Overtale:

Years ago, there were two races who ruled over earth peacefully. They were the Humans and beings referred to as the ancients.

They all lived in harmony with each other for thousands of years.

After awhile the ancients attacked the humans unprovoked and started an all-out war that spanned over the whole earth.

After a long battle countless cities and towns have been turned to rubble, the ancients have won and made the humans withdrew underground never to be seen again.

Many years later…

Year 2120. You emerge by the city of…

Name the hero:

Welcome to OverTale (insert name here)

You wake up in what looks like a cave-like area and see sunlight at the end of it. You decide to go towards the sunlight because you have never seen sunlight before. Right before you reach the sunlight you approach what looks like a central room with an ancient sitting in the middle of it. Before you do anything the ancient notices you and starts to speak to you.

The ancient says Hello, I’ve been expecting you, my name is (insert ancient name here). I’ve been sitting here every day for the past years waiting for you to show up. Let me explain why I have been sitting here waiting.

Years ago, the ancients ran the humans from above ground and made them go into hiding. The ancients were ordered to follow them and eliminate every single one of them. None of them were successful in following the humans except for one, me. I never told the king and queen of the ancients that I found them and have been waiting for the day for the one so called prophecy human to come forth and make the humans and ancients be able to live in peace again. I believe that is why you have woken up here but before we do anything about that let me show you through what we call the outskirts. Please follow me.

This place Is what everyone around here calls the outskirts It is the beginning of the habitable area in the above ground. Ever since the war happened the above ground is habitable in various places around the world, but this is the one that is most habitable and where the king and queen reside. They reside in the Capital which is at the very end of the habitable area near the coast. You will have to progress through various areas but for now we must traverse through the outskirts. So, let’s please move forward.

To make progress in the outskirts you will need to evade detection as best as you can but if you do run into other ancients just talk to them. If you talk to them, you can persuade them to let you go. To help you with this I have set up a practice ancient that you can try and talk to. Please practice talking with the ancient.

You encounter the practice Ancient what will you do?

Buttons appear (Talk, Check, Spare, Fight)

Talk: You talk with the practice Ancient. The practice Ancient doesn’t speak back. The guide Ancient is proud of you. You won the encounter earning 0 XP and 0 Dollars. (The guide Ancient says good job. Let’s keep going)

Check: A practice Ancient that doesn’t have the ability to do anything. The guide Ancient is proud of you. You won the encounter earning 0 XP and 0 Dollars. (The guide Ancient says good job. Let’s keep going)

Spare: You spare the practice Ancient. The guide Ancient is proud of you. You won the encounter earning 0 XP and 0 Dollars. (The guide Ancient says good job. Let’s keep going)

Fight: You swing at the practice Ancient and destroy it in one swipe. The guide Ancient is disappointed in you. You won the encounter earning 0 XP and 0 Dollars. (The guide Ancient says you don’t want to hurt things now do you deary? Let’s keep going.)

You keep walking forward to the next area and your guide Ancient says I’m sorry to have to do this, but I need to test if you have what it takes to survive. So please be careful when you are exploring the outskirts. I have an idea to be able to make sure you are safe; I will give you a cellphone that only receives calls but can’t call itself. I know it’s busted but it’s the best I have. Be good deary, I will be back shortly.

You decide to take your guide Ancients advice and continue forward and realize you are on your own in a strange world full of aggressive ancients.

Ring… Ring… You pick up the call and the person on the other end says… Hello? This is (insert guide’s name) I hope you are doing okay I totally forgot to tell you where to go. I would like you to reach my house. If you continue straight for about a mile you will reach the end of the outskirts and my house is right at the end. It guards the entrance to the rest of the city. Please hurry!!! Click…

Now that you know the direction to go you head that way. You try your best to avoid things, but you see no Ancients, so you try and leisurely walk the path to the guide’s house. After about a 1/4th mile you run into a small ancient that almost looks like a skunk. What will you do? (check, fight, spare, smell, pet, talk)

Check: This ancient looking skunk only wants to be loved.

Fight: You swing at the skunk and kill it in one swing. You won, you earned 2 XP and 5 Dollars.

Spare: You spare the skunk and won 0 XP and 5 Dollars

Smell: You try smelling the skunk. He feels special that you would smell him and risk dying just to be nice to him. You won 0 XP and 5 Dollars.

