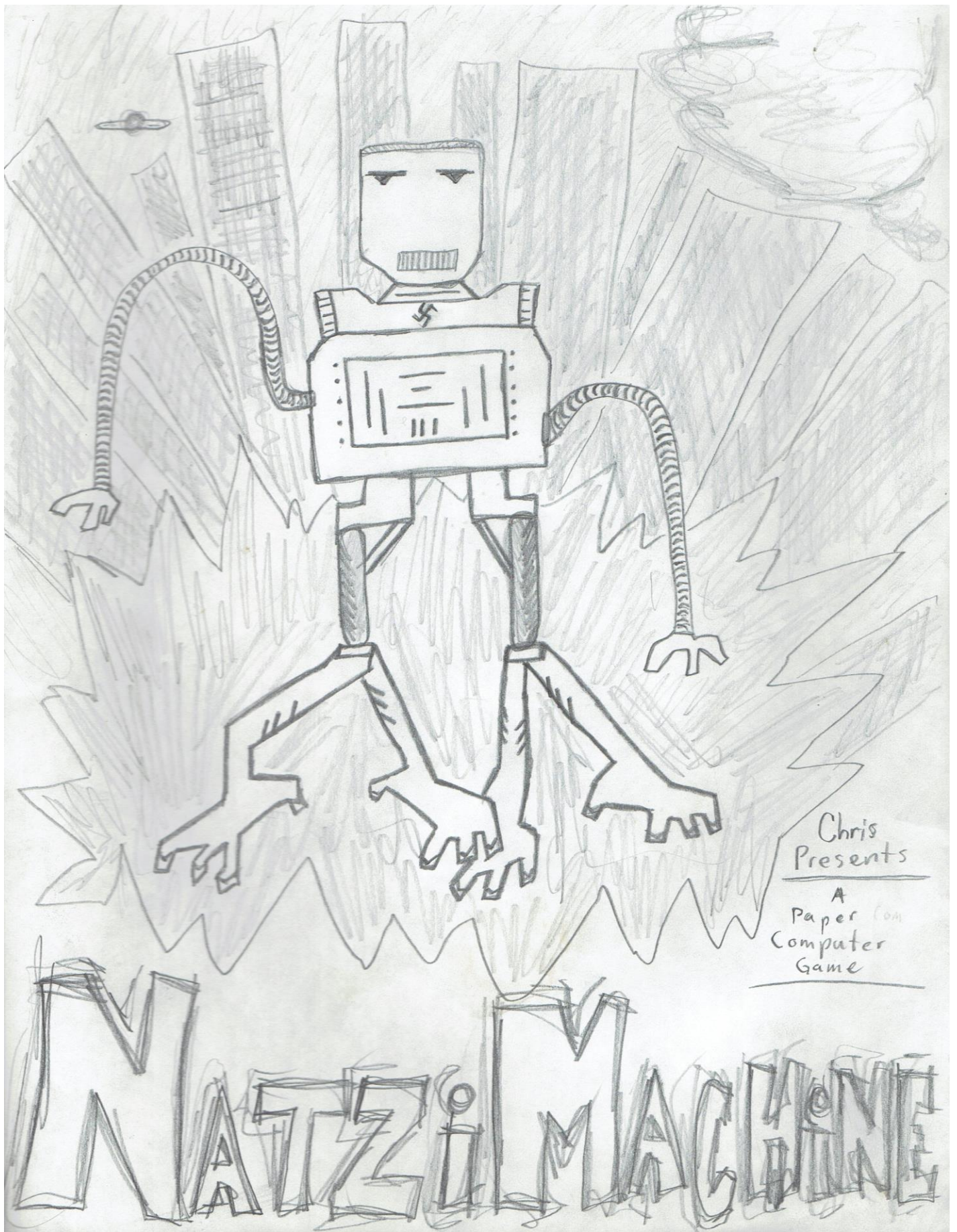
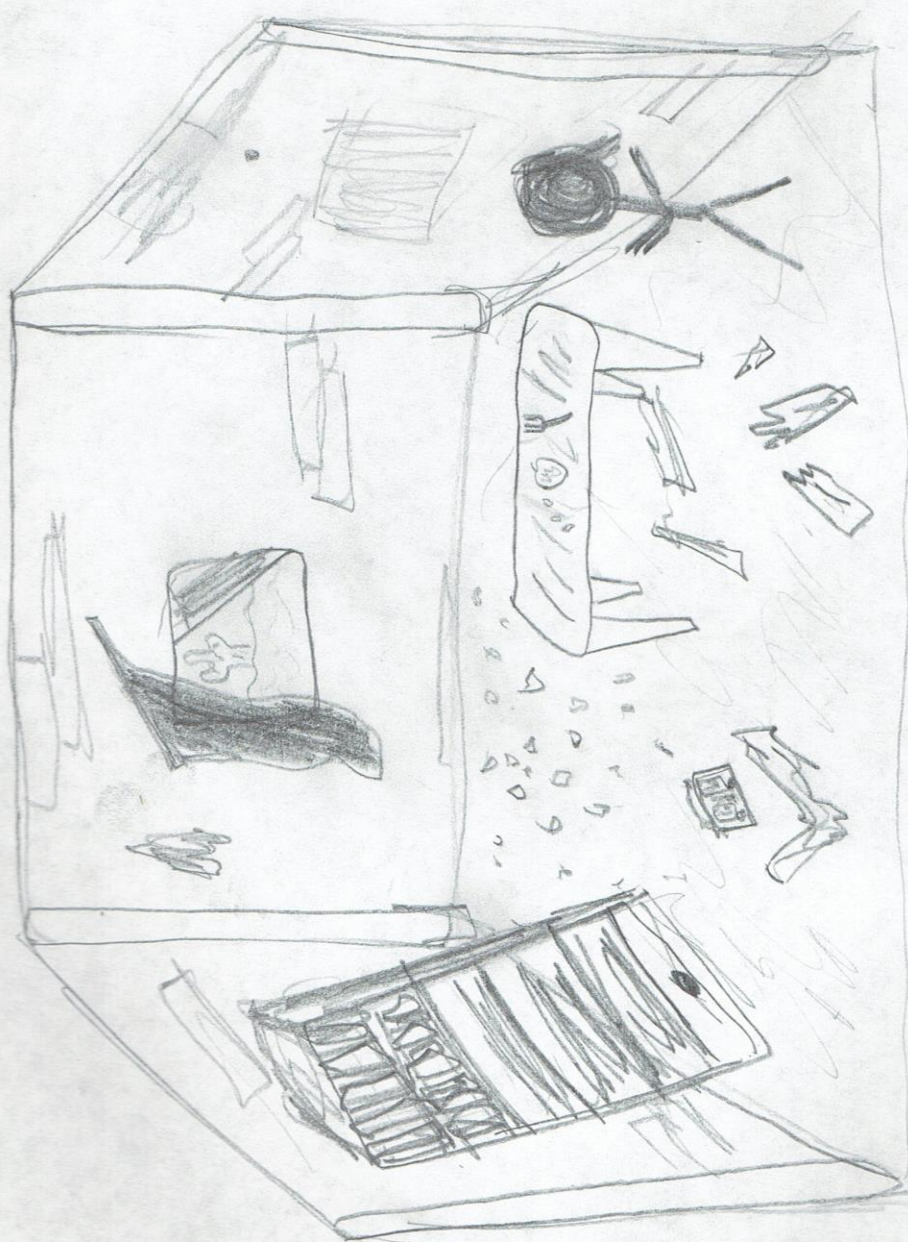


