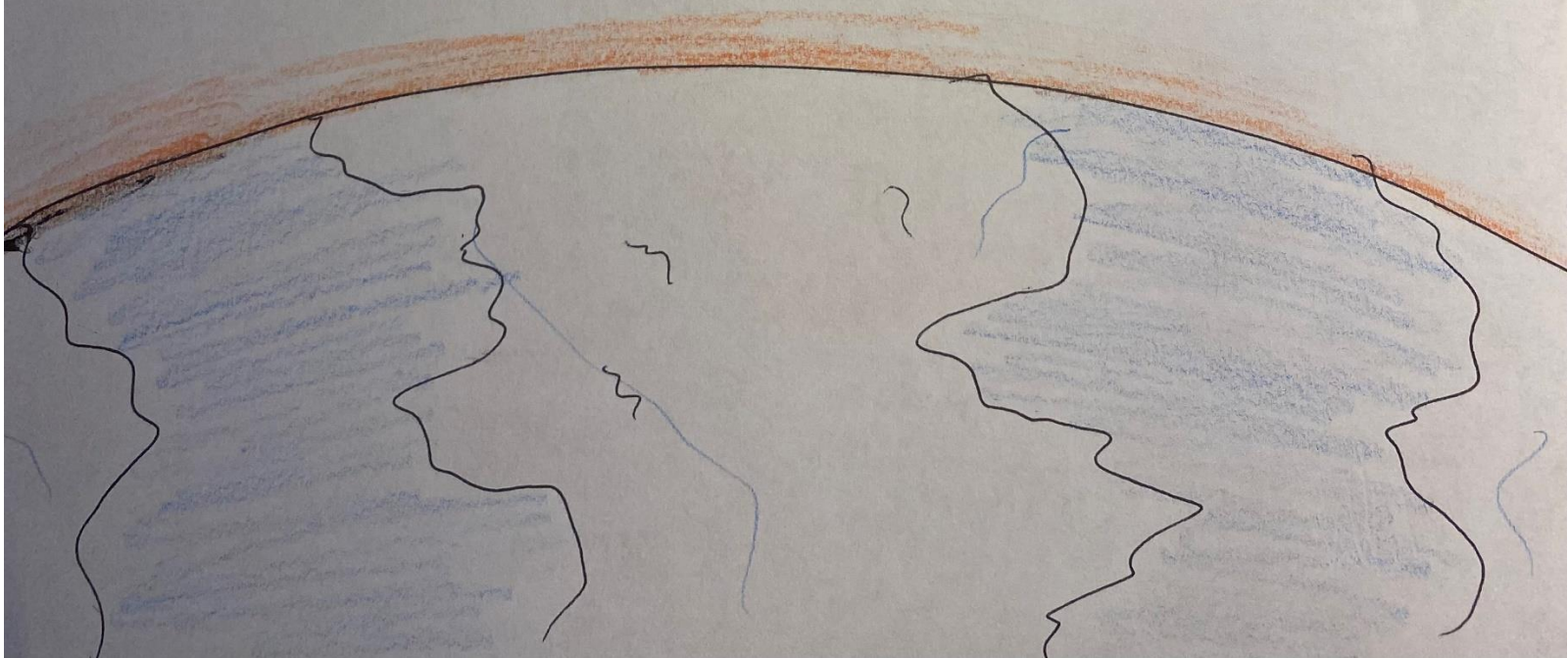
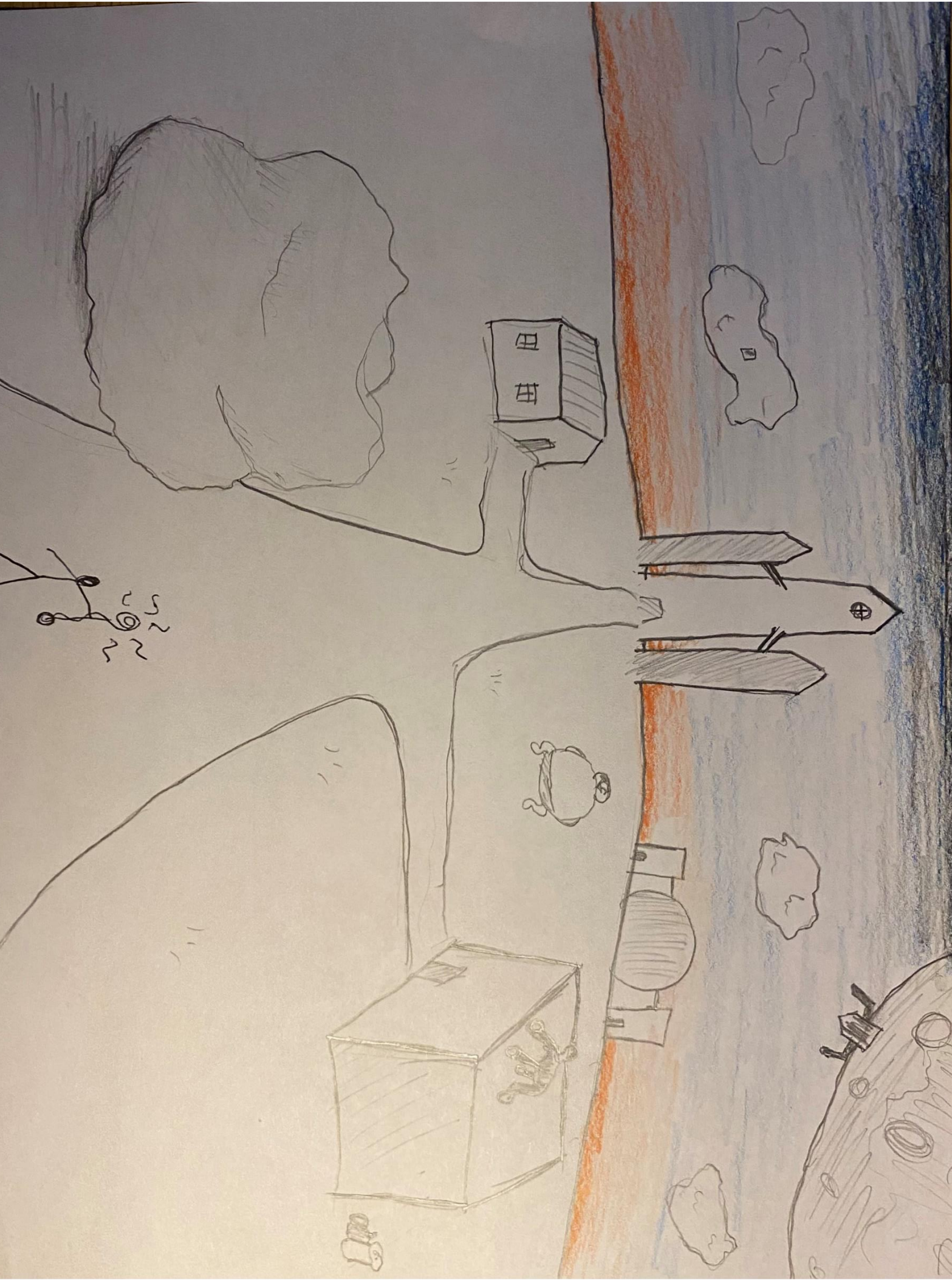
