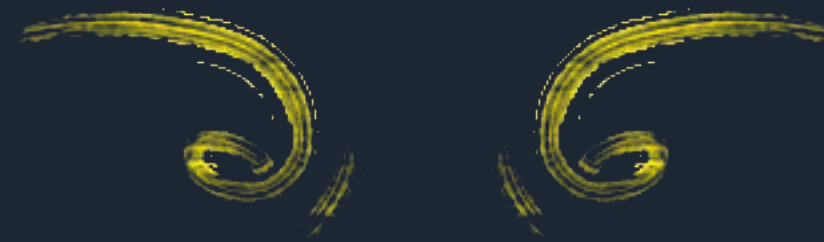
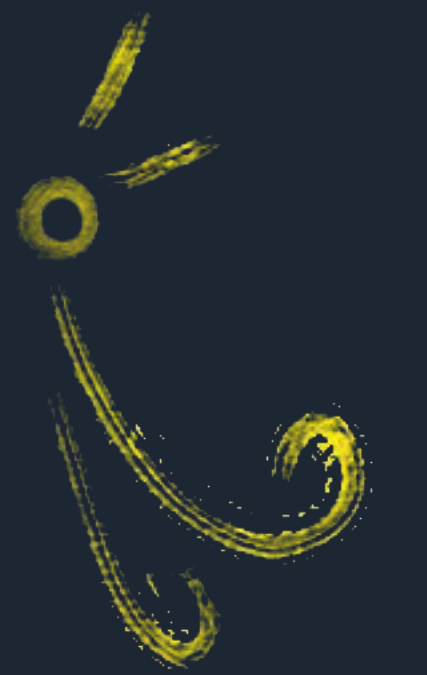


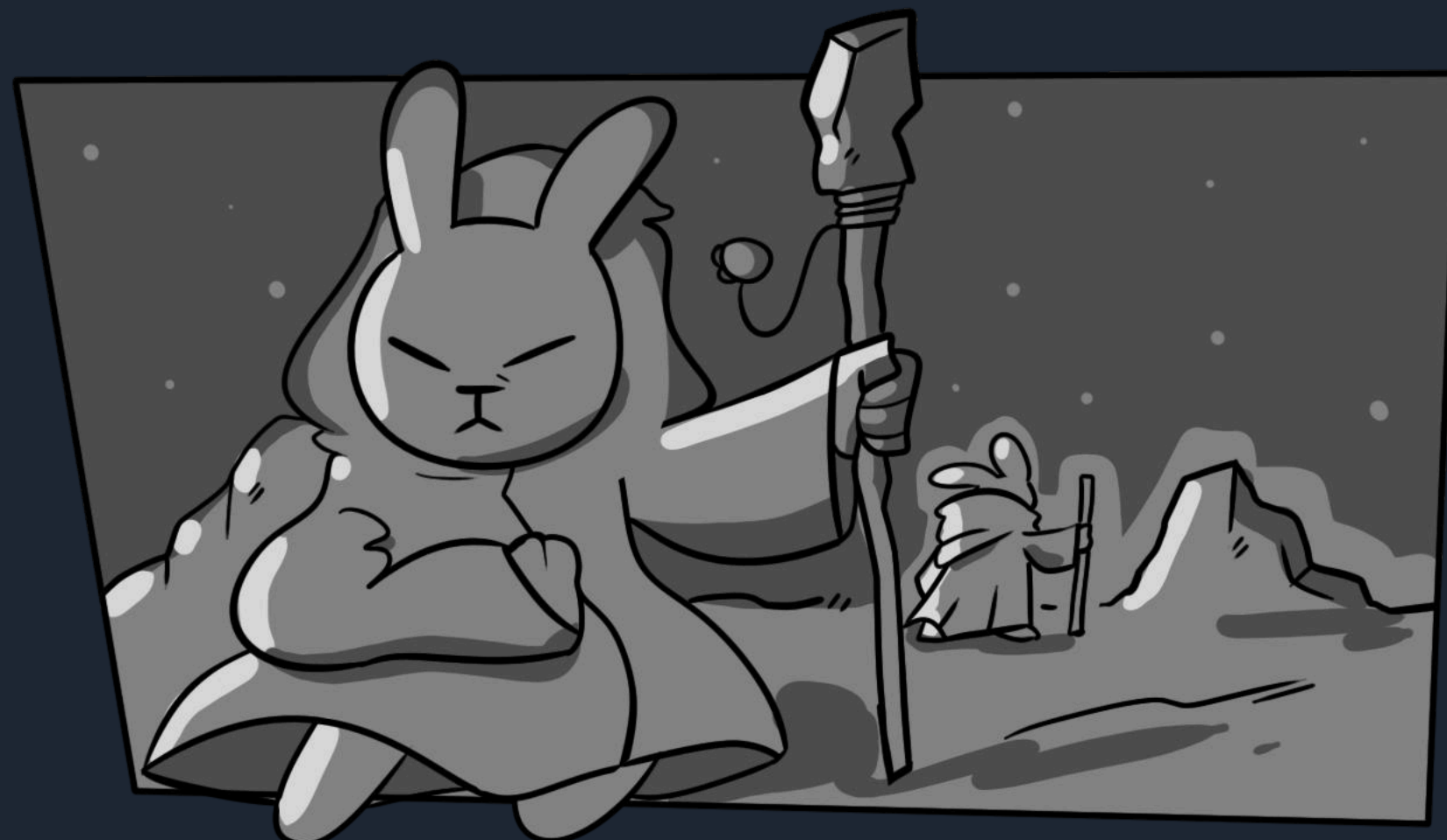


THE TALES OF SLOT OR NOT

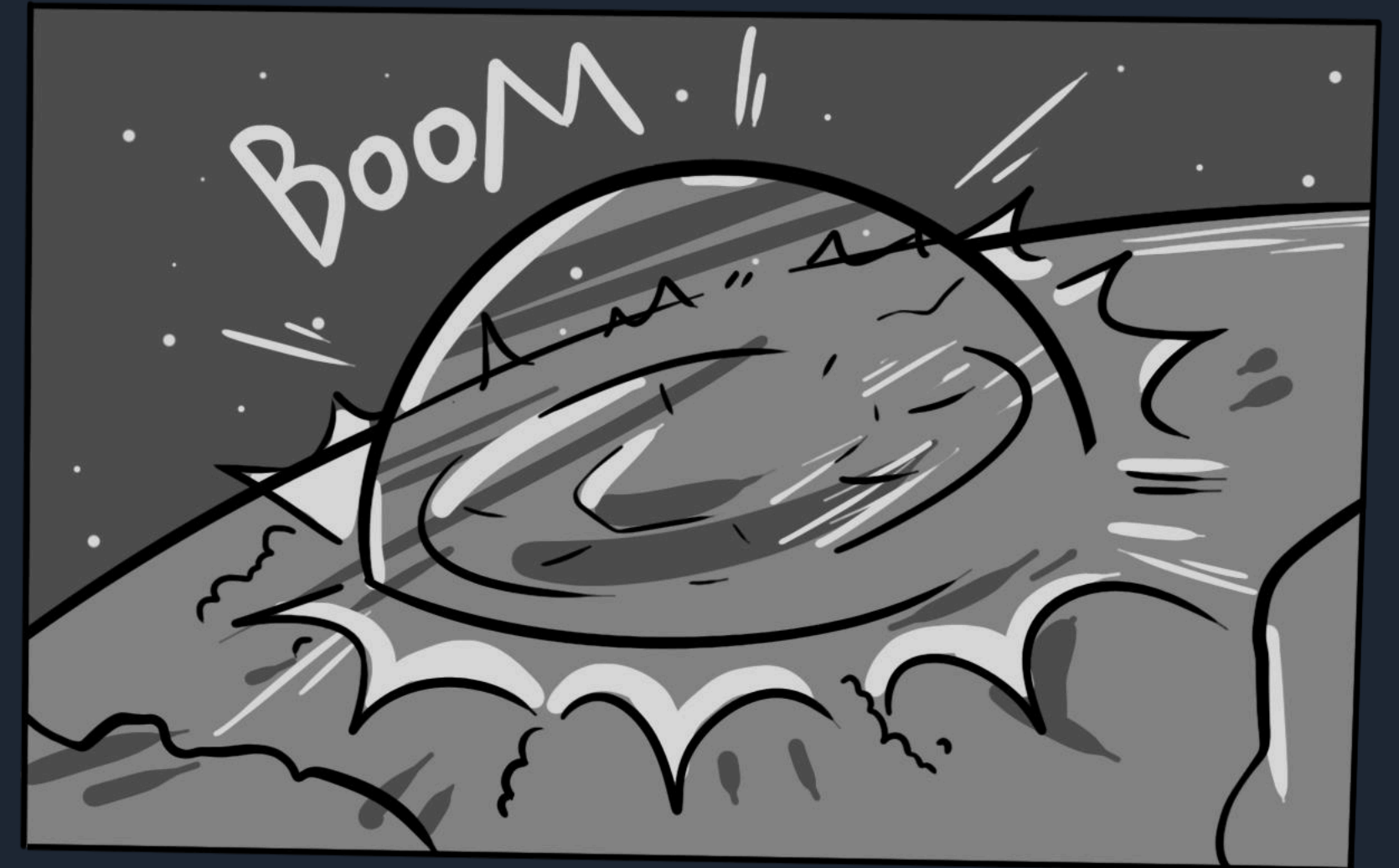


CHAPTER 1: THE CURSED WORLD

Year 4029. The world is recovering after the explosion of a nuclear bomb of unknown origin during the Fifth World War. This bomb was so destructive that it annihilated humanity as we know it.



Planet Earth itself suffered greatly from the explosion. Only a **fragment of Africa** remained. This fragment was named the **Common World**. The territory suitable for life is only 228,000 square kilometers. On this small island, different beast-like races try to coexist, fighting for power and creating tribes and alliances.

