
GAME INTRO TEXT

Howdy player! Your eccentric uncle died and left you a zoo and a fork. You lost the fork. Don't lose the zoo!

Your task is simple: keep the zoo in the black, or be taken over by the evil international zoo franchise Mammal Crampers Inc.

But don't worry! With the help of the amazing staff you'll easily fight off Mammal Crampers, and really turn things around for..

UNDERDOG ZOO!

ABOUT THE ZOO

The most important convention of the game is that, like in the “Madagascar” movies, the animals are basically people. Or more accurately, they're anthropomorphized: they can read and talk and, really, do anything story purposes require. On the other hand, when story purposes require them to act like animals, they act like animals; just like how, in the first “Madagascar”, it was a big deal that Alex (the lion) was friends with Marty (the zebra) because he constantly had to fight the instinct to eat him—but then, in the sequels, it doesn't matter at all, and is never mentioned again. While the basic mechanics of the game are still a simulation of animal tending, the overall theme is: let's have fun!

QUEST 1: OPEN THE ZOO, or “OKAPI WALL STREET”

1. This is the tutorial quest of the game, teaching the player the basic mechanics and goals of the environment.
2. You are introduced to your main helper, the assistant zookeeper **Ed “Eddy” Fennel**.
3. Eddy needs your help! While waiting for you to arrive, Eddy managed the zoo himself, and he really botched it.
4. He spent the whole budget on the **Pygmy Marmosets**. It's not really his fault, he couldn't help it because they're suuuuuuuuper cute. It's insane, right? Just look:



5. The other animals have become fed up with the mistreatment, and they've started a riot, led by the **Okapi**.
6. The riot's slogan is "**Down With Oppression By The 1% By Body Mass!**"
7. This is a perfect tutorial quest because you solve everything by evenly distributing the zoo's resources. Eddy teaches you how to evaluate each habitat's condition and how to manage each animal's upkeep while keeping an eye on overall resources. By the end you feel a mastery over the zoo.
8. You also get a feel for how the game will break its own conventions at times, because the Okapi are going to escape the zoo and gallop around Wall Street in a huge herd.
 - 8.a. Getting the Okapi to come back to the zoo will rely on special-case game mechanics, not used elsewhere in the game.
 - 8.b. This is very valuable in giving the player the feeling that anything can happen; the feeling that playing this game will have some variety and surprise to it, and it's not going to be just the same Farmville-based game mechanic *ad infinitum*.

QUEST CHAIN

Note: throughout the quest, unique art assets will be indicated by **boldface type** the first time they appear.

Intro card with quest title: **Open the Zoo, or "Okapi Wall Street"**

Below is an image of **Eddy looking embarrassed**, saying "I thought the Invisible Hand of the Free Market would be a *great* way to manage wild animals!"

Info text: "The Okapi are leading an animal riot! It's up to you to curb feral unrest! First stop: go see the Alpaca!"

1. Quest 1: "**Reservoir Alpaca**"

1.1. Intro sequence, one overlay "card" per letter/bullet point:

- 1.1.a. When you tap on the Alpaca pen, you see a title card with a group of **Alpaca walking along like the guys in the "Reservoir Dogs" poster**.
- 1.1.b. **Standard jolly image of Eddy**, saying "The Alpaca formed a gang! And gave themselves code names! And then, uh, stole some jewels or something. It's not totally clear." Tapping it leads to:
- 1.1.c. Image of an **Alpaca in a black suit and sunglasses**, looking as Steve Buscemi-ish as an Alpaca can look: "We didn't take no jewels. We need water. We gotta have water! Eddy routed all the water to the Pygmy Marmosets." Then:
- 1.1.d. Eddy: "I can't help it, boss! They're sooooooooooooo cute!"
- 1.1.e. Alpaca Pink: "You punked us, Eddy. We've had it! We demand a large natural or artificial lake used as a source of water supply! "
- 1.1.f. Eddy: "I don't know what to do, boss! If only we could find someone to irrationally trust us with information that will sink their entire operation!"
- 1.1.g. Image of a **different Alpaca in black suit and sunglasses**: "I'm Alpaca White. I'm gonna irrationally trust you with information that will sink our entire operation."

