
WRITER'S NOTE:

(EXTRA:) is a line of dialogue that is only said if the player takes too long to act.

(OPT:) is a line that depends on the player's previous actions.

(ALT:) is an alternate line.

INT. NONDESCRIPT AIR VENT - NIGHT

The Player starts in a black void. A typewriter loudly types across the screen in Courier font block capitals:

SOMEWHERE IN A SECURE LOCATION...

FADE IN:

You are at the bottom of a tall air vent. There are vents blocking your path beyond which is a ladder.

FERNANDO (O.S.)
Henchman 698! What are you waiting
for? Andale andale! Fernando
Contreras waits for no one.
(beat)
Bring the equipment already!

PLAYER
Coming sir. Just having trouble
with some vents.

You are prompted to take out your rucksack full of heist equipment. Open it and you'll find an electric screwdriver - along with a business card, a signal jammer (a small wireless gismo with a number pad), magnetic suction cups and a rappel harness which you will use later in your mission.

On the outside and inside of the bag is the logo of your criminal organisation: E.V.I.L, and beneath it is written:

"TEL: 118 666"

You are also wearing a gadget watch.

Having made your way past the vents with the screwdriver you begin to climb the ladder beyond them. As you do this Fernando reprimands you:

(CONTINUED)

FERNANDO (O.S.)

Madre de Dios, where did Doctor Von Cataclysm find you? do you even know how lucky you are to be working with me cabrón? I am henchman numero uno! Numero uno with the villainy and numero uno with the señoras.

(beat)

Aha! Fernando has found it! 698, you should have disabled the security system by now. Take the code from your bag and type it into the signal jammer now.

PLAYER

on it sir.

The player must take out the business card which has the code 606 scrawled over it and type it into the signal jammer.

If the player takes too long, Fernando will prompt the player again:

FERNANDO

(Extra:)

[sigh] ... please tell Fernando you can read

[to himself]

this is why Fernando should always work alone.

[to the player, as if speaking to a child]

type the deactivation code in your bag into the signal jammer to deactivate the security systems.

As soon as the player types in either 606 (or 909 depending on which way up he holds the card) the sound of machinery powering up is heard:

SPEAKER SYSTEM (V.O.)

WRONG PASSCODE. INTRUDER DETECTED.
SECURE PRESIDENT. SECURE PRESIDENT.

FERNANDO

Wait! what have you -

(CONTINUED)

Instead of deactivating the security system you have activated them! The sound of lasers, chainsaws and high pitched comedic screaming fills your comms.

SPEAKER SYSTEM (V.O.)
President secure.

"Hail to the Chief" plays on the speaker system. You get an alert on your gadget watch: "Congratulations! You have been promoted to the rank of Henchman #697!"

PLAYER
Uhhh Fernando? Sir? Are you ok? ...
Oh that did not sound good.

If the player dawdles in the vents after Fernandos death:

PLAYER
... Fernando? Can you hear me?
(to himself)
I better get down to him quick!

ALT:
I better get down to help him
quick!

With no reply you continue on and drop through the a vent in the floor into:

INT. THE OVAL OFFICE - NIGHT

The the Oval Office!! Around the room the are multiple things that will be of use later: A fireplace with a large picture frame above it, a bust of the president with a toupee on it, a shredder called the Bi- Partisan Document Shredder 6000, a cloche with fast-food on a trolley.

Two MASSIVE guns on robotic arms hang suspended above the presidential desk. Fernando's limbs lie splattered apart in a pool of blood at you feet.

PLAYER
Oh this is not good, this is NOT
good.

Ok, Ok, think... The emergency
number! I'll call HQ they'll tell
me what to do!

(CONTINUED)

(alt:)
Ok, Ok, think... The emergency
number in my bag! I'll call HQ
they'll tell me what to do!

additional dialogue for if the player founders for too long.

(extra:)
There must be a way to call the
emergency number here...

(extra:)
Oh man, oh man, what am I gonna
tell HQ?

There are two phones on the desk. A black one with buttons
and a red one without.

IF you pick up the red one:

RUSSIAN VOICE (V.O.)
(with a thick accent)
Yes. This is Kremlin.

PLAYER
Oh. I'm terribly sorry. Wrong
number...

RUSSIAN VOICE (V.O.)
You are not funny Mr President!

The phone disconnects.

PLAYER
Might want to try the other phone.