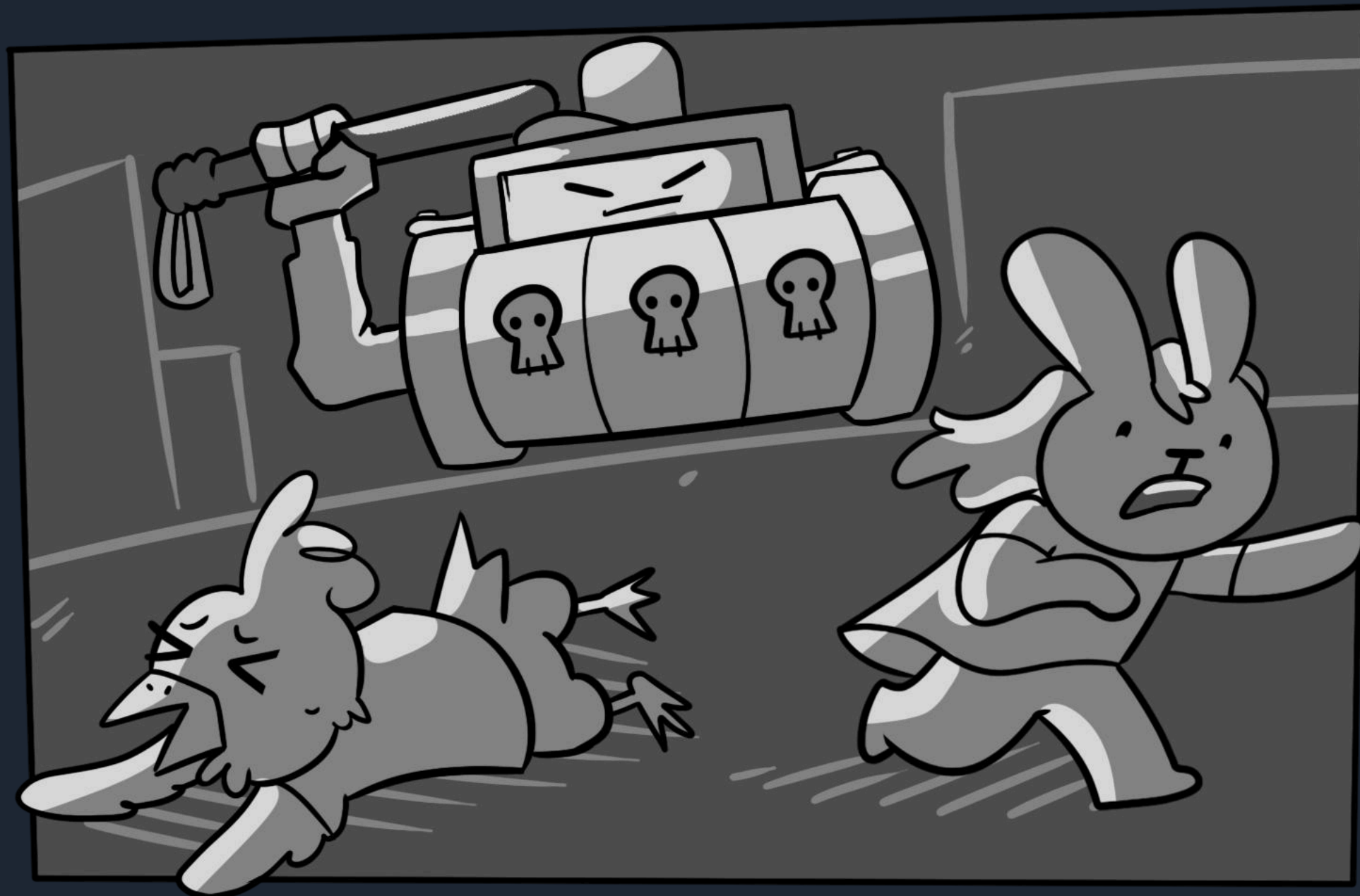


The result of the explosion was the total genocide of the human race. The surviving life forms, under the influence of atomic energy, began to merge with fragments of human DNA and form new, beast-like races.

Finding a human on this cursed land became impossible.



The current world power is in the **paws of the queen** — **the great white fox Genevra**. She once established the city of Neo-Megas, which consists of numerous casinos. By manipulating human vices deeply embedded in the DNA of the newly formed beast-people, she enslaved the free folk, binding them in the chains of gambling and vice.



They say she overthrew the king through deception and cunning, **but there is no one who knows the truth.**



Genevra adapted the slot machine technology left by ancestors. These technological slot machines serve the current government both as a **means of manipulating** the population and **as a tool for extracting money from the masses**. The exact origin of this technology is unknown. Only the queen and her servants know how to control it.



In the new world, choices for ordinary citizens are limited: either you descend into the abyss of vice in Neo-Megas and exist for the queen's interests, or you try to survive in wild conditions far beyond civilization. This is how the free folk live.

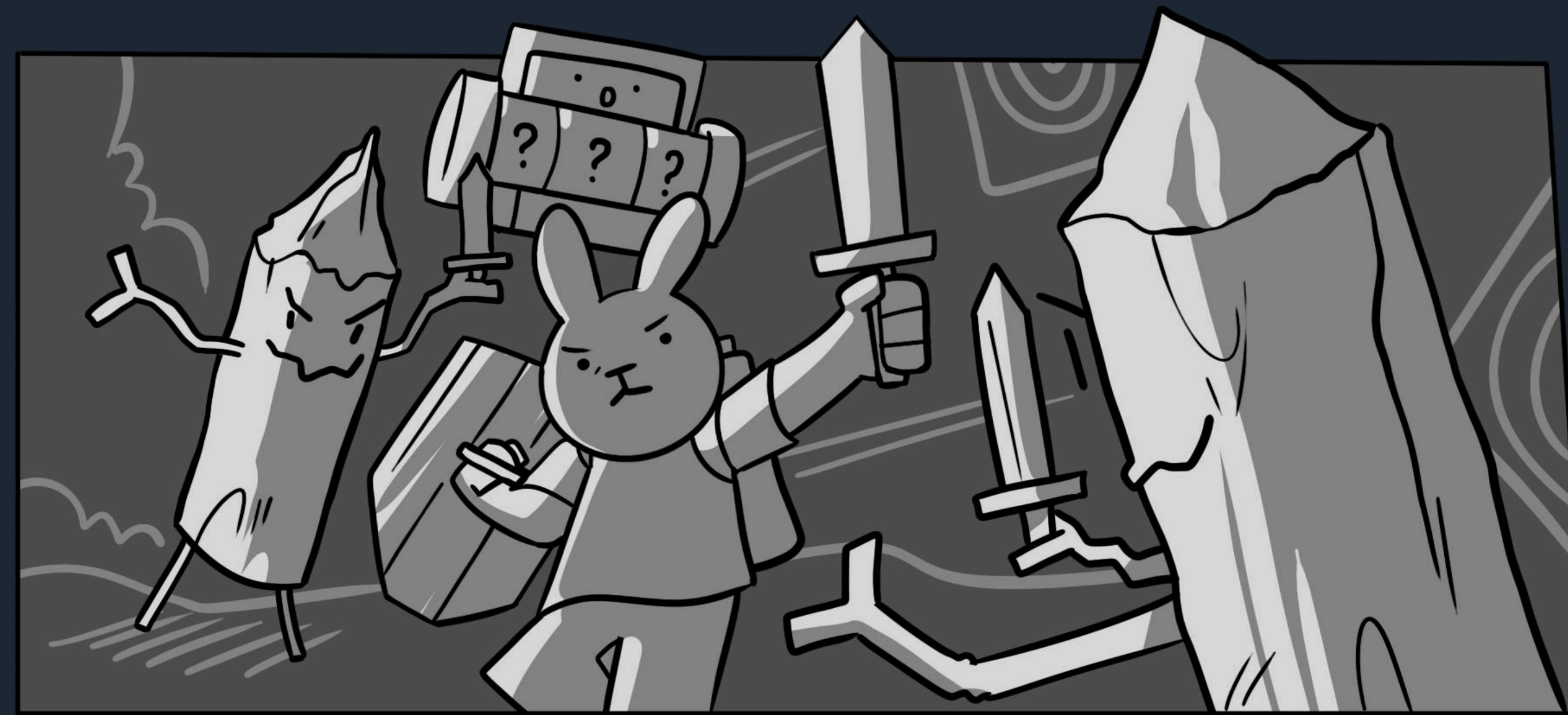
In one of these tribes — the rabbit tribe — our hero Ban Dorian was born.



Ban Dorian is the only son of the tribe's chief, Ban Godric. Dorian was never a "golden child" and was raised with strict discipline. His training was harsh, but despite everything, he became an excellent warrior. A strong and taciturn young man.



The rabbit tribe was quite advanced. The rabbits captured several slot machines and reprogrammed them for their benefit. Any warrior of this tribe knows how to operate a slot machine. This is how they built their village, hidden from the queen's eyes.



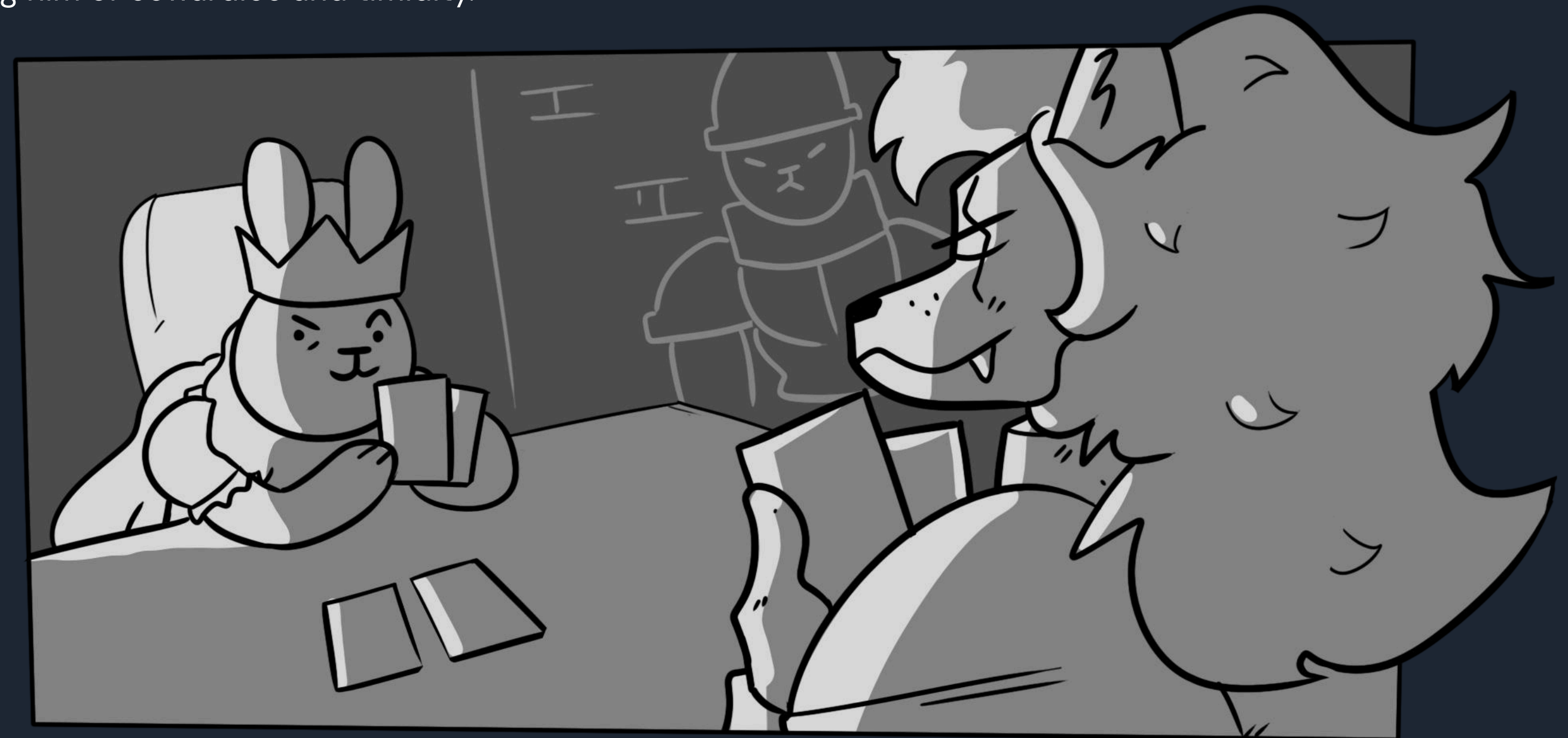
One fine day, Dorian's father, already old and sick, called for him on his deathbed to have a serious conversation.



