

Notes:

- “Quotation marks appear” around all dialogue.
- ‘Single tick quotation marks indicate’ that regular quotation marks are used in that line of dialogue.
- “(Parentheses in quotation marks)” indicate text in a dialogue box that describes the character’s thoughts, feelings, or actions.
- A “-” means the player has to push the select button to make that text appear.
- A “-=” means the player has to push the select button for the text to appear, and it appears on a new line.
- **Bold letters indicate** camera and sound effects, as well as any notes about gameplay.
- *(Italicized letters in parentheses)* describe the placement of key objects or characters, as well as any action that happens in game, whether done by characters or the environment.
- Unaltered, unmarked text indicates text which appears on the screen that isn't in a dialogue box.

Screen is black. White text fades in.

(Open scene: A phone booth in the middle of an unknown location. Someone is inside the booth.)

“ . . . Yeah, I’ll be sure to remember.

-= Watch his sleep schedule? -Sure thing.

-=No, he hasn’t acted strange recently. Well, no more than usual.

-=A bridge? Really? In his dream? -That’s incredible.

-=I’ll be sure to report any anomalies.

Got it, Stolz. -Yeah.

-=Yeah, I know! -I'll convince her."

Pause, dialogue box disappears before reappearing

"Listen, I gotta go.

-= I'm not sure if I'm being monitored. -Let's discuss this in person.

-= Mm-hmm . . . alright. -Yeah. -See ya.

The click of a phone hanging up is heard.

(The booth door opens and Lionel steps out. He looks to his right, and a "?" bubble appears above his head.)

Opening theme plays, and the screen subtracts to a sepia tone for a few seconds, then to black. Fade in to Atlas reading a textbook in bed. The screen dims and white text scrolls upward from the bottom of the screen

The religion of ancient Triflorum was a simple polytheistic system that emphasized a balance between good and evil. While the rest of the people of that time were sacrificing livestock and even people to keep order in the heavens and the earth, ancient Triflorians believed that the supreme deities' were the ones who held the responsibility of keeping order and balance. They believed...

(Atlas drops the book to his chest and falls asleep.)

Everything on the screen except atlas undulates and fades out to black-even the bed- until only Atlas, asleep, is left on the screen. The background of The Mind, a barren, purple wasteland undulates in.

(Atlas is lying on his back. He slowly gets up, shakes his head, and looks around him. The player can roam around a little and find the cassette player)

“(Atlas got the tape player)”

(As soon as Atlas gets the cassette player, a screeching sound is heard. Atlas turns to the left and a bubble with “!” appears above his head. A thanatos runs up from the left and stops in front of him. It lunges at him and a battle tutorial for using the cassette player begins.)

When the cassette player is found, a distorted monstrous screech is heard in the distance and the ground shakes.

(Atlas turns to look at something off screen before running in the other direction off camera. The screen switches to a room which represents Lionel’s psyche. The back wall of the room is reflective, and Atlas’ reflection looks exactly like Lionel. Atlas enters from off screen, running. He hides behind a large rock as the crashing footsteps grow louder. The footsteps then grow quieter until they are gone. The player can roam around this room.)

If the player tries to leave the room a dialogue box appears: “(Atlas thought about leaving, but didn't want to get caught by that thing)”. There are three glowing rocks that the player can examine. When examined, a dialogue box appears:

- *“(For some weird reason, a feeling of paranoia is radiating from this rock.)”*
- *“(Atlas can feel a sense of purpose while holding this rock.)”*
- *“(Somehow, this rock feels like arrogance.)”*

After examining those three rocks, a larger rock starts to glow. When the player examines it the screen changes to Marissa and Lionel’s bedroom, with a white flash as a transition. The screen is now in black and white.

(Lionel gets out of bed and walks toward the door, turns to look at Marissa in bed, and then leaves the room. Another white flash transition to the phone booth. Lionel walks in from the top of the screen and approaches the booth. Before he reaches the booth the screen abruptly switches to Atlas in bed, quickly sitting up with a “!” bubble appearing above his head. The room is dark. He jumps out of bed. The player can now control Atlas.)

Examining anything in Atlas' room brings up a dialogue box:

"(This isn't interesting right now.)"

