

*[Note: Hi, I'm the author, Jesse Wonder Clark. This is the actual development doc for a quest I designed for PlanetCazmo.com, a virtual world for teens and tweens. The first part's really technical; to get to the fun part, scroll down to where it says **Story Walkthrough**. I wrote the whole document, including all the dialogue and all the resource breakdowns. I also came up with prit' near all of the story ideas, although there are some things that arose through collaboration with the team. I did not do any art personally, but I did give design input on all the art in this doc.]*

## "Rescue the Mods!" Puzzle Doc

- **SUMMARY OF STORY AND PUZZLES**

- **Story:** The "Rescue the Mods!" quest tells a very conventional story. Aliens abduct people, their friends try to find them, and it turns out one of the abductees has a psychic catfish that flies into space and saves them. Predictable, sure. But it's good to stick with proven formulas. The quest plays out through three puzzles ending in one group activity.
- The first puzzle is "**the NPC interviews**." Oh no! Aliens abducted Torgo and Jeff, two of the most popular Moderators on Cazmo! To help rescue the Mods, the player has to join "the Resistance." To join, they must learn the secret code phrase. They learn it by going and talking to all the NPCs, and then going back and talking to certain ones a second time. Once they join the Resistance, they meet the ZIBs, or Zebras In Black, who give them the rest of their missions.
- The second puzzle is "**the holo-pod**." The player chases an alien ship around the space tiles. Finally it drops a holo-pod, which the player takes back to the ZIBs. It turns out to be a holographic message from Torgo and Jeff. Torgo tells the player to feed his catfish.
- The third puzzle is "**Torgo's catfish**." The player then meets the psychic catfish. It explains that it can usually sense Torgo's location, but he's too far away right now. The catfish tells you that its favorite snack, Yogurt Crisps, have a side-effect of increasing its psychic powers. The player must go to Jeff's house, get Yogurt Crisps from the refrigerator, and bring them back to the catfish.
- The group activity is "**the pledge drive**." This puzzle is open to everyone on Cazmo, even if they have done none of the other puzzles. It's a drive to feed the catfish enough Crisps that it can sense Torgo's exact location in space. Players must buy Yogurt Crisps from an NPC and donate them to the drive. Unexpectedly, though, once the catfish eats enough Crisps, it becomes a super-powerful being. It calls itself Catfish Omega. It flies into space and saves Torgo and Jeff by itself. Then it flies back to Cazmo and regresses to be a normal catfish again.
- Day, thou art saved!

- **STRUCTURE OF THIS DOCUMENT: BREAKDOWN / WALKTHROUGH**

- The first section is the **Resource Breakdown**. Its focus is technical. It lists the new art and code needed, and describes the puzzles. The descriptions are only summaries, though, so the second section must be read to fully understand how the puzzles work.
- The second section is the **Walkthrough**. Its focus is bringing to life the experience the player will have. It includes all the dialogue, and much greater step-by-step detail than the technical section.

- **RESOURCE BREAKDOWN**

- PRELIMINARY SET-UP: NEW NPC PERSONALITIES
  - **Overview:**
    - All NPCs have new dialogue that gives them names and personalities. This is not related directly to the quest, but it is related in a tangential way: it establishes personalities that are also used for all the NPCs in the quest. To read the new dialogue, including rewrites of existing dialogue, click here: [NPC Bible](#).
  - **Code needed:**
    - [Replacing all existing dialogue.](#)
    - [Adding ambient dialogue to NPCs who don't have it yet.](#)
    - [Adding clickable behavior to NPCs who don't have it yet.](#)
- FIRST PUZZLE: THE NPC INTERVIEWS
  - **Overview:**
    - Mama Caz gives the player a quest that involves talking to all the planet-side NPCs.
    - After talking to all the NPCs, the player must talk to Phrux (the fox by the FAQ).
    - Phrux gives the player some "code words."
    - The player gets more code words by talking to certain of the NPCs a second time.
    - After getting all the code words, the player goes back to Mama Caz.
    - When Mama Caz hears the code words, she tells the player to follow her. We load an animation that looks like the inside of her shop. A trapdoor opens in the floor, which is now the entrance to Resistance HQ!
    - Resistance HQ is a single-player instance with new NPCs (the ZIBs) that lead the player through the rest of the puzzles.
    - The player is rewarded with special hat and jacket assets.
  - **Art needed:**
    - [The Quest Icons sidebar needs to have icons for all the NPCs on the planet that you can talk to:](#)
      - [Mama Caz, at the haircut shop](#)
      - [Sharkie the Fin, at the beach](#)
      - [Phrux, the fox by the FAQ](#)
      - [Rusty, the gorilla outside the Garage](#)
      - [Smudge, the gorilla inside the Garage](#)

- Backstage Newt, the lizard at the Theater
    - Bill the Bouncing Bull, the bouncer outside the club
    - Top Shelf, the giraffe at the club
    - DJ 4 by 4, the octopus at the club
    - Gus, the Lake Cazmo Gator
    - Chuckles, the Post Office bird
    - Peter Panda, at the clothes shop
    - Tic-Tac, the skate shop cat
  - The Quest Icons sidebar also needs five icons representing the five snippets of the code words. Perhaps a piece of paper that's been ripped into five parts.
  - Animation needed for the reveal of the Resistance HQ.
  - Art for the new Resistance HQ instance room.
  - Animation for the new NPCs: the ZIBs.
  - Asset art for Cazmo Planetary Command hat and bomber jacket.
- **Code needed:**
- Mama Caz's new quest dialogue.
  - Code to handle contextually changing Mama Caz's ambient behavior and clickable behavior, depending on the player's place in the quest.
  - Player's acceptance of quest activates new Quest Description & Icons in the Quest Window.
  - Quest Description lists all NPCs to talk to.
  - Quest Icons shows icons for all NPCs.
  - Player's acceptance of the quest toggles new dialogue for all other planet-side NPCs.
  - Talking to each NPC puts a check mark by their icon in the Quest Icons sidebar.
  - Talking to each NPC adds the words "(already talked to)" after their name in the Quest Description sidebar.
  - After the player has talked to every NPC, all NPCs get new behavior that directs them to talk to Phrux.
  - After the player has talked to every NPC, Phrux gets new dialogue that gives the player a few code words.
  - When player goes searching for more code words, all NPCs get a standardized behavior that directs the player to the next NPC that must be talked to.
  - Every time the player gets new code words, the Quest Description sidebar updates and records the new words.
  - Peter Panda (at the Mall), Gus (the Lake Cazmo Gator), Rusty (the gorilla outside the Garage), Backstage Newt (the lizard at the theater), and Top Shelf (the giraffe at the bar) all get two different sets of dialogue: one in which they divulge code words, and one in which they tell the player they will not divulge.
  - Player must visit them in the right order to activate the dialogue that divulges. The right order is:
    1. Top Shelf (the giraffe at the bar)
    2. Peter Panda (at the Mall)
    3. Rusty (the gorilla outside the Garage)
    4. Gus (the Lake Cazmo Gator)
    5. Backstage Newt (the lizard at the theater)