- 1.1.h. **Alpaca Pink with a gun:** “DIE YOU LOUSY DOMESTICATED SOUTH AFRICAN CAMELID!!”
 - 1.1.i. Alpaca Pink, new card: “Pew pew pew.”
 - 1.1.j. **Alpaca White with a gun:** “Pew pew pew.”
 - 1.1.k. Alpaca Pink: “Pew pew pew.”
 - 1.1.l. Alpaca White: “Pew pew pew.”
 - 1.1.m. Eddy: “Oh man, there’s no good way out of that. Listen boss, let’s just route the water back to *all* the animals. If everybody has a good water supply, this will all cool down!”
 - 1.1.n. Info text: It’s up to you to de-escalate the Alpaca! Re-route the water supply so that all the animals have water. **[followed by instructional text explaining the interface or introducing the tutorial animation that demonstrates how water is routed]**
- 1.2. Quest complete sequence:
- 1.2.a. **Happy Eddy:** “You did it boss! I can’t believe your skill at fundamental game mechanics!”
 - 1.2.b. Alpaca White: “I now regret hastily committing petty larceny.”
 - 1.2.c. Alpaca Pink: “I feel my real place is in campus politics.”
 - 1.2.d. Alpaca White: “I want to spend my life making curly fonts.”
 - 1.2.e. Eddy: “Hooray! The Alpaca are acting like Alpaca again!”
 - 1.2.f. Eddy, separate card: “Good job, boss! You really cleaned up my mess! We’ll have the zoo open in no time! Now let’s go to the Rhinoceros pen!”
2. Quest 2: “**Trans-ocerous**”
- 2.1. Intro sequence (one overlay “card” per letter/bullet point):
- 2.1.a. **Standard nervous Eddy image** tells us “So, boss, there’s this problem with the Rhinoceros. Not sure if it’s related to this Okapi mess, but frankly, uh, it’s beyond me. Lemme call in our animal shrink, Soapless Below”
 - 2.1.b. **Standard Soapless Below:** Soapless Below is a dirty hippie. Literally. “Greetings. They call me Soapless Below, for I do not wash my privates.”
 - 2.1.c. Eddy: “It’s some kind of thing like “to be one with the animals, one must live in their filth”. Right doc? I tell ya, he stinks but he gets results.”
 - 2.1.d. Soapless: “Indeed. Yet just precisely now I am shellacked, beset by pernicious flummox. There are strange tensions tearing the Rhinocerii asunder. It seems beyond my powers of feral empathy, and I have been sleeping in their feces for weeks. Let us observe.”
 - 2.1.e. **Irate Rhinocerosus Father in a monochrome plaid vest:** “NO SON OF MINE WEARS FLORAL PATTERNS!!!”
 - 2.1.f. **Defiant Rhinocerosus Son in a floral-print vest:** “I REFUSE TO BE SMOTHERED BY YOUR PRECONCEPTIONS OF GENDER!”
 - 2.1.g. Rhino Father: “YOU NO FANCY TALK ME!”

- 2.1.h. Rhino Father, separate card: “*My father wore DOUR GREYSKALE VESTS, his father wore DOUR GREYSKALE VESTS, and as long as you’re under my roof YOU WILL WEAR DOUR GREYSKALE VESTS!*”
- 2.1.i. Rhino Son: “NEVER!”
- 2.1.j. Soapless: “You see? An intractable dilemma! The father cannot accept the son’s vestual preference. He must somehow come to understand that his son is transvestual on the *inside*.”
- 2.1.k. Eddy: “Yep, a stumper. Hey, I got an idea! How about *dressing every member of the family in floral-print vests from the Zoo Fashion Store?*”
- 2.1.l. Soapless: “Yes! Much better than my feces-based solution!”
- 2.1.m. **Info text:** Save the Rhino Family! Go to the Zoo Fashion Store and buy four floral vests, then come back and dress the whole family in bold new colors! **[followed by instructional text explaining how to buy clothes, or introducing a tutorial animation that demonstrates it]**