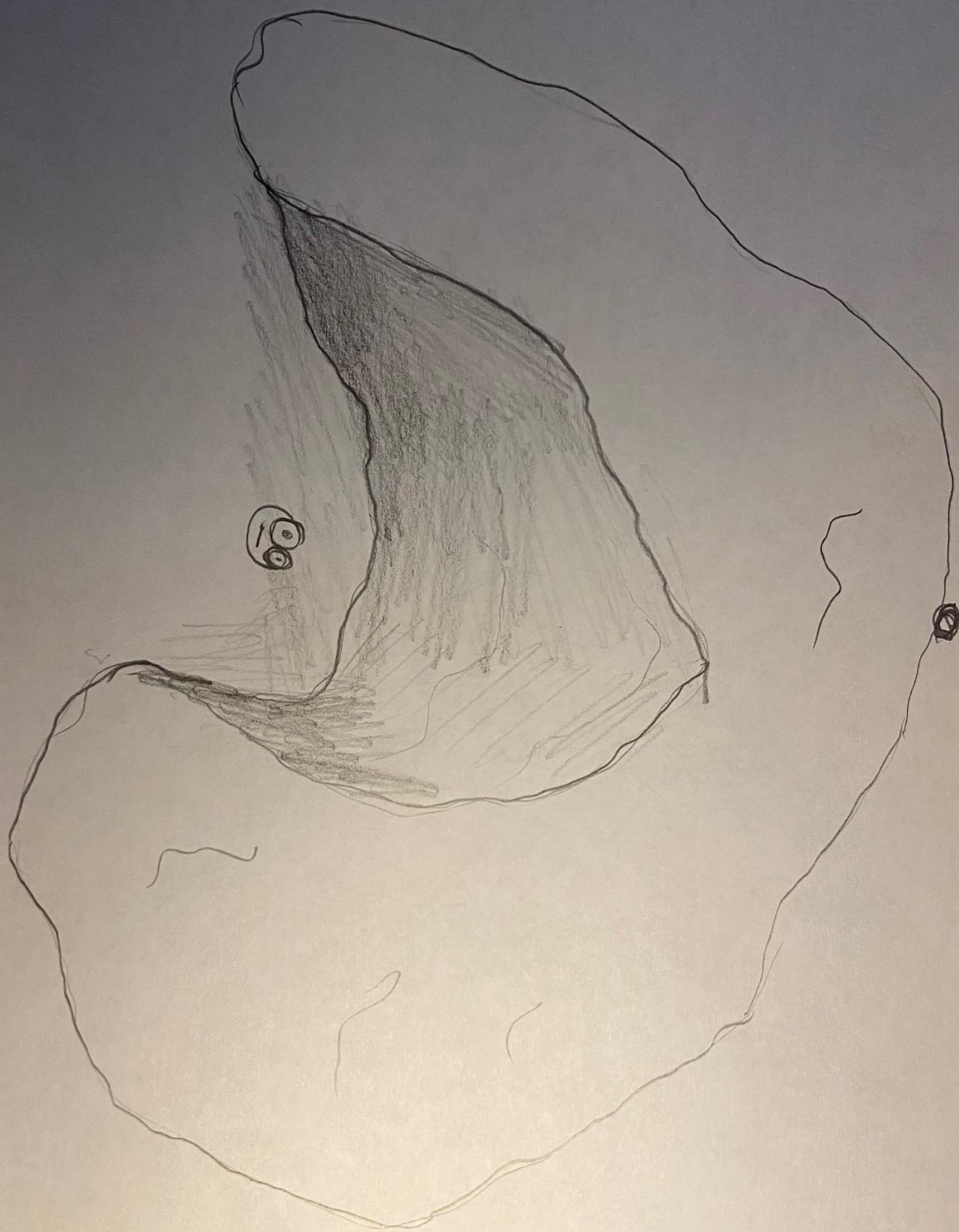


