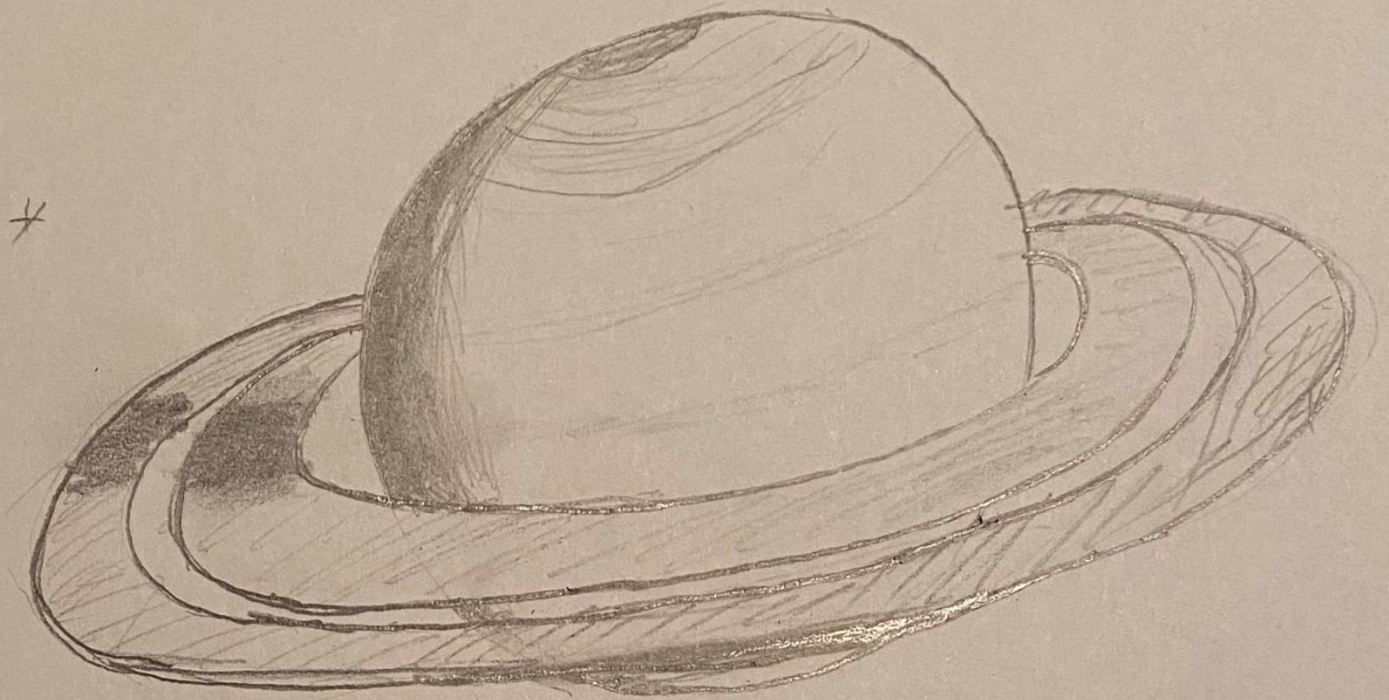
