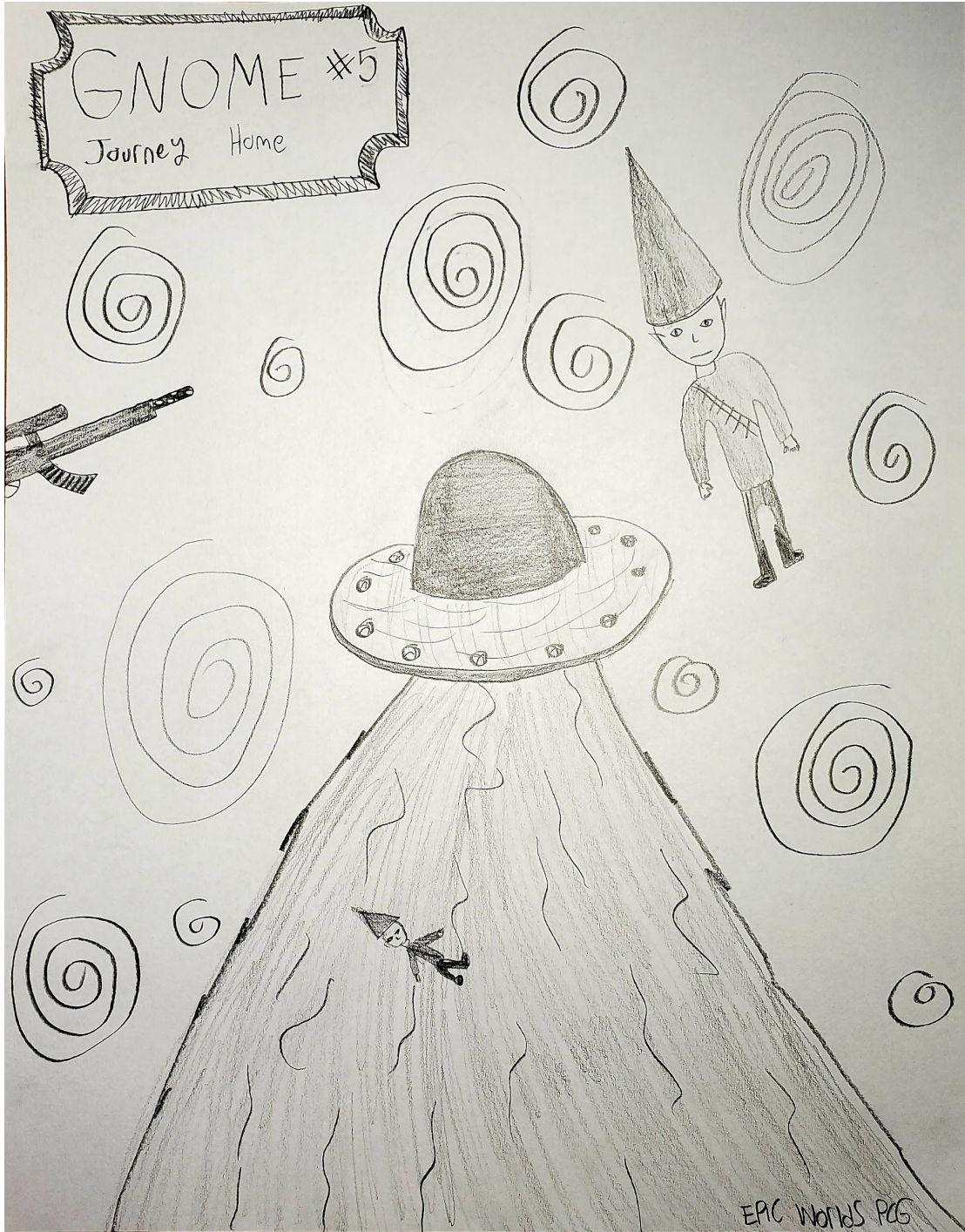