IF you pick up the red phone again:

RUSSIAN VOICE (V.O.)
Dominos Pizza. How can I help?

PLAYER
Wow! Really?

RUSSIAN VOICE (V.O.)
No. You idiot. This is still
Kremlin. Do not call here again!

(CONTINUED)

The phone disconnects.

PLAYER

I really should call H.Q...

Use the black phone to call the emergency number written on both your rucksack and on the business card with the E.I.I.L logo. A recording of a preposterously chirpy customer services lady plays:

EVIL CUSTOMER SERVICE (PHONE)

Gooooood morning and welcome to Evil Villains Incorporated Limited. Double the corporation, double the evil. If you are calling with any nefarious, Machiavellian or otherwise devious plans to throw the world into chaos, please press 1. If you are looking to purchase one of our exclusive secret underground lairs, please press 2. If you are one of our employees and have just accidentally murdered your partner, please press 3. If you would like to hear these options again please press 4.

[You can press the numbers in any order, but you will hear the same answer again if you hit the same number twice. Until you hit option 3 that is. Pressing 3 pushes the story forward]

IF you press 1:

EVIL CUSTOMER SERVICE (V.O.)

We are already working on at least five hundred plots and schemes at the moment. But by all means apply online on our website and we'll get back to you within the decade.

IF you press 2:

EVIL CUSTOMER SERVICE (V.O.)

Due to an unfortunate volcano based laser-shark accident our chief architects are currently

(MORE)

(CONTINUED)

EVIL CUSTOMER SERVICE (V.O.) (cont'd)
unavailable for the foreseeable
future. Please call back once the
skin grafts have taken.

IF you press 3:

EVIL CUSTOMER SERVICE (V.O.)
Please state your mission number.

PLAYER
4253.

EVIL CUSTOMER SERVICE (V.O.)
Please hold for your mission
manager.

GG (30s/Scottish) answers.

GG (V.O.)
Hello, this is GG. Are you the
moron who killed yer partner?

PLAYER
Yes, uh, that's me. Henchman 698.
Sorry 697. I was on a mission with
Señor Contreras.

GG (V.O.)
Fernando Contreras?! You killed
Fernando?

ALT:
[chuckling darkly] oof Contreras
eh? The "senoras" of this world
will never forgive you.

PLAYER
I didn't do anything I swear!

GG (V.O.)
Just calm down. I'm switching into
your mission comms now. There, I
can see and hear everything now. No
need for the phone.

Put the phone down. GG's voice sounds in your headset now.

GG (V.O.)
Ok, first things first 697, this is
a covert mission so I need you to
(MORE)

(CONTINUED)

GG (V.O.) (cont'd)
hide Fernando's ..., uh bits. If
the government finds out we were in
here, we're in big trouble!

PLAYER
Where do I hide them?

GG (V.O.)
Anywhere. Just make sure they're
out of sight!

Walk around the room and look at the various body parts. You
can get rid of them one of four ways:

- Hide them in the standing clock or underneath the cloche.
- Use the Bi-Partisan Document Shredder 3000.
- Set them alight in the fireplace.
- Throw them out of the window.

Once the player has hidden the first of the four body parts:

GG
Right. While you're doing that I'll
figure out why the security system
failed to deactivate.
(typing furiously)
Ok mission 4253 ... Accessing white
house schematics .. now ... Huh
seems relatively straightforward to
disable. So you typed in the
passcode 909 into the jammer and
then what happened?

PLAYER
Uuuh, yeah, 909 right.

[an awkward pause hangs in the air]

GG
... You typed in 606 didn't you?

PLAYER
yes, yes I did.

GG
Unbelievable

Alternative dialogue if player typed in 909 not 606 back in the vents.

GG
(alt:)
So you typed in 606 into the jammer
and then what happened?

PLAYER
(alt:)
Uuuh, yeah, 606 right.

An awkward pause hangs in the air

GG
(alt:)
... you typed in 909 didn't you?

Alternative dialogue if player got the code wrong or typed in a random series of numbers.

GG
(alt:)
So you typed in 909 into the jammer
and then what happened?

PLAYER
(alt:)
Uuuh, yeah, 909 of course.

An awkward pause hangs in the air

GG
(alt:)
... you typed the code in wrong
didn't you?

IF the PLAYER stops hiding body-parts:

GG (V.O.)
Come on! There are still limbs left
to deal with!
(extra:)
That's a nice fireplace...
(extra:)
That shredder looks like it has
some juice.