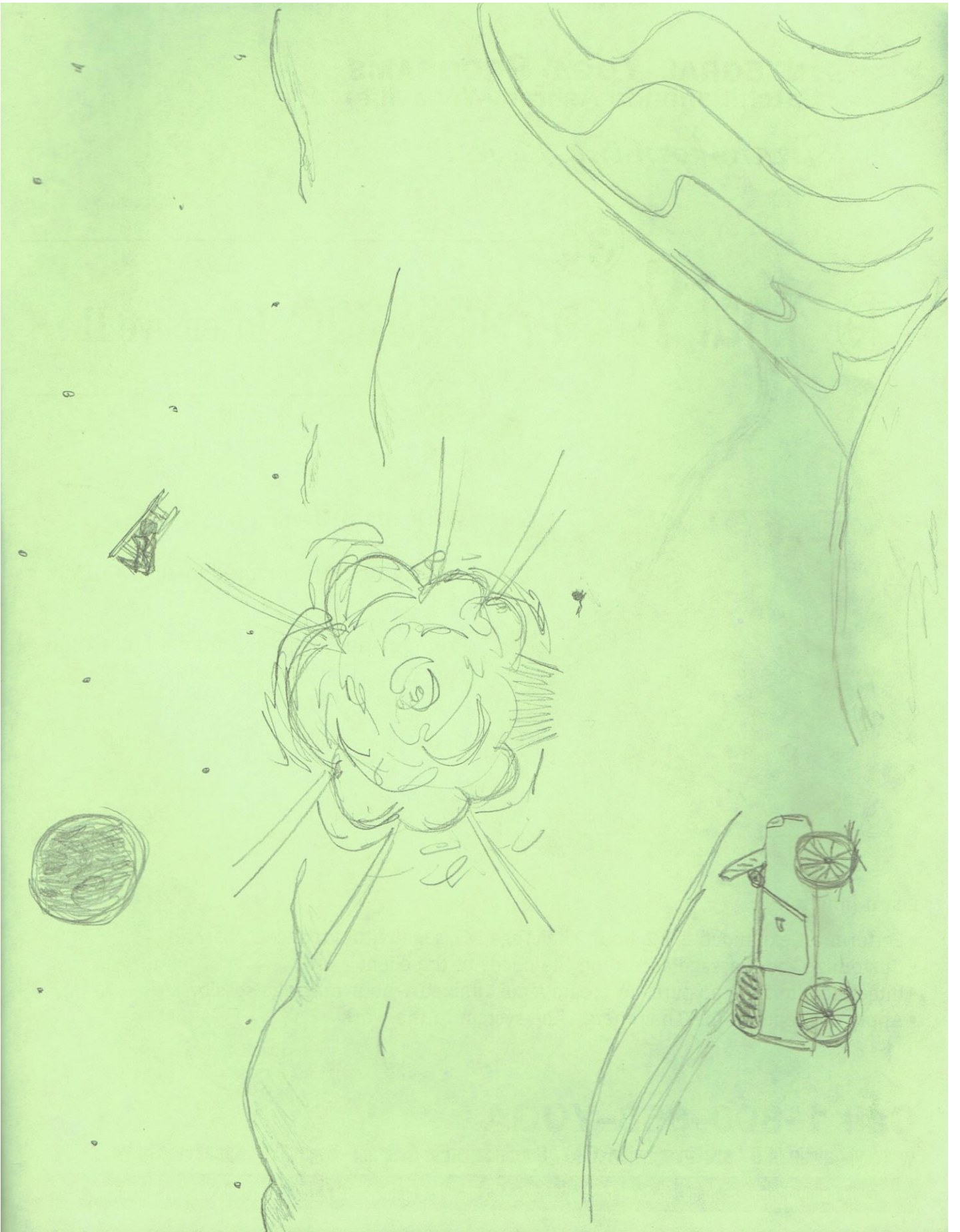


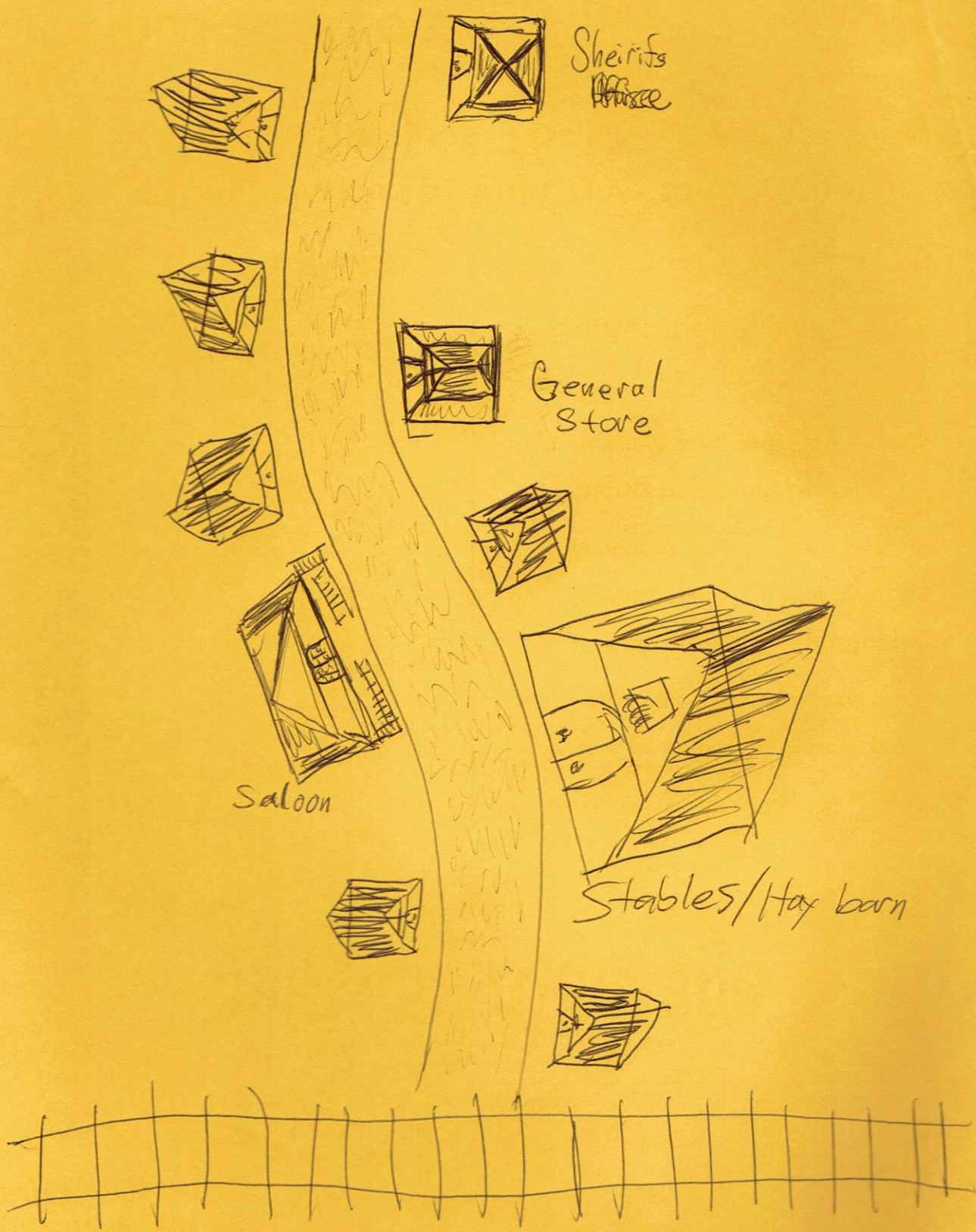
Chris
Presents

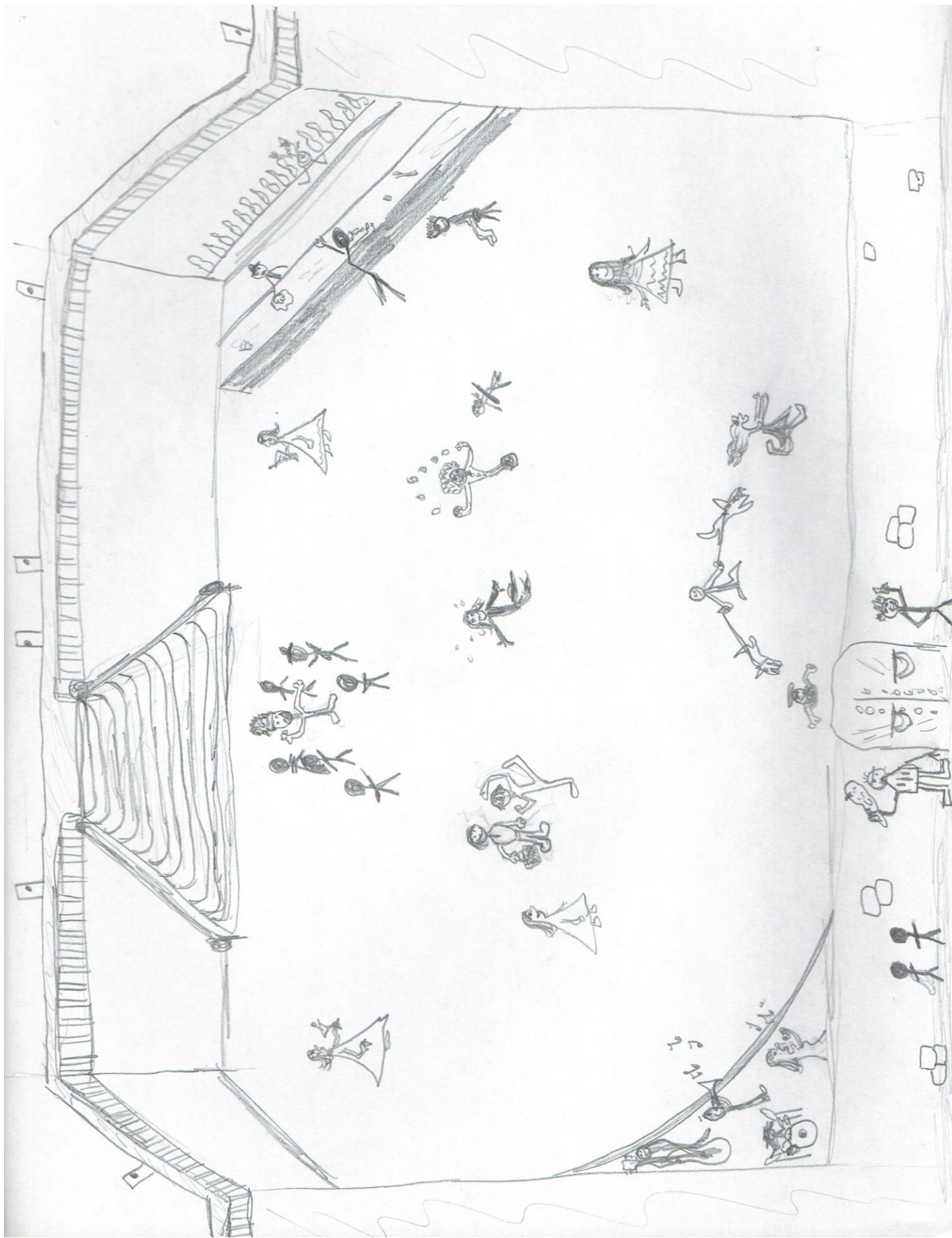
A
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NATZIL MACHINE

