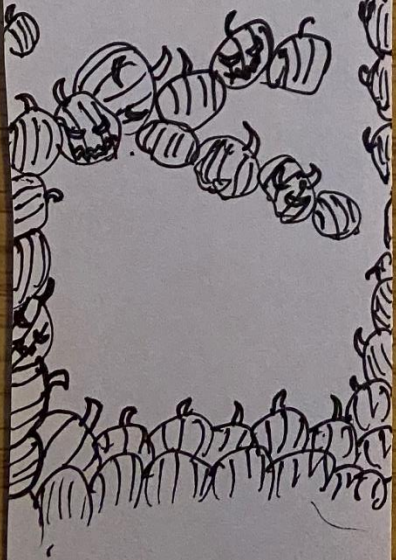
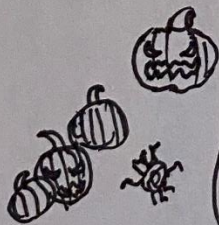
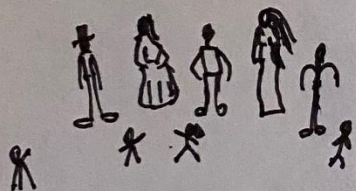
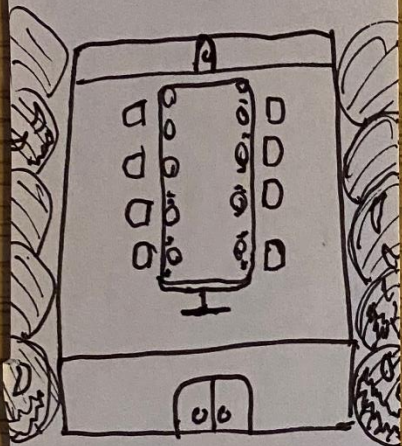
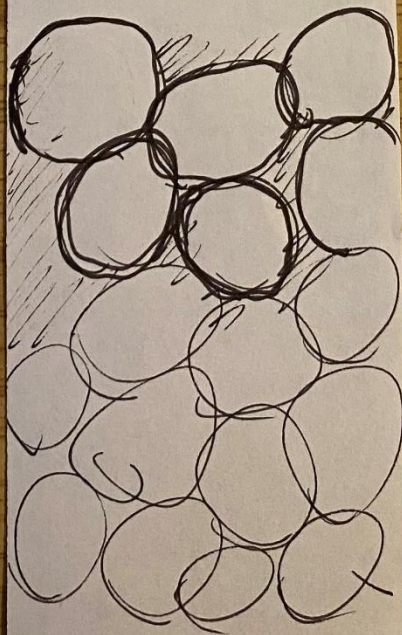
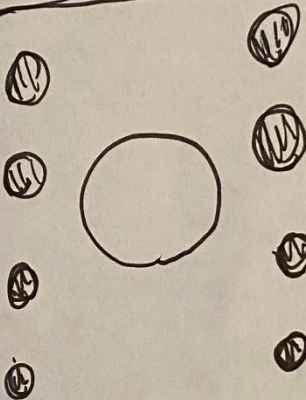
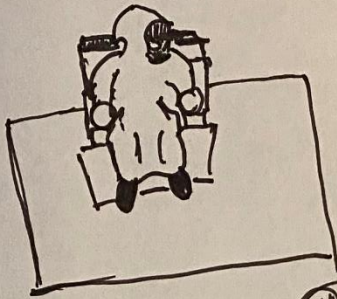
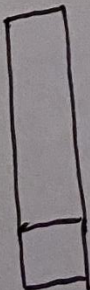