2.2. Quest complete sequence:

- 2.2.a. **Excited Soapless Below:** “Amazing news! The family is cured! Oh! I can feel the excitement rattle my basal ganglia!”
- 2.2.b. **Happy Rhino Son:** “Yay, dad! You accept me!”
- 2.2.c. **Happy Rhino Father in floral vest:** “Yeah, son, I do!”
- 2.2.d. Happy Son: “I forgive all your hate speech!”
- 2.2.e. **Rhino Mother:** “I’m so happy! My darling dear husband is renouncing gender norms!”
- 2.2.f. Rhino Father: “Actually, I like this a lot more than I thought I would.”
- 2.2.g. Rhino Father, separate card: “I mean, a LOT more.”
- 2.2.h. Rhino Mother: “Uh, dear?”
- 2.2.i. Rhino Father: “In fact... I think... I think...”
- 2.2.j. Rhino Mother: “Uh oh...”
- 2.2.k. Rhino Father: “I think I would really enjoy someone *buying me new clothes and dressing me up all the time*.”
- 2.2.l. **The entire Rhino Family smiles huge sugar-frosted smiles at the camera, with illustrated caption: “SHAMELESS IAP PLUG”**
- 2.2.m. Soapless Below: “My goodness! You solved everything through simple changes of clothes! *And you didn’t roll in filth once!* What an incredible novice zoo manager!”
- 2.2.n. Eddy: “But it was me that thought of it...”
- 2.2.o. Soapless: “Quiet! I’m fluffing the user!”
- 2.2.p. Eddy: “But, doc! There’s no time for that now! Indigent Capybara are swarming the statehouse!”
- 2.2.q. **[tutorial text directing the user to the Capybara pen]**

3. Quest 3: **Brother, Capybara A Dime?**

3.1. Intro sequence (one overlay “card” per letter/bullet point):

- 3.1.a. Eddy: “We’re in trouble boss! The Capybara have all been pepper sprayed!”
- 3.1.b. **Capybara with wet towel over eyes:** “Owwwwwwwwwwwwwwwwwwww!”
- 3.1.c. Eddy: “The Okapi riled ‘em up! Filled ‘em with rage against social injustice!”
- 3.1.d. Capybara: “You can pepper spray my eyes, BUT YOU CAN’T PEPPER SPRAY MY SOUL!”
- 3.1.e. Eddy: “It’s my fault again, boss! I should never have given preferential treatment to the Marmoset class!”
- 3.1.f. Eddy, separate card: “Now they’re all lying around moaning! We can’t open the zoo like this! We gotta fix ‘em up! Here, there’s someone else you gotta meet—our zoo veterinarian, Pabst Fontaine!”
- 3.1.g. **Pabst Fontaine with suckling Pot-belly Pig** (Pabst is an excitable looking young man in a lab coat, wearing a homemade contraption that is basically a *beard udder*; an udder-shaped bladder strapped to his chin. Suckling the udder is a pot-belly pig that he holds in his arms): “WOWWWW! You’re the new guy! Hi! I’m Pabst! Pabst Fontaine! I’m SO GLAD to meet you! The old manager wouldn’t even LISTEN to my radical veterinary ideas!”
- 3.1.h. Pabst, separate card: “These animals are SUPER SICK, and we gotta fix ‘em SUPER QUICK! I hope you’re willing to let me try some of my innovative remedies that ABSOLUTELY NO ONE SHOULD EVER ATTEMPT IN REAL LIFE.”
- 3.1.i. **info text:** Examine the Capybara and select the appropriate treatment from Pabst’s Medicine Bag! Choose one of the three available options! New treatments will unlock as Pabst discovers them!
- 3.1.j. **Pabst’s Medicine Bag** (Pabst’s bag has three selections, shown as tiles with an illustration above text, representing the cures you can choose from):
 - **Vole Massage**
 - **Pop Rocks Colonic**
 - **Nice Chat With Pabst’s Grandma**
- 3.1.k. **[Tutorial text or animation shows user how to apply a cure to any given animal]**

3.2. Quest complete sequence:

- 3.2.a. **Capybara with copy of Atlas Shrugged in hand:** “Wow, I feel so much—clearer about things! Who would have thought Pabst’s Grandma had such helpful views? Shortsighted self-interest IS good for everybody!”
- 3.2.b. **Ecstatic Pabst Fontaine (with pig happily wearing ‘Clockwork Orange’ eyelid-holder-opener):** “YESSSSS! Normally it takes Capybara WEEKS to recover from pepper spray! We’re going to make a great team, I can tell! You did it! I did it! WE DID IT!”
- 3.2.c. Eddy: “Gotta say, boss, I’m impressed. I thought there was no way we’d get the zoo open today! We might actually get this crazy thing off the ground!”

3.2.d. **Eddy holding walkie-talkie to ear:** “Wwwwuh-oh! Problem with the Naked Mole Rats! ...saying that name makes me feel funny inside...”

