

I WAS

A



TEENAGE

HUMANIMAL!

PART II - UP CLOSE & PERSONAL

BY BRETT CUTLER

IKI - MAL ISLAND

PRIVATELY OWNED.
REGISTERED TO
MR. JOHANN STRATH

LOCATION:
PACIFIC ISLANDS
(MELANESIA)

AREA:
APPROX. 40 SQ
KM

NATIVE
VEGETATION:
TROPICAL

NATIVE WILDLIFE:
UNCATALOGUED.



GENE LABORATORY
(SHOOTOUT LOCATION)



STRATH'S MANSION
(BOSS'S LAIR)



JUNGLE BATTLE
(MAIN BATTLEFIELD)



CAVE OF THE
LOBSTER MEN



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THE SCENE, PART II:

Jimmy has escaped the Gene Laboratory and is making his way across the island. He's searching for an escape, and a cure. But the animal in him just wants revenge.

Jimmy is stranded on Iki-Mal island, a small Melanesian island privately owned by the secretive Mr. Johann Strath. Strath is a corporatist who made his money in agribusiness, breeding better fatter cows and faster-growing chickens. After 15 years in the industry, in which he built a world-leading company, he sold his share in GenMeat and decided to apply his talents to the arms industry. He bought Iki-Mal, and built a lab, poaching many of his best scientists from GenMeat to work on his new projects – bring the animal back to man. The remote location gave him the opportunity to work unconstrained by governmental limits. He knows that results matter more than process; if he produces a product good enough, no military would question how he got there.

Work began on introducing new genetic material to mature adults. His scientists made good progress, and had soon refined the process to a tolerable failure rate. Within a few short years they were ready to begin human experimentation. Clinical trials served as the recruitment basis – a legalized form of kidnapping.

What motivates a man like Strath? He is a Hobbesian, believing that man's natural state is perpetual, animalistic war. And he sees no point in disguising it. The world, after all, is ruled by the elites, the few intellectuals who actually understand how things work – the few who are really human. The rest, the bulk of humanity, acts as dumb animals, doing what they are told. They would be more effective and, indeed, happier, were they returned to an animalistic state.

Strath foresaw the outbreak at the gene lab. He doesn't know who Jimmy Juice is or what caused it, but he accepted its likelihood given the experiments he was running. There are few forces stronger than natural selection. Now, to move the research forward, he's happy to let his creations slaughter themselves. Whoever remains is clearly the most effective – and this is where he will start experimenting again.

Jimmy Juice:

“Day three. Got out of that lab with my skin barely still on my back. 'Course, I'm not so sure it could be called 'my' skin anymore. Got so freaked up getting out of there, I don't know if there's any going back. What's my ma gonna say? I'll probaly be locked up on sight, and the Feds'll just do their own experiments on me.”

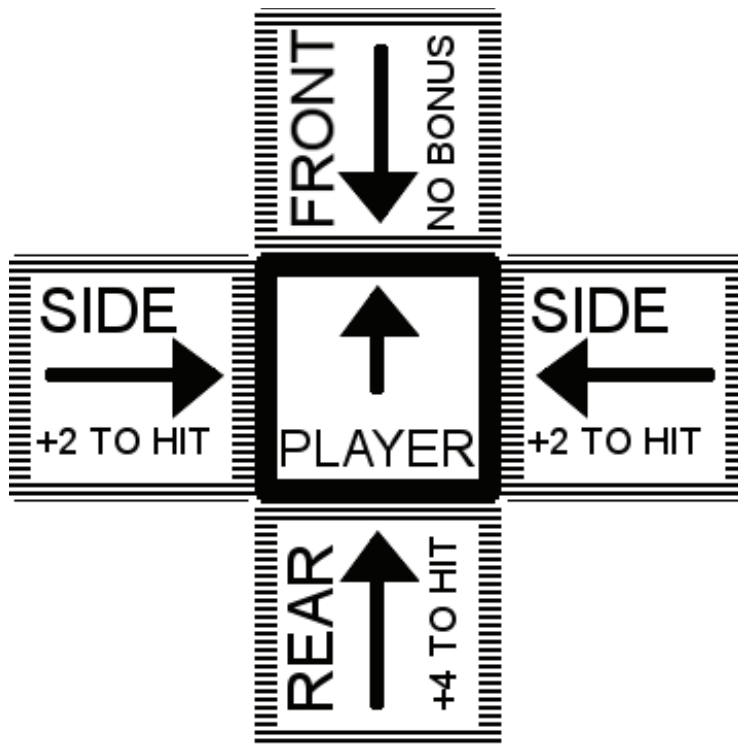
“I don't think anyone's on my side, anymore.”

“Anyway, I found some files as I was tearing up the gene lab. Seems like this place is owned by a guy name 'Johann Strath.' Got a house on the east side of the island. I figure there's a good chance he'll have the airport there too, or at least a boat. And he's just the fellow I want to meet. Ask him, in a real casual way, why he thinks it's ok to turn people into monsters. See if he's got a good enough answer.”

FACING

The player faces the direction they last attacked or moved in. This can affect their chance to be hit from different directions – when enemies surround the player, those on the sides and back of the player gain bonuses on their roll to hit.

The enemies do not have facing.



INITIATIVE:

Enemies have an initiative value. This is the speed they go relative to other characters.

The player, and each enemy, move on their initiative. The enemies attack if they are able on their turn. The player, on his movement turn, may attack.

The player may have bonus attacks. After each enemy goes, the player may choose to use a bonus attack. They may not move but can use any single weapon they have. Alternatively, the player may use two of their bonus attacks to gain a move action.

If the player has bonus attacks, they are replenished at the start of the player's normal turn in the initiative.

JIMMY JUICE (PLAYER CHARACTER)

Stats:

Move	4
Hit Points	20
Attack	10
Defense	12
Damage Reduction	0
Initiative	5
Bonus Attacks	0



Special:

Last Gasp!

No single hit can kill Jimmy. When his Hit Points are greater than 1, any attack that would reduce his Hit Points to 0 or less instead reduce them to 1. If Jimmy is hit while his Hit Points are 1, he dies.

Rage:

Every time Jimmy hits an enemy, he gains +1 Rage. Every turn that ends without Jimmy hitting an enemy, he loses 1 Rage. The maximum Rage he can have is 5.

Rage	Bonus Attacks +
0	1
1	2
2	3
3	4
4	5
5	6

Weapons:

Jimmy is just desperate enough to inject any animal genes he finds lying around. He can use any weapon.

Description:

Jimmy was a pretty typical D-student in his high school, more interested in girls and cars than any books. He signed up to be a test subject and got a raw deal: turned into a man/animal hybrid, a humanimal. Now he's fighting for his life to escape from wherever he's been shipped to.

Jimmy's always had a short temper, and the animal genes have only made it worse. As he fights, he gets madder and madder, until he's in a full fury. This is when he's most dangerous. He can run from fight to fight, downing enemies in a single hit, skirting the edge of danger as he balances his wounds with his fury. Avoiding combat cools his rage and he loses his bonus.

NAKED MOLE-MAN (GRUNT CHARACTER)

Stats:

Move	2
Hits	1
Attack	7
Defense	11
Initiative	1

Weapons:

Naked Mole men are grown with one of two weapons: the ranged **Spitting Cobra Venom** or the melee weapon

Raptor Talons. This denotes the unit as either a **Naked Mole-Man (Ranged)** or **Naked Mole-Man (Melee)**.



Idle Dialogue:

"Where did I put my glasses?"
<Hisses softly>
"An apple a day keeps the gene-splicing doctors away..."
"To think I was once a janitor."
"Time was, I was an only child..."
<Whistles tunelessly>

Combat Dialogue:

"My claws! Your neck!"
<Screams in rage>
<Phlegmy noise – gathering loogie before attack>
<Cackling laugh>
"Blood on my claws!"
"I need your bones!"

