Edited Toontorial Combat Cutscene

Combat Tutorial Room Sequence

1. [walk into the training room, Lowden is waiting for you with 'mock cog']
   a. **Lowden Clear:** Welcome to the training room, _avName_! Let's get you prepared!
   b. **Lowden Clear:** First things first: you need a Laff Meter!
2. [laff meter pops up on screen]
   a. **Lowden Clear:** Ah, there it is! Your Laff Meter signifies how happy you are at any point in time!
3. [start laff tick-down animation]
   a. **Lowden Clear:** However, if your Laff hits 0…
4. [laff hits 0]
   a. **Lowden Clear:** You'll become sad and will be sent back to the nearest playground!
5. [laff meter pops up back to full, slides into proper position]
   a. **Lowden Clear:** Luckily, when in the playground, you can find treasures! These will heal you back up quickly.
   b. **Lowden Clear:** That way, you can get back into the action.
6. [Lowden again]
   a. **Lowden Clear:** Why would your Laff hit 0, you may ask?
   b. **Lowden Clear:** Well, you see, currently we are under an invasion. An invasion conducted by robots.
   c. **Lowden Clear:** We call them, Cogs.
7. [Lowden shows a picture of a Cog]
   a. **Lowden Clear:** These no fun robots can't take a joke and thankfully, we have just the skills to do that!
8. [fake gag menu pops up on the screen, level 1 gags are shown on there but greyed out to signify you don't have them]
   a. **Lowden Clear:** Gags are used to battle the Cogs around town, and I'm going to teach you how to use them!
   b. **Lowden Clear:** Here are a few starter Gags for basic training.
9. [animation of models of each level one gag out across the screen and into the gag menu pop-up (do them all at the same time to save time, 8 gags is a lot), when they slide in the gag icons turn blue to signify you have them]
10. [gag menu fades out]
    a. **Lowden Clear:** Now we're ready to get started! Approach that Cog dummy over there!
    b. **Lowden Clear:** Get that Desk Jockey!
11. [give control back to the player]
12. [player walks up to mock cog]
13. [battle starts, for talking we'll use a similar tactic to the book tutorial with Lowden speaking through a box at the bottom left]
14. [Toon has level 1 for all Gag Tracks, but only 1 is open at a time]
15. [Toon-Up is open, but clicking it does nothing since we're only Toon in battle]
    a. **Lowden Clear:** This is the Toon-Up Gag track! You can use it to heal other Toons in battle. However, there must be another Toon in the battle to use the track!
    b. **Lowden Clear:** As you can see, I have already taken a bit of damage, go ahead and use Toon-Up by selecting the gag and then selecting me!
16. [Player selects toon-up on Lowden, mock cog does a -1 attack]
17. [next round starts, toon-up is greyed out now and trap is open for use]
    a. **Lowden Clear:** Toons are not the only ones that can pack a punch. Be sure to watch out for the Cog's attack!
    b. **Lowden Clear:** Your Trap Gag is currently available.
    c. **Lowden Clear:** Trap gags are very powerful, but they can only activate if a Lure Gag is used!
    d. **Lowden Clear:** Luckily for you, I brought some lure gags along, use Trap now!
18. [prompt user to click trap, make button pulse between blue and dark blue to signify clicking it]
19. [trap is used]
20. [Lowden lures the cog, lure hits and the trap activates]
21. [trap activates, cog unlures and toons takes another -1]
22. [the next turn begins, trap is greyed out and lure is available.]
    a. **Lowden Clear:** See? A Trap Gag activates once a Cog is lured onto it, dealing loads of damage!
    b. **Lowden Clear:** Try luring the Cog one more time!
23. [prompt user to click lure, lure hits]
24. [cog does nothing]
25. [the next turn begins, lure is greyed out and sound is available]
    a. **Lowden Clear:** See what happened when you used Lure this time? It stunned the Cog!
    b. **Lowden Clear:** Lured Cogs are unable to attack and will take additional 'knockback' damage from Throw and Squirt!
    c. **Lowden Clear:** Now, go ahead and give Sound a try! Sound Gags do less damage to single targets, but it hits all Cogs in battle!
26. [prompt user to click sound, sound hits]
27. [toon takes another -1]
28. [the next turn begins, sound is greyed out and squirt is available]
    a. **Lowden Clear:** Nice one! Keep in mind that Sound Gags do not get the bonus 'knockback' damage on lured Cogs.
    b. **Lowden Clear:** As previously mentioned, Sound isn't all that powerful. However, if multiple Toons in a battle use Sound, the damage will stack up fast!
    c. **Lowden Clear:** Now, why don't you go and try out Squirt?
29. [prompt user to click squirt, squirt hits]
30. [toon takes another -1]
31. [next turn begins, squirt is greyed out and zap is available]
    a. **Lowden Clear:** Nice job! See how the Cog has water droplets coming off of it? That means it's soaked!
    b. **Lowden Clear:** You can also see it is soaked in the Cog's information panel. It should be a gear with a few water drops on it.
    c. **Lowden Clear:** When soaked, the Cog's defense is lowered, increasing Gag accuracy!
    d. **Lowden Clear:** Now, go ahead and use a Zap Gag! I think you'll find the result quite shocking!
32. [prompt user to click zap, zap hits]
33. [toon takes another -1]
34. [mock cog dries off]