When the player enters a new room the screen does a white flash transition to the room just entered, empty except for a silhouette of a man walking toward the way out the front door. The screen then does a white flash transition back to Atlas standing where he entered the room. When Atlas goes through the front door to the outside, the silhouette is seen standing close to the edge of the screen in the direction of the phone booth. When the player approaches the silhouette it continues to walk toward the phone booth, staying close enough for the player not to lose it. If the player walks too far in a different direction a dialogue box comes up: "(There's no time to explore yet)". When the player approaches the phone booth the camera pans over until it is centered on it. A dialogue box comes up:

" . . . Yeah, I'll be sure to remember.

-= Watch his sleep schedule? -Sure thing....."

(Atlas walks closer to the phone booth. Lionel steps out of the phone booth. Atlas turns around and runs back toward the house. Lionel turns to face the direction atlas was in, a "?" bubble appears above his head.)

The screen fades to black and fades back in to Atlas' bedroom. The room is dark. Atlas runs in and jumps into bed. Lionel enters the room and stares at Atlas for a few seconds before leaving. The screen fades to black. Long pause, followed by an alarm clock going off. Screen fades in to Atlas lying on his back in bed.

(He rolls over to his side and pushes the snooze on the alarm clock. Connor is standing at the door, looking at him.)

Connor:

"Atlas, I swear to God.

-=We're going to be late. Get up!"

Good Morning theme plays.

Connor:

"Atlas! Dude! I said get up!

-=It's almost 8:20. -School starts in like, ten minutes!"

There's no response from Atlas

Connor:

"Sigh..."

Connor approaches Atlas' bed and slaps his back. Atlas shoots up and rubs his eyes

Connor:

"Yeah, it's about time. You like orange juice in your cereal right?"

(Atlas is still rubbing his eyes)

Connor:

"Just kidding. That would be disgusting! -I'm not that bad with food."

(Atlas stops rubbing his eyes and turns his head to look at Connor)

Home Sweet Home starts playing.

Connor:

"I'll have sandwiches ready. Listen, we really can't be late. -We don't want to look bad at our new school.

-=Go get ready, NOW!"

"NOW" is displayed with time between each letter.

(As he's leaving, he notices an open book on the floor beside the bed.)

Connor:

"Atlas, were you up late reading again?"

-=You know, If you do your homework right after school you'll have more time to sleep."

(He notices a cassette player on the floor, too.)

Connor:

“Where’d you get that tape player? -It looks brand new!”

(Atlas is staring ahead blankly)

Connor:

“Geez! I sound like mom now. Well, a mom anyway. Pick up all your stuff.”

(He leaves the things on the floor and walks out of the room.)

(Atlas walks over to the tape player, a speech bubble with a “?” appears above his head.)

“(Atlas got the tape player again)”

Player now controls Atlas. Attempting to leave the room prompts a dialogue box:

“(You shouldn’t leave your room before getting dressed.)”

Going to his dresser prompts: “(Time to get dressed?)”

If no is chosen, the player can keep walking around the room. If yes is chosen, the screen fades to black and fades back in with Atlas dressed in his normal attire. The player can now leave his room and go downstairs into the kitchen. Attempting to go through any other door prompts a “(You should go eat breakfast first.)” message.

After walking into the kitchen, Atlas automatically walks to the table, takes a seat at the south side of the table, and drinks from a cup of orange juice that’s in front of him. His mother is at the sink, Lionel is sitting on the east side of the table reading the paper, not looking at anyone. In front of Lionel is a plate of eggs, bacon, and toast.

Connor:

“Aaaalright, who ordered the special?”

-=Sorry, it’s just ham and cheese.

-=I made four. So we each get one now and one for lunch.”

“(Connor made Atlas breakfast. Atlas felt a warm feeling in his heart.)”

(Connor takes a seat on the west side of the table and begins eating his sandwich.)

Lionel:

(Without looking away from his paper)

"Marissa, these eggs are cold. -And the Bacon is burnt."

Marissa:

"I'm sorry honey. I can remake it for you."

Lionel:

(Still not looking away from his paper)

"It's too late, I have to go soon. Now I'll have to grab something out of the vending machine at the office."

Connor:

"Mom, we might be home pretty late. I've got football practice, and Atlas is gonna stay in the bleachers and wait for me to finish."

Marissa:

".....What?"

Connor:

"I said we're going to be home late."

Marissa:

".....Oh.

-=Yeah, ok dear."

