The dolphin destroys you with a lead pipe, because it can outsmart you, It uses more of its brain. It discovers an mlg stratz

No? Then you get hit in the back of the head by the dolphin when you are not looking, you get shrekt. You go to Shrekven and the all mighty Shrek puts you in purgatory.

You say you are here for supplies. He asks you what is in the bag over your shoulder. He searches your bag and comment on how stupid you are for having paper money. He asks if you are interested in working for him as a “Peacekeeper” Which is practically a bounty hunter.

Shrekalujah! You go into battles with the Drug dealing scum dolphin, the dolphin swings at you and misses! You smell onions and Shrek picks up the dolphin, tearing him to pieces. You proceed to Amador City, California.

You encounter a Jamaican Drug dealer Dolphin with a Lead pipe. Do you fight? Do you praise Shrek b4 battles?

It is the year 2031. WWIII has happened, Resulting in a nuclear war, paper money means nothing. So you are a very rich man. You can afford most supplies on the way to Amador City, California.

Cesium gets into your body, Due to the high amount of Cesium, your muscles slowly fail you and you collapse. You die because of the heat and cesium.

You walk into a dusty plain, you can see nothing. You have your giant bag of money, however… You can see nothing. Continue?

You say you are looking for work. He offers you a position as a “Peacekeeper”, which is practically a bounty hunter. Do you accept the job?

You enter the town, the town Sheriff walks up to you. He asks you what you are doing around here.

You walk back from where you came, but you cannot see where you are. After a long walk you see a small town built out of steel and spare parts from a fighter jet. Houses are almost favela in their appearance.

Good news, you have 1,000,000 in paper money. Bad news, Paper money means nothing in the apocalypse.

Take the gold riches or take the paper money?

You say no, He says “Your loss.” You choose to stay in the town, working as a busser at the only Bar. You live the rest of your boring life in this town.

You say no and live the rest of your life peacefully in a favela style shack.

You arrive at Amador but do not have enough power to take over…you buy a huge house that is heavily protected by traps, fencing, and is supplied w with all your needs daily. You spend most of your time watching TV from 15 years ago…

You decide to take over the town. You have many of the guards on your side as well. You go to the town center, Blitzkreiging it. You manage to capture several town leaders, Executing and burying them in a discreet location. The people are glad to be rid of that but not without many casualties… You are elected unanimously the leader.

You go back to the town. The sheriff says” I could feel that explosion from here! I thought you died out there! Well… Good work. I have no more bounties at the moment. Everything seems pretty calm in these parts now we have a fierce peacekeeper.” He hands you two gold bars and you buy a nice place in town.

You choose Load out (1 or 2). After you checkout your supplies, you contemplate on whether to just kill the store owner and the guards and take over the supply shop. Do you wish to carry an attack or proceed towards the city?

A guard hears a merc talking about a possible plan at the bar and the guard comes to your house and arrests you, taking you to jail. You starve to death after a few weeks.

You plan to use your grand wealth to start campaigning in the town… You manage to get the several hundred people in the town behind you back but not all of them… You raid the armory in the town, getting several Omega death lasers and several plasma rifles. These are a good thing you give to your highest generals. You give the rest of them the normal guns.

You take the mercs into the town… do you wish to take over the town?

You ask the mercenaries if they want some work. They agree. You give them 3 gold coins each. You continue with them until you see the outskirts of a small town. You walk further…Seeing a giant metal gate surrounding the town. You see a few guard towers, realizing this is your salvation. They have water truck s driving into the town…

You sneak in, taking one out with a knife… but someone hears you and picks up their rifle. He rushes into the room and takes a shot at you, which connects with your left shoulder, wounding you. You shoot him several times very quickly with your blowback. You shoot two in the living room with your revolver. You hear several in the garage, sneaking into it and hiding behind a bench. You shoot several times when they cannot see you and everyone in the house is eliminated… You check several times and find nobody. You walk back to the garage to find a stockpile of gold, ammunition, and drugs. You take the gold and ammunition. You find a medical bot in the corner, setting it to the bullet wound setting. It puts you to sleep and you wake up two hours later fully healed. You walk back to the sheriff, who has already somehow confirmed your kills. He gives you the two gold bars and you live outside the town, making your own fortress with the help of the town’s people.