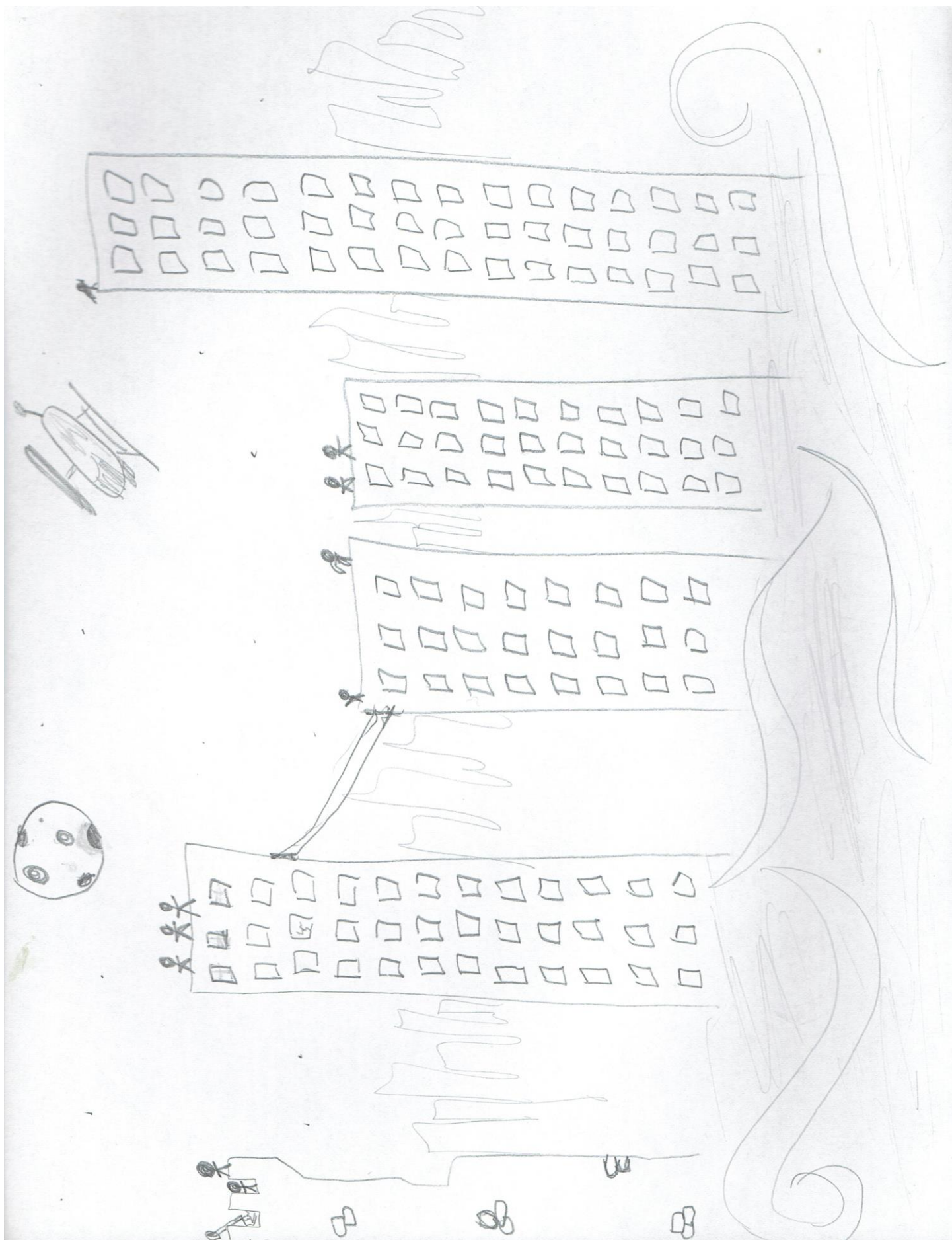


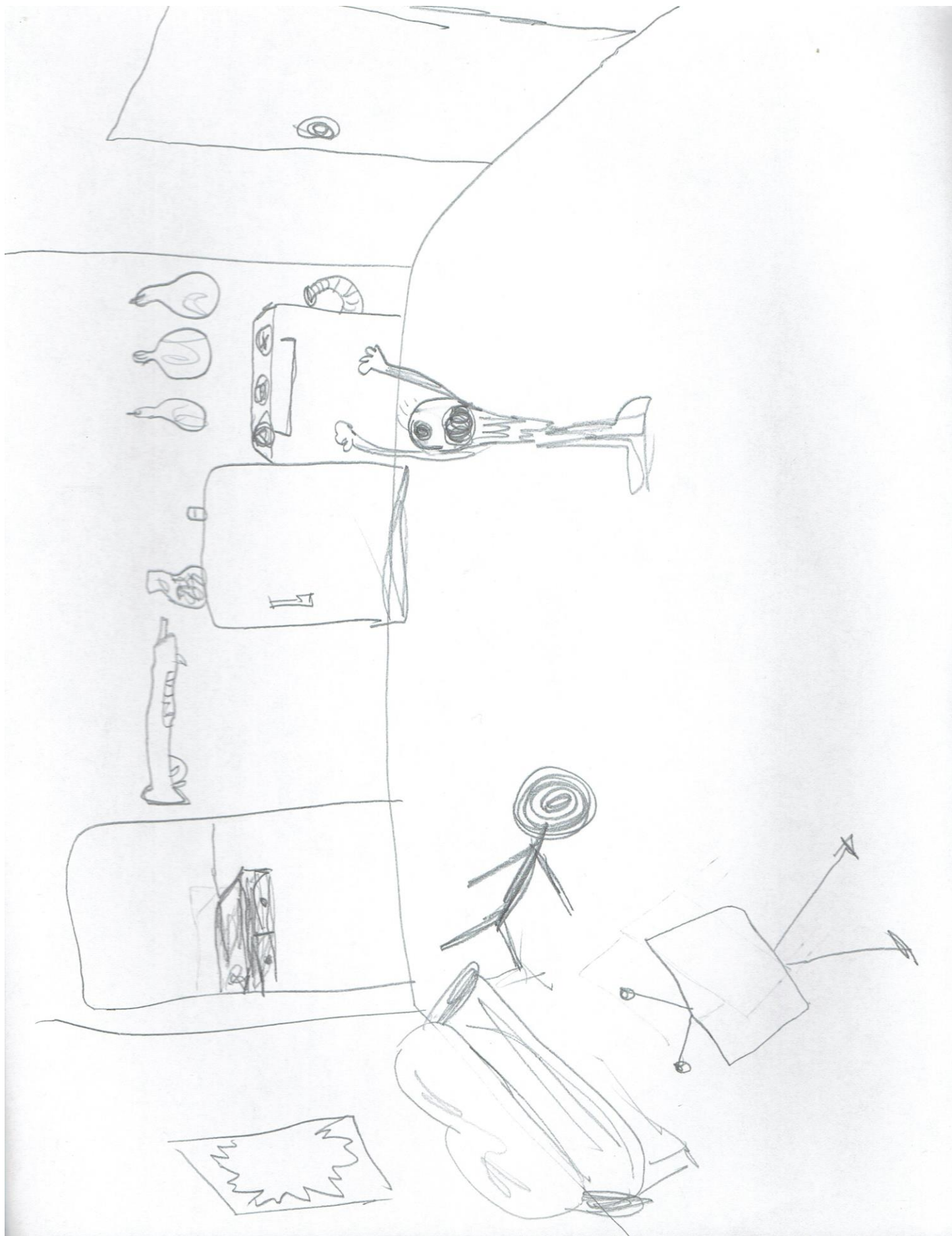


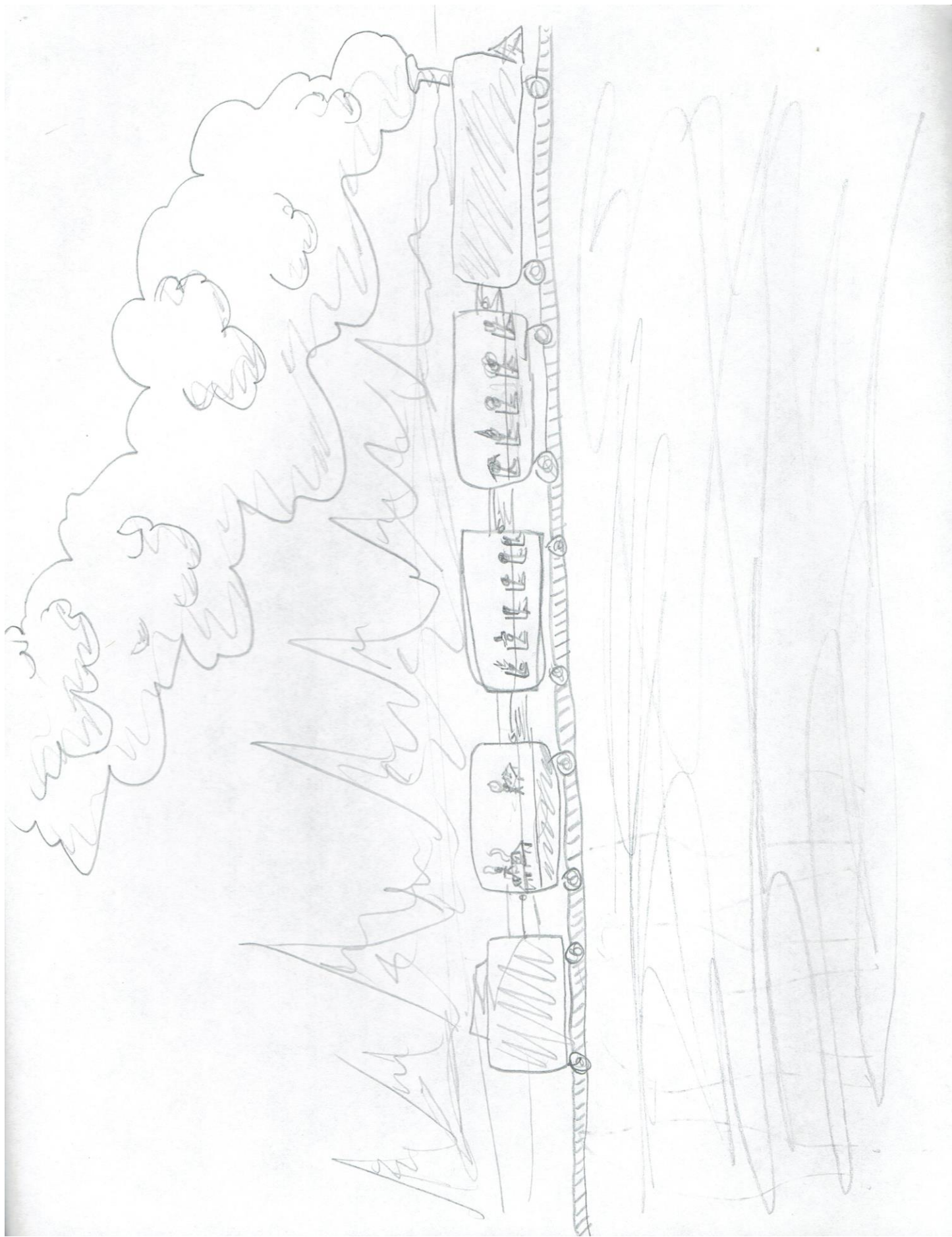






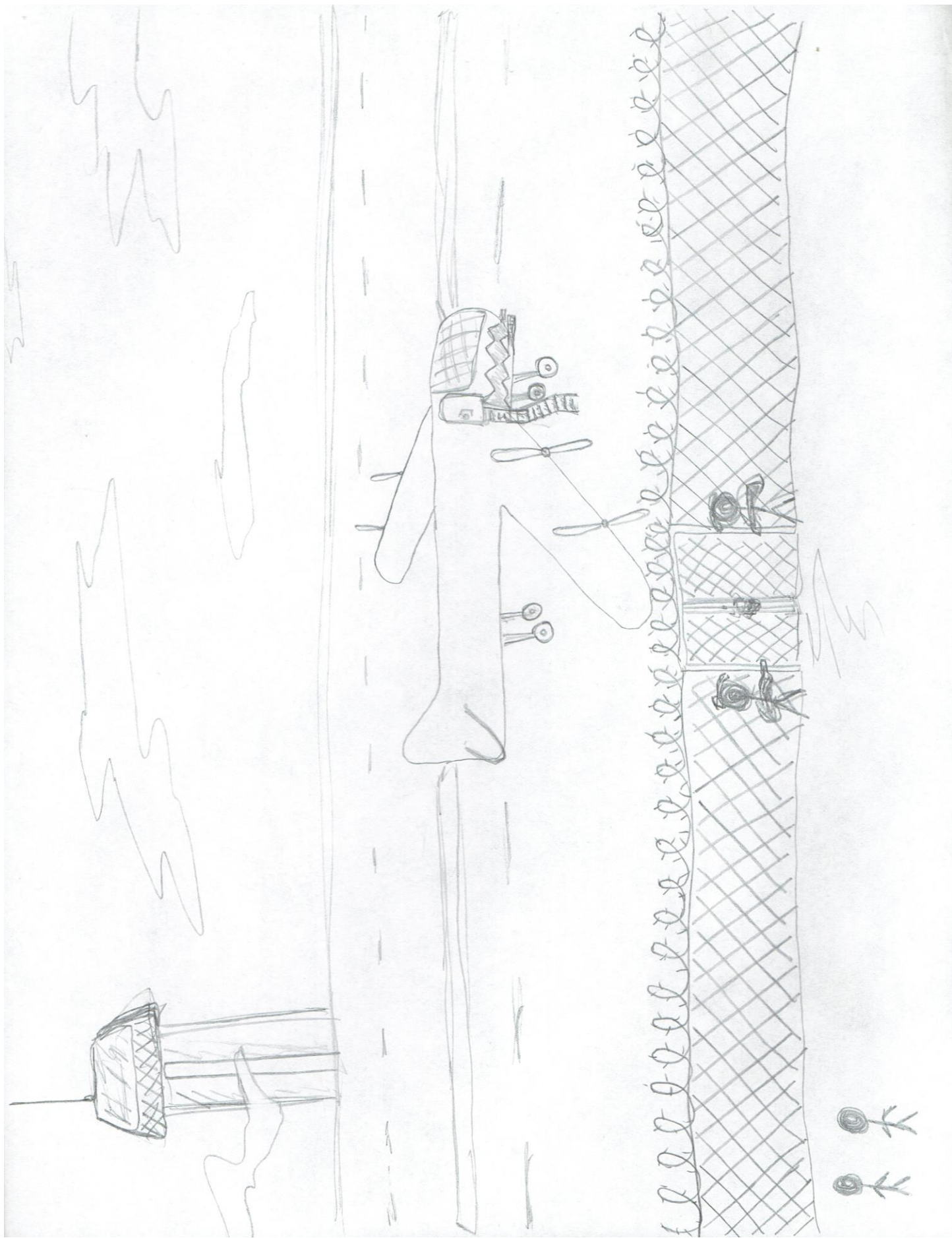








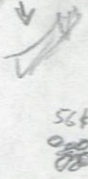






INVENTORY

24 chinlaps



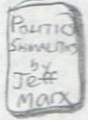
bullets
x 3



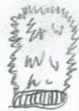
bit of paper
which reads,
"Our soap is
divine."



stuffed
w/ peanuts
are alcohol



buy more
snaps



chick
oo peas



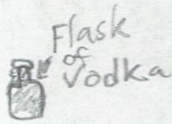
pan,
not a
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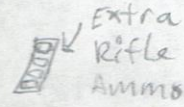
Russian Rifle