(CONTINUED)

When the player correctly hides a body part

GG
Good thinking. That'll work.

GG
(extra:)
One limb down, more to go.

GG
(extra:)

IF the PLAYER puts a body part down somewhere that is not
considered a hiding space:

GG
I don't think that'll work 697,
they'll still find that.

(EXTRA:)
not there 697!

(EXTRA:)
697 that's hardly an inconspicuous
hiding place.

Once the Player has successfully cleaned up Fernando:

GG
Good work. Now that that's taken
care of, we'll need to deactivate
the security system. Correctly this
time.

GG (CONT'D)
Your signal jammer isnt gonna cut
it any more we'll have to manually
reset the system. Have a look
around there should be a hidden
switch somewhere.

The player searches for the switch. It is hidden behind a
painting of a president.

GG
(extra:)
697, we can't reset the security
system until you've found that
switch, keep looking.

(CONTINUED)

(extra:)
come on 697 you need to find that
switch.

Once the player flips the switch the giants guns retract
into the ceiling and a console rises out of the desk.

GG
That's it! There on the desk! The
access panel we need. Go and type
the code into it.

The Player types in the code.

If he types it in wrong again, the guns will pop down again
briefly, the panel rescinds and you'll have to re flick the
switch

GG
For christ sake 697, its 909! Go
flick the switch and this time type
in NINE. OH. NINE.
(alt:)
For christ sake 697, its 606! Go
flick the switch and this time type
in SIX. OH. SIX.

Alternate dialogue for if we cut that small treasure hunt
for the switch:

GG
(alt:)
Good work. Now that that's taken
care of, we'll need to deactivate
the security system. Correctly this
time. Take out your signal jammer
again and type in the code.

GG
(alt:)
For christ sake 697, its 909! type
in NINE. OH. NINE.
(alt:)
For christ sake 697, its 606!type
in SIX. OH. SIX.

(CONTINUED)

When the code is input correctly the President seal on the carpet lifts up through the floor, revealing a large tube lift.

PLAYER

Look at that. Easy as cake.

GG (V.O.)

Pie.

PLAYER

What?

GG

Urgh nothing, just get on with it.

Get in the lift and press the large "GOING DOWN" button to descend.

If you take ages to get in the lift:

GG (V.O.) (EXTRA:)

Well are you going to get in the
lift or not?

(extra:)

You can push that button any time
now...

INT. CORRIDOR/VAULT SYSTEM - NIGHT

The lift doors open and you enter a tall chamber at the end of which is a room with a vault door. The door has a porthole through which you can see the vault. In the middle of the vault, the MACGUFFIN sits in a case on a pedestal. Surrounding the MACGUFFIN is a laser field.

GG (V.O.)

Ok 697, the vault is through that
door opposite you, but
unfortunately the door uses
biometric security. I can't hack
into it so you'll need to access it
from the roof.

Take out your backpack and grab the
MAG CLIMBERS. You can use them to
scale those metallic ducts and
access the vault through the vents
located at the the top of this
chamber.

(CONTINUED)

ALT

Take out your backpack and grab the
MAG CLIMBERS. You can use them to
scale the wall and access the vault
through the vents located at the
top of this chamber.

If the player takes too long to start climbing

EXTRA

Come on 697, its hardly rocket
science. Hold down the trigger on
the MAG CLIMBERS while they're in
contact with the air ducts and
they'll stick to them.

Potential filler lines if the player climbs slowly.

EXTRA

keep climbing 697 the vent we need
to access is right at the top of
this chamber.

EXTRA

take it slow and steady 697, we
don't want you to fall.

The player begins the long climb. As they do so GG explains
the mission to them:

PLAYER

So whats actually in this vault.

(alt:)

So GG, why exactly are we trying to
sneak into a secret underground
vault?

GG

Fernado didn't even brief you on
the mission?

PLAYER

No. He mostly briefed me on what
conditioner he used. "*Hombre*
Varonil" with a touch of Olive Oil,
in case you were wondering.

(CONTINUED)

GG

Fascinating. Well in summary, you are on a crucial mission to retrieve Doctor Von Cataclysm's Micro-Atomically-Controlled-Gratuitous-Ultra-Ferocious-Frenzy-Inducing-Nanobots, or MACGUFFIN for short.

(alt:)

Bit of a mouthful that, so we just call it the M.A.C.G.U.F.F.I.N.

