I WAS A TEENAGE HUMANIMAL!

A SHOOTOUT ESCAPE THRILLER

BY BRETT CUTLER

GAT211-B

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THE SCENE:

I Was a Teenage Humanimal! **is a corridor shooter emphasizing fast, combo-building action. It's a '50s sci-fi story in a '70s grindhouse world.**

Eh, Jimmy Juice here, on some who-knows-what island out in the middle of some ocean. I don't know how much time I got, 'cause they've got babboons on my ass chasing me down, but I gotta get some of this down on paper. Leave a record for, what, posterity, I guess? Maybe so I can get some Feds in here and blow this hole to smithereens – written evidence, right?

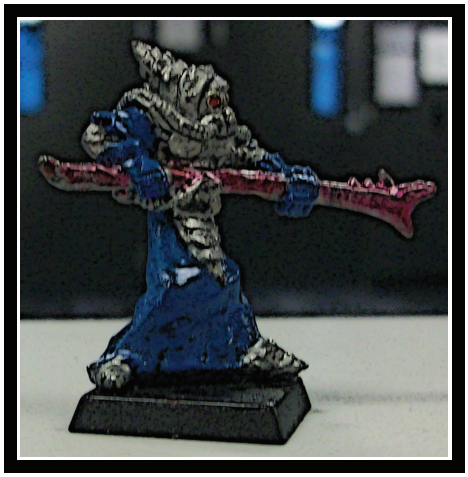
Anyway, this all started when I answered a paper ad looking for lab subjects for some medical research. I needed some extra cash 'cause I've been saving up for one of the new '71 Mustangs. I tell you, flipping burgers don't pay like it used to. So I show up at this place and they tell me I can get a big bonus if I agree to their extra-secret tests, on stuff harder than the standard headache pills. I said sure, and they had me sign some documents to prove it.

Then they started asking me some real funny questions. Like, what was my favorite animal, and what did I admire about it? I don't know, they're animals! But they kept on going for hours. I felt like I was in some psych exam, like they were gonna open my head or something. Hours later they were done, and they told me they were going to put me under.

Well I woke up in some lab and things had gone nuts. *They had spliced my genes with some animals, man!* I had fur on my hands and tentacles on my back. I had hooves for feet and feathers for hair. I was a freak.

The room, some cross between a hospital operating room and an army bunker, was empty. An alarm was blaring. Then some mutant stumbled in and started going for my throat. Using my 'gifts' I sent him to the ground and started my escape...

JIMMY JUICE (PLAYER CHARACTER)



Stats:

Move	4
Hit Points	20
Attack	10
Defense	10
Damage Reduction	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 reduces 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	Damage Bonus
1	1
2	2
3	4
4	7
5	11

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 then 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 room to room, downing enemies in a single hit, skirting the edge of danger as he balances his wounds with his fury. Avoiding combat cools his rage bonus.

THE MOOK (SUPPORTING CHARACTER)

Stats:

Move	4
Hit Points	15
Attack	10
Defense	9
Damage Reduction	3

Weapons:
The Mook has been injected with the **Whipping Jellyfish Tentacles** and he refuses to take any more, no sirree.

Idle Dialogue:

“C'mon, we gotta get outta here!”
“Let's hope one of us survives this.”
<Purrs> “Aw crud, when did I start doin' that?”
“I'm a freak, a freak!”
“How far do you think the exit is?”
“Mom said I'd never amount to much..”

Combat Dialogue:

“Aaah!” <Shriek>
“Get away!”
“No closer!”
“Eeew!”
<Barks> “...excuse me.”

Death Dialogue:

“I hope it was worth it for you...”

Description:
Found wandering the halls of the lab, the Mook is the only 'person' Jimmy finds who doesn't attack him on sight. The Mook has undergone similar surgeries as Jimmy but hasn't yet been cloned – which may explain his relative mental stability. He follows Jimmy around, hoping to escape with him.

He's a small man roughly in his twenties who looks like he never had dreams for much. The Mook probably feels he deserves his fate, and is willing to sacrifice himself if the situation becomes dire. Jimmy can use this if he's feeling especially callous.

NAKED MOLE-MAN (GRUNT CHARACTER)

Stats:

Move	2
Hit Points	15
Attack	7
Defense	11
Damage Reduction	0

Weapons:
All Naked Mole-Men have the weapon **Spitting Cobra Venom** when they are created. They will not inject themselves with anything extra.

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
Hit Points	20
Attack	10
Defense	12
Damage Reduction	1

Weapons:
Goat Boys have both the **Spitting Cobra Venom** and **Porcupine Quills** weapons. They prefer to use the Spitting Venom but will use the Tentacles if they find themselves in close range. They will not inject themselves with anything extra.

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.

THE BLOB WHAT GROWS (BOSS CHARACTER)

Stats:

Move	3
Hit Points	30
Attack	13
Defense	12
Damage Reduction	2

Weapons:
The Blob has all genetic weapons available: the **Spitting Cobra Venom**, the **Porcupine Quills**, and the **Whipping Jellyfish Tentacles**. It's preferred tactic is to whip an enemy once to slow it down and the use the Porcupine Quills to annihilate it at short range.

Idle Dialogue:

<Gurgles>
<Gurgles>
<Gurgles>
<Gurgles>
<Doesn't Gurgle>
<Gurgles>

Hunting Dialogue:

<Gurgles>
<Gurgles>
<Gurgles>
<Gurgles>
<Gurgles>
<Gurgles, stops gurgling, the gurgles again>

Combat Dialogue:

<No sound>
<No sound>
<No sound>

<No sound>
<No sound>
<GURGLES!>

Description:
What happens when one body holds the key to all genetics? Can you create a perfect being by fusing the life force of every creature, great and small?

The Blob What Grows answer this question with a definitive: “No, you get a disgusting, slimy monster!” The Blob is a 5-ton sac of flesh, oozing with vestigial limbs and extraneous body fluids. Its life is a constant howl of pain, and it attempts to share this pain with any other life force it meets. Parts of it remain human, but the animal is the stronger and it quivers with the instinctual behavior of a thousand genera.

When the lab went haywire The Blob escaped from its pen. Its low cunning led it to one of the few exits to the lab, where it is lurking, waiting to take out its rage on any trying to escape. All the other freaks of the lab know to give the Blob a wide berth, lest it catch sight of them and destroy...

WEAPONS

Gaining Weapons:
At the beginning of the game, the player selects a single weapon to start with. To gain additional weapons, the player must make it to a new **Start Location**. These are marked on the map as 'Start 1,' Start 2,' and 'Start 3.' When the player reaches a new location, they may choose a new weapon power.

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

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	8	11	6
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 can be used indefinitely.	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 movement.

ARMOR / GEAR

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	Cow's Heart	Elephant's Heart	
Bonus to Max HP	5	10	
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.	

Name	Goat's Legs	Centaurus	
Bonus to Move	1	2	
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.	

