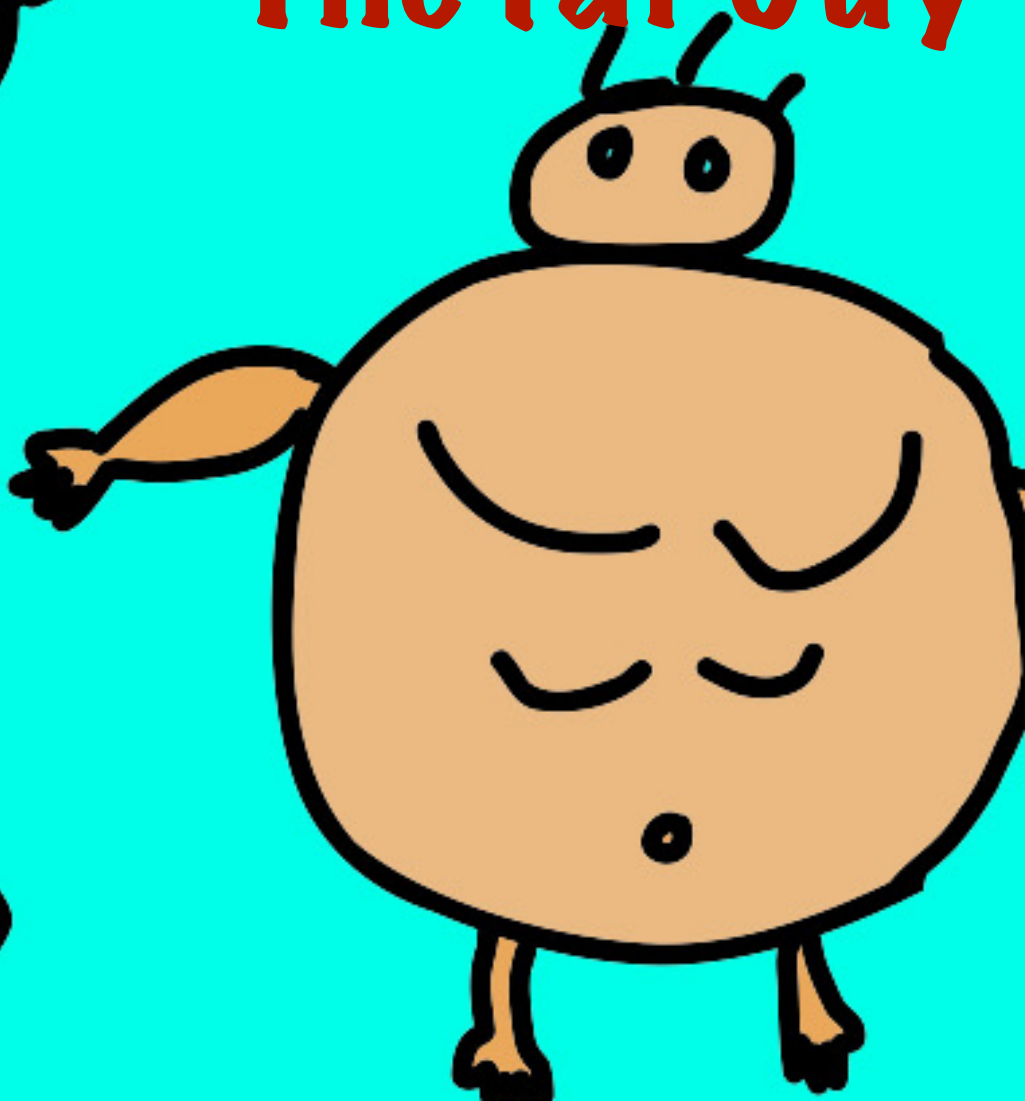
