Start

text.text = ("You are held prisoner onboard a ship bound for the Kingdom ") +

("of Ravenmarch. Questions of innocence aside, it seems that ") +

("fate has smiled upon you today. The time of your escape is ") +

("nigh...\n\nWho are you?\n\nPress F for Fighter, T for Thief ") +

("or W for Wizard.");

t\_cell

text.text = ("While some would call you a thief, you prefer to see your ") +

("self as an entrepreneur. \n\nAdmittedly your methods may be a ") +

("touch unorthodox, and you know more about lockpicking than ") +

("is probably healthy, but you’ve done well for yourself until ") +

("this particular setback.\n\nPress W to wake up.");

F\_cell

text.text = ("With a naturally brawny physique and years of dedicated ") +

("training, you have become a respected and successful sword ") +

("for hire across the land. \n\nUnfortunately danger comes with the ") +

("territory, and this particular job could have gone better.\n\n") +

("Press W to wake up.");

W\_cell

text.text = ("Born with the rare gift of magical ability, your skills have ") +

("brought you both power and peril from a young age.\n\nIt would ") +

("now seem that the dangers of your bloodline have caught up ") +

("with you, as you sail towards unknown lands and an unknown ") +

("future.\n\nPress W to wake up.");

Cell

text.text = ("You awaken to the violent sway of a choppy sea, your ") +

("lower body icy cold from submersion in the foot of water ") +

("that covers the cell floor.\n\nStrange sounds seem to be emanating ") +

("from beyond the ship’s hull, and the wooden door of your cell ") +

("rattles against its lock.\n\nPress L to listen to the sounds outside, ")

(or press D to inspect the cell door.”);

Listen

text.text = ("The sounds beyond the wooden hull of the ship are muffled ") +

("and distorted. It seems likely that you are below the water line.\n\n") +

("It is possible that you are hearing the sound of explosions above.") +

("\n\n\Press R to return.");

Cell\_door

text.text = ("As you make you way over to the door, you can hear sounds ") +

("of wood crashing and splintering somewhere above in the ship.\n\n") +

("You look out through the tiny, barred window of the cell just in ") +

("time to see the wall of the opposite cell explode into shrapnel! ") +

(“You fall backwards as the door slams into you, momentarily dazed.“) +

(“\n\nPress U to get back up.”);

Cell\_open

Text.text=(“The cell door is now swinging open. On closer inspection you see”) +

(a small cannonball lodged in the metal lock mechanism.“) +

(“\n\n A lucky escape indeed!\n\nPress C to enter the corridor”);

Corridor

text.text = ("The corridor outside the cell is similarly waterlogged, not ") +

("helped by the torrent of water now spewing in from the hole ") +

("left by your lucky cannonball.\n\nAt the end of the corridor you ") +

("can see a ladder that seems to be lead to a hatch in the ceiling.\n\n") +

("Press F to look around on the floor, L to move to the ladder, ") +

(“Or C to return to your cell.”);

Floor

text.text = ("You quickly try to look around on the floor, but the churning ") +

("waters make it difficult to make anything out.\\You are made ") +

("acutely aware of how quickly the water level is rising however.\n\n") +

("Press R to return.") ;

Corridor\_hatch

text.text = ("Here you can see two hatches, one set into the floor and ") +

("the other in the roof.\n\nThe lower hatch is below the water line, while the upper ") +

("hatch sports a large padlock, presumably to deter escaping prisoners.\n\n") +

("Press L to open the lower hatch, or U to try to open the upper hatch.");

Lower\_hatch

text.text = ("With a bit of effort, the hatch pulls up through the water. ") +

("Below is darkness, but you can just about make out a worryingly ") +

("high level of water in the room. The ladder also seems to stop ") +

("above the hatch, so this is likely a one-way trip.\n\nPress D to ") +

("jump down, or R to return.");

Upper\_hatch

text.text = ("Balanced on the ladder, you inspect the padlock. It fairly common, ") +

("and is probably easy to pick with the right skills.\n\nAlternatively ") +

("it’s possible that the right spell could pop it open easily enough.\n\n ") +

("Press R to return. <Thief – Press P to pick the lock><Wizard – Press U to cast Unlock>“);

////////////////////////Lower Route////////////////////////////////////////////////////////////

Lower\_storage\_0

text.text = ("The water here is surprisingly deep, much too deep to stand. ") +

("This looks to be a storage space, filled with crates and cargo, each emblazoned ") +

("with a black raven.\n\nYou doubt they’re waterproof.\n\nIn the darkness ") +

("you can see a small, unlit lamp just above the water line, as well as a dark > “) +