(alt:)

Bit of a mouthful that, so us tech lot just call it the M.A.C.G.U.F.F.I.N.

(cont:)

It's a super-weapon that was stolen by Agent Dick Johnson. It's being kept here under the Oval Office. You need to get it back or Dr Von Cataclysm will kill me, and everyone else involved in this operation, including you!

PLAYER

I see. No pressure then...

When the player has climbed to the top of the chamber and dropped down onto the highest section of vents.

GG

Good work. Now unscrew that vent and crawl through it.

You open the grate and crawl through the vent until you drop down onto a gantry around the top of the vault. Below you, between the roof and the floor of the chamber, is meter after meter of crisscrossing lasers.

GG

PLAYER

Woah.

GG

I hope you like heights. As you know Fernando WAS the best cat burglar in the business, but since you decided to blow him up, we'll have to make do with you. The harness is in your bag, you just need to assemble it. Take out the 4 devices and place them on the walls

(MORE)

(CONTINUED)

GG (cont'd)
round the gantry, and they'll do
the rest.

Player runs round attaching the four devices around the room in a square. Once attached they shoot ropes into each other to form a harness rig.

GG
Now take out the harness winch and
get ready.

SCREEN FADES TO BLACK. Over the top you hear the loud sounds of ropes and zips as the player gets into the harness.

INT. VAULT SYSTEM, TURNED 90° - NIGHT

SCREEN FADES UP

You are now hanging from the ceiling as if lying on your stomach suspended from the ceiling mission impossible style. (i.e looking straight ahead in real life you will be looking at the floor of the vault below you)

Use the RAPPEL HARNESS CONTROLLER (a rope harness with two comically large crank pulleys attached to it, one for up and down movement, one for forwards and backwards) to lower yourself through the laser field.

GG (V.O.)
Right, I trust you can figure out
how to work the harness. The
MACGUFFIN's in that display case
below you, get to it! ... oh and
try to avoid the lasers...

EXTRA:
Careful 697, you're getting a bit
close! The winch your attached to
won't set off the lasers but the
same can't be said for you!

ALT:
Careful 697, you're getting a bit
close! The winch your attached is
too thin to set off the lasers but
the same can't be said for you!

Rappel down and avoid the lasers. If you HIT a laser you are brought back to the TOP and you must start your descent over again. If you make it down to the MACGUFFIN:

(CONTINUED)

GG (V.O.)

Nice work 697! I wasn't sure you had it in you. Now you should see see a disc protruding from the top of your winch controller. Place it onto the glass and it should allow you to discretely cut out and remove a section of the glass casing.

ALT:

... should see a gadget protruding from the top of your winch controller ...

Use the laser gadget to cut a circle in the glass cabinet surrounding the case. But when you go to remove it, the entire cabinet shatters.

GG (V.O.)

I said discretely!

You grab the case. It opens to reveal -

A Tape Recorder! The MACGUFFIN isn't there!

The recording starts to play. The voice of Dick Johnson (25/'Murican) echoes through the vault.

GG

What the? that's not the-

DICK JOHNSON (V.O.)

Hahaha. Not so fast Doctor Von Cataclysm! Yes, it is I, your nemesis! Agent Dick Johnson! I must say I am impressed your henchmen made it this far. But did you really think I'd trust the President with your deadly device? I'm keeping it safe with me, where you will never get your hands on it. Or my name isn't Dick Johnson!

GG.

Urgh him again? The man is insufferable! Well that's it 697, if Doctor Von Cataclysm finds out we let Johnson get the better of us we're screwed... We have to track him down before that happens. Failure is not an option!

(CONTINUED)

GG
(alt.)
if Doctor Von Cataclysm finds out
we let Johnson get the better of us
we're buggered...

FADE TO BLACK

END OF PART I

(CONTINUED)

PART II

INT. DICK JOHNSON'S SHAG PAD/MAIN ROOM - DAY

In the black void the hammy spy-movie typewriter returns and types across the screen:

SOMEWHERE ON THE COAST OF THE MEDITERRANEAN ...

The screen fades in:

FADE IN:

The Player stands in an ornate lift. The lift doors open. You enter Dick Johnson's Penthouse Suite. The luxurious main room contains lounging sofas, a kitchenette, a champagne bar, cabinets of medals and a balcony. The space is completed by MANY paintings of Dick Johnson's face: pouting or showing off his jawline.

GG (V.O.)