4. Quest 4: **Planet of The Naked Mole Rat Supermodels**

FYI: for those not in the know, this is a Naked Mole Rat:



....meaning this, obviously, is a Naked Mole Rat Supermodel:



4.1. Intro sequence (one overlay “card” per letter/bullet point):

4.1.a. Eddy: “Boss, you know how in “Planet of the Apes” the apes rose to power because humanity got infected by a supervirus?”

4.1.b. Eddy, separate card: “Well, the Okapi got the Naked Mole Rats so worked up, now *they* want to take over the world! They’ve invented their OWN supervirus that infects people with Naked-Mole-Rat-ism! Oh no! Oh no! I think I’m catching it!”

4.1.c. **Eddy with Naked-Mole-Rat-ism (his head is now a Naked Mole Rat head):** “Ahhhhhh! I’m infected! It’s going to spread to everybody! Humanity is doomed! We’re all going to catch it, one by one!”

4.1.d. Eddy with Naked-Mole-Rat-ism, separate card: “And also, because our target market is males 13-43, the first people to be infected are leggy half-naked supermodels!”

4.1.e. **Naked Mole Rat Supermodel:** “Squeek squeek squeek!”

4.1.f. Eddy Mole Rat: “They’ve escaped their pen and are running loose all over the zoo!”

- 4.1.g. **Different Naked Mole Rat Supermodel:** “Squeek squeek squeek!”
- 4.1.h. Eddy Mole Rat: “We’ve got to corral them before they get past the gates!”
- 4.1.i. **Yet Another Naked Mole Rat Supermodel:** “Celery is negative calorically!”
- 4.1.j. Eddy Mole Rat: “Uh-oh— Squeek! I’m losing my control— the Naked Mole Rat Genes are taking over—“
- 4.1.k. Eddy Mole Rat, separate card: ”Squeek— boss, I’m not gonna be able to— Squeek— help you this time! You need— Squeek Squeek Squeek— our resident big-game hunter, Crunch Smashbreak! Squeek Squeek Squeek Squeek! ”
- 4.1.l. **Confident Crunch Smashbreak** (Crunch is—as you’d expect from the job description—a hyper-macho big game hunter, dressed for the veldt): “Step aside, man-beast! Hail and well met, new guy! Crunch Smashbreak here. I comb the world to bring you only the best, most exotic animals around! I can hunt any game and bag any dame!”
- 4.1.m. Crunch, separate card: “I will corral these babies through SHEER MASCULINITY.”
- 4.1.n. **New card of Crunch Smashbreak opening shirt to show massive chest hair:** “Stand back! I am releasing my musk!”
- 4.1.o. Info text: “Help Crunch save the day! Use Crunch’s musk to lure all the Naked Mole Rat Supermodels back into the Naked Mole Rat enclosure! Tap anywhere close to an escaped Naked Mole Rat Supermodel, and it will start moving in that direction!”
- 4.1.p. Additional info text: “And to be perfectly clear: THE RATS HAVE TAKEN OVER THEIR BRAINS. You are LURING RATS. *NOT WOMEN*. We are in NO WAY implying that REAL HUMAN WOMEN can be lured like sheep towards MALE MUSK ODORS.”
- 4.1.q. Additional info text: “That would be misogynist and bad.”
- 4.1.r. **Different Naked Mole Rat Supermodel:** “Not this though!”
- 4.1.s. **[Tutorial text or animation shows user how to use Crunch’s musk]**
- 4.2. Quest complete sequence:
 - 4.2.a. Normal Crunch Smashbreak: “What did I tell you? Easy like Sunday morning!”
 - 4.2.b. **Pabst Fontaine (with Pig sidekick wearing mo-cap suit):** “And in the meantime, I’ve invented a cure!”
 - 4.2.c. Normal Eddy: “Sure is nice to have my normal head back! Naked Mole Rats can’t see for beans! Now I can get back to work assistant-zookeeping!”
 - 4.2.d. **Normal Supermodel:** “And I can get back to work distorting perceptions of female normative body types!”
 - 4.2.e. **Super-Excited Eddy:** “Yay!”
 - 4.2.f. Normal Eddy: “We saved the world!, boss Now let’s talk to those Okapi and *open the zoo on time!*”
- 5. Quest Five (final quest): **‘Okapi Wall Street’ Falls Apart Due To Internal Factionalism!**