Description:

The Naked Mole-Men roam the halls of the complex in limitless numbers. The gene pools, obviously having gone haywire, spit them out every few seconds, triggered by their proximity alerts. It's unclear why a fat, middle-aged man would have been selected for testing, but his DNA has become an army of mutants.

Any given Naked Mole-Man is a lumpy, bald mess of a man. He stands about four feet tall

and shuffles his pink, scabby body towards the nearest warm body he can find. His beady eyes are just milky cataracts and he senses most things through his sharp hearing.

The Naked Mole-Men have the cobra genes which allow them to spit deadly venom. They do this while shuffling closer, eager to get their grubby paws on fresh meat.

The Mole-Men are utterly stupid and can easily be tricked into giving up their hunt simply by getting far enough away. They will lapse into a daze until they sense another body is near, at which point they resume their slow hunt.

GOAT BOY (LIEUTENANT CHARACTER)

Stats:

Move	5
Hits	2
Attack	10
Defense	12
Initiative	3

Weapons:

Goat Boys have both the **Raptor Talons** and **Porcupine Quills** weapons. They will use the Porcupine Quills at range while closing in to melee combat. These are known as **Goat Boy (Standard)**.

Some Goat Boys are known as **Goat Boy (Ranged)** and have one weapon, the **Spitting Cobra Venom**. They stand in the back of a group and direct Mole-Men from there.



Idle Dialogue:

<Bull-like snort>
<Inaudible sentence followed by bellowing laughter>
"It's a good day to feast."
<satisfied sigh> "Smells like death in here"
"I'm born and need purpose!"
"Perfection feels good"

Hunting Dialogue:

<Frustrated bellow>
"Come out, come out..."
"I'll find you, little mouse..."
<Loud, deep sniffing>
"Fight like a humanimal!"
"I'll crack your bones and suck out the marrow!"

Combat Dialogue:

<Roars>
"Death comes!"
"I'm going to break you in half!"

"Puny man-thing!"
"Rip you apart!"
"I'll crush you!"

Description:

A Goat Boy is a terrifying sight. Standing 9 feet tall, each one is a column of muscle and sinew easily capable of crushing any normal man with their bare hands. They seem to have been created to resemble the mythical Greek satyr – they have the legs of a bipedal goat, are covered in shaggy brown fur, and have large horns growing from their forehead.

The Goat Boys represent a pinnacle of genetic development. They are strong, intelligent, and brutal – exactly the weapon the brutal scientists wanted. Unfortunately, now that they are being cloned throughout the facility with no limits, they are starting to become a real threat. With their genetic weaponry, the Spitting Cobra Venom and Porcupine Quills, they feel comfortable fighting under any circumstances.

Often, the best way to deal with a Goat Boy is to run away, as quickly as possible. They are more tenacious than the Mole-Men but will eventually give up the chase for other pursuits.

MR. JOHANN STRATH (BOSS CHARACTER)

Stats:

Move	6
Hits	4
Attack	13
Defense	12
Initiative	7

Weapons:

Mr. Strath has, in an emergency injection, given himself every gene cocktail his scientists have come up with. This has given him access to every weapon, though he prefers to fight from ranged with the **Whipping Jellyfish Tentacle**. When in close range, he tends to use **Bullhorn Rush** to charge through an opponent and reclaim his range.

Description:

By the time Jimmy is breaking down Mr. Strath's door, things are well out of hand.

It was never supposed to happen like this. Engineer the perfect worker breed, the perfect soldier, let them fight to survive...but turning on their god?

Knowing it's his only shot, Strath hastily injects himself with everything – the stored backup of all his team's hard work. He brought himself down to their level – and now he's going finish this.

WEAPONS

Gaining Weapons:

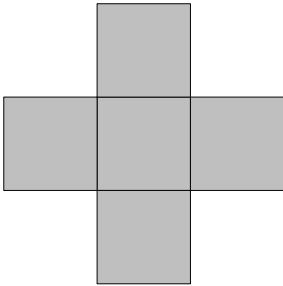
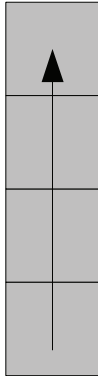
At the beginning of the game, the player selects a single ranged weapon and a single melee weapon; these cannot include **Acid Bomb** or the **Bullhorn Rush**. To gain additional weapons, the player must make it to a new **Gene Cache**. These are marked on the map as 'Cache 1,' 'Cache 2,' etc. When the player reaches a new cache, they gain the weapon power listed under **Drop Tables**.

During combat, the player chooses which weapon they will use each time they attack.

The Damage value is only used when enemies attack the player. When the player attacks an enemy, use the Hits value.

Name	Spitting Cobra Venom	Porcupine Quills	Whipping Jellyfish Tentacles
Range	4	2	3
Penalty to hit for each square beyond range	-2	-2	-2
Damage :: Hits	8 :: 1	11 :: 2	6 :: 1
Special			Unit that gets hit with Tentacles halves its move (rounded down) next turn
Advantages	Good range	High damage, likely to one-shot-kill	Stun effect
Disadvantages	Unlikely to one-shot-kill	Low range	Low damage
Description	Grants the power to spit corrosive venom from a long range! Poison glands grow under the tongue, which are activated by new cheek muscles which force the substance out at very high speeds.	Porcupine quills grow along subject's forearms, With a swing of the arm, the quills fly out to embed themselves in a foe. This is used as a short-range, mass-damage weapon. The quills regrow at a fantastic rate and	Long tentacles grow out of the subject's back. These resemble jellyfish tentacles, clear and coated with tiny stingers, but they have a musculature inside them that allows them to whip at high speeds. Hitting a creature with these tentacles will inject it with enough neuro-toxin to temporarily slow its

		can be used indefinitely.	movement.
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Name	Acid Bomb	Bullhorn Rush	Wolverine Jaws
Range	6 (Area of Effect)	Special (Melee Only)	1 (Melee Only)
Penalty to hit for each square beyond range	-2	N/A	N/A
Damage :: Hits	8 :: 1	6 :: 1	8 :: 1
Special	<p>Area of effect: 5 tiles in a cross pattern, centered on spot aimed at. Roll seperately to hit each enemy under the area of effect.</p>  <p>Can only be used once between each checkpoint. Does not affect player if positioned in a way that would overlay player.</p>	<p>Can move through multiple squares at once. If the player hits and kills the first enemy, they move forward a space and can attack the second. This can continue to a maximum of three squares from the original position. Missing at any step costs the player their next action.</p> 	<p>Attackig an enemy with the Wolverine Jaws and succeeding puts the attacker on the square of their target – potentially removing them from a situation in which they were surrounded.</p>
Advantages	Can clear a large group of enemies out; useful as a safety valve.	Can quickly escape from a group of enemies.	Can move a unit away from being surrounded.
Disadvantages	One use per checkpoint.	If botched, can leave user vulnerable.	Lower damage.
Description	Unknown in the natural world, a potent genetic cocktail creates a	A striking pair of bull's horns grow from the user's head. The neck	The character's mouth becomes a short muzzle, with short, sharp teeth.

	poison pouch capable of synthesizing gallons of corrosive acid in minutes. This pouch, attached to the base of a wrist, has muscles which allow the acid to be 'thrown' a short distance. The acid splashes on impact and burns through anything it touches for a short time.	becomes reinforced with pounds and pounds of extra muscle. This allows for goring attacks capable of ripping through a crowd.	The jaw muscles strengthen and are able to lock down, clamping with a force in excess of 3000 Newtons.
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Name	Raptor Talons	Croc Tail	
Range	1 (Melee Only)	1 (Melee Only)	
Penalty to hit for each square beyond range	N/A	N/A	
Damage :: Hits	11 :: 2	6 :: 1	
Special		The player attacks the square behind them but does not change facing.	
Advantages	Good chance to one-shot-kill	Can deal with a back attack without becoming vulnerable to more.	
Disadvantages	No special crowd-control.	Low damage.	
Description	The hands reform into the razor-sharp talons of a predatory bird. The slight loss of fine motor control is offset by the ability to rend and tear flesh at a frightening speed.	The user grows a thick, strong tail. Their vertebral muscles become strong enough to whip the tail at high speed and with great force, enough to crush bones.	