SPAWN TABLES (S_N ON THE MAP TILES)

Rules for Spawning:
A spawn bank is proximity-triggered and spawns when the player walks nearby. At the beginning of the turn, before the player has moved, any spawn point within line-of-sight (a line drawn to the player which does not pass through a wall) and within 7 squares will spawn a unit if is currently **unused**.

When a Spawn point spawns, **roll a d4**, correlate it to the monster on its table, and place the resulting enemy on the Spawn point's tile. Also place a yellow counter on the spawn tile, to indicate that it is **used** and will not spawn another creature until the current one dies. The creature it spawned will act the same turn.

When a creature dies, the spawn point it was birthed from becomes **unused** and will spawn again as soon as it catches line-of-sight to the player.

Description:
Throughout the labs are cloning machines. They look like nothing more than a vat of primordial goo, oozing and bubbling with fury. When they are activated, they immediately belch forth a creature whose DNA is stored in the cloning machine's databanks.

Spawn Table:

Spawn Point #	Easy	Medium	Hard
S1	1-4: Naked Mole-Man	1-3: Naked Mole Man 4: Goat Boy	1-2: Naked Mole Man 3-4: Goat Boy
S2	1-3: Naked Mole Man 4: Goat Boy	1-3: Naked Mole Man 4: Goat Boy	1-2: Naked Mole Man 3-4: Goat Boy
S3	1-4: Naked Mole-Man	1-3: Naked Mole Man 4: Goat Boy	1-2: Naked Mole Man 3-4: Goat Boy
S4	1-4: Naked Mole-Man	1-3: Naked Mole Man 4: Goat Boy	1-2: Naked Mole Man 3-4: Goat Boy
S5	1-4: Naked Mole-Man	1-3: Naked Mole Man 4: Goat Boy	1-2: Naked Mole Man 3-4: Goat Boy
S6	1-4: Naked Mole-Man	1-2: Naked Mole Man 3-4: Goat Boy	1: Naked Mole Man 2-4: Goat Boy
S7	1-3: Naked Mole Man	1-2: Naked Mole	1: Naked Mole Man

	4: Goat Boy	Man 3-4: Goat Boy	2-4: Goat Boy
S8	1-4: Naked Mole-Man	1-3: Naked Mole Man 4: Goat Boy	1-2: Naked Mole Man 3-4: Goat Boy
S9	1-4: Naked Mole-Man	1-3: Naked Mole Man 4: Goat Boy	1-2: Naked Mole Man 3-4: Goat Boy
S10	1-4: Naked Mole-Man	1-3: Naked Mole Man 4: Goat Boy	1-2: Naked Mole Man 3-4: Goat Boy
S11	1-4: The Blob What Grows	1-4: The Blob What Grows	1-4: The Blob What Grows

DROP TABLES (P_N ON THE MAP TILES)

Rules for Powerups:
Powerup banks are located in each lab area. They grant extra genetic abilities to those who show their combat prowess.

Each powerup bank has a **kill count requirement**. Before this is met, the tile is inert. After the player has killed enough enemies in the same **area** as the powerup bank, **place a token** on the bank to indicated it has an avalable powerup. if the player **moves over** the powerup tile they may roll once on the bank (rolling a d4) and gain the resulting power. The token is then removed.

If the player already has the power shown, they may re-roll for another, and continue to do so until they get a power they don't have.

Note that **kill count** is reset every time the player moves to a new area.

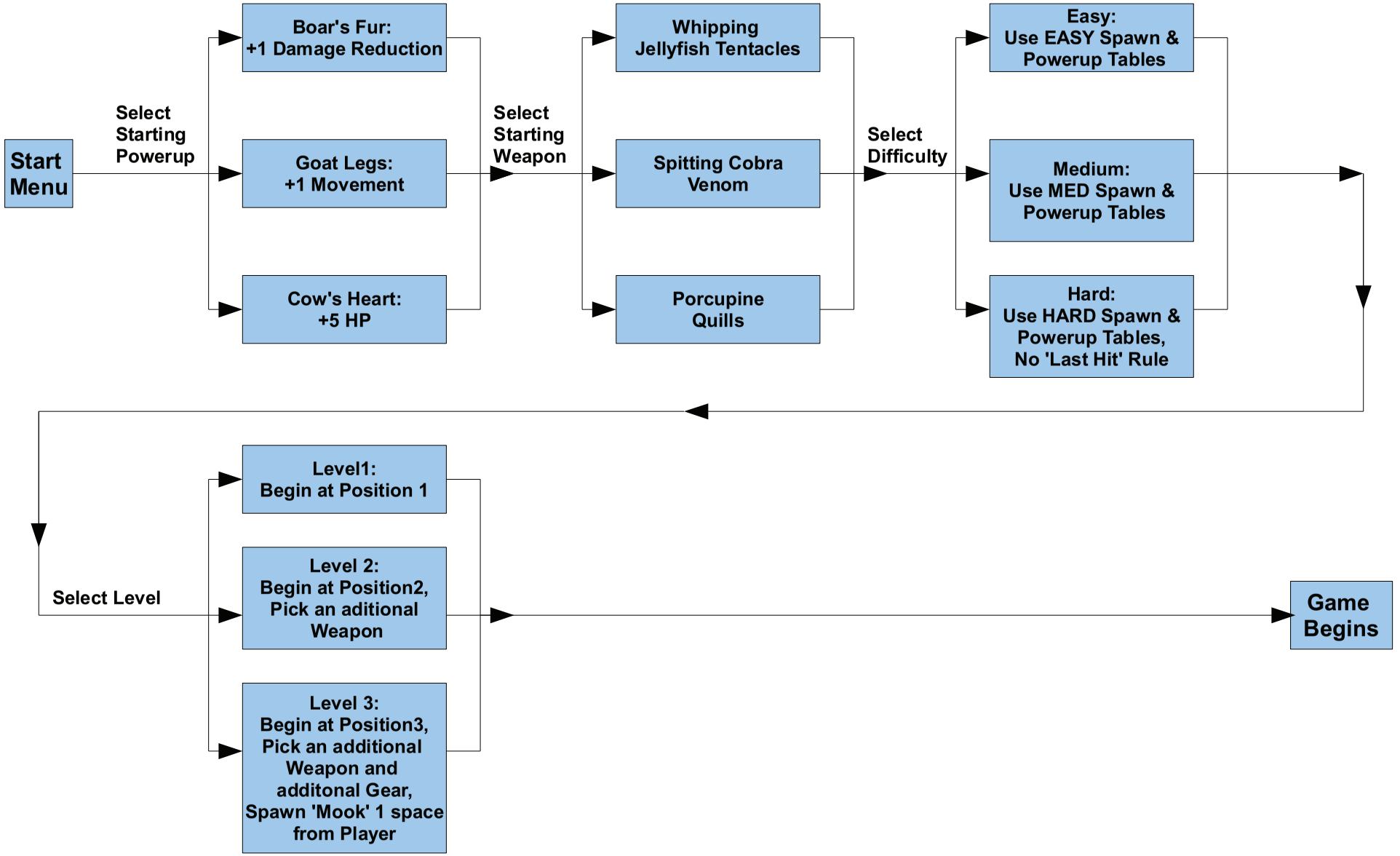
Description:
Reflecting some sick experiment, scattered throughout the labs are locked cases which bear the boldly painted letters, 'Kill For Strength,' followed by a number. Through experimentation, it becomes clear to the lab's victims that killing enough mutants opens the cases. Inside the cases are beakers of unkown substance, which simply read, 'Drink Me.' Doing so initiates a remarkable genetic splicing, radically changing the subject's biology in unknown ways.