- After the player gets all the code words, Mama Caz gets new dialogue where she lets the player join the resistance.
  - Single-player instance that will be the Resistance HQ.
  - Player's first entry to the Resistance HQ is preceded by animation showing the entrance to Resistance HQ is inside Mama Caz's store.
  - Resistance HQ contains new NPCs: the ZIBs. Their dialogue sets up the next phase of the quest.
  - After meeting the ZIBs player receives two assets: a Cazmo Planetary Command hat and bomber jacket.
  - Coding for new addition to Mama Caz's standard dialogue, that lets player have access to the HQ.
  - Code for the HQ itself, including door through which player leaves.
- SECOND PUZZLE: THE HOLO-POD
    - **Overview:**
      - They ZIBs give the player a new assignment: go into space and see if you can spot an alien ship.
      - They also give the player a unique spaceship.
      - The next time the player goes into space, they see an alien ship de-cloaking. It flies away quickly, heading towards another space tile.
      - If the player follows the ship onto all four space tiles, they see a small item get discarded from the ship: a holo-pod. The ship then re-cloaks and vanishes.
      - If the player does not follow the ship, the player can see it appear again in one of two ways: a) the ship always appears whenever the player travels from the planet to space, b) if the player hangs out in space for a while, the ship will randomly re-appear.
      - The player takes the holo-pod back to the ZIBs, and sees a cut-scene: holograms of Torgo and Jeff, a la Star Wars.
        - Torgo asks you to feed his catfish.
      - The player can see this cut-scene again any time they want by clicking on the large viewscreen in the bunker.
    - **Art needed:**
      - Special Zebra Ship asset.
      - Quest Icon: alien ship
      - Quest Icon: the holo-pod
      - Animation of alien ship de-cloaking and re-cloaking
      - Animation of alien ship flying around
      - Holo-pod in-game art
      - Holo-pod Quest Icon art
      - Animation of Jeff and Torgo hologram
    - **Code needed:**
      - The ZIBs' new quest dialogue
      - New Quest Description & Icons in the Quest Window, following a player's acceptance of the quest.
      - Code to insert the Quest Description that instructs the player to investigate aliens in space.
      - Code to insert the Quest Icon of the spaceship.
      - Player's acceptance of the quest gives them a spaceship.
      - Single-player instances for all four space tiles:
        - After quest activation, when the player is on the planet, and chooses to go to a space tile, they are routed to a duplicate instance of the tile instead of the real tile.
        - Code for alien ship appearing in the instance tile.

- Code for alien ship flying off of the instance tile.
  - If the player leaves the instance tile in the same direction that the alien ship flew, they are routed to another duplicate instance tile, which looks like the one that would normally be in that direction.
  - The same thing happens in the new instance tile: the alien ship flies away, and if the player follows, they go to a 3rd instance tile.
  - Likewise, the 3rd instance tile leads to a 4th.
  - On the 4th instance tile, the alien ship leaves behind an item: the holo-pod.
  - If the player leaves any of the instance tiles in any other way than by following the spaceship, they are put back in the game as normal.
  - If the player leaves the instance tiles without triggering the dropping off of the holo-pod, the sequence will begin again the next time the player goes from the planet to space.
  - The sequence can also begin at random if the player hangs out in space for a while.
  - After the ship leaves behind the holo-pod, the player is never again re-directed to any instance tiles, and never sees the space ship again.
  - If the player does not pick up the holo-pod from the instance version of the space tile, but instead goes to another game tile in any way, the holo-pod must be placed on the *normal* version of the space tile, so they can return for it later.
  - Code for the player picking up the holo-pod.
  - Code for adding the holo-pod icon to the Quest Icons inventory.
  - Dialogue for the ZIBs in which, if the player has not found the holo-pod, they encourage the player to keep going into space.
  - Code for putting the check mark on the spaceship Quest Icon, but only after the player has picked up the holo-pod.
  - The Quest Description updates to direct the player back to the ZIBs, and to remind the player to feed Torgo's catfish.
  - Code for initial triggering of the holo-pod cutscene via dialogue with the ZIBs.
  - Code for subsequent triggering of the holo-pod cutscene via dialogue with the ZIBs.
  - Code for triggering cutscene via player-click on the bunker's main viewscreen.
- THIRD PUZZLE: THE CATFISH
    - **Overview:**
      - The ZIBs direct the player to investigate the scene of the abductions--Jeff and Torgo's houses.
      - Torgo's house has a grouchy pet catfish.
      - Jeff's house has a bag of Yogurt Crisps in the fridge.
      - The catfish is a new NPC. It has a psychic bond with Torgo. The bond is stretched thin because Torgo is so far away. It claims its psychic powers are enhanced by eating Yogurt Crisps.
      - The player gets the Crisps and feeds them to the catfish. After being fed the Crisps, the catfish faintly senses Torgo in space.

- The catfish says that with enough Crisps, it can psychically pinpoint Torgo's exact location, setting up the final activity.
- **Art needed:**
  - Quest Icon: Jeff's house
  - Quest Icon: Torgo's house
  - Quest Icon: Yogurt Crisps
  - Quest Icon: Catfish
  - Catfish tank and catfish for Torgo's house.
  - Refrigerator full of Yogurt Crisps for Jeff's house.
  - Animation of a "psychic throb" that happens around the catfish after eating Yogurt Crisps.
  - Jeff's House
  - Torgo's House
- **Code needed:**
  - The ZIBs' new quest dialogue
  - New Quest Description & Icons in the Quest Window, following a player's acceptance of the quest.
  - Code to insert new Quest Description: investigate the houses.
  - Code to insert new Quest Icons: Jeff's house, Torgo's house
  - Activation of Jeff's house upon accepting quest.
  - Activation of Torgo's house upon accepting quest.
  - Code to check off the icons for the houses after visiting them.
  - Catfish as NPC.
  - Catfish's dialogue about wanting Yogurt Crisps.
  - Insertion of new Quest Icon: Yogurt Crisps.
  - Updating of Quest Description to mention Yogurt Crisps.
  - Yogurt Crisps in Jeff's refrigerator as pick-up-able item.
  - Code to check off Crisps icon after picking it up.
  - Catfish coded as NPC.
  - Catfish's dialogue about wanting the Crisps.
  - Catfish's dialogue after getting the Crisps.
  - Code to check off catfish icon after feeding it.
  - Code to play the "psychic throb" animation after the catfish eats the Crisps.
  - Updating of Quest Description to direct player back to the ZIBs.
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- FINAL ACT: THE PLEDGE DRIVE
  - **Overview:**
    - There's a big pledge drive to buy the catfish tons of Yogurt Crisps. The purpose is to enable it to psychically locate Torgo in space, so that the ZIBs can rescue the mods.
    - Players contribute to the pledge drive by donating Yogurt Crisps, which they buy from a new NPC, "Orbis, the TurtleClops."
    - In the climactic cut-scene, the catfish transforms into a super-powerful being, goes into space, and rescues the mods all by itself.
    - Participating players get rewarded with a special asset for their homes.
  - **Art needed:**

- A pledge drive meter for the town hall, with the goal at the top labelled "MAXIMUM YOGURT POWER"
- Catfish and tank for the town hall
- ZIBs for town hall
- Art and animation for the OmniTurtle.
- Four different states for the catfish growing larger:
  - Normal (tiny in relation to fishtank)
  - Enlarged (medium size)
  - Large (almost filling up tank)
  - Huge and mutated (comically filling up whole tank, with enlarged brain bulging out of the tank like a muffin top, and glowing with psychic power)
- Each stage ideally is slightly animated.
- Each stage can also be static frames if time is tight
- Animated cut-scene of the catfish becoming Catfish Omega and kicking butt. This cutscene needs to begin with a short recap of all that went before.
- Art for pop-up window notifying players of the mods' return.
- Art for ZIBs and catfish standing around in party hats after the mods' rescue.
- Art for banner behind ZIBs and catfish: MISSION ACCOMPLISHED!