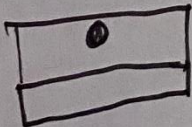
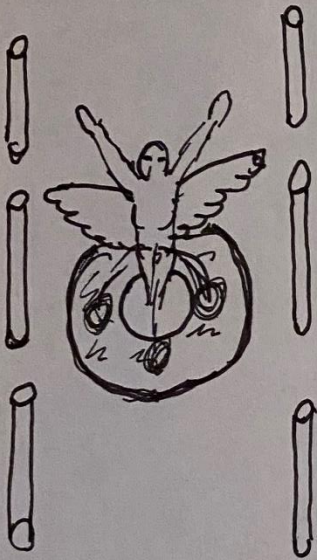
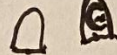
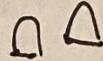
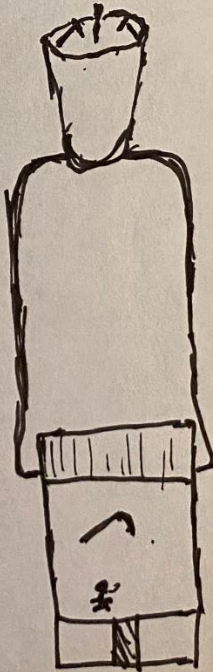
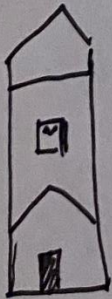
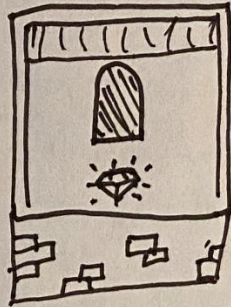
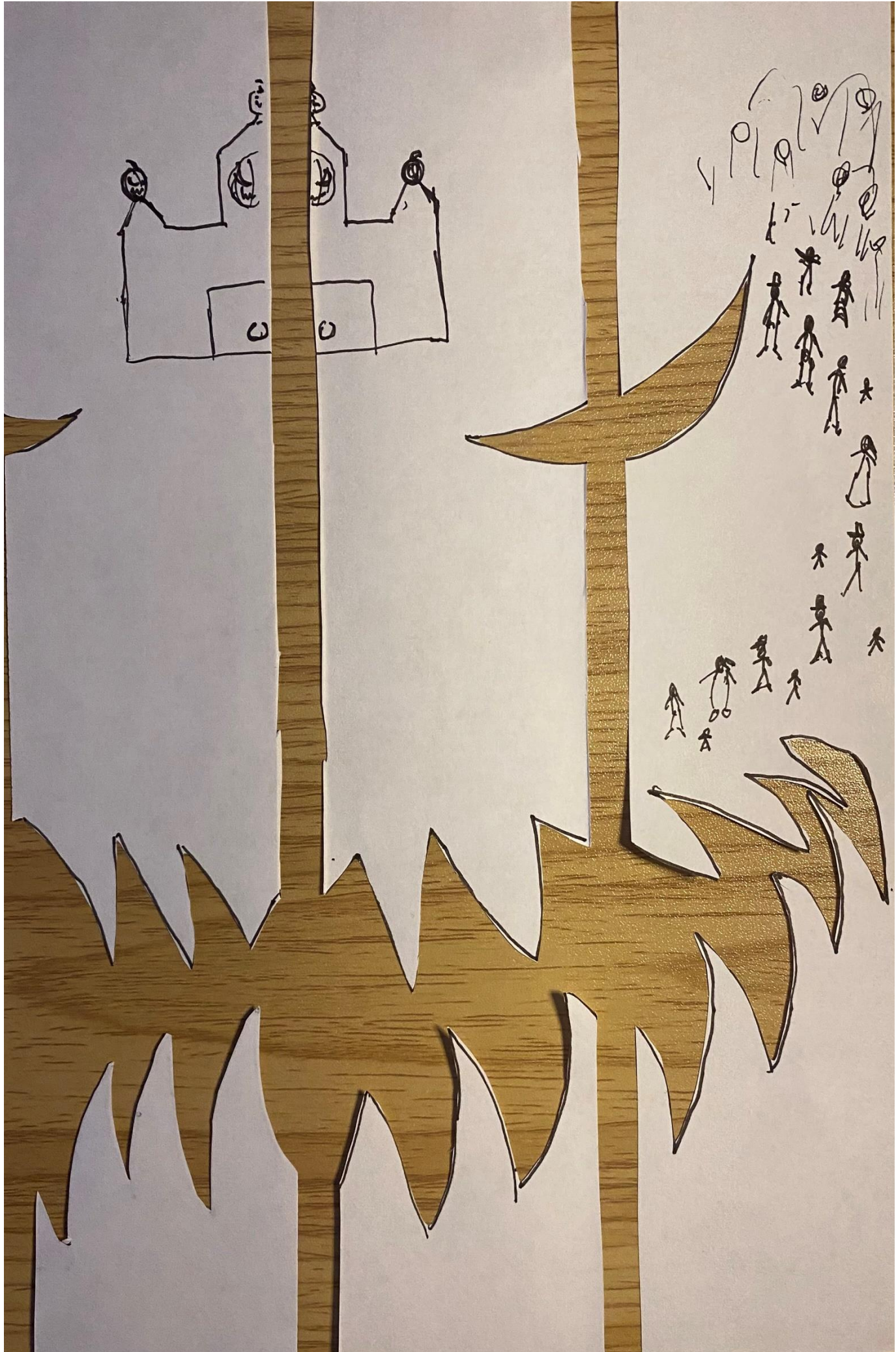