ARMOR

Certain armor types cannot be combined. The player can have only one of the hide abilities: **Boar's Fur**, **Rhino's Hide**, or **Serpent's Scales** armor types. In addition, the player can have only one of the chameleon abilities: the **Chameleon Skin** or **Chameleon Eyes**. The player can have one of each, however.

Name	Boar's Fur	Rhino's Hide	Serpent's Scales
Damage Reduction	1	2	3
Description	A thick, coarse fur sprouts along the subject's entire body. This provides decent protection against most forms of attack, but will not prevent gross injury.	The subject's skin grows calloused and thick. A large amount of force is now required to penetrate the epidermis. This provides a good first barrier against attacks.	Strong scales grow over the subject's body. These scales are an excellent protection against the hazards of combat, deflecting smaller blows entirely.

Name	Chameleon Skin	Chameleon Eyes	
Damage Reduction	6 (Special)	(Special)	
Special	The Chameleon Skin's damage reduction only applies to ranged attacks.	The facing penalties for Side and Back attacks are halved, to +1 to hit from the side and +2 to hit from the back.	
Description	The user's skin gains photoreactive pigmentation. This allows for effective camouflage. Any attacks that do hit are likely to be glancing blows, due to the shifting visual appearance of the bearer. It can be seen through from close range, however.	The user gains the pinhole eyes of a chameleon, and can swivel and focus them separately. They are able to track surrounding threats much more effectively and respond accordingly.	

GEAR

In each gear category (HP, Movement, Attacks), only one ability can be active at a time. Each new ability gained in a category replaces the previous one.

Name	Cow's Heart	Elephant's Heart	Hypercoagulation
Bonus to Max HP	5	10	15
Description	An injection changes the subject's human heart into a larger and stronger bovine heart. This heart supplies blood faster, allowing the subject greater stamina during combat.	Again the subject's heart is changed, but this time to a much larger elephant's heart. The bone marrow is also subtly enhanced, doubling the production of red blood cells.	Special hypercoagulable bacteria are added to the subject's bloodstream. These induce clotting so rapidly that bleeding injuries stop nearly instantaneously.

Name	Goat's Legs	Centaurus	Cheetaurus
Bonus to Move	1	2	3
Description	The legs reform into a bipedal goat's legs. They are longer and allow for a loping, jumping sort of run that is much faster than the human norm.	The subject's legs reform into the entire lower body of a bull – and they are much faster as a result.	The subject's previously bull-like legs reform into a feline's, capable of much greater acceleration.

Name	Field Mouse Nerves	Eagle's Lenses	Animal Frenzy
Bonus to Attacks	1	2	3
Description	The reaction speed is increased to that of a field mouse. Evolved to dodge predators, it can be repurposed to fight faster.	The lenses of the eyeball sharpen to those of a predatory bird. This allows for much greater precision in attacking – and more real chances to attack.	The user gains a constant, low-level state of frenzy. At an instant, they can snap into a blur of attacks, ripping and shredding with abandon.

ENEMY GROUPS (E_N ON THE MAP TILES)

Rules for Placement:

Each enemy group is given a starting tile. Place the composition of the group centered on the tile and in the patter shown under their description.

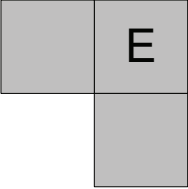
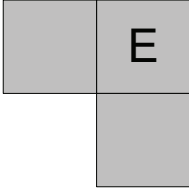
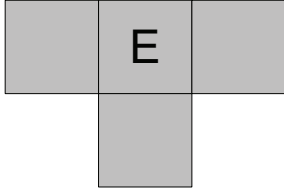

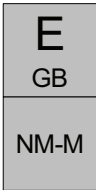
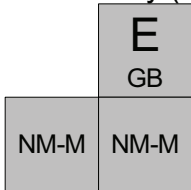
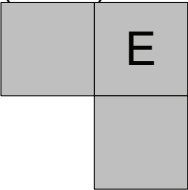
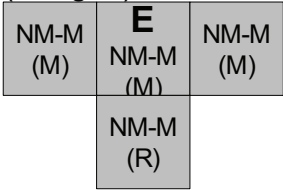
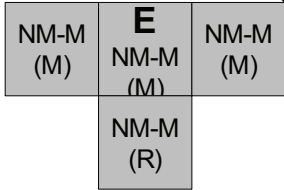
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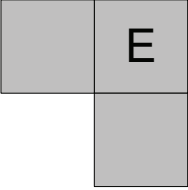
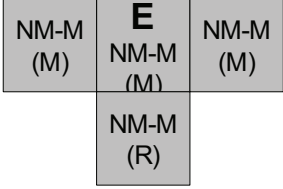
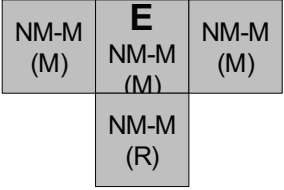
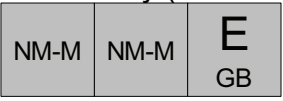
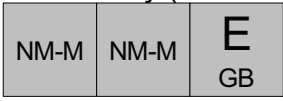
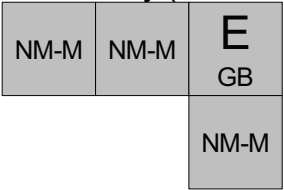
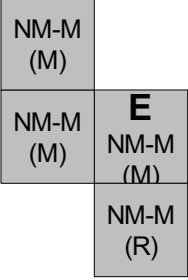
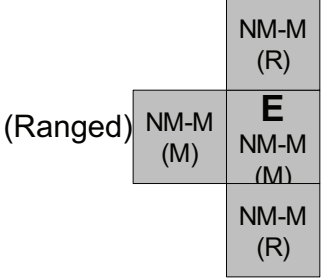
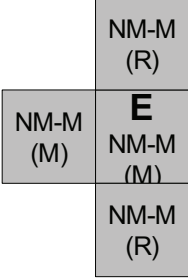
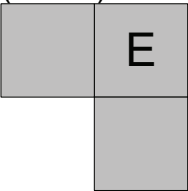
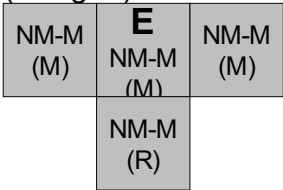
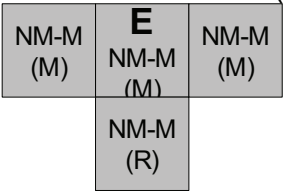
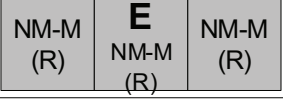
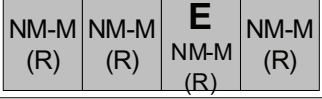
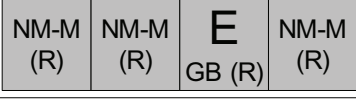
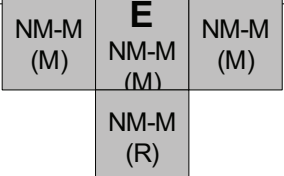
The enemy group will be idle until the player comes within **7 squares**. At this point, enemies will act using their AI patterns described in the flowcharts.