- **Code needed:**

- NOTE: The puzzle should start eight days before we intend to bring the mods back. Given that, there are a couple situations we need to make sure to cover:
  - The situation where we have to start the pledge drive, but some Cazmos are still in the middle of the quest.
  - Worse, the situation where a Cazmo started the quest and then went on vacation for a month, and then they come back and the whole thing's over.
  - Both can be smoothed over with NPC dialogue. Some simple "fast-forwarding" dialogue for the ZIBs during the pledge drive, and some "here's what happened" dialogue for the ZIBs at Resistance HQ after the whole thing's over.
  - Most of the should kids just hustle through the puzzles right away, anyway, so only a very very few people (if any) should see these dialogues at all.
- Making Resistance HQ inaccessible.
- Inserting dialogue for Mama Caz explaining why it's inaccessible (because ZIBs are in the town square).
- Updating of Quest Description to explain pledge drive
- "Fast-forwarding" players who haven't made it to this stage on their own yet:
  - Checking off all Quest Icons
  - Updating Quest Description text
- Activating special dialogue for both Mama Caz and the ZIBs that explains the story to players who got fast-forwarded.
- Inserting art for ZIBs, the pledge drive chart, and the catfish in the town square.

- - Inserting ZIB dialogue in town square explaining pledge drive concept.
  - Inserting catfish dialogue.
  - Code for Orbis (new NPC) to appear in different places every day.
  - Code for ZIBs to tell player where Orbis is every day.
  - Code for Orbis to sell Yogurt Crisps to players.
  - Code limiting Orbis to selling five packs a day to any one player.
  - Code for Orbis's dialogue.
  - Updates to game state as points are accumulated:
    - Updates of pledge drive chart
    - Updates of art for catfish in town square
    - Updates of catfish dialogue
    - Updates of ZIB dialogue
  - Code for replacing ZIB and catfish art with ZIBs-in-party-hats art and banner.
  - Insertion of ZIB dialogue after rescue
  - Insertion of catfish dialogue after rescue
  - Code for activating cut-scene after talking to ZIBs
  - Code for putting notification of rescue in newspaper
  - Code for updating Quest Description to inform players of upcoming celebration of the mods' return [still???
  - Code for re-opening Resistance HQ after a ten days.
  - Code for adding catfish cut-scene to options available upon player-click on the bunker viewscreen.
  - Code for ZIBs in Resistance HQ to explain what happened to players who started the quest and then missed everything else.
  - Code for giving special house asset to players who participated.
- - Setting of Resistance HQ to a generic default behavior when player visits after everything is over.
  - Setting of dialogue of ZIBs at HQ to generic default dialogue after everything is over.

- END OF RESOURCE BREAKDOWN

- **STORY WALKTHROUGH**

- **PRELIMINARY SET-UP: NEW NPC PERSONALITIES.** When you walk around Cazmo, before activating the quest, every NPC you talk to now has a distinct personality. When you click on them, they introduce themselves and say a few things about themselves.
  - **Click here** to open the doc with finalized dialogue and behaviors: [NPC Bible](#).
- **FIRST PUZZLE: THE NPC INTERVIEWS**



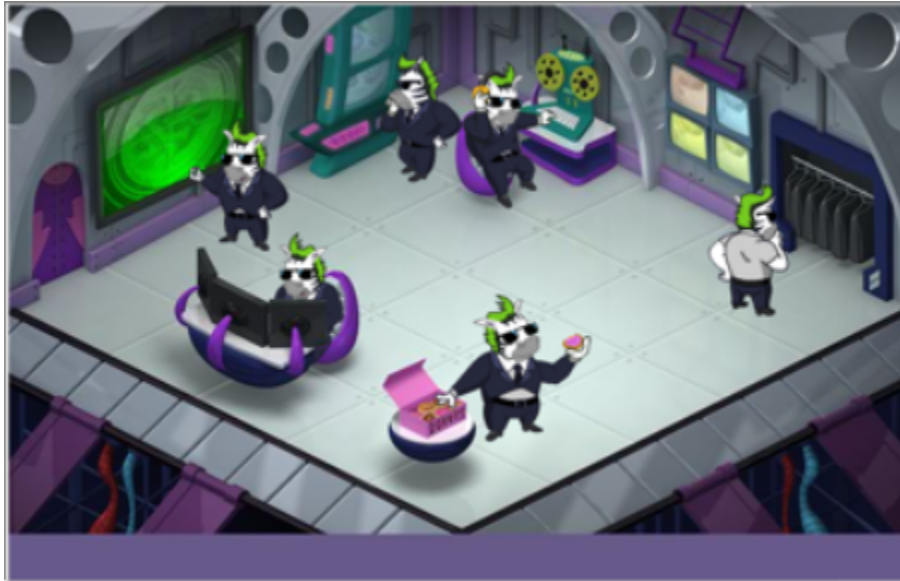
- **You ask Mama Caz about the mods. She sends you to find the Funky Five.** Mama Caz tells you that you can join the Resistance, but only if you pass a test. The test is to find the code words, which will be given to you by NPCs known AS "the Funky Five."
  - Mama Caz temporarily has new ambient dialogue:
    - ...shame, shame, shame...
    - ...aliens running off with them two Mods.
    - I hope, way out in space...
    - ...those boys know we love 'em.
    - Only one way we're gonna get 'em back...
    - ...folks got to join the Resistance!
    - ...sigh...
    - I'd help the ZIBs myself...
    - ...but I need to sell hats & haircuts!
  - Mama Caz's new clickable behavior:
    - Glad you came to Mama Caz! Happy to sell you something for your head, but any chance you want to join the Resistance?
  - The player can say:
    - I'm for the Resistance! I'll resist anything you want!
    - I'm all about style. Show me your wares.
    - I'm not going to commit to anything until I talk to my lawyer.
  - If the player wants a hat or a haircut, they go into Mama Caz's shop as normal. If the player agrees to join the resistance, Mama Caz replies:
    - Great! Now you gotta figure out the code words! It's a test. For help, visit all the animals, and find the members of... the Funky Five!
  - The Quest Chime happens, and you have a new quest added: Rescue the Mods!
    - The Quest Description:
      - "You must learn the code words of the Resistance! For help, talk to all the animals, and find which ones are members of the Funky Five!"
      - Then it lists the animals you can talk to. It notes whether you've talked to them or not, and whether or not they're in the Funky Five.
    - The Quest Items shows cameos of all the NPCs to talk to. When you talk to an NPC, its cameo gets a check mark on it.
- **The NPCs tell you if they are in the Funky Five or not.**
  - The NPCs behave as normal, but there is a new dialogue option added to the normal options every time you talk to an NPC:
    - I'm looking for the Funky Five!

