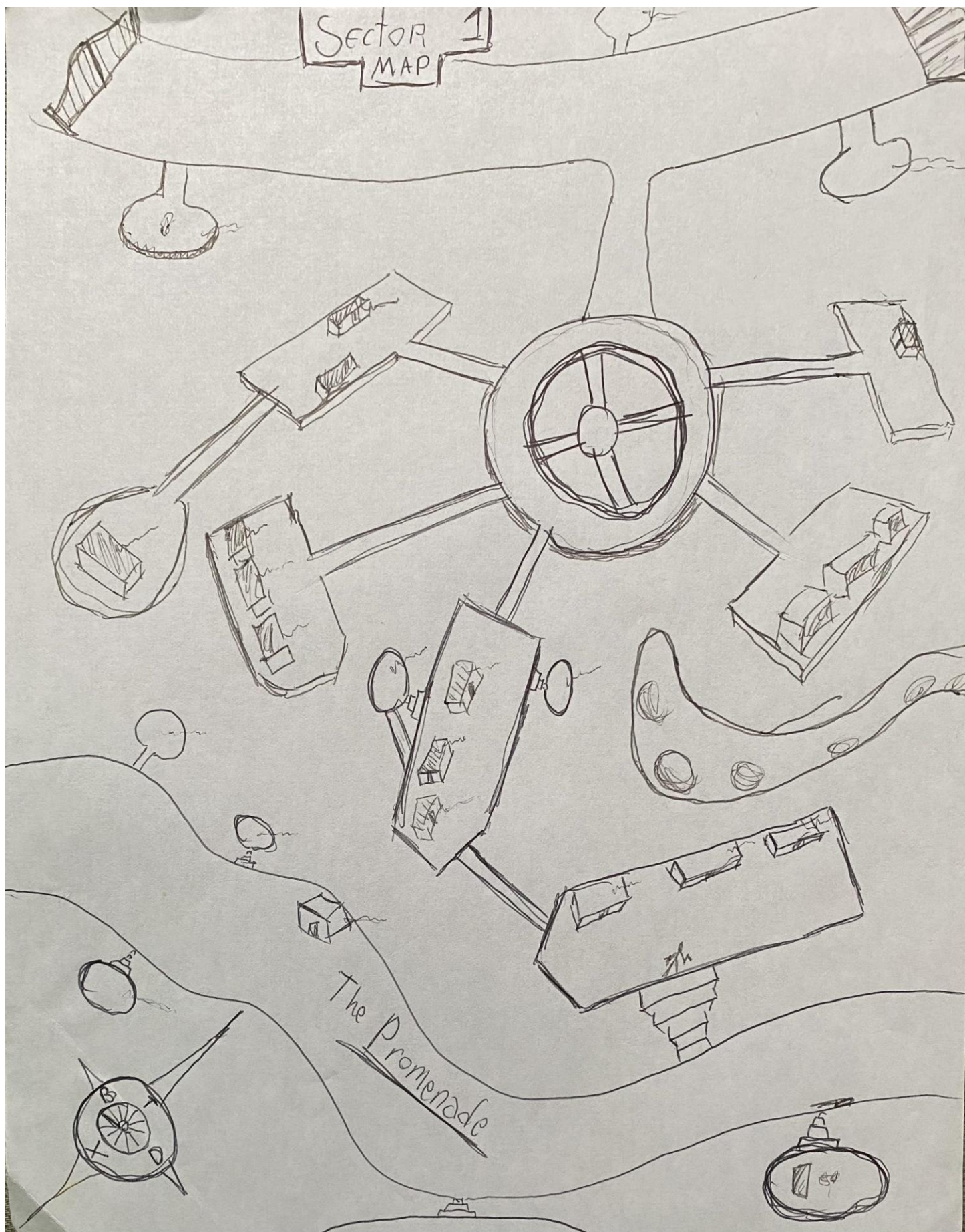
When you activated it, you saw a blinding flash. Your world turned upside-down. You felt yourself floating in a sea of blue-and-white energy.

