S0 - Fleeing The Complex

Welcome to this game!!!

This is a choose-for-your-own-adventure game. Be careful for what you are choosing!

At each stage you'll be asked to push a key on the keyboard to make a choice.

At any point in time, press "Q" to quit.
You can press "Escape/Esc" to see Achievements.

Press " " to continue.

S1 - Introduction

Your name is **Henry**. You have been charged with assessing the security of the **Complex** on behalf of the **Mafia**. The **Mafia** plays one of the most stringent prisons in the world.

You are known to **Hiding 8** - a transfer call - to wait for being picked up. Your job is to make sure that the **Mafia** is heading to the island using just like you. Her name is **Ellie**. Both are hardcoufted.

Press " " to continue.

S2 - Transfer Cell

Now in front of the door is the warden, who is staying outside. There is a ventilated lid on the ceiling, which can be climbed up and is a ventilated path.

There is also a door to the way out of this prison. And now is the best chance for you to make a break.

What will you do?

1. Stand Up - You climbs on the ventilation path.
2. Change Sector - You hit the jailer and run out.
3. Wait for transfer - You wait to be taken to the official cell.
4. Use Chest - You lift down and pretend to die.

S3 - Transfer Cell (Failed)

You collapse and pretend to die. The warden notes that and calls for medical help. Ellie and Hiding 8. No let guard those you into the cells. You failed!!!

Pts - Pretty convincing there.

1. Try again.
2. Back to menu.

A0 - Maintenance Vent

While the warden doesn't notice, you are the girl to push herself up to reach for the vent cap.

You climb up there and slam your hands/kick against the cover to break it.

You are in the vent now. What will you do next?

1. Go left - You find your way out and leave the jail behind.
2. Pull up - You help the girl to climb up.

A1 - Storage Room (Solo)

You, left the girl behind. **Ellie** will remember that :(

You find the way to the storage room. In front of you are two guards of the storage door. One holds the spear and the other holds a bludgeon.

What will you do to pass these guards?

1. Command Melody - You play a music to order them.
2. Pickpocket - You steal the guard's belongings.
3. Whisper Cushion - You bribe it to distract them.
4. Spirit - You let your[illegible] and ignore them.

A1+F1 - Storage Room (Solo) (Failed)

You hypnotized a guard, you order him to cuts himself into the torch. But the other guy was unaffected. You **FAILED!**

Pts: Total bad you didn't know how to play, Jim, an Obama in something.

1. Try again.
2. Back to menu.

A1+F2 - Storage Room (Solo) (Failed)

Pts: Idiots 2 of 2! Valuable things from the guard. However, you have no time to heavy, you can't turn a cat. You **FAILED!**

Pts: Did you really need all that?

1. Try again.
2. Back to menu.

A1+F4 - Storage Room (Solo) (Failed)

You ran through two security guards. Suddenly, the guard behind his spear! In shock a duel of you. You **FAILED!**

Pts: But you thought that was just a game

1. Try again.
2. Back to menu.

A2 - Outside Security (Solo)

You throw a whoppass cushion to them. They start arguing because of the smell and the guards are left. You quickly sneak out of that time, you run through and hide in a nearby corner.

However, the room is locked from the inside. In addition, there was a security guard standing guard outside nearby.

What will you do to climb above the security room?

1. Longshot - You use a hook gun.
2. Sorting - You use the spring from Sonic game.
3. Cover Jump - You use power up to get a super jump.

A2+F1 - Outside Security (Solo) (Failed)

You use a hook gun. But it flies too fo - You fly through a you to the ceiling and fall down. You **FAILED!**

Pts: The longshot only hooks on to wood things. Luckily you hit wood

1. Try again.
2. Back to menu.

A2+F2 - Outside Security (Solo) (Failed)

The spring works first but the noise is too noisy. You climbed above the room but the guard hears the noise. You **FAILED!**

Pts: Come to think of it those springers are kinda loud

1. Try again.
2. Back to menu.

A3 - Elevator

You jump up on the security room gently, uncovered by the guard. You break into the room through a hatch. Inside, you find the elevator door that can lead you down.

What will you do to go down through elevator way?

1. Balloon - You use a balloon to go down slowly.
2. Button - You go down using elevator button.
3. Bungee - You use a rope to jump down.