Lionel:

(Still not looking away from his paper)

"Marissa, I've been thinking about it more.

-=We're taking Atlas to the Therapist in Breezeborough. -This guy here is a quack."

Marissa:

"I really don't think we should. I mean, all that extra travel time would be too hard on him. His therapist says his nightmares are just a phase. Atlas told me they don't even scare him."

Lionel:

(Still not looking away from his paper)

"I won't hear it.

-=He's going. -End of story."

(Connor stops eating his sandwich and looks at Lionel.)

Connor:

"What is wrong with you two? You're talking about him like he's not sitting right here!"

(Lionel brings his paper down and looks across the table at Connor.)

Lionel:

"THIS HAS NOTHING TO DO WITH YOU!"

Connor stands up, turns to Atlas, then to Lionel,

Connor:

"Whatever."

(Connor walks out of the kitchen. Atlas automatically follows, leaving the sandwich on the table.)

Scene shift to living room.

(Atlas and Connor are standing by the front door. Connor turns to Atlas.)

Connor:

"What does she see in him? He thinks he can waltz into our lives and start running everything!"

-I don't know, we have to head out. -We're already late!

-= You should take point, you need to learn your way around. I still got this map in case you get lost. I know how you are with direction."

"(Atlas got a map of Maple Meadows)"

Scene change to outside of their house. The player now has to walk to the school. Straying too far from the route to the school prompts Connor to speak.

Connor:

"Hey! The school is due east of here, dude. Check the map if you don't believe me.

-=I won't give you too hard of a time since it's still our first week here."

(When the bros enter the school Connor's class is right next to the front door. They stop just outside his classroom.)

Connor:

"Well, at least it's friday. -I'll see you in about 8 hours.

-=Try not to fall asleep in class."

(Connor enters his classroom. Atlas starts walking to the left. Just then a member of Butch's gang, Rusty, quickly walks up.)

Rusty:

"Hey, hey! -Where do you think you're going?

-=You're one of those eskimos from breezeborough right?

-=Yeah, your brother's in my class. -He's that stupid jock.

-=Allow me to introduce myself. -I'm Rusty, second in command of the Maple Meadows butchers.

-=We run this town, you dig?

-=Now, you probably don't know yet, -but there's a school policy that says all new kids have to get their butts kicked the first week.

-=Meet me by the flagpole after school. -And don't even think about trying to skip out, it'll only make me mad.

-=Bad things happen when I'm mad.

-=Now get out of here, -GO!"

(Atlas continues to walk off screen, Rusty walks into the same classroom that Connor went into.)

The screen fades to black, Text fades onto the screen:

6 hours later

Text fades out, the screen fades in to Atlas sitting in class.

Teacher:

"According to sigmund, we have three parts to our personality....."

(Atlas' head drops up and down as he falls asleep) **The screen blurs as text fades in:**

Your brother's in my class..... **That text fades out before a new line fades in**

He's that stupid jock..... **That text fades out before a new line fades in**

That stupid jock..... **That text fades out before a new line fades in**

Stupid jock.....

That text fades out before everything on the screen except atlas and his desk undulates and fades out to black until only Atlas, asleep at his desk, is left on the screen. The background of The Mind undulates in.

(Atlas lifts his head up and gets out of his desk. He throws his desk to the ground and kicks it. The player now takes control of Atlas.)

The player can roam around The Mind, but all paths eventually lead to Rusty's psyche room. When the player gets there, there is a large memory rock glowing. When examined, the screen does a white flash transition to the hallway when Rusty threatened Atlas.

(The camera follows Rusty as he walks away from atlas and enters the same classroom that connor is in. The screen switches to inside the classroom. Rusty takes a seat in the back corner.)

Teacher:

“Late again Rusty.”

Rusty:

“Pfft, So?”

Teacher:

“.....Anyways, like I was saying.

-=Blah-blah-blah, blah-blah...blah.”

The screen does a white flash transition back to Atlas in The Mind. After examining the memory rock, a puddle of liquid and a patch of attribute rocks start glowing. When the attribute rocks are examined, a dialogue box appears:

“(Atlas grabbed a rock. -A feeling of aggressiveness is coming from it.)”

That dialogue box disappears and another one immediately appears:

“(Atlas got the aggressive rock.)”

When the puddle of liquid is examined a dialogue box appears:

“(There’s a few rocks submerged in this liquid. Take one?)”