One of them hears the gold clinking in your bag and swiftly pulls out his shotgun, blasting you…. You are dead…

You close the safe after taking some ammo. You go on your way to Amador city. You find some mercenaries on the side… They got ambushed by raiders and their employer lies dead. You also see 5 dead raiders. Do you hire them?

You stay in the room, then hear shooting outside. It must be raiders. You seal the vault...You pass the time by reading gun magazines. You do not realize the air system has broken and you have no air left. You are dead.

You explore the store completely, before you come across a strange looking partially open steel door… It appears to be a vault door. You enter, finding a stockpile of weapons. The room seals from the inside. It has a small keypad on the outside. Do you wish to stay in the room?

You realize that you need intensive medical aid to survive. You catch something in the corner of the room that seems to be a medical bot. You crawl over to it, onto the gurney and it injects anesthetics into you. You fall asleep… When you wake up it is bright outside.

You load your shotgun with the provided buckshot shells, quickly aiming and firing on the owner, instantly killing him. You then get shot in the back by a guard, falling over but you roll over with shotgun in hand, shooting the two guards.

You choose to continue your walk towards Amador City.

You attack the shop owner as soon as you get your gear, stabbing him in the neck, then you load your AR-15 and proceed to eliminate the rest of the guards, taking over the shop.

Loadout 2

Loadout 1

On your way to Amador City, You see a store. Do you enter?

The owner of the store, Chef looks at you suspiciously, with a gun in hand. He quickly puts it away realizing you are not a raider. He asks if you are looking to buy anything.

You go to the sheriff for another bounty. He hands you multiple papers and says he needs you to take down a local gang in the area that is becoming very big, that have destroyed many towns with their “Jet” (Drug) which is extremely addictive. You see the bounty is 2 gold bars (200 gold coins). You scout their hideout. Do you use the bomb the sheriff gave you and take them out quickly or do you go inside and take them out silently?

You buy a Tec-9 and two magazines for 10 coins.

You buy a house with your large amount of coins. You become renowned as a wealthy man in the town. You have great power.

You sell rare sniper ammo, the .338 round. You get 10 coins. Do you buy a gun?

You go to Joseph and he asks if you want to buy more rounds for the peacekeeper revolver. You buy 6 more rounds, spending your gold coin. He asks if you have unneeded ammo. Do you say yes?

You see a crawlspace entrance on the side of the house. You manage to squeeze through… you set the bomb under a pipe. You wire it with a car battery, receiver then squeeze out and quickly but silently walking a few hundred feet away. You hit the detonator (A garage door opener) causing the house to explode a lot more violently than you expected, Debris flies everywhere as the house goes up in a giant ball of flames. You must have hit a gas line…

You go to the house in the outskirts where it says he is, sneaking in through the back, crouching behind the counter. You pull out your gun, using the counter to help you aim. You shoot him once, He falls over and you walk over, shooting him once more… eliminating your target. You search his body and find ammo… but it’s not for your gun. You take his ring off and his necklace, Proof of your kill. You walk back to the town, slightly shaken up. You give the proof to the sheriff, who pays you 1 gold coin.

The Sheriff hands you a Revolver known for being used by Rangers. It is fully loaded. He says” careful… There’s only 6 bullets in that. Bullets are on low supply around here. If you ever find some ammo lying around and want to sell it… Go to Joseph the gun store owner.

You agree to the offer, Then the sheriff hands you a paper and says” Ask me for another paper when you’re done. You look at the paper with a small picture of the target, His crime and his bounty on him in gold coins.