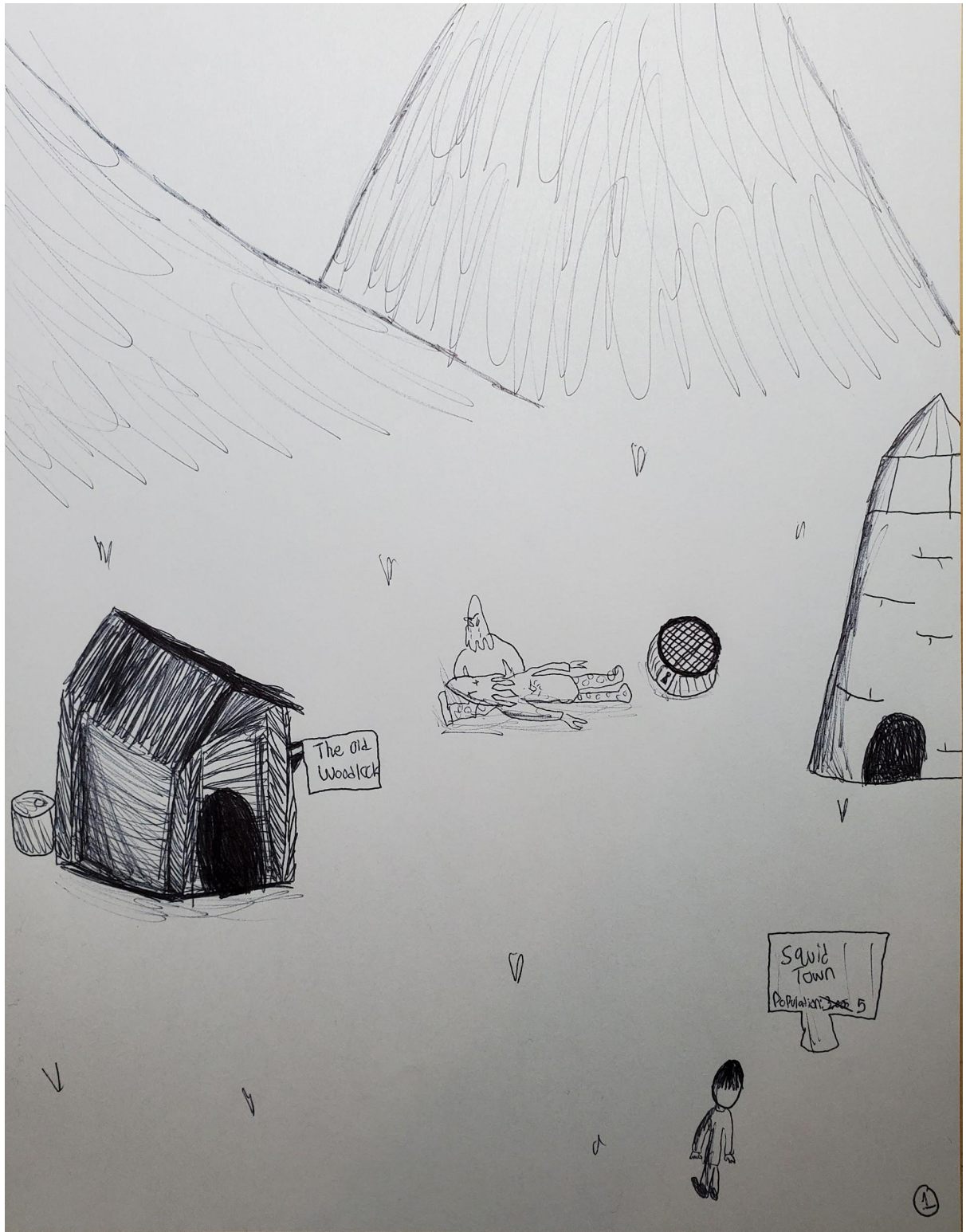