The old man revealed to Dorian a sacred secret — he, **Ban Godric**, was the king of the **Common World**! He ruled peacefully for many years until one day the fox Genevra appeared and challenged the king, accusing him of cowardice and timidity.



Genevra challenged the king to a **duel in Blackjack**. This act infuriated the king, as everyone knew he was the most skilled player in the Common World. Confident in his victory, the king got involved in this adventure.



After several winning rounds, the king was intoxicated with luck. And then the cunning Genevra decided to go all-in. **She bet her life against the crown.**

If she won — **the crown would be hers**, and if the king won, he would be **free to behead her right then and there.**



According to the laws of this world, established by the king himself, he was forced to **go into exile**. And the cunning Genevra became the **ruler of the Common World**. "The fox spread her roots and began to systematically poison the souls of the inhabitants of this world with gambling," **Godric recounted with regret.**



The king agreed to this bet, wanting to teach the annoying fox a lesson. **But at the decisive moment, he was outplayed and defeated.**



"I will probably die soon, and I have one last cherished wish: **return the crown and save our world, son,**" said old Godric.

After saying these words, the old man fell into a deep sleep.

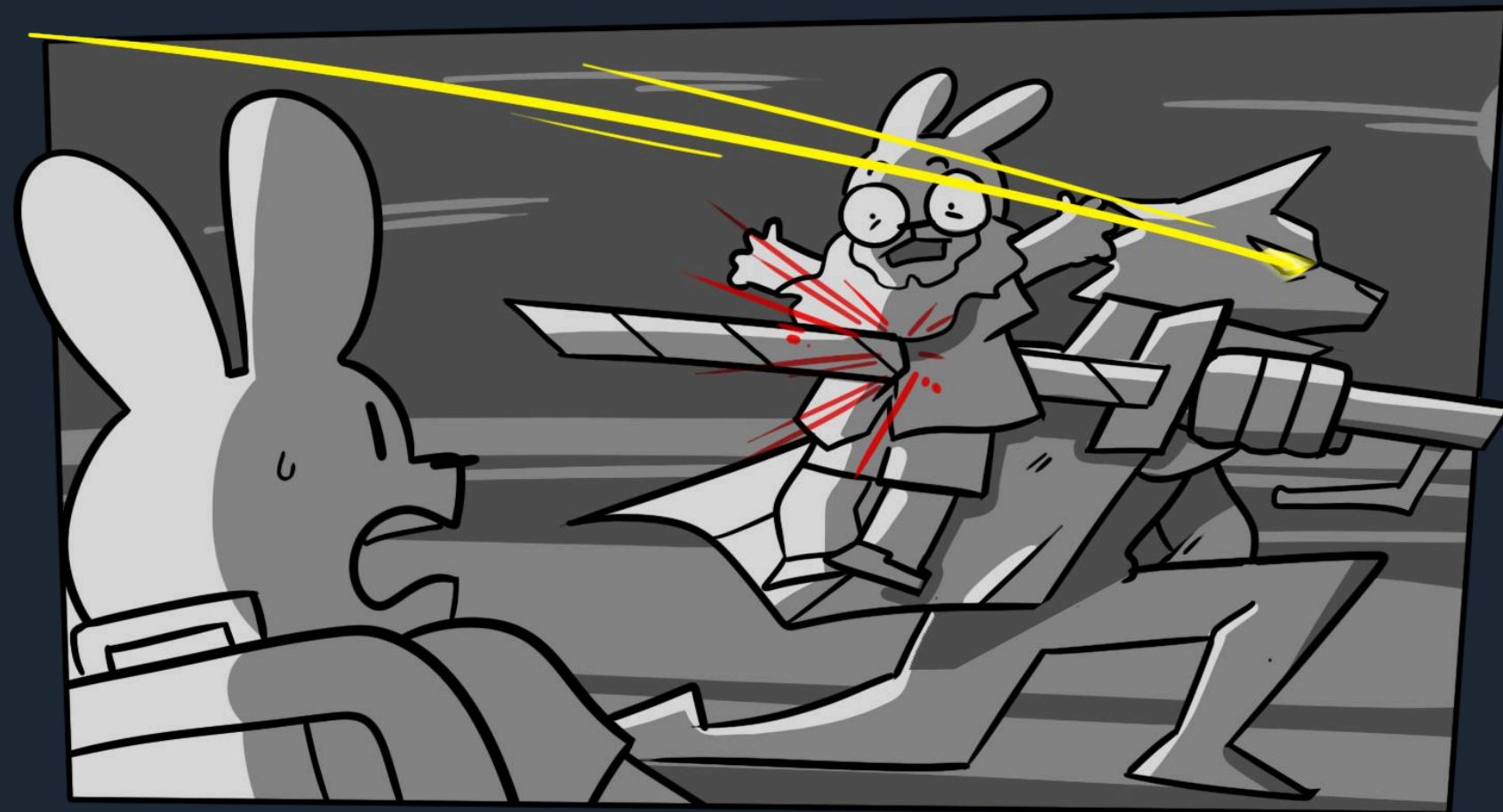
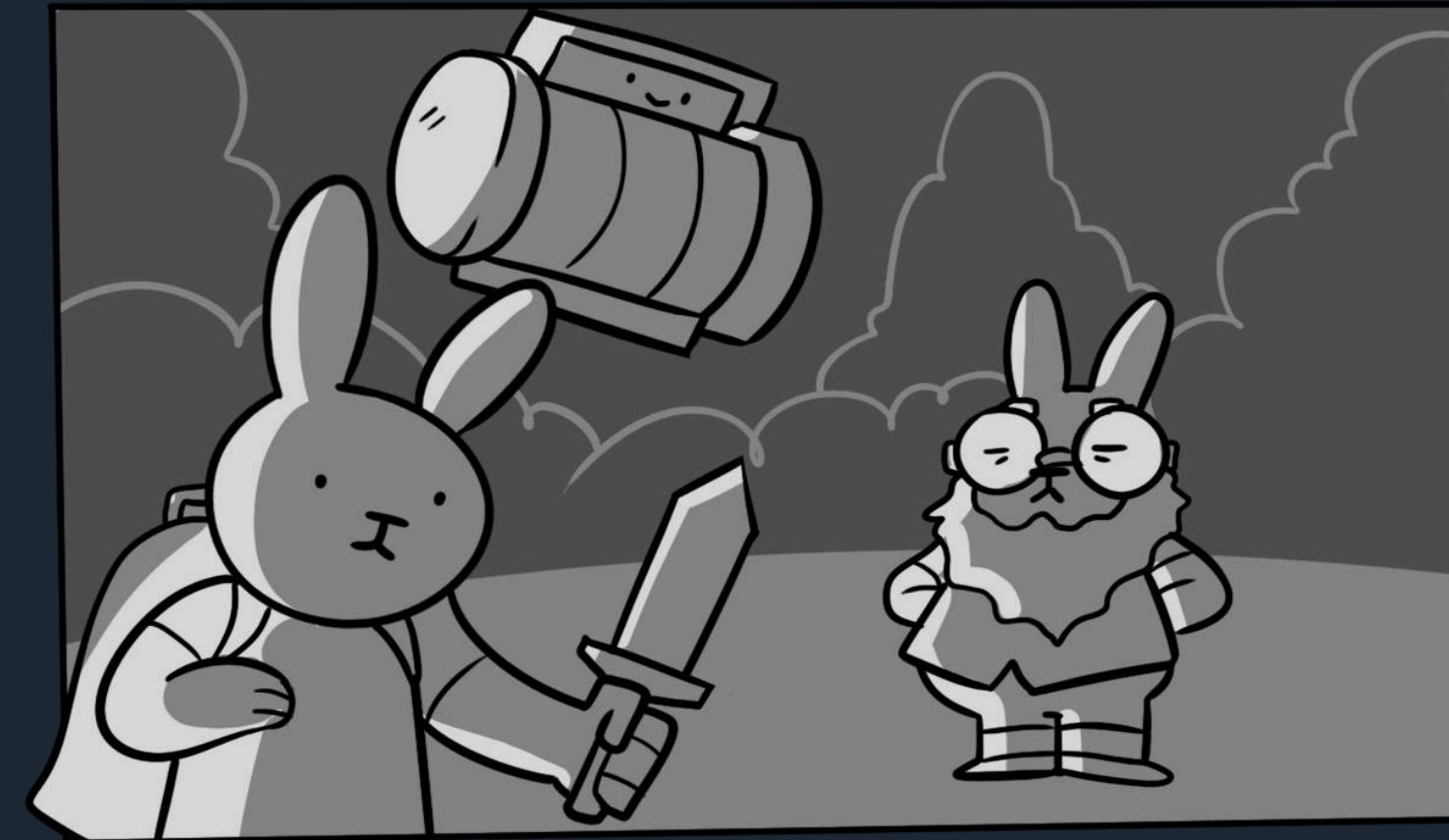
Lost in heavy thoughts, young Ban Dorian went to prepare for his journey. **He decided to fulfill his father's last wish.**



CHAPTER 2: THE BEGINNING OF THE PATH

Dorian's combat mentor, old Moses, volunteers to help "awaken" rabbit's abilities.