- These are the NPC responses when you ask about the Funky Five:
- Mayor Owl says:
  - As Mayor, I know everything about them, of course! Everything except their purpose, function, and identity!
- Sharkie the Fin says:
  - There is no Funky Five! It's a myth, like tasty lettuce!
- Rusty, the gorilla outside the Garage, says:
  - Shhh, someone could hear! Yeah, I'm in the Funky Five. My code name is "The Funkinator."
- Smudgy, the gorilla inside the Garage, says:
  - Are you talking about that stuff my brother goes on about? Huh. I thought he was making up imaginary friends. Again.
- Backstage Newt, the lizard at the Theater, says:
  - Can't help you. Can't help you. Can't help you. Oh, you wore me down! Yeah, I'm in the Five. Code name's "Funkonaut."
- Bouncing Bill, the bull outside the club, says:
  - I heard of them. Played here a while ago. No, wait. That was "The Quinky Quintuplets." Different band.
- Top Shelf, the giraffe at the club, says:
  - You found me out, sleuth! I've been with the Five since aught-three. Call me "Der Funkenshnitzel."
- DJ 4 by 4, the octopus at the club, says:
  - OH y34H! phuNKy Ph1V3! PhuNKy Ph1V3! phuNKy ph1V3! ... 50RRY, 1 GO7 nO 1NfO, 1 jus7 l1K3 73H SOUnD OF 17! [translation: Oh yeah! Funky five! Funky Five! Funky Five! ...sorry, I got no info, I just like the sound of it!]
- Gus Gator, at Lake Cazmo, says:
  - If I was in the Five, I'd be way awesome, and you'd never learn my code name, "Li'l Funk!" ...OH DARN IT!
- Flappin' Al, the Post Office bird, says:
  - If you're not here about Elvis sightings, unicorn sightings, or overheard conversations about the Mafia, I can't help you.
- Peter Panda, outside the clothes shop, says:
  - I might be in the Five. Maybe. My code name might be, ummm, "El Funkacabra." Not for sure, though. Just for maybe.
- Tic-Tac, the skate shop cat, says:
  - That bunch of posers? I mean, that fine, fine organization? ...never heard of 'em.
- Phrux, the fox by the FAQ, says:
  - Funky Five? You been sniffing my socks? HAH! For reals, though, come back if you find all Five. I'll help you out.

- **When you find all the Five, you go back to Phrux and he gives you the first code words.**
  - The NPCs still do all their normal behavior, but with this option added to the player's responses:
    - **I found the Funky Five, do you know what I should do now?**
  - The NPCs say:
    - **Maybe you should ask Phrux the Fox...**
    - With the exception of DJ 4 x 4, who says:
    - **m4YB3 j00 5H0ULd 45k PhRuX 73h ph0X...**
  - If you have already talked to Phrux by the time you find all Five, or after you have heard any NPC give the above response, the Quest Description changes to read, "You found the Funky Five, now talk to Phrux the Fox."
  - When you get to Phrux, you have an extra dialogue option:
    - **I found the Funky Five! What do you say to that?**
  - Phrux's response:
    - **Cool! The first code words are "Ralph is pretty." Don't ask how I got 'em. It involved belly dancers and paprika. Now find Der Funkenshnitzel!**
    - The Quest description updates to show the code words you've found so far, and to show that you need to find Der Funkenshnitzel next.
  - **You go get the rest of the code words.** You get the words by talking to each of the Funky Five in the right sequence. Each one tells you who to see next, but they call each other by their code names. If you remember who's who, you'll solve this very fast. If not, we lead you through it in many ways.
    - The Quest Description window always tells you which of the Five to see next, and also lists the Funky Five and their code names.
    - If we have the art, the Quest Icons window can have icons representing each of the five snippets of dialogue, which we check off as the player finds each of them.
    - When you talk to any NPC who isn't in the Funky Five, or a member of the Five who has already given you their code words, they'll tell you who to see next. So, you'll say:
      - **Check it: "Ralph is pretty [followed by whatever other words you've found]"**
      - For NPCs who don't normally have clickable behavior, you'll need this option too: **Gottogoseeyabye.**
      - The non-Funky-Five NPCs then say:
      - **You should say that to [insert code name of next NPC to talk to].**
      - DJ 4 x 4, who talks in insane l33t-speak, needs his own version, which is:
      - **J00 5H0uld 90 5Ay THAT T0**
        - followed by one of these (in order):
        - **D3r PhUNK3NShNi723I!**

- 3l PhUNk4c48r4!
  - 7h3 phunK1N470r!
  - Li'l phUnK!
  - PHuNK0n4u7!
- And here's what happens when you talk to the Funky Five themselves:
- First is Top Shelf--aka Der Funkenshnitzel. You say:
  - What if I said to you... "Ralph is pretty?"
- Top Shelf replies:
  - Do I smell paprika? Oh, the code words! Here's more: "amused by singing." Now find El Funkacabra. Careful around Mediterranean spices!
- After giving this dialogue, Top Shelf's behavior becomes the same as the default behavior of all the normal NPCs during this puzzle. The same thing happens for every other one of The Five after they give their code words.
- Second is Peter Panda--aka El Funkacabra. You say:
  - Let's play word association. I'll start. "Ralph is pretty amused by singing."
- Peter Panda says:
  - The codes! Yay! I'd hug you, but I'd crush you in my powerful forearms! See the Funkinator, and add "telegrams with heart"!
- If you talk to Peter Panda first instead of second, he says:
  - Huh? Ummm... maybe you should talk to Der Funkenshnitzel first. I'm El Funkacabra.
- If you click on Peter Panda again before you get any further, the dialogue above repeats.
- Third is Rusty--aka The Funkinator. You say:
  - Hey big guy! "Ralph is pretty amused by singing telegrams with heart!"
- Rusty says:
  - Whoah. Code words. Now mine, right? Hold on, they're in my bellybutton. Ow. Ow. Got 'em! "Conditions who fall over." Tell Li'l Funk!
- If you talk to Rusty in the wrong order, he says:
  - Can't pull one over on me! The Funkinator is no fool! That code phrase is missin' words!
- Fourth is Gus Gator--aka Li'l Funk. You say:
  - I bet I know more code words! Listen: "Ralph is pretty amused by singing telegrams with heart conditions who fall over!"
- Gus Gator says:
  - You, more words? Only Funkonaut knows more than me! You don't even know these ones: "themselves to impress" ...OH DARN IT!
- If you talk to Gus in the wrong order, he says:
  - Ha, you got the wrong agent! You're not big league, like me! You're talking to Li'l Funk!

