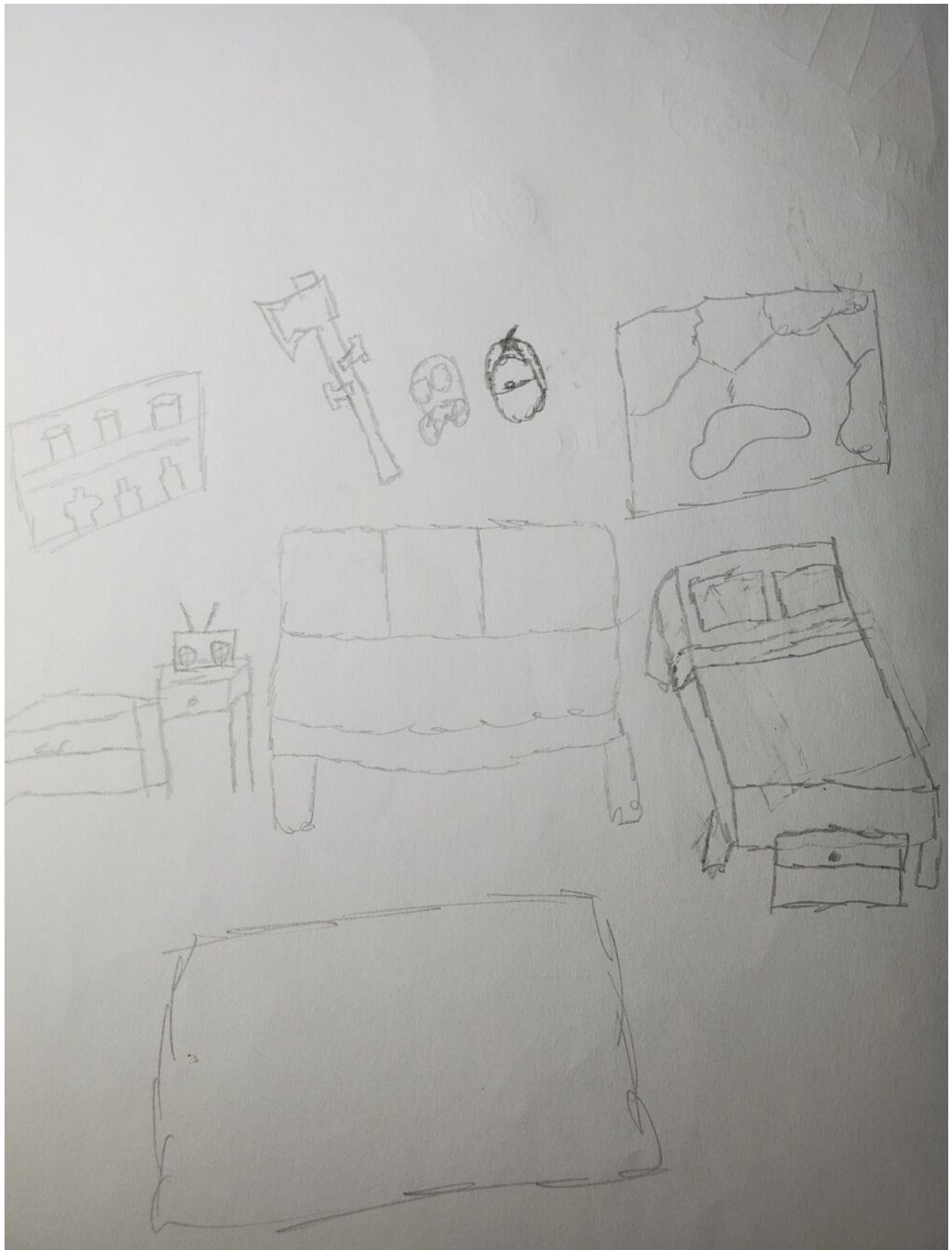




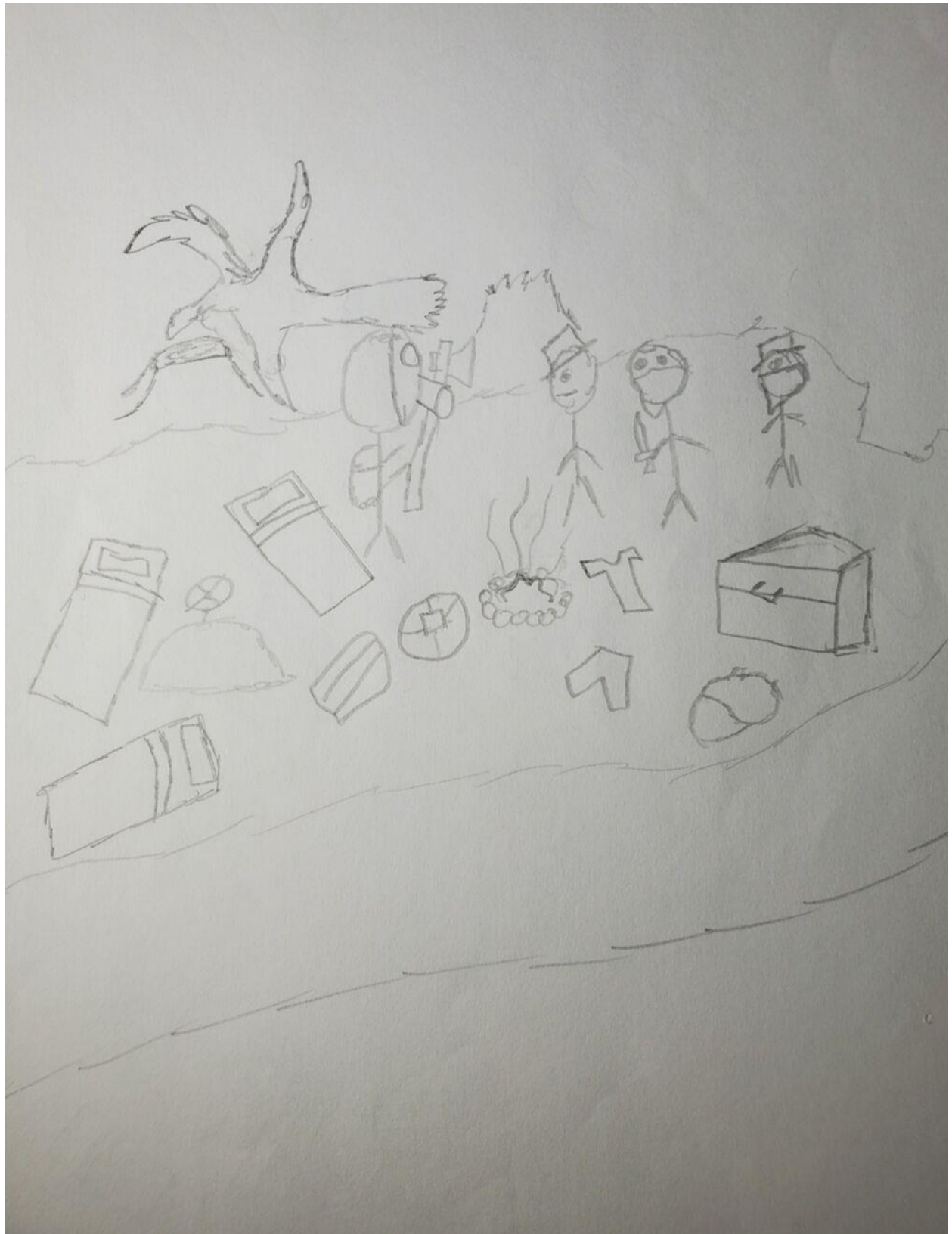
FALLOUT

WULFF7





screen 1



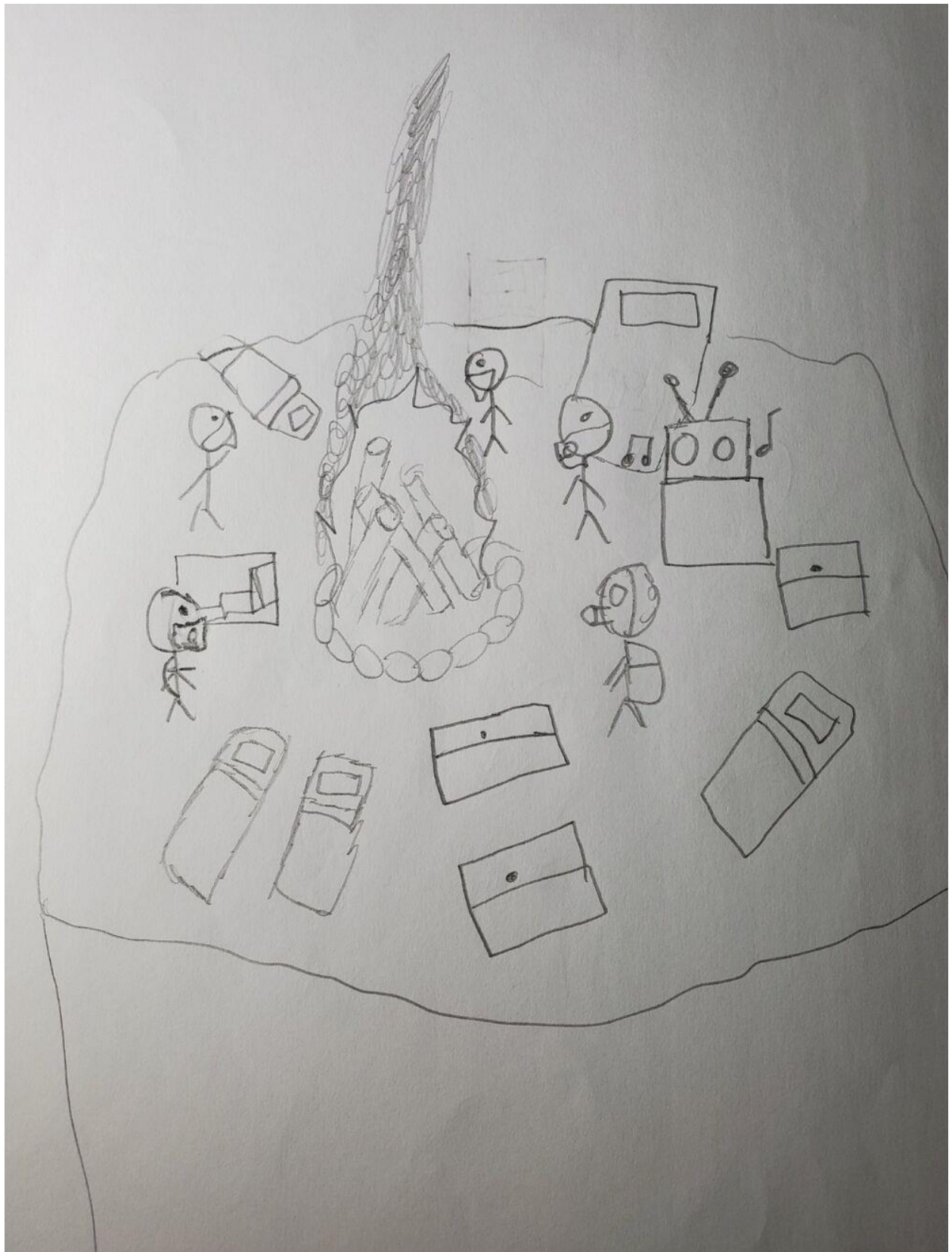
Screen 2