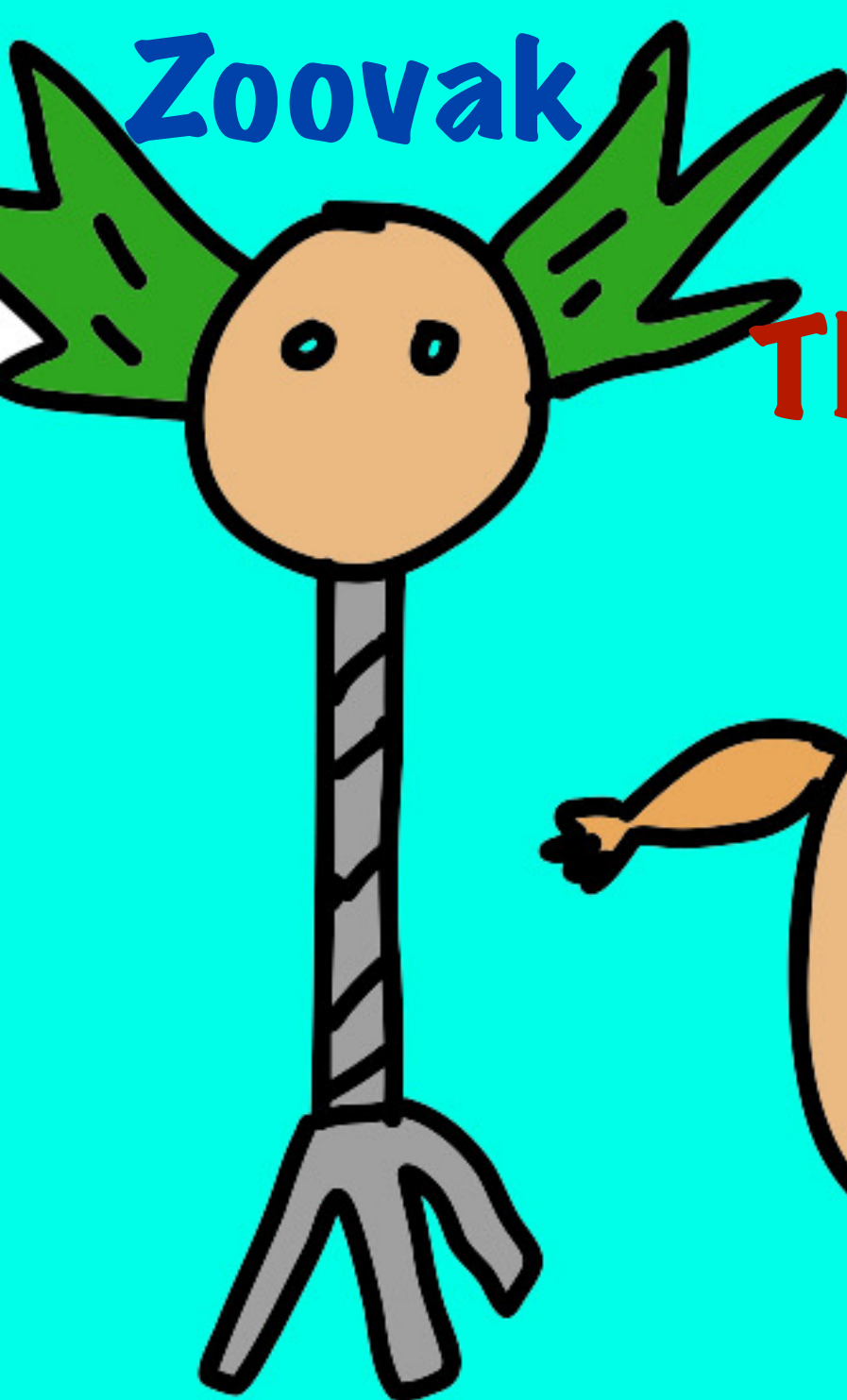