A3+F2 - Elevator (Failed)

You use the elevator to go down to the ground floor. Suddenly, you hear someone coming up and you panic and attempting to wait out from the elevator doors open. You **FAILED!**

Pts: Lucrative pressing floors?

1. Try again.
2. Back to menu.

A3+F3 - Elevator (Failed)

You use the rope to jump down. However, due to being too heavy, wrong thing to use, a rope, to impress and fall down. You **FAILED!**

Pts: Ok. Title you just bungee jump with a plain rope?

1. Try again.
2. Back to menu.

A4 - Bowels of the Complex

You just jumped down and blew bubbles. Fortunately, as soon as the ground is reached, the bubble ran out of air. You are safe!

You are now in the bowels of **The Complex**. In front of you is quite a deep pitch. Only one pipeline run through a vent on the other side.

What will you do to across the other side?

1. Balloon - You use a balloon to be able to float in the air.
2. Balance - You keep your balance while jumping.
3. Plunger Bowls - You use a sticky bowls.

A4+F2 - Bowels of the Complex (Failed)

You jump balance on your feet on the pipeline. Suddenly, a wave of pipe breaks and make you fall down. You **FAILED!**

Pts: Ok. That plan wasn't very sturdy.

1. Try again.
2. Back to menu.

A4+F3 - Bowels of the Complex (Failed)

You use a sticky bowls to jump. However, you weren't sticky because it is too sticky. You **FAILED!**

Pts: Ummm.

1. Try again.
2. Back to menu.

A5 - Docks

You see Nelson goes to pump it into your head. At the point, you can float in the water. Nelson waits for the end of the pipe. You get out and get to the island.

You hide behind empty boxes. In front of you there are two guards, including one with a gun.

What will you do to pass these guards?

1. Box - You get into a box.
2. Leaf - You turn into a flying box.
3. Distraction - You use a device that can help you enter your own shadow.

A5+F1 - Docks (Failed)

You get into the box and silently enter the boxes. The guards discover and use the box to ... (play card). You **FAILED!**

Pts: Hey do you extract found.

1. Try again.
2. Back to menu.

A5+F3 - Docks (Failed)

After pressing the button, you have become a shadow and easily cut out. Unfortunately, a should was probably creaking the room. You press the button to return to its original shape but it is too late. You are seen by the guards and they immediately shoot you down. You **FAILED!**

Pts: You ought to be a detective in your former self.

1. Try again.
2. Back to menu.

A6 - Outer Docks

After casting spells on the leaf, you turn into a box and fly out. Strangely, no one seem to notice!

Now you're in the outer docks. There're currently 3 vehicles that can help you escape.

Which vehicles do you want to choose?

1. Boat - Sail away.
2. Dinghy - A small boat.
3. Rocket - Can fly into outer space.

A6+F1 - Outer Docks (Failed)

You can break into the control of the ship, easily knock out the guards and sail away. However, the ship is too heavy and too slow to escape with a dozen of guards from behind. You **FAILED!**

Pts: Did you think none of the crew would notice an overloaded dwarfship?

1. Try again.
2. Back to menu.

A6+F3 - Outer Docks (Failed)

You can break into the rocket and find a way to launch it. When the rocket ready to fly, guards find and shoot it. Unfortunately, the rocket is too big to dodge from its path, crashing into the harbor. You **FAILED!**

Pts: I think you mixed up the staying process LIKE

1. Try again.
2. Back to menu.

F1 - Ending (Ghost Inmate)

You are a dingly and scar away. Ten guards discover but don't think it is a prisoner.

Congratulations!! You have escaped **The Mafi** prison unwell!!!

Achievement: Ghost Inmate.

Thanks you for playing!!!

1. Back to menu.

B1 - Storage Room (Ellie)

You help the girl to climb into you. She is very grateful for this. After that, both of them find the way to the storage room.

In front of you are two guards of the storage door. One holds the spear and the other is empty handed.

What will you do to pass these guards?

1. Distract - Do something stupid to distract them.
2. Pickpocket - You steal the guard's belongings.
3. Bounce Brick - One person jumps, one suppose to pass them.
4. Tall Guy - Two people pretend to be a tall man.