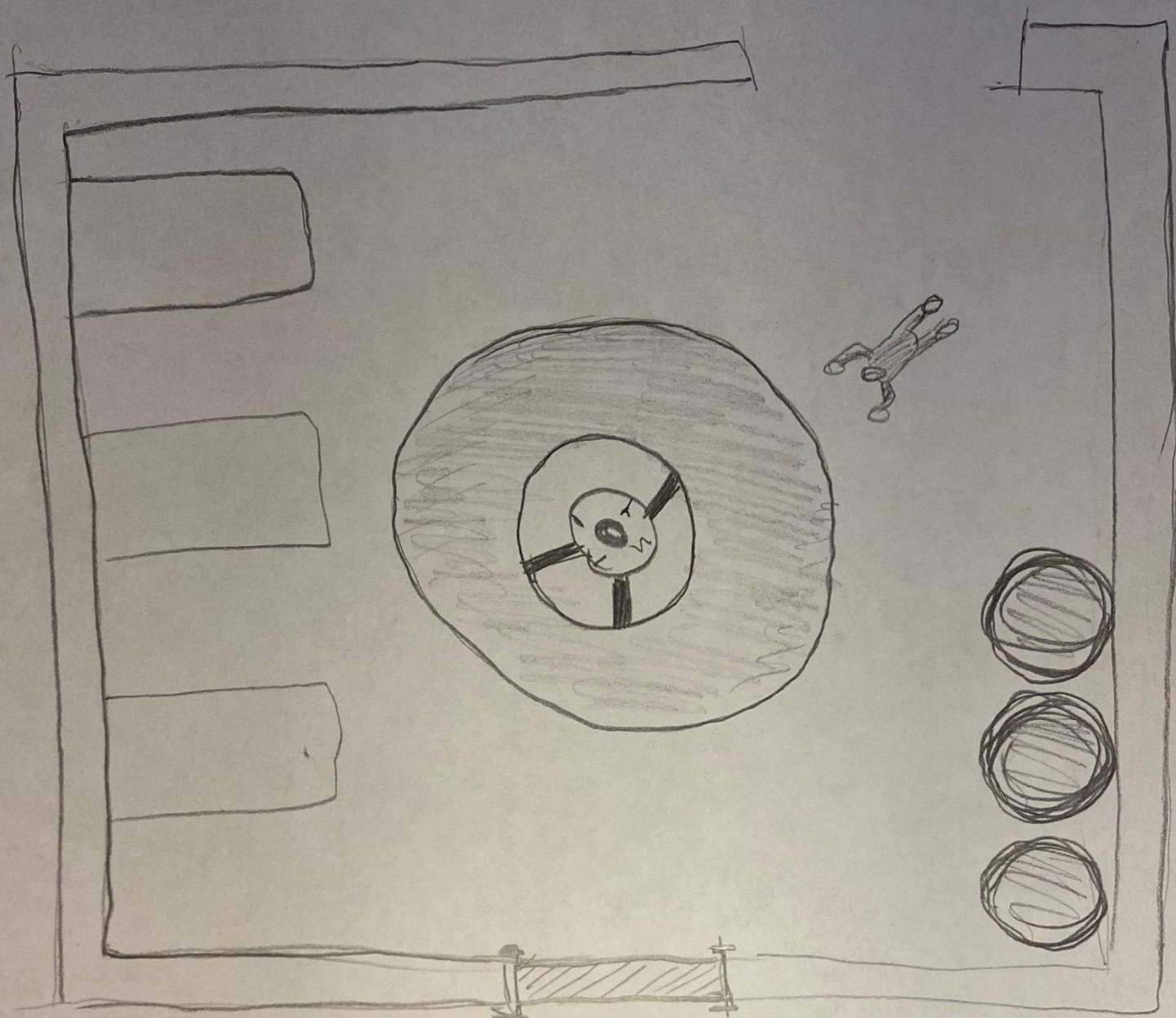
G I F O B A Z

THE PAPER COMPUTER GAME

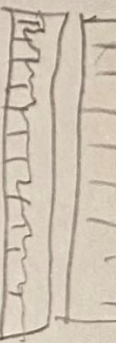
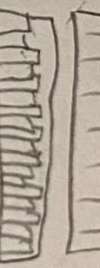
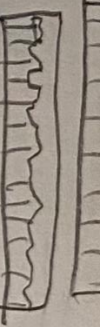
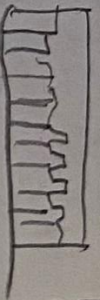
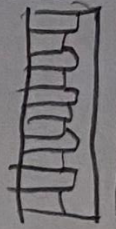
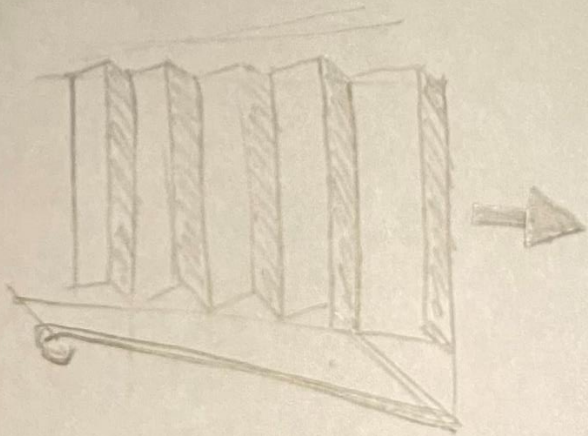