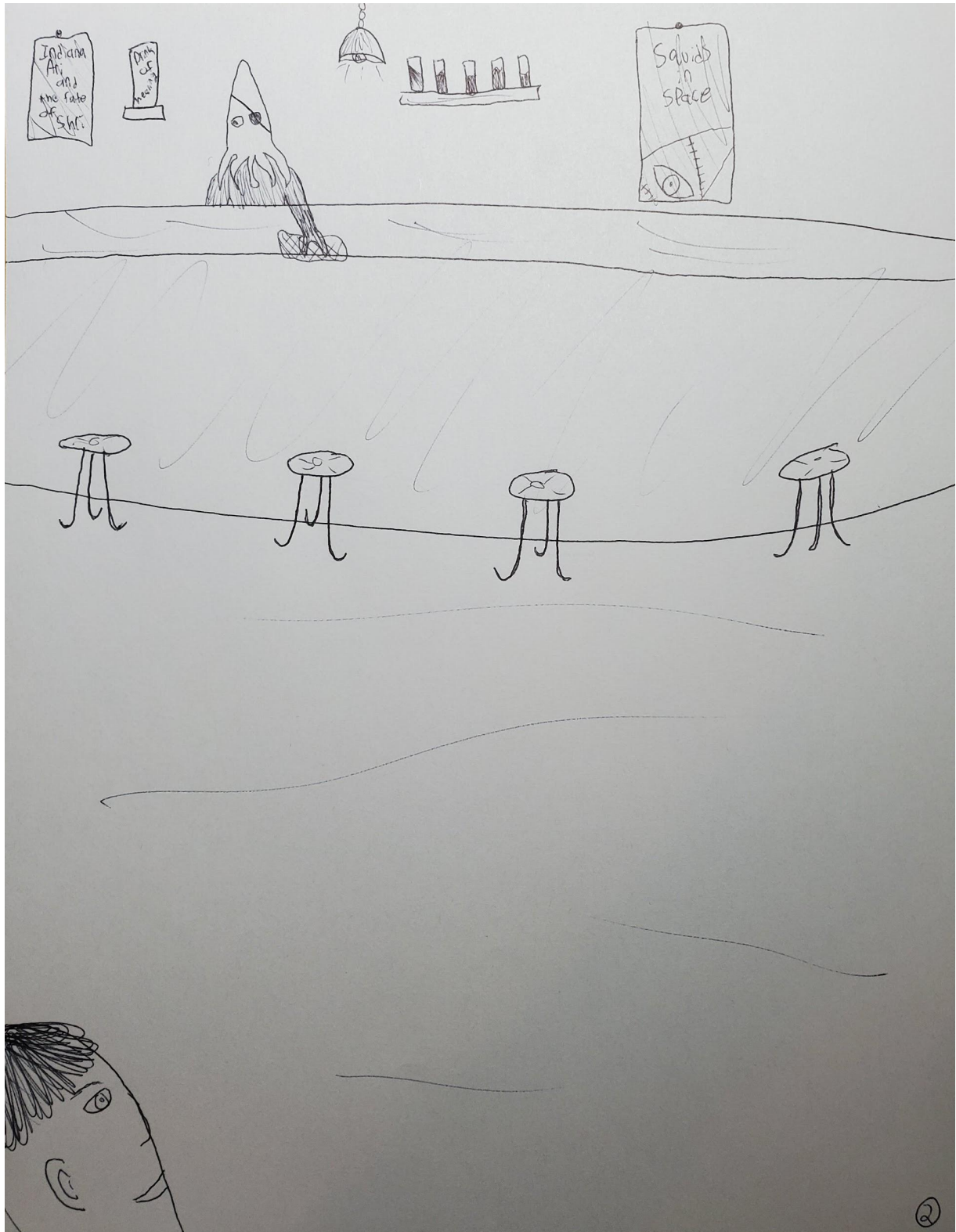
