# Prologue

There’s a saying that goes: “Laughter is the best medicine”. It implies that laughter, or cheerfulness in general, is known to improve people’s wellbeing. But what if laughter itself… is what’s killing you?

I don’t even know when everything started. From what I’ve heard from my overseas colleagues, one day, in a certain rural town, a man starts laughing hysterically. Passerby wouldn’t thing much of him, but little did they know, he’s been like that for 7 hours, and he can’t stop. A week later, a group of young adults going to visit their relatives were horrified to find out that two-thirds of the town’s population were dead, and the remaining people were either in stiches (When someone is in stitches, they have been laughing for so long that they are physically in pain) or wheezing, gasping for air. After being put under an unhealthy amount of anesthesia, some of the Hyperwhoopers, as they would later be called, were able to calm down and retell the story to rescuers, all while giggling between their lines. The whole town had been laughing non-stop, regardless of day or night, wherever they are and whatever they were doing beforehand. Then people start dying, either from hypoxia or exhaustion, some even had heart attacks. They literally laughed themselves to death. Chaos ensues. They lost connection to the Internet cause the manager was busy howling with laughter, and the phone service and electricity provider followed suit.

Unfortunately, that would not be the only incident of mass Hyperesctasy – the name given to the “disease” by scientists. In the following months, several small towns and suburban areas were struck with the same catastrophe. Then the major cities got affected also. Soon enough, almost everyone was laughing in agony, and the world was in shambles.

Now, here I am, with my team in a laboratory in the middle of nowhere, is one of the last standing research facilities on the planet. We, along with our friends and colleagues, must save humanity from this ironic ailment.

# Chapter 1

From all they’ve gathered from other labs. The cause of the disease is a new form of virus. The Hyperesctasy virus had a peculiar ability to bypass the body's normal response mechanisms, affecting the neural pathways responsible for regulating laughter. It seemed like a cruel joke that the very thing known to bring joy and healing had been twisted into a lethal force. We don’t know the biological structure of this virus yet, so the most crucial thing to do now is to figure that out using our limited samples from the saliva of our past colleagues. We also have limited food supply in the facility, so at some point we’ll have to start hunting and farming.

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\*Gameplay

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After what seemed like forever, we’ve managed to figure out the biological structure of the virus. The next step is to search for possible antiviral compounds.

# Random events (happens throughout gameplay)

* A scavenger suddenly starts giggling to himself. This quickly escalates into roaring laughter, and they are unable to stop. From all you’ve gathered, the only ways to stop someone from their laughing bout is to either administer a near lethal dose of anesthesia or physically knocking them out, and even then they’re likely to continue when they regain consciousness. Do you:
  + Ask one of the guards to knock them out (decent chance of success, risk of them laughing again, risk of the guard contracting the disease).
  + Kick them out of the facility (-1 scavenger, less food consumption).
  + Put them in a quarantine chamber filled with strong sedative gas to control the laughing bout (-1 scavenger, unchanged food consumption, but unlocks the option to ask them for body fluid samples the following days)
* A member of the crew becomes depressed. Do you:
  + Try to lift their spirit (works, but only for a few times)
  + Retrofit an area of a facility for entertainment (reduces chance of depression events, and makes “lifting spirit” option works better, mechanic and toolsmith become unavailable while building)
  + Organize a small party (immediately apply “lifting spirit” option to all depressed members, consumes 2x daily food consumption value that day)
  + Ask a colleague to start researching for a cure for depression using the virus (2x sample consumption, partner researcher becomes unavailable for main research. When done, unlocks “administer antidepressant” option)
  + Administer antidepressant (works all the time, but slightly increase chance of “member starts laughing” event each time this choice is made)
* One of the farmers found a Hyperwhooper has trespassed into the facility and has now collapsed from laughing in one of the farms. The guards were able to detain them without any casualties. Do you:
  + Kick them out (no pros, no cons)
  + Put them in a quarantine chamber filled with strong sedative gas to control the laughing bout (increases food consumption, unlocks the option to ask them for body fluid samples the following days)
* You’re low on body fluid samples. Do you:
  + Ask one of the patients in the chamber to give you some (each person in the chamber has 50% chance of refusing. So if you have a single person you will fail 50% of the time. But if you have 5, you only have a 0.5^5 = 0.03125 (3.125%) chance of failing)
  + Instruct one of the scavengers to get you some from a dead person outside (slightly increase sample size, slightly increase chance of “member starts laughing” event)
  + Instruct one of the scavengers to get you some from a dying person outside (moderately increase sample size, moderately increase chance of “member starts laughing” event)