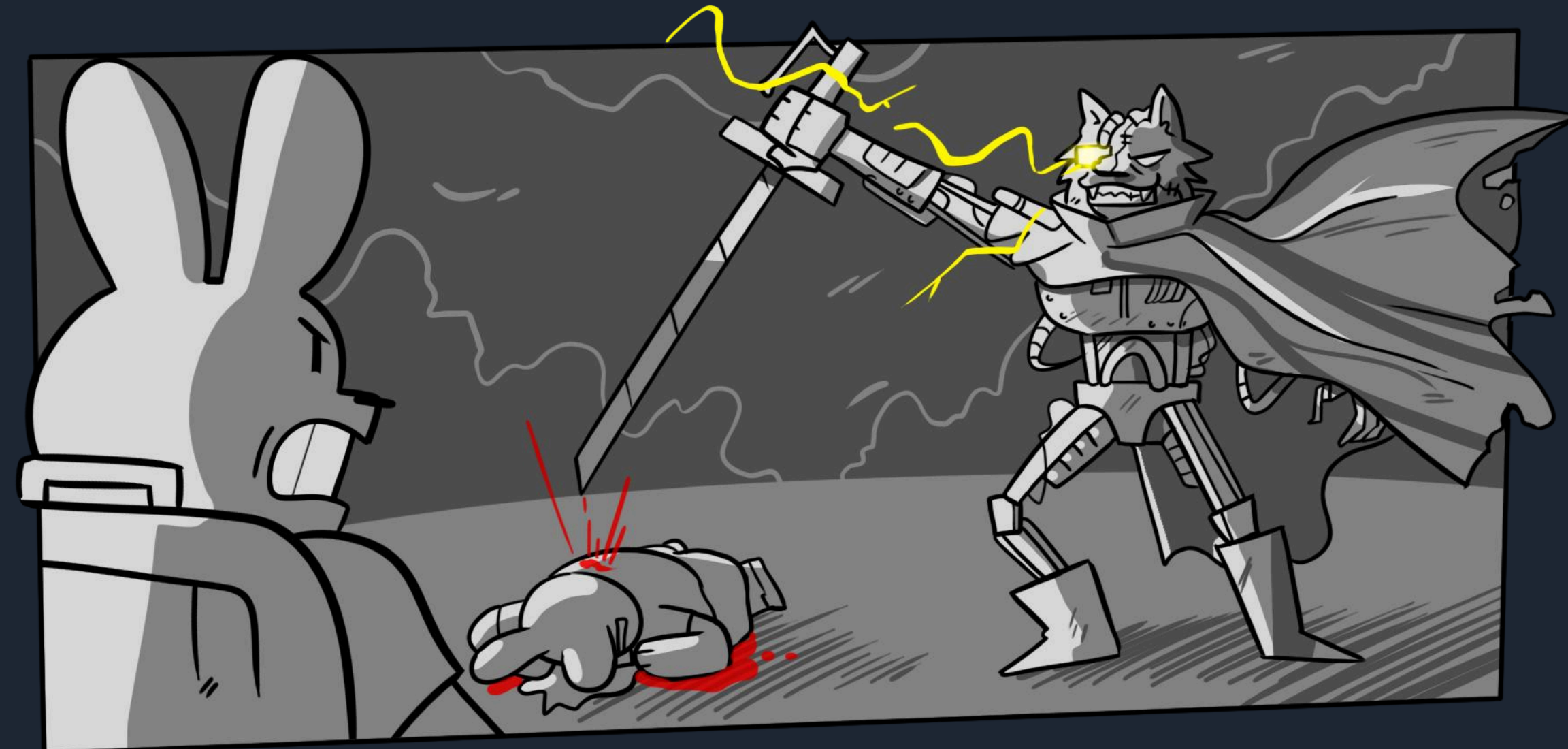
Together with Dorian, his kind companion slot machine Slotty trained hand in hand. Dorian trains for a long time on a wooden dummy, and then Moses blesses him for a successful journey.



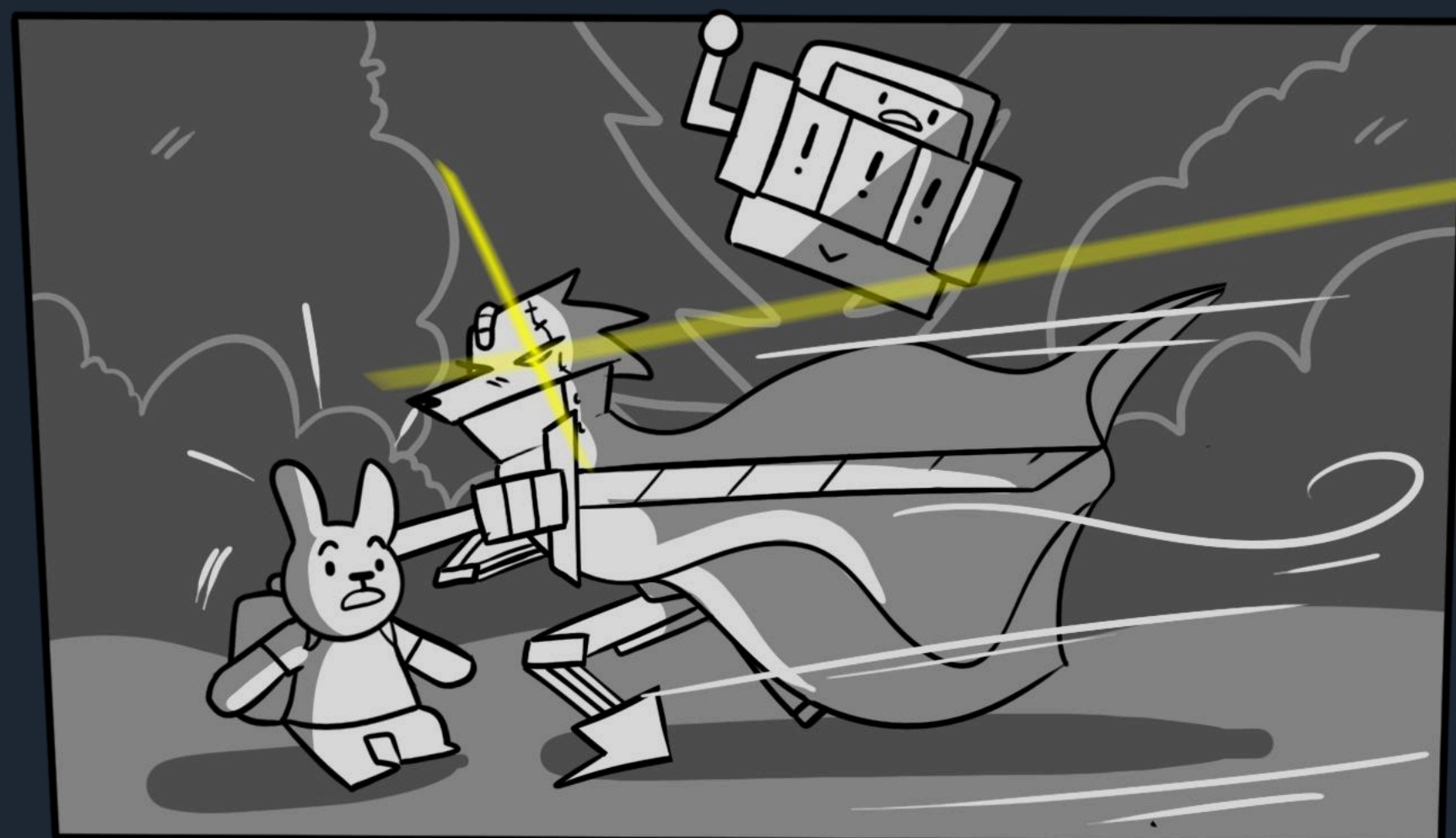
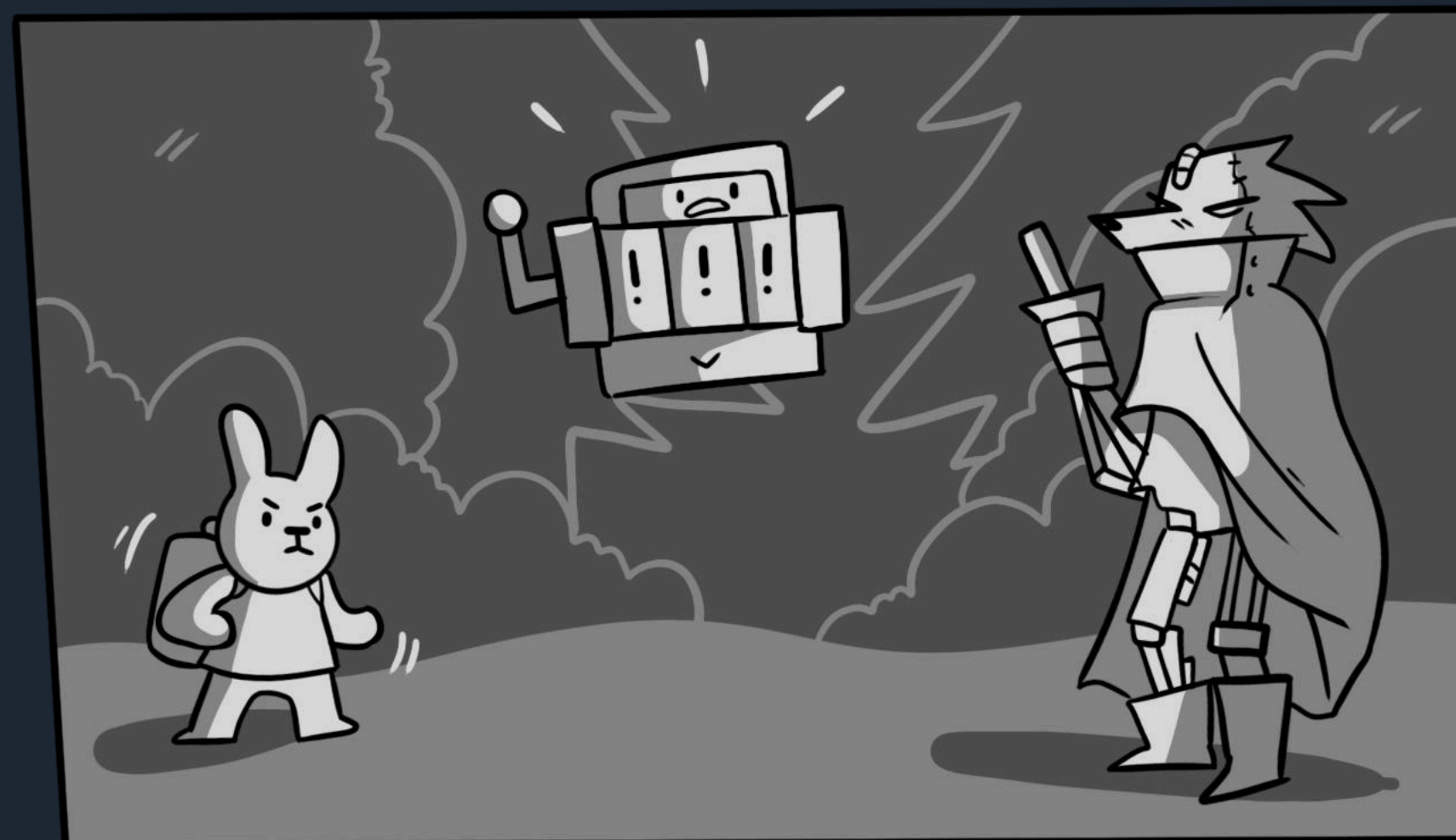
A flash of light, a clang of metal, and in an instant, his mighty teacher Moses was pierced by a long sword. A mysterious figure with monstrous speed impaled Moses. "Run!" Moses only manages to shout before dying from a single lethal blow.