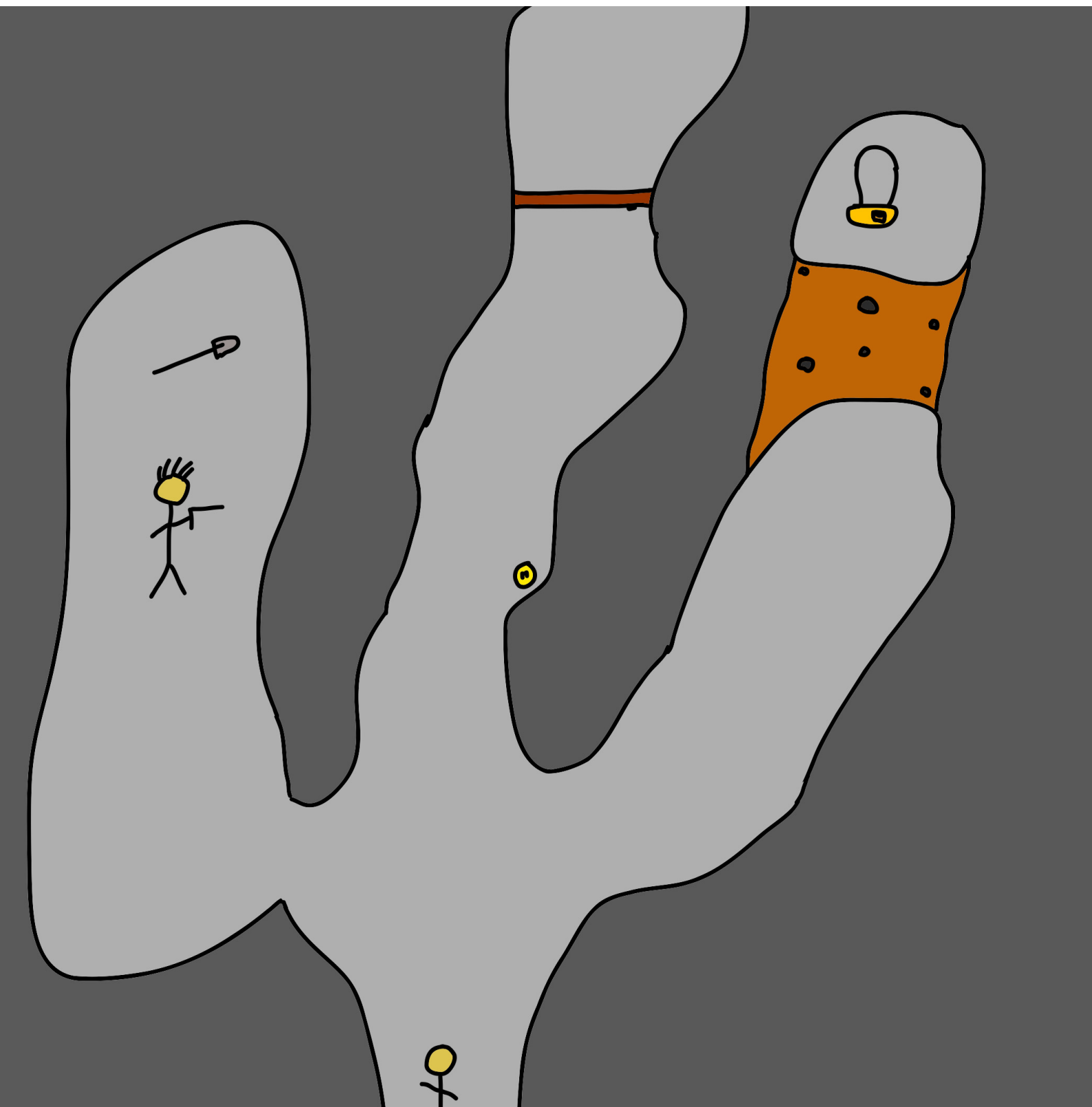
# PCCG

Zoovak

## GUIDE

The Fat Guy

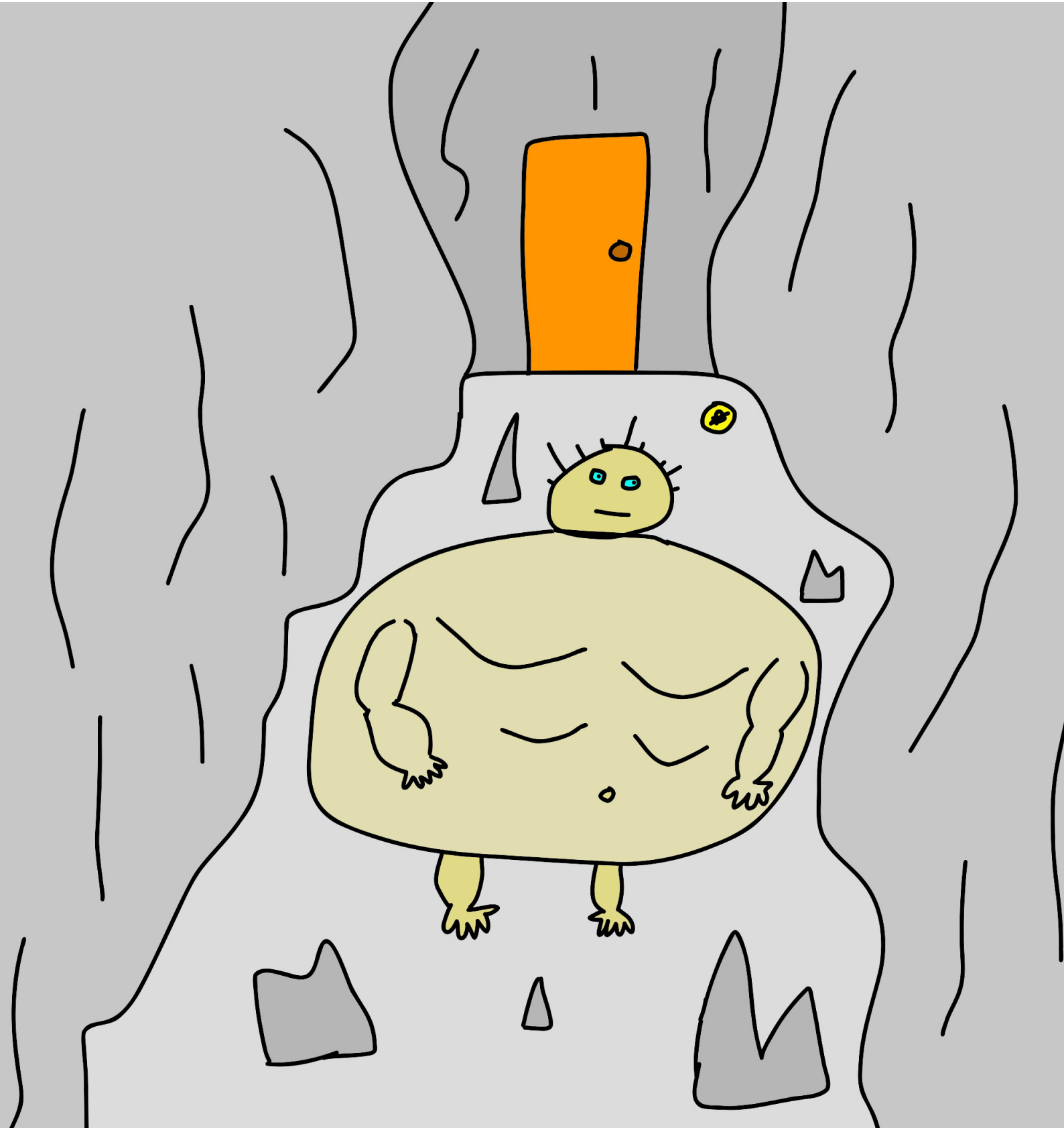




## Scene 1: The rules

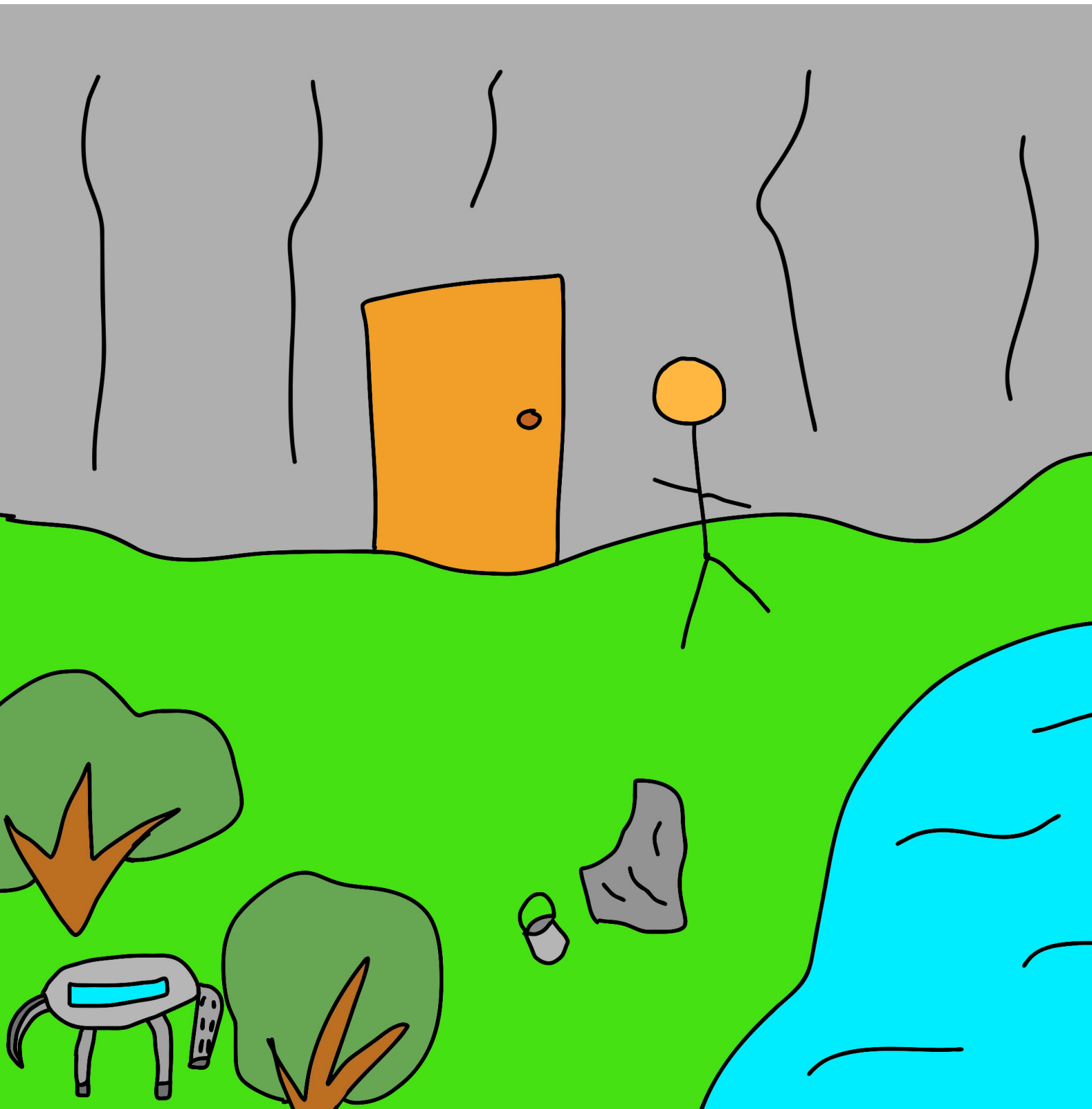
„You‘re entering the cave“

1. This is the player.
2. When the player walks to the enemy, read this: „This is an enemy, you can attack him. If you die, you can simply say „save game“ and you will go back in time. The player can hit the gun out of the enemies hand and kill him.
3. „ This is a shower, you can pick it up. Just note it on you inventory sheet.“
4. „This is a Mercado coin. You can buy different thing using it in Mercado shop. Her it is.“ Then the Came Master needs to show Mercado shop to the player.
5. This is ground, the player can dig it with a shovel.
6. If the player opens the bag, he/she can find a key in it.
7. There are the door. The player can open them with a key.



## Scene 2: The Fat Guy

1. „This is a Fat Guy, a classical PCG character, he blocks your path.  
“ Of the player break the stalagmites with an axe(hands don't work) and poke The Fat Guy with them from the side, he will move to another side, so the player can pass.
2. Stalagmites.
3. Another Mercado coin.
4. The player can open these doors, they aren't locked.



„You exit the cave and you appear near the river. There is a mech - they are classical for the PCGs. He can't see you, because of the bushes.“

1. This is the player.
2. These are the doors from which the player came.
3. A bucket, the player can fill it with water and poor it on the mech to win the battle.
4. The river.
5. The mech.

! The player can walk to another screen only using a passage near the mech.