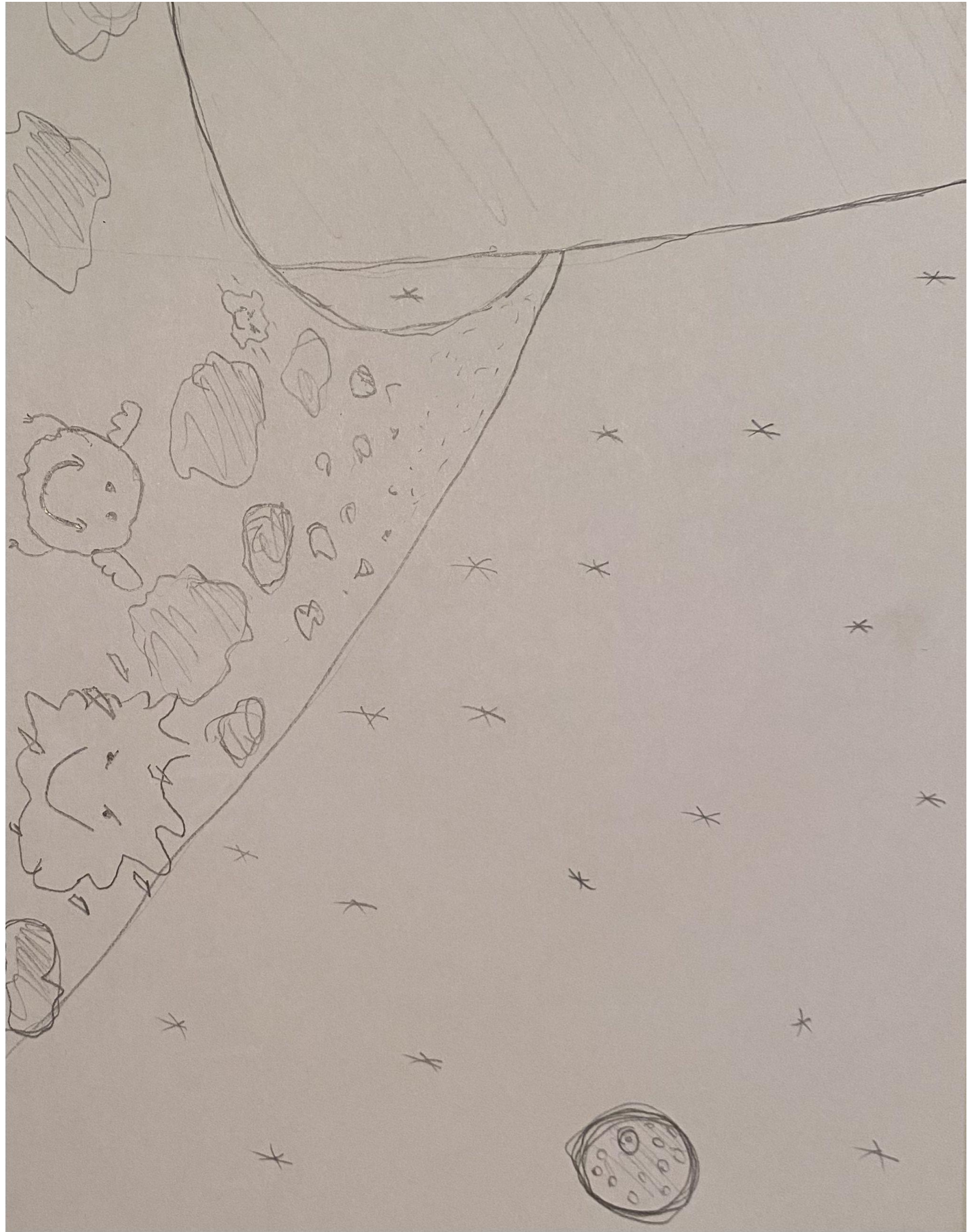