B1+F1 - Storage Room (Solo) (Failed)

You ran out to distract, only found, two guards and one spear away. After that, Ellie feels torn and demons as well. **FAILED!**

Pts: 1. Wh - Lyric. Wh.wat

1. Try again.
2. Back to menu.

B1+F3 - Storage Room (Solo) (Failed)

Ha ahem and cough you to jump. After that, you only support Ellie and both lace down. You **FAILED!**

Pts: Anyone really need to be so encouraging?

1. Try again.
2. Back to menu.

B1+F4 - Storage Room (Solo) (Failed)

With over a dozen of people, the guards are suspicious of you. But, you guards are suspicious so they should not let go. You **FAILED!**

Pts: I don't see how being taller was supposed to help Ellie.

1. Try again.
2. Back to menu.

B2 - Outside Security (Ellie)

Ellie and all suspicious guard quietly meets. Then they go out and reach the outside security room.

In front of you are two guards of the storage door. Ellie holds the spear and the other is empty handed.

What will you do to climb above the security room?

1. Judo Throw - One person gains momentum, the other will push you up.
2. Ellie Throw - Ellie throws you into the room.
3. Crouch/Fall x3 - A dedicate can create gravity control circles around the person.

B2+F1 - Outside Security (Ellie) (Failed)

You try to throw Ellie, but she is not strong enough, you get hit on the wall. You **FAILED!**

Pts: Thank around the classmate! Impossible!

1. Try again.
2. Back to menu.

B2+F3 - Outside Security (Ellie) (Failed)

The dedicate circles are too slow. Ellie and the guard are around you to bring you up. Either the dedicate is tumed off, gravity flips and you fall down to the ground. You **FAILED!**

Pts: Ummm Ellie Lee. Use the gravity knob to reset gravity to the ground.

1. Try again.
2. Back to menu.

B3 - Halway Standoff

Ellie uses telekinesis to bring you up easily. You break into the room and cover the door, accidentally disarming the prison security system. Finalmy run out of the room and cause chaos in the prison. You and Ellie run to the helicopter.

There, three guards with guns chasing behind you. Each person holing a gun, including Ellie's dad.

How will you use those two guns?

1. Grenade Chico + Crossbow (Ellie)
2. Grenade Chico + Taser (Ellie)
3. Sniper Rifle Chico + Crossbow (Ellie)
4. Sniper Rifle Chico + Taser (Ellie)

B3+F1 - Handway Standoff (Failed)

Ellie uses a crossbow, hoping to shoot down the guards. The grenade is installed in the guards hands. Ellie tries to run away but it is too late. Ellie dies. You **FAILED!**

Pts: If the grass dose he's taking you with him.

1. Try again.
2. Back to menu.

B3+F2 - Handway Standoff (Failed)

You throw a grenade and Ellie fires electricity at it, causing a huge explosion. You **FAILED!**

Pts: 1 electricity + Grenade = Crazy Explosion apparently.

1. Try again.
2. Back to menu.

B3+F3 - Handway Standoff (Failed)

You jump out and aim a taser rounds to shoot them. But you miss and hit Ellie's dad. You **FAILED!**

Pts: Let's see that in an instant replay.

1. Try again.
2. Back to menu.

B4 - Two Elevators

Ellie fires an electric shirt at you, causing you to get shocked. Fortunately, you survive the electricity.

Now there are two elevators. There are two other guards in front of the elevators. Ellie's dad is nowhere to be detected yet!

How will you use those two cars?

1. Toss - Throw hats over to the other side.
2. Peek Big - Put on the hat and wait aport them.
3. Blend In - Put on the hat and talk to them.

B4+F2 - Handway Standoff (Failed)

You put on hat and come across from seats. Then you meet the guards and talk to them. But, Ellie's dad appears and shoots you down. You **FAILED!**

Pts: Look like they bought your disguises.

1. Try again.
2. Back to menu.

B4+F3 - Handway Standoff (Failed)

You put on hat and come across from seats. Then you meet the guards and talk to them. But, Ellie's dad appears and shoots you down. You **FAILED!**

Pts: What a that guy a detective or something.

1. Try again.
2. Back to menu.

B5 - The Yard (Captured)

You take the hat over to the other side to make two guards (Ellie's dad and Ellie) fall down. Ellie's dad is knocked out. Ellie looks at that time, both up and down the elevator and go up the yard of prison.

The scene is very chaotic, the prisoners run everywhere. While not paying attention, Ellie was amazed by the warden.

What will you do to rescue Ellie?