World of Jack

A Halloween Paper Computer Game

By Xaq

Construction instructions

1. Cut out all the screens.
2. Arrange the screens in order.
3. Put the screens in a circle, facing down, with their bottoms toward the center of the circle.
4. Tape the bottoms together. Put aluminum foil at the bottom, to cover the circular hole. Tape it there.
5. If possible, construct a pumpkin-shaped scaffold out of cardboard or a coat hangar, or whatever's available. Put this on top of the base.
6. Fold the papers up over the scaffold, and tape the tops together, leaving an open circular hole at the top. Tape the tops of the paper to the top of the scaffold.

Backstory

One Halloween, you came upon a carved pumpkin – a Jack O' Lantern – that seemed exceptionally well-carved. As you looked at it, you had the strange feeling like it was looking back at you. You passed out and woke up here.

The world is strange. It's nighttime, but you can't see any stars. The sky is black. The only light seems to come from the ground – it seems to emanate from lots of little cracks and crevices, forming an eerie glow.

For the PCG Master only:

Do not read this part to the player! This world is entirely part of Jack O' Lantern. Jack is a malevolent, and supremely powerful entity. He exists between the worlds of the Multiverse; and his being forms its own little universe. All the people, creatures, and things the player encounters here are aspects of Jack. They have their own personalities – sort of – but they all are part of the consciousness of Jack and all serve his desires.

Throughout the script, don't read parts that are in italics to the player!

Screens:

1. The Townsfolk here are extremely welcoming and happy, and they immediately invite you to a dinner. It's a huge feast. They'll be friendly and offer anything they can, but won't answer many direct questions. If you eat their food, they'll seem happy, and eager. They'll be thankful to you and ask you about yourself. **And they'll thank you for your contribution.** They won't explain what they mean, dodging the issue in a friendly and tactful way. They might mention the coming ceremony. After dinner, you'll get sleepy. They've prepared an extremely comfortable bed for you.
 - a. If you fall asleep, you'll wake up bound, to the same friendly faces, still friendly, thanking you for the sustenance. They'll tell you they respect you and will honor your sacrifice, before they cast you into the fire.
 - b. To escape, before sleeping, just say you want to wander around and explore a bit before dinner. They'll be glad to let you. They'll offer any help you might need – whether it's clothes or shoes or whatever. *(There's nowhere for you to go – you can't escape – so they're happy to let you roam. Eventually, they know, you'll get hungry and come back).*
 - c. You can exit through the back door (top of the dinner hall). North of it, there's a demonic statue.
2. A forresty scene, with 2 creepy trees, and a Pumpkin Roller – a Pumpkin Head on a wheel - guarding it. Here, you can find a stick leaning against the bottom tree.
 - a. There are 2 exits to screen 3 on the right side of the screen; one near the middle, one near the bottom.
3. **Top of screen:** Three trees with different personalities. The bottom one with two tufts of hair is friendly like the townsfolk, but wants you to participate in the festival. The middle left tree is loopy and doesn't form coherent sentences. Top one is malicious but doesn't talk. It just glares at you like the pumpkins.

Middle of Screen: A pumpkin, like the others, glaring at you. This one is mounted on a statue pedestal labeled “Jack”.

Bottom of Screen: A library, with a crazy hermit who curates it. He’s gone mad from reading the books in there – or maybe just become aware of his true nature. Inside, you can read the Legend of Jack O’ Lantern. That book is a huge tome, centrally located, way larger and more central than any other book.

Far Bottom of Screen: A huge pumpkin glares at you.

- a. *For the PCGM: The Librarian/hermit, having read the books, has realized he is part of the mind of Jack; this has driven him to madness.*
- b. The book tells the traditional story of Jack O’ Lantern. Long ago, there was a drunkard who manipulated everyone around him in dishonest and wicked ways. He was called “Stingy Jack” because he always tricked his way out of paying what he owed. Because of his misdeeds, he was to be dragged down into the darkness of Hell. He tricked his way out of that fate – but he couldn’t enter Heaven either once he died, due to the immensity of his misdeeds. So, he was condemned to wander between the worlds for all eternity; he was only given an ember, within his pumpkin lantern, to light his way.
- c. The other books in the library are weirdly also all about Jack. And lots of them are just oddly specific things about him, like for example a book about his childhood love of Blueberries, or a book about how much he hated his first job. *The PCG Master can improvise book titles, and stories as well, if the player reads them.*

4. **Top of Screen:** A ruin, with a wraith haunting it.

Middle of Screen: some columns. At the center is a fountain, with a statue of an angel at the center of it, arms outstretched to the sky. Pouring from the angel statue is some vile purple liquid, into the fountain. If drunk, it will kill you.