697, welcome to one of Dick Johnson's "Shag Pads". Hopefully we'll find some clue as to where he's hidden the Macguffin. Maybe it'll even be here. We need to start by finding his computer so we can access his security systems.

PLAYER

Piece of pie!

GG (V.O.)

It's cake! Ugh... Nevermind...

Walk around the room. You notice a couple of things as you do this:

If you look closely at the lounge chair you notice you can open the armrest. There is an EJECT button underneath the armrest.

GG (V.O.)

I wouldn't use that right now. We need to find the security system.

(EXTRA:)

Don't press that button!

(ALT:)

Now is not the time to be fiddling with the furniture 697!

(CONTINUED)

If you do hit EJECT:

SECURITY SYSTEM (V.O.)
Ejecting in 3.....

The SECURITY SYSTEM has a noticeably sexual woman's voice.
Obviously programmed to sound like that...

GG (V.O.)
What are you doing Turn that off!

SECURITY SYSTEM (V.O.)
2..... 1..... Safe travels Mr
Johnson!

If the player can cancel the ejection:

PLAYER
sorry, sorry!

If the player does not:

PLAYER
I cant! wait, what! no - aaaah!

ALT
I cant! wait, what! no - buggeer!

If you don't cancel and eject yourself, the game restarts
and brings you back to just before you ejected.

If you cancel the ejection, you can continue looking around:

The door to the bedroom is locked. The bedroom door has a
window through which you can see Dick Johnson's computer.

GG (V.O.)
Look, there's his computer.

(ALT:)
There 697, the computer's through
that door.

When the Player tries the door

(CONTINUED)

PLAYER

I can't, the door's locked

(ALT:)

Its locked.

GG (V.O.)

Well, figure something out, we need
to get inside that room.

If you look closely, you can see that the door to the
bedroom balcony is open. Go to the living room balcony.
There is a drainpipe connecting both balconies.

GG (V.O.) (EXTRA:)

The drainpipe! Good thinking monkey
man.

Monkey-bar across the drain pipe and enter:

INT. DICK JOHNSON'S SHAG PAD/BEDROOM - DAY

Dick Johnson's bedroom is quite sober. Think Barney
Stinson's bedroom in HIMYM. There are two switches on his
desk. The first one opens the door to the living room.

The second one turns the room into DICK JOHNSON'S LOVE ROOM:
The blinds close, the lighting drops to mood level, the
fireplace roars to life, and a disco ball descends, all the
while the dulcet tones of Foreigner's "I Want to Know What
Love Is" blares out from the speakers. The bed rotates and
is replaced by a heart-shaped waterbed. Three marble statues
of Dick Johnson flexing and power-posing in American flag
underwear with roses in their mouths, rise up from the
floor.

Whenever the player first presses the switch you can almost
hear G.G audibly roll her eyes over the comms.

GG (V.O.)

Wow that's ... Just wow.

(ALT:)

Jesus Christ...

(ALT:)

Mmm, subtle. Tasteful. Stylish. I
like it.

(alt:)

Well this would really get me
going. not creepy at all.

(alt:)

(MORE)

(CONTINUED)

GG (V.O.) (cont'd)
Well that's about as subtle as
Godzilla walking through Tokyo.

GG
I need you to log into his
computer.

Go to the computer. It's password protected. You need three
digits. Click "Forgot Password?"

A hint appears: "My Underpants hold all the answers" Look
for the three digits.

GG
Well that's handy. Have a look
around the place, you're gunna need
to crack it.

The digits can be deduced by the amount of stars on the
various star-spangled underwear in the apartment. The first
piece of underwear is worn by one of the Dick Johnson
statues. The second is worn in one of his paintings (in the
living room).

The third is TBD. (Maybe dirty laundry, or another painting)
The code is 341. Enter it.

PLAYER
I'm in.

GG
Good now, take the USB stick from
your watch and plug it in.

(ALT)
Ok 697, take the USB stick from
your bag and plug it into the
computer.

Do as she says and plug in the USB.

GG (V.O.)
Great! I'm in his security system.
Let's see where he's hidden the
MacGuffin.
(beat, typing away)
ah-ha, what's this?

Audio crackles as GG launches a security recording.

(CONTINUED)

DICK JOHNSON (V.O.)
(in recording)
And then he fell into his own vat
of chemicals and I said "looks like
the Dr got a taste of his own
medicine".