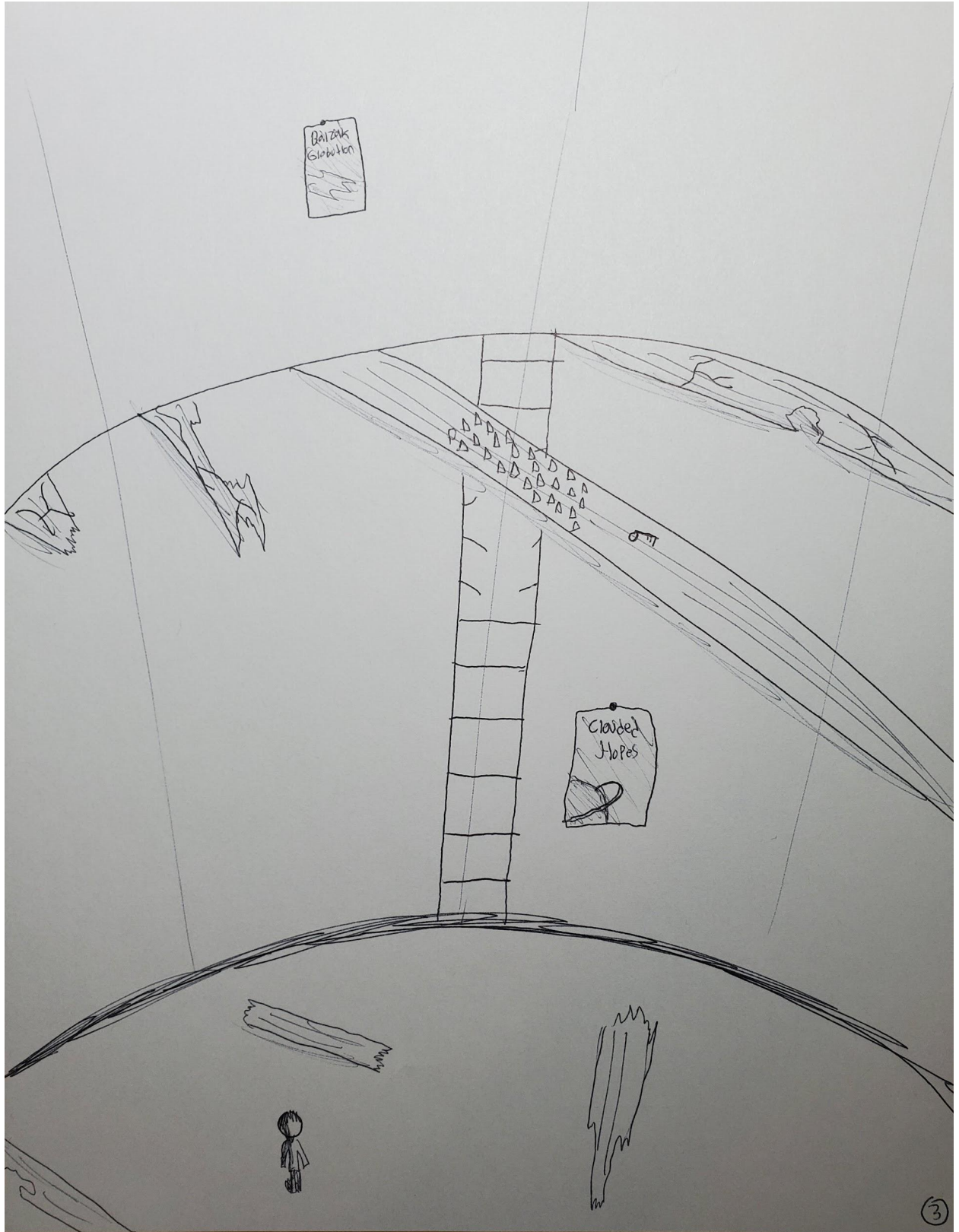