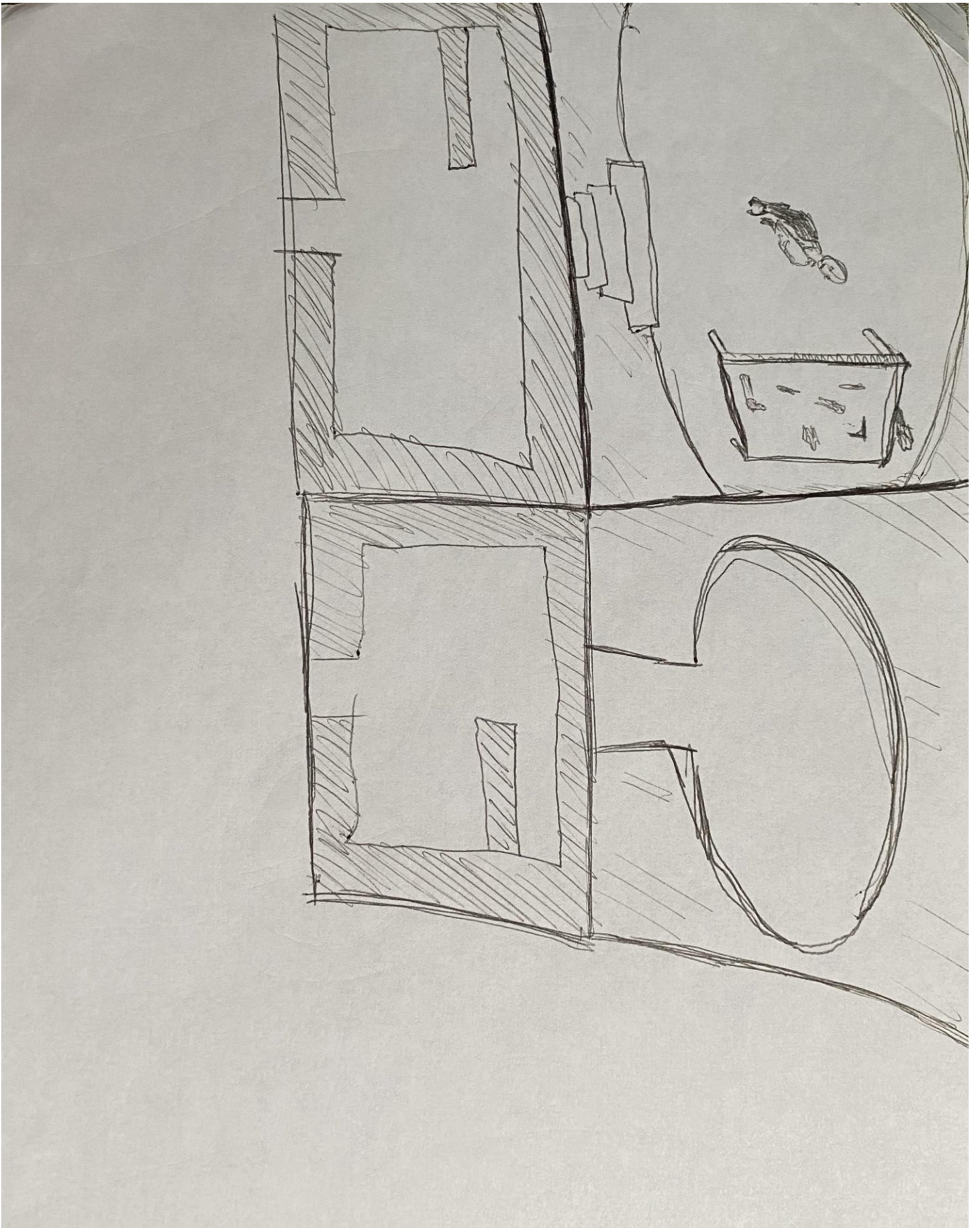
Just when you're about to pass out, you now find yourself deposited rudely on the ground.

Getting up, you inspect the new world around you...



SECTOR MAP 1





FUTURE LABS
LASER PISTOL



Never kills first shot.
Ammo: 1/5

GUARDIAN WANNABES
GREEN LANTERN RING



Grants the powers
of a GREEN LANTERN.

Red Potion



A reddish,
bubbling liquid.
2 sips. HEALS.

INFOTEK
Guy Smasher 6000XP



Specifically designed to
detect and destroy GUY.
Always successful.
AMMO: 3/3

INFOTEK
LITERIALIZER



AMMO: 1/5
LITERIALIZES ITS
TARGETS.

