**The game starts and the introduction appears:**

*“Whilst on a journey to find The Hidden Treasure of Pirates Past, a storm shipwrecks your vessel into jagged rocks, and you are thrown overboard. Now waking up on a nearby beach, can you get back onto the ocean and complete your quest?”*

**Player starts on map tile 1:1,**

**Dialogue for 1-1:**

*“An empty beach with nothing of interest. To your East is the Ocean, and to your North the beach continues.”*

**“Use Shovel” in 1-1:**

*“As you puncture the sand and lift the first pile away with your shovel, you notice a gold amulet glistening in the sun.*

*You pick it up and add it to your inventory.”*

**Dialogue for 1-2:**

*“A lone sign sits on the beach; it points North and says, “Port Town”. To your East is the Ocean, to your South is the rest of the beach, and to your North is Port Town.”*

**“Use Shovel” in 1-2:**

*“You dig and dig, nothing but sand.”*

**Dialogue for 1-3:**

*“You appear to be in a town sitting on the docks of a beach. As you look around you can see many people, all keeping to themselves, except for a worried looking man searching the sand.”*

**“Use Shovel” in 1-3:**

*“As you take out your shovel, you hear a guard in the distance scream “NO DIGGING”.”*

**“Speak (or Talk)” in 1-3:**

*“Blimey, she’s gonna make me walk the plank fer this. Wait, can ye help me find me amulet. I’ll give ye me trusty shovel. I lost me amulet somewhere on dis here beach, when I went fer a walk. If ya can find me amulet, I’ll let ye use me ship.*

*You take the shovel and add it to your inventory.”*

**“Give Amulet” in 1-3:**

*“Thanks, I could kiss ye. As promised ye can use me ship fer whatever ye wants.*

*Amulet was removed from inventory.*

*Ship License was added to inventory.”*

**“Sail Ship” in 1-3: (It puts you on 1-4)**

*“You set your sails and go North out of port.*

*You are now sailing on the high seas.*

*You can see that Northeast there is a merchant ship. You can also see that in the distant East is an island with a cave, and in the distant South there are jagged rocks.”*

**Dialogue for 1-4:**

*“You are sailing on the high seas.*

*You can see that Northeast there is a merchant ship. You can also see that in the distant East is an island with a cave, and in the distant South there are jagged rocks.*

*To your South there is a port where you can dock your ship.”*

**Dialogue for 1-5:**

*“You are sailing on the high seas.*

*You can see that East there is a merchant ship. You can also see that in the distant East is an island with a cave, and in the distant South there are jagged rocks.”*

**Dialogue for 2-1:**

*“You are sailing on the high seas.*

*You can see that East there is a sunken ship. You can also see that in the distant East is an island with a cave, and in the distant North there is a ship.*

*To your West there is a beach, but nowhere to dock your ship.”*

**Dialogue for 2-2:**

*“You are sailing on the high seas.*

*You can see that Southeast there is a sunken ship. You can also see that in the distant East is an island with a cave, and in the distant North there is a ship.*

*To your West there is a beach, but nowhere to dock your ship.”*

**Dialogue for 2-3:**

*“You are sailing on the high seas.*

*You can see that in the distant North there is a ship, and in the distant East is an island with a cave, and in the distant South there are jagged rocks.*

*To your West there is a port where you can dock your ship.”*

**Dialogue for 2-4:**

*“You are sailing on the high seas.*

*You can see that North there is a merchant ship. You can also see that in the distant East is an island with a cave, and in the distant South there are jagged rocks.”*

**Dialogue for 2-5: (Before Battle)**

*“As you steer your ship towards the merchant ship, you see cannon balls shoot past you from a pirate ship.*

*Battle starts and you are unable to escape it.”*

**Dialogue for Battle:**

**“Attack” – Random to see if it hits.**

***Success 1x -*** *“You hit the pirate’s ship; it looks like it can’t take another hit.”*

***Success 2x –*** *“You hit the pirate’s ship, and it sinks to the sea floor.”*

***Failure –*** *“The cannon ball misses.”*

**“Retreat” or saying south or other directions or trying to use an item.**

*“You can’t do that right now.”*

**Whenever the player enters a command: Random to see if enemy hits.**

**Success –** *“A cannon ball hits your ship, and it takes damage.”*

**Failure –** *“A cannon ball flies past your ship.”*

**End of Ship Battle:**

*“Thank you. Now that I’m not getting attacked, I can give you the old pirate lore if you ever get stuck.*

*\*\*Please note that every hint given will subtract from your final score. \*\**

*However, the first one’s free. To proceed you must first retrieve something you’ve lost.”*

**Dialogue for 2-5: (After Battle)**

*“You are sailing on the high seas.*

*You approach a merchant ship.”*

**“Hint” used anywhere after saving the merchant:**

**1x –** *“For you to get into Pirate’s Bay Cave you must use your once lost treasure.”*

**2x –** *“The opening to Pirate’s Bay Cave will only open to a key lost once in a shipwreck.”*

**3x –** *“If you get stuck, it can be useful to retrace your steps.”*

**Dialogue for 3-1:**

*“You are sailing on the high seas.*

*You can see that East there are jagged rocks.*

*Below there is a sunken ship.”*

**“Dive” in 3-1:**

*“You dive under the water and swim down to the sunken ship. As you look through the rubble you find something.*