Removing Moses like a rag doll from his sword, the mysterious enemy emerged from the shadows. A terrifying wolf head with a mechanical body presented itself to Dorian:

"My name is W-02. Just call me W. Are you the hero who has set his sights on our queen's throne? Rumors spread quickly! Good thing we have ears everywhere. I've come to take your life. Sorry, kid, but those are the queen's orders. I'll give you a chance to show yourself, attack!"



Dorian engages in battle with the monster without hesitation. But all his attacks, honed over years, seem to not even leave a scratch on the wolf. His health bar is terrifyingly large.



After several of Dorian's strikes, W, chuckling, says:

- "This is interesting, but I expected more. To be honest, I'm disappointed. Finding a worthy opponent isn't so easy these days. Farewell, hero."

And again a flash and clang of metal. And now Ban Dorian is already lying in blood on the floor. Lighting a cigarette, W looks in another direction, talking to himself:

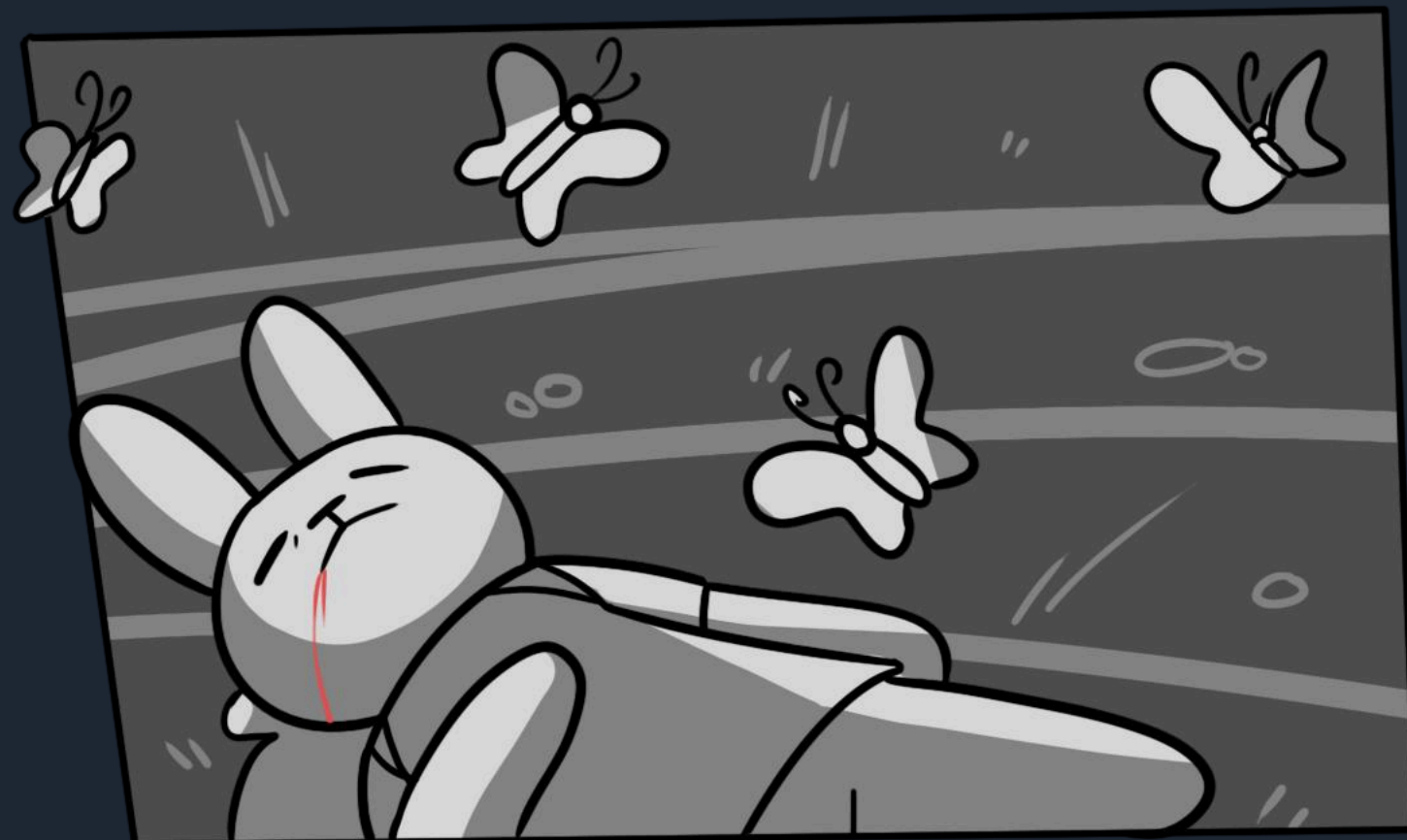
- "Was it really necessary to bother me for such a trifle? Well, time to go."

Our hero loses consciousness.



CHAPTER 3: A SECOND CHANCE

Childhood memories, bright light, calm sounds of the forest.
Ban Dorian cannot feel his body.



Ban Dorian lies in a clearing, motionless, with butterflies flying around. An unknown voice says:

— "Each of us is sinful. No one deserves forgiveness. The one who is stronger wins — that is the law of nature. I will follow her orders until my heart stops beating. Will there be someone who can interrupt its beat?"

Against the background, two yellow eyes light up: "I'm waiting for you, hero!"

It's definitely that eerie mechanical wolf. A bloodthirsty smile appears from the darkness, and a terrifying laugh is heard.

And then Dorian wakes up in a hospital bed.

Dorian jumps up from the bed, but he is calmed by a rabbit nurse who happens to be nearby. He looks around and realizes he's in the village hospital and **Doctor Peyton** is in front of him.

— "Thank heavens, you're awake! I'm so sorry, Dorian. That monster slaughtered our entire village. I managed to hide in the hospital, some were able to escape into the forest, but the others... It was an inhuman massacre. I did my best to set up a shelter for survivors, but so far no one has returned. You need rest now, but I understand stopping you doesn't make sense: I can see it in your eyes.

The training field is still intact if you want to test your strength. Come back soon, and direct all survivors you meet on your way here."



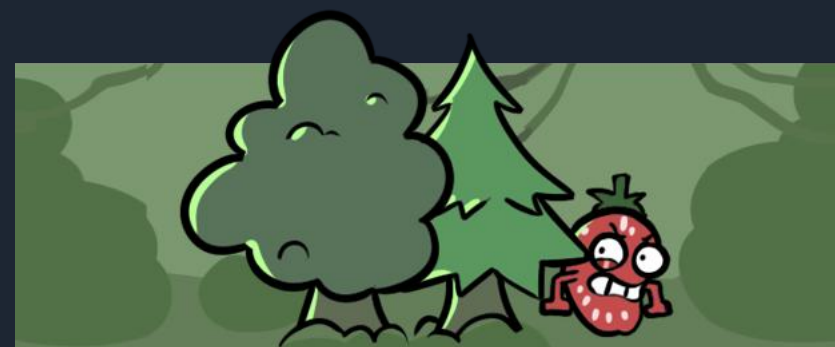
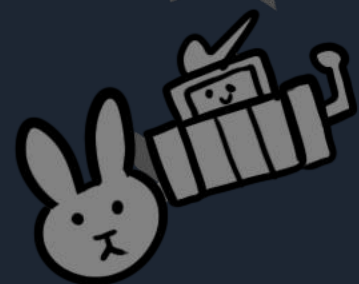


The hospital became home to all who lost their way. This is where Ban Dorian will end up after unsuccessful attempts to complete his journey. He will wake up in a hospital bed, and then he will try again and again until he achieves his goal.

Allies whom Dorian meets on his path will gather at the hospital and can join the fight shoulder to shoulder with Dorian when needed.

Dorian, having regained his strength, set off for his goal — to defeat the cunning queen and return the crown to his family.

But the path is long and dangerous. Dorian will visit many places and see many interesting, and sometimes even frightening things. Looking at the map, Dorian and Slotty charted their path and immediately set off to meet dangerous adventures.