Drop Table:

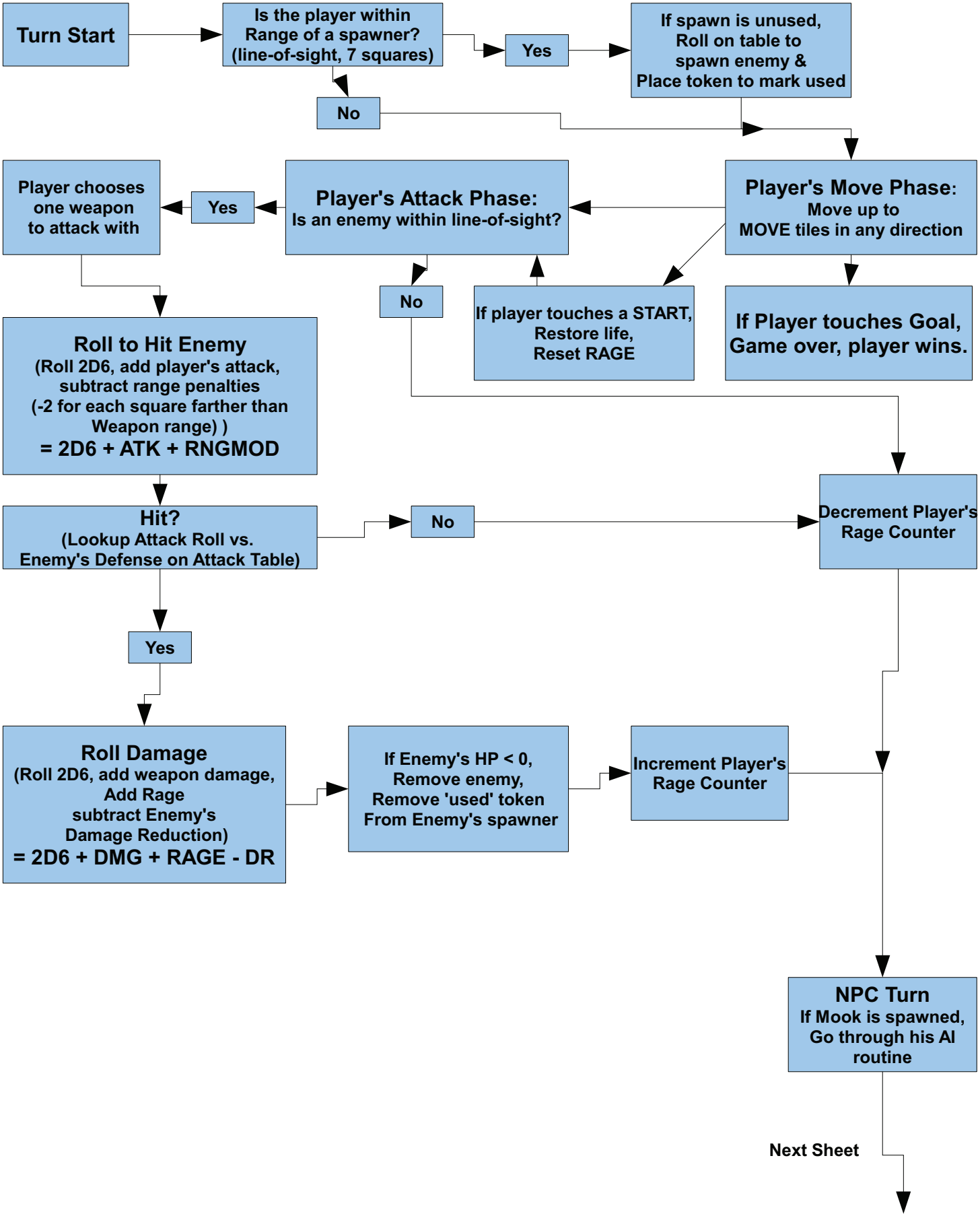
Powerup Point #	Easy	Medium	Hard
P1	Kill Requirement: 1 1: Boar's Fur 2: Goat's Legs 3: Cow's Heart 4: Player's Choice	Kill Requirement: 2 1: Boar's Fur 2: Goat's Legs 3: Cow's Heart 4: Player's Choice	Kill Requirement: 2 1: Boar's Fur 2: Goat's Legs 3: Cow's Heart 4: Player's Choice
P2	Kill Requirement: 2 1: Boar's Fur 2: Goat's Legs 3: Cow's Heart 4: Player's Choice	Kill Requirement: 4 1: Boar's Fur 2: Goat's Legs 3: Cow's Heart 4: Player's Choice	Kill Requirement: 5 1: Boar's Fur 2: Goat's Legs 3: Cow's Heart 4: Player's Choice
P3	Kill Requirement: 1 1: Rhino's Hide 2: Rhino's Hide 3: Elephant's Heart 4: Player's Choice	Kill Requirement: 2 1: Boar's Fur 2: Rhino's Hide 3: Elephat's Heart 4: Player's Choice	Kill Requirement: 3 1: Rhino's Hide 2: Goat's Legs 3: Cow's Heart 4: Player's Choice
P4	Kill Requirement: 2 1: Serpent's Scales	Kill Requirement: 4 1: Rhino's Hide	Kill Requirement: 5 1: Rhino's Hide

	2: Goat's Legs 3: Cow's Heart 4: Player's Choice	2: Centaurus 3: Elephant's Heart 4: Player's Choice	2: Centaurus 3: Elephant's Heart 4: Player's Choice
P5	Kill Requirement: 1 1: Serpent's Scales 2: Centaurus 3: Elephant's Heart 4: Player's Choice	Kill Requirement: 2 1: Serpent's Scales 2: Centaurus 3: Elephant's Heart 4: Player's Choice	Kill Requirement: 2 1: Serpent's Scales 2: Centaurus 3: Elephant's Heart 4: Player's Choice