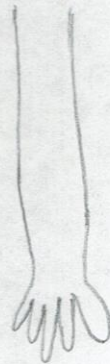
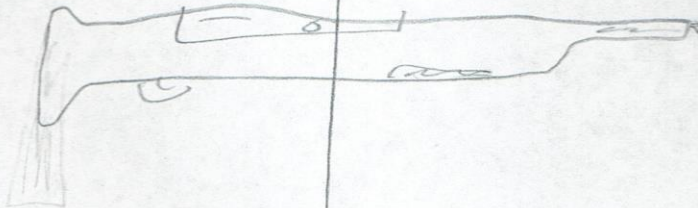
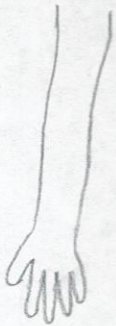
oo
Doich
micks



Flask
of
Vodka



Extra
Rifle
Ammo



The Natzi Machine

Series II: Xaq's Saga – Episode 4

By Chris Deluca

Contact: Xaq Rzetelny (Xaqimorp209@gmail.com)

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Background

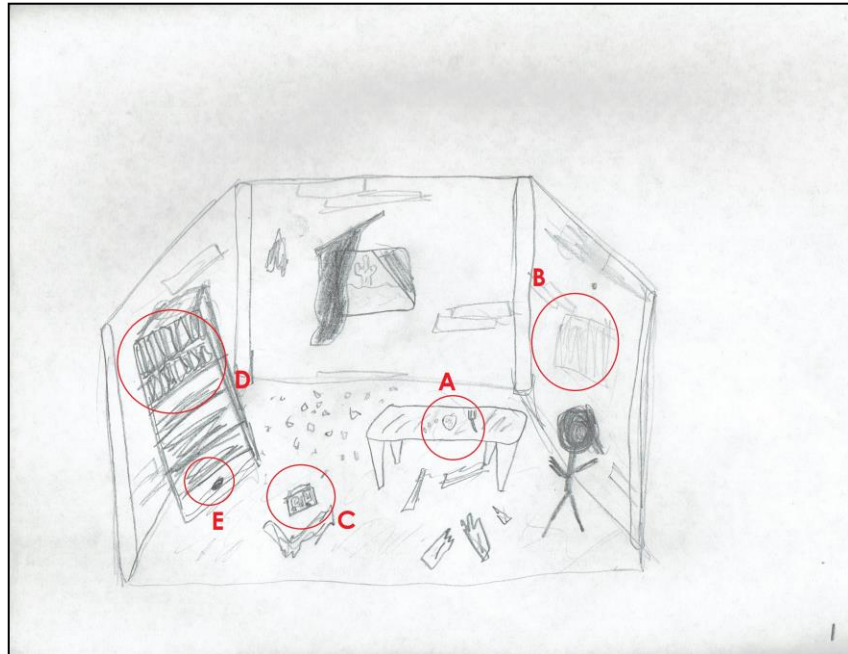
Previously, xaq had been in fantasyland about to confront the invading darkness army*. Now he is whisked away interdimensionally to paper computer gamed World War II. He appears in an abandoned house in the middle of a desert. (the same desert and location that the base was in, in *Relics of the Sea*) Only a few hours before xaq arrived, The Shadow had occupied the house. The Shadow is a mysterious and deadly unknown that will end up creating the Company.

*As seen in “*Ginkus’ Gift*”, the previous game in “Series II”.

Screen 1: The Abandoned House

Xaq finds himself in an abandoned house. Outside is a water pump, however the mechanism is rusted and broken, and cannot be used to retrieve water.

- A) There is a slightly wilted apple on the table, as well as a fork and three luger bullets.
- B) There is a spot on the wall where a picture once hung.
- C) There is a battered two-way radio on the ground. The antenna has been snapped off, but if the piece of metal is pressed against the place where the antenna used to be, a signal can be picked up. The first signal will be music. If tuned, it will pick up a Russian transmission.



Russia has just defected to the Alliance, however they secretly maintain third party status. Russian agents had just been at the house in an attempt to capture The Shadow. They wanted his information on the Natzi Machine.

The Natzi Machine is a giant Mech of incredible destructive power. The Shadow has sold it to the Nazis for some unknown reason. It also uses a power source that even the Nazis don't understand. The Shadow presumably does, since he sold it to them as well. The Russians go after the Shadow under the Alliance's nose to keep the information to themselves. The transmission is as follows:

“...We missed him...we found was...the rat will not escape us again. Agent XAQ will no longer be a threat; he is confirmed dead... Moscow as...necessary? The evidence is minimal...be eliminated. Borishnicov out.”

The transmission relapses into music. There is a whistling sound. If Xaq does not immediately run out of the house, he will be killed in the explosion.

- D) The books are mostly children's books, as well as some psychology books. Inside a copy of the Brothers Grim Fairy Tales is a sheet of paper with insane calculations scrawled on it.
- E) The drawer was locked, but has been forced open. Inside is a piece of stainless steel, possibly from a car.

Cinema Screen 1: The Explosion

Show the explosion of the house as Xaq jumps clear, with the bi-plane flying off in the distance. Also, an old truck can be seen some distance from the house. Long Shot.

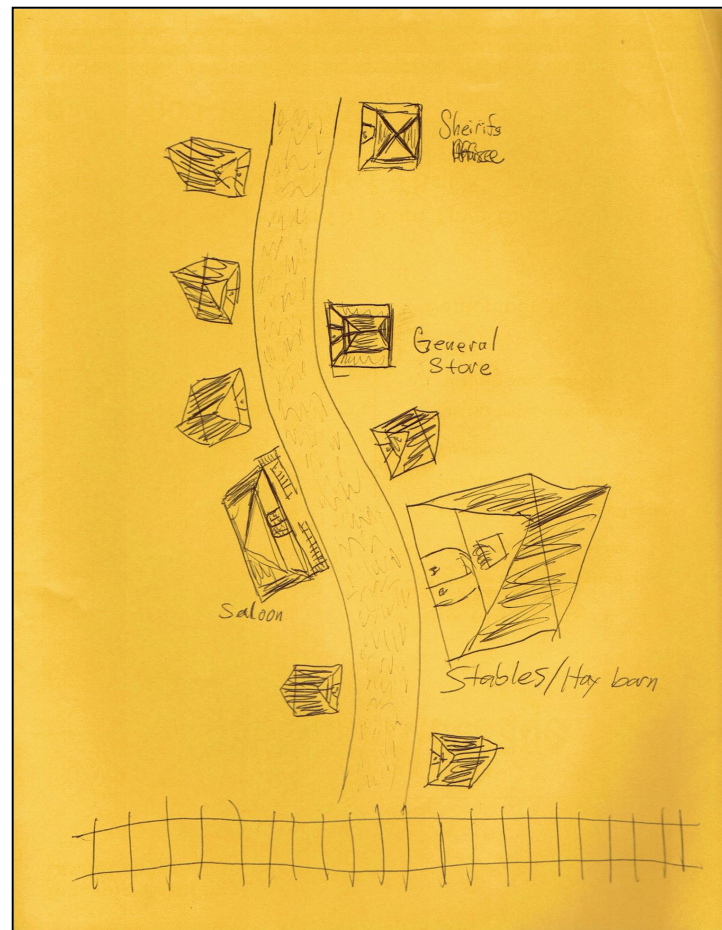


- A) There is an old truck outside but it is out of gas. Inside the truck is a three-day-old newspaper; a book of matches, some loose change on the floor, a pair of binoculars, as well as a spare tire and an empty gas tank in the trunk.
 - B) A blasted out water pump amidst the ruins of the house. Xaq will need to use this to fill the spare empty gas tank.
- Xaq can use the binoculars to scan the horizon; if he does he will spot what looks like a town far off in the distance.
 - Any direction that Xaq goes in, he will need to fill the spare empty gas tank with water from the blasted out water pump amidst the ruins of the house or else he will die of thirst.
 - If Xaq tries to follow the plane, he will not be able to keep up and will lose them. The military will pick him up and ID him after a while as they sweep the area for the Russians.
 - If Xaq decides to follow the road, after about seven hours of walking, Xaq will come upon a gas station, which is located about ten minutes outside town.

Tammyvill

The town is a small ramshackle bunch of bungalows; all cow farmers and the necessities of a town (it is the same town from the Wild West screen in *The Fabric of Reality*). There are phones Xaq can use. If he calls the US government and tells them about Borishnicov they will send a plane to pick him up. The Alliance has been suspicious of the Russian government, and had some scarce leads on Borishnicov. The Alliance needs Russia in the war, so the operation to follow Borishnicov to Russia will need to be done undercover, to keep up appearances.

The people in the town are nice enough, and will provide any information they can. They know that some outsiders came through about six hours ago. The following items can be bought with the spare change that can be found on the floor of the truck: **chewing gum, string, jerky, floss, a small notebook, pencils, paperclips, a bottle of soda, a small bag of chips, fortune scroll.**



The Military

The US Military arrives to pick Xaq up, and they debrief him. (There's no screen; this interaction takes place off-screen). This is a full conversation.