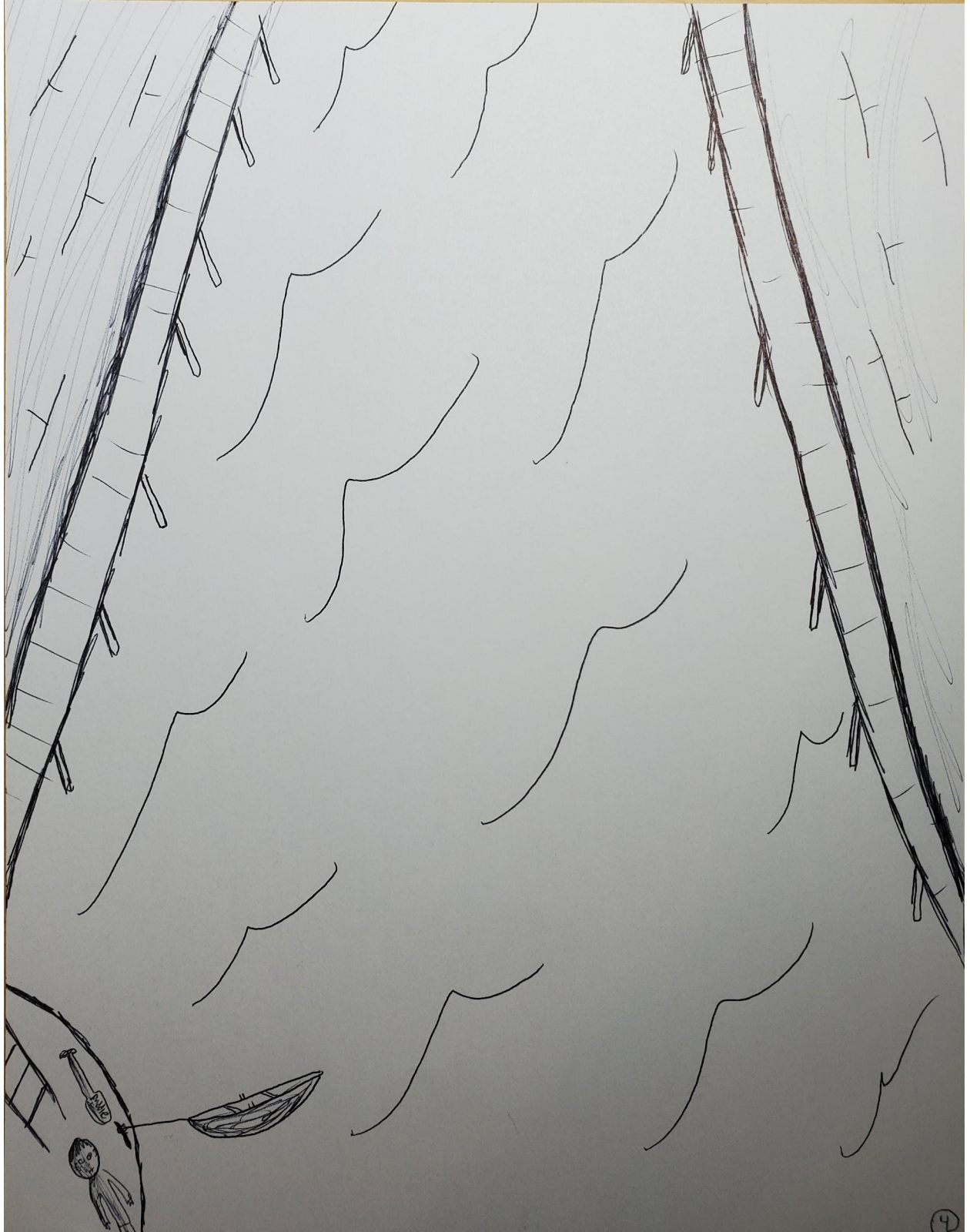


