

GRANNY - PAPER COMPUTER GAME

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OBJECTIVE

Granny has lost one of her precious books through a rare quantum tunneling event. It is now floating out in space. This loss is significant as there are no more books in the universe, and every scrap of information and entertainment is crucial to Granny's survival. The player's objective is to help Granny retrieve her book without wasting any of her precious energy reserves.

GAMEPLAY MECHANICS

1. **Energy Conservation:** Granny is a powerful being with a finite energy reservoir. Any energy used outside her asteroid cannot be recovered, as there are no more stars or charging stations. The player must strategize to retrieve the book without expending energy that cannot be recycled. **Going outside the asteroid uses up energy.**
2. **Resource Management:** Inside Granny's asteroid, any energy used can be recycled by the energy-capturing machines built into the walls. The player must utilize the resources and machines available within the asteroid to devise a plan to retrieve the book without losing energy permanently.
3. **Experimentation and Discovery:** The player must experiment with the machines and resources at their disposal to understand Granny's powers and capabilities. There are multiple ways to achieve the objective, and players are encouraged to explore different strategies.
4. **Understanding Granny:** Granny is a mysterious and powerful being, with a humanlike figure and spider-like legs. Her origins, whether she's a descendant of humanity or an alien creature, are so far in the past that they no longer hold relevance. The player must accept Granny as she is and utilize her powers effectively.

CHALLENGES

- The player must navigate the limitations of energy usage and the constraints of the environment.
- Creative problem-solving is required to use the available resources without permanent energy loss.
- Understanding the mechanics of the game and Granny's abilities is crucial for success.

CONCLUSION

The game concludes when the player successfully retrieves the book without depleting Granny's non-renewable energy reserves. The player must demonstrate ingenuity and strategic thinking to achieve this goal.

G R A N N Y

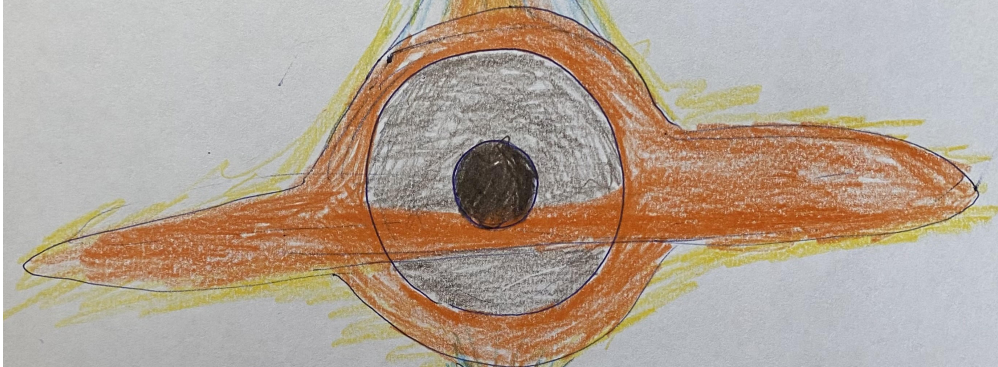


100 TRILLION YEARS
FROM NOW, THE STUFF THAT
MAKES NEW STARS WILL RUN OUT.

NO NEW STARS WILL BE BORN.

THE REMAINING STARS WILL RUN OUT
OF FUEL AND DIE EVENTUALLY.

10 QUINTILLION YEARS AFTER THAT,
MOST OF THE DARK, DEAD STARS LEFT
IN THE GALAXY WILL FALL INTO THE
SUPERMASSIVE BLACK HOLE AT THE CENTER.



LIFE WILL BE ABLE TO SURVIVE OFF THE INCREDIBLE
ENERGY OF THIS BLACK HOLE FOR ABOUT A
TRILLION TRILLION TRILLION TRILLION TRILLION TRILLION
TRILLION TRILLION YEARS.