Pet: You pet the skunk, and the skunk cuddles up next to you and realize you are not trying to hurt it. You won 0 XP and 5 Gold.

Talk: You try talking with the skunk. You tell it you don’t want to fight and just want to go home. The skunk realizes you are just like him and let’s you go. You won 0 XP and 5 Dollars.

After dealing with the friendliest and first skunk you have ever seen. You continue forward until you come across a building. You decide to head inside since it is getting dark out and don’t want to see what types of ancients are out there at night. You see a bed and decide to sleep in it.

That saved your progress, and you woke up in the morning.

You decide to step out of the building and continue forth but before you can even start you see a baby deer and the baby deer’s mother. You encounter them what will you do? (check, spare, fight, take, pet, talk)

Check: a deer with its baby that doesn’t want anything to happen to its baby.

Spare: You try to spare the deer, but nothing happens.

Fight: You swipe at the deer it, but it doesn’t die it falls to ¼ health. It attacks you and you lose 3 health. (must fight it twice)

Take: You try stealing the deer’s baby. The mother gets mad at you, and you lose 3 health, but the mother deer runs away in fear of you. You won 0 XP and 5 Dollars

Pet: You pet the deer and the baby deer. The mother sees you being friendly and lets you continue petting her child. You won 0 XP and 5 Dollars.

Talk: You talk to the mother deer and tell her how cute your baby deer is and to always protect it. The deer doesn’t have words and lets you go. You won 0 XP and 5 Dollars.

After the baby deer encounter you are about ½ way there. You continue forward until you see a gorge with a bridge that you need to cross but you see what looks like a sleeping bear in the middle of it. You approach the bear and realize you must do something because there is no way around the bear. You talk to the bear and realize it isn’t asleep, it is only pretending to sleep to try and draw you away. You tell the bear “I don’t know if you understand me, but I have to get through this way can you please let me through” The bear rolls over so he can see you. He notices you are a human and pops right up. He says hello there human I am (insert bear name here) I will let you through this area on one condition. You must answer my riddles to make me move ready?

The first two are easy while the last is hard. Here we go:

It takes me two weeks to digest food, but then again, I’m not noted for being fast. What am I?

If answer is sloth go to next riddle

If the answer is not sloth repeat the riddle again keep doing in till sloth is entered.

Here is another one:

The alphabet goes from A to Z, but I go from Z to A what am I?

If answer is zebra go to final riddle

If the answer is not zebra repeat riddle till zebra is entered.

Damn you are smart here is your final and most difficult riddle:

I’m able to turn my head around 270 degrees and I’m noted to be quiet in a fight. What am I?

If answer is owl end the encounter

If the answer is not owl, then repeat the riddle till owl is entered.

Damn you really are smart, okay you are free to pass but please be careful you could be the future of humans and ancient kind. Bye now!!!

After that weird encounter with the bear, you realize you don’t know what you have gotten yourself into but will try your best.

You continue walk on the bridge over the gorge and reach the other side. You finally see a house in the distance and realize that must be where you must go. You get going but along the way you encounter another ancient this time in the form of a Fox.

You encounter the fox what will you do? (check, spare, fight, imitate, talk, pet)

Check: A fox that wants to be with the rest of his kind.

Spare: You spare the fox, and he runs away trying to get back to his family. You Won 0 XP and 5 Dollars.

Fight: You swing at the fox, but he just runs away from you before you can even land a swing.

Imitate: You imitate the fox by digging through a garbage can. He recognizes you might be a fox and gets closer to you. He realizes you aren’t a fox but sees how hard you tried to let him believe it to let you go. So, he runs off trying to get back to his family. You won 0 XP and 5 Dollars.

Talk: You try talking to the Fox but before you even say a word, he runs off trying to get back to his family. You won 0 XP and 5 Dollars.

Pet: You quickly pet the fox before he notices. He feels a weird sensation and lets you continue for a bit then he runs off trying to get back to his family. You won 0 XP and 5 Dollars.

You continue forth and finally reach your friend’s house. Is she considered a friend? Or will she rat you out. None of the lower tier ancients have ratted you out so far but she seems different. She seems like she is close with the king and queen of the ancients. You decide to keep your eyes open and go up to the entrance.