(“shape floating in the water further into the room.\n\nPress L to check the lamp ”) +

(“or S to swim further into the room.”);

Lamp\_0

text.text = ("This old lamp looks to have been smashed recently, and a film ") +

("of oil has leaked into the water here.\n\nPress R to return. ") ;

Body

text.text = ("The shape in the water is a body, apparently a sailor unlucky ") +

("enough to be trapped here when the room flooded. \n\nIt could") +

("be worth checking him over.\n\nIn the distance a faint light “) +

(“looks to be peeking through the roof.\n\nPress C to check the body,” )

(“S to swim towards the light or R to return. “);

Exit\_hatch\_0

text.text = ("At the far end of the room is a ladder, leading upto a hatch in the ") +

("roof. The light you saw is peeking through the cracks.\n\nA cursory push ") +

("indicates that the hatch is locked, and you can feel a small keyhole ") +

("in the edge nearest the wall. <thief – Unfortunately it’s too dark to do any real work with.> “) +

(“Press R to return.”);

Body\_key\_0

text.text = ("The sailor’s pockets are empty, but around his neck is a key on a ") +

("length of twine. Probably useful.\n\nPress R to return. “);

Lower\_storage\_1

text.text = ("From the center of the room, you can just about make out the ") +

("sailor’s body, an extinguished lamp hanging above the water, and a ") +

("telltale glow of light from the furthest end of the room.\n\nAnother ") +

("exit perhaps?\n\n Press B to check the body again, L to swim to the lamp “) +

(“or S to swim towards the light.”);

Body\_key\_1

text.text = ("On closer inspection the sailor looks to have taken a blow to ") +

(“the head. Perhaps he was caught unawares by some falling cargo. ") +

("Press R to return. ") ;

Lamp\_1

text.text = ("The broken lamp still swings limply from the roof, though ") +

("now noticeably closer to the water line. It seems this room ") +

("isn’t quite finished flooding just yet. Press R to return. ") ;

Exit\_hatch\_1

text.text = ("You swim towards the light and find a ladder against the wall. ") +

("The light you saw seems to be coming through the cracks in a ") +

("hatch in the roof here.\n\nThe hatch won’t budge, but you can ") +

("feel a keyhole. Perhaps your unlucky friend could help here?\n\n“) +

(“Press U to unlock the hatch with the sailor’s key, or R to return.”);

Galley\_hatch

text.text = ("The hatch leads up to a small alcove off of a well lit room. ") +

("Looking out you see what looks to be the ships galley, with two ") +

("long tables set out, and wooden crockery sliding around the floor ") +

("as the ship rocks.\n\nTwo sailors bearing the sign of the raven stand “) +

(“to the side, looking out of a porthole.\n\nOpposite them is a box ”) +

(“which looks to be holding various weapons and equipment.\n\nPress C to continue.”);

F\_galley

text.text = ("It’s clear here that their distraction is your advantage. You ") +

("carefully make your way forward to within striking distance of ") +

("the clueless pair.\n\nA heavy wooden bowl slides into your foot, ") +

("and you quickly duck down to grab it. One good swing into the “) +

(“left sailor’s temple has him down for the count, and the second turns in shock.”) +

(“Press C to continue.”)

Fight\_scene

text.text = ("The second sailor doesn’t take long to recover, drawing a mace from the ") +

("loop of his belt. You’ll need a weapon to even the odds. Throwing the bowl ") +

("to distract him, you quickly check over his friends body for options.\n\n ") +

("A heavy iron mace sits stuck through his belt at an odd angle, and a dagger is “) +

(“sheathed in the middle of his back.\n\nPress M for Mace or D for Dagger.”);

mace

text.text = ("You grab at the Mace and try to tug it free, but the angle of his ") +

("limp body has it stuck fast. You quickly turn to find another option, ") +

("only to see the head of your opponent’s mace swinging straight towards you./n/n ") +

("You are overcome by excruciating pain, and then remember nothing more than darkness.\n\n“) +

(“Press B to go back and try again, or R to restart.”);

Knife

text.text = ("Knowing you have little time, you grab at the dagger, and it quickly ") +

("slides from its sheath. \n\nYou have just enough time to roll away as ") +

("the sailor’s mace skims your forehead, and leap into a counterattack. ") +

("A swift stab into his leg interrupts him long enough for a good, hard punch “) +

(“across the jaw, sending him careening into the wall and out of consciousness. ”) +

(“Press C to continue.”);

Galley\_safe

text.text = ("As the last sailor falls to the ground, you are free to take a moment to ") +

("catch your breath and find your belongings.\n\nOn the left is a box ") +

("of varying equipment, and at the opposite end of the room is a doorway.\n\n ") +