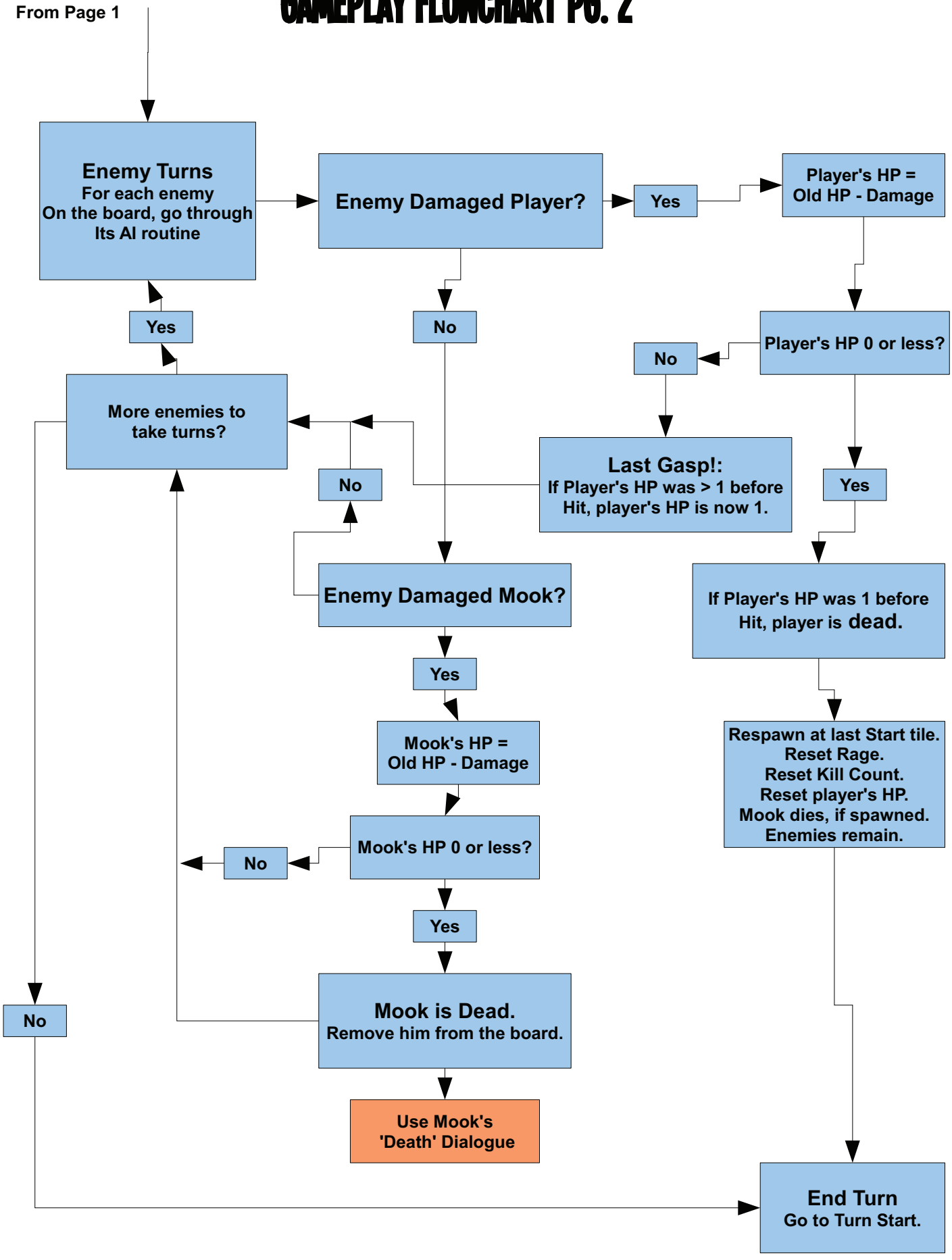
UI


Start Menu
Select Starting Powerup
Boar's Fur: +1 Damage Reduction
Goat Legs: +1 Movement
Cow's Heart: +5 HP
Select Starting Weapon
Whipping Jellyfish Tentacles
Spitting Cobra Venom
Porcupine Quills
Select Difficulty
Easy: Use EASY Spawn & Powerup Tables
Medium: Use MED Spawn & Powerup Tables
Hard: Use HARD Spawn & Powerup Tables, No 'Last Hit' Rule
Select Level
Level1: Begin at Position 1
Level 2: Begin at Position2, Pick an aditional Weapon
Level 3: Begin at Position3, Pick an additional Weapon and additonal Gear, Spawn 'Mook' 1 space from Player
Game Begins