BUT EVENTUALLY, EVEN BLACK HOLES EVAPORATE AWAY WHEN
THEY RUN OUT OF FUEL

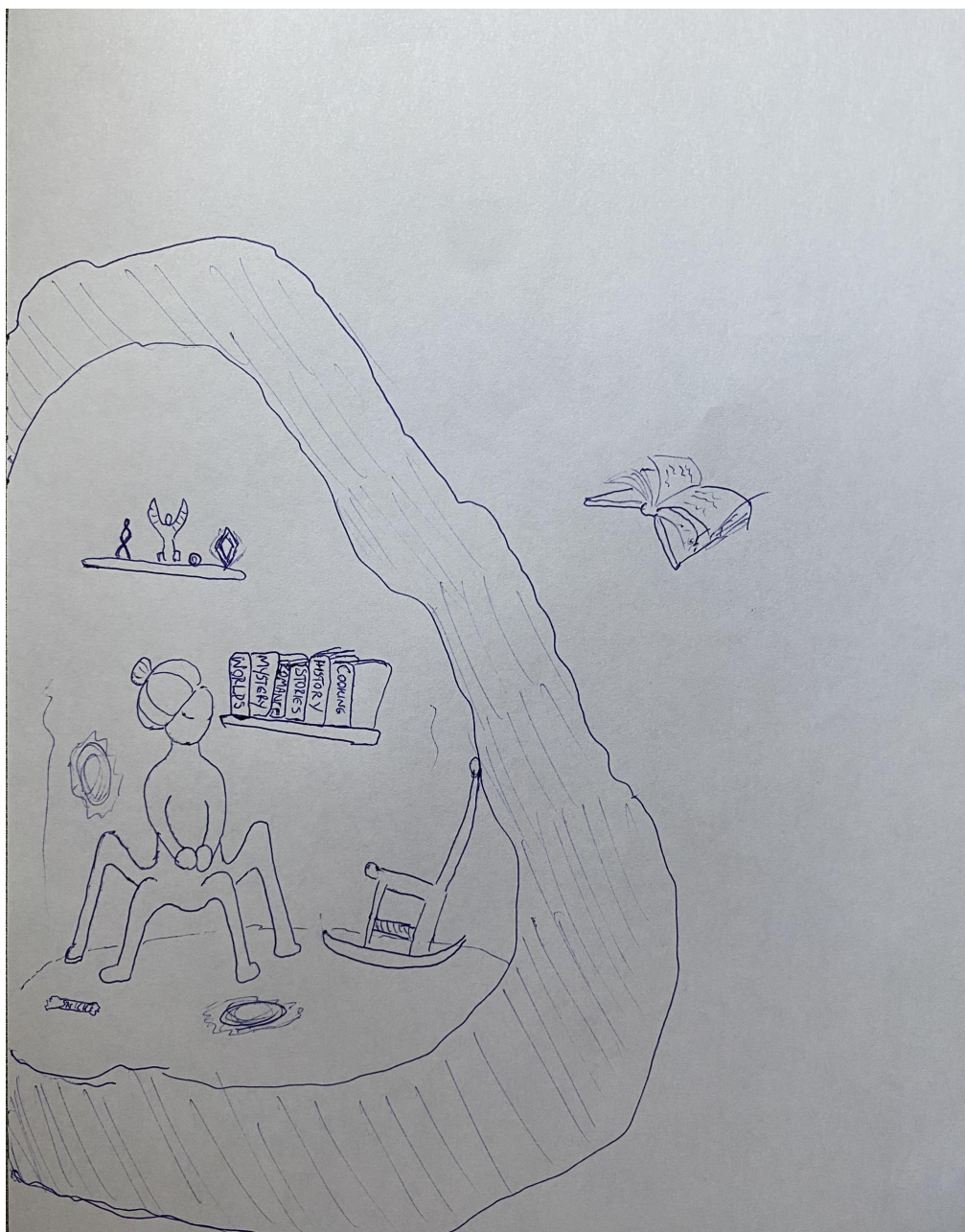
A SLOW LEAK OF ENERGY. IN ENOUGH TIME IT ADDS UP,
AND THE HOLE WILL BE GONE.

NOTHING WILL BE LEFT.

... EXCEPT GRANNY.

THE LAST LIFE IN A COLD AND
DEAD UNIVERSE, SHE LIVES A COZY LIFE.





GRANNY'S ASTEROID HABITAT

This is the only playable screen.

Nestled in the vast emptiness of a cold, dark universe, Granny's asteroid habitat is a beacon of life and warmth. This self-contained ecosystem is a marvel of resourcefulness and ingenuity, a testament to the resilience of life even in the most inhospitable conditions.

The habitat is carved into the heart of a sizeable asteroid, one of the last remnants of matter floating in the void. Its exterior is rugged and pockmarked with the scars of countless millennia, but within, it is a sanctuary. The interior is surprisingly cozy, with a homely atmosphere that belies the desolation outside.

At the center of the habitat is a living space, warmly lit and furnished with a comfortable rocking chair, a sturdy bookshelf brimming with the last remaining books in the universe, and various trinkets and mementos from a time long forgotten. These items are not just decorations; they are relics of history, pieces of a puzzle that tell the story of the universe's past.

The walls of the asteroid are lined with energy-capturing machines, a testament to Granny's technological prowess. These machines are crucial for survival, recycling every joule of energy used within the habitat. The air is fresh, and the temperature is regulated, creating a bubble of life in the midst of entropy.

1. **Rocking Chair:** (on the right, inside the asteroid) A cozy spot where Granny can sit and ponder her next move. Interacting with the rocking chair might trigger memories or ideas.
2. **Bookshelf:** Holds the last remaining books in the universe. Players can explore the titles for clues or inspiration.
3. **Energy-Capturing Machines:** (Not visible) Built into the walls, these machines recycle any energy used inside the asteroid. Players can experiment with these machines to understand how they can aid in retrieving the book.
4. **Trinkets and Chachkas:** Various objects from an unimaginable past. Each item might hold a story or a clue to Granny's powers and how to use them.
5. **Food and Waste System:** (The circles, one on the floor, the other on left wall) A closed-loop system that recycles everything. The one on the floor creates "food", while the one on the wall accepts waste and recycles it. Players might find ways to use this system to their advantage without expending non-renewable energy.
6. **Candy Bar:** (On the floor) Just an ordinary candy bar!
7. **The Missing Book** (Outside the asteroid, on the right): A book, floating in space, the one Granny's missing. Once you get this back, you win the game.

IMPORTANT: If Granny goes outside the asteroid, or opens a hole in the side of it, she loses the game!! You must find a way without doing that.

GRANNY'S POWERS

Granny is a powerful being; listed here are some of her powers, but the PCG master should feel free to improvise more powers based on what they think she'd be able to do / what would be fair to maintain the challenge.

- **Teleportation:** Granny can teleport herself. This uses a lot of energy; if she teleports into space, some energy will be lost and you lose the game.
- **Matter manipulation:** Granny can move objects with her mind, and even reshape them with her mind.

POSSIBLE SOLUTIONS

- Somehow reshaping the walls so that they envelop the book, without creating a hole, would work.
- The player can think of other solutions; there may be other ways to get the book with Granny's powers, without