

Wild Wild Wetlands Outline

Act 1 - Trouble in Croakwood

2D Comic - Prologue

- A frog fisher's home pond is sucked dry by the bandit **Mozzie McKay** and his infamous **Skeeter Gang**. Their livelihood is ruined!
- Angry, they find a cowboy outfit in a Leaps, Toaduck and Co. catalog.
- A package arrives from the Ducky Express.
- The frog looks at himself in a mirror, now dressed as a cowboy.
- The frog rides off on their rubber duck in search of the Skeeter Gang, becoming "**The Frog with No Name**".

Town Gameplay - The Town of Croakwood

- On the road, No Name encounters **Doc Webb** who asks them for help, as their town is being attacked by bandits.
- No Name walks a short distance before arriving in Croakwood to see the Skeeters flying off with the town's root beer supply.
- The local saloon keeper **Mrs. Swimmengen** explains what happened and identifies them as the Skeeter Gang. Wonders where the Sheriff is.
- Rancher **Bubblebrook** complains that his ducks were scattered during the attack, and asks for help looking for them. Noticed that the Sheriff had been talking to Ol' Silverslime.
- The resident old coot **Ol' Silverslime** says the sheriff had been up at the jail in the morning. Clocks No Name as an amateur, says there are some useful books around that could help them learn cowboy skills.

Act 2 - Into the Bayou

Level 1 - Bayou Territorial Prison

- Knowing where the Sheriff is, No Name sets off to find him and the skill book at the prison near town.
- No Name crosses the bayou, dodging ambushes by leech bandits and making new paths with their tongue.
- At the prison, No Name finds the book and **Sheriff Hoppert** in a jail cell.
- Sheriff Hoppert explains that he arrested Mozzie a week ago, but that his gang came to bust him out. He's sorry to hear about the root beer.

- But, he's impressed with No Name, and deputizes them. Says they'll strategize back in town.

Level 2 - Prospector's Camp

- Upon returning to Town, the Sheriff says that a Prospector roams around outside of town looking for gold, and that she may have seen where the Skeeters went. Tasks No Name to find her at her camp.
- No Name crosses the bayou once again, finding the camp and a new skill book. But a note says the prospector is deeper in the swamp.
- No Name uses their skills to find the Prospector **Spadefoot**, who says she saw the Bandits making camp at Table Mountain.
- No Name swings back to town knowing where the bandits are.
- However, when they get back to town, the Sheriff has found out that No Name is a fraud. He strips them of their deputized status and says to get out of town.
- But Ol' Silverslime says he's impressed with No Name, and that they can prove the Sheriff wrong by facing the bandits and getting the root beer back.

Act 3 - Saving the Root Beer

Level 3 - Showdown on Table Mountain

- No Name approaches the bandit camp, and is able to use their abilities to pull out the legs of the old table, bringing it to the edge of collapse.
- No Name confronts Mozzie, who taunts him.
- No Name grabs the town's root beer just in time and watches as the table collapses, squishing the bandit camp and getting their revenge.
- Having defeated the bandits, No Name rides back to town with the root beer. The townsfolk cheer and thank them, beckoning the hero into the Saloon to celebrate.

2D Comic - Epilogue

- After some celebration, No Name slips out of the tavern and rides off into the sunset with a mug of root beer.
- Ol' Silverslime watches, giving our hero a proper name as "The Stick-Tongue Kid", and saying their adventures have just begun.