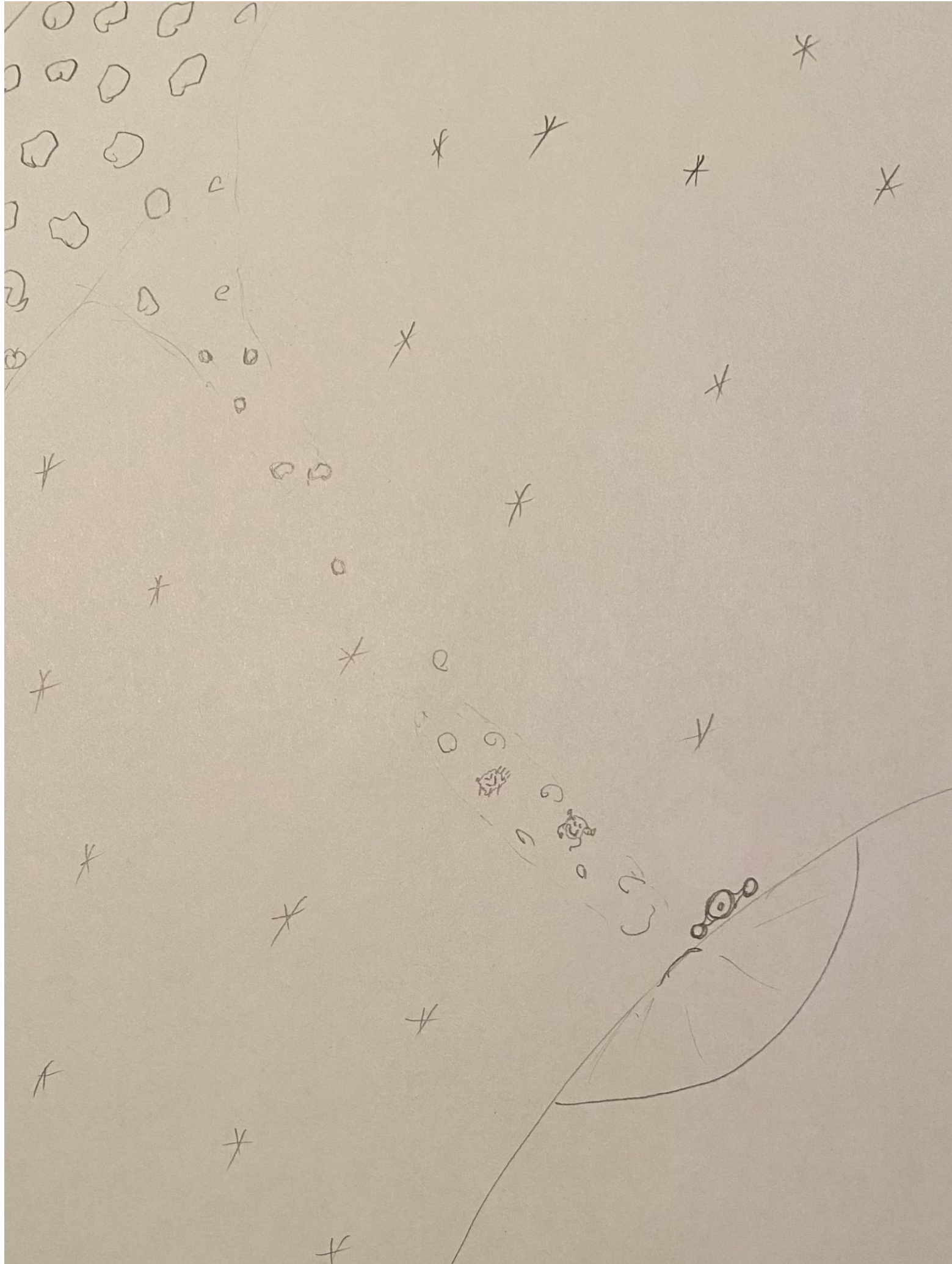


