

Page 7 **Gameplay** (You enter a hallway with a door, and a blind tryptozian subspecies called the Dechnozipians that will ask you questions you have to answer right to enter the lounge.)

*The door is locked no matter what you do

*Everyone in the lounge is distracted and doesn't see you.

Possible Outcomes: *You can shoot the Dechnozipian, but the tryptozians in the lounge will hear you and you will be killed from the alert sent by them

*You can try to reason with the Dechnozipian by answering these trivia questions

"What is my home planet" -Shariek

"Who is the best pcg character?" -Zoovac

"What is the best topping on Earth pizza?" -none, tryptozians don't like pizza

*You can try to sneakily press the button to open the gate, but she will grab you because she senses movement.

Page 8 **Gameplay** (In the lounge, there are several Tryptozians. They seem to be distracted. At the right, there is a hallway, which is the only exit here. Sneak around to the hallway.)

*On the couch there is a sleeping tryptozian

*There is empty chip bags and a bowl next to the sleeping tryptozian

*The tv is plugged into the wall at the end of the room

*There are 2 playing cards, they are focused in the card game.

Possible outcomes: You can try to sneak across behind the couch, and walk to the hallway slowly.

Page 9: **Gameplay** (An elderly tryptozian spots you sneaking down the hallway.)

*The tryptozian doesn't have a weapon, but he can whip your stick at you, but very slowly

*The pictures on the wall are the planets they conquered and own

*Shariek was not conquered

Possible outcomes: *The tryptozian could slowly whip his stick at you, and you can move away and dodge it.

*You can try to shoot it, if you have a gun

*You can try to reason with him to let you move forward, Remember, he's old so it will be easy.

Page 10: **Gameplay** (You found an area that appears to be abandoned, due to how dirty it is. Although, the entrance is blocked by 2 sets of lasers. -Figure out how to press the button)

*There is a skeleton of an E.M.A member is stuck in the lasers

*The E.M.A soldier has a helmet on.

*The crate has copper wire in it

Possible outcomes:

*You can bend the copper wire in a way where it can go under the laser and reach the button.

*if you throw something at the button, it will be disintegrated by the laser

Page 11: **Gameplay/Cutscene** (After getting into the abandoned area you notice that there was a fight here. A bunch of Tryptozians, and E.M.A soldiers. The elevator has blood splattered all over it. Someone wrote in the blood to not enter the elevator. It is unlocked, so you are able to enter it.)

*There are a bunch of bullet holes on the walls

*The tryptozians don't seem to rot on the outside, due to their slimy layer of skin

Possible outcomes:

*You enter the elevator

*You decide to leave and get caught.

Page 12: **Cutscene** (After entering the elevator, you fall into a giant lair. It is guarded by a tryptozian with a staff. A giant Tryptozian subspecies is noticeably right in front of you. He is nicknamed "The Admiral." In the back, there is a cage holding a familiar face, it is the believed to be dead leader of the E.M.A, "Kurt Whistler." He doesn't look in good shape, probably because he's been in that cage for months now. The giant tryptozian looks at you and smirks, "Out of anything we caught a Cowboy?" he says. He then locks you up in the cage with Kurt)

The Great Trypotozian War: Aftermath Script.

(Read words in Parenthesis to player.)

Page 1: Cutscene (The battle of New York City is coming to a close as the E.M.A (Earth Military Association) loses against the G.T.A (Great Trypotozian Army) Earlier, it was believed the leader of the E.M.A "Kurt" was killed in an explosion. Because of the lack of rule, the E.M.A and Earth is in Shambles. You, "Cowboy Freddy" are a survivor trying to live during these hard times.

Page 2: Gameplay (2 months have past, and Cowboy Freddy has struggled to survive. You have stumbled across a crashed Trypotozian X-Class Ship, a small ship used by a single trypotozian -Look around the area and see what there is.

- *There is a metal rod that can be used as a weak weapon
- *The city ruins are in the background
- *There is black goo that is oddly warm
- * The tentacles of a dead Trypotozian are sticking out.

Page 3: Gameplay (There is a wooden fence in the way of you. It is impossible to cross. --You will need to figure out how to get through it.)

- *in front of Cowboy Freddy there is a glove that appears to belong to an E.M.A soldier
- *The tree is burning and very fragile and dry.
- *There is a paper map of unknown origin near the Mercado
- *There is a sign that point to the beach.

Possible outcomes: The player can use a stick from the tree and use the fire proof glove to burn the fence

Page 4: Gameplay (There is a crashed Trypotozian Capital ship, in a decent condition has crashed in the beach. There are weird creatures blocking the way)

- *The creatures look interested in your metal rod
- *The skeleton of the creature was electrocuted by the exposed wires
- *The ground is made of sand
- *There is an open hatch leading inside the ship

Possible outcomes: *the player can throw the metal rod, losing the weapon to distract the creatures. Then travel to the pod. *The player could also try to kill the creatures but it would be difficult with the metal rod, but they will earn 5 mercado from it. [Use a difficult dice from the paper game kit]

Page 5: Gameplay (A Trypotozian guarding an elevator is pointing a gun at cowboy Freddy.)

- *There is a dead trypotozian with a metal rod in its mouth in front of you.

*behind the living Trypotozian there is a broken keycard that won't open the door.

Possible outcomes: *You can try to reason with the trypotozian, the will let you in the elevator if you ask him about his favorite food, pcg, or if you give him your metal rod.

*You can also try to kill him but that would be very difficult to do, and you could shoot the controls because of the bad security.

*You can take the gun of the trypotozian if you kill him

Page 6: Gameplay (It seems that the trypotozians who were stuck on the capital ship made a society on the crashed ship. The hallway is blocked with lazars and a vent is at the top, but there is a weird eye with six rounds of shots if you pass through it.

*There are rocks on the ground next to the elevator

*There is a rope with an anchor near a weird box, that serves no purpose

Possible outcomes: *You can throw the rocks at the eye until it runs out of its six shots, and use the rope to anchor yourself into the vent.

*You can ask the trypotozians walking by if they can help him pass through, but they will alert the ship and you will be killed.