Act 1. Fruity forest



Act 2. Liquiour plant



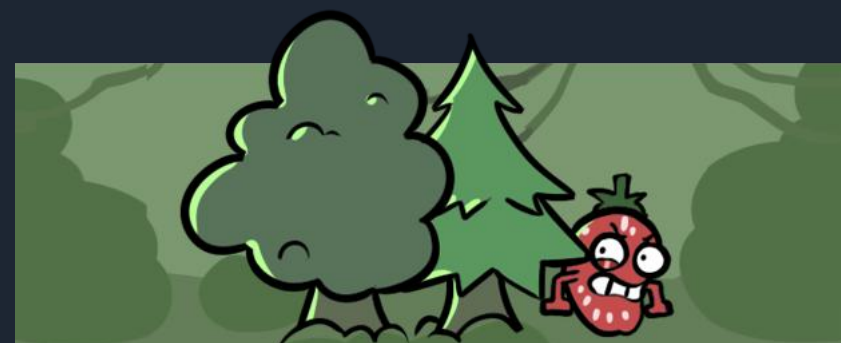
Act 3. Old city



Act 4. New Megas



Act 5. Citadel



Act 1. Fruity forest

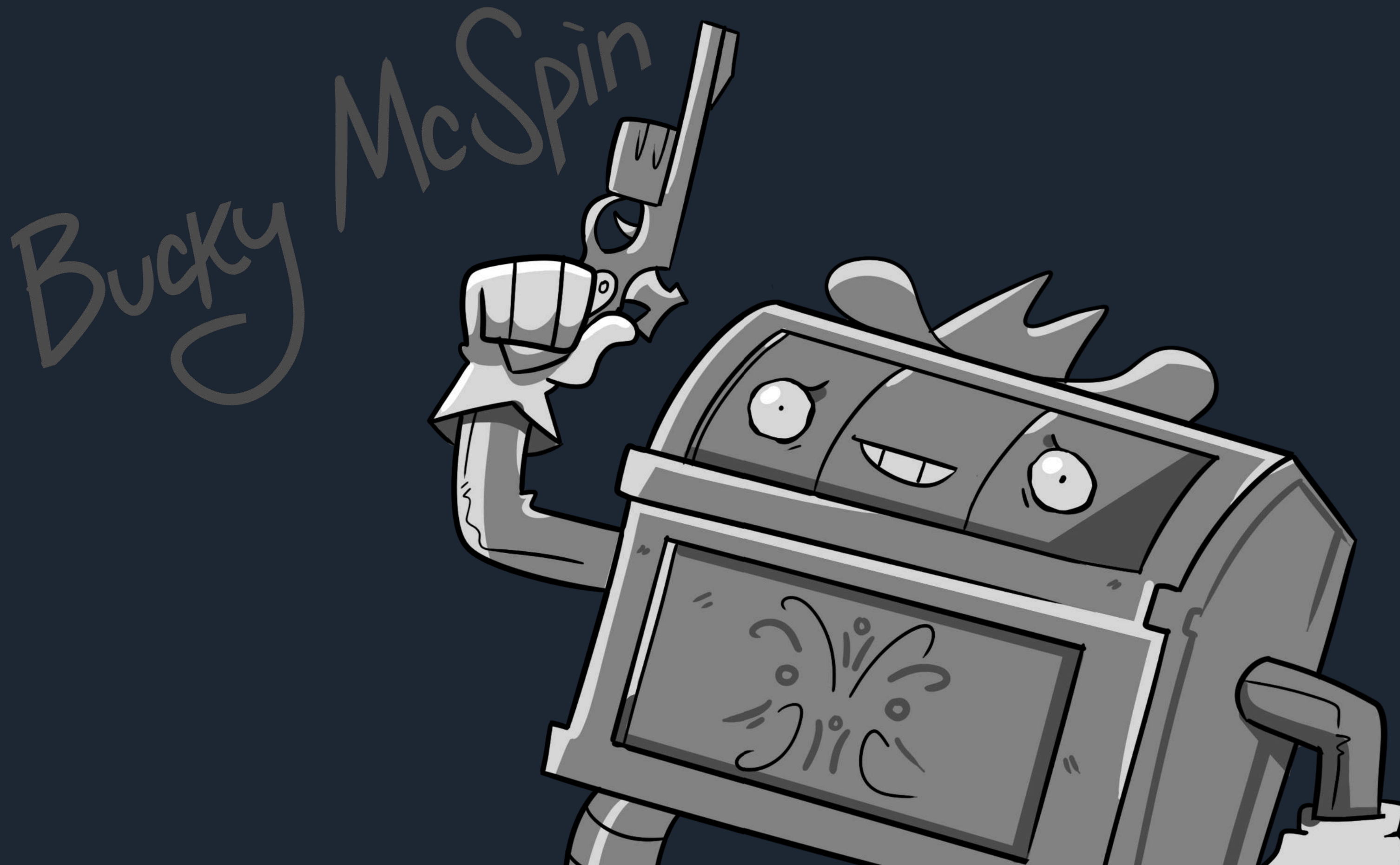
The forest surrounding the rabbit village is filled with crazy fruits generated by an old combat **slot machine cowboy** named **Bucky McSpin**.

Dorian fights through crowds of enemies and eventually defeats the evil slot machine, freeing his native village from the spell of **bloodthirsty fruits**.



Items unlocked in Act I:

- Bucky's Gun: Deals 10-15 damage units, but only 6 times (then becomes useless).





Act 2. Liquiour plant

Our heroes arrive at the alcohol factory built by the queen. This factory supplies alcohol to Neo-Megas. Although it's poison, the poor inhabitants become addicted to it. The factory is built on the site of former sewage pipes and ditches where the rat tribe lived. Now they all work at this factory and want to stop the heroes. The factory is designed in art deco style. All rats, though originally from the sewers, are dressed impeccably like real mafia.



The factory boss is **Dandy Caiman**. The queen's appointee, the best mixologist in the city. He mixes and invents killer drinks and skillfully manages the factory. It was he who found books about the mafia and forces rats to dress in suits.

Items unlocked in Act II:

- Dandy's Shaker: mix two random items to get a completely new effect.





Act 2. Liquour plant

Characters unlocked in Act II:
Laura "Sharpy" Westfort



Sniper – mouse

Features:

- Base weapon "Plague" — a homemade rifle that has a 50% chance of ricochet on an enemy, and after the first ricochet loses chance in steps of 10%
- Base trinket: "Sharp Eye" — 15% chance to deal critical damage x2
- Base HP slightly less than the main hero

She is encountered as part of a random event on the level and thinks our hero has come for her. The heroes try to explain the situation, but Laura doesn't listen. A battle begins.

If you defeat Laura, she will listen to the hero and tell her story, after which she will join the hero (go to the base and can be selected as a playable character)

Laura's story:

The field where the factory now stands was once a village and castle of Laura's family. Her father — the local baron — the good Lord Wayland Westwood. With the arrival of the queen, their village was chosen for the construction of an alcohol factory, but the Lord did not want to cooperate with the queen. When her father started a family conversation about the alcohol factory, Laura flared up and said that he wanted to sell their honor, and then she ran away to her hut.

The next morning, when Laura woke up and decided to apologize to her father, she found no one in the castle. Hearing someone's footsteps, she hid behind a column. These were the footsteps of a bio-wolf. Laura heard him tell his subordinates that he had killed her entire family and kidnapped all the villagers to join the alcohol mafia. Laura was able to escape from the castle. Having exhausted all her tears, she decided to take revenge.

Laura is trying to destroy the alcohol factory and thus take revenge on the Queen, restoring her father's good name. Upon learning about the main heroes' goal, she decides to join them.

Story spoiler: her father is alive and is in the queen's dungeon. By completing the game as Laura, we get an ending where she saves her father and her village.



Act 3. Old city

After the factory, the heroes wander into a **strange ruined city**. Slotty tells Dorian that this city was once the capital of the world, but after the queen's arrival, it was abandoned and captured by a strange cult

At the entrance to the city, our hero is offered to join the cult and make an offering, namely — to give them a couple of organs or limbs. The hero starts a battle and tries to figure out what the hell is happening in this city.

The cult members are mutilated animals who give their organs and limbs to the cult leader. They don't know that the leader simply sells these organs and profits from it, leading a dissolute life



Boss – Reverend Redray. A terrible giant in cursed armor. Leader of the local cult. Uses curses and black magic. Has two battle phases:

The first phase is simple — the reverend throws sectarian phrases, but when you knock off his armor, he shows his true form — a terribly disfigured human body.

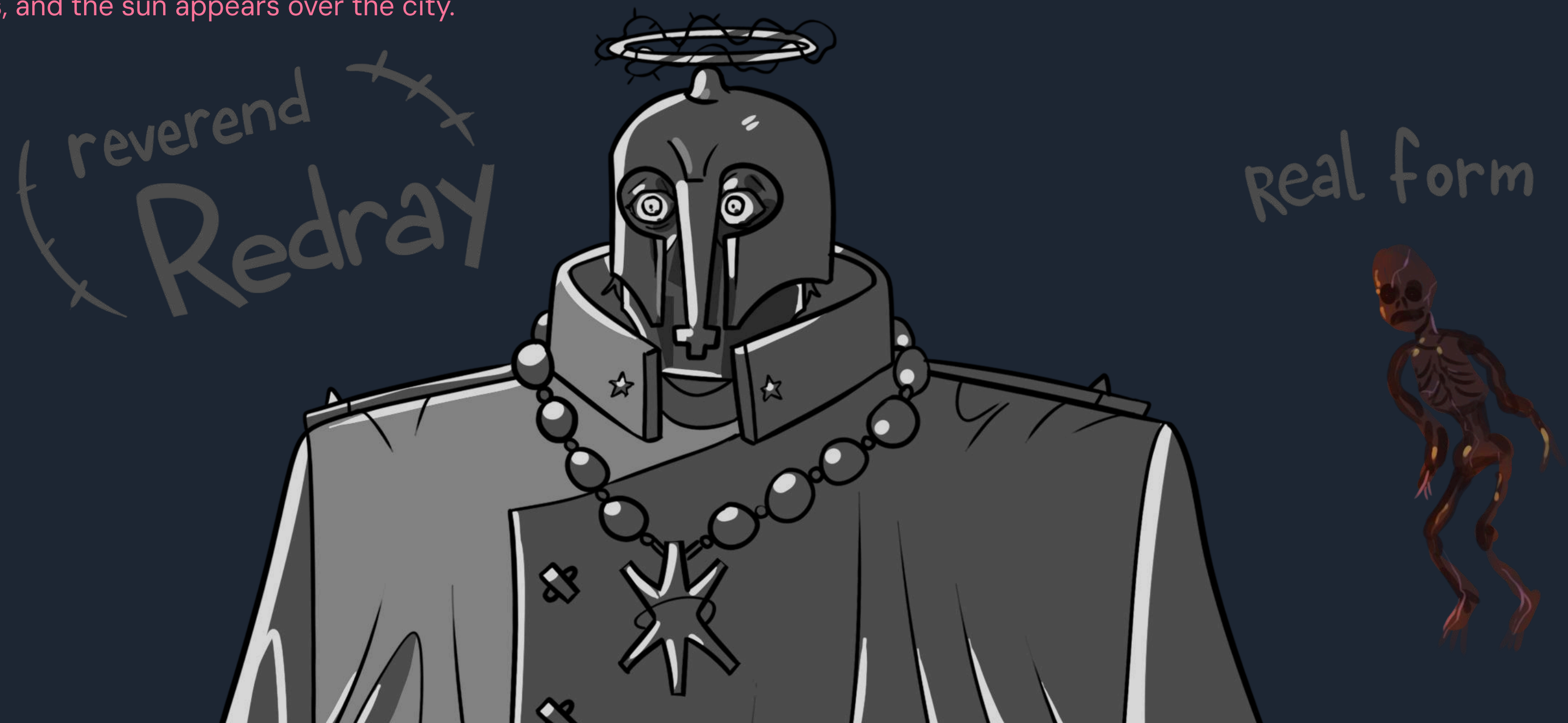
He begins to address the player, **breaking the fourth wall**.

Second phase: the boss turns off the game, "erases" the save, "destroys" your computer. When we deal him fatal damage, he stops time. He approaches the screen and speaks directly to the player, warning that he will return for the main hero. Then the boss disappears, and the sun appears over the city.

Mechanics unlocked in Act III:

Father's Gifts — various cursed mechanics:

- force an enemy to attack their ally
- scare an enemy so they run away (small chance)
- make an enemy your zombie
- curse yourself — increase strength at the cost of HP





Act 3. Old city

Characters unlocked in Act III:
Paladin Sir Roland "Fluffy" the Radiant



Capybara paladin.

Features: any of his attacks deals area damage, but all outgoing damage is reduced by 30%. Trinket "Paladin's Oath" – armor accumulates throughout one battle.

The paladin meets the hero in a random event in Act III. He explains that he wants to end Father Redray's heresy, and in this his goals align with Dorian's. But Fluffy wants to stop the main hero, thinking he is still weak. Fluffy decides to arrange a friendly match, and in case of defeat, he will join Dorian and Slotty.

After the victory, he entrusts us with the battle against Redray and says he will wait for the right hour at our base (becomes a playable character).

Fluffy's story:

The Alliance of Paladins has existed since ancient times. They have always protected the poor and the weak. But with the appearance of the queen, all sorts of charlatans and sectarians began to appear, wanting to profit from weak-willed citizens. The paladins travel the world trying to maintain the power of good. They sent Fluffy to deal with Redray as one of the strongest members of the brotherhood.