CLOUDED HOPES

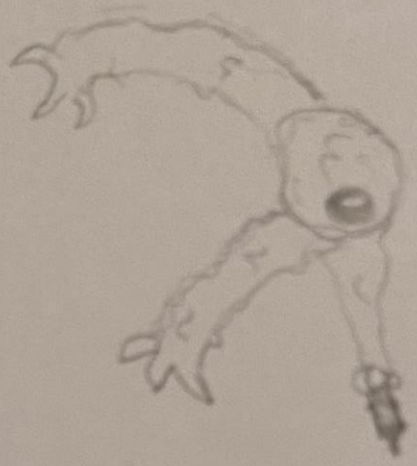
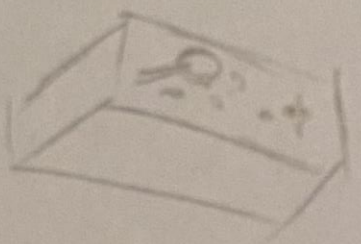
— AN ALIEN ADVENTURE



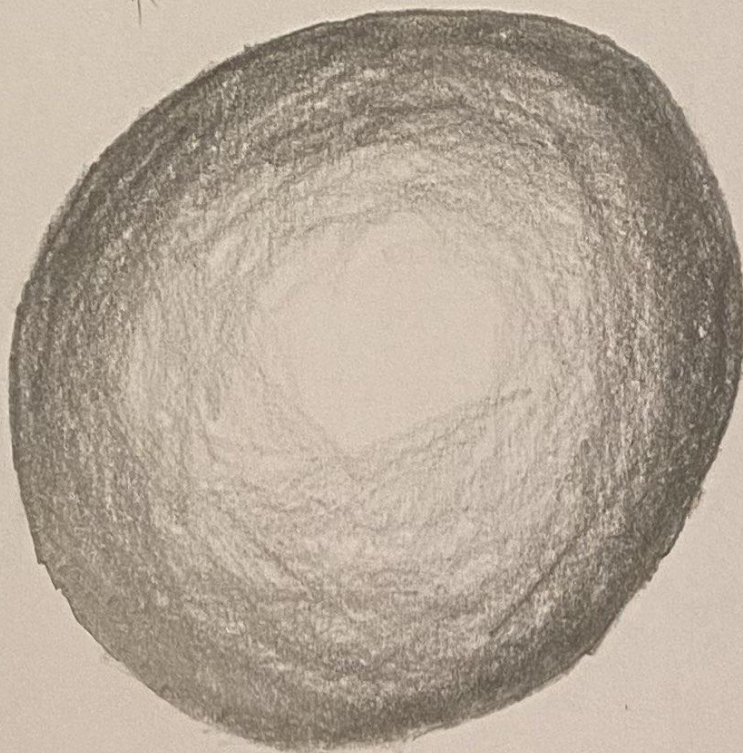


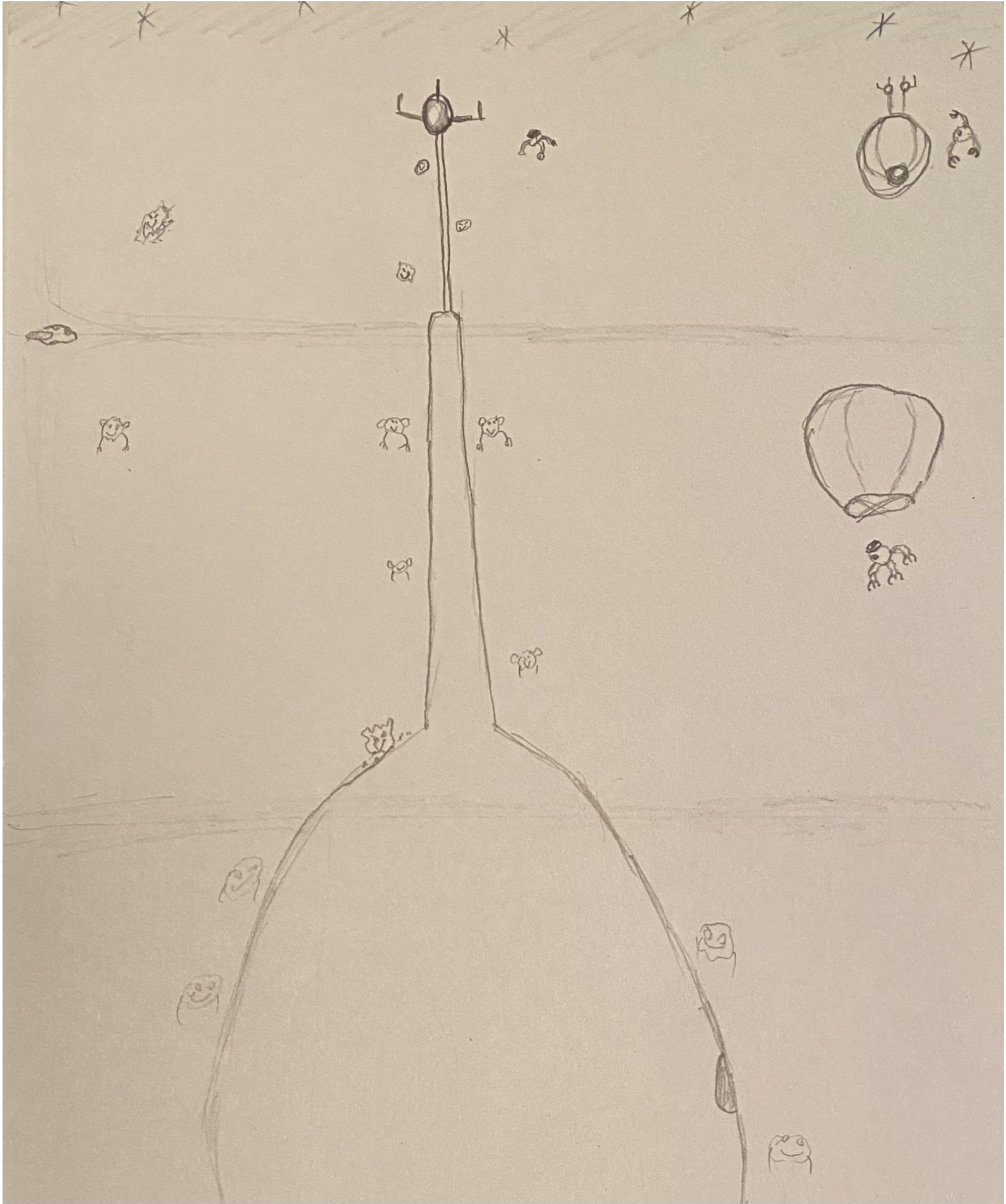


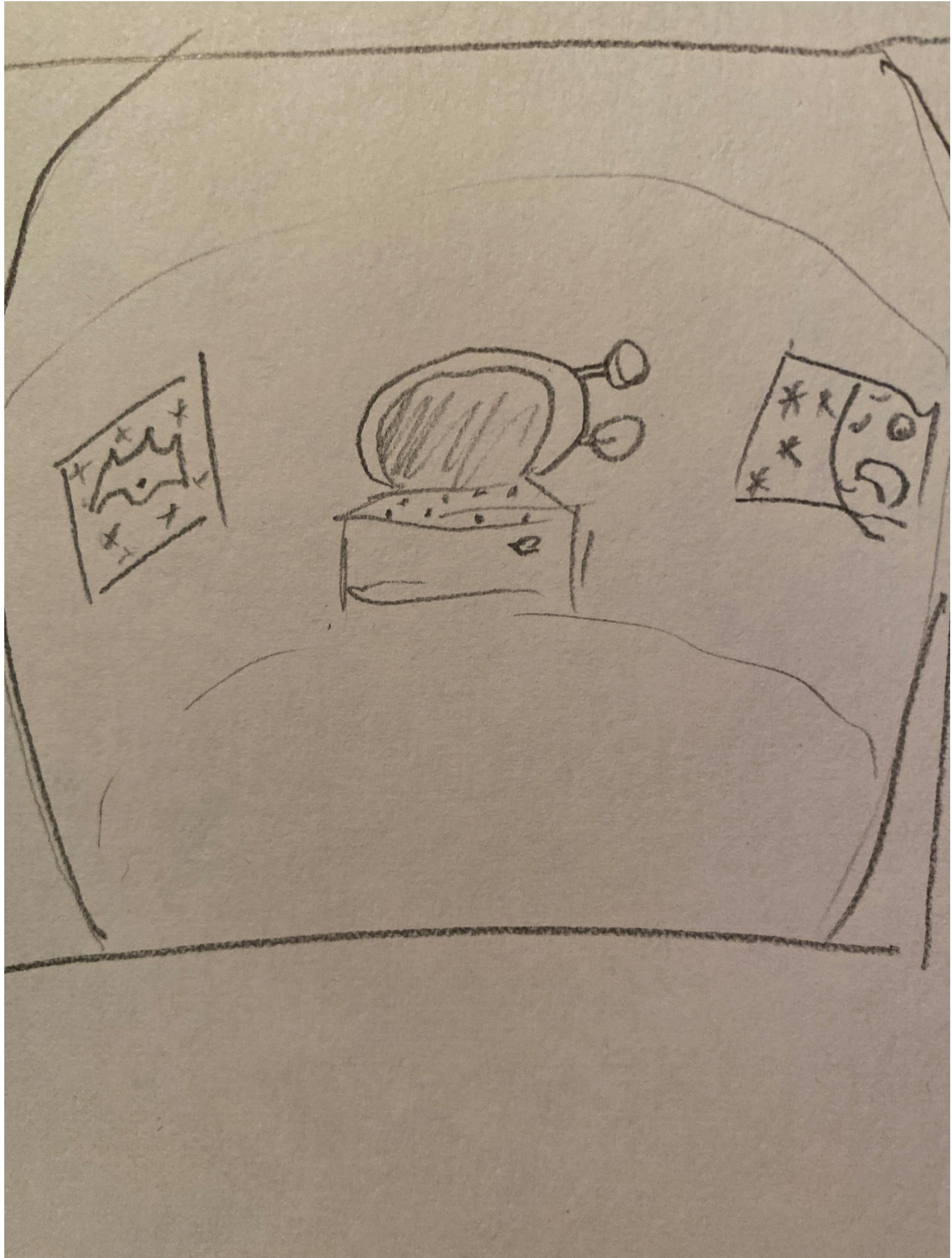
BALLOON SHIP
SALVATION



PSO J318.5-22
THE PLANET WITH NO STAR







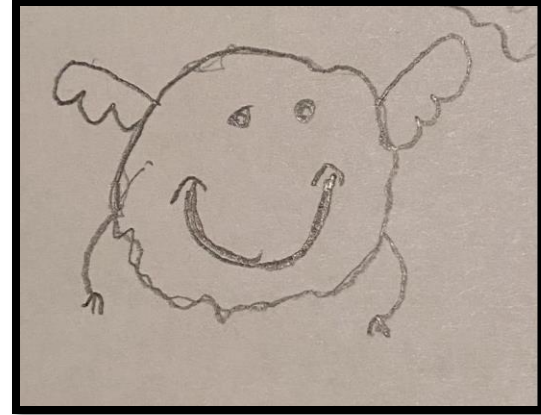


CLOUDED HOPES #1

2022 Paper Computer Game

By: Xaq

Introduction: You play as a *Cloudian* named Lopsy. You are made of gas, and you come from the planet known as Saturn. The key characteristics about your kind is that you are always smiling no matter what the situation. Now this does not mean you don't have feelings, it just means your outer appearance is always happy looking. You specifically are from the core of Saturn meaning you live within the gas portion of saturn. Other sub-species live in different parts such as the Ring-Cloudians who live on the rings of saturn. Your races often are against each other, and usually do not cooperate. The Ring Cloudians mind their own business mining, while you do your jobs.



Most of your people, the Surface Cloudians, have no interest in the Ring Cloudians, but you are intensely curious! You want to learn about their culture by meeting them.

Pg#1: You have come to the rings of Saturn to seek new knowledge on the Ring Cloudians. You are the creature on the left.