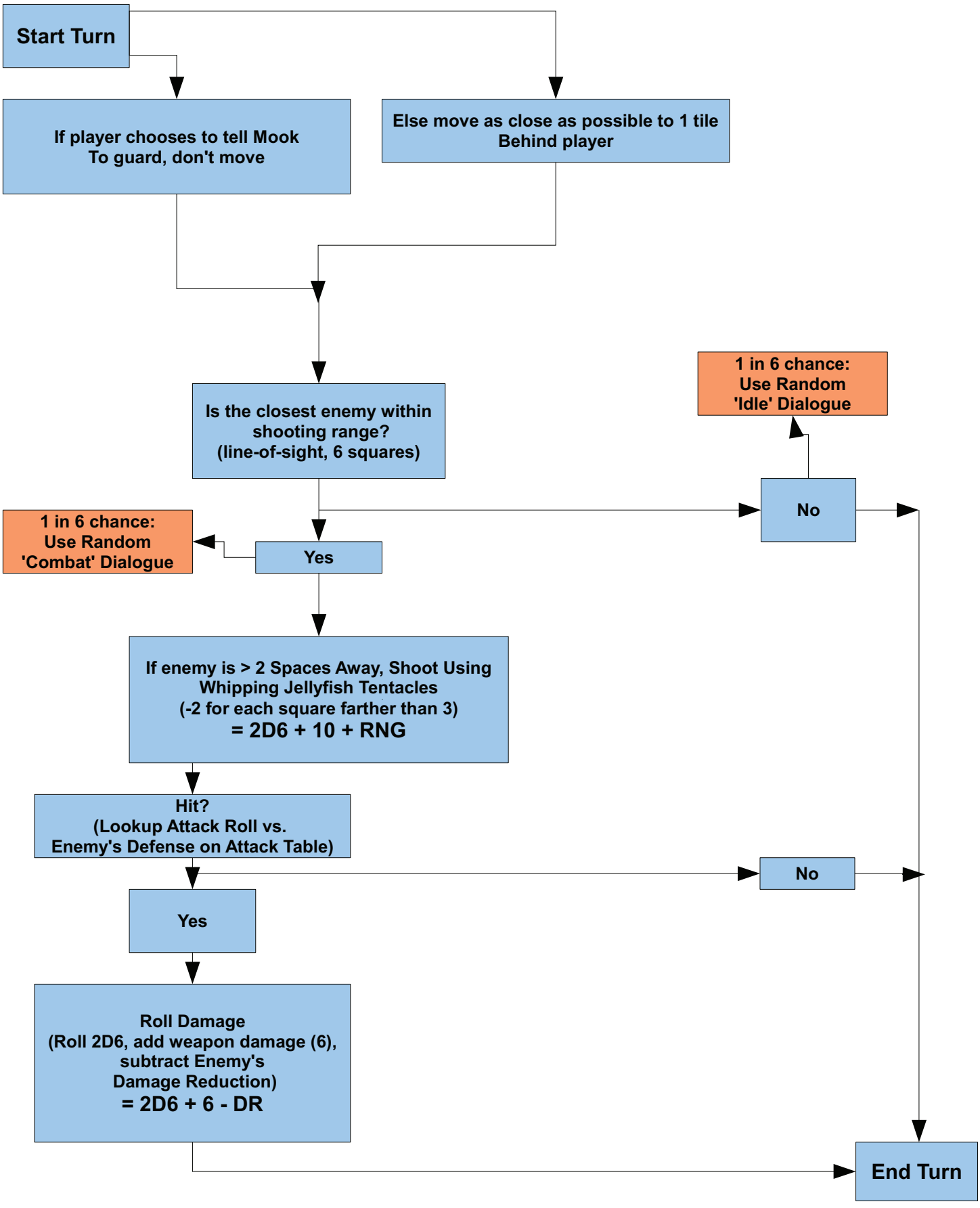
GAMEPLAY FLOWCHART PG. 1



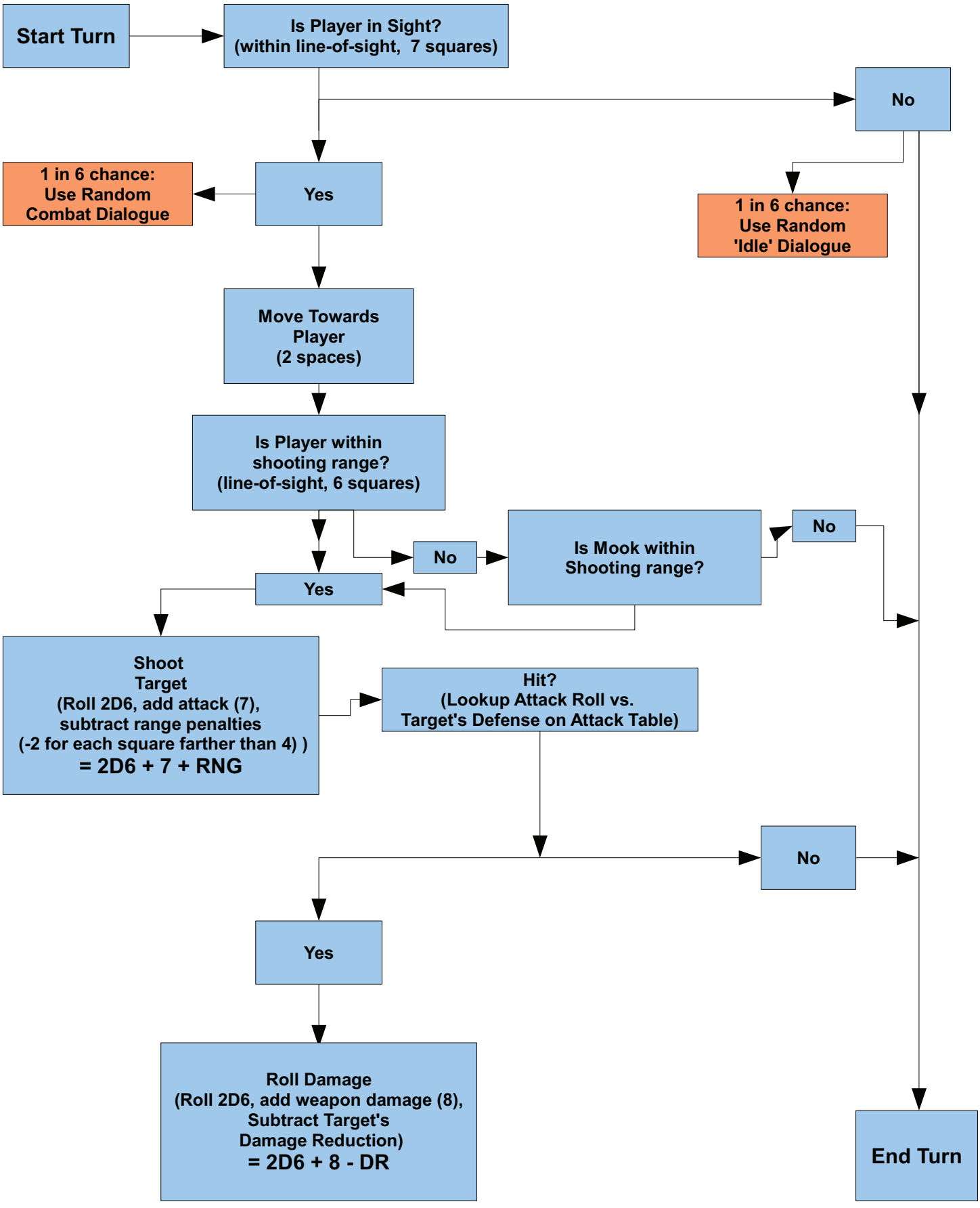
GAMEPLAY FLOWCHART PG. 2