Purple Potion



Gerie, enchanting
purple liquid.
1 sip. ENCHANTS

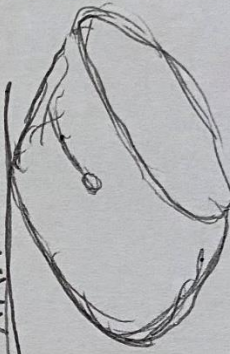
INFOTEK

GENERAL-PURPOSE AMMO



FOR USE WITH ANY
INFOTEK PROJECTILE WEAPON.
ROUNDS: 3

PARACHUTE



PULL CORD: OPENS

Yellow Potion



Grants Luck.
1 sip.

An incandescent,
Surreal concoction.

ANCIENT BUILDERS

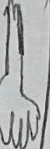
Metal/wood

RAINSTICK



The ultimate must-have for stick fans.

Small Arm



Small Leg



ESTES

Model "Big Boom" Ship



Requires: Model Rocket LAUNCHER.
CAN ALMOST LAUNCH INTO SPACE!
REMOTE CONTROLLED LASER CANNON.

UNKNOWN CREATOR

Mini-Item Box!



Holds up to two (2) inventory items.
Use with caution!

Door Opener



Opens Doors.

FUTURE LABS

Tutorial Bot Deluxe



Feed him! Activates.
Built with hundreds of advanced sensors; will analyze your situation.

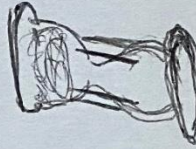
Ancient Builders

TAPPING WAND



Tape Activates TARGET "Ancient Builders" Artifact.

Hourglass



Filled with Sand, lasts 10 seconds.

Instructions

Getting Started

You can only play this game with another Paper Computer Game. Any other PCG.

Hide coins throughout that game, as well as a strange device. You can hide them behind things, inside things, etc. The player should find them by being thorough. The device has a slot for a coin in it; when you insert the coin, it teleports you outside the Universe and into MERCADO.

That's when you show them the cover and they begin playing Paper Computer Game Mercado.

Rules

If at any point during Mercado, the player dies, they just wake up where they were in whatever PCG they came from.

If at any point the player says "Save Game" for any reason, instead of going back in time, it transports them back to their original PCG, where they were when they started. Save Game won't work in Mercado.

Page 1 – Cover

This page is just the cover.

Page 2 – Story

Read this after the cover. Then proceed to First Platform.

Page 3 – First Platform



You're on a platform, hovering over a void of white. (This is a top down view).

The figure near the bottom center is the player.

Bottom left is a Mercado Coin on the ground. It can be used to purchase items in Mercado.

In front of the player is a sign. It reads "Welcome to MERCADO!"

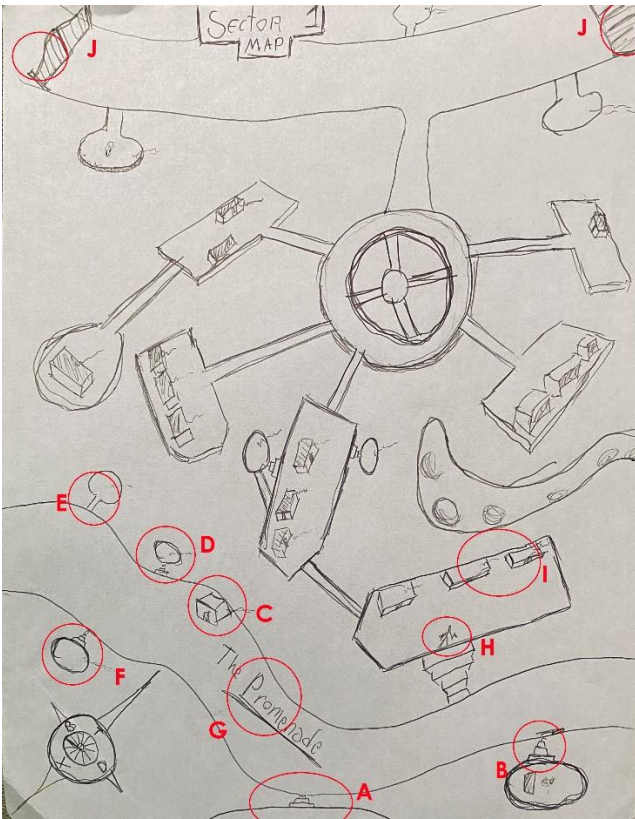
The guy sitting cross-legged in front of the player is named Quider. His job is to welcome you to Mercado and explain the rules. When you talk to him, he will answer any questions, and explain the lore.