1. Kidnapping - Kidnapping hostage,you can faster.
2. Fake Fight - Fake a fight to bring Ellie.
3. The KNEE - Use a strong force from the leg.

B5+F1 - The Yard (Captured) (Failed)

You stand the hostage into your leg, you can run faster than the guards. However, Ellie's dad is faster than you. You **FAILED!**

Pts: Ellie's dad was pretty worried. I take back you could get them dead ok.

1. Try again.
2. Back to menu.

B5+F3 - The Yard (Captured) (Failed)

You pretend that you are hurt and the warden is not paying focus. Ellie's dad and the warden are scared away. You **FAILED!**

Pts: Whoa whoa whoa! You can't go mixing fighting game sensibilities that!

1. Try again.
2. Back to menu.

B6 - The Yard (Escape Route)

This make a face that confuses the warden. While he was not paying attention, Ellie jumped up on the wall.

Both find their way to escape from the prison. Currently, there are two ways to escape from Ellie.

What way will you choose?

1. Left - Crawl through a cut fence with other prisoners.
2. Middle - Climb into a van with other prisoners.
3. Right - Grab a motorbike in there.

B6+F1 - The Yard (Escape Route) (Failed)

Both run through the fence to escape. But in front is the abyss. Both fall down and die. **FAILED!**

Pts: I didn't let you heaven kno of that.

1. Try again.
2. Back to menu.

B6+F2 - The Yard (Escape Route) (Failed)

Ellie and you hide under a shadow with the other prisoner. Ellie has there's no movement at all. You are stuck in it. You **FAILED!**

Pts: Ellie your mother tell you not to get into sack with strangers? I guess this is a hard.

1. Try again.
2. Back to menu.

F2 - Ending (Convict Allies)

You climb on a motorbike but the warden keep you back. Ellie takes the motorbike, then comes back with a sign and attracts the warden's touch. Everything is in the warden pocketsized. After that, both escape! Warden was kidnapped.

Congratulations!! You have escaped **The Mafi** prison with Ellie!!!

Achievement: Convict Allies

Thanks you for playing!!!

1. Back to menu.

C1 - Transfer Cell Halway

You push the warden down and run outside. A guard sees that and begins to pull out his gun.

Now you are running in the halway, what will you do to escape from that guard?

1. Speed shoes - Help you run faster.
2. Ghost - Help you hide outside.
3. Hide - Hiding in somewhere.

(Time bar - 10s)

C1+F0 - Transfer Cell Halway (Timed Up)

You have not done anything, the guard hit you. You **FAILED!**

Pts: Notice that bear times? Now you know exactly how much time you have before your tardiss release dur nowadays.

1. Try again.
2. Back to menu.

C1+F1 - Transfer Cell Halway (Failed)

The speed shoes are too fast and hit the wall. You **FAILED!**

Pts: 2 fast. 4 you.

1. Try again.
2. Back to menu.

C1+F3 - Transfer Cell Halway (Failed)

Hiding in a dark place, you are stuck right in front of the two guards. You **FAILED!**

Pts: 2 fast 4 you. I don't think the guy knows what he's saying.

1. Try again.
2. Back to menu.

C2 - Transfer Cell Blockade

You see two guards and two other people. Two guards are sitting on the halway with handcuffs, in front of you are two guards. One guy with you is also.

What will you do now?

1. Sniper Rifle - Shoot sniper with from hand.
2. Bow Tie - Throw your bow tie out.
3. Item - Choose a random item.

(Time bar - 10s)

C2+F0 - Transfer Cell Blockade (Timed Up)

You stand there and do nothing, you strap right in front of the two guards. You **FAILED!**

Pts: 2 fast 4 you. I don't think the guy knows what he's saying.

1. Try again.
2. Back to menu.

C2+F1 - Transfer Cell Blockade (Failed)

You throw your bow tie out. The bow tie hits the guard. Suddenly, the guard turns to shoot a duel of you. You **FAILED!**

Pts: Ummm bow strange!

1. Try again.
2. Back to menu.

C2+F2 - Transfer Cell Blockade (Failed)

You are a ranger handcuffed and guard in jail. There is no way to escape. Ellie and Hiding 8 are shot down. You get shoot out of the game for cheating! You **FAILED!**

Pts: Ummm bow strange!

