

Overview:

Your name is Oklahoma Bones, you are a treasure hunter, and you want to etch your name in the history books you try to find the elusive golden skull that was formed 2000 years ago, in an area of the world where gold cannot be found. From clues and history recap you figured it could be on three islands in the region. You were at the cusp of making the grand discovery until the communists raided your camp and took you hostage. You wake up in an integration room dazed and confused, not remembering the past week of exploration. One of the wrist strap is loose, so with your raw strength you rip it off and begin freeing yourself. THERE IS NO TIME TO WASTE!

Player:

Name: Oklahoma Jones

Origin:

Philly Pa

Born June 19th, 1942

Strengths:

- Fighting
- Running
- Jumping
- Quick thinking

Weakness:

-Height (6'4")

Fear of snakes

Hot headed

Injury Prone

Tools:

Satchel – Flashlight, Screwdriver, med kit, lasso, knife, 4 days of water

Weight limit: 100 lbs

Scoring

+1 Each day survived on island, trap triggered,

+2 new location discovered

+5 clue found

-1 injury, hunger, dehydration, travel to another island

Win: Find treasure and make it off island

Loss: Death or someone else finds it

Locations:

Jungle- a dense jungle untouched by humanity for centuries

Beach- A sandy area good to set up a start up camp

Cave – A cramped space that is practically unseeable to the human eye due to the darkness

Waterfall- A peaceful area where foliage and clean drinking water can be found

Temple- A old structure constructed by the people who use to inhabit these island, inside is a single room

Underground room – Old torches hang on the wall and cobwebs fill the entirety of the space. There is a desk and old manuscripts found on it

Underground tunnel – A crawlspace that allows you to traverse the old city from room to room

Burial site – Where the old king sits on his throne with his subjects in attendance next to him is the golden skull

Lake – Area for clean water and fishing, very open area where the jungle subsists

River – Area for semi clean water and a spot where animals go to wash themselves

Tiger den- A cave filled with the bones of animals

Ancient ruins- These are the above ground ruins of the new city this has the temple and old stone houses. In its heyday it was vastly huge but now it is swallowed by the jungle

Desert – On the northern part of the southern island, this a bare sandy area where an old settlement once used to stand.

Ancient home- Found in the ancient ruin and desert. A place for rest and storage, it holds a old wooden cot to sleep on and other necessities that the player can use. IE rope stone tools and cloth

Alter room- found at the top of the temple and pyramid in it has a single book mantle and seats. A place for worship and teaching.

Boat – State of the art ship that travels on the ocean. It has fishing line, 10 days of gas, flashlight, etc.

Ocean- The vast blue filled with food

Pyramid- Located far into the desert, only the top is exposed due to the sand taking over the city that surrounded it. At the top is a fake door which leads to another alter room here is where the beginning to find the skull

Ship – A grey beast on the seas, this is where you wake up to start the game. It has many levels to it. A place where you can learn more about the skull

Integration room – The actual room where you wake up as the commies took you captive. It is dark with a singular table on the side of the room and door with its exit.

Boiler room- A hot room right outside the integration room it has two ladders one on the right and left they both lead to the poop deck but one way is more useful...

Crew quarters – where the crew sleeps, eats on the ship they took you captive. It has three lights and tight space

Poop deck- top of the ship where you can steal the boat to get back to treasure hunting

Bridge – the headquarters of the ship. In here there are valuables such as a compass, batteries and map of your last known location. Hardest to reach

Ship library – a massive room filled with bookshelves of books fortunately you find an area about the gold skull and their plans with it

Med bay – a mini hospital room with medical supplies, like gauze, pills, medical equipment

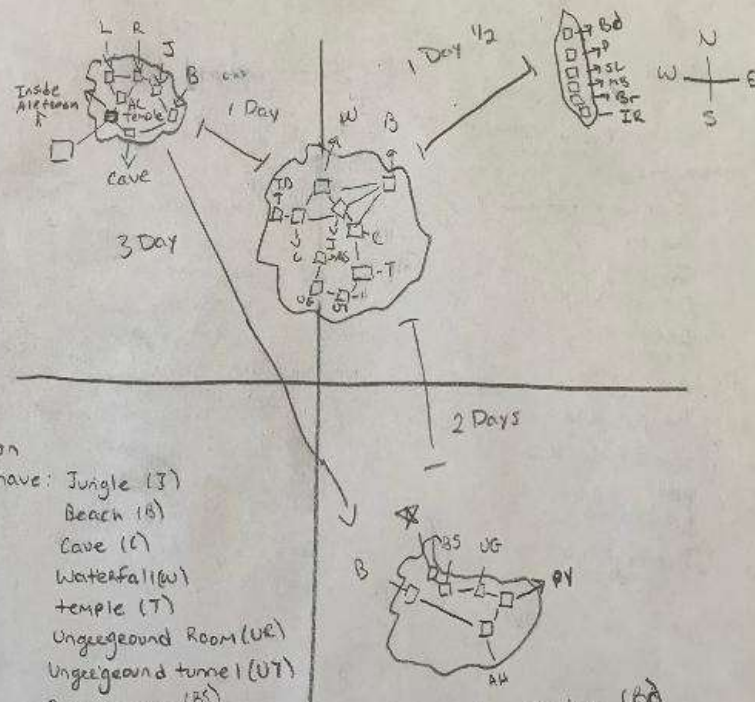
Scoring

- +1 ~~point~~ will be given for each day survived on island
- +2 New location discovered
- 1 injury, hunger, dehydration
- +5 ~~clue~~ clue found
- +1 trap triggered
- 1 To travel to another island

Win: Find treasure & make it off island

Loss: Death or someone else finds it.

World.



Each location

will have: Jungle (J)

Beach (B)

Cave (C)

Waterfall (W)

Temple (T)

Underground Room (UR)

Underground tunnel (UT)

Burial site (BS)

Lake (L)

River (R)

Tiger Den (TD)

Ancient Ruins (AR)

Desert (D)

Ancient home (AH)

Alter room (AR)

Boat (B)

Ocean (O)

Pyramid (P)

Ship (S)

Integration Room (IR)

Boiler room (BR)

Crew quarters (CQ)

Poop Deck (PD)

Bridge (BD)

Ship library (SL)

Med Bay (MB)