Mercado is a realm – in between universes in the Multiverse – founded by adventurers eons ago. Those ancient adventurers wanted a place where they could come to trade items with each other – a common location anyone could access. People having adventures throughout space and time, and from many universes, come here to shop for items to help them on their quests.

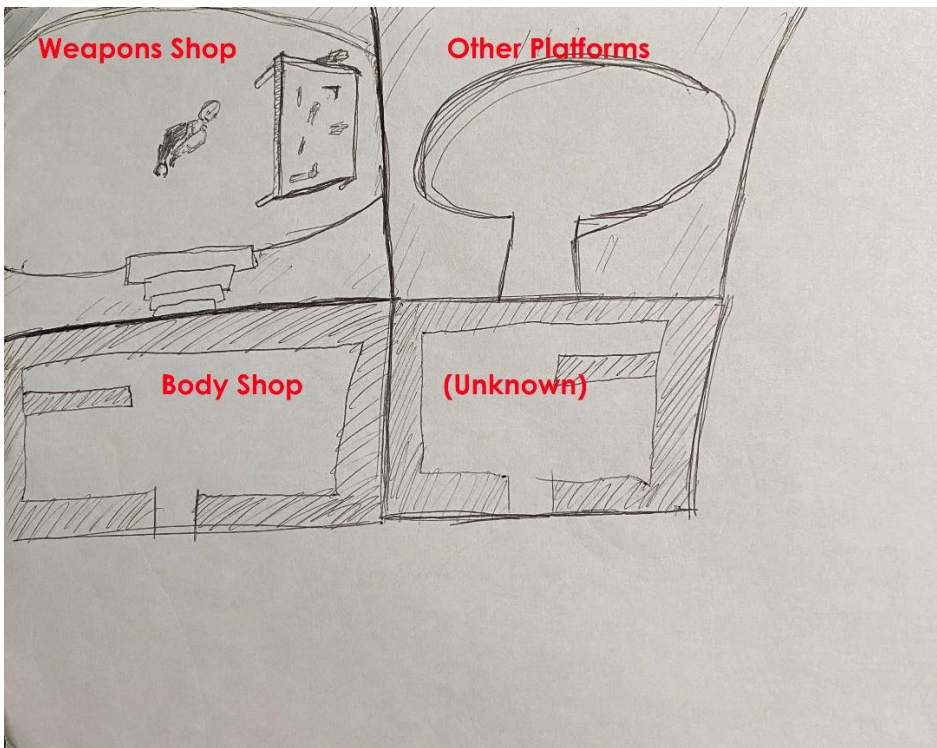
You can use Mercado coins to purchase items at any of the shops in Mercado.

The staircase behind Quider goes to Sector 1.

Page 4 – Sector 1 Map



- A) Staircase up to the platform you came from – the First Platform.
- B) A platform which houses the Weapons Shop.
- C) A building. Inside is the Body Shop.
- D) A platform, which houses the Tools Shop.
- E) A platform, which houses the Ancient Artifacts Shop.
- F) A Platform, which houses the Magic Shop.
- G) The walkway you're standing on. It's going over an endless white void, so stepping off the side of it will result in falling forever.
- H) A Guy. He's guarding the entrance to the rest of the platforms and won't let you past. Also no violence is allowed in Mercado, so if you attack him, you'll be transported out of Mercado and back to your original PCG. It might be possible to get past him using trickery, however.
- I) The shops on this platform – and all platforms after it – are closed. (These are reserved for additions by future add-ons by anyone in the community. Anyone can claim one of these shops, create the screen for the inside of the shop, and the items being sold in it. Then release that shop on the real-world PCG Shop!)
- J) These gates go to other sections of Mercado. They're closed for now and it's not possible to get past them. (This is to leave it open for future creators in the community to create more sections of Mercado. If they do, you'd access them through these gates).