- 5.1. **This all takes place in a special quest-only “Wall Street” environment.** Intro Sequence (one overlay “card” per letter/bullet point):
- 5.1.a. Info text: “The Okapi have broken free from the zoo! They’ve encamped on Wall Street in protest of basically everything! You and your staff have followed them to Wall Street, and must get them back in the zoo before 10 a.m. OR THE ZOO IS RUINED!”
 - 5.1.b. Standard Nervous Eddy: “Well, guys, this is it! The big hüsker-dü! How are we gonna get all the Okapi back to their habitat?”
 - 5.1.c. Crunch Smashbreak: “I say we trank ‘em all!”
 - 5.1.d. Eddy: “No Crunch, we gotta be humane!”
 - 5.1.e. **Crunch with ridiculously huge arsenal of tranquilizer guns:** “I’M HUMANE!”
 - 5.1.f. Eddy: “Okay, okay, maybe there are *some* Okapi that we’ll have no choice but to tranquilize. But we can’t trank them *all*. There must be a way to get through to them!”
 - 5.1.g. Soapless Below: “Parhaps I have a piece of this puzzle. I have been systematically scrutinizing Okapi—uh, psychology—and I have determined that there are in fact THREE different factions within the group: the Radical Anti-Marmosets, the Radical Pro-Okapi, and the Radical Advocates For the Legalization of Self-Administered Tranquilizers.”
 - 5.1.h. **Pabst Fontaine (with happy Pig sidekick eating carrots):** “I’ve got it I’ve got it I’ve got it I’VE GOT IT! All we have to do is SPLIT APART THE FACTIONS! And I know just how to do it! We can lure them with the thing radical revolutionaries love the most!”
 - 5.1.i. **Pabst with lots of leaflets:** “LEAFLETS!”
 - 5.1.j. Eddy: “Wow, boss—that could actually work!”
 - 5.1.k. Info text: “The Okapi are stampeding around Wall Street in a huge herd! **The Okapi are colored according to their faction: BLUE, ORANGE, or PURPLE!** Lure the factions apart by using the same-colored leaflets, and you’ll save the day! Once they’re lured away, Eddy will sweep them up in **the Animal Mover**. NOTE: you can only lure a faction with members on the *edges of the herd*, so place the leaflets according to the *outside-most colors*. ALSO: the **RED Okapi** are the Militant Mulch, and they don’t respond to *any* leaflets. *You’ll have to trank ‘em.*”
 - 5.1.l. **[Tutorial text or animation shows user how to place leaflets and how to use tranquilizer darts]**
- 5.2. Quest complete sequence:
- 5.2.1. **Eddy, Pabst, Crunch, and Soapless cheering arm-in-arm:** “WE DID IT!!!!”
 - 5.2.2. Excited Eddy: “New boss, you’re the best! I can’t believe it! And now you know the basics of zoo management! Controlling resource supply, managing moods through items bought at the store, healing the sick, and herding escaped animals! *Now we can open the zoo!*”
 - 5.2.3. Eddy etc. arm-in-arm: “HOORAY!”

- 5.2.4. Info text: “Eddy’s right! There’s a lot more to learn, but now you’ve got the basics! Open the gates and watch the customers flow in! Congratulations, underdog—you saved the day!”

QUEST ART RESOURCES

Assuming that the basic resources needed for the overall game are broken down elsewhere, every distinct resource needed is pointed out in the quests themselves via **boldface type**. They are also listed here:

1. Alpaca walking along like the guys in the “Reservoir Dogs” poster
2. Standard jolly image of Eddy
3. Alpaca in a black suit and sunglasses
4. *different* Alpaca in black suit and sunglasses
5. Alpaca Pink with a gun
6. Alpaca White with gun
7. instructional text explaining the interface or introducing the tutorial animation that demonstrates how water is routed
8. Standard nervous Eddy
9. Standard Soapless Below
10. Irate Rhinoceros Father in a monochrome plaid vest
11. Defiant Rhinoceros Son in a floral-print vest
12. instructional text explaining how to buy clothes, or introducing a tutorial animation that demonstrates it
13. Excited Soapless Below
14. Happy Rhino Son
15. Happy Rhino Father in floral vest
16. Rhino Mother
17. The entire Rhino Family smiles huge sugar-frosted smiles at the camera, with illustrated caption: “SHAMELESS IAP PLUG”
18. tutorial text directing the user to the Capybara pen
19. Capybara with wet towel over eyes
20. Pabst Fontaine with suckling Pot-belly Pig
21. Pabst’s Medicine Bag
22. Vole Massage option art
23. Pop Rocks Colonic option art
24. Nice Chat With Pabst’s Grandma option art
25. Tutorial text or animation shows user how to apply a cure to any given animal
26. Capybara with copy of Atlas Shrugged in hand
27. Ecstatic Pabst Fontaine (with pig happily wearing ‘Clockwork Orange’ eyelid-holder-opener)
28. Eddy holding walkie-talkie to ear