Xaq meets General Scott*, who apparently knows Xaq. Apparently, Xaq is a secret agent working for Scott and has been for years...! In Xaq's mind, this is impossible, since this is the 1940s, and Xaq comes from decades in the future. But Scott is insistent, and will mention missions Xaq's gone on for him. He calls Xaq by name; it seems that, somehow, Xaq has a life and a history in the 1940s!

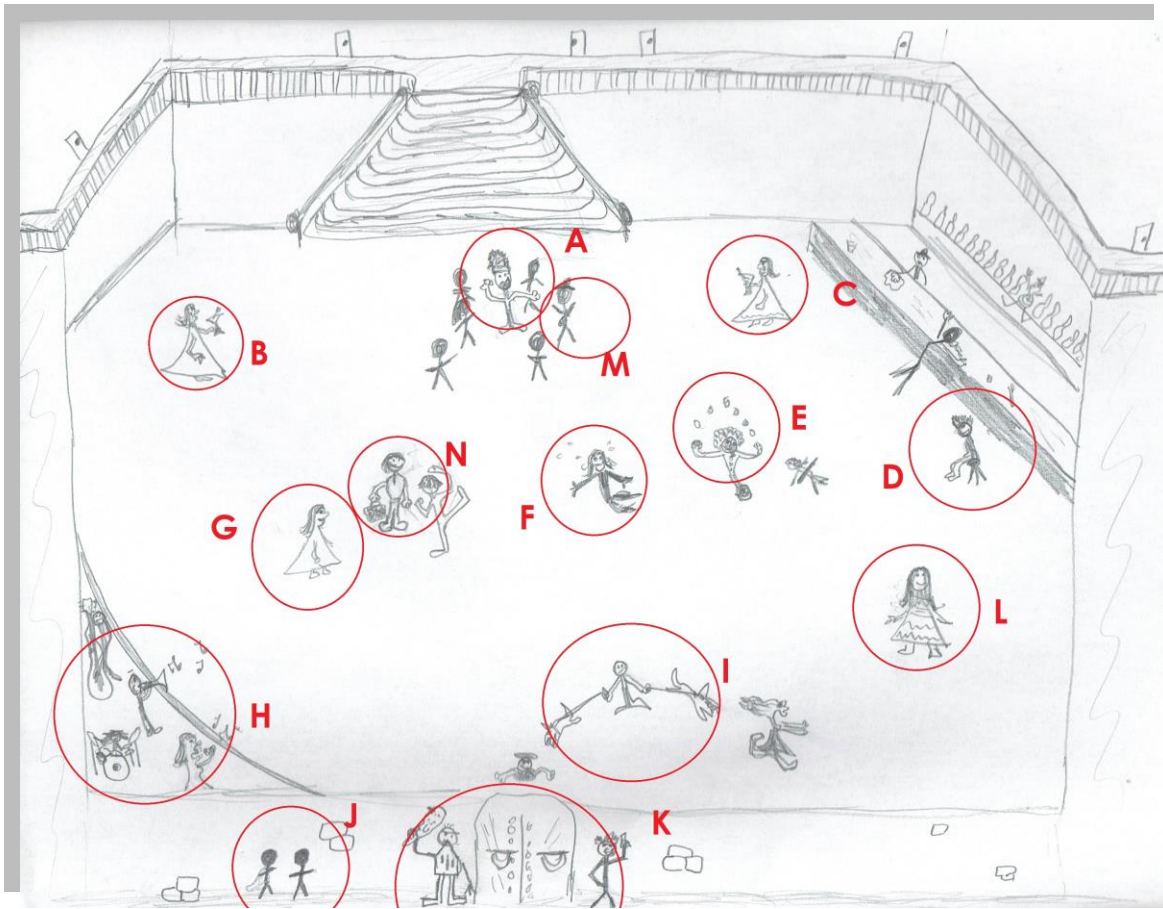
**Note: In the original playthrough, Xaq (the player) used the nickname "General Stone" for Scott, which annoyed him.*

Scott discusses the intel Xaq has received about the Shadow and the Nazi Machine, and reveals that they're planning to infiltrate a party in Russia, where the Shadow appears to be selling the Nazi Machine to a Russian guy named Borishnakov. He will order Xaq to go on a mission, as a spy, to Russia to infiltrate the party.

If Xaq refuses, he will threaten Xaq's grandmother, who the military is prepared to kill if Xaq disobeys.

If Xaq agrees, they will set up an international trip to Russia for him, and send him to the party. He'll be introduced to his partner, another spy allied with Scott, a British guy named James. The two get to know each other along the way, until Xaq and James arrive. They have accommodations at a hotel, and can soon attend the party! They're given a number of **Chinlaps** (the currency in Russia).

The Party



Xaq and James arrive at the party. They must explore the party and talk to people.

The Party Goal: To get Borishnicov drunk and alone.

There is no set way to accomplish this; Xaq must talk to the various people and gain as many clues as possible, which will help him; ultimately the PCG Master must improvise what works and what doesn't work, based on what the party guests say.

Script Editor's Note: Chris wrote these character descriptions in his original script for the game, but didn't specify which characters on the page correspond to them. I've done my best to guess who's who, as well as to reconcile it with Chris' present day statements on the characters.

Cast of Characters:

A – Borishnicov. He's surrounded by people, so it will be difficult to get him alone.

B - The Lady Anastasiya Dimitrova - The lady is an old friend of Borishnicov's deceased mother. She is an icy woman who hates children. As Borishnicov was once a child in her presence, the two do not get along well, and she is mainly invited to his parties as a courtesy to the connection with his mother. She knows of Borishnicov's low tolerance to alcohol and his irrational and loose tongued manor under its influences.

C - Katya Lexinova - Katya is furious with Borishnicov because he broke her heart. She didn't even know he was married. She is now a woman of vengeance, yet she does not know how to get back at him without revealing their relationship.

E – A juggling clown.

F - Isaak Vlanitrovintov - Isaak knows everyone, and everyone's business. He is one of the youngest at the party, and finds it absolutely delighting to spread mischief, usually through embarrassment. He knows about Borishnicov's affair with Katya Lexinova, and he will find it hysterical to help her in her revenge, although he will only do so if Xaq helps him with Galina Krusineva, whom he fancies. He knows the things that Katya likes which will get to her soft spot (emotionally).

G - Galina Krusineva She is a shy, naive young girl who is passionately in love with Alexi. She tries to stay as close to Alexi as possible, but is far too shy to speak to him. She knows that Borishnicov only drinks when upset.

H – A band plays into the night.

I – This guy is trying to control his dogs, but they're terrifying guests at the party! One is chasing a young woman, while the other is going after a guy who's popped up from the sewer. The guy from the sewer is a spy from another agency and has been watching the party, so he might have noticed something useful! (PCG Master, improvise here).

J – Xaq and James, arriving at the party!

K – The door is guarded by a cave man with a club, as well as a guy with a gun. They can be bribed with chinlaps or knocked out.

M - Lazar Burgendov A friendly gentlemen who keeps near Borishnicov at all times and never drinks, Lazar is a Russian government counterspy with orders to keep a watch on Borishnicov, and if it seems as though he will reveal his secret, to radio a sharpshooter in a nearby building to take him out. He doesn't dislike Borishnicov, or any of the guests for that matter, and in fact enjoys their company. However, he will not hesitate to enact his orders on a moments notice. Country comes first.

N - Alexi Molotov - Alexi is one of Borishnicov's best friends. He only has words of praise to describe Borishnicov, and will always take the time to tell listeners of his friend's many attributes and achievements, as well as relating stories about their various escapades. He knows about the hunt for the shadow, but all he will reveal is that his pal is doing something big with a twinkle in his eye.

Behind the Bar – Peanut Man – a peanut man who's partying.

Once Xaq succeeds in getting Borishnicov drunk, he will retreat to his room, and Xaq can follow him. This leads to the next screen – the Assassination Attempt.

The Assassination Attempt

Xaq has followed Borishnicov to his room, and is now there with him.