1. Try again.
2. Back to menu.

C3 - The Yard (Tactical)

You are invisible and easily escape by elevator, while two guards are monitoring where you are. The warden are very angry and orders a notice to find Ellie and Hiding 8.

Now you're in the yard and you're finding your way out. There are 4 positions that you can choose.

Which ways will you choose?

1. Top Middle - Boxing competition with a big guy.
2. Bottom Middle - Fighting with a big guy.
3. Bottom Middle - Fighting with a guard.
4. Bottom Right - Duel with a guard riding tank.

C3+F1 - The Yard (Tactical) (Failed)

Ellie and Hiding 8 are shot down. You **FAILED!**

Pts: TMG.

1. Try again.
2. Back to menu.

C3+F2 - The Yard (Tactical) (Failed)

You fake in the warehouse, the room is dark now. Suddenly, Ellie's dad is shot down and you. You **FAILED!**

Pts: That wasn't scary.

1. Try again.
2. Back to menu.

C3+F4 - The Yard (Tactical) (Failed)

You are defeated by a tank and kidnapped. You **FAILED!**

Pts: Gee, TANKS a lot.

1. Try again.
2. Back to menu.

C4 - Behind the Truck

You fight with the guard named Karlos, you stab a fatal blow and win.

Now, you're in the prison entrance and hide behind a nearby truck. There are two guards standing there.

What will you do?

1. Gadget - Eating this will make you bigger and stronger.
2. Fake Fight - Fake a fight to bring.
3. Costume - You disguise as a crewman.

C4+F1 - Behind the Truck (Failed)

After eating the sandwich, you turn into a hulk and beat them up. But you quickly defeated and kidnapped. You **FAILED!**

Pts: The one werewolf hulk will make you SUPER-SUPER! Ridiculoffers HOTE!

1. Try again.
2. Back to menu.

C4+F3 - Behind the Truck (Failed)

You disguise as a crewman and sneaks smoke on the crew. A security guard sees you and kidnapped you. You **FAILED!**

Pts: Those guys need to CHILL.

1. Try again.
2. Back to menu.

C5 - Car Chase

You drive a truck hit them and the prison entrance to escape.

Immediately, three cars chase and approach you, one gun out of the car and shot at the truck windows.

Think quickly! What will you do?

1. Brush - Use just the window and shoot them back.
2. Hide - Hide in the back and shoot of the truck.
3. Stain - Get the truck building into that car.

(Time bar - 5s)

C5+F0 - Car Chase (Timed Up)

You have not done anything, the guard hit you. You **FAILED!**

Pts: Bad stare-down, baby.

1. Try again.
2. Back to menu.

C5+F1 - Car Chase (Failed)

You use just the window and shoot back. But, the guard's car is too strong! Ellie's dad kidnapped you. You **FAILED!**

Pts: Ellie's dad kidnapped you with a rather from your wind! Ellie's dad kidnapped you.

1. Try again.
2. Back to menu.

C5+F2 - Car Chase (Failed)

You stop the hole and use just the stage. A crewman hide 1 shoots into a tank you land in it with You **FAILED!**

Pts: Ellie's dad kidnapped you with a rather from your wind! Ellie's dad kidnapped you.

1. Try again.
2. Back to menu.

C6 - Cliffside Wreck

You knock the car down the cliff. But because the blow is too strong, your truck overturns and crashes right near the abyss.

At this moment, the weatherman arrives. He gets close to the truck and gives you three to choose a view hell point the truck down the cliff.

You are in a dilemma now! What will you do?

1. Air Bag - Hide in a bag.
2. Wear Star - Cling it in to fly to safety.
3. Submarine - Make your hands become a submarine.

(Time bar - 20s)

C6+F1 - Cliffside Wreck (Failed)

You are a bag and you are ready to fly. But, the bag is too small! It shrinks into a dark, you land in a cliff. You **FAILED!**

Pts: Ummm bag seems tardiss!

1. Try again.
2. Back to menu.

C6+F2 - Cliffside Wreck (Failed)

You cling to the star and it fly away. A crewman hide 1 shoots into a tank you land in a cliff. You **FAILED!**

Pts: Ummm star! What an hoax!

1. Try again.
2. Back to menu.

C6+F3 - Cliffside Wreck (Failed)

You wear your hands a submarine. Then you are squished! Back to prison with the instrumentcounts. You **FAILED!**

Pts: Ummm! Ummm!? What an hoax!