If you complete the game as Fluffy, he will initiate Dorian into his brotherhood of paladins.



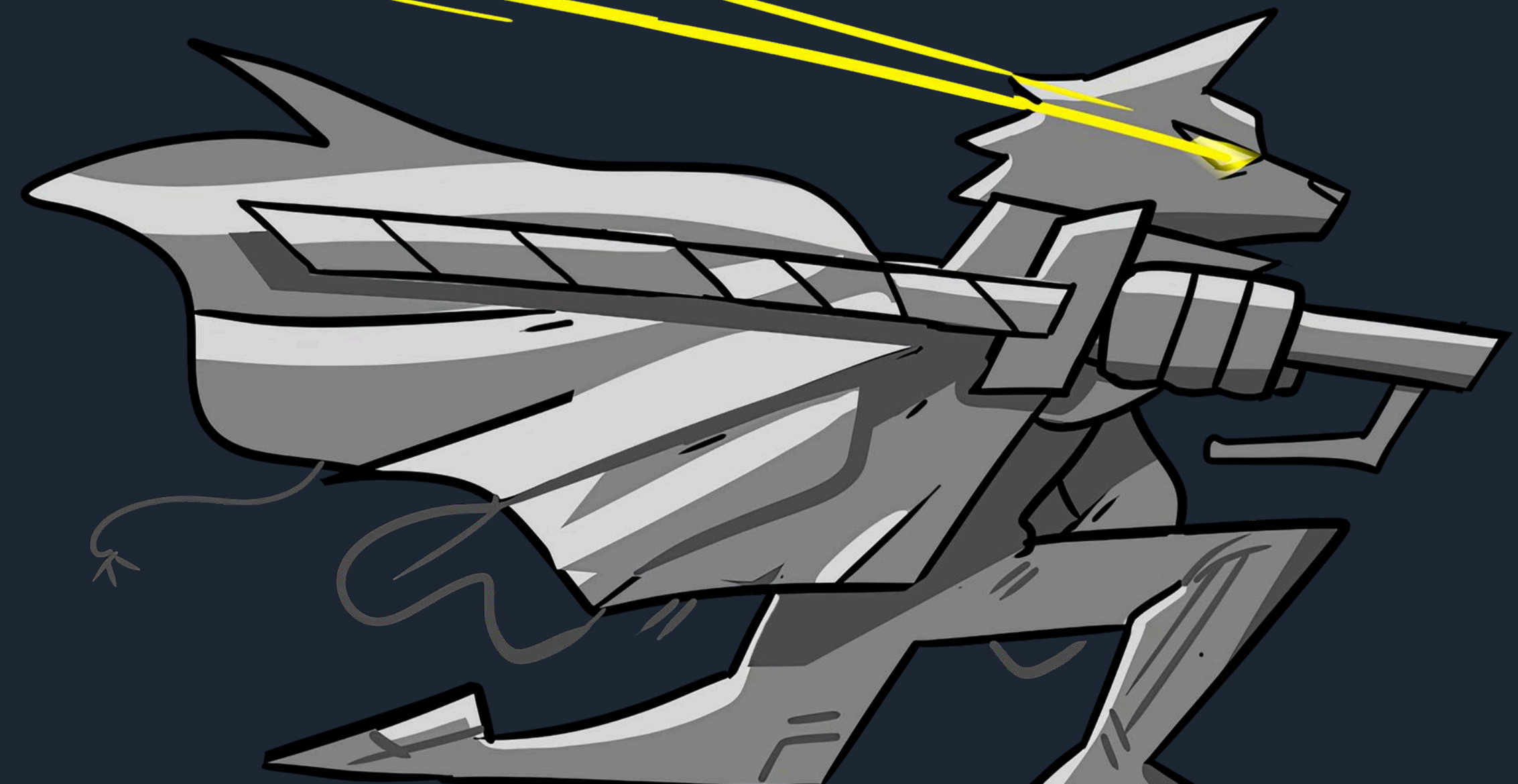
Act 4. New Megas

Акт IV. Heo-Merac. The Capital of the World. The final stage. Everyone flockes to this city in hope of a better life, but it consumes them completely. Obsessed with drinking and gambling, they wander the city streets like ghosts. The city is very technological and teems with combat slot machines, as well as guards with futuristic guns. Here, "risky" mechanics are introduced, specifically weapons that require passing "mini-games" for a successful hit. For example: QTE games.



Boss W-02, the same cyber-wolf from the beginning of the game. A loyal servant of the queen, he has a set of complex, unpredictable strikes. He doesn't let us into the queen's tower, a strong opponent.

WOLF-02



Mechanics unlocked in Act IV:

- Technological weapons with QTE games
- Electric guns with chain lightning



Act 4. New Megas

Characters unlocked in Act IV:
Yamagata "Dash" Kento



Hamster Dash — martial arts master

Features: "Iron Fist" — all weapons that drop for him turn into one of the hamster's signature strikes. Thus, he performs combos. His outgoing damage is minus 50%, but each combo chain multiplies damage by x1.

Dash accidentally meets the hero on the city streets. He wanders the world in search of a worthy opponent, so he asks us for a match.

If Dorian wins, he agrees to fight side by side with us (appears as a playable character).

Dash's story:

He is from an orphanage. As a child, he had a wolf friend, but one day the orphanage was destroyed, and the hamster managed to escape. In the forest, old Moses found him half-dead and taught him martial arts. That was a long time ago, and since then the hamster has been traveling, hoping to find his wolf friend.

It turns out that the wolf is W-02. If you play as the hamster and defeat W-02, the hamster will defeat the queen, and after that, he will give the throne to Ban Dorian, and together with the wolf, they will open an orphanage where they will teach children martial arts so they can protect themselves from evil adults.



Act 4. New Megas

After defeating W-02, his metal parts fall off. He says he is glad that he is defeated at last

The wolf tells his story.

The Wolf's story is a playable part. But instead of a slot machine, he "spins" things "in his head." Such an interactive narrative that the player experiences together with the wolf.

Story:

Life in the orphanage where the wolf lived was hard, but it was his only home. One day, Geneva came to the orphanage with her gang and destroyed it. They killed the orphanage mentors. The wolf tried to attack the fox, but she repelled him. Here begins an in-game dialogue where Geneva teaches him to think before attacking.

In place of Slotty — a bubble with thoughts, where the Wolf throws a stick, a stone, and a piece of wood. And he fights with these. After he learned to fight, the fox says that this orphanage is a bad place. Geneva explains that they were raising slaves for the king here and selling them for pennies. Now the wolf is free and can even join her.

Lighting his last cigarette, the wolf says:

— "She gave me freedom, and I gave my body in endless battles. I didn't even have time to realize how I became a killing machine. With every swing of the sword, I saw her smile, she was everything I had. But lately, I began to realize that I am the very evil from which I tried to protect myself and everyone around. But there was no going back. I'm glad you were able to stop me."





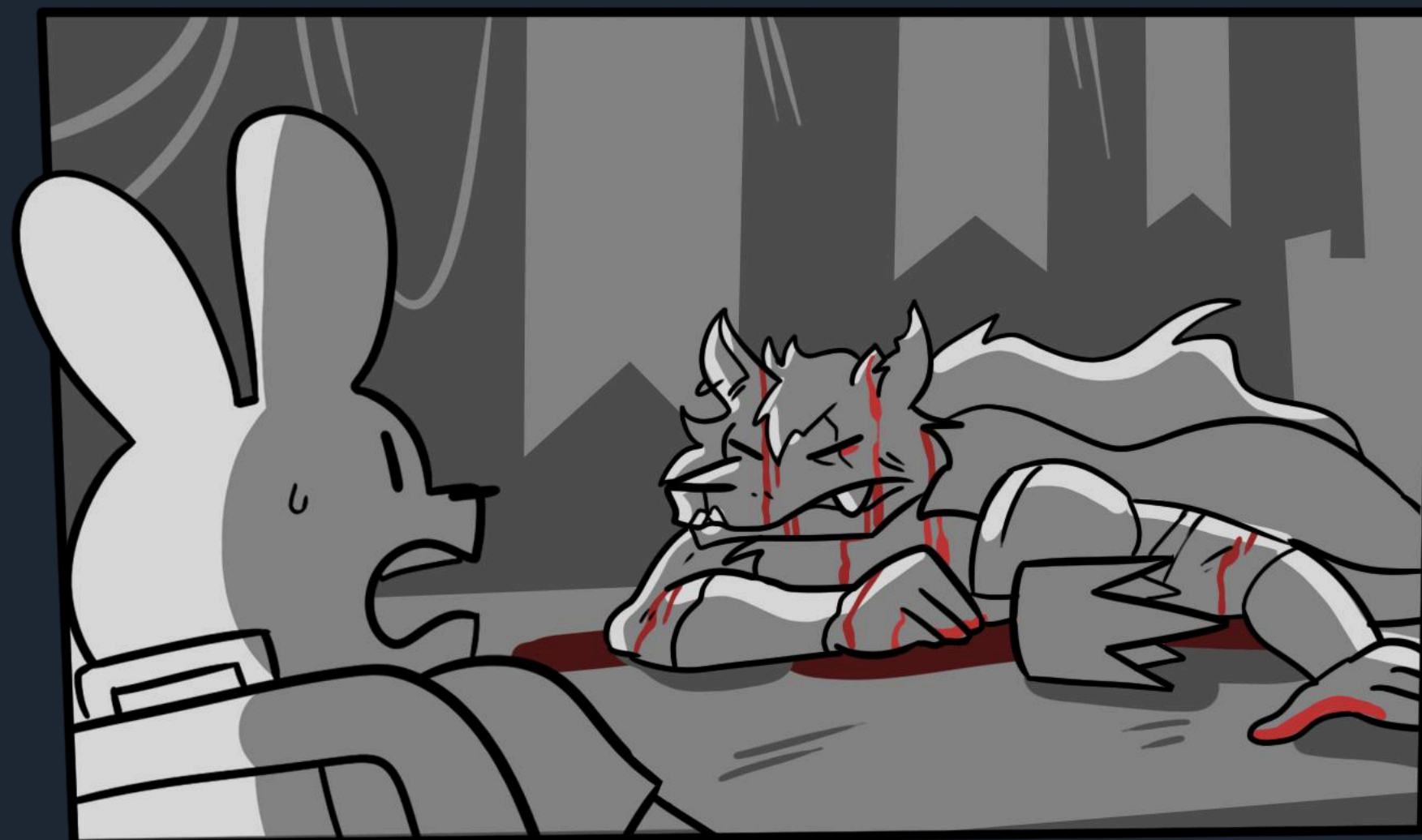
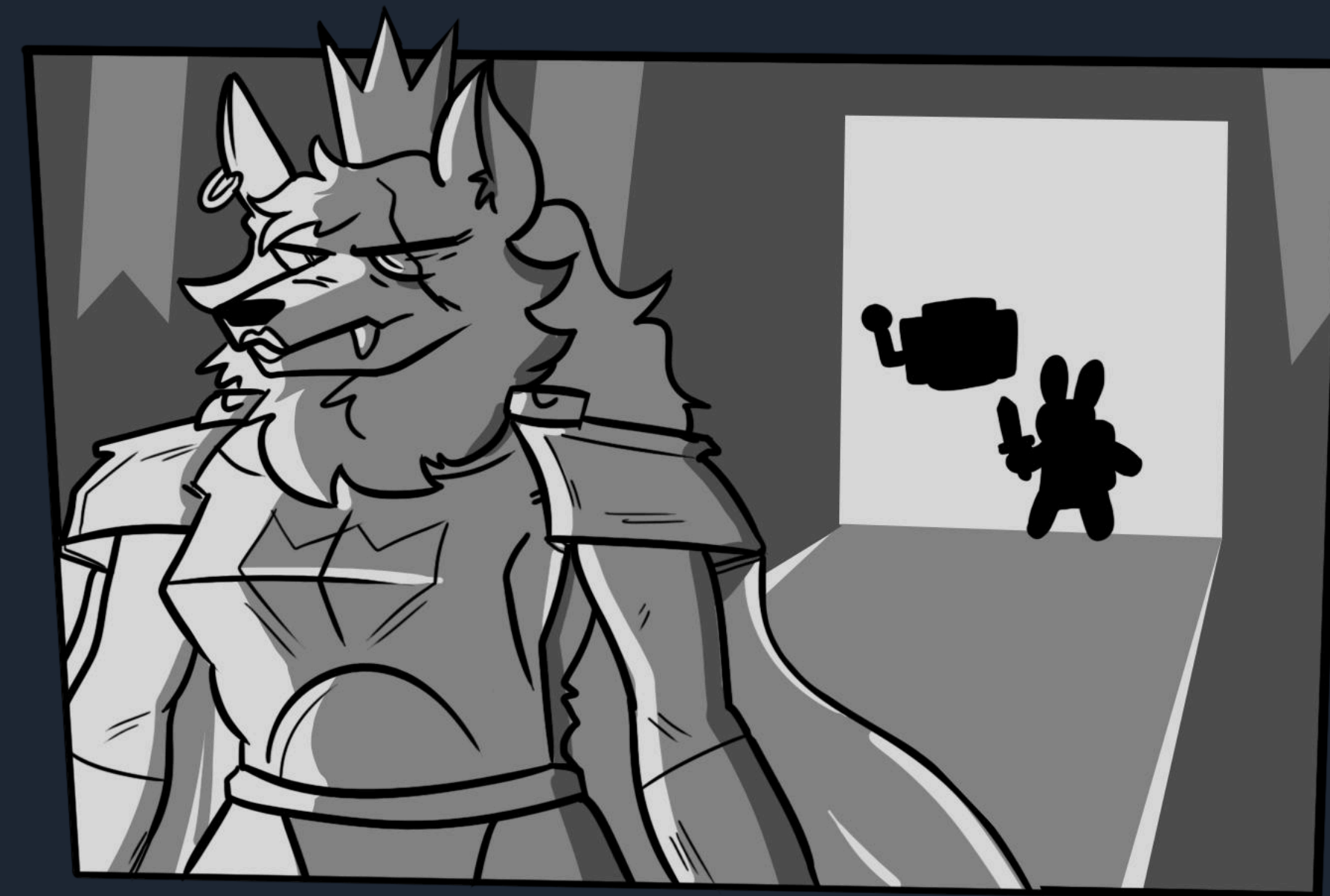
Act 5. Citadel

