Ren pushes you to a hole which leads to a small jail cell. Fade in from black with a cutscene of you waking up and finding out you're in a jail cell. A short while passes and Ren walks into the room. He explains that you’ve been kidnapped so that Turtle can assume President of the Prime Universe. Idiot insults Ren, who runs away. Idiot then breaks out by finding a key in his cell and goes to the next room which introduces Turtle as the main villain and stuff which was already explained but who cares, it happens. Turtle explains that there will be no escaping from the underground prison. Idiot is too dumb to figure out any of the dangeous puzzle platforming stuff he’s laid out in the event Idiot *somehow* broke free.

Ren in some puzzles will be trying to stop Idiot in some stupid way planned out by Turtle (kind of like how Donkey Kong ‘94 had those levels? I dunno this was kind of on the fly, but it’s interesting). At long last when the last of the levels is reached, Idiot will face off against Ren for one final time. After defeating Ren, Idiot must solve one puzzle (IT’S A TRAP!) which is really easy. Idiot will (hopefully) refuse in dialog against Turtle’s persuasion (Thinkin’ of Portal 2 when Wheatley did that dumb trap against Chell near the end except you do fall for it in a way). Idiot insults Turtle, who gets fed up and appears to face Idiot.