1. Try again.
2. Back to menu.

F3 - Ending (Presumed Dead)

You have not done anything, then the warden pushes the truck down. Thinking that Henry was dead, the prison guards stop chase.

As soon as the truck falls, you quickly jump out and swiftly a nearby rocky area to cave a shelter, you hide and pass out.

Congratulations!! Now you are free from **The Mafi** prison!!!

Achievement: Presumed Dead.

Thanks you for playing!!!

1. Back to menu.

D1 - Henry's Cell

You go battling, sob and tires and well. After a while, you are taken to new cell. Inside the cell is a bed and a window made of tempered glass.

Now you have to find a way to get out of this cell!

What will you choose?

1. Sassacian - A sassac helps you move to another place.
2. Tomb Pickle - A special can which a loud sound pulse.
3. Fake Bomb - A fake bomb that can fool through everything.
4. Lace Bream - You pretend to die.
5. Course - Something unexpected happens if you eat this.

D1+F1 - Henry's Cell (Failed)

You attempt to the moon and dun to reach to alpha. You **FAILED!**

Pts: Ugh no.

1. Try again.
2. Back to menu.

D1+F2 - Henry's Cell (Failed)

You shoot all the window but it doesn't work. Instead, your bowel explodes because you can't plant the sassac. You **FAILED!**

Pts: Tmgl fuck my ass!

1. Try again.
2. Back to menu.

D1+F4 - Henry's Cell (Failed)

You pretend to cough on the outside guard takes notice. After that, you see dick shadowing and seems to an explosion room with the exit. You **FAILED!**

Pts: What, you don't like your lace bream?

1. Try again.
2. Back to menu.

D1+F5 - Henry's Cell (Failed)

After eating the pickle, you turn into a giant with a giant dick and fall down. You **FAILED!**

Pts: A new course.

1. Try again.
2. Back to menu.

D2 - Phone a Friend

You use a rope to make a ladder in the prison. You fall down the office of a prison. Accidentally the same bells to the guard's head which makes him unconscious.

You place the phone from master hom and plan to call someone for their rescue.

Who will you call to rescue you?

1. Government - Call Charles - an old friend that is currently working for the government.
2. Underworld - Call your assistant Jeremy and think as the leader of the Russian clan.

D3 - Cafeteria (Government)

You call Charles and ask him for help. He is currently driving a helicopter nearby and will be there soon. Now you have to find a way to get to the helipad in the prison's furnace.

Now you find your way into the cafeteria and plan to go to a door that can go to the furnace. There are two guards guarding the door.

What will you do to bribe the guards?

1. Suicide Shield - Create a crisis that protects you from bullets.
2. Earthquake - Control the rocks and attack them.
3. Flash - Flash through the wall.

D3+F1 - Cafeteria (Government) (Failed)

The crisis weakens you from being hit, but you cannot move. You **FAILED!**

Pts: I mean that you bounce get hurt.

1. Try again.
2. Back to menu.

D3+F2 - Cafeteria (Government) (Failed)

You control the rocks to attack. They cause opponents you and the guard with a helicopter! You **FAILED!**

Pts: Nor again! You should know better!

1. Try again.
2. Back to menu.

D4 - Fire Escape

You now flash to an outside. All guards in cafeteria don't understand what happens.

Charles calls you back and says he has seen you. Charles warns you of the guard standing on the stairs in front of you and says he will handle him.

Now you can choose for Charles to handle the guard!

1. Grape - Charles uses a proper gun to shoot the guards.
2. Electrocuted - Charles hacked a nearby helicopter to handle the guard.
3. Shadow - A person from Charles that you don't know.

D4+F1 - Cafeteria (Government) (Failed)

Bullets are not enough against Charles. They's cyborg approaches you and the guard with a helicopter! You **FAILED!**

Pts: Nor again! You should know better!

1. Try again.
2. Back to menu.

D4+F3 - Cafeteria (Government) (Failed)

You are shot by a shadow and kidnapped. You **FAILED!**

Pts: Nor again! You should know better!

1. Try again.
2. Back to menu.

D5 - Helipad

Charles launches the only helicopter. It approaches the guard and launchs a wire using two lines the crt.

Charles's cyborg arrives at helipad. Charlie is also preparing to land. There are two ways to escape: the helicopter and the other with a gun. They are about to shoot at the helicopter.