Weapons Shop: Sells all kinds of weapons from across the Multiverse. Shopkeep is Toz, who lost an arm in a battle long ago and now has a cybernetic arm.

Other Platforms: Re-use this screen for any shop that takes place on a platform – namely, the Magic, Tools, and Ancient Artifacts shops.

Body Shop: This shop sells body parts! When you purchase one, they can attach it to your body – whatever kind of body you have, even if you’re a robot – free of charge!

(Unknown): This is an extra shop screen, in case you create a shop in one of the areas past the Guy. You can use this screen to represent it.

Weapon Shop

Item	Cost (coins)
Future Labs Laser Pistol	3
Infotek Literalizer	5
InfoTek GuySmasher 6000xp	10
Guardian Wannabes Green Lantern Ring	20
InfoTek General-Purpose Ammo	3

Magic Shop

Item	Cost (coins)
Red Potion	3
Yellow Potion	5
Purple Potion	10
Mini-Item Box	10

Tools Shop

Item	Cost (coins)
Parachute	3
Ancient Builders Metal/Wood RainStick	3
Door Opener	5
Model "Big Boom" Ship	7
FutureLabs Tutorial Bot Deluxe	17

Ancient Artifacts Shop

Item	Cost (coins)
Metal/Wood RainStick	3
Tapping Wand	5

Body Shop

This shop sells body parts! When you purchase one, they can attach it to your body – whatever kind of body you have, even if you're a robot – free of charge!

Item	Cost (coins)
Small Arm	3
Small Leg	5

Items

For items whose descriptions are vague, more complete descriptions are here!

- **FutureLabs Laser Pistol** – fires laser blasts, and it never kills on the first shot.
- **InfoTek GuySmasher 6000xp** – The blast it fires will seek the nearest Guy and kill him. Works on most common footsoldiers throughout the PCG Universe, and especially GUYS. Will not work on any other kind of enemy – it won't seek them, and even if you aim it at them, the bolt will be weaker than an ordinary gun.
- **InfoTek Literalizer** – It'll turn paper planes into real airplanes and statues into people! And so on and so forth, as decided by the PCG Master.
- **InfoTek General Purpose Ammo** – This ammo can be used with any InfoTek weapon.
- **Ancient Builders metal/Wood RainStick** – A hard stick, made of both metal and wood components. Durable, conductive, and useful in lots of situations.
- **Door Opener** – Can open any locked or sealed door. When it encounters a new door, it adapts to become whatever it's needed to open it, whether it's a key, a tool, or whatever.
- **Parachute** – Allows the player to fall from great heights without taking damage.
- **Green Lantern Ring** – Allows the player to shoot green energy blasts, create constructs – any object they can imagine – out of hard green light (the objects are temporary and dissolve when the player stops willing it to exist), fly, breathe in space, and translate foreign languages. Has a limited charge which runs out after 24 hours.
- **Red Potion** – Heals most injuries, diseases, poisons. One sip completely heals.
- **Yellow Potion** – Grants luck. Drinking it makes you win coin tosses, make every iffy jump across a pit, and more! It wears off about two screens after you drink it (up to the PCGM's discretion).
- **Purple Potion** – Enchants the player, giving him/her some magical ability that makes sense with their character. For example, an archer might gain the ability to never miss. If poured on an item, it would enchant that item.

- **Mini Item Box** – Once the player puts items inside and closes it, it disappears. Whatever the next PCG is that you play with that player, and whenever and wherever it takes place, the Item Box will appear at the beginning of that game. It will still have the items inside. (Holds two items).
- **Estes Model Big Boom Ship** – a model rocket! Based on the real “Big Boom” ship seen in Balzak Globotron. The ship needs a Model Rocket Launcher to launch, which is sold separately. Once launched, you have no control over its flight; it just flies up and then glides back down somewhere nearby. However, it does have a remote controlled laser canon – so you can make it shoot something. The laser is weak – not enough to kill someone, but enough to hurt them or knock an item off the table.
- **FutureLabs Tutorial Bot Deluxe** – He only turns on when given food (unlike the original TB). He still gives bad tutorials, but he also comes equipped with powerful sensors that can reveal things about any screen you’re on.