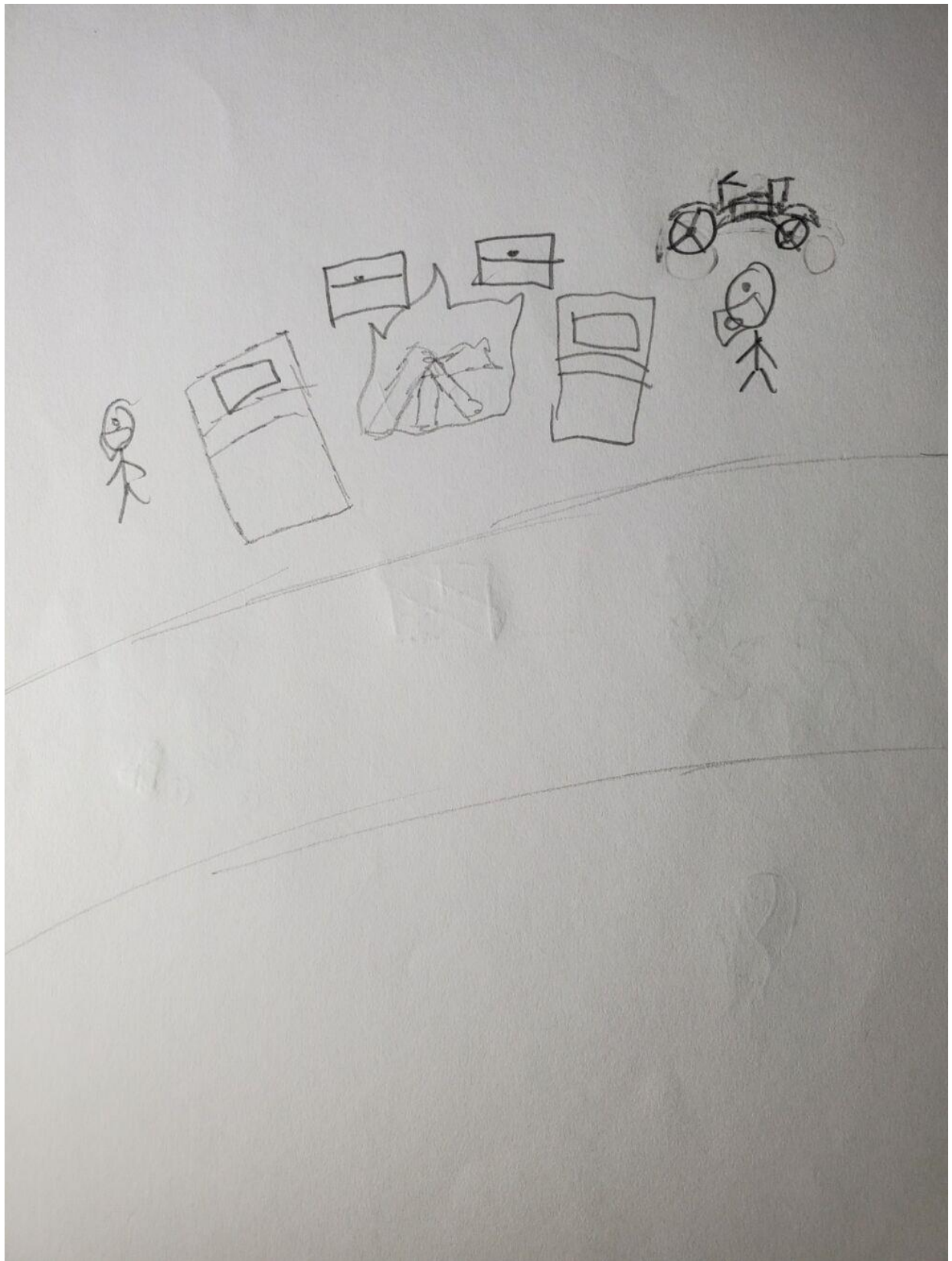
Screen 3



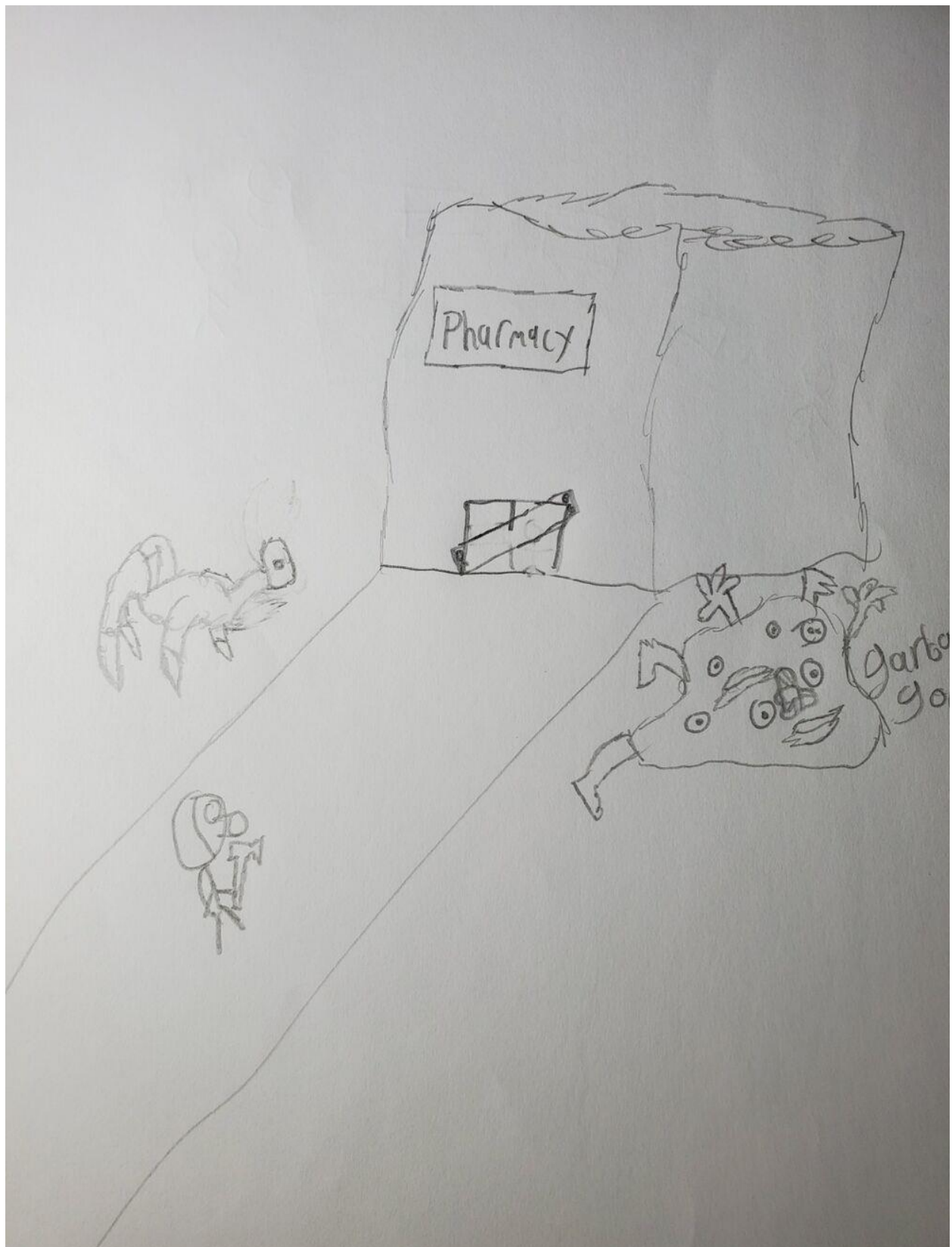
Screen 4



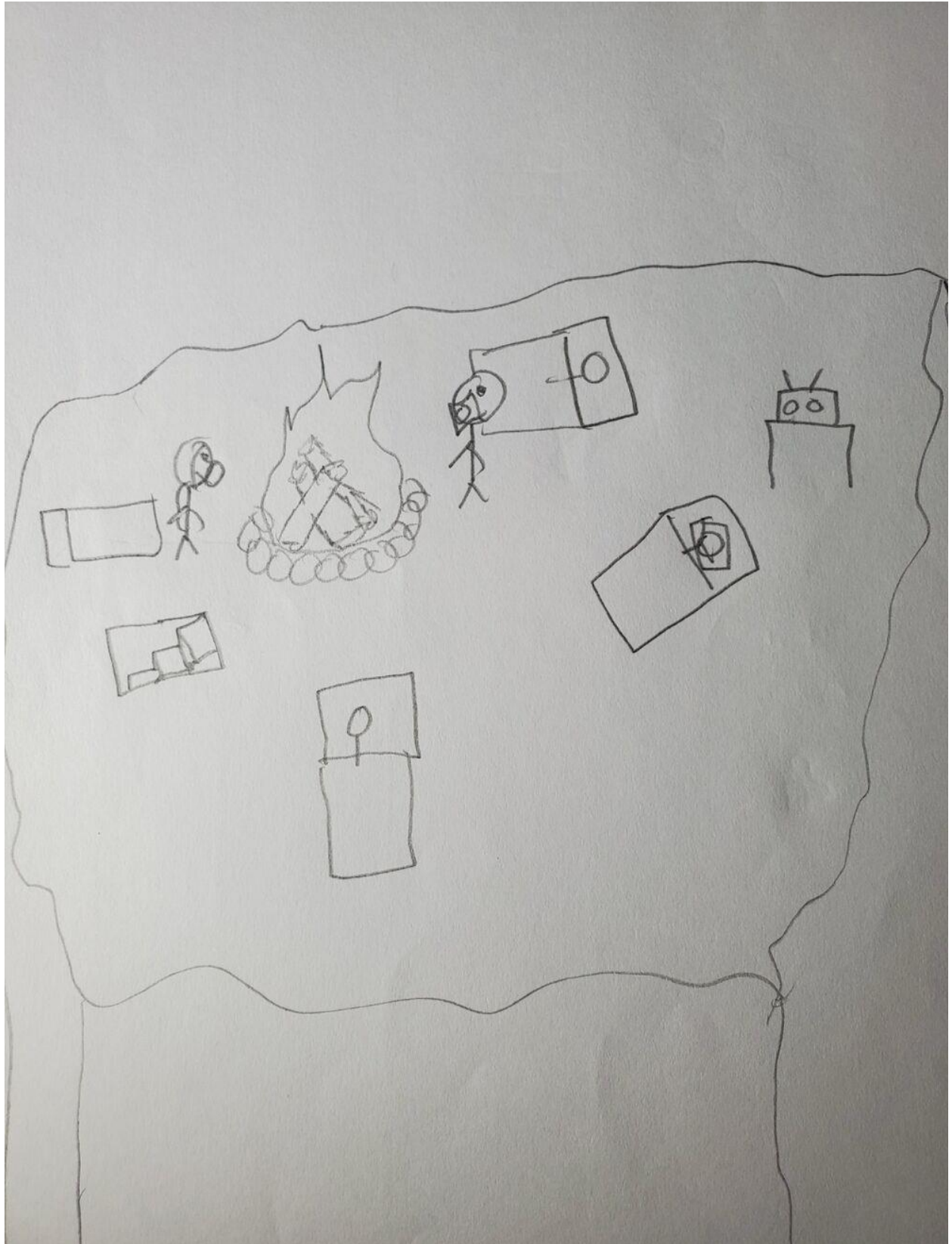
Screen 5



Screen 6



Screen 7