- Fifth is Backstage Newt--aka Funkonaut. You say:
  - Do you know that song, "Ralph is pretty tickled by singing telegrams with heart conditions who fall over themselves to impress..." ?
- Backstage Newt says:
  - Sure do! It's by "Tone-Deaf Doctors!" <WINK> <WINK> <WINK> Got it? "Tone-Deaf Doctors?" ...you should totally go talk to Mama Caz now!
- If you talk to Newt in the wrong order, he says:
  - Love to help. Can't do it. The boss says, "Funkonaut, not enough words, don't help." That's not enough words!
  
- After you've got all the code words, the Quest Description updates to say "Go tell the code words to Mama Caz at the mall."
  
- **You say the code words to Mama Caz, and she shows you the secret entrance to the Resistance HQ!**
  - You say:
    - "Ralph is pretty amused by singing telegrams with heart conditions who fall over themselves to impress tone-deaf doctors."
  - Mama Caz says:
    - Look at you, finding the Five! Getting the words! Proved your worth, plain as day! Welcome to the Resistance!
  - The screen goes black, and we see a new location loading.
  - When the location is finished loading, we start on a screen that looks just like Mama Caz's haircut store, except your Cazmo isn't floating in the middle of the screen. Mama Caz pushes a button behind her register. A hole opens in the ground, and a zebra wearing sunglasses pops his head up... and we've met our first ZIB.
  
- **After the cutscene, you are put in a single-player instance area: the Resistance HQ briefing room.**
  - The command center for the Resistance mixes the futuristic, Cazmo-ish feel with the feel of an underground bunker in WWII. There's also a coffee table with donuts:



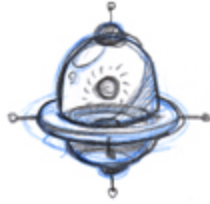
- There are five NPCs at various stations: the ZIBs. [the above image has six, but we're dropping the one on the left, at the big green viewscreen] They're basically Men In Black, but they're zebras. They're kind of interchangeable looking.
  - ZIB 1 says:
    - **Welcome to the Resistance. We're with Cazmo Planetary Command.**
  - ZIB 2 says:
    - **We work hard.**
  - ZIB 3 says:
    - **We play hard.**
  - ZIB 4 says:
    - **We eat donuts.**
  - ZIB 5 says:
    - **Here's some stuff.**
- **You get goodies!**
    - The player receives a Cazmo Planetary Command hat and bomber jacket.
  - **How resistance HQ functions in the world:**
    - From now on you can get to the Resistance HQ by talking with Mama Caz outside the mall.
      - Her dialogue comes up as her standard dialogue.
      - Your responses are the same as your standard responses, but now you can say something that takes you directly to the HQ:
        - **I need to see the ZIBs!**
    - The HQ is an iso room containing the ZIBs. It looks like a command center.

- Like any other room, there is a zaggy arrow pointing to the hotspot for the exit.
  - The ZIBs have ambient dialogue. They take turns talking, instead of talk over each other. ZIB 2 (to the left of the sound guy) says:
    - ZIBs, status report.
  - ZIB 1 (at the three-monitor desk) says:
    - I'm picking up visuals.
  - ZIB 3 (at the reel-to-reel desk) says:
    - I'm picking up audio.
  - ZIB 5 (at the closet) says:
    - I'm picking up my dry cleaning.
  - ZIB 2 (to the left of the sound guy) says:
    - Mmmm, this is some valuable intelligence.
  - ZIB 4 (with the donuts) says:
    - Mmmm, jelly donuts.
- **SECOND PUZZLE: THE HOLO-POD**
- **They ZIBs give you a new assignment: go into space and scout for alien ships.**
    - ZIB 3:
      - Ready for real work? Alien abductions: unacceptable. Ever. Find their ships. We'll provision you a vehicle. You in?
    - You can say:
      - I'm ready for real work! As long as it's not geometry!
      - I actually quite like geometry. Ta!
    - If you accept, ZIB 2 says:
      - Fantastic. Give this your all. No one nabs a Cazmo. Go to space. Once there...
      - Then ZIB 4 says:
        - Look for alien ships. If you see one, chase it down. Bring back any evidence you find.
    - If you refuse, ZIB 5 says:
      - Come back if you reconsider. We need good people. Plus we can't tell each other apart.
    - After you accept, the ZIBs give you a special spaceship:



- **The next time you go into space, you see an alien ship de-cloaking.** It flies away quickly, heading towards another space tile.
- **All you have to figure out is that you have to chase the ship around the space tiles.**
  - You follow the ship onto the next tile, then it flies off towards a different tile. You follow it to the the next tile, etc, until you've flown through all four space tiles. At the fourth tile, a small holo-pod gets ejected from the ship. Then the ship cloaks itself and vanishes for good.
  - If you go back to the ZIBs without having chased the ship around all four tiles, they send you out again. When you click on any ZIB, ZIB 2 says:
    - **Status report. Give me your intel.**
  - Your choices are:
    - **I haven't found where the ships are hiding.**
    - **My head hurts and I want to go home.**
  - No matter what you choose, ZIB 5 says:
    - **We like you. We can't damage your self-esteem by accepting unfinished work. Listen, now:**
  - ZIB 1 says:
    - **Go back to space. If you see an alien ship, follow it for as long as you can. If anything falls out...**
  - ZIB 3 says:
    - **Bring it back to us.**
- **After you see the ship on all four space tiles, you see a small item get discarded from the ship: a holo-pod.**
  - The Holo-pod:

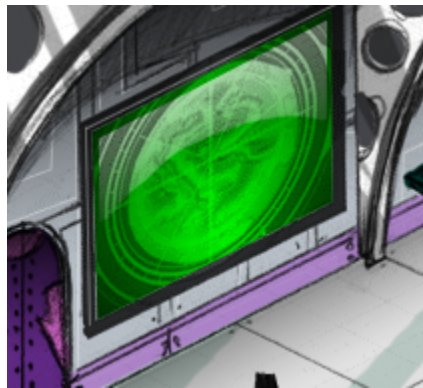




- When you pick it up, you hear the quest chime. The Quest Description window then updates to say, "You found something odd in space. Bring it back to the ZIBs!"
  - If you fail to pick up the holo-pod, when you go back to the ZIBs, they send you back out. ZIB 5 says:
    - **Good job chasing that ship. But you missed something. We have this intel:**
  - ZIB 2 says:
    - **The ship actually jettisoned a small object. Retrieve it and bring it back to us.**
  - Once you've actually retrieved the holo-pod, and gone back to the ZIBs, ZIB 2 says:
    - **Status report. Tell us your findings.**
  - And ZIB 4 says:
    - **Speak truth to power.**
  - Your choices:
    - **I found this weird thing in space. You should look at it!**
    - **I just came in here for the air conditioning.**
  - If you choose to give them the holo-pod, ZIB 1 says:
    - **You found a holographic projection unit. Exciting. And there's a message in it. Want to see?**
  - Your choices are:
    - **I want it like I've never wanted anything in my life.**
    - **I don't want it like I've never not wanted nothing in my not-life.**
  - Assuming you choose to watch it, a cut-scene occurs.
- **The Holo-pod Cut-scene.**
- You push a button on it, and it flips open, and plays a hologram of Torgo and Jeff. They aren't facing the camera. The image quality is flickery and staticky, like Leia in Star Wars.
  - Jeff:
    - **...do you have it working? I'm surprised they haven't noticed we're missing yet.**
  - Torgo:
    - **I'm close. I'm really close... huh... hey, you ever realize that we could say anything we want? Once we get this thing running?**
  - Jeff:
    - **What, you mean like once we start recording, we could say...**