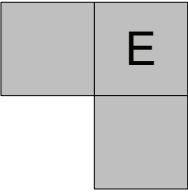
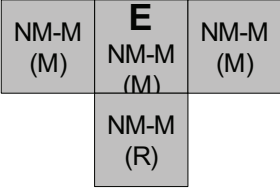
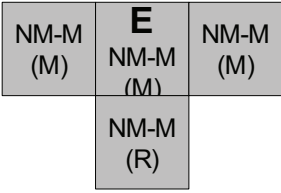

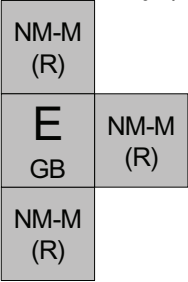
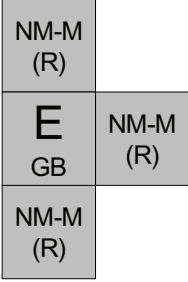

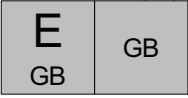
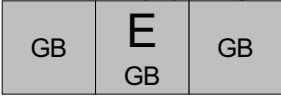
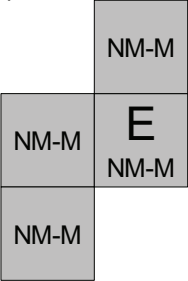
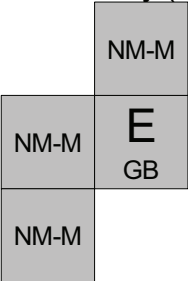
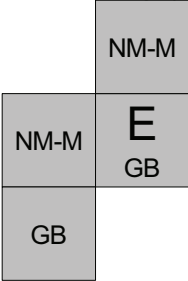

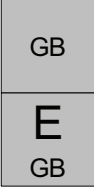
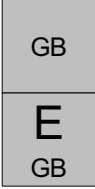
Description:

Packs of humanimals are roaming the island. Chaos has broken out and it's every-man-thing for himself. Jimmy is traveling during the middle of the day, and many of these groups are resting, giving him an opportunity to direct the battle as he wishes.

Enemy Table:

Enemy Group #	Easy	Medium	Hard
E1	3 Naked Mole-Men (Melee) 	3 Naked Mole-Men (Melee) 	4 Naked Mole-Men (Melee) 
E2	1 Goat Boy (Standard) 	1 Naked Mole-Man (Melee) 1 Goat Boy (Standard) 	2 Naked Mole Men (Melee) 1 Goat Boy (Standard) 
E3	3 Naked Mole-Men (Melee) 	3 Naked Mole-Men (Melee) 1 Naked Mole-Man (Ranged) 	3 Naked Mole-Men (Melee) 1 Naked Mole-Man (Ranged) 

E4	3 Naked Mole-Men (Melee) 	3 Naked Mole-Men (Melee) 1 Naked Mole-Man (Ranged) 	3 Naked Mole-Men (Melee) 1 Naked Mole-Man (Ranged) 
E5	2 Naked Mole-Men (Melee) 1 Goat Boy (Standard) 	2 Naked Mole Men (Melee) 1 Goat Boy (Standard) 	3 Naked Mole Men (Melee) 1 Goat Boy (Standard) 
E6	3 Naked Mole-Men (Standard) 1 Naked Mole-Man (Ranged) 	2 Naked Mole-Men (Standard) 2 Naked Mole-Men (Ranged) 	2 Naked Mole-Men (Standard) 2 Naked Mole-Men (Ranged) 
E7	3 Naked Mole-Men (Melee) 	3 Naked Mole-Men (Melee) 1 Naked Mole-Man (Ranged) 	3 Naked Mole-Men (Melee) 1 Naked Mole-Man (Ranged) 
E8	3 Naked Mole-Men (Ranged) 	4 Naked Mole-Men (Ranged) 	3 Naked Mole-Men (Ranged) 1 Goat Boy (Ranged) 
E9	3 Naked Mole-Men (Melee) 	3 Naked Mole-Men (Melee) 	3 Naked Mole-Men (Melee) 1 Naked Mole-Man (Ranged) 

		<p>1 Naked Mole-Man (Ranged)</p> 	
E10	<p>2 Naked Mole-Men (Ranged) 1 Goat Boy (Standard)</p> 	<p>3 Naked Mole-Men (Ranged) 1 Goat Boy (Standard)</p> 	<p>3 Naked Mole-Men (Ranged) 1 Goat Boy (Standard)</p> 
E11	<p>1 Goat Boy (Ranged)</p> 	<p>2 Goat Boy (Ranged)</p> 	<p>3 Goat Boy (Ranged)</p> 
E12	<p>4 Naked Mole-Men (Melee)</p> 	<p>3 Naked Mole-Men (Melee) 1 Goat Boy (Standard)</p> 	<p>2 Naked Mole-Men (Melee) 2 Goat Boy (Standard)</p> 
E13	<p>1 Goat Boy (Standard)</p> 	<p>2 Goat Boy (Standard)</p> 	<p>2 Goat Boy (Standard)</p> 

DROP TABLES (D_N ON THE MAP TILES)

Rules for Powerups:

If a player walks over a drop tile, they receive one powerup of their choice from it. The tile then deactivates and will no longer grant powerups.

Armor Upgrade: Gain the next level armor bonus (Boar's Fur → Rhino's Hide → Serpent's Scales)

HP Upgrade: Gain the next level HP bonus (Cow's Heart → Elephant's Heart → Hypercoagulation).

Move Upgrade: Gain the next level move bonus (Goat's Legs → Centaurus → Cheetaurus).

Attacks Upgrade: Gain the next level attacks bonus (Field Mouse Nerves → Eagle's Lenses → Animal Frenzy).

Choice of Weapon: allows the player to pick any weapon **except** the Bullhorn Rush or Acid Bomb.

If a player is at the max level for an ability, and have no choice in the drop, they get nothing.

Description:

The cases of genetic material have been scattered throughout the island, carried away by restless mutants. Inside the cases are beakers of unknown substance, which simply read, 'Drink Me.' Doing so initiates a remarkable genetic splicing, radically changing the subject's biology in unknown ways.

Drop Table:

Drop Point #	Easy	Medium	Hard
D1	HP Upgrade	HP Upgrade	HP Upgrade
D2	1 Choice: Move Upgrade, or Choice of Weapon	1 Choice: Move Upgrade, or Choice of Weapon	1 Choice: Move Upgrade, or Choice of Weapon
D3	1 Choice: HP Upgrade, or Armor Upgrade	1 Choice: HP Upgrade, or Armor Upgrade	Armor Upgrade
D4	Attacks Upgrade	Attacks Upgrade	Attacks Upgrade
D5	Any 1 Upgrade	Any 1 Upgrade	1 Choice: HP Upgrade, or Attacks Upgrade
D6	1 Choice:	1 Choice:	Armor Upgrade

	Armor Upgrade, or Choice of Weapon, or Move Upgrade	Armor Upgrade, or Choice of Weapon	
D7	1 Choice: Choice of Weapon, or Armor Upgrade	1 Choice: Choice of Weapon, or Armor Upgrade	Choice of Weapon
D8	Any 1 Upgrade	Any 1 Upgrade	Any 1 Upgrade

CHECKPOINTS (C_N ON THE MAP TILES)

Respawn:

Once a player has moved over a checkpoint, they will respawn on that space if they die.