("Press E to check the equipment box, or D to check the door. “);

W\_galley

text.text = ("Despite being somewhat drained from your captivity and icy cold ") +

("escape, the two of them look close enough together to deal with.\n\n ") +

("It takes a serious effort to will the arcane energies into being in this state, ") +

("but you’re fairly certain that you have enough strength left for this spell.\n\n“) +

(“Press S to cast Sleep.”);

Equipment

text.text = ("The box is full of assorted weapons and armour, presumably confiscated ) +

("from various prisoners or enemy soldiers.\n\nYou take a moment to sort ") +

("through and find your own equipment and change out of the wet rags you ") +

("were so kindly given for this journey.\n\nPress R to return or D to check the door.“) ;

Galley\_door

text.text = ("The wooden door does little to quiet the raging storm outside. ") +

("Judging by the howl of the wind and the rain seeping under the frame, ") +

("this door must lead to the deck of the ship.\n\nFreedom is close now.\n\n ") +

("Press O to Open the door and head outside, E to inspect the equipment, or R to return.“) ;

Deck\_doorway

text.text = ("The wind outside is deafening, the rain falling in horizontal sheets. ") +

("On the deck you can see shadows running frantically between boxes and ") +

("the ship’s prow.\n\nJust ahead is a pile of boxes covered in netting. Looks ") +

("like a good spot to hide and take stock.\n\nPress H to hide behind the boxes.”);

T\_galley

text.text = ("With the pair distracted, it should be simple to move undetected. ") +

("The sound of scraping crockery should mask your footsteps, and the tables ") +

("could provide cover to slip over to the equipment box.\n\nPress ") +

("S to Sneak to your equipment. “);

T\_equipment

text.text = ("The box is full of assorted equipment, presumably from various ") +

("prisoners the ship has taken. You quickly spot your own.\n\n ") +

("Quietly slipping your leather armour over your head and donning your ") +

("cloak, you immediately feel more comfortable. Your daggers slip seamlessly “) +

(“into their sheathes as you turn to face the two unaware sailors.\n\n”) +

(“Press A to attack or D to move towards the door.”);

T\_fight\_scene

text.text = ("Sneaking up behind a pair as oblivious as these two is child’s play. ") +

("Your daggers slip into their backs simultaneously, the pair dropping to ") +

("the ground before they know what is happening.\n\nToo easy.\n\n") +

("Press R to return to the centre of the room. “);

T\_galley\_safe

text.text = ("With the sailors dead, you are free to take a moment to ") +

("catch your breath.\n\nAhead is the doorway that presumably leads ") +

("to your freedom.\n\n") +

("Press D to check the door. “);

T\_galley\_door

text.text = ("The wooden door does little to quiet the raging storm outside. ") +

("Judging by the howl of the wind and the rain seeping under the frame, ") +

("this door must lead to the deck of the ship.\n\nFreedom is close now.\n\n ") +

("Press O to Open the door and head outside.“) ;

Deck\_boxes

text.text = ("From behind the boxes you have a better view of the situation ") +

("on the deck. At the far end a catapult is firing flaming shells out into ") +

("the night.\n\nSailors and soldiers are running between boxes to keep it loaded.\n\n") +

("To your right, a lifeboat hangs limply over the side of the ship.“) +

(“Press W to watch the guards, or B to run for the Boat.”);

Deck\_guard

text.text = ("The guards are concentrated on carrying shells back and forth as ") +

("quickly as possible, while avoiding the occasional response of arrows ") +

("from somewhere out in the night.\n\nYou could probably time your run ") +

("to the boat to avoid notice.\n\nPress R to return.“) ;

Boat\_up\_0

text.text = ("You dive into the lifeboat and quickly look around for the guards. You seem to ") +

("have escaped notice.\n\nThe boat looks to be lowered using a pulley system, but ") +

("a few tugs indicate that it’s jammed.\n\nYou could probably cut the rope to drop ") +

("Into the water.\n\nPress C to cut the rope or R to return to the boxes.“) ;

Boat\_down

text.text = ("As soon as the rope breaks, the boat plummets to the water below. ") +

("The hard landing stuns you, but the boat looks intact.\n\nYou’ve escaped your ") +

("captors, now to escape the elements themselves.\n\nPress R to start rowing.);

Rowing

text.text = ("After a few minutes rowing, a flash of lightning illuminates the world ") +

("around you.\n\nBehind you is ship you just escaped from, locked in battle with ") +

("another vessel. Ahead is a rocky shoreline, and your only hope of freedom.\n\n") +

("Press R to row harder.“) ;