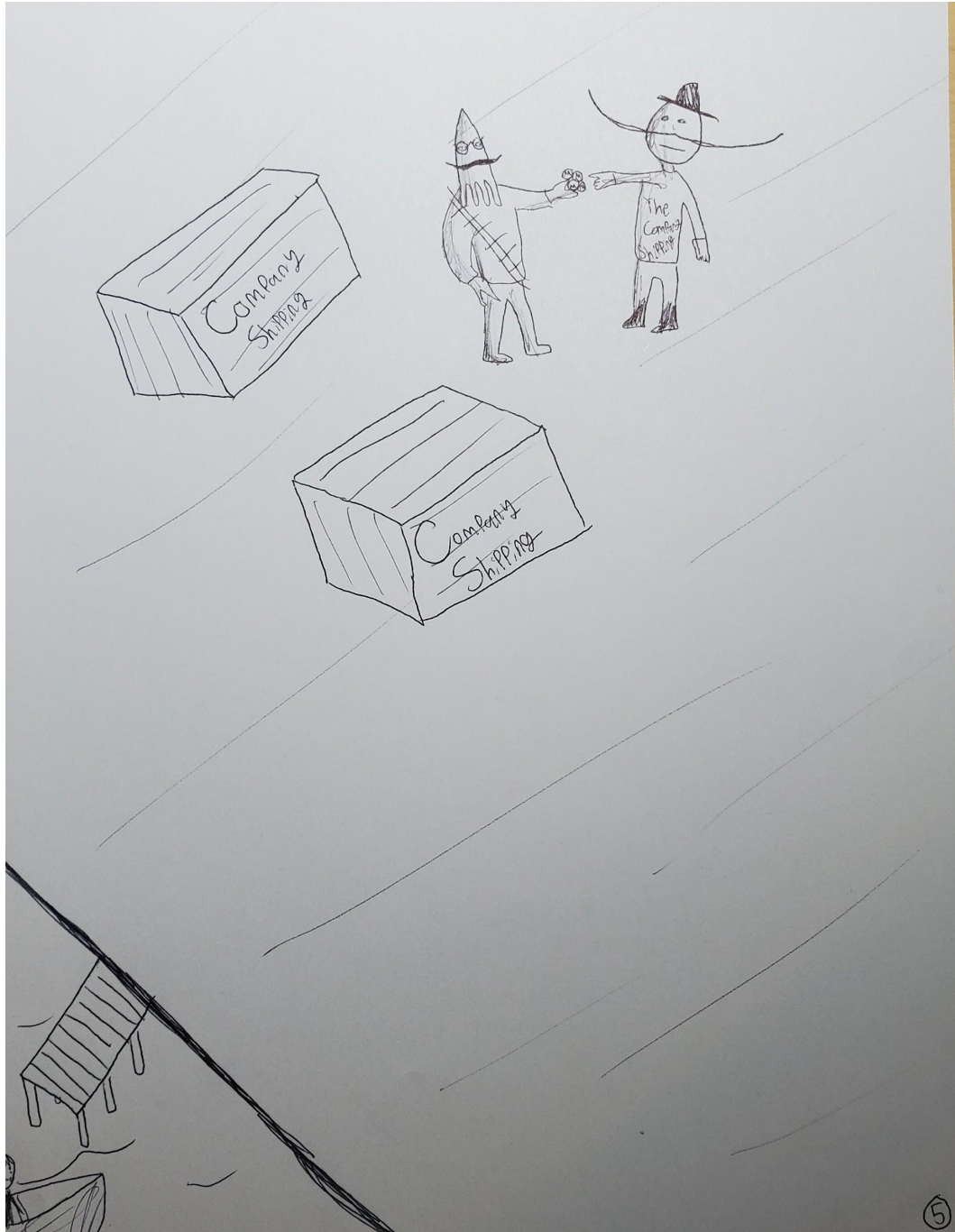


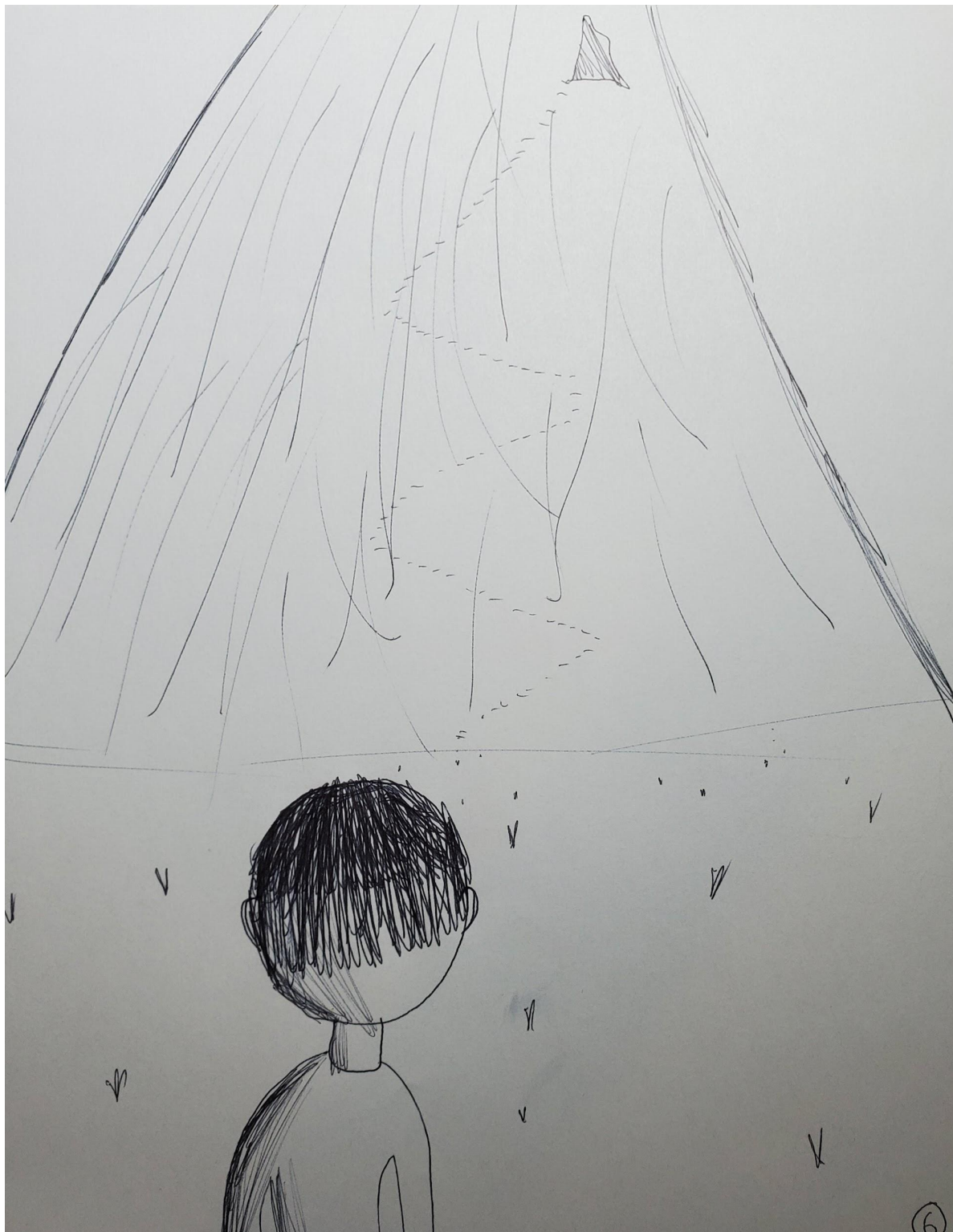














SCRIPT

2023 Paper Computer Game

By:Epic Worlds PCG

Introduction: You play as Xaq, and you have been on the search for Ari for several years after he went missing 40 years after the game *Squids in Space -Xaq*. Your search has led you to this hidden town on the planet Shri known as Squid Town. After Crodin experiments to make a squid army failed, these refugees went deep into the forest of Shri to live in peace, but they were soon met by a monster that has been feeding off of them for year, and the only reason keeping the squid people from moving out of the town is the Crodin having control of most of the planet Shri.

Pg#1: You enter Squid Town which as indicated by the sign only has 5 living members left, and now 4 as you see a squid person has recently been attacked by The Creature at night, and they have just found his body. If you talk to the squid person holding up the dead squid person you will learn his name is Kiplin, and that was his brother Taverlyn who just died. You will learn that The Creature only attacks at night so none of his victims can see him. In the middle of the screen is a sewer grate that requires a key (screen 3). To the right is an old watchtower (screen 3), and to the left is a tavern called The Old Woodlock (Screen 2).

Pg#2: Within the tavern you will meet the owner named Ketchum. Ketchum is the only living squid person who has survived the attacks of The Creature, and he has a scar on his eye to prove it. He was attacked by the creature during a hunting mission with 5 others at night, and out of nowhere The Creature killed his whole group, and he managed to climb up a tree to escape. He will tell you that The Creature lives up on the mountain. Cragyle. He will also offer you a potion called The Spell Cure potion, that can cure any hex or spell put on a creature (one use).