- a. **Lowden Clear:** Would you look at that? Zap Gags not only do triple the damage on soaked cogs, but they always hit soaked Cogs as well!
- b. **Lowden Clear:** Zap can 'jump' to neighboring soaked Cogs as well, but the 'jumps' do reduced damage compared to the first one.
- c. **Lowden Clear:** Even though Zap can 'jump', a single Zap Gag can't hit more than three soaked Cogs.
- d. **Lowden Clear:** Hmm, it looks like the Cog has dried off. A cog can only be zapped if they are soaked.
35. [next turn begins, zap is greyed out and throw is available]
    - a. **Lowden Clear:** Now it's time for a good old, Toontown classic! The Throw Gag!
    - b. **Lowden Clear:** Go ahead and try using one!
36. [prompt user to click throw]
37. [Throw hits]
38. [next turn begins, throw is greyed out and drop is available]
    - a. **Lowden Clear:** Throw does a considerable amount of damage, but keep in mind that it works best on lured Cogs!
    - b. **Lowden Clear:** Go ahead and use a Drop Gag now. We're almost done!
39. [prompt user to click drop, drop hits]
40. [toon takes another -1]
41. [Desk Jockey activates it's cheat "Lights on Initiative" (Lightbulb gag for animation) allowing it to attack twice in one round, hitting the toon for another -1 attack.]
42. [the next turn begins, all damage gags are available (everything but toonup)]
43. [a new 'finish' button where 'run' would usually be will pop up here and will pulse to signify to click it]
    - a. **Lowden Clear:** The Desk Jockey just activated a cheat! Some cogs will use this to gain an edge in battle!
    - b. **Lowden Clear:** Cheats have different effects! Make sure to stay on your toes if you see one activate!
    - c. **Lowden Clear:** But where was I? Oh yeah! Drop can pack quite a punch, but it has pretty low accuracy.
    - d. **Lowden Clear:** Additionally, combining your Drop with other Toons using Drop makes it do high amounts of combo damage! The more Drop Gags that are used, the more combo damage it deals.
    - e. **Lowden Clear:** Our training is just about finished!
    - f. **Lowden Clear:** You're free to experiment with the Gags a little bit more! Be sure to press the "Finish" button when you're done!
44. [At this point the Toon will dodge all attacks so they can test all they want until they feel ready to finish, gags have normal accuracy past this point.]
45. [4 dummy cogs will join the battle, so the player may test multi-target gags]
46. [Toon eventually clicks Finish button]
47. [Camera Pans over to Lowden]
    - a. **Lowden Clear:** Great job, _avName_! I think you're ready to take on the Cogs!
    - b. **Lowden Clear:** You now have a very tough decision to make. Which two Gag Tracks will you start with?
    - c. **Lowden Clear:** Once you've decided, we'll head over to Toon Hall! Mayor Flippy would like to speak with you.
    - d. **Lowden Clear:** After you're done there, come see me at Toon HQ. I'll have your first task ready!
48. [Lowden walks out of the room]
49. [Player's Toon TP's out to the pick a gag screen]