

FROGS AND FREEDOM (TUTORIAL SECTION)

Written by

Reid Gillis

Pg27reid@vfs.com
780-953-7880

INT. RESEARCH FACILITY - ENTRANCE

GRANT BOOM (40s), comically aggressive, macho, and right-wing, stands holding the tool of his trade – what gives him joy and others pain... his rocket launcher.

Behind him is a massive hole showing a distant sunset, filled with rubble and the missile that caused it.

In front of Grant is a door blocked by debris.

Gameplay starts.

The player clears the debris and walks through the door.

INT. RESEARCH FACILITY - HALLWAY 1

The player exits the doorway trigger box.

GRANT BOOM

What? This isn't my-- Sir, what the hell did they do to my rocket launcher?

GENERAL LOCKE (50s), military-bearing and unreceptive, talks to Grant Boom over the radio.

GENERAL LOCKE (OVER RADIO)

New model. Press and hold the right mouse button to charge your pogo jump. Release to jump.

The player lands from their first pogo jump.

GRANT BOOM

(to self)

Thank God. Left mouse to shoot.
Some things aren't meant to change.

The player passes the first fan.

GRANT BOOM (CONT'D)

Permission to inquire about slamming to kill in style.

GENERAL LOCKE (OVER RADIO)

Charge until the bar turns yellow while airborne, then release near the ground. This will perform a slam attack if you're near a frog, or a chain jump if not.

The player drops through an air duct shaft.

INT. RESEARCH FACILITY - SMALL ROOM - ENCOUNTER 1

A closed exit-door is at the far end of the room opposite where the player lands.

A FLUSHER FROG spawns from the vent.

GENERAL LOCKE (OVER RADIO)

The frogs will prevent the door from opening. Kill them all to open it.

GRANT BOOM

When God closes a door, I open a can of whoop-ass.

The player kills the Flusher Frog.

The exit-door opens.

INT. RESEARCH FACILITY - HALLWAY 2

A small hallway with an air duct shaft at the midpoint that leads to the next encounter.

The player exits the entrance-door trigger box.

GRANT BOOM

(to self)

I smell slime and a matriarchal structure. The frogs are down there.

The player enters the ventilation shaft.

INT. RESEARCH FACILITY - LARGE ROOM - ENCOUNTER 2

A powered-down generator sits in the middle of the room. Two vents at the far end of the room flank the player.

The player lands and exits the air-duct trigger box.

A PINNER FROG spawns.

GENERAL LOCKE (OVER RADIO)

See that generator? Some doors also need power to open. Press E to turn it on.

GRANT BOOM

These generators are the opposite of a well-oiled machine.

GENERAL LOCKE (OVER RADIO)
Intel says that's good news and bad news. The noise will make them attack the generator. You'll need to defend it or restart it if it goes down. Luckily, the wiring is faulty enough to sever as a makeshift shield.

The player turns on the generator.

Flusher Frogs and Pinner Frogs spawn.

The player keeps the generator active long enough to power the door.

The player kills all the frogs.

The exit-door opens.

INT. RESEARCH FACILITY - HALLWAY 3

The player enters the hallway connecting encounter 2 with encounter 3.

INT. RESEARCH FACILITY - GENERATOR ROOM - ENCOUNTER 3

The player exits the entrance-door trigger box.

Flusher Frogs and Pinner Frogs spawn.

GENERAL LOCKE (OVER RADIO)
Stage one cleared. You'll need to keep all three generators active to power the door.

GRANT BOOM
(to self)
Power and turning things on...my specialties.

The following quips play when the player acquires a pickup.

The player acquires an health pickup.

GRANT BOOM (CONT'D)
Free healthcare. I don't like the sound of that, but I feel better.

The player acquires an increased-fire-rate pickup.

GRANT BOOM (CONT'D)
My trigger finger feels faster.
Hope my rockets don't trigger you.

The player acquires an increased-explosion-size pickup.

GRANT BOOM (CONT'D)
This should make bigger explosions.
Reminds me of my wedding.

The player turns on all generators and defends them long enough to power the door.

The player kills all remaining frogs.

The exit-door opens.

GRANT BOOM (CONT'D)
Doors that open based on rocket kills. I knew that door installer was lying when he said these didn't exist.

INT. RESEARCH FACILITY - HALLWAY 4

The player enters the hallway connecting encounter 3 with encounter 4.

INT. RESEARCH FACILITY - SEWAGE AREA - ENCOUNTER 4

A long, straight room with an acid pit below. At the end opposite the player, a TANK FROG guards a Spawning-Machine, producing a force field around it. To the right of the Tank Frog is the closed exit-door.

The player exits the entrance door trigger box.

GENERAL LOCKE (OVER RADIO)
The machine ahead is what's reproducing these freedom-hating mutants. One of their tanker breeds will be protecting it.

GRANT BOOM
Copy that. Kill the big-boned mother first, then destroy the machine.

The player kills the Tank Frog causing the force field to disappear.

The player destroys the Spawning-Machine.

The exit-door opens.

INT. RESEARCH FACILITY - HALLWAY 5

The player enters the hallway connecting encounter 4 with encounter 5.

INT. RESEARCH FACILITY - PRISON - ENCOUNTER 5

A dilapidated prison with a collapsed middle floor, turning what was once a two-story building into a single room. Three Spawning-Machines line the edges, each surrounded by a force field. An exit-door is on the lower level opposite the entrance-door.

The player exits the entrance door trigger box.

Tank Frogs, Flusher Frogs, and Pinner Frogs spawn. The Tank-Frogs guard the Spawning-Machines.

GRANT BOOM
I count three frog-producing machines. Time to destroy some reproductive rights.

The player kills the Tank Frogs, causing the force fields to disappear.

The player destroys the Spawning-Machines.

The player kills all frogs.

The exit-door opens.

GRANT BOOM (CONT'D)
I'm installing one of these doors when I get home.