Bottom of Screen: More ruins, with a ghost haunting them. On the pedestal at the top of this area is a crystal sphere.

5. A meeting with the Arcmage. *For the PCGM only: Arcmage is responsible for planting the evil Jack O’ Lanterns. Keep it vague. But he’s the only person here who’s a real person. He has a deal with Jack; he brings in new people for Jack to burn, and in exchange, he gets bits of power from Jack.*

- a. The Arcmage is evil but won’t attack you; you’re already here, so he won’t bother you. In fact, he’ll answer your questions about specific things in the area.
- b. He won’t answer what this place is or why you were brought here. But he’ll answer other specific questions.
- c. The circles near him are spell circles; with one large spell circle in front of Arcmage’s chair. Arcmage won’t say what this is for.

6. **Top of Screen:** The Weeping Spider – he’s actually friendly and wants to help you. He represents the good side of Jack; for this reason he’s small, weak, and confused. He’ll want to help you escape, and will do whatever he can to help you; but he won’t do anything to hurt Jack. He’d see it as you trying to hurt him!

Bottom/Middle of Screen: Lots of malicious trees and spiders. The spiders will attack; the trees just glare.

7. **Top of Screen:** Girl’s house – this house is completely empty; no furniture; just a girl is inside. She’s very impatient for you to go to the festival!

Middle: Bar - This is a bar. There’s a bartender and he’ll give you any kind of drink for free. *Hmm... Stingy Jack was a drunkard...* Any of the drinks are like 50x stronger than Vodka and will knock you out instantly unless it’s the tiniest sip. There’s a door in the ground; it’s a shortcut to the next section. The only way to access it is to get a **Ground Key**.

Middle: Boy’s House – Same as the girl’s house, but with a boy. Once again, he’s super impatient for you to go to the festival.

Bottom – Empty House: A kid’s journal is on the ground. It’s filled with entries – from different dates – but all of them say “I can’t wait for the next festival!” except for a few which read “That was a nice festival!”

8. **Top of Screen:** Another tree & pumpkin.

The other side of the Ground Door is surrounded by a wall. You can find an important crystal by getting to it. It can only be accessed through the ground door in the bar in Screen 7. If you get in, you can get the crystal.

Bottom of Screen – Pedestal: A pedestal. It looks like a crystal fits here. (The crystal from the walled in area at top of screen goes here). It's wired to the Tomb, so when a crystal is placed here, the tomb opens.

Bottom of the Screen – Tomb: the door (at the Southern part of the tomb) only opens when a crystal is placed in the pedestal north of the Tomb. Inside is a zombie which will attack you and a scythe on the ground.

9. **Left Eye screen.** Townsfolk are nearby to herd you towards the eye. (By the time you get here, it's time for the Ceremony). This is a graveyard, and Zombies are also wandering around. (the ones with outstretched arms are the zombies). These zombies will try to push you towards the Eye.

Left Eye. If you fall into this eye, you will be burned & consumed by Jack.

10. At the center of the face, there's a Temple to Jack. The temple is empty; like a model house. It looks scary from the outside, but the inside has no rooms, no ceilings or walls except the outer walls. Just a hollow shell of a building. Pointing this out – making the people focus on what's inside the building, can be confusing to them. They'll all be sure it's a real temple. If they go inside, *all* the townsfolk will simultaneously become confused and disoriented.

11. See 10.

12. Right eye screen. Townsfolk are lined up here. Once you enter the screen, they won't let you leave; but they won't force you to enter the eye either. The closer you move to the eye, they'll close in behind you, making your retreat more difficult. They'll also chant in Gaelic and some of them will praise you and thank you. They seem grateful, and happy, like people about to partake in a delicious dinner feast, grateful for the food.

13. The eye of Jack does serve as his eye; you can show him something that will be upsetting or distracting to him, and that will cause him to open his mouth further, and for all the townsfolk to double over!

a. This will give you a brief chance to drop a rope down into the mouth and tie it to a nearby tree, causing the fire from the inside of Jack to burn and catch the rest of the pumpkin!

b. From here, he can escape – he has to make it back to the Arcmage, who will be trying to escape, and jump onto him – the two will escape together. (You must sneak up behind Arcmage or he won't let you jump on him).

Ending

You open your eyes and you're relieved to find you're back home! Right where you last disappeared. You smash the Jack O' Lantern and, just to be safe, you go on a rampage smashing every Jack O' Lantern in the neighborhood you can find, while being careful not to look into their eyes!

The threat is ended... yet somehow you can't fully believe that. Is Jack truly gone? Or could he have found some way to save himself from the fire? You just can't believe such an eternal being could be so easily extinguished...