Heal:

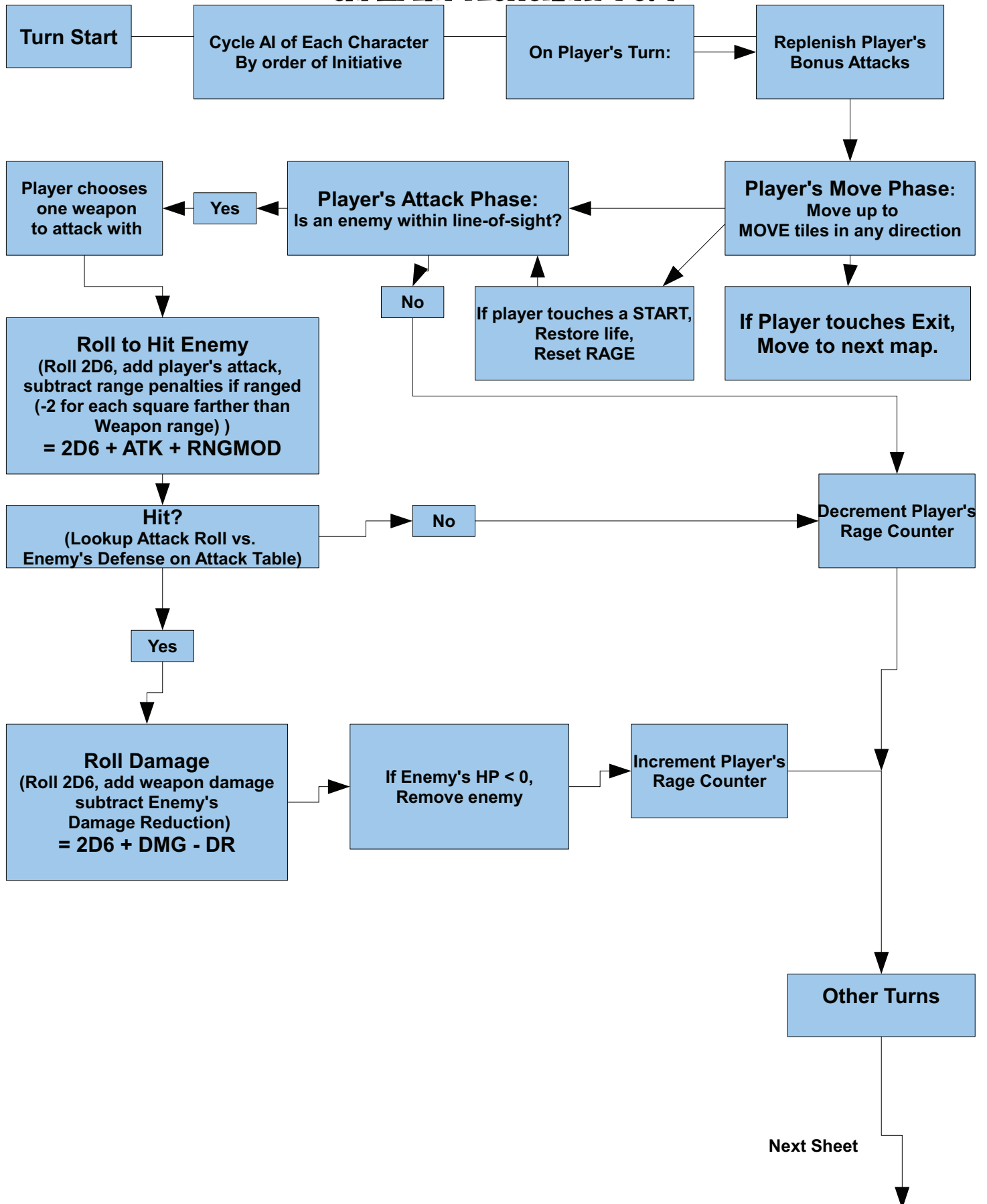
Ending an action on a checkpoint heals a player of all damage.

Experience Up!:

The first time a player moves over a checkpoint, they gain the listed ability.

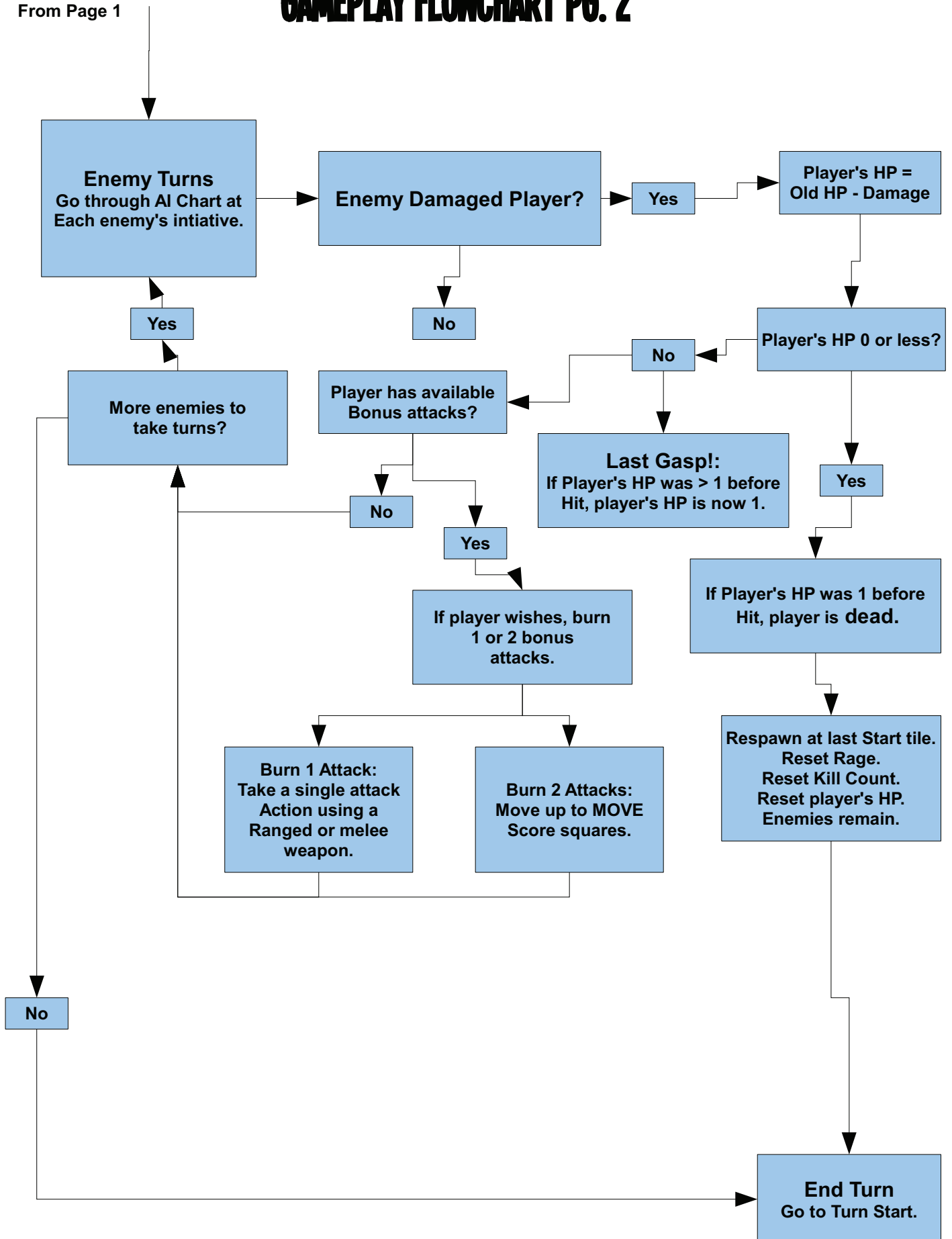
Checkpoint #	Easy	Medium	Hard
C1	1 Weapon Choice: Acid Bomb, or Bullhorn Rush	1 Weapon Choice: Acid Bomb, or Bullhorn Rush	1 Weapon Choice: Acid Bomb, or Bullhorn Rush
C2	Armor Choice: Chameleon Skin, or Chameleon Eyes	Armor Choice: Chameleon Skin, or Chameleon Eyes	Armor Choice: Chameleon Skin, or Chameleon Eyes
C3	1 Weapon Choice: Acid Bomb, or Bullhorn Rush	1 Weapon Choice: Acid Bomb, or Bullhorn Rush	1 Weapon Choice: Acid Bomb, or Bullhorn Rush
C4	HP Increase Upgrade (if at Hypercoagulation, no effect)	HP Increase Upgrade (if at Hypercoagulation, no effect)	HP Increase Upgrade (if at Hypercoagulation, no effect)

