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 M to cast a spell.> “);

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