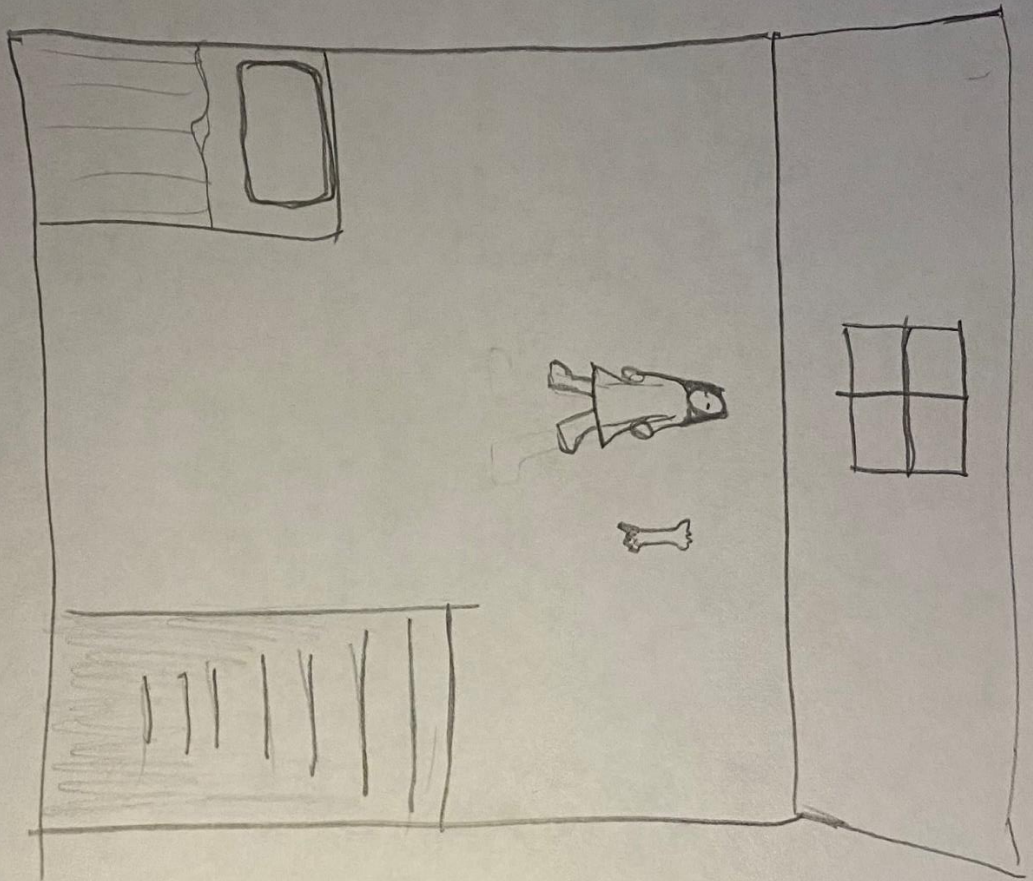


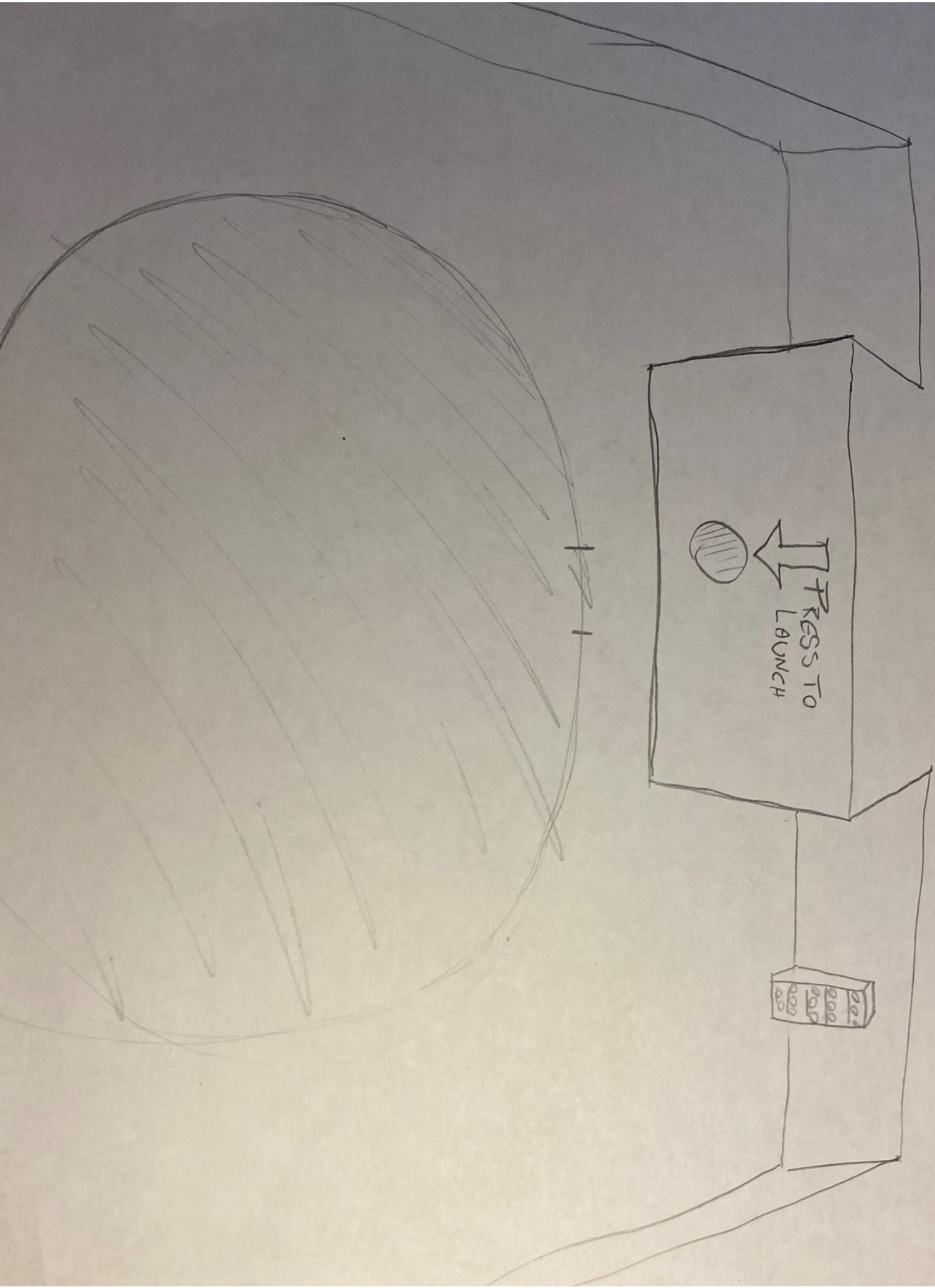