Screen 8

Fallout #1 Paper Computer Game

By: Wulff7

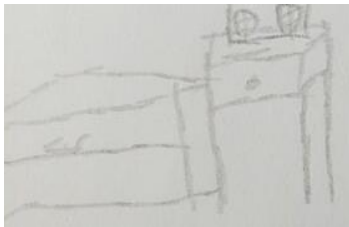
Script

Background: You play as an ordinary human on the planet Earth. Year 3024. A nuclear war has broken out and there is hardly anything left. You are trapped in your bunker and must escape to find new supplies.

Screen #1



Medicine: On this shelf, the player will find antibiotics and some Tylenol. They can use this later on.

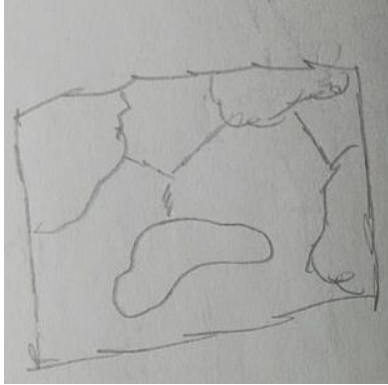


The **radio** has an news channel which is talking about how it is now safe to exit your bunkers, because the radiation has subsided.

Chest: Has a few blankets in it.



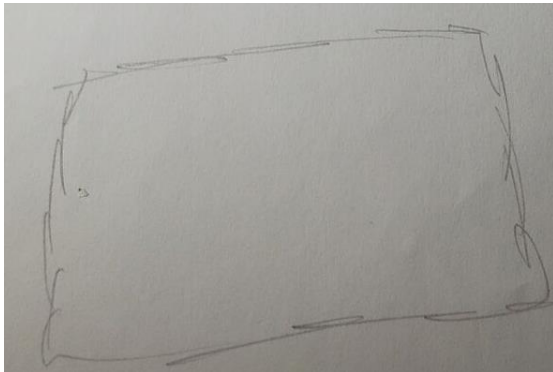
Axe, Gas Mask, and an empty backpack.