- Torgo:
    - Anything, right! I mean, we're going to call for help, sure, but we could also say, like...
  - Jeff:
    - "The aliens hate silent letters! Everybody dress up like pterodactyls and raspberries!"
  - Torgo:
    - "They've replaced my hand with a fiery truth sword! Stay away from my action figures!"
  - Jeff:
    - "My consciousness has melded with the Galactic Overmind! I know all! Guess what? Cats like wearing underpants!"
  - Torgo:
    - Oh no... Oh no! I don't believe it! We've been recording this whole time!
  - Jeff:
    - Oh no!
  - Torgo:
    - And the ship's alarm is starting up!
  - Jeff:
    - No! Now we barely have any time left! What do we say? We have to say something! Something important!
  - Torgo:
    - Feed my catfish!
  - Jeff:
    - What?
  - Torgo:
    - Feed my catfish!
  - Jeff:
    - That's important?
  - Torgo:
    - He gets hungry! Plus, there's something special about--
  - Jeff:
    - Oh no--they're here! No more time! No more time! Jettison the pod!
  - Torgo:
    - Okay! Okay! I'm hitting the button!
  - Jeff:
    - And hey, listen, Cazmos! I was only kidding about the cats! They really don't--
  - Then there's a glitch, and the hologram loops back to the start.
- **At a loss, the ZIBs suggest investigating the mods' houses.** After all, they were the scenes of the abductions.
    - After the holo-pod cut-scene, ZIB 2 says:
      - That's an odd message all right. Sloppy work. Civilians. So it's come to this:
    - And ZIB 5 says:

- We're at a dead end. We need leads. Go investigate the abduction sites... aka the mods' houses.
- **You can watch the holo-pod cut-scene again any time you want.**
  - Until the final act (the pledge drive) begins, before every interaction with the ZIBs, you get these dialogue options:
    - Let's talk.
    - Can I see the holo-pod message?
  - If you choose the first option, the dialogue proceeds as written for any given scene.
  - If you choose the second option, ZIB 1 says:
    - You can see it by clicking on the big view-screen near the door.
  - As the ZIB says, you can see the cut-scene again if you click on this view screen:



- Clicking on it makes ZIB 2 say:
    - You looking for something in the archives?
  - Your options:
    - Yes, I'd like to see the holo-pod message, please.
    - No, sorry, I just like to touch shiny things.
  - This method of viewing the cut-scene does not disappear ever, and in fact will be an access point for other cut-scenes in the future.
- **THIRD PUZZLE: THE CATFISH**
    - **The mods' houses have stuff in them!**
      - Jeff's house has a refrigerator. When you click on it, it opens. It's full of bags of Yogurt Crisps. You hear a chime and see that you now have a bag of Yogurt Crisps in your Quest Items inventory.
      - In Torgo's house there is a fishtank with a grumpy catfish in it. The catfish is an NPC you can click on.

- If you go back to the ZIBs without finding either of these things, ZIB 1 says:
  - You haven't found anything yet. We can tell by your face.
- Then ZIB 4 says:
  - You could use a spa day.
- Then ZIB 2 says:
  - There must be something in the mods' houses. Look some more.
  
- If you find the Crisps but don't talk to the catfish, ZIB 2 says:
  - You're doing well. But there might be something more in Torgo's house. Check his aquarium.
- If you've talked to the catfish, but haven't yet found the Crisps, you'll see the dialogue that's detailed at the end of the next section.
  
- **Torgo's catfish is psychic.**
  - The catfish has ambient dialogue:
    - Come in Torgo, calling Torgo...
    - Where is that guy?
    - I'm missing getting annoyed at him!
    - Plus...
    - I'm getting annoyed at missing him!
    - Why can't I pick up a signal?
    - He must be somewhere far away...
  
  - When you click on it, the catfish says:
    - Who are you? Don't make me hurt you! Speak up!
  - You say:
    - I'm a friend! Torgo was abducted by aliens. I'm trying to help.
  - The catfish says:
    - The big jerk got abducted? No wonder I can't sense him anymore. Serves him right. I miss him so badly!
  - You say:
    - What do you mean "sense him?"
  - The catfish says:
    - Torgo and I have a psychic bond. But I've stopped sensing him! I wish I could eat the one thing that boosts my powers: Yogurt Crisps! Have any?
  - If you don't have the Crisps, you say:
    - I'll go look for some!
  - If you have the Crisps, you say:
    - Yogurt Crisps? I happen to have some right here!
    - Then you hear the Quest chime, indicating that you successfully fed the Crisps to the fish. The rest of the scene continues as detailed in the next section, starting after the catfish says "It's about time!"
  
  - If you don't have the Yogurt Crisps, you have to go get them from Jeff's house. If you don't think of this, you can go back to the ZIBs, and they'll prod you. ZIB 2 says:

- Torgo's catfish wants Yogurt Crisps? Check Jeff's house. Can't stand 'em, myself. Bad for the stool.

- **Feeding the Yogurt Crisps to the catfish gives it a psychic boost.**

- See the previous section for what happens if you already have the Crisps in your inventory when you visit the catfish for the first time.
- If you talked to the catfish before you got the Crisps, when you return with the Crisps you have to click on the catfish to feed it. Then you hear the Quest chime. The catfish says:
  - You fed me some Yogurt Crisps! It's about time! Wait...
- A "psychic throb" happens around the catfish: a green glow appears for a moment, then fades away.
- The catfish says:
  - It worked! I can faintly sense something in Space Sector Bluebird! Something puffy and dim-witted! Torgo!
- You say:
  - You're awfully mean to Torgo.
- The catfish says:
  - I'm overcompensating for insecurity. I'll deny I said that. And more important...
- Then the catfish says:
  - I can still barely sense Torgo. I need more oomph. I need more Yogurt Crisps! A mountain of them!

- **The ZIBs set up the Final Act.**

- We're now queued right up for the final act, the pledge drive. It starts about eight days before the mods get rescued.
- If you go back and talk to the ZIBs, you get to speak first. You say:
  - Torgo's catfish is psychic! It could find Torgo if we feed it a jillion kazillion Yogurt Crisps!
- ZIB 3 says:
  - Great work. Great work. This is the break we needed.
- ZIB 5 says:
  - I knew that fish was odd. But I thought it was just the attitude of entitlement.
- ZIB 4 says:
  - All of us on Cazmo have to pull together on this. Don't do anything else until you hear from us!
- The Quest Description updates to say basically the same thing:
  - The ZIBs are working on a way to feed Torgo's catfish a jillion kazillion Yogurt Crisps. Don't do anything else until you hear from them!