FATUOUS DICK JOHNSON GROUPIE 1
(in recording)
Oh Dick, you're so witty!
(alt:)
Oh Dick!
(alt)
Oh Dick, my hero!

GG (V.O.)
Fast-forwarding...

PLAYER
Please...

GG speeds through the audio again:

DICK JOHNSON (V.O.)
(in recording)
There I was hiking through the
jungles of Peru. Totally alone,
outnumbered, being hunted by five
different mercenary armies, hostile
territory, no retreat, with nothing
but a pocket knife and a stick of
gum.

FATUOUS DICK JOHNSON GROUPIE 2
(in recording)
Oh my!

--- alternate DJ joke no.2 ---

DICK JOHNSON (V.O.)
(in recording)
I got this medal for bringing down
PROFESSOR NEFARIOUS's entire
organisation singlehandedly. This
one was for foiling a terrorist
plot to derail the peace talks
between Papua New Guinea and
Ecuador. This one was bestowed by
the Queen of England herself along
with a knighthood, for ... er ...
services rendered. I tell you she's
a real firecat that Lizzie!

(CONTINUED)

GG (V.O.)
and again...

GG speeds through to:

GG (V.O.)
here!

DICK JOHNSON (V.O.)
(recording)
Yes boss. I have the device here.
Don't worry, I'm keeping it in my
office. No one can get past my
security system!

The recording continues. You hear four distinct notes being
played on a piano and the sound of a door sliding open.
Followed by a noticeably female robotic voice:

SECURITY SYSTEM (V.O.)
(in recording)
Facial Recognition initiated.

The sound of a door closing is heard. GG stops the
recording.

GG (V.O.)
That's it 697! The MACGUFFIN is
still here! You need to find
Johnson's office.

RETURN TO:

INT. DICK JOHNSON'S SHAG PAD / MAIN ROOM - DAY

Go to the piano and open it. You see that the keys are
dustier than a flytrap after a hurricane. All of them,
except four keys. Try playing the four keys from the
recording. If you get the melody wrong, GG will interrupt:

GG (V.O.)
Good job 697, you're onto
something. Let me play the melody
again.

She plays the melody to help you. She will keep playing the
melody for you until you get it right.

IF the Player gets the note wrong GG will admonish you and
replay the tune:

(CONTINUED)

GG (V.O.) (EXTRA:)
Come on 697, it's four notes.

GG (V.O.) (EXTRA:)
Focus you can do this.

GG (V.O.) (EXTRA:)
[sigh] No 697, it's:

IF the Player is being dense and doesnt go to the piano for a while:

PLAYER (EXTRA:)
Cant seem to find the door GG, it must be hidden, can you play the message again.

GG (V.O.) (EXTRA:)
Sure
(replays the end of the message with the piano tune in it)
I've sent it to your gadget watch.
If you need to listen to it again just press the button.

If you are successful in replaying the melody from the recording, a wall slides open and reveals a secret door.

SECURITY SYSTEM (V.O.)
Facial Recognition initiated.

A scanner in the middle of the door launches. If you stand in front of it:

SECURITY SYSTEM (V.O.)
Access denied.

GG (V.O.)
Shocker. Of course it's denied, you don't look anything like Dick Johnson! you need to find a way to get through that door.
(extra:)
Come on 697, there has to be something you can do to get past that door.

(CONTINUED)

There are two ways you can get past the system: - Grab a painting off the wall and hold it in front of the scanner. - Break a statue and use the severed head.

SECURITY SYSTEM (V.O.)
Access granted. Welcome back Mr
Johnson. I've missed you...

The door opens. You can now enter:

INT. DICK JOHNSON'S SHAG PAD/ SECRET STUDY - DAY

You enter a small square room with a desk and computer monitor in front of you. A bookshelf on the left and an equipment cabinet on the right. A parachute hangs on the wall as well. The MACGUFFIN is on the desk.

GG (V.O.)
The MacGuffin. Quickly 697, grab
it!!!

Go to it and grab it. But when you grab the MacGuffin it causes a purple gas to fill the room... Your vision blurs.

PLAYER
[coughing & spluttering]
GG, help!

GG
697. What's wrong? 697!

FADE TO BLACK.