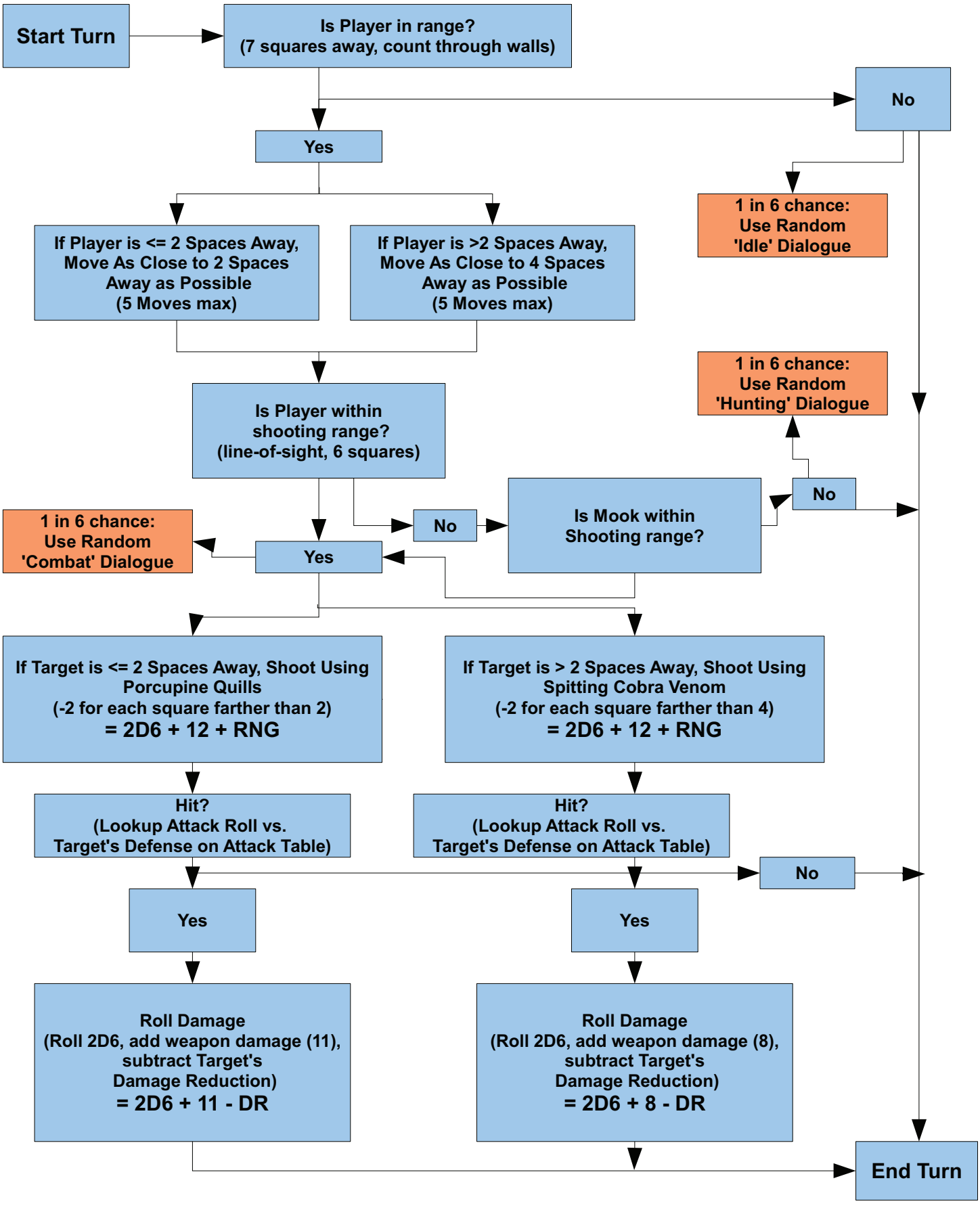
THE MOOK AI BEHAVIOR



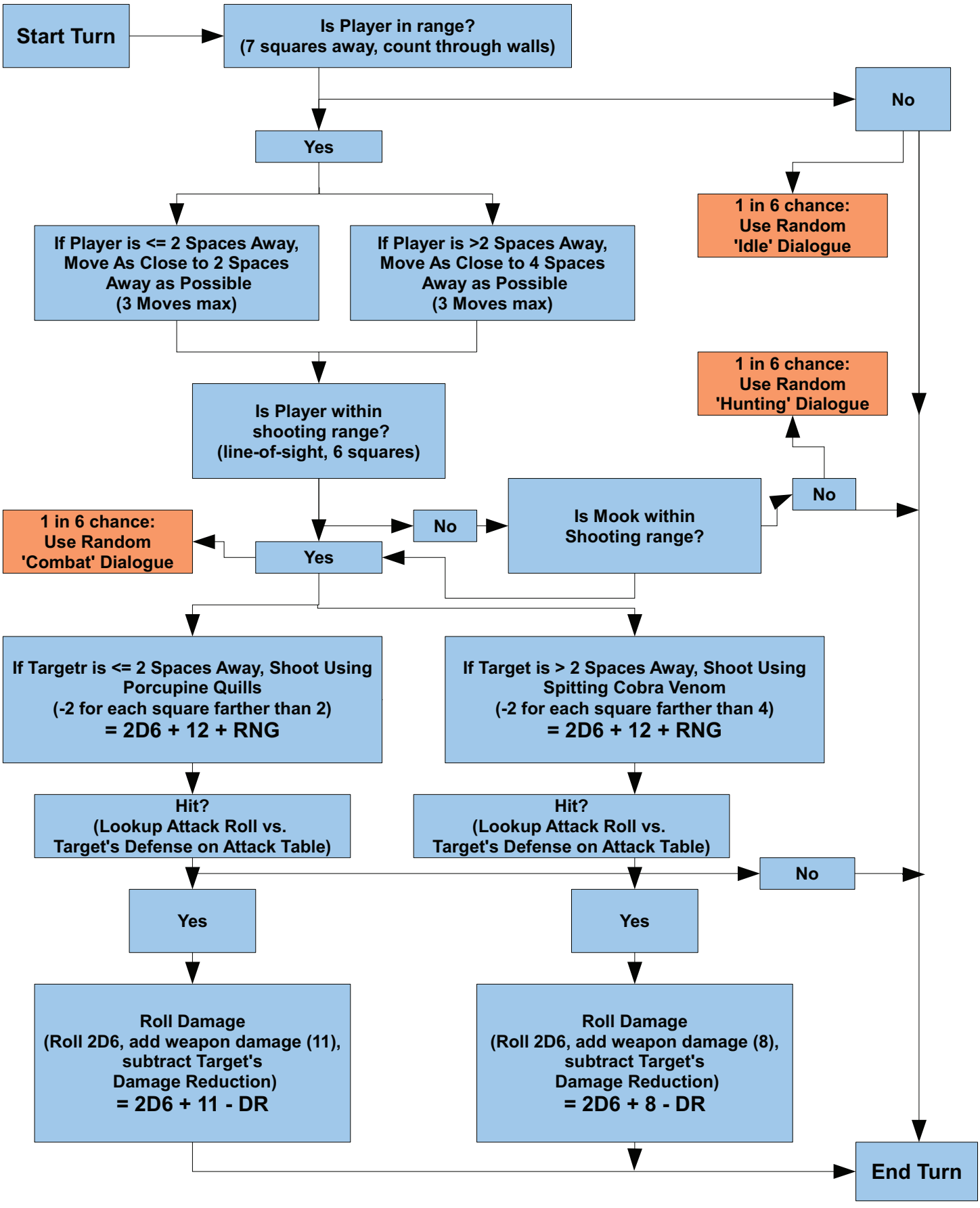
NAKED MOLE-MAN AI BEHAVIOR



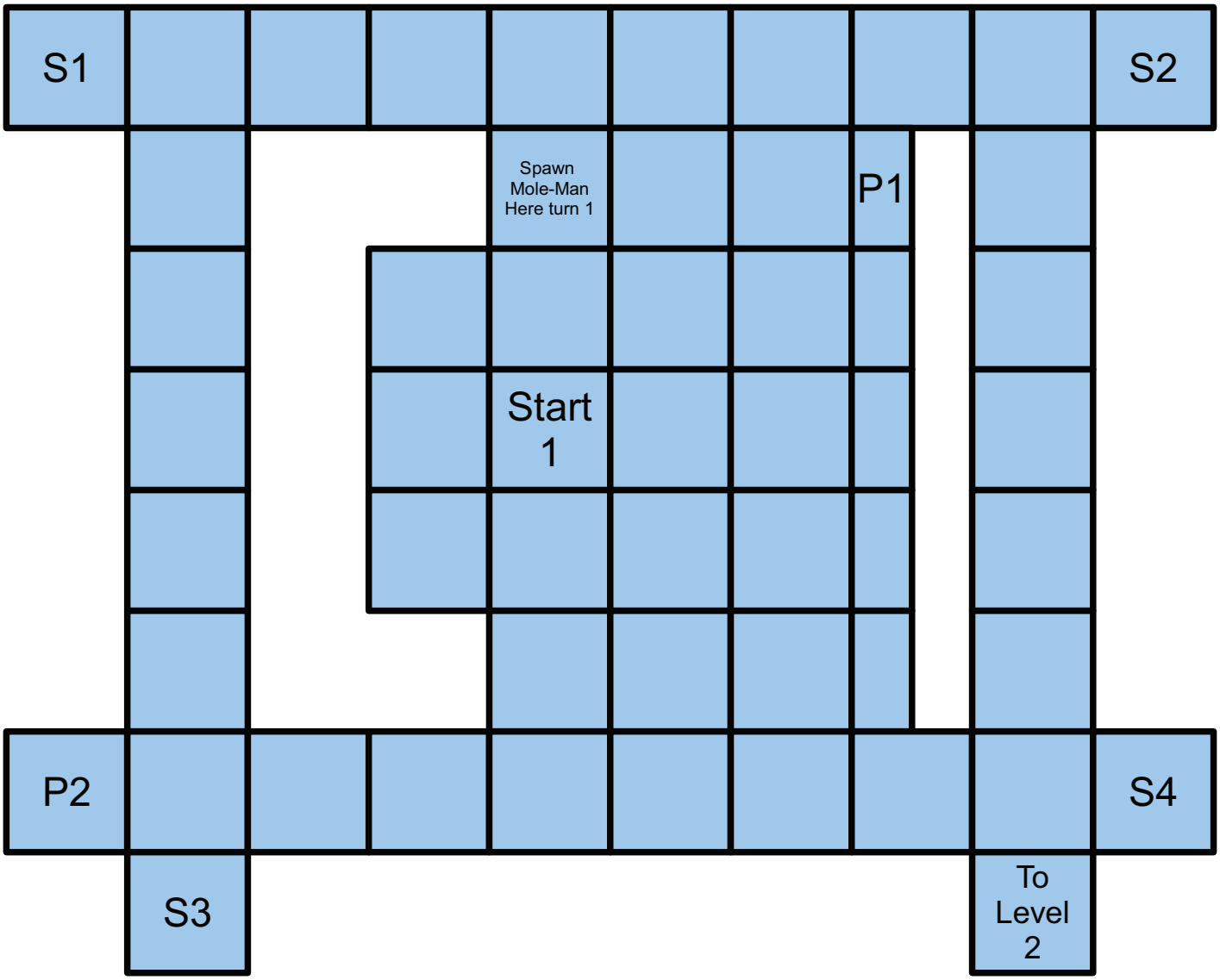