- If you go back and talk to the ZIBs before the final act, ZIB 2 says:
  - We're working on a plan. We're going to get tons of Yogurt Crisps for Torgo's catfish. For now...
- ZIB 5 says:
  - Stand by. We'll meet you at the Town Hall once we're ready.

◦ **FINAL ACT: THE PLEDGE DRIVE**

▪ **Everybody on Cazmo gets caught up.**

- The last puzzle is a big group effort that results in the mods getting rescued. It starts ten days before the mods get rescued.
- Bearing in mind that some players won't have finished the other puzzles yet, we need a mechanism to "fast-forward" lagging players and catch them up, so they can play this part.
- We also want to leave this part open for participation by players who haven't done any of the quest at all.
- So first, we change the lagging players' Quest Icons and Quest Descriptions to what they'd be if they had solved all the other puzzles.
- Second, the ZIBs will now be appearing in the town square, along with Torgo's catfish. The ZIBs have special dialogue to bring any player up to speed:
  - It's good you're here! We need everybody's help! What do you need briefing on?
- The players get these dialogue choices:
  1. I have no idea what's going on at all.
  2. Last I knew, Mama Caz told me to find the Funky Five!
  3. I found the Five and joined up with you guys. You told me to go into space and look for alien ships!
  4. I saw an alien ship jettison a holo-pod. It had a message from Torgo and Jeff! Torgo mentioned his catfish...
  5. I already met Torgo's catfish--why's he here now?
- The ZIBs fill in the rest of the story by giving all or some of these responses, in this order:
  1. Unknown aliens recently abducted Moderators named Torgo and Jeff. Cazmo appeared to be under attack. We needed recruits.
  2. People who wanted to join the Resistance had to pass a test: find the Funky Five and learn the code words. Many joined.
  3. While chasing alien ships, a recruit found a message from Torgo and Jeff. Torgo reminded us to feed his catfish.
  4. It turns out Torgo's catfish is psychic. And its power increases when it eats Yogurt Crisps.

5. We're charging up the catfish's psychic power by feeding it tons of Yogurt Crisps. It will find Torgo for us... and we'll go save the mods.

- **The pledge drive starts.**

- Once this begins, the ZIBs and Torgo's catfish are always standing in the town square.
- Mama Caz no longer lets the player into Resistance HQ. Her explanation:
  - The HQ is closed right now, sweetie. The ZIBs have moved operations to outside Town Hall.
- As mentioned, the last act is a big group effort that results in the mods getting rescued.
- The puzzle is basically structured like a small-town pledge drive--those things where they have a big picture of a thermometer on the wall, and it gets filled up as money is collected. The difference is that, instead of filling up a thermometer with money, the players are filling up Torgo's catfish with Yogurt Crisps.
- There are two indicators of progress, both in the town square:
  - A simple chart (like the thermometer) with a goal marked clearly at the top: MAXIMUM YOGURT POWER. As more Yogurt Crisps are fed to the catfish, the chart fills up.
  - The catfish itself grows and grows as it gobbles up Yogurt Crisps. It gets comically large. In fact, it may even start mutating.
- You feed the catfish by buying Yogurt Crisps from a new NPC: the TurtleClops!
- After you buy the Crisps, you feed them to the catfish by going back and talking to the ZIBs.

- **You meet the TurtleClops! He sells you Yogurt Crisps.**

- When you click on the ZIBs at the Town Hall, and you're all caught up on the story so far, the ZIBs say:
  - This catfish could locate Torgo. It gets psychic power from eating bags of Yogurt Crisps. We need tons of them. Have any?
- Your options:
  - Yes, I do. Take 'em! [this option only appears if you actually do]
  - No I don't. How do I get these "Yogurt Crisps" you speak of? [this option only appears if you actually don't]
  - I'll get back to you on that.
- If you choose the first option, because you have Crisps, the catfish gives a green psychic throb, and the ZIBs say:
  - Excellent. Thank you. Keep at it. Try to help a little every day.

- If you choose the second option, and ask where you can get Crisps, the ZIBs tell you the location of the new NPC, "Orbis the TurtleClops":



- Orbis is an all-purpose NPC who can be re-used in the future, as needed, to sell any kind of special items.
- Orbis changes locations every day. When the ZIBs tell you where he is, they say:



- Find an authorized Crisps salesman. We think there may be one in [insert name of Orbis's location].
- When you travel to Orbis's location, this is Orbis's ambient dialogue:
  - Come see your pal Orbis!
  - I got everything you need!
  - But really I only have one thing!
  - And you might need it, you might not!
  - But that's not a very good slogan!
  - So back to my original pitch!
- Orbis's clickable dialogue:
  - Hello! Welcome to Orbis's Uniporium, currently selling Yogurt Crisps! They cost 10 coins each! You want some?
- Your options:
  - I'll take all I can get!
  - Only one pack, please.
  - I'll just walk away slowly now.
- If you choose the first option, to not buy any, Orbis says:
  - Suit yourself, but they could come in handy...
- If you choose the second option, to buy as much as you can, Orbis will sell you as many as you can afford, with a limit of 5 per player per day.
  - If you can afford enough Crisps to hit the limit, Orbis says:
    - Great. I'll sell you [insert number sold]. But that's all. Only 5 packs per customer per day. Go contribute to society.
  - If you can't afford enough to hit the limit, Orbis says:
    - All you can afford is [insert number player can afford]. Here they are. I hope you find a warm place to sleep tonight.
- If you choose the third option, Orbis says:
  - Single pack of Yogurt Crisps, coming up! Remember, there's a limit of 5 per day.
- When you buy Yogurt Crisps, the bags appear in your Quest Items.
- When you go back to the ZIBs and hand over the Crisps, the dialogue happens just like at the start of this section. Then the bags disappear from your Quest Items.

▪ **The catfish swells.**

- The catfish gets larger in stages. Every two days, it gets a little bigger, then a little bigger, then it almost fills up its tank, then it totally fills up its tank and is almost bursting out.
- Ambient dialogue for the catfish:
  - ..grumble grumble...
  - I need my little fish brain examined...
  - Bah!