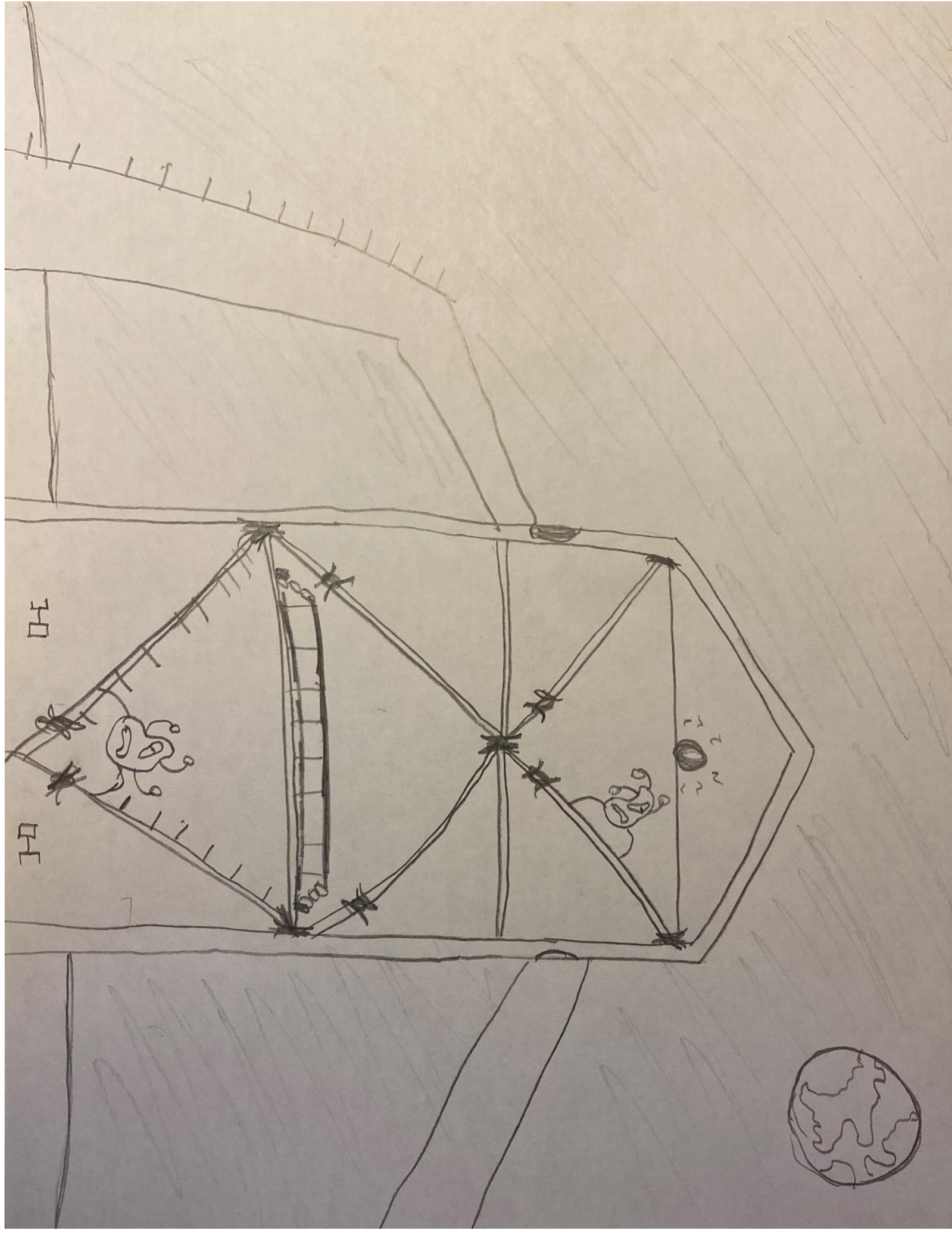


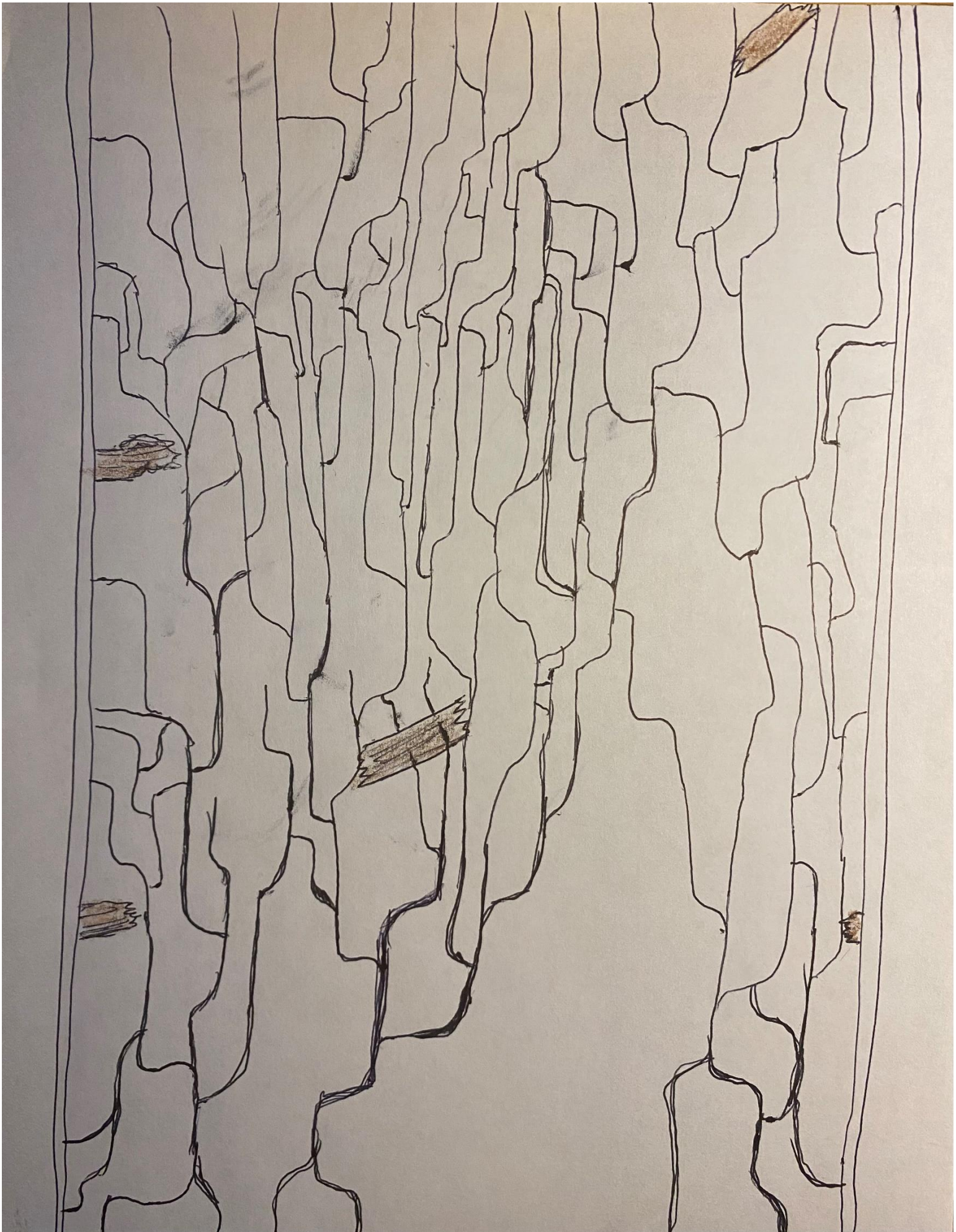