GAMEPLAY FLOWCHART PG. 1

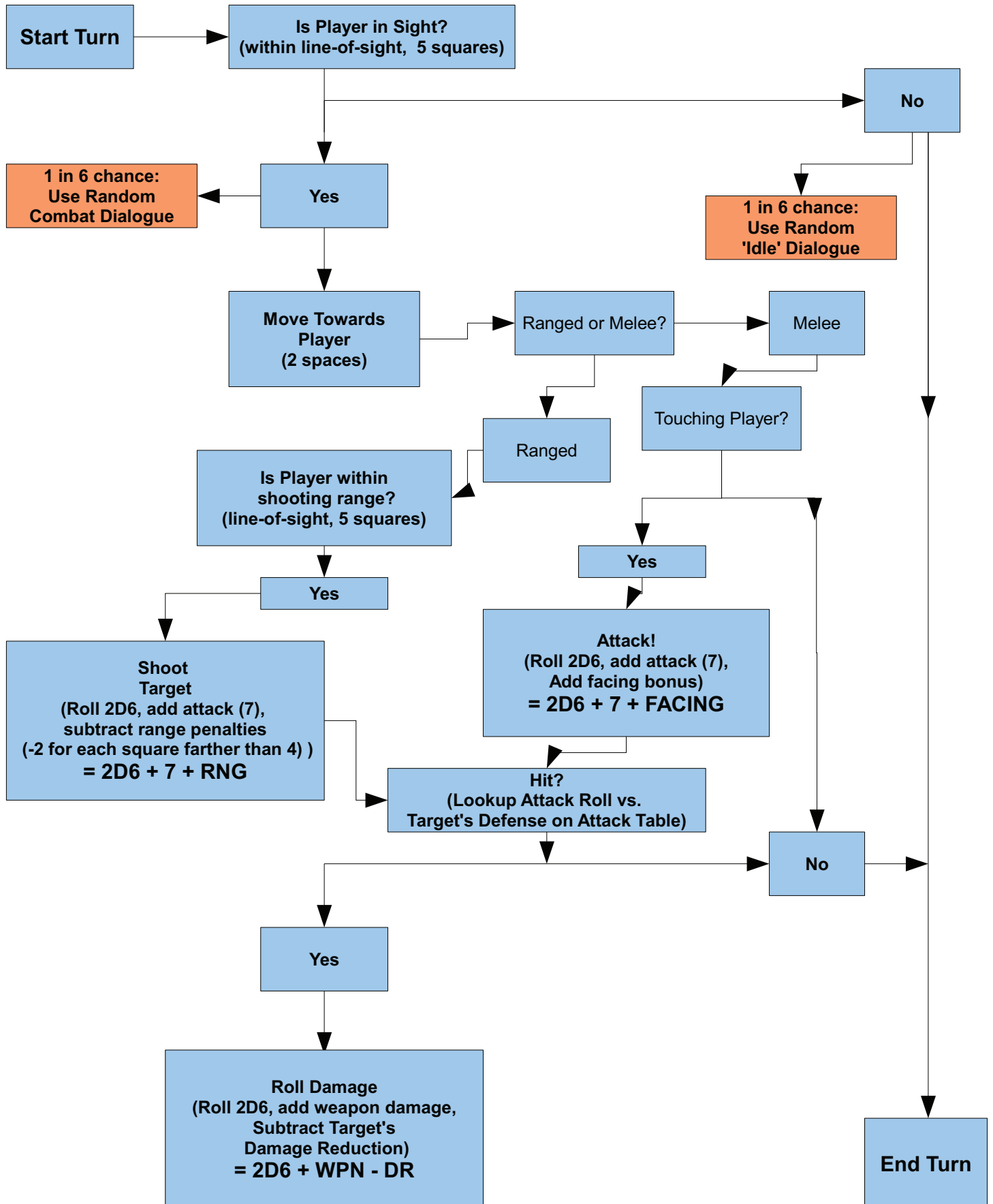


GAMEPLAY FLOWCHART PG. 2

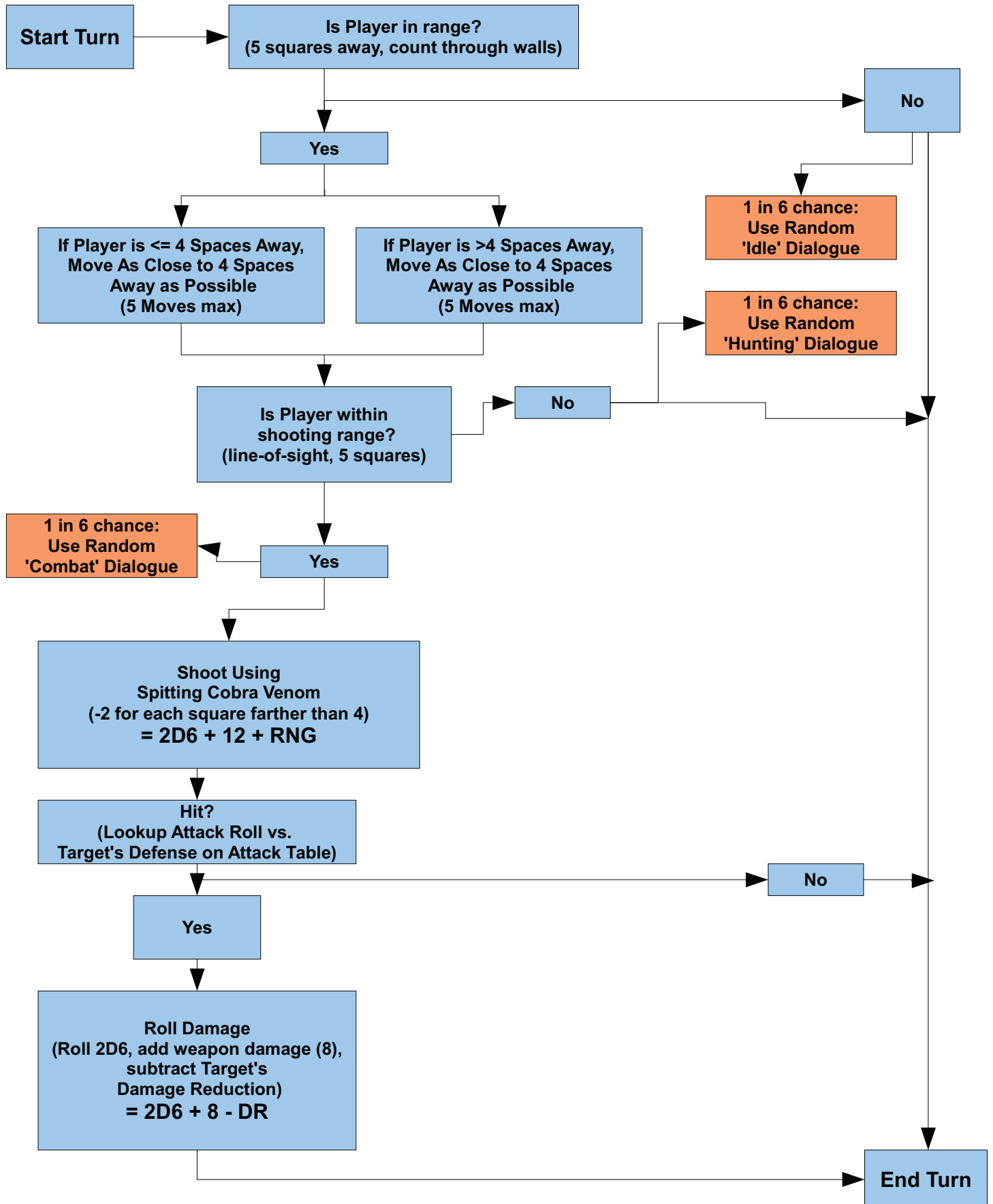
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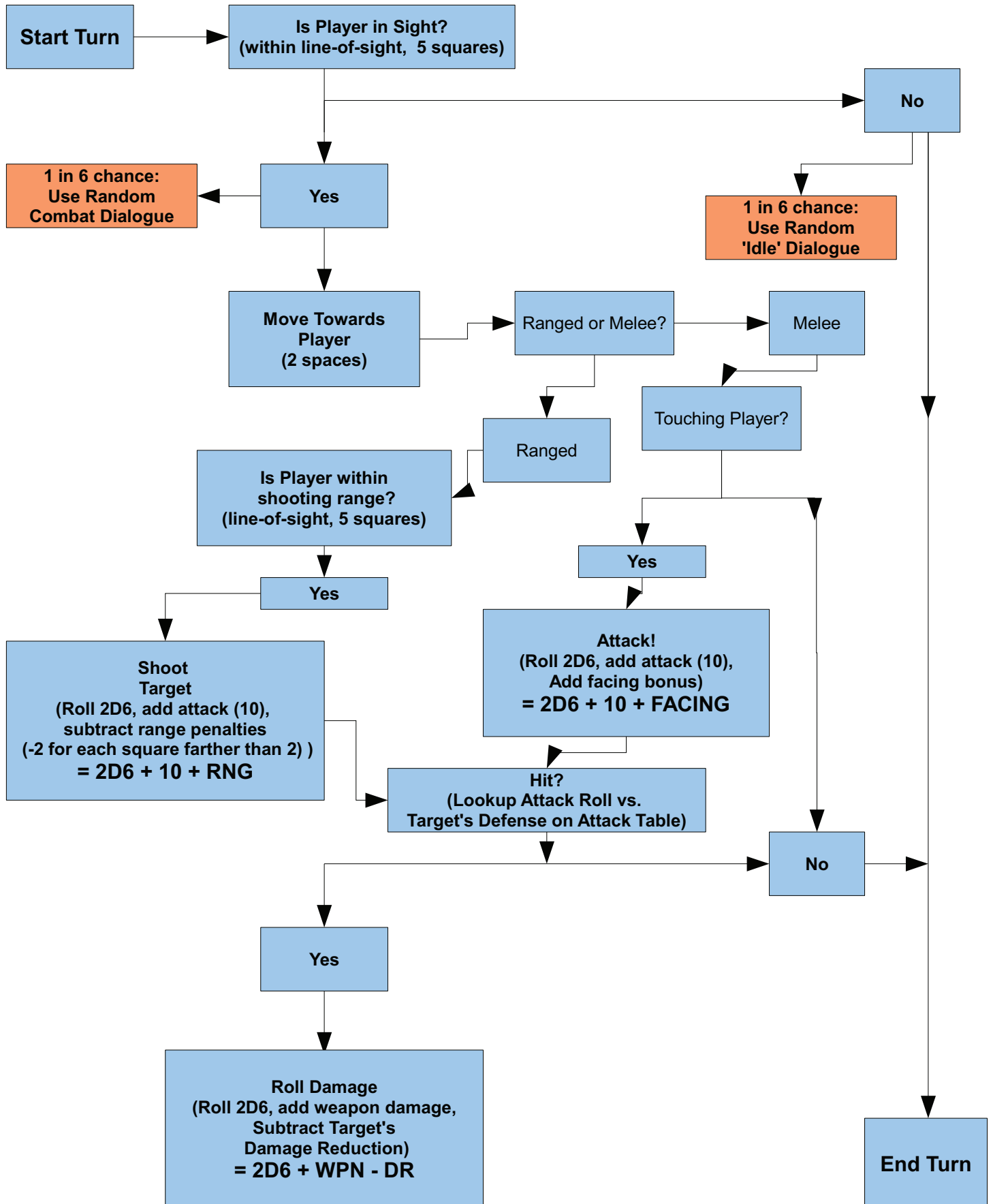
NAKED MOLE-MAN AI BEHAVIOR