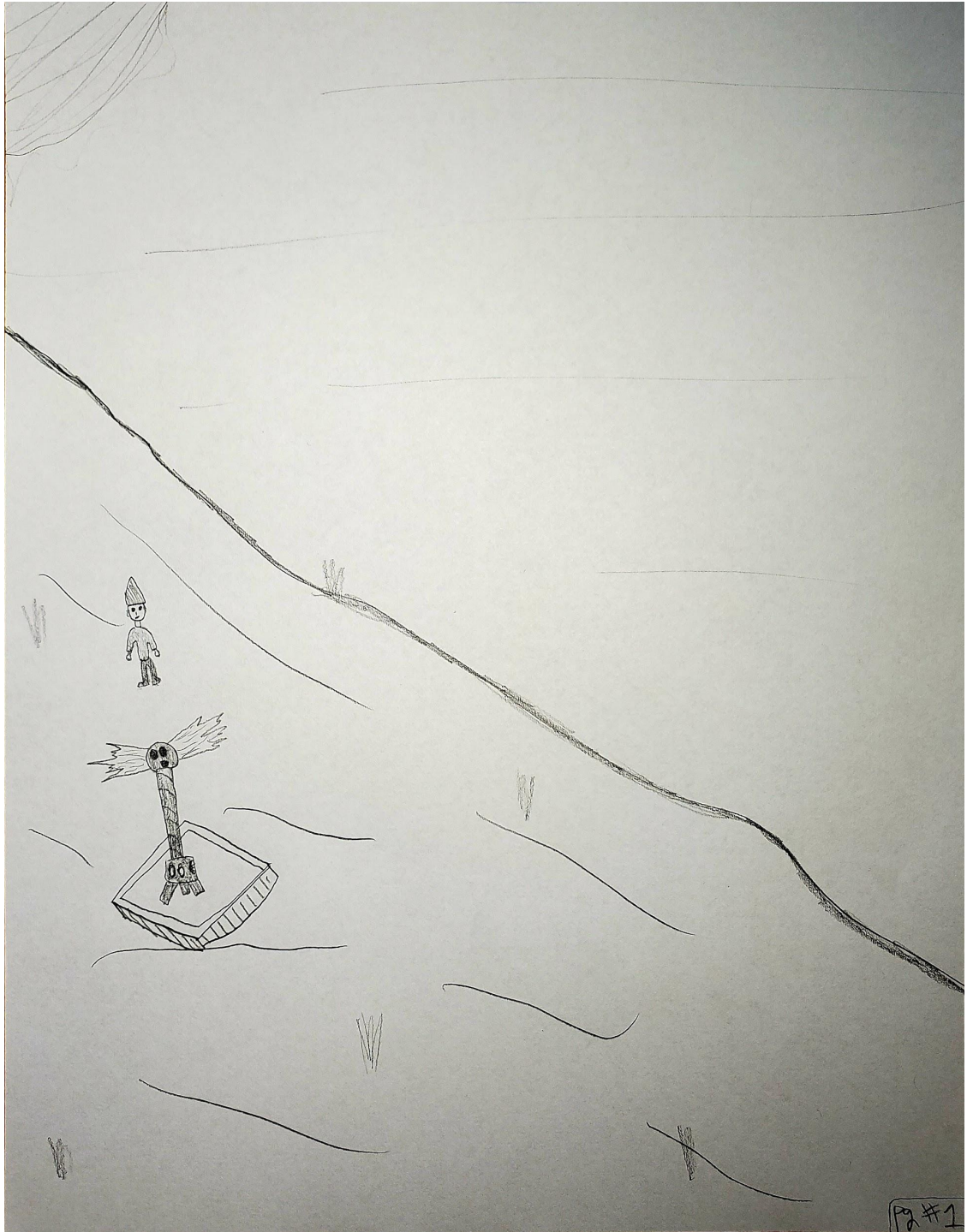
