

Pg #1: You are in your house, when all of a sudden your parents start chasing you. They appear to have been affected with some sort of serum from none other than the Company. You can use the lamp as a weapon or the table for cover, but more of them will just keep coming. You can then hide in the bathroom for safety

Pg #2: You are in the bathroom, and the monsters will come banging through the door at any moment, so the player has to think fast. The poster on the wall has nothing hidden behind it, but to get out simply smash the window with the baseball bat, and then get the ball as a weapon for later. If the player looks under the rug they find 1 mercado coin.

Pg #3: They just broke the window, and now have to slide down the roof and land into the bushes to escape, but if they try to reach the window above them, they are caught and killed!! If they look in the tree they find apples and a strength potion.

Pg #4: To open the garage use the strength potion from pg #3 and open it with ease. (if your player did not find it, have them figure out a different way to get in.

Pg \$5: In the garage are more posters, and also a canoe they will need later. The piece of wood below the canoe is for a paddle. Once you head up the stairs, you find a lamp and another monster dude. To defeat him simply flick the light switch off to kill him and jump out the window. Your player can also hit him with wood, but it will only knock him out for a little while.

Pg #6: More monsters are chasing you, so use your canoe to get out onto the river.

Pg #7: You head down a tremendous waterfall, and lose your paddle. A monster jumps on your canoe from the land and tries to take your canoe. Use your baseball to throw at him while he is in midair to knock him into the water.

Pg#8: You get to land, but the moment you set foot an archer shoots at you, so you have to use either the canoe as a shield, or the bat to try to knock an arrow back at him.

Pg#9: you get into the building, and you must jump on the first rope closest to you, and swing into the punch bag which knocks you into the monster taking him out. You can then use the pickaxe to dig underground and get the rocket boots to fly up and get the shield, mercado coin, and the key to the door.

Pg#10: You are confronted with Pinchzoid Crabicus, who will try to bring you down into his pit to die. You must do parkour and jump from hand to hand to the other side.

Pg#11: You are heading down a dark tunnel with jaws about to eat you, and your body goes limp and you cannot move!!!!!!

Pg#12: You wake up and it was all a dream.....or was it.