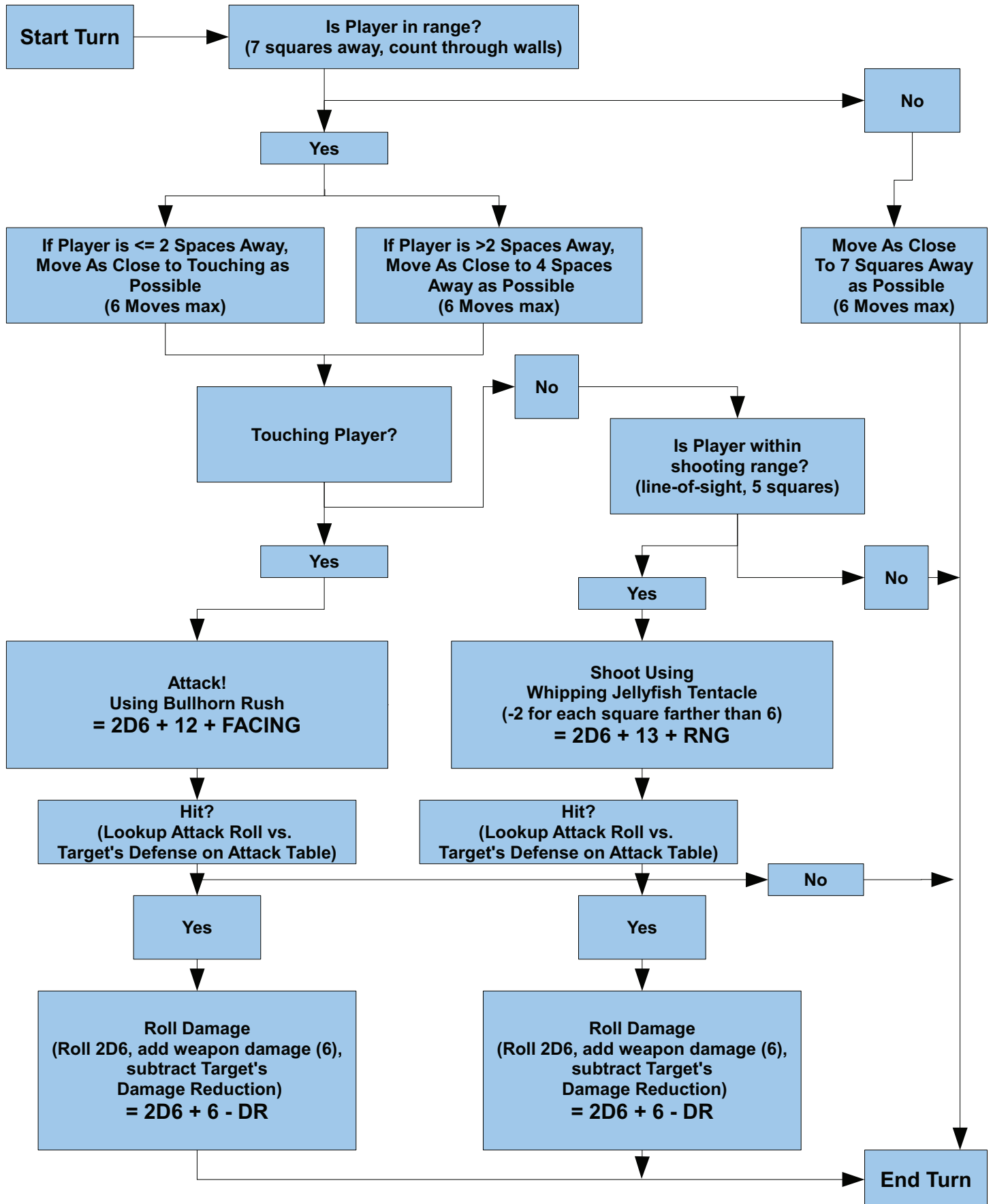
GOAT BOY AI (RANGED) BEHAVIOR



GOAT BOY (STANDARD) AI BEHAVIOR



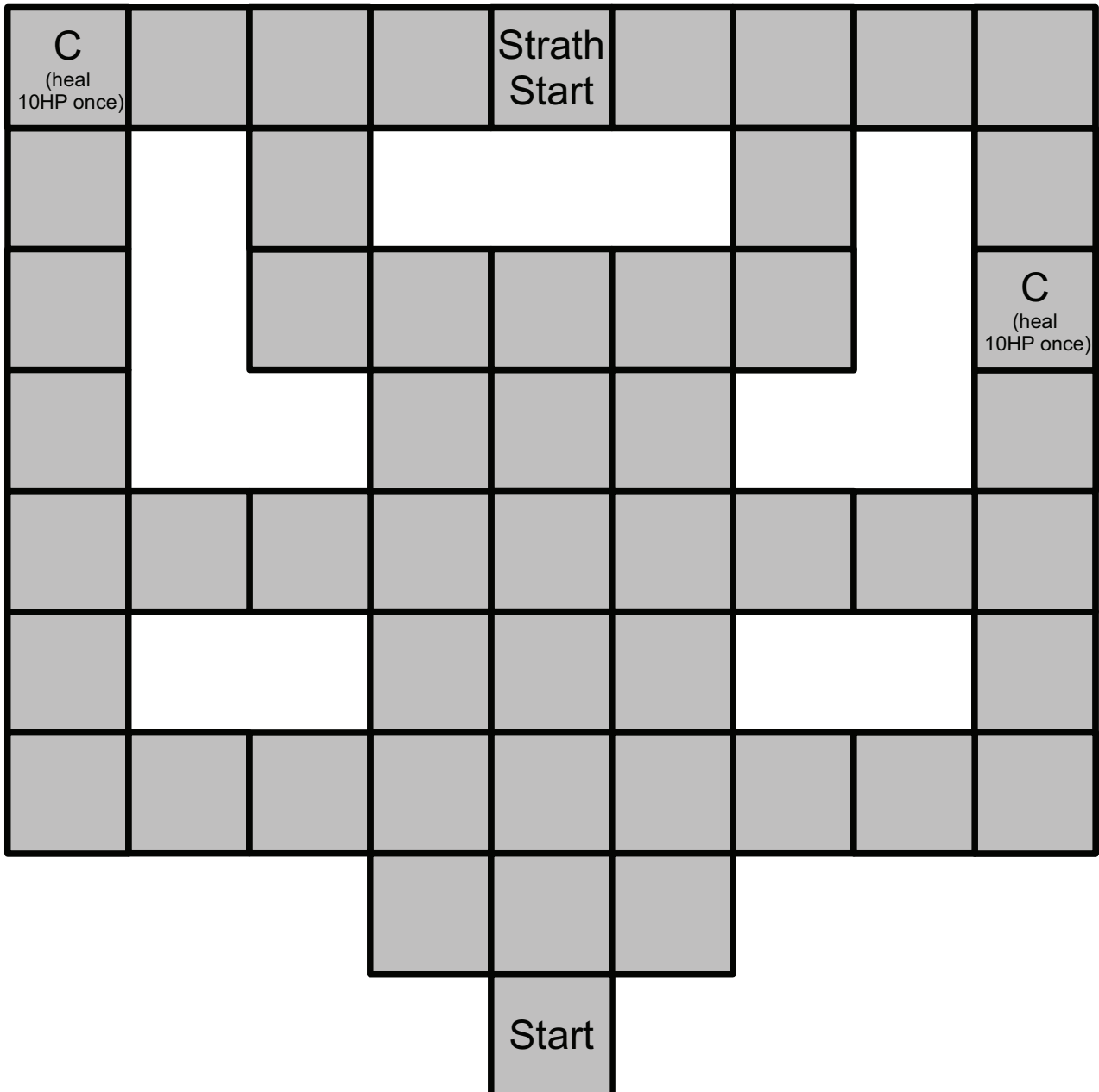
MR. STRATH AI BEHAVIOR