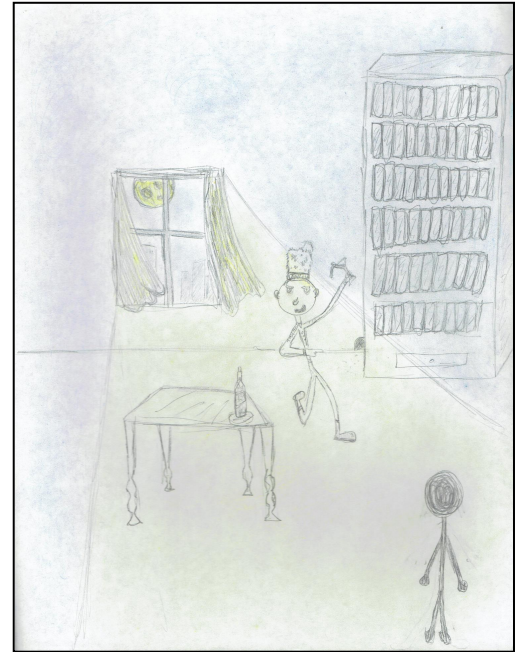
There is a sniper, alerted by Lazar, who will shoot Borishnicov before he can say anything. If Xaq tries to knock him down, Borishnicov will get back up and be shot.

Attempts to reason with him are useless.

Xaq must somehow distract Borishnicov with something, and then push something in front of the window, without getting in line of sight himself.

Once the immediate danger is gone, Borishnicov will reveal that the Nazi's are buying advanced weapons, armor and cortexes to build a giant robot; the nazi machine. This technology was far beyond nukes, and the Russians wanted a piece of the action.

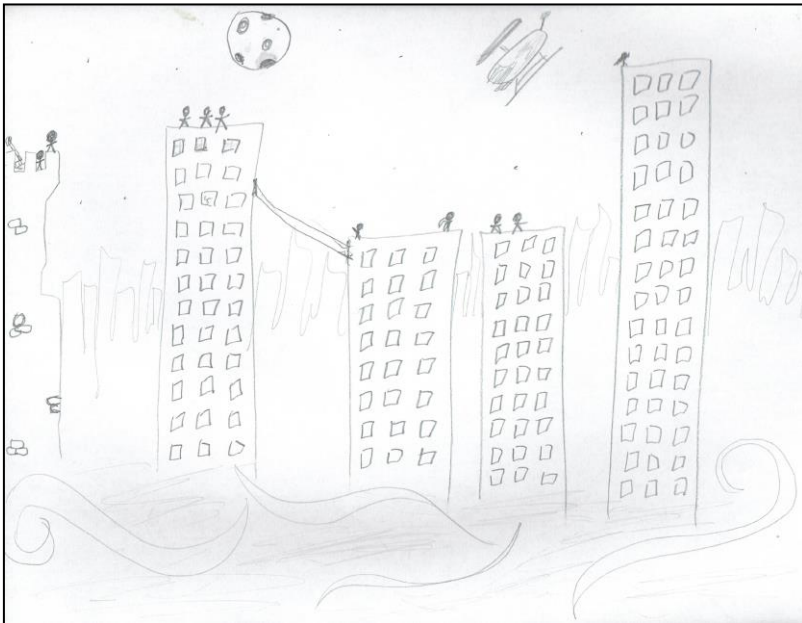
However, the Nazi's were buying from a mysterious figure known only as The Shadow. The Shadow was last seen in a small shack in Nevada, which Borishnicov personally blew up. His next mission was to intercept the cortex of the machine on the boarder of Switzerland. At this point, James bursts in, says they have trouble, and hauls Xaq out. He leads them to the roof.



The Roof

Xaq and James make their way to the roof, where there are many hostile guys on the roofs of nearby buildings. Xaq and James must make their way across the roofs, defeating the guys as they go. (The PCG Master can improvise the specific ways they're defeated).

There's also a helicopter shooting at Xaq. From the second to last building, the only way to survive is to somehow jump across to the building on the right, smashing through one of the windows into a stranger's apartment.

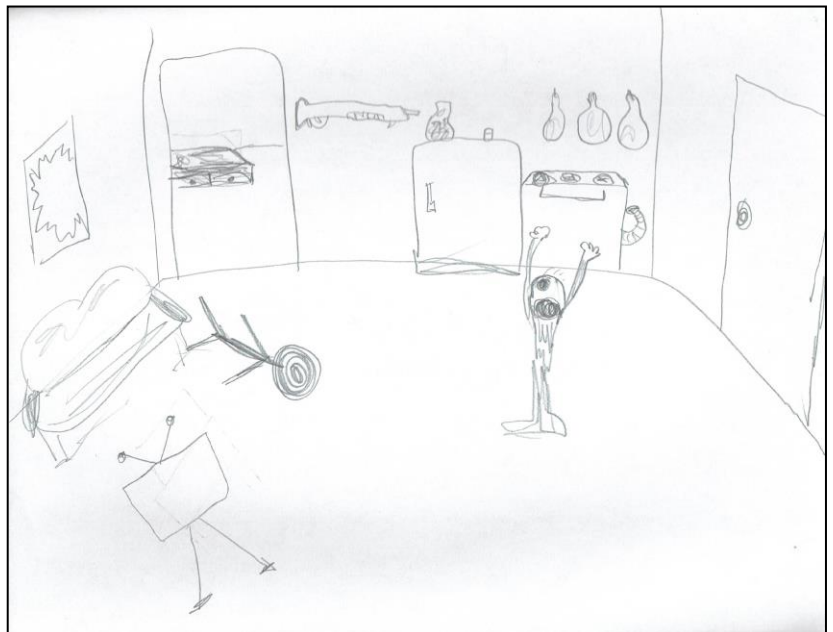


Stranger's Apartment

Xaq and James crash through the window into someone's apartment. That person is terrified, thinking he's being attacked and holding his hands up. He'll offer no resistance. Xaq can loot his apartment if he wants to, taking the gun on the wall, among other things. Then he can escape through the door, which will take him out of the building and to safety.

Notable items in the appt:

- Lighter (on top of the fridge)
- Gun (mounted on the wall, no ammo)
- Gourds (mounted on the wall over the stove)



Traveling (No Screen)

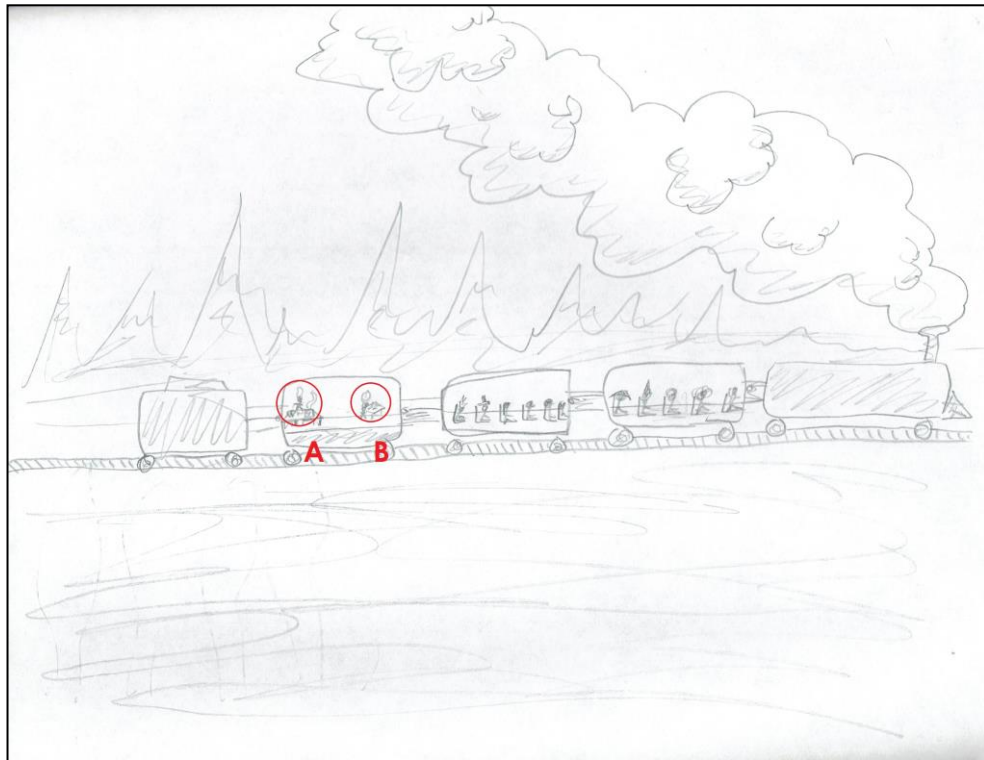
After learning what he needed from Borishnikov, Xaq and James regroup. Now they know where the Nazi Machine is being housed, and so they must travel by train. They book passage on the train.