- I have contempt for the entire proceeding.
  - A thousand times Bah!
  - The food's good, though...
- When you click on it, it says some a line of dialogue, and then the ZIBs get a line. These are the clickable behaviors as it grows:
  - Regular size.
    - Catfish: Feed me! Now! Obey!
    - ZIBs: Big temper on that little fish.
  - Stage 2.
    - Catfish: Bah. I'm getting fat. I better still fit in my cocktail dress.
    - ZIBs: Little guy's packing on the pounds...
  - Stage 3.
    - Catfish: Stop staring at me. It's not like I enjoy this. I'm a prisoner in my own body.
    - ZIBs: Doesn't look normal, does it? Sometimes we wonder where this is going...
  - Stage 4.
    - Catfish: I'm not fat! This is a larval stage! I'm becoming a beautiful, beautiful butterfly!
    - ZIBs: Don't say this to his face. We think the fish has gone kooky nutbar loco. Full-on crazy. But he's still our best shot...
- **Suddenly, the catfish is normal size, and the mods have been saved! What happened?**
  - The drive goes on for eight days. On the ninth day, when you go to the town hall, you see the ZIBs and Torgo and Jeff all standing around with party hats on. The catfish is there too. The pledge drive sign is all full, and there's a banner reading "MISSION ACCOMPLISHED!"
  - Ambient dialogue, in a continuous loop:
    - ZIBs: ...but it was something else, all right.
    - Torgo: Yeah.
    - Jeff: Wow.
    - Catfish: Quiet, all of you!
    - ZIBs: I mean, really, never seen the like.
    - Torgo: Me either.
    - Jeff: Me either.
    - Catfish: Quiet! Listen to me!
    - ZIBs: Sure don't want to do it again, though.
    - Torgo: Heck no.
    - Jeff: Who knows what could happen?
    - Catfish: Why won't you feed me? Darn you!
  - When you click on any of them, the ZIBs say:
    - Great to see you. Can you believe it? We've rescued the Mods. It was epic. Want to know what happened?
  - Your options:
    - Yes, I think I do. Please. Very much. Now.
    - No thanks. I'll google it sometime.

- If you choose the first option, the ZIBs say a bunch of things in sequence. Basically, for the benefit of anybody who just joined, they recap the whole story:
  - [first balloon] As you know, a short while ago, certain Moderators vanished. They were expendable, but still.
  - [second balloon] Long story short, aliens abducted them. There was panic. Was it an invasion? People hid in refrigerators. Don't try that at home.
  - [third balloon] Cazmo Planetary Command assembled the Resistance. We found a message that led us to Torgo's catfish. As often happens, the catfish was psychic.
  - [fourth balloon] Less commonly, it could boost its powers by eating its favorite snack: Yogurt Crisps. We agreed to gorge it on them.
  - [fifth balloon] We needed Crisps. Everybody donated. Plan was, the catfish would psychically locate Torgo and Jeff, and we'd go save them. What fools we were...
- Then we see a loading screen, leading us to...

- **The final cutscene: Catfish Omega!**

- Shot 1: ZIB begins the cutscene by saying:
  - All those Yogurt Crisps made the catfish grow larger and larger...
- Shot 2: We see the catfish go through its growth stages one by one, until finally, enormous, it bursts out of the tank, and floats in midair! It says:
  - I am become Catfish Omega! I am finally free from sucking algae off of fish-tank gravel! Fear my wrath!
- Shot 3: Catfish streaking through space (simple cycle with starfield moving behind it).
- Shot 4: Alien ship floating in space, centered in screen. Dialogue between Torgo and Jeff, which we see as dialogue bubbles coming from inside the ship.
  - Jeff: Hey, Torgo. You think we'll ever get rescued?
  - Torgo: Nope. Never happen.
  - Then a flash of light shoots through the ship, leaving a hole.
- Shot 5: Like shot 3, Catfish streaking through space, but now psychically towing Torgo and Jeff along.
  - Jeff: Here's something that doesn't happen every day.
  - Torgo: Is that my catfish?
- Shot 6: Long shot of many alien ships floating in space. Catfish projects a huge psychic fist. With one mighty swoop, catfish wallops all the ships and sends them flying off-screen.
- Shot 7: Catfish flies back to Cazmo. Flip and re-use shot 5.
- Shot 8: With Jeff, Torgo, and the ZIBs standing by, the catfish shrinks to normal size again, lying in a puddle at their feet.

- Catfish: Oy.
- Fade to black.
- After the final cutscene plays, we return to the ZIBs at the Town Hall. The ZIBs say:
  - [first balloon] So, that's what happened. Got Jeff back. Got Torgo back. Kicked alien butt. It was sweet. One problem though...
  - [second balloon] We still need answers. Who are these aliens? What did they want? Stay ready... you may be needed again soon.
- If you took part in the quest in any way, the ZIBs then say:
  - Your help has been invaluable. In gratitude we're giving you a special unique poster for your home.
  - The next time you go to your home, you find the special poster available for placement.
- Then the assemblage (ZIBs and mods and catfish) resumes their default ambient dialogue.
- If you click on the ZIBs after already having seen the cut-scene, they say:
  - Good to see you, friend. Do you want to hear what happened again?
- Your options:
  - Yes please, Sir, please!
  - No thank you, Sir, thank you!
- If you say yes, the ZIB goes through his recapping spiel again, and the cut-scene plays again.

▪ **Annnnd... scene! The ZIBs pack up and go back to HQ.**

- The ZIBs et al. stay by the Town Hall for ten days. After that, they return to the bunker and resume their default behavior.
- There needs to be a special case for players who took part in the quest but managed to miss the ending. They need a dialogue option added to every NPC interaction:
  - Um, that thing about saving the mods? Is that still on?
- The NPCs respond:
  - You might want to talk to Mama Caz...
  - (for DJ 4 x 4, that's: j00 m19ht w4NT T0 T4Lk t0 m4m4 K42...)
- When you go see Mama Caz, you have the same option as above. She says:
  - Well now! Long time no see! Why don't I let you into Resistance HQ, and folks there will get you caught up...
  - Players who did not finish the NPC interviews puzzle should then see the cut-scene that reveals the HQ trapdoor, after which they get dropped in the real HQ room.
  - Players who've already seen that cut-scene do not see it again, but get dropped directly in the HQ.
- Once in the HQ, ZIB 2 says:

- Checking up on the mission? Good follow-through. The mission's over. Want to know what happened?
- Your options:
  - I do! I gotta know!
  - I don't! I gotta go!
- If you agree, ZIB 2 goes into the recapping spiel, and the cutscene plays for you.
- If you don't agree, ZIB 2 says:
  - Suit yourself. We'll just get back to work.
  - Then the ZIBs go back to doing their ambient dialogue.
- Throughout this quest, the clickable behavior of the ZIBs was specific to where you were in the quest. After the quest is over, their default clickable behavior is that ZIB 2 says:
  - Good to see you. Right now we're data gathering. We'll be in touch if we need you. Any questions?
- Your responses:
  - I'd like to look in the video archives, please.
  - I'm entirely questionless. Adieu!
- If you ask to see the archives, ZIB 2 says:
  - To watch old clips, click on the big view-screen near the door. Take care, now.
- If you click on the big green view-screen, ZIB 1 says:
  - Want to see something from the archives?
- These are the possible responses you might see:
  - Yes, show me the clip of Catfish Omega.
  - Yes, show me the holo-pod message from Torgo and Jeff. [you will *not* see this option if you never actually unlocked this clip]
  - No, sorry, I just like to touch shiny things.
- If you choose to see a cut-scene, the appropriate cut-scene loads and plays. Then you get dropped back in the HQ room with the ZIBs doing their normal routine.