Prototype 3: Twine Story

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Title: *Bound for Helgen by DHEL*
Additional files: Bound for helgen.html and .twee

Core Idea:

This game adapts Skyrim's iconic opening into a replayable, choice-driven story. You begin bound for execution; allegiance, faith, and risky decisions—sometimes resolved by dice—branch into distinct escapes and epilogues. Built in **Twine (SugarCube 2.37.3)**; design and code structuring were **assisted by ChatGPT**.

Game Overview

Starting as a prisoner caught in the same ambush as Ulfric Stormcloak, you must decide who to trust, when to resist, and how to survive the chaos that follows the dragon's attack. To try and capture the tension of Skyrim's legendary intro.

Your path is shaped by:

> **Allegiance** — Will you lean toward the Imperials, the Stormcloaks, or remain neutral?
> **Faith** — Prayers grant blessings that alter dice rolls and outcomes.
> **Decisions under pressure** — From calming fellow prisoners to slipping your bindings or defying guards.

Gameplay (Design & Systems)

Choice-driven loop: Decide → update state variables → unlock conditional content → branch → epilogue.
State tracking: $allegiance, $lokir, $blessing/$bonus, $origin, $bindings etc.
Probabilistic checks: random(1,6) + bonus (from prayers) resolves risky actions; failures "fail-forward" into tense but viable branches.
Replayability: Orthogonal variables create many runs with minimal content bloat.
(Implemented with SugarCube macros like <<set>>, <<if>>, <<link>>…<</link>>, <<goto>>, <<include>>, and a small <<widget>> for playtest notes.)

How to Play (Links)

The files are provided with this pdf.