- You see a Ring Cloudian to your right, and if at first you talk to him he does not really care, and just wants to mind his own business. He's unfriendly at first, but the more you talk to him you learn that he is used to your kind being mean to his kind. His name is *Roughly*. (he is a miner)
- Suddenly after you talk to him for a bit you hear a huge KABOOM! You and the other cloudian are sucked out of the rings, and are shot right into space! (go to pg#2)

Pg#2: You and the other cloudian are towards the bottom of the chain of rocks, and even if you try you can not get back to the rings, so your only best option is to go to the moon named Mimas. Your kind can not live very long in open space, so you need to get somewhere fast, and the only closest option on the moon is the big ship which you can enter. (go to pg#3)

Pg#3: Inside the spaceship named *Balloon Ship Salvation* you see a weird alien that you have never seen before. He tells you to raise your hands.

- You can not talk to this alien, but you and the other cloudian must work together to take him down. One way to do it is by one of you distracting him while the other moves in and jumps him. If you try to do it on your own he will shoot his gun and kill you.
 - There are multiple ways to take him down - it's up to the PCG Master's discretion what works & what doesn't. But whatever the solution is, both Cloudians must work together or it won't work!
- But before you can jump him, he had time to set the controls in motion, and the ship (even if you try to stop it, it will not work) starts to head into hyper speed, and.... (go to pg#4)

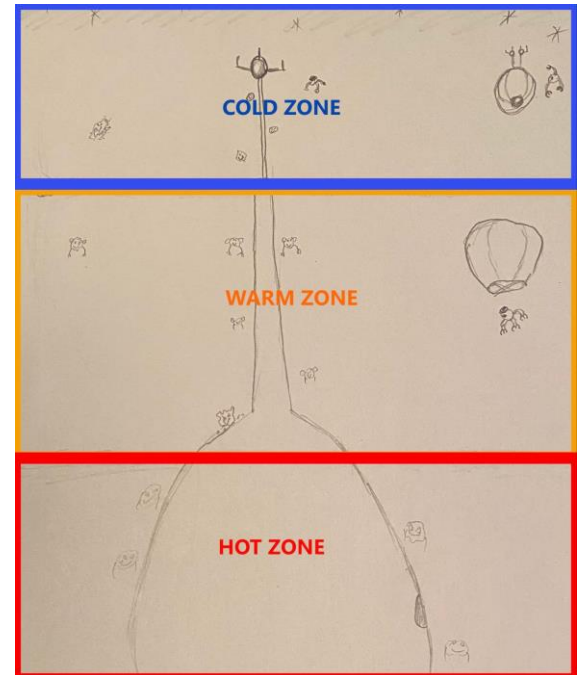
Pg#4: You come up to a planet named *PSO J318.5-22* (real planet btw). The ship tells you that it is habitable for your kind, so since you can not go back (because you don't know how to use the controls, and you have no idea how to get back), you might as well land on the planet. (go to pg#5)

Pg#5: Your ship (top left of the screen) lands on a thick gas area, because it's a balloon ship, so it can float. You notice that there are different layers of the atmosphere, and you learn that the area above the ship is too cold for you to go, and the area below is too hot for Roughly to go, so you can kinda split up. (there are communicators in the ship to communicate)

During this screen, you can effectively control Lopsy or Roughly, going back and forth between them as you choose.

The two characters can also pass items to each other by returning to the ship they came from. (That ship is on the left, on the border between the Cold and Warm Zones).

This screen is a *SIDE VIEW*. The characters are floating in the thick gas, and can move up or down, left or right freely within their zones.



Cold Zone

Roughly is floating at the bottom left of the Cold Zone.