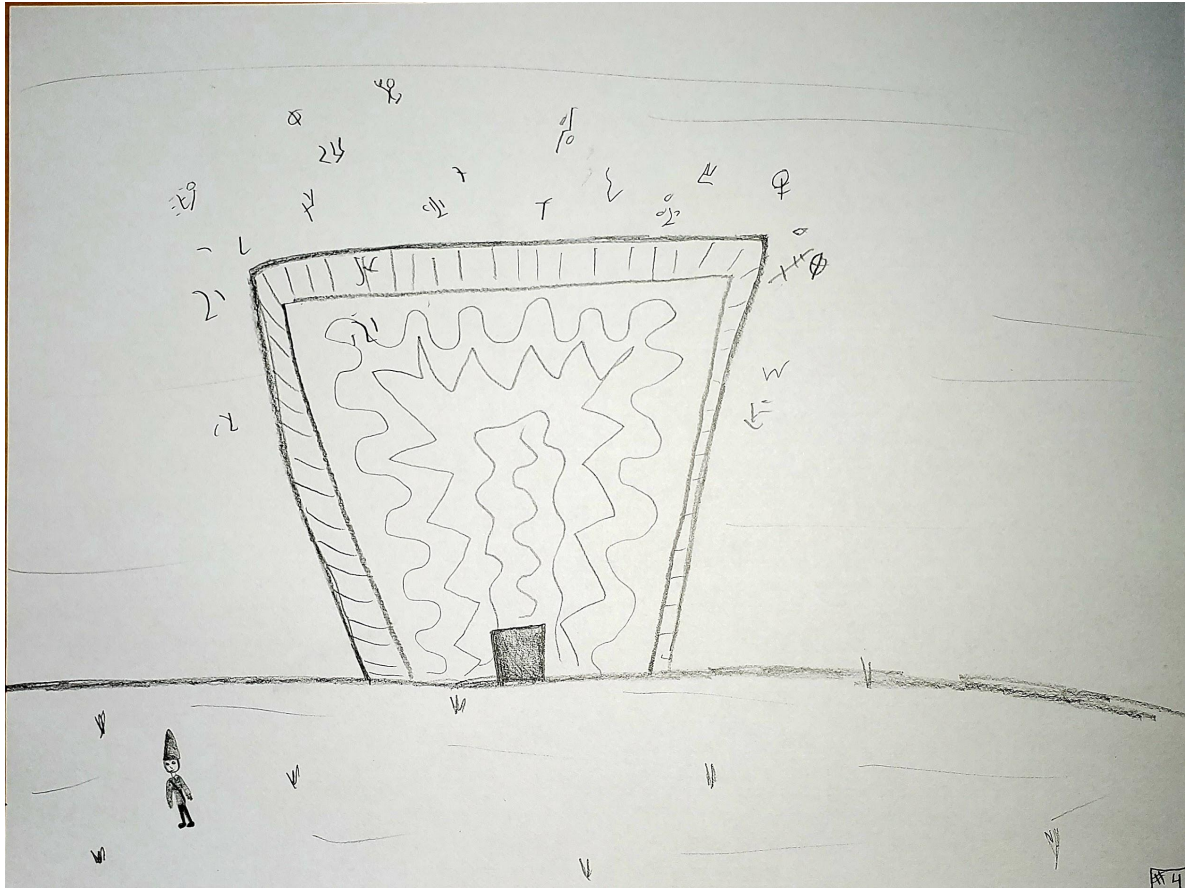