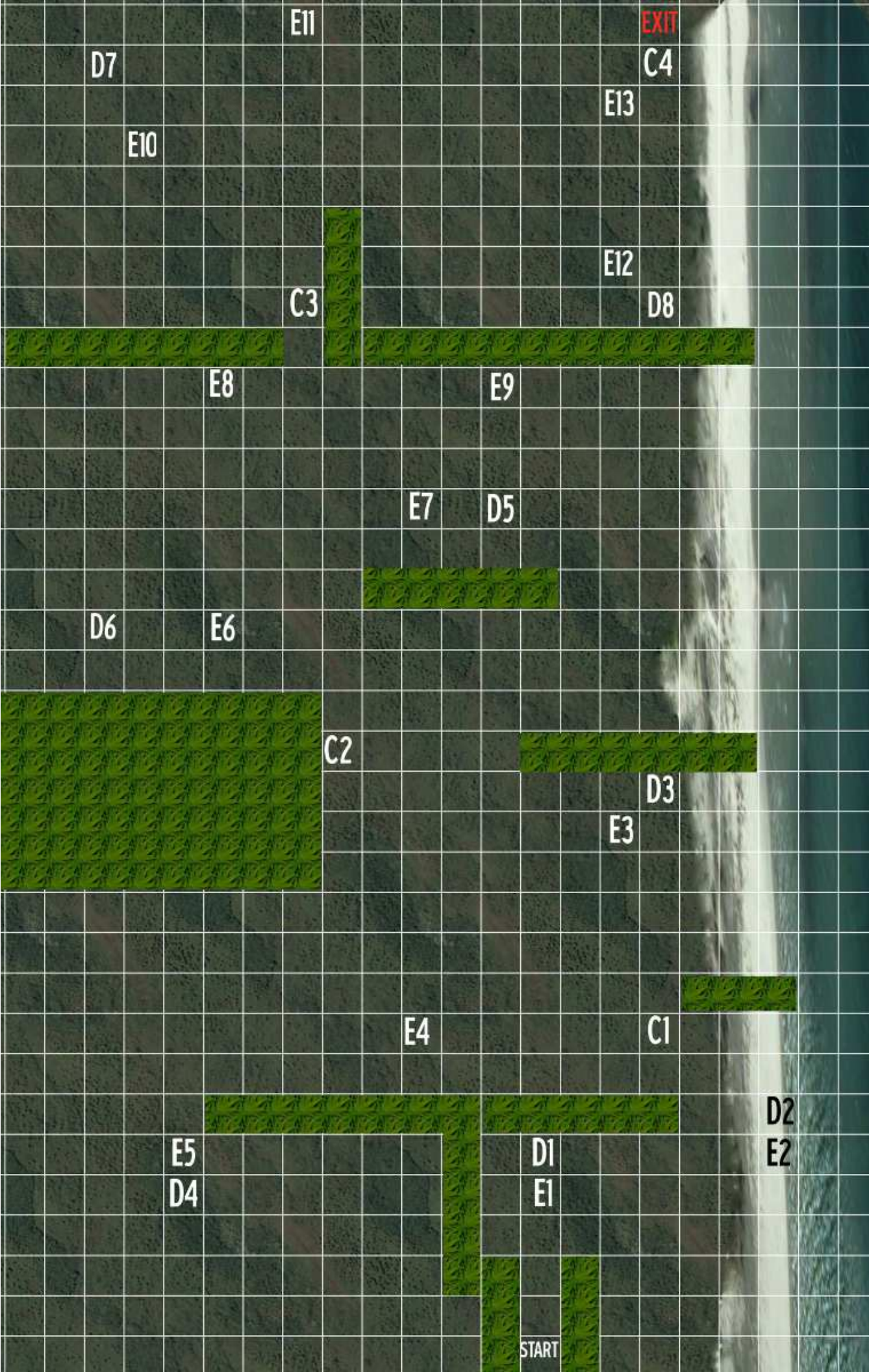


Hit / Miss Table

[illegible]

STRATH'S MANSION





E11

EXIT

D7

C4

E13

E10

C3

E12

D8

E8

E9

E7

D5

D6

E6

C2

D3

E3

E4

C1

D2

E2

E5

D4

D1

E1

START