FADE IN:

INT. DICK JOHNSON'S SHAG PAD/ SECRET STUDY - DAY

You awaken hanging UPSIDE DOWN!!! The floor below you has retracted, revealing SAW BLADES... The computer monitor is on and a call is active with DICK JOHNSON:

DICK JOHNSON (V.O.)
Rise and Shine! Yes that's right,
it is I, Dick Johnson! I have
foiled you once again Doctor Von
Cataclysm! I knew you would send
one of your minions after me, so I
took a leaf out of your book and
left this little trap for them. But
don't worry they'll be quite safe
(MORE)

(CONTINUED)

DICK JOHNSON (V.O.) (cont'd)
and sound until I arrive to
question them. Unless, they try to
escape that is ahahaha!

He hangs up. The Player remains dangling over the blades.

PLAYER
Uh... GG, little help?

GG (V.O.)
Don't worry 697, I'll get you out
of there. I'm hacking into the
system now, just hang in there!

PLAYER
Hang in there? Really?

GG
And... There! Problem solved.

Instead of stopping the blades suddenly start to spin faster
and you begin being LOWERED towards them

PLAYER
Solved? I'm being lowered!!!

GG (V.O.)
ah, really? well thats, erm, thats
not ideal

PLAYER
GG!

GG (V.O.)
Right, sorry. Look around 697,
there must be a way to shut it down
on your end!

You are still lowering toward the saw blades. Look around
the room. There is a large red OFF-SWITCH on the desk. You
must somehow press it.

When the player begins throwing things at the button

GG (V.O.) (EXTRA:
Good thinking 697, that should do
it!

IF player takes too long to notice button

GG (V.O.) (EXTRA:)
There! That button on the desk! if
you can activate it that should
shut it down!

Grab books from the shelf and throw them at the button. But the gravity is upside down. You have to adjust accordingly until you hit the button. When you hit the button. The blades retract and you are dropped to the floor.

PLAYER squeals as he suddenly drops to the floor and hits it with an oompf.

If you don't hit the button and your face meets the saw blades, you will fade to black and return to the moment where you begin being lowered. But before you return:

PLAYER
[comedy screaming]

GG (V.O.)
697! 697!!!

FADE TO BLACK.

FADE IN:

INT. DICK JOHNSON'S SHAG PAD/ SECRET STUDY - DAY

You are right side up and alive!

GG (V.O.)
Great work 697! When this is over,
you'll have earned yourself another
promotion! Now get out of there,
Dick Johnson could arrive any
minute.

IF you forget the MacGuffin.

GG (V.O.) (EXTRA:)
Don't forget the MacGuffin!

PLAYER
I was going to take it! Give me a
minute...

Grab the MACGUFFIN and run back into:

INT. DICK JOHNSON'S SHAG PAD / MAIN ROOM - DAY

The Apartment is in lockdown. Metal have shutters have come down remotely over all the exits such that you cannot access the balcony or the elevator... The only way to get out is: The lounge chair! It's an ejector seat remember.

GG

Blast, he's locked all the exits
down remotely.

IF you hadn't found the seat:

GG (V.O.) (EXTRA:)

But this has to work both ways.
Anything designed to keep others
out will also lock him in so there
must be an emergency extraction
mechanism somewhere...

(EXTRA:)

You're running out of time 697.
Keep poking around. There's got to
be some way to escape!

IF you had found the seat before:

GG (V.O.) (EXTRA:)

Now might be an appropriate time
for that seat you found earlier.

Get in the ejector seat, open the arm and hit "EJECT".

PLAYER

GG, you know I'm not especially
fond of heights..

SECURITY SYSTEM

Ejecting in 3... 2...

IF YOU TOOK THE PARACHUTE:

GG (V.O.)

Dont worry 697, with that parachute
you had the uncharacteristic

(MORE)

(CONTINUED)

GG (V.O.) (cont'd)
foresight to snag it'll be a smooth
landing.

IF YOU DIDN'T TAKE THE PARACHUTE:

GG
Well I don't want to be the bearer
of bad news 697.

GG (CONT'D) 21.
But this model doesn't appear to
have a built in parachute. Strap
in!

SECURITY SYSTEM
1! Safe travels Mr Johnson.

YOU EJECT RAPIDLY INTO THE SKYLIGHT FACE FIRST!

the sound of smashed glass.

CUT TO BLACK.

CREDITS ROLE as the goofy theme tune blasts in your ears.

A picture scrolls along near the end of the credits:

If you didn't take the parachute: A photo of you in full
body cast is framed on a wall: Henchman of the Month!

If you did take the parachute: A photo of you (generic
henchman wearing a Balaclava) is framed on the wall:
Henchman of the Month!

THE END.