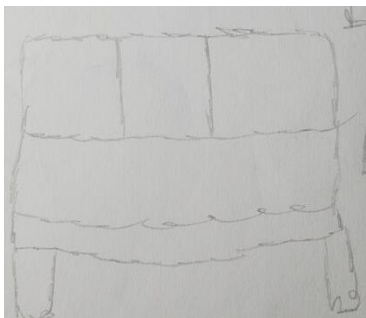
An old map.



A bed, and a chest that has a knife in it.



A carpet. Lift it up to find a secret passage way to the surface. (screen #2)

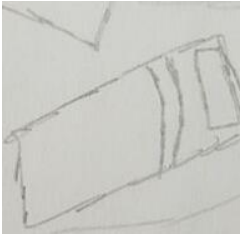


A couch.

Screen #2



The entrance to your bunker.



Sleeping Bag.



A fallen tree.



An evil gang of survivors, to defeat them, you can dip your bed sheets in the fire and scare them away with it, or try convincing them to not kill you. Saying something like, "We are all survivors here, no purpose in fighting" would work.

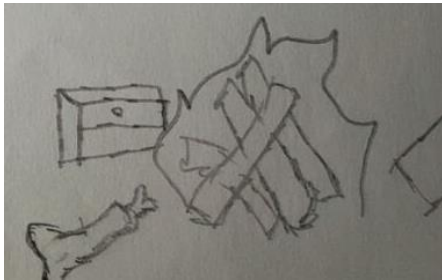


A bunch of loot, a garbage can to the left, (USE AS A SHIELD), some clothes, a mask, and a chest with a bomb in it. There is also a fire pit here.



You: The Player.

Screen #3

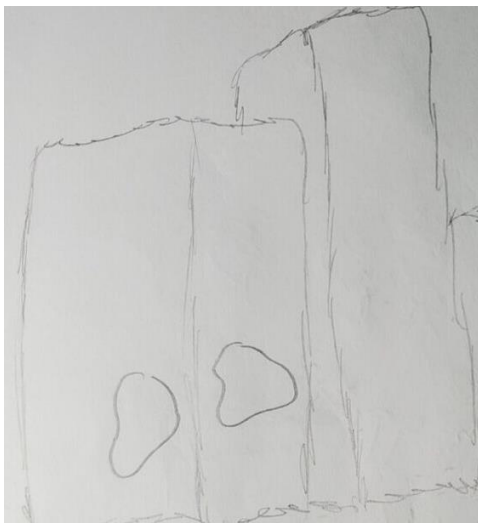


An abandoned survivor's camp.

Loot: **Animal leg**, chest with nothing in it, and a fire pit.



A mutant, turn to screen #4.



Abandoned buildings that the player cannot enter. (Radiation is too high in them)



A survivor camp, you can try to signal to them for help, or you can enter the building, go to screen #5 if you do.

Screen #4

The player encounters a giant mutant!



Once the player goes to it, they can not “save game” and go back, they must now fight it until it’s defeated.

Defeat: the player can either throw the animal leg at the animal and tame it, or signal the people on the room to help. (They will throw a Molotov at the monster, killing it)

Screen #5

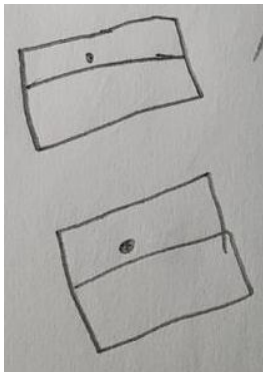
If the player chooses to enter this building, show them this screen.



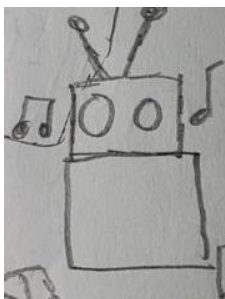
The player and the staircase they came up from.



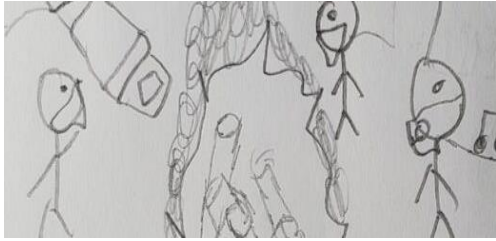
The leader of the gang, Zach, he tells you to deliver his supplies to the local hospital.