GOAT BOY AI BEHAVIOR



THE BLOB AI BEHAVIOR



LEVEL 1



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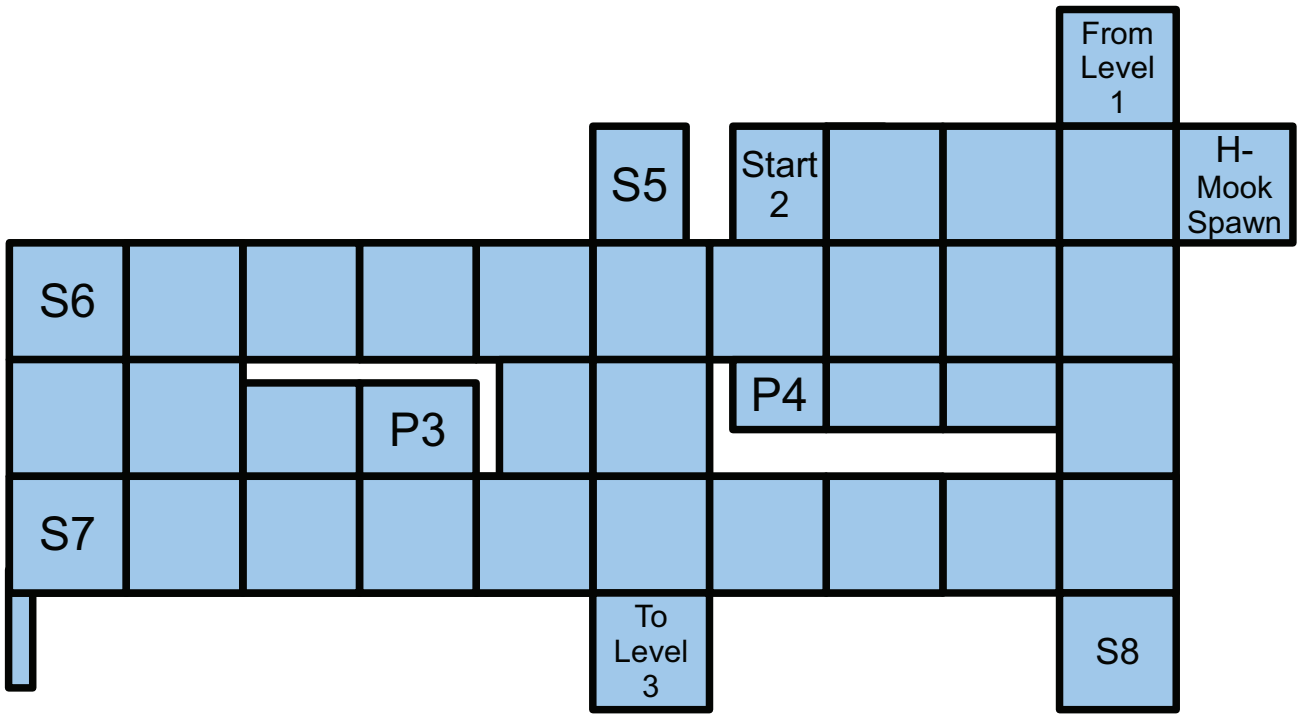

