Into the woods

\*stage starts\*

So this is it… An abandoned town from way back. Judging by how thick the forest is here, I’d say it’s been at least a century since people have lived here. A perfect hideout for a bunch of pharma gangsters and their hostages.

\*enters building\*

Doctor James! We’ve been looking for you!

Who are you?! You don’t work with the bastards who took my family!

Yes, that is true. We’re from a rival company - Salix. I’m gonna be blunt with you. We heard of your predicament and decided that we can’t risk you handing out the cure to those clowns. As you’ve probably figured out yourself, every pharma company is looking for your miracle cure right now. Whoever gets their hands on it first will put the others out of business forever. Unfortunately, Pharmicus got an advantage by capturing your family. You must understand, we either need to seize the cure here or destroy it. Let’s be civilized about this and cut down on the needless violence. Just hand over the cure. You can’t fight neither us nor Pharmicus.

I think I’ll try my luck, pal. Bring it on!

\*battle starts\*

I’m a sitting duck here! I need to get some cover! \*use WASD to move\*

I didn’t think I’ll have a use for it… Thank you, Dad! \*use left click to shoot\*

\*battle ends\*

Note to self: In addition to curing diseases, the cure also fortifies the individual’s body, dramatically increasing their physical abilities. I was never much of a sport, but somehow these trained gangsters could not keep up with me.

\*encounters tree\*

Damn, I can’t pass through here. This tree is too big – it’s blocking my path.

\*finds axe\*

This should come in handy.

\*chops down tree\*

I’m sorry buddy but my family is in trouble.