*Old Spyglass was added to inventory.”*

**Dialogue for 3-2:**

*“You are sailing on the high seas.*

*You can see that South there is a sunken ship. You can also see that in the East is an island with a cave, and in the distant North there is a merchant ship.”*

**Dialogue for 3-3:**

*“You are sailing on the high seas.*

*To your East you can see a beach with a cave. You can also see that in the distant North there is a merchant ship, and in the distant South there are jagged rocks.*

*You are able to dock your ship on the beach to your East.”*

**Dialogue for 3-4:**

*“You are sailing on the high seas.*

*You can see that North there is a merchant ship. You can also see that in the East is an island with a cave, and in the distant South there are jagged rocks.”*

**Dialogue for 3-5:**

*“You are sailing on the high seas.*

*You can see that West there is a merchant ship. You can also see that in the distant Southeast is an island with a cave, and in the distant South there are jagged rocks.”*

**Dialogue for 4-2:**

*“You are sailing on the high seas.*

*You are surrounded by jagged rocks, but to the North there is a beach with a cave that you can dock your ship to.”*

**Dialogue for 4-3:**

*“You are on a beach, there is a cave close by, however it is partially closed with only a small gap to the inside. You can see the gap is way too small for you to get in, without opening it further.*

*On closer inspection you can see a hole in the wall next to the door.”*

**“Use Spyglass” in 4-3:**

*“You place the Spyglass into the hole in the wall, and as you push the Spyglass in the door slowly opens with a spring mechanism.*

*After opening the door enough, you dart through the opening. However, the door shuts loudly behind you, preventing you from going back.”*

**Once inside the cave, the door will close preventing you from returning.**

**Dialogue for 5-3:**

*“You appear to be in a dank cave with a slight opening to your West, all the directions are blocked off, except for North where the cave continues.*

*There is water dripping from the South wall and overflowing into a small tankard in the floor. You decide to take it as you might become thirsty.*

*Tankard was added to your inventory.”*

**Dialogue for 5-4: (Before Lever)**

*“This room is empty with only a continuing path West and scratches on the stone floor.”*

**Dialogue for 5-4: (After Lever)**

*“You are at a fork in the road, one path goes West into a dark room, and the other path goes North into a brightly lit room.”*

**Dialogue for 4-4:**

*“You are in a bend in the cave; there is a room to your North and the passage back is to your East.”*

**Dialogue for 4-5:**

*“In the centre of the room is a single lit torch, illuminating the rest of the room. On the North wall you can see writing. It states: “To meet with the pirates of old, you must first relieve your shadow!”.”*

**“Use Tankard” in 4-5:**

*“You pour the water from the tankard onto the torch, and you hear a loud scraping. As much as you look around, you cannot see anything that has changed.”*

**Dialogue for 5-5:**

*“You enter the room and see the most gold you have ever seen. As you slowly walk towards it, in amazement, a great sea beast vaults from a pond at the back of the room. You scream “KRAKEN” as it grabs one of your legs.”*

**Battle for 5-5:**

**“Attack” – Random to see if it hits.**

***Success 1x -*** *“Wielding your weapon of choice you attack the kraken; it starts to bleed.”*

***Success 2x –*** *“Wielding your weapon of choice you attack the kraken; you manage to harm some of its tentacles, preventing their use.”*

***Success 3x –*** *“Wielding your weapon of choice you attack the kraken, as you deal the last hit, the kraken reels in pain and dies.”*

***Failure –*** *“Wielding your weapon of choice you attack the kraken, but as you go for the hit, the kraken smacks you out of the way.”*

**“Retreat” or saying south or other directions or trying to use an item.**

*“As you try to get away the kraken pulls you closer.”*

**Whenever the player enters a command: Random to see if enemy hits.**

**Success –** *“The kraken pulls it’s tentacle up and smacks down onto you, you take damage but can still fight.”*

**Failure –** *“The kraken pulls it’s tentacle up and smacks down onto you, you are just about able to dodge out of the way.”*

**END Dialogue:**

*“Now that the kraken has been defeated, you are free to take as much gold as you wish. If only you could find a way out.*

*THE END*

*Your Score: #”*

**Ship DEATH Dialogue:**

*“Your ship takes too much damage and sinks to the bottom of the ocean. However, the waves whisk you off to a faraway beach… GAME OVER”*

**Kraken DEATH Dialogue:**

*“You are grabbed by the kraken, it throws you into the far West wall, and you land in a pile of skeletons, you die… GAME OVER”*

**“Use Shovel” can only be used at 1-1, 1-2, 1-3. If used anywhere else:**

*“You can’t dig here.”*

**“Give Amulet” can only be used at 1-3. If used anywhere else:**

*“You should get this back to the worried man.”*

**“Use Spyglass” can only be used at 4-3. If used anywhere else:**

*“You look into the Spyglass but notice it’s full of water and sand.”*

**“Use Tankard” can only be used at 4-5. If used anywhere else:**

*“You are not thirsty.”*

**If you try to go in the direction that is either outside of the map or a location unreachable from your currently location:**

*“You are unable to proceed this way.”*