Beach

text.text = ("After what feels like hours of agonising rowing in freezing rain, ") +

("the boat comes to an abrupt stop on a sandbar. You hop out onto ") +

("the unstable sand, and run for the beach proper. Above you, the shadows ") +

("of trees stretch up with menace.\n\nHopefully no one will be foolish “) +

(“enough to follow you under their dark boughs.\n\nPress E to enter the forest.”);

Escape

text.text = ("Running up the scree and into the damp undergrowth, the sound of ") +

("the storm dims somewhat.\n\nIn the darkness you have no idea where ") +

("you have landed, only that your last hope is to keep running.\n\nGood Luck.\n\n ") +

("Congratulations! Press R to restart.“) ;

//////////////////////////////////////////Upper route////////////////////////////////////////////////////

Upper\_hatch\_open

text.text = ("You open the hatch and pull yourself up into a storage area. Just ") +

("in time it seems, as a huge crash echoes behind you, followed by the ") +

("rush of water.\n\nSeems something gave way. Another lucky escape.\n\n ") +

("Press L to look around.“) ;

Upper\_storage\_0

text.text = ("A couple of lanterns light this tightly packed storage room. Large boxes ") +

("bearing the mark of the raven stand atop each other, well secured against ") +

("the ship’s violent rocking.\n\nTwo small walkways have been left between the boxes, ") +

("one leading to a small door, the other behind a particularly tight-set.“) +

(“pair of crates.\n\nPress D to check the door, or B to slip Behind the boxes.”);

Upper\_door\_0

text.text = ("The wooden door does little to quiet the raging storm outside. ") +

("Judging by the howl of the wind and the rain seeping under the frame, ") +

("this door must lead to the deck of the ship.\nPress O to head Outside, “) +

(“or R to return.”);

Behind\_boxes\_0

text.text = ("It’s a tight fit, but behind the boxes you find a small cubbyhole. ") +

("It seems someone has been hiding away here. An old pipe and dusty ") +

("book sit atop a box, alongside a crowbar. To the left is another small ") +

("box that looks to have been pried open.\n\nPress B to inspect the box“) +

(“or R to return.”);

Treasure

text.text = ("The box is full of treasure! Gold coins and valuable gems, all bundled into ") +

("small, wooden display boxes. You quickly grab up all you can carry and ") +

("squeeze back out of the cubbyhole. Press R to return.“);

Upper\_storage\_1

text.text = ("A couple of lanterns light this tightly packed storage room. Large boxes ") +

("bearing the mark of the raven stand atop each other, well secured against ") +

("the ship’s violent rocking.\n\nTwo small walkways have been left between the boxes, ") +

("one leading to a small door, the other behind a particularly tight-set.“) +

(“pair of crates.\n\nPress D to check the door, or B to slip Behind the boxes.”);

Behind\_boxes\_1

text.text = ("It’s a tight fit, but you slip behind the boxes once more. ") +

("The box of treasures remains open, and you wish someone had ") +

("left a bag to carry them in.\n\nPress R to return.“);

Upper\_door\_1

text.text = ("The wooden door does little to quiet the raging storm outside. ") +

("Judging by the howl of the wind and the rain seeping under the frame, ") +

("this door must lead to the deck of the ship.\nPress O to head Outside, “) +

(“or R to return.”);

Upper\_deck\_door

text.text = ("Outside you find yourself fighting a howling gale. Lightning flashes ") +

("across the sky, illuminating a large ship in the distance. As you watch, ") +

("flaming shells fly forth from the vessel, and crash into the lower decks “) +

(“of the prison ship.\n\nPress L to look around.”);

Upper\_deck

text.text = ("To your immediate right stands a man dressed in fine leather. ") +

("He is staring out through a spyglass, towards the attacking ship.\n\n") +

("It’s a wonder he hasn’t noticed you.\n\nDown to your left, a lifeboat “) +

(“hangs from the deck below. You could probably jump straight down “) +

(“with a little luck.\n\nPress L to take a closer Look at the sailor, or J to Jump.”);

Upper\_guard

text.text = ("Judging by the quality of his clothes, this man must be a ranking ") +

("officer of some description. He seems focused on the battle for now, ") +

("but there’s no telling when he’ll notice your presence.\n\nPress “) +

(“ R to return.”);

Boat\_up\_1

text.text = ("You jump down heavily into the lifeboat and quickly look around. You seem to ") +

("have escaped notice.\n\nThe boat itself looks to be lowered using a pulley system, but ") +

("a few tugs indicate that it’s jammed.\n\nYou could probably cut the rope to drop ") +

("Into the water.\n\nPress C to cut the rope.“) ;