29. Eddy with Naked-Mole-Rat-ism (his head is now a Naked Mole Rat head)
30. Naked Mole Rat Supermodel
31. Different Naked Mole Rat Supermodel
32. Yet Another Naked Mole Rat Supermodel
33. Confident Crunch Smashbreak
34. New card of Crunch Smashbreak opening shirt to show massive chest hair
35. Yet Another Different Different Naked Mole Rat Supermodel
36. Tutorial text or animation shows user how to use Crunch's musk
37. Pabst Fontaine (with Pig sidekick wearing mo-cap suit)
38. Normal Supermodel
39. Super-Excited Eddy
40. special quest-only "Wall Street" environment.
41. Crunch with ridiculously huge arsenal of tranquilizer guns
42. Pabst Fontaine (with happy Pig sidekick eating carrots)
43. Pabst with lots of leaflets
44. The Okapi are colored according to their faction: BLUE, ORANGE, or PURPLE!
45. the Animal Mover.
46. RED Okapi
47. dropping leaflets animation
48. using trunk animation
49. Tutorial text or animation showing user how to place leaflets and how to use tranquilizer darts
50. Eddy, Pabst, Crunch, and Soapless cheering arm-in-arm

QUEST 2: GOTH WEEK

PREMISE

The zoo is putting on a promotional "Goth Week", and Soapless can't get all the animals depressed enough to play along. Help him analyze the hopes and dreams of each animal, and then ruthlessly manipulate them to the necessary state of despair. Once they're sufficiently moribund you can buy Goth clothing for them at the store. All the animals end up happy when Goth Week is a huge hit and lots of people pay attention to them. Moral: other people are always the key to happiness!

ART NEEDED

Every animal needs Goth-themed clothing and makeup, and various points around the zoo grounds should get Gothic decorations. Each animal in the quest chain will need card art specific to their phobias. All the animals will also need “Happy Goth” states for the ending.

QUEST 3: THE CRAMPERS ENCROACH

PREMISE

Mammal Crampers is out to ruin the zoo by calling in a merciless zoo inspector, an inspector guaranteed to shut down the zoo if you’re not up to their rigorous standards. Eddy has a list of things you need to do before the inspector arrives. The Penguins must have salsa! In the end you complete every task, but the inspector’s going to flunk you anyway—thanks to the Mammal Crampers paying them off. You win after you find out the inspector is a Furry, and Pabst makes some incredibly cool animal costumes as counter-bribes.

ART NEEDED

Art for satisfying all the wacky conditions on the list. Card art for the inspector in the expected states: disapproving, really disapproving, and really really disapproving. Art for the inspector in Furry get-up. Art of Pabst and the other characters modelling the incredibly cool animal costumes.

QUEST 4: POODLES! POODLES! POODLES!

PREMISE

Make everybody look like poodles.

ART NEEDED

Everybody looking like poodles.

Not much to it—but it will be *really fun!*

QUEST 5: CRUNCH HUNT

PREMISE

Oh no—Crunch hasn’t returned from his latest safari! While on Safari he got bit by a Were-Anaconda. Then, while in Anaconda form, he got bitten by a Were-Vole! Then, as a Were-Anaconda-Vole, he got bit by a Were-Sitatunga and a Were-Thomson’s-Gazelle! Now the

villagers tell tales of the beast that hunts at night—the Were-Anaconda-Vole-Sitatunga-Thomson’s-Gazelle! You’ll have to track him down in the habitats of every animal in the chain.

ART NEEDED

Africa location assets. Art for Crunch in each of his Were-states. Art for Crunch recovering in the hospital, human again—at least, as much as he was to begin with.

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Completed 1st of October, 2015.*