Pg#3: Within this abandoned outpost that used to be used for spotting Crodin troopers (The Crodin have since given up attacking Squid Town, because they are afraid of The Creature). On the ground are fallen pieces of wood from the top floor that have since broken off. You can climb the

ladder, and for the broken part you might need help from a squid person, otherwise you need to find another solution. Once you climb the ladder you can hop on to the plank with spikes by it, and lay a plank on top of the spikes to get the key to open the sewer grate (Pg#1). If you jump on any other planks they crack and you die.

Pg#4: Once you enter the sewer grate you find.. Well the sewer, and a small boat you can go on that leads to pg#5.

Pg#5: On this page you see Qent, and Mustache Man making an exchange of mercado coins for a powerful weapon that can supposedly kill The Creature according to The Shadow. If they catch you snooping they will both try to kill you, because they are the only two who know about this, and they would not want to risk this getting into the wrong hands. Qent is known for not trusting anyone. If you somehow manage to talk them out of killing you, they might hire you to do the job yourself and kill The Creature for them.

Pg#6: If you go up to the mountain you must climb the steps of time that lead to a little cave.

Pg#7: As you enter the cave it is dark, and all you can really see with your cell phone flash light are posters of Ari saying missing. This makes you curious, and as you delve deeper you find stalagmites, and gron oil. You also see dead squid heads on some of the stalagmites, and a strange beast costume. Then you hear some crunching and see.....ARI!!! He has gone absolutely mad, and has the personality of Golum from LOTR. You can tell by his eyes he is under a hex, and to cure him you can use your Spell Cure Potion from pg #2 to cure him. He will then turn back to normal Ari, and the rest is up to the PCG master to make up....