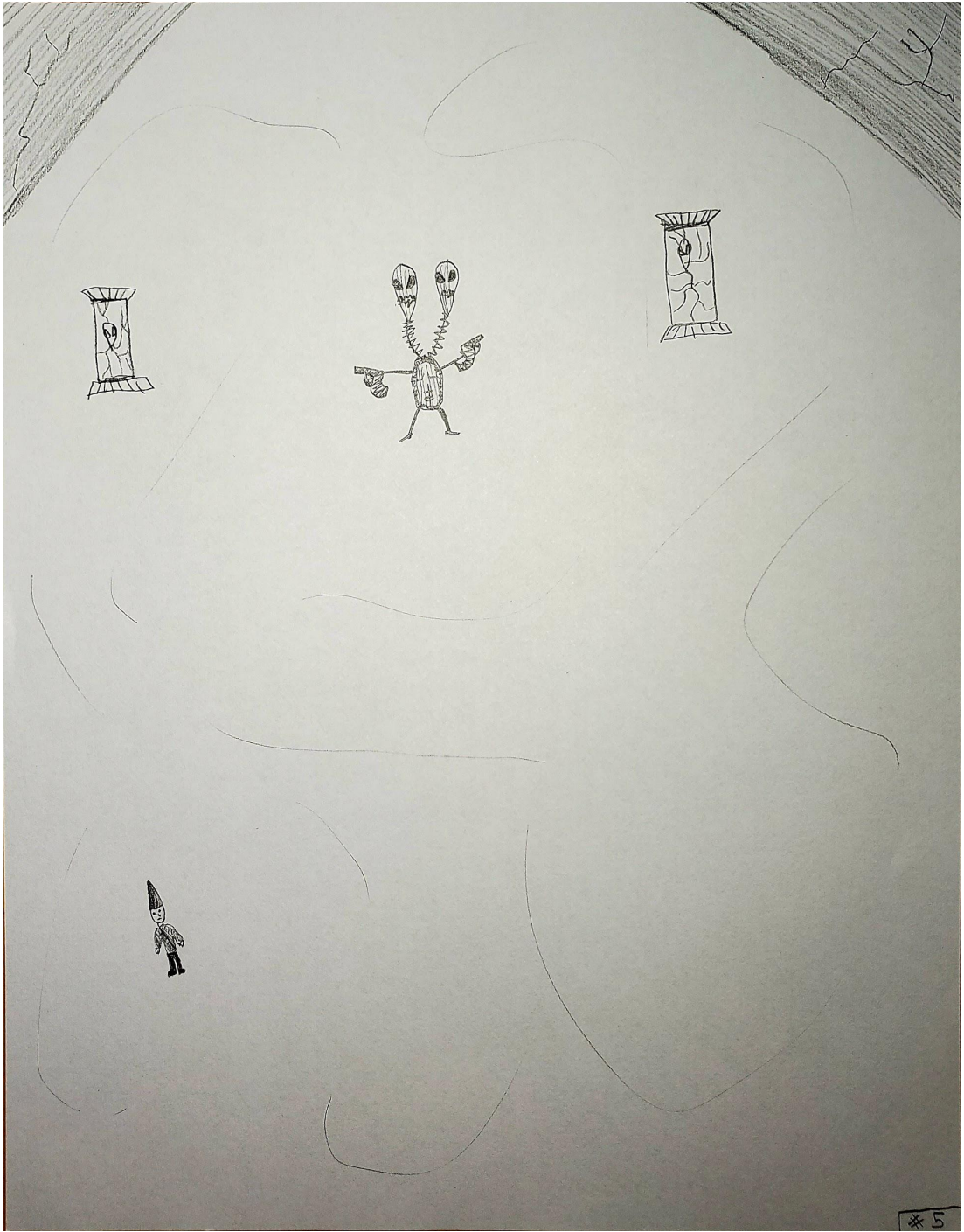


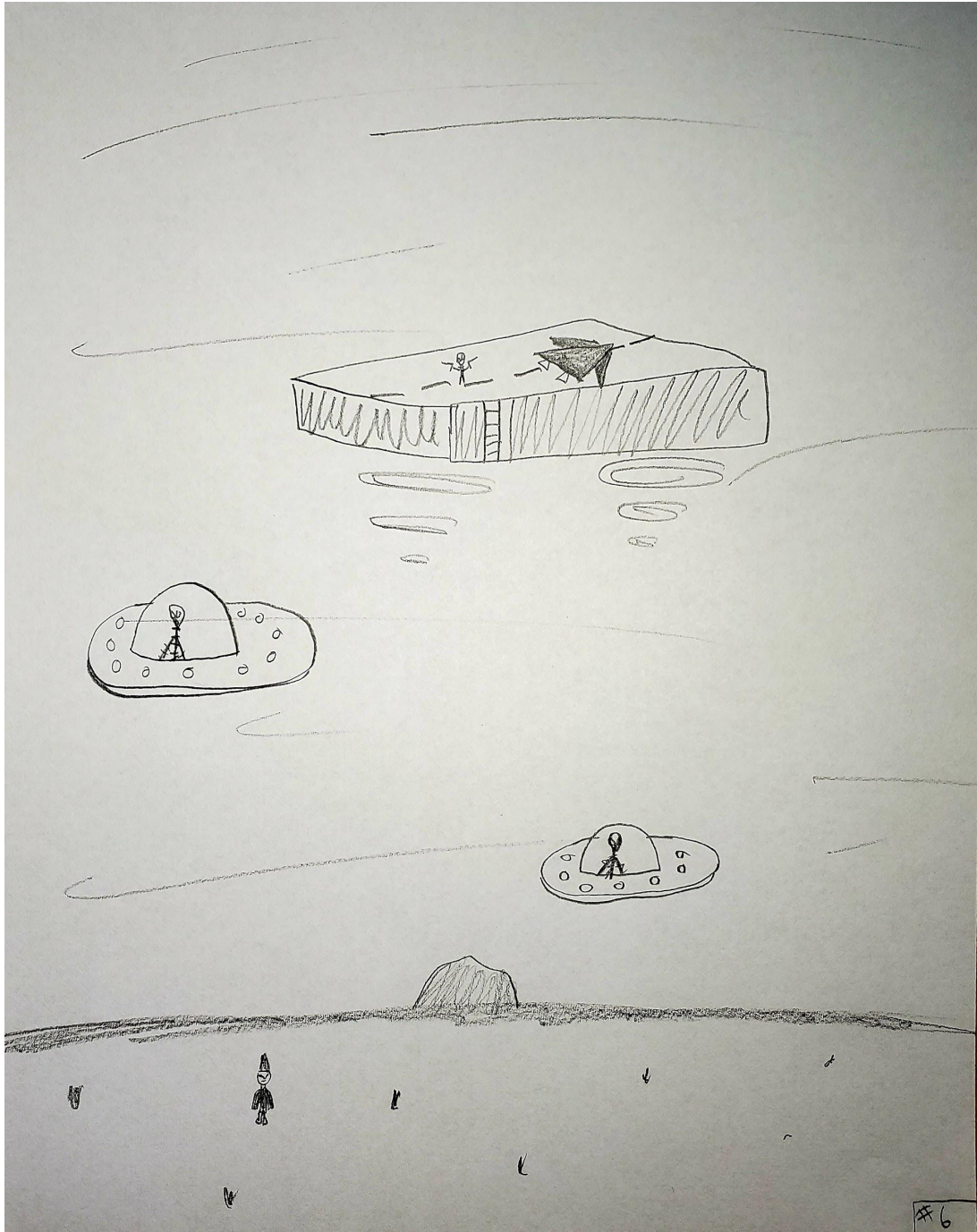


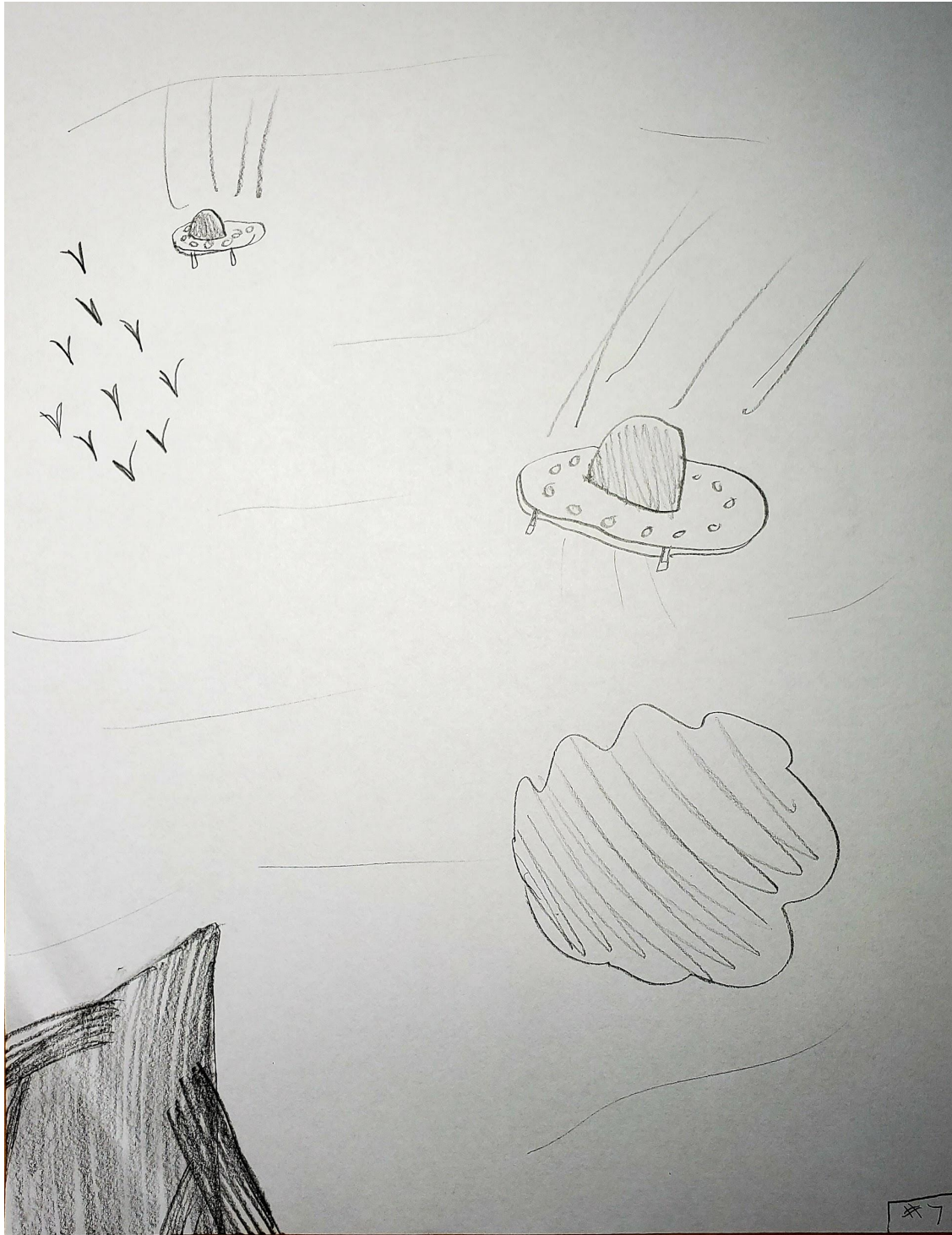












Gnome #3 Journey Home Script

(Pg #1): You see a Zorac statue, and to activate it simply touch it. He will be of assistance to you, but you must carry him.

(Pg #2): You meet evil Roric who stopped working for the company, and now hunts Gnomes, because they steal things. He has x2 henchmen (you find a slingshot too.)

(Pg #3): Move Boulder and knock down the sniper tower, you will find a save box, which lets you transport any item/thing to the next game.

(Pg #4): You come across a strange Alien looking structure

(Pg #5): Sheko-Ren is the alien you meet, and he says "this planet will become our base, and you can do nothing about it."

*Test Tubes: contain Alien heads that if they make contact with a creature, they take over that creature. "Mutated"

(Pg #6): Jump on the rock, and then jump on the flying saucers to get to the platform where you can steal a ship.

(Pg #7): use the Cloud/Birds to dodge the flying saucers.

-Then you're made it Home