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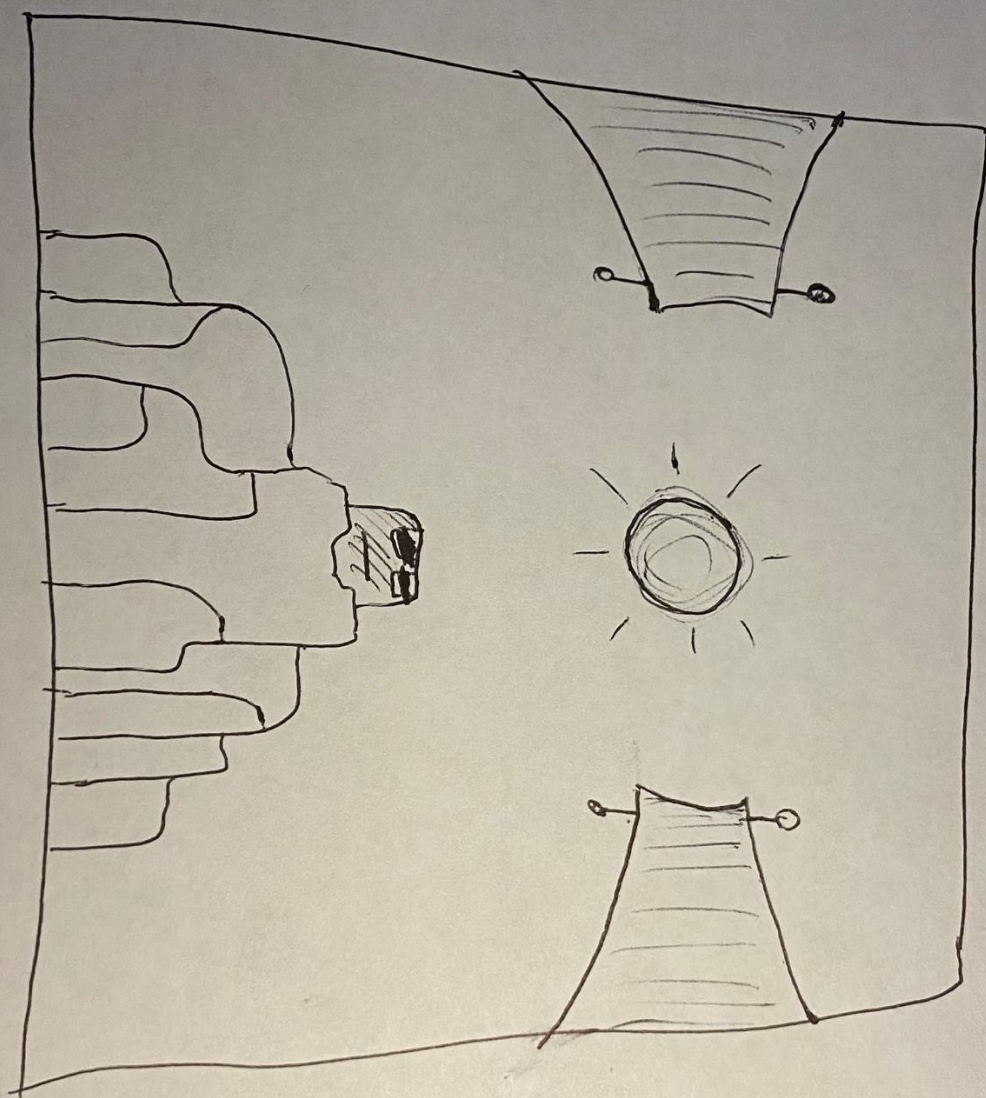