We ascend to the top of the citadel, and there the queen awaits us.

She begins the dialogue by expressing surprise that trash like our hero could reach her, killing all her loyal subjects. But she will not allow **evil to triumph**.

Slotty doesn't understand her words, because the evil one is the queen herself!

The battle begins.



After defeating the queen, she says: — "I knew that dirty old man would send someone, but wouldn't dirty his hands himself."

Slotty rejoices and tells Ban Dorian that now everything will be fine, and soon the world will become better.

The queen is surprised and says that this world was destroyed by Ban Dorian's father during his reign.

Then Genevra reveals to the player a plot twist, that Ban Dorian's father was a terrible tyrant who wiped out half the population of the Common World. For years, he punished those who didn't want to recognize his authority. All the horrors of the world occurred at his direction, and the queen knew his only weakness — gambling.

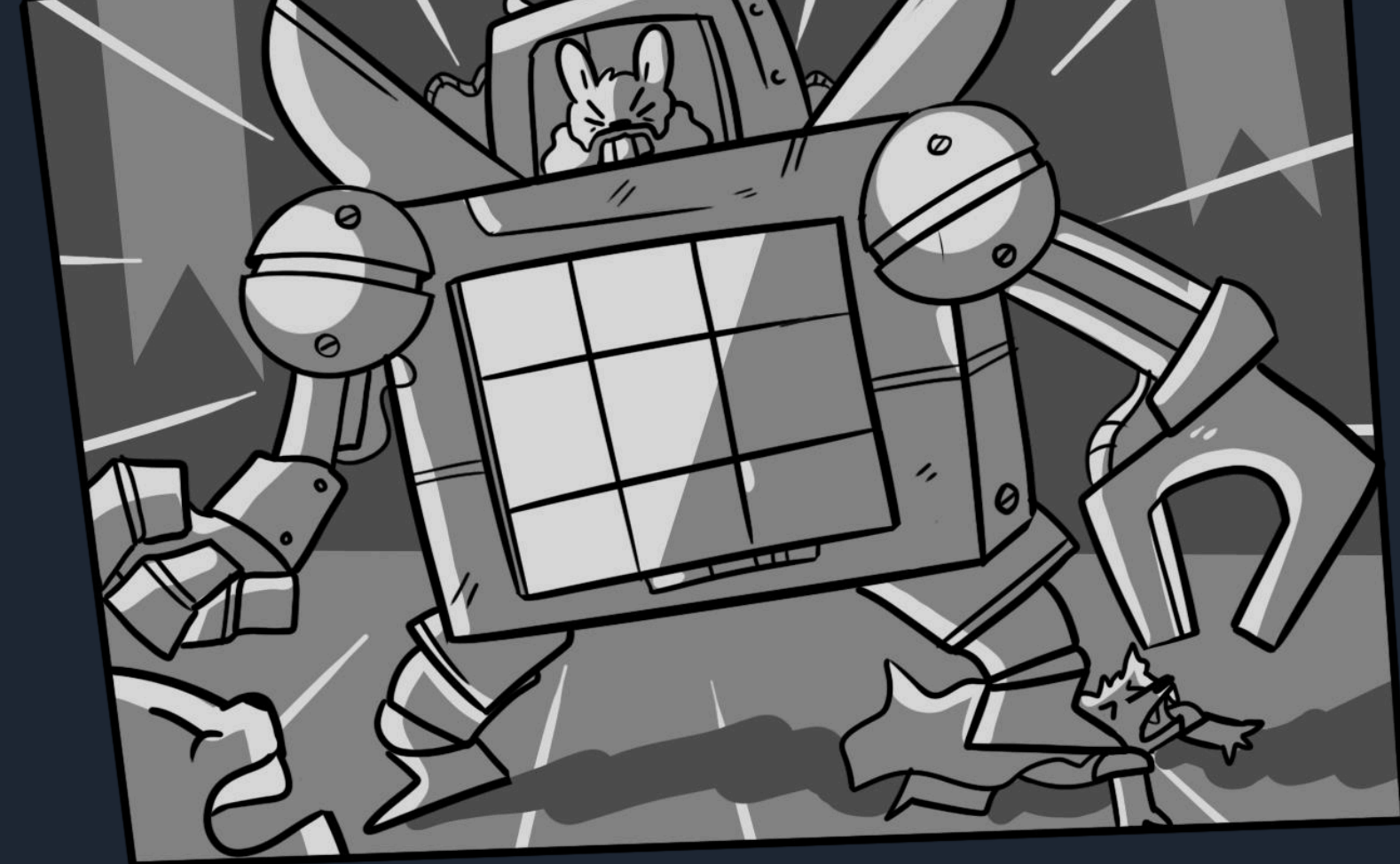
It was Godric who created the slot machine corporation that kept the entire population in fear. But the queen outplayed him in simple cards. She won by her own rules, and according to the king's own rules, all gambling deals must be fulfilled, so his own machines expelled him.

The queen spent years trying to put the world in order. She turned combat machines into gaming ones to balance the economy, built a medicine factory where they began to trade alcohol under the counter. She sent missionaries to instill faith in people, but as a result, she only got horrifying cults. She wanted to correct the king's mistakes, but it went poorly, as the roots of evil went very deep. In the end, the queen had to use force to maintain order, and she blamed herself for this.



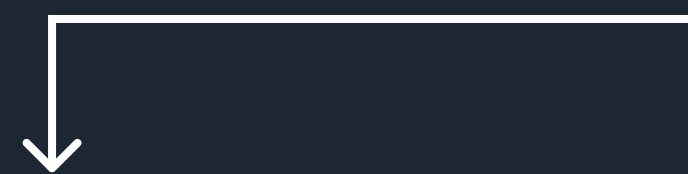
Act 5. Citadel

Suddenly, Ban Dorian's father bursts into the room in a huge battle slot machine. He crushes the queen with a large mechanical foot and tells Dorian that he did well and returned the crown to the family. He offers to join forces to once again discipline all those who do not obey!



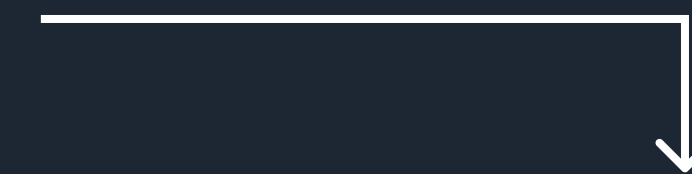
CHOICE:

AGREE OR REFUSE



If we agree with the father, we get a bad ending:

Dorian joins his father and plunges into the abyss of gambling and vice. He creates lawlessness on the planet and punishes everyone who contradicts his and his father's word.



When Ban Dorian refuses, his father says he knew about his son's cowardice before destiny, so he used him as a tool. A super battle begins.

After Dorian's victory, Geneva struggles to her feet and places the crown on Dorian. She declares that he made the most correct choice in his life.



The End

In the credits, we learn that Ban Dorian takes control of the kingdom. Despite her injuries, the fox survived and became an irreplaceable ally of Dorian. The player also learns other positive facts about the fates of the remaining characters.

Everything ends well. Slot machines now help people with household chores. The paladins, together with Dorian, defeat the remaining sectarians.