If no is chosen the player takes control once again. If yes is chosen a dialogue box appears:

“(These ones are like jelly, they fall apart in Atlas’ hand.

-=They’re giving off a sense of forgiveness.)”

The player controls Atlas once again. If the puddle is examined again a dialogue box appears:

“(All of the rocks in this liquid are softened.)”

They must put the aggressive rock in the puddle. When “use” is selected on the aggressive rock in the items menu while near the liquid puddle, a dialogue box appears:

“(Toss the aggressive rock into the liquid?)”

If no is chosen, gameplay resumes. If yes is chosen, Atlas tosses the rock into the liquid. A noise is played and the rock changes color. Then a school bell can be heard. The screen undulates back to the classroom with Atlas awake in his desk.

(Students are filing out of the classroom. The teacher is sitting at their desk. When all the students are gone the teacher speaks.)

Teacher:

“Did you have a good nap Mr. Nocella? I’ll let you off this time, but next time it’ll count as an absence, ok?”

(Atlas stands up. The player now takes control.)

If the player speaks to the teacher:

Teacher:

“I was never able to get good sleep in new houses either, I understand how it is. - That’s why I’m not going to give you a hard time.”

When the player leaves the classroom Rusty is standing in the hall, waiting for Atlas.

Rusty:

“Atlas!

-Look, I just wanted to say I’m sorry for being a jerk to you before. -I don’t want to fight you.

-I’ll leave you alone, -I promise.”

(Rusty walks off screen to the right. Connor walks on screen from the left and approaches Atlas.)

Connor:

“What did that goon want?

-Don’t start hanging out with him, -people like that are not good friends.

-Let’s head to the bleachers. You’re gonna see me throw some perfect spirals today, just watch!”

(Atlas follows Connor down the hallway to the left. A hall monitor stops the two.)

Hall Monitor:

“Say, that’s a nice looking hall pass. Why do you have it after hours?”

-=Wait a minute, -is this a forgery?”

Connor:

“Uhhhhh...”

Tod:

“Neeerds!!!”

(A member of Butch’s gang, Tod, runs on screen from the left and tackles the hall monitor. He then gets up and turns to Atlas and Connor. A battle begins.)

(After winning the fight, the bully runs away off screen to the right. The hall monitor gets up and faces the bros.)

Hall Monitor:

“Thanks for helping me out guys. I would’ve wore myself out if I had to take him down myself.

-=Well, see ya!”

(The bros watch as the hall monitor limps away off screen to the left. Connor turns to Atlas.)

Connor:

“Something has to be done about those guys. Let’s go talk to the principal.”

(Connor and Atlas walk over to a map of the school that’s hanging on the wall.)

The screen changes to the school map, showing the current location and the principal’s office. When the player pushes the select button, the screen returns to the bros in the hallway. There are more maps placed around the halls. The player now takes control of Atlas. They can explore the school. Trying to leave prompts Connor to speak:

Connor:

“Hey we gotta talk to the principal about that stupid wannabe gang, remember?”

When the player enters the principal’s office they can speak to the receptionist or talk directly with the principal.

If they talk to the receptionist:

Receptionist:

“May I help you?”

Connor:

“We have to talk to the principal about some bullies that have been harassing students.”

Receptionist:

“We take bullying very seriously here, the principal is in the next room.”

If they talk to the principal:

Principal:

“Hey boys! -What can I do for ya?”

(Connor and Atlas sit down in chairs that are in front of the principal's desk.)

Connor:

“Your school has a bully problem.”

Principal:

“I had no idea. Thank you for coming to me about this. -It’s a very serious issue.

-=So tell me, who’s been causing trouble?”

Connor:

“The Maple Meadows Butchers. Ever since we’ve moved here I’ve seen them terrorizing the other kids on a daily basis. It’s gotta stop.”

Principal:

“You mean Butch’s friends? No, you’ve got them all wrong.

-Butch is my son, -He and his friends are harmless.

-You two know more than me what it's like to be a young boy in this day and age. They just like having a little fun."

Connor:

"Well we were just attacked by one of those 'harmless friends' of his. If you're not going to do anything then we're just gonna go talk to the mayor."

Principal:

"Look, there's no need to make a big deal out of this.

-Let's just forget about all of this nonsense.

-Hey! -I have some chocolates in this jar, feel free to take some! -There's even peanut butter cups!"