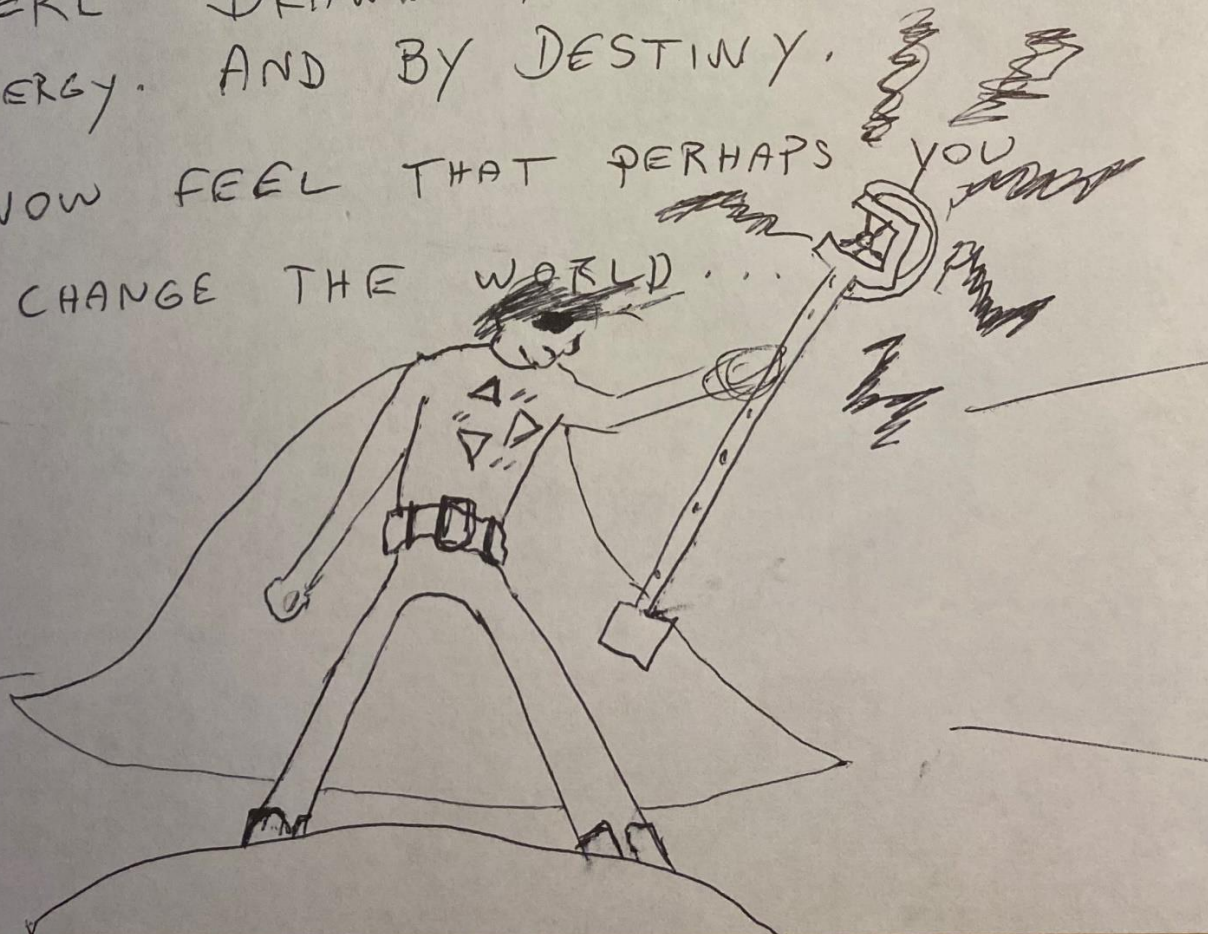
YOUR NAME IS LANOKKRIS.