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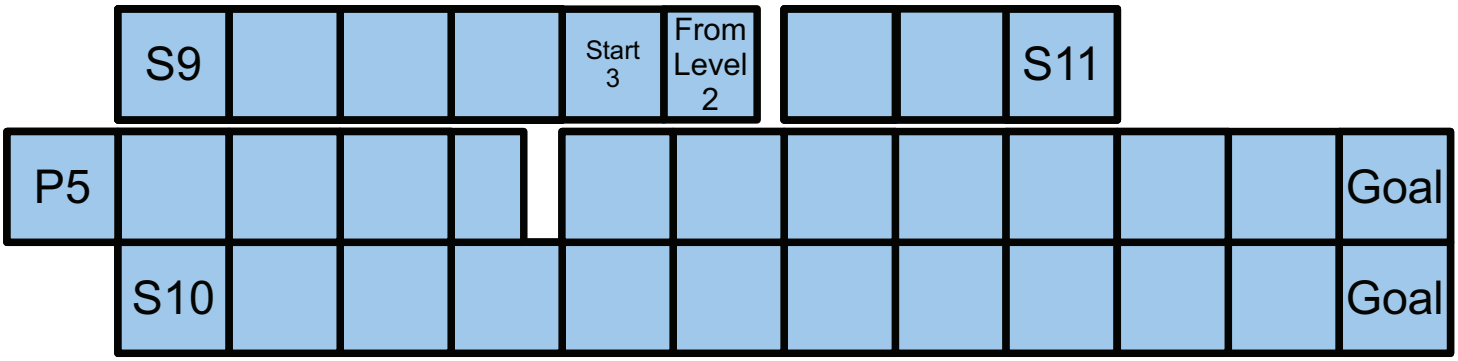
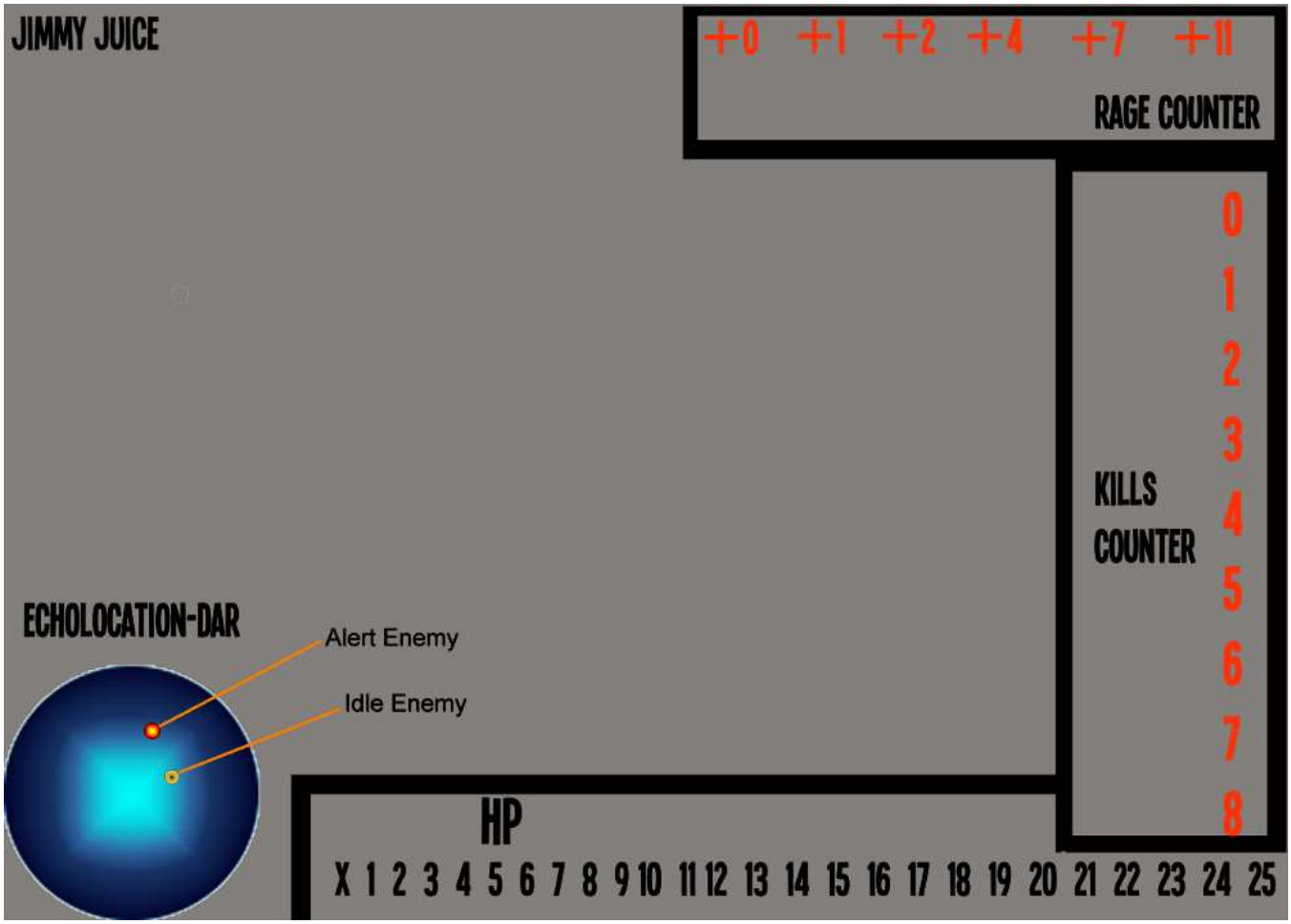


Hit Miss Table

	Defender's DEF								
	10	11	12	13	14	15	16	17	18
Attacker's Roll	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
2	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
3	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
4	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
5	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
6	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
7	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
8	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
9	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
10	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
11	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
12	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
13	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
14	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
15	HIT	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS
16	HIT	HIT	MISS	MISS	MISS	MISS	MISS	MISS	MISS
17	HIT	HIT	MISS	MISS	MISS	MISS	MISS	MISS	MISS
18	HIT	HIT	HIT	MISS	MISS	MISS	MISS	MISS	MISS
19	HIT	HIT	HIT	HIT	MISS	MISS	MISS	MISS	MISS
20	HIT	HIT	HIT	HIT	MISS	MISS	MISS	MISS	MISS
21	HIT	HIT	HIT	HIT	HIT	MISS	MISS	MISS	MISS
22	HIT	HIT	HIT	HIT	HIT	HIT	MISS	MISS	MISS
23	HIT	HIT	HIT	HIT	HIT	HIT	MISS	MISS	MISS
24	HIT	HIT	HIT	HIT	HIT	HIT	HIT	MISS	MISS
25	HIT	HIT	HIT	HIT	HIT	HIT	HIT	HIT	MISS
26	HIT	HIT	HIT	HIT	HIT	HIT	HIT	HIT	MISS
27	HIT	HIT	HIT	HIT	HIT	HIT	HIT	HIT	HIT
28	HIT	HIT	HIT	HIT	HIT	HIT	HIT	HIT	HIT
29	HIT	HIT	HIT	HIT	HIT	HIT	HIT	HIT	HIT
30	HIT	HIT	HIT	HIT	HIT	HIT	HIT	HIT	HIT


JIMMY JUICE
+0 +1 +2 +4 +7 +11
RAGE COUNTER
0
1
2
3
4
5
6
7
8
KILLS
COUNTER
ECHOLOCATION-DAR
Alert Enemy
Idle Enemy
HP
X 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25