Connor:

"You can't bribe us, ok? -...

-We'll take your candy. **The "acquired item" sound plays as Connor reaches forward and the candy jar disappears.**

-But we're not gonna forget about this."

(Connor and Atlas stand up and the player takes control.)

If the player talks to the principal again:

Principal:

"There's no need to take this to town hall.

-They're good kids. -Really, they are."

If the player talks to the receptionist again:

Receptionist:

"Have a nice day!"

When the player leaves the office:

Connor:

"We're totally taking this to town hall. If the mayor doesn't do anything I'll lose all faith in this stupid town."

The candy jar acts as a health item. Since this is the demo and also the tutorial of the full game, it has unlimited uses until the fight with Butch is over, then it has 2-4 uses left. The player is now free to explore the school and the town. If they try to leave the town or get on the train, Connor speaks:

Connor:

"Dude, why are you trying to leave town?"

-=There's nothing over there for us."

If the player goes to the MM Butcher's cave hangout, Wade is standing in the way.

Wade:

"I'm sorry, no losers allowed. -Nah, just kidding.

-=I'm NOT sorry! Hahaha!"

If the player tries to go to stump field Candy Kid is blocking the path, asleep.

When the player talks to the mayor's receptionist:

"Normally I would say you can't see the mayor unless you have an appointment, but I just found out I'm getting laid off in two weeks so I really don't care.

-=Be my guest!"

When the player walks into the mayor's office:

(Connor and Atlas sit down in chairs in front of the mayor's desk.)

Mayor:

"Can I help you?"

Connor:

"Yeah, you need to put a stop to that stupid schoolyard gang. -The principal wont do anything because his son is their leader.

-=Believe me when I tell you, -they're a threat to the safety of our fellow students."

Mayor:

"Now boys, I don't think you fully understand, I personally know those kids.

-=All of their parents are good friends of mine. Their families are a part of the fabric of this town.

-= As you know, Butch's father is the principal.

-=Tod and Wade are my two boys.

-=Rusty's parents own the maple factory. -His grandparents founded Maple Meadows for goodness sake!

-= Maple Meadows thrives because of the tourist activity we get. -If our town's reputation were diminished in any way it could kill our economy."

Connor:

"You can't be serious.

-=These guys are going down a bad road. -If things continue to escalate you'll have a huge problem on your hands. -Do you want to have to deal with serious crimes?

-=Widespread theft? -Property damage? -Kids in the hospital? -Angry parents? - Civil Lawsuits!?!?!?

-=You don't want the state department to get involved in this do you?

Mayor:

"Woah, woah, woah! -Where did you kids learn about grown up stuff like that?

-=I'll tell you what, There's another group of kids about your age that hang around Stump Field all day long. -Ever since they've formed their little club, city property has been getting damaged on a daily basis. -These kids are the REAL public nuisance.

-= No matter how many times the police get involved they won't stop. Maybe they'll listen to you. -If you talk to them, I'll talk to the parents of those Maple Meadows Butchers and see what I can do."

Connor:

"You got yourself a deal."

(Connor and Atlas stand up and the player takes control.)

If the player talks to the mayor again:

Mayor:

"Just get those kids to cut their crap and I'll make sure my sons' friends don't bother you anymore."

If the player talks to the receptionist again:

"I'm thinking about just leaving right now and telling the mayor to kiss my socks."

When the player leaves Town Hall:

Connor:

"So the map says that Stump field is the northernmost point in the Wollen Woods, which is the northernmost point in Maple Meadows.

-=So I guess we just keep going north!"

The player is free to explore maple meadows and Wollen woods at this point. If the players try to enter the MM Butcher's cave hangout at this point, Wade is blocking the path.

Wade:

"Where do you snerd burglars think you're going, huh? -Get lost!"

The entrance to stump field is blocked by a somewhat large kid who has a picture of candy on his shirt. To progress the player must talk to him.

Candy Kid:

"Sup?"

Connor:

“That’s where stump field is right? Can you let us through?”

Candy Kid:

“What’s in it for me?”

At this point gameplay resumes. The player has to select the candy jar in their inventory and select “use” while standing near Candy Kid.

Candy Kid:

“Holy cow! That’s a lot of candy.”

Connor:

“If you let us through you can have all the peanut butter cups out of here.”