- Middle of the Zone is the top of a tower. (Roughly can float past it/around it if he wants). There are a few Ring Cloudians working on it.
 - If Roughly approaches them, he can talk to them. They'll say they were kidnapped from Saturn like he was, and they've been forced to work on this tower ever since.
- To the right of the tower is a guard (one of the aliens native to this planet; they're the ones who kidnapped Lopsy and Roughly).
 - He won't attack Roughly until he tries to rescue one of the slaves; this is because he thinks Roughly IS one of the slaves.
 - If spoken to, he'll tell Roughly to get back to work.
- The Guard won't let Roughly get past, unless Roughly shows him an I.D.
- On the right is a Balloon House.
 - The entrance is blocked, so Roughly needs a Decoupler to open it. Once you open it, go to Pg. 5.3.

Warm Zone

Lopsy is floating at the Top Left of the Warm Zone.

- As you go down to the Warm Zone of the atmosphere you learn that these aliens have slave cloudians from Saturn working for them.
- In the middle of the screen is a *Tower*; the slaves – Surface cloudians like Lopsy – are working around it.
 - If you try rescuing any of them the guards will shoot you!
- Bottom middle of the screen - sitting on the roof of the Tower, near the Spire, there is a Ring Cloudian who has fallen from the Hot, and is slowly dying in the hot zone.
 - If you talk to him he will give you his I.D, because he will no longer need it.
 - You can then meet back with Roughly and give him your I.D to get past the guard on the top/middle of the page. He can then access the balloon house on the top right of the screen, but he needs a decoupler to get inside the building, so you must beat up the guard to the bottom right of the screen, and give the decoupler to him. (you can also convince some of the cloudians to help you beat him up.)

- At the building you see another alien, but she's like "don't shoot!" and you learn that she is also interested in other species (she also has learned your language, so you can talk to her). Her name is *Thela*.
 - She will reveal the lore of this planet:
 - This planet, because it has no star (no equivalent of the Sun, in other words), is slowly cooling off - meaning her race will eventually die off.
 - She reveals her kind are slowly killing their own race due to them desperately trying to stay warm by trying to get to the warmer parts deep into the planet, but that involves mining deeper and deeper.
 - This is why they were so desperate that they enslaved Cloudians to help them move deeper, faster!
 - She believes that they should start making plans to move out of the planet instead. Going deeper will only doom them in the long run, because the deeper they go, the harder it will be to leave.
 - She will follow you into the building because she wants to preserve the data/ history of her culture, but these other aliens are destroying their own houses and data for more heat and resources.
 - They've also become anti-intellectual, outlawing information & items related to space/aliens from other worlds.
 - Thela loves that stuff, and is tremendously curious about the Universe, so she wants to save it!
 - She is also against enslaving the Cloudians for moral reasons.
- If you go inside the building she will download all the precious data. There are also little posters for other games.
- She then agrees to help you in your cause, and she is able to go down to the lowest lair, the Hot Zone, so she can go into the building down there (you should probably give her a communication device)

Hot Zone

You can now basically control Thela, in the same way you can control Lopsy and Roughly. Thela starts at the top right of the Hot Zone (or wherever she entered it).

- There are more slaves around this part of the tower. These are of a different sub-species of Cloudian, who are adapted to the heat and pressure.
 - They don't trust Thela since she's from the alien race who kidnapped them! But she can gain their trust if she tries.
- Bottom right of the Tower is an entrance. Thela can go into it. (*Go to Page 5.5*).

Pg#5.3 - Inside the House

Seen from Roughly's point of view as he enters the building.

- At the center is a computer which contains lots of data, including culture and history - especially data on aliens and space!
- Thela will start downloading from the PC, as well as gathering up physical books etc.

Pg#5.5 - Inside the Tower

- In the building the player can control Thela, so she has to get past all of her species.
 - so she can either try to blend in and just walk by, or fight them. (PCG Master can come up with the puzzle here).
 - You can then get the map there, and you and Roughly can now go back to the ship and use the map to get back to Saturn! Thela wants to come with because she does not just want to sit there and watch her species die, so she will come with.

THE END

What Next?

- You can play *Clouded Hopes #2* by Epic Worlds PCG, which will be on the PCG shop soon
- Try making a sequel to this game and further explore this sector of the PCG universe.