AS A CHILD, YOU WERE RAISED IN
FALOSTOR PROVINCE. YOU WERE ALWAYS
DRAWN TO THIS STRANGE ENERGY.

YOU FINALLY BUILT THE STAFF TO
HARNESS IT. IT FELT LIKE COMING HOME.

YOU WERE DRAWN TO THE TOWER BY
THE ENERGY. AND BY DESTINY.

YOU NOW FEEL THAT PERHAPS YOU
CAN CHANGE THE WORLD...



NOTE: This does NOT take place in the PCG Universe; it's another, previously-unseen universe in the Multiverse.

Screen 1

This is a map screen, connecting all the other areas. You play as Ginkus, bottom middle. *You feel drawn to the tower, top middle.*

On the left, is a Boulder. If you go behind it, that leads to *Screen 2*.

On the right is a house with a Wheeler on top. This house is controlled by the Wheelers. Wheelers are dangerous people with wheels instead of hands or feet. They'll attack you if you get too close. They're very silly and like to mock you, in a mean way.

- If you go inside this house it will take you to *Screen 3*.
- ***Behind the Wheeler House:*** some trash cans. Inside one of the cans, buried deep down, is the Key to the tower. You need to use the *Magnet* to get it.

The house on the left: if you go inside, it takes you to *Screen 4*.

Top Right: The Fat Guy – this guy is a jerk and will trade you his lollipop for some candy you can find elsewhere. Unlike other PCGs he's not blocking your path to anywhere.

Top Right: a space center. If you go inside, it takes you to *Screen 6*.

Top Middle: A tower. To get inside, you need a key.

Cloud, top left: There's a door on the outside of this cloud! If the player manages to get here, the PCG Master will have to improvise what they find inside the cloud. (Another possibility is: make it inaccessible).

Screen 2 – Behind the Boulder

A little cave in the back of the boulder.

The little ball guy is called a *Bobis*. His name is *Feelaz*. He's friendly but doesn't have any helpful information. You can take him with you if you want.

On top of the boulder is a coin. (NOT a Mercado coin).

Screen 3 – Wheeler House

At the center is the *Great Wheel*, which the Wheelers worship. He eats Gron Oil, and so the Wheelers are feeding him Gron Oil.

- At the middle, he's got a giant eye
- If you attack the Wheelers, he'll say "No! Begone!" and spin really really fast, creating a whirlwind which will probably kill you.

Top Right: three barrels of Gron Oil.

- In order to get some, you'll have to get past the Wheelers who are unfriendly and will attack if you try.

Bottom: Mats, like Yoga Mats, for the Wheelers to sleep on.

Screen 4 – Inside the House

Top down view of the main floor of the house.

In the middle of the floor, is a *Magnet*. You can pick it up.

Top of the screen is bookshelves with lots of books. If the player reads these books, they'll learn about the lore of this world. The PCG Master can improvise that lore.

On the right: There's a staircase. It leads up to *Screen 5*.

Screen 5 – Felly's Room

Felly, a young girl, lives in this house alone. This is her room.

Next to her is a candy bar. She's hungry, but not for candy. If you offer her some chips, she'll trade the candy bar for them.

Screen 6 – Space Center

Top Right: *Vending Machine*

- It has chips inside. But you have to put in a coin to get the chips.

Top Middle: *Launch Button*. Press this and it will launch the rocket ship.

Bottom Middle: A rocket ship. It will launch if you press the button. If you press it then get inside the ship, it will launch you to the Moon, and to *Screen 7*.

Screen 7 – The Moon

You start on the left.

Left: a “leg” which you can climb to get into the alien structure. There’s a portal at the top.

Top: An orb. You have to get that to beat the screen. You can’t get up there without a ladder though.

There are little portals at certain points in these triangle rooms. You have to drop down through one of them to get lower.

The aliens here are hostile. They’ll attack you if you get close.

The ladder (middle room) is chained down. You need to get two keys to unlock it.

Bottom left and bottom right: the two keys you need.

Bottom middle: You have to go through this room to get back up once you have the two keys. Either fight or diplomacy your way past the alien.

Once you get the orb, you can use the ship to get back to the ground.

Screen 8 – The Tower!

Everything inside the tower is completely overrun with pipes. This may once have been a building with multiple floors, but now the plumbing system kept growing until it got out of hand and destroyed all the floors. Now all that’s left are pipes.

You have to climb the pipes to get to the top. The player & PCG Master must improvise the best way to climb & what works/doesn't work.

Pieces of floor are wedged between the pipes in some places.

The goal is to get to the top. Once you get there, it takes you to *Screen 9*.

Screen 9 – The Pipe Lord!

Middle: A sentient piping system! The pipe network in this building has become so complicated that it's gained sentience! It's a powerful being and is the final boss of the game.

He remembers being attacked by the humans – the ones who originally owned the building – because they were trying to stop him from spreading through the floors. He perceived that as an attack on him, and so he thinks Ginkus is one of them, attacking him as well.

- One possibility: you can beat him by fighting him, loosening his pipes before attacking.
- Another possibility: you can talk to him, and say you have no intention of destroying his pipes. If you can get through to him, he'll agree to let you have the energy sphere since he doesn't care about that. It was left by the original inhabitants of the building.

The goal is to get the Energy Sphere above his head. Once you get that, you beat the game! *Go To Epilogue Screen*.

Screen 10 – Epilogue

Once you get the energy sphere, things start to change.

Ginkus' body and mind start to flesh out. He gets memories – as if they've always existed. And he gains a true history.

Read the epilogue screen to find out his history.

THE END!