Candy Kid:

“... -... -Deal!”

(Candy Kid moves out of the way, sits down, and begins eating the candy.)

(Stump field is a large portion of the forest that is littered with tree stumps from all the trees the city cuts down. A portion of the field is freshly dug dirt. There is a group of kids digging and planting in the dirt, and a few kids using axes to break apart the stumps.)

If the player talks to the kids that are chopping the stumps.

David:

“Clearing out these stumps not only gives us space to plant more trees, but we can also use the wood chips as mulch to help the new trees grow.”

Eric:

“My mom says it’s best to let the wood chips age before we use them as mulch.”

If the player talks to the kids that are digging and planting

Bennett:

“What’s up guys?”

Connor:

"We're looking for some kids that keep vandalizing city property. You know anything about that?"

Bennett:

"HA! That's funny.

-=You're lookin' at 'em dude. The cops have been tryin' to stop us from replanting this forest ever since we started. -You're wasting your time, -we're not gonna stop."

Connor:

"Wait, what? -THIS is what the mayor is so upset about?"

Bennett:

"Welcome to Maple Meadows!"

Connor:

"I've seen enough. Come on, Atlas. We're gonna take care of the Butchers ourselves."

Bennett:

"Before you guys go, you want to help us plant some trees? Good deeds never go unrewarded."

If the player selects "yes" the screen fades out and fades back in. Atlas and Connor are now holding shovels. The player can dig and plant seeds in certain places. They are rewarded with a unique item while digging. They can keep the shovel, which can be used as a weapon and as a way to find "buried treasure" around the game world.

Bennett:

"As long as you have the shovel equipped, you can press '(insert button here)' while standing next to patches of soft soil to dig. Then highlight the seeds in your inventory and select 'use' while standing next to a hole to plant the seed."

When the minigame is over:

Bennett:

“Good work guys! Feel free to keep the shovel and seeds and use ‘em whenever you want. We’ll see you guys later!”

“(Atlas got the shovel and seeds)”

If the player selects “No”, gameplay resumes. If the player misses this opportunity, they can purchase the shovel and seeds at the shop in town.

(Upon leaving stump field the bros find Candy Kid getting picked on by Tod)

Tod:

“What’s the matter, fatso? You gonna cry?”

Candy Kid:

“Just leave me alone! I never did anything to you!”

Tod:

“I wanna see you cry. Go on, cry for your mommy. Hahaha!”

Connor:

“Hey! You wanna go for round two?”

Tod:

“Get out of here, dweebs! This is none of your business.”

Connor:

“If you leave him alone then we won’t pound your face in again, ok?”

Tod:

“Why do you even care?”

Connor:

“We owe him a favor, so just let him go.”

(Tod turns to Candy Kid.)

Tod:

“...-Get out of here, loser.”

(Candy Kid runs off)

Connor:

“Where’s your leader? We want to join the gang.”

Tod:

“You think Butch is going to let you join? -He’ll beat the snot out of both of you at the same time.

-=You know, I’d like to see that. I’ll take you to him.”

Gameplay resumes. Tod walks toward the gang’s cave hangout but stops before walking off camera. When the player catches up with Tod he resumes walking toward the hangout. This repeats until they arrive. If the player leaves the woods and comes back, Tod is waiting for them just inside the entrance to the woods.

Tod:

“Our hang out is this way, dummies!”

When they get to the MM Butcher’s cave they are stopped by Wade, the guard. Tod stops just before Wade and the cave entrance appears on camera. When the player gets close to Tod he approaches Wade.

Wade:

“You got some turds following you dude.”

Tod:

“Yeah I know, these guys think they can join the gang. -I’m taking them to Butch so he can whoop ‘em.”

Wade:

“Alright!!! -It’s been a while since I’ve seen Butch in action.”

Tod:

“Right this way gentlemen. Hehehehe.”

Tod and Wade move out of the way so the player can enter the cave hangout. If the player leaves the area and comes back Tod and Wade are still there, standing in front of the cave entrance. The player must speak to them again to gain entrance.

Wade:

“Check it out dude, they didn’t chicken out after all.”

Tod:

“Did you guys have to go home and change your soiled undies or what?”

They once again move out of the way. If the player leaves the area and comes back again, the same thing happens but with different dialogue.

Wade:

“Oh my god, make up your mind!”