What will you choose?

1. Up straight - Run straight to the helipad to find a way to climb the helicopter.
2. Left - Handle the guard with a Cameras.
3. Right - Handle the guard with a Cameras.
4. Jump down - Jump into a cliff so that Charles can catch you.

D5+F1 - Helipad (Failed)

You are hanging on the ladder and the helicopter is jump. The two guards find the helicopter so hard that you can't stand stay anymore. You take the chance to climb a helicopter. You **FAILED!**

Pts: I'm not sure what about so young as it could be.

1. Try again.
2. Back to menu.

D5+F3 - Helipad (Failed)

You use the gun to shoot the guard and shot the guard! It was a bounce of the helicopter. You **FAILED!**

Pts: Trigger happy. Sad laughter.

1. Try again.
2. Back to menu.

D5+F4 - Helipad (Failed)

You jump into the cliff and Charles is surprised. Charles's cyborg is a very good, so he is not prepared yet. After that, the helicopter is hit. You **FAILED!**

Pts: Trigger happy. Sad laughter.

1. Try again.
2. Back to menu.

F4 - Ending (International Rescue Operative)

You sumbitted the guard with a tazzolea clown, the guard with a gun bomb and tries to shoot you, but the helicopter promptly lands on him to make him unrepresent.

You sprinkle Ellie's dad's ashes on the helipad.

Congratulations!! You have been rescued from **The Mafi** prison by Charles!!!

Achievement: International Rescue Operative.

Thanks you for playing!!!

1. Back to menu.

E1 - Cafeteria (Toppel)

You, Hiding 8 and Ellie, hold a hostage now. He is surprised because you call him and ask for a helicopter.

Two hours later, he calls again and says where you are. You ways you are in cafeteria. He is flying a large landing helicopter and says he will find some ways.

Which ways will you choose for the assistant to rescue you?

1. Underground - Build an underground guard in the Tropical Cave in Alaska to help you.
2. Neumonoff - Buy a bomb underwater bomb gun into the cafeteria.
3. Chef Pizz - Launch a gold cook and dive straight into the cafeteria to attack.

E1+F1 - Cafeteria (Toppel) (Failed)

Suddenly, a guard stands up and shouts your name. He shoots out in the underwater bomb gun. An underwater agent sent to have to rescue you. You **FAILED!**

Pts: Ok. Agent Ennes seems underpower. What a waste.

1. Try again.
2. Back to menu.

E1+F2 - Cafeteria (Toppel) (Failed)

The strong force is grinded into the cafeteria. It quickly spread, causing your fall. Kaiser everyone unconscious. Incredibly, you survive. You **FAILED!**

Pts: Ok. Ah they forgot to hand out your gas mask beforehand? Ok.

1. Try again.
2. Back to menu.

E2 - Airship

The pizzaz throw a bomb and ride into the room. Three gangster in there saves up and shoot down the guards. They quickly run to them.

Now you tell Jim to quickly find a way to get on the airship.

Which ways will you choose to get on the airship?

1. Shogunn - Use it to shoot you into the airship.
2. Gun Hole - Use a scooter to fly into the airship.
3. Shogun - Use it to fling you toward the airship.

E2+F1 - Airship (Failed)

You use a shogunn to shoot you up. Due to the improper aiming, you get hit in the airship's hatch. You **FAILED!**

Pts: This seems like a good place to keep a Mouse. Click HERE for a hatch.

1. Try again.
2. Back to menu.

E2+F3 - Airship (Failed)

You use magnetic to pull you up. But instead of being pulled up, the airship is pulled towards you and hits into the prison. You **FAILED!**

Pts: Well you lose, because of the entropy the... uh... Angle! I can't BS my way through this one.

1. Try again.
2. Back to menu.

F5 - Ending

You use a crowbrakum and launch out of the cafeteria with a scooter. The force is not enough, so you ding the scooter to jump to the wall. When you think you can't hold it, the scooter uncontrolly leave your hand.

At this moment, he began to reveal his true form. He purposely set you up to be taken to prison, so he could receive a bribe. Thanks to the bad luck of Jeremy, you lost the chance to escape. Now you are in the prison forever.

Congratulations!! Even though you're the helicopter , you are still free from **The Mafi** prison!!!

Achievement: The Betrayed.

Thanks you for playing!!!

1. Back to menu