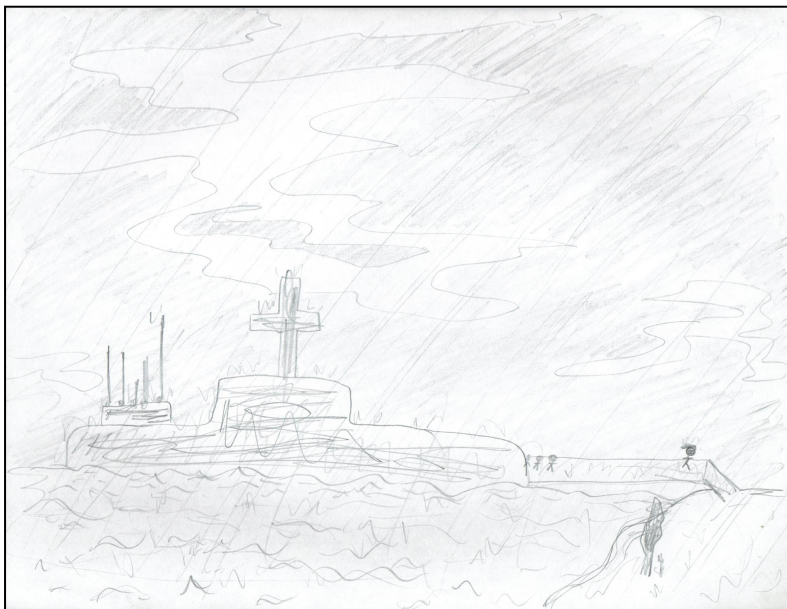
The Train

While traveling, Xaq can interact with or talk to any of the passengers on the train.

If he waits a while, he'll arrive at the next screen without having to do anything.

- A) A chef, cooking some food.
- B) Someone preparing food on the table.





Submarine

Xaq arrives at a submarine and must sneak his way in. To get in, he must steal one of the Nazi's uniforms and just walk in with them. (On the right of the walkway is Xaq).

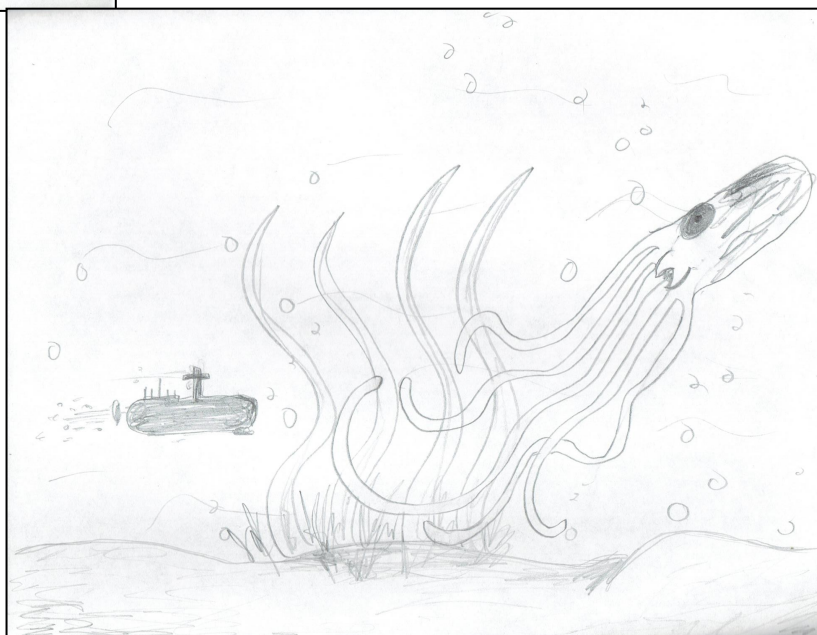
Giant Squid

Once Xaq takes control of the Sub, the sub is confronted by a giant squid!

Note: Chris has retroactively dubbed this creature "**Slime Ball Squidicus**" in one of his videos. It's up to the PCG Master if they use that name in the gameplay.

The player must use the sub and its torpedoes to defeat the squid. It's up to the PCG Master as to what works.

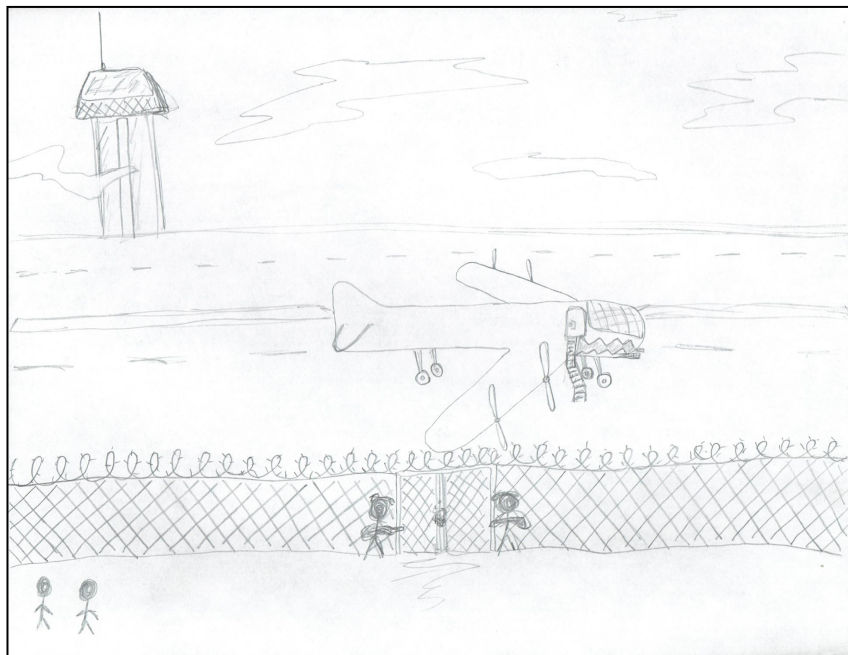
Once the squid is defeated, the sub proceeds to its destination – a Nazi air base.



Air Base

Xaq and James arrive at an air base. They've found out that the Nazi secret weapon is being held on an aircraft carrier; to get there, they must first sneak onto this airplane.

Xaq and James are bottom left.



Two guards guard the door in the fence which leads to the plane, which is also locked.

It's up to the PCG Master to improv what the solution is.

Once Xaq and James take control of the plane and take off, go to *Flight Screen*.

Flight Screen

Xaq's plane is bottom left, and it's flying through the air!

Top left is a group of hostile Nazi planes coming to intercept him! They've heard the plane was taken over!

Top right is the Nazi aircraft carrier that has the secret weapon aboard! The goal is to land on that aircraft carrier.

It's up to the PCG Master to improv what the solution is. The player must defeat the other Nazi planes and land on the aircraft carrier!

The Nazi Machine

There's no screen for this part.

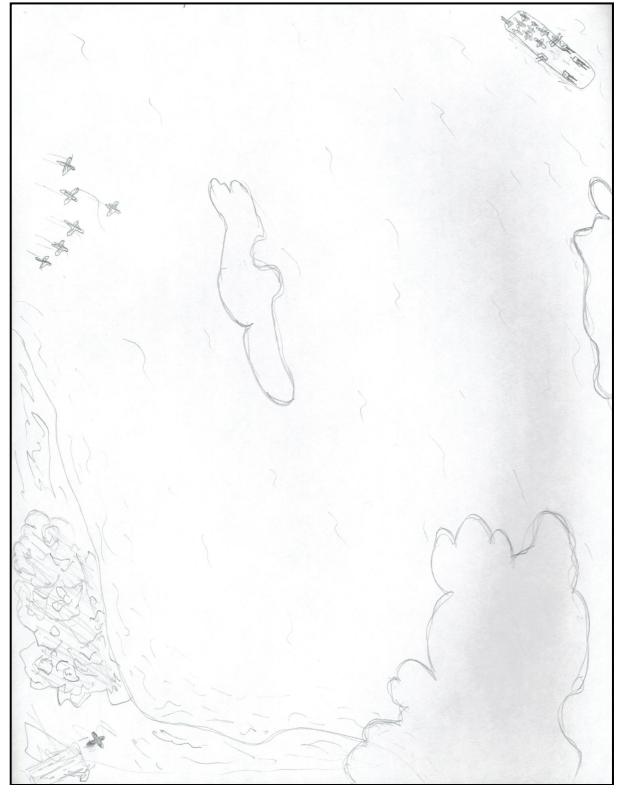
Xaq comes upon the Nazi Machine itself. It looks the way it's drawn on the cover. It's in storage, and deactivated.

It's a mech of incredible destructive power! This is the secret Nazi weapon we've been seeking this whole game!

As Xaq investigates it... he's contacted by Zoovac, somehow transmitting back through time to contact it!

Zoovac reveals that the Nazi Machine was an early prototype, which inspired the design of Zoovac himself!

Afterwards, there's a flash of light and Xaq is teleported out of this time, by unknown means! His adventures continue in the next game in *Series 2*!



Inventory Screen

The inventory Screen included is from the original playthrough, where Xaq was playing. Those are all the items he got throughout the game. It's up to the PCG Master to decide where and how to include any of the items in the Inventory that aren't mentioned in the script. (Some of them, we just don't remember how I got them).