If the player continues to leave and come back this same dialogue is played before Wade and Tod move out of the way. Inside the cave, Butch and a few other gang members are hanging out.

When the player talks to the gang members:

Rusty:

“Hey Atlas! How’s it going?”

-=Again, I’m really sorry about before. -I was being a jerk.”

Biff:

“Pfft, look at these eskimos! -You got a lotta guts comin’ in here, I’ll give you that.”

Chet:

“What’re you lookin’ at, dweeb?”

When the player talks to Butch:

Butch:

“Well well well, what do we have here?”

Gang member #1:

“Looks like the dork squad is trying to hang with us.”

Connor:

“We wanna join your gang. Seeing as we beat the crap out of Tod earlier today, we figured you could use some people that can actually fight.”

Butch:

“Ha! Tod’s a wuss.

-We only keep him around because of who his family is. -Whoopin’ him don’t mean squat.

-But you know what? I’m feelin’ good today. I’ll give you guys a chance. But you have to prove yourselves first.”

Connor:

“What do you want us to do?”

Butch:

“First, TP the math teacher’s house. -I want that house COVERED in toilet paper! -
=I’ll send Tod with you. -If he gives you any lip, beat him up again, haha!

-TOD! -GET OVER HERE!”

(Tod walks up from the cave entrance)

Butch:

“You’re gonna go with these two while they TP the math teacher’s house. Make sure they know what they’re doing.”

(Tod faces the bros)

Tod:

“If you guys have any questions, just ask.

-I’ll be sure to let you know how stupid you are.”

(Tod joins the party)

Gameplay resumes. The player is free to explore the cave. When they leave, Connor talks to Tod.

Connor:

“So where are we supposed to get toilet paper from?”

Tod:

“A bathroom, duh!!!”

The player is free to explore the woods and the town. They can get toilet paper from various bathrooms located in shops and restaurants. If the player checks the toilet stalls in the bathroom a dialogue box comes up.

(This won't be enough. Maybe there's a stock of toilet paper somewhere.)

Each bathroom has a cabinet under the sink and mirror. If the player checks the cabinet, a dialogue box comes up.

(The bros got a butt load of toilet paper)

After getting the toilet paper, Tod speaks to them.

Tod:

“Alright, I'll mark the math teacher's house on your map. Don't mess this up.”

The player is free to explore the town from here. If they try to enter a building, the woods, or tries to leave town Tod speaks to them.

Tod:

“This doesn't look like the math teacher's house to me. -If you guys don't hurry up, Butch is gonna be pissed!”

The player has to either examine the house marked on the map or stand next to it and select “use” on the toilet paper in the item menu. When they do, the screen fades to black and fades back in with the house covered in toilet paper.

Tod:

“Alright, this actually looks pretty good. Let's get back to the cave.”

The player is free to roam the town. Every five minutes of gameplay time Tod says one of the following lines:

First time:

Tod:

“If we don’t hurry up and get back to the cave Butch is gonna be pissed.

-I don’t wanna face that kind of wrath.”

Second time:

Tod:

“Enough messing around! Let’s get back to the cave!”

Every other time after that:

Tod:

“Time to get back to the cave! -NOW!”

When the player goes back to the cave wade is already standing to the side. If the player talks to him:

Wade:

“So, how did they do?”

Tod:

“Actually, not that bad.

-For a couple of dweebs.”

When the player talks to Butch:

Butch:

“Look who’s back! How did it go?”

Tod:

“They got it done. -Too much messing around though.”

Butch:

"I can't wait to see the look on his face in class tomorrow! -It's gonna be priceless!"

Connor:

"So we're in?"

Butch:

"Not that easily, dude.

-=You guys think you can fight huh?

(Butch takes a step toward the bros.)

-=Come at me.

-=Come on. -You're tough guys, right? -Try it."

(Connor lunges at Butch and a battle begins.)

After the bros win the fight:

Butch:

(Dusting off his jacket)

"I'm impressed, -you two aren't a couple of wusses after all.

-=But there's more to bein' a Butcher than kickin' butt and throwin' toilet paper. You gotta show me you can cause some serious trouble."

Connor:

"Whatever it is, we can handle it."

Butch:

"You're gonna steal the mighty sapling statue next to the hospital and bring it back here.

-=If you can do that without getting caught, you're in."

Connor:

"We're on it."

At this point the player can freely explore the town and the woods.