**LOCAL ATTACK 2 PLANNING**

**Local Attack Game Series:**

**LOCAL ATTACK 1 – RELEASED ON GAME-JOLT, POSITIVE FEEDBACK**

**LOCAL ATTACK 2 - COMING SOON**

Local attack 2 plans:

PLOT:

After escaping the disaster, you climb into the police car and they take you away to safety. At least that is what you think what they are going to do. In reality, they were not real police officers. They were the attackers. Once you get to a confined alley, they shove you out, one of them hinders their fist above you, and, not much longer after, everything fades out into black.

-START\_GAME-

A web game by MattieMonsterDeveloper | Made with Twine

[START\_GAME]

You wake up in what seems to be a prison and you can't remember anything that happened. The walls are brick but there is a rather large food slot. There was also a easy to get to glass window which you could smash. What should you do?

ACTIONS

Break Through The Glass -GLASS\_BREAK-

Go Through The Food Slot –SLOT\_CRAWL-

Stay In The Prison -DON’T\_MOVE-

[GLASS\_BREAK]

You decide to break through the window of the prison. You climb up and hit the window. Luckily for you, all the sharp, razor-shaped glass fell out the other side of the window. ***BANG!*** You found out that there was a fully loaded turret right behind the window. And you found it out the hard way.

-START\_GAME-

[DON’T\_MOVE]

Seriously? You have been captured at the point of disaster and you don’t feel like escaping? Reasonable I suppose. But still a fail.

-START\_GAME-

[SLOT\_CRAWL]

You crawl on the floor and wiggle out of the food slot. It was tight, but you made it. Look right, clear. Look left, clear. They must of thought you were locked in for good. Now what will you do?

-EXPLORE\_PLACE-

-RUN\_AWAY-

[RUN\_AWAY]

You decide to run strait out of the exit. Luckily, there was a sign pointing to the exit just out of the cell. Probably to tease the prisoners. You run to it. \*BANG!\* You find there was a turret where the sign said there was an exit. It was a trick.

-START\_GAME-

[EXPLORE\_PLACE]

You look around the corner. The door. You run down, careful to not set off any trip wires. You are at the door. Looking either side of you, you notice that there was a turret were the exit sign pointing to. You were lucky you didn't go the other way!

End of part 1. Part 2 coming... later. Part 3 might come in the next 5 years.