If the player tries to loot their chests, the player will get killed instantly.



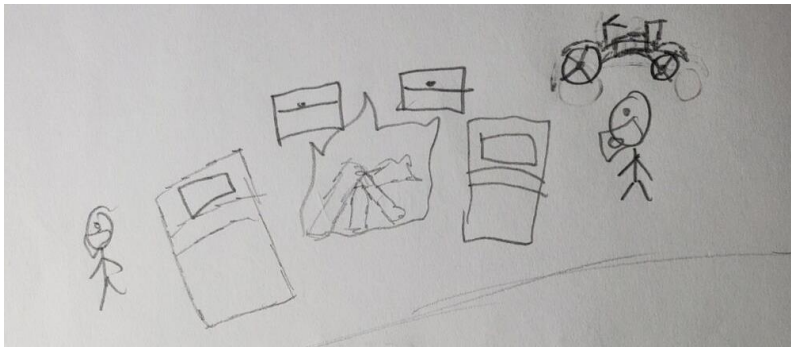
A boombox with some epic Fallout jams playing, the player can borrow this and use it later on to blast annoying music at other survivors so they leave you alone.



The other gang members, they are peaceful unless you mess with them.

Screen #6

If the player goes to deliver the supplies, they will first have to get past some Road Stalkers...



There are two **Road Stalkers** who purely want to rob and kill you.

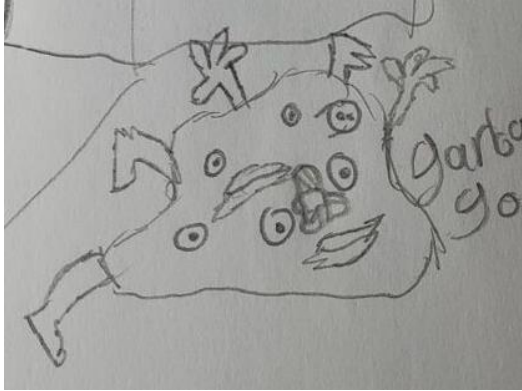
There are some **chests** with two guns in them.

There is a **motorcycle**. Once the Road Stalkers are defeated, the player can ride it.

Solution: Use items in your inventory to defeat them, it is up to the PCG Master to decide which solution makes the most sense.

Screen #7

You must now get to the hospital in order to save infected kids, and to prevent the infection from spreading

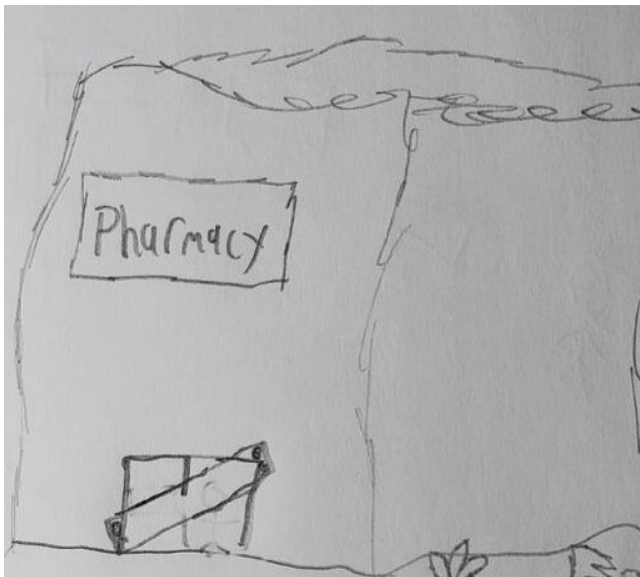


Garbage Goo: A giant gelatinous creature which can absorb you, or spit acid at you.

Solution: Burn with fire, cover with blankets, or blow it up with a bomb.



Another Mutant: You must use your gun to shoot it's eyes.



Hospital/Pharmacy: Use your axe to break down the door and get inside. You find a bunch of sick people and your supplies save them.



Screen 8

If you return to Zach's camp, everyone is asleep but he thanks you greatly, but not before getting devoured by a Mutant right in front of your eyes.