

**VIDEOGAMES: THEORY, PRACTICE AND RECEPTION – HUM-5008B**

**Twine Game Design – Decay of the Rising**

**Word count: 1646**

## **Introduction**

This report will involve discussion of the creative development process in Twine with analysis on narrative, visual, audio and gender theories related to the game. *Decay of the rising* is an indie game focused on a post-apocalyptic society based in London. The game introduces a design of a text-based narrative with a non-linear approach that can lead to different response options and endings of the game. The analysis of the game is explored further with primary audience research based on ethical elements in video games.

## **Analysis of the questionnaire**

The data collection method for this research is a quantitative online survey, the primary audience research involves 20 individuals (Figure 1). Non-experimental research design is used to describe social issues and ethics associated with gender and ethnicity in relation to elements in games design and its effect on the enjoyability of the game. Based on the research majority of female and other genders believe that there is not enough of balance between female and other genders protagonist compared to male characters (Figure 5.0), this is because early days of designing protagonist focused on a masculine aspect of the head character, this has changed over the years (Dang et al., 2007). Analysis of gender and enjoyability of video games with lack of ethnicity shows that in total 6 individuals find the game less enjoyable between other genders, male and female (Figure 5.1). However, majority of male individuals are not affected with gameplay experience by lack of ethnicity, as there is a lot of aspects that go under game design ethnicity may not play a big part for every player but for others, it may feel essential to be able to represent the character as a certain gender, ethnicity or race, this is also supported by further

research into preference in customised character creation over predefined character (Figure 2, Question 7).

### **Game construction**

The concept of the text-based gameplay is followed by a set of rules, this includes narrative rules such as necessary keypad code to progress to next path and gameplay rules to define the logic of the game which determines the statistics of the player and equipment available (Ang, 2006). The gameplay is considered as a most important aspect of the game (Figure 2, Question 4), the rules in the Twine game are designed to enhance the diversity in the gameplay, this is done by presenting the player with a different layer of narrative and tasks throughout the gameplay which is connected to the whole narrative design as the player makes certain choices (Backe, 2012).

The game design process can be imitative based on previous games (Costikyan, 2013). The design of the Twine game is modified based on successful Telltale series such as The Walking Dead (Figure 3), the player is placed in a role of predefined protagonist in a post-apocalyptic society with the ability to select responses that can lead to unknown outcomes. The concept of offering the player to make a choice helps to create the element of uncertainty which makes the game more immersive since the player made this choice, it is not predefined by game designers. To engage the player the game developers have to rely on visual attributes which are essential for the orientation and perception (Masuch and Rober, 2005). Main graphical elements in Twine game development is the presentation, the layout outlines the textual scene. As the game is unable to attract a player's immersion with realistic graphics, physics or animation it is important to seek alternatives. Twine allows

creating an immersive environment with a gripping narrative, variables including personal character creation, a lot of paths leading to unknown narratives and programming the logic of the puzzles within a game (Figure 4). Narrative aspect is key to make video games more immersive. This supports imaginative immersion which is based on a player's enjoyment of the narrative and fantasy allowing the player to use imagination to build a deeper emotional connection to in-game characters. Furthermore, the immersive game environment can be expanded with dynamic audio which includes both adaptive and interactive audio to match events in the game (Gallacher, 2013). Music can also be used to enhance the overall structure of the game (Collins, 2008). In the Twine game, the background audio aims to create the feel of a post-apocalyptic society which is usually associated with guitars, a switch in the background audio indicates the progress of the story when a player enters a camp to outline the safe area, audio becomes adaptive to match the scenery with peaceful birds chirping, the player can explore the camp by listening to the local guitarist or relax by a fireplace, both of the options will create audio and image output to imitate the realism of the selected option (Collins, 2008). However, as this is a text-based narrative game it relies on imaginative immersion with slight aid of visuals, the visuals can support identifying elements in the game that are often associated with audio to outline the objects in the game in similarity to real life sounds.

User experience is a concept of needs that are abstract and subjective (Nagalingam and Ibrahim, 2015). The design of games may present different layouts of user experience, this can range from the comfortable design of the presentation of the game such as the balance of colours and visuals in appropriate segments of the game, this not only provides better graphical user interfaces but also a design of

objects within a game in the right segment can have an effective outcome on immersion of the player, user experience in video games is about constructing the correct design elements in the right position, this involves audio, narrative and animations.

## **Game Theory**

The magic circle is described by Huizinga (1998) as a context of physical space for gameplay. Twine game forms a playground with a set of rules that restrict the play with a limit of choices. The game design process requires thought of how the player will feel inside the magic circle, the concept of magic circle can be useful to describe boundaries in a game (Crawford, 2011), player might need to assess the environment to check how logic of the game works as it may differ to real life which is essentially the difference between being inside and outside of the magic circle. Limitations in the game don't necessarily present negative experience with the play, the player learns how to overcome the tasks, this creates mental influence on the player providing a new experience and meanings after leaving the magic circle. According to Simons (2007), the development of game design is to make the player feel that they have the control of the story, this is essentially associated with Twine game project that involves a non-linear dialogue to offer the player the ability to choose responses as the protagonist, most of the responses are linked to a unique narrative only accessible with the particular path. This explores play styles with different narrative characteristics such as good, bad or neutral, each decision may have a positive or negative impact on the progress which creates an aspect of uncertainty to keep the player engaged and generate immersive game environment linked with the responsive manner to the choices and actions of the player (Salen et al., 2004). The decision to develop a non-linear story approach is based on primary

audience research, the significant results support the preference for non-linear narrative (Figure 2).

Reflective game design helps to evaluate the broad category of social issues, this can be aligned with speculative design to set practices of removing the stereotypical design process. Fictional planning and design can be used to present an alternative game layout (Marcotte, 2018). To maintain an aspect of speculative design in the Twine game the player can select more than two genders along with custom character creation design as supported by primary audience research, the comparison between a predefined and customised character with 90% audience showing preference towards customised character options (Figure 2, Question 7).

The speculative approach provides an opportunity for the game designers to produce content for an audience that is not restricted to predefined character, gender or ethnicity. For example, this can include a variety of genders to select from for the protagonist, custom variables of editing character along with different ethnicity options to maintain respect for the social culture. Both of the design approaches are beneficial as they bring a fictional perspective into the game whilst still creating an enjoyable game experience. The primary audience research is mostly focused on gender theory, this looks into ethical issues of video games that involve violence, stereotyping against women and community, the player should be able to identify fictional aspects of the game between reality. However, the game industry should make the community aware of these effects (Dang et al., 2007). This is agreed by 60% of research participants (Figure 2, Question 10), if the context of game design is not being able to fully satisfy all criteria of social issues, it may be advantageous for developers to create updates for the game to add a variety of social concept to develop an ethically correct game design, this could result in improved reception of

the game as the gameplay would be suitable for more individuals if the social issues are tackled.

## **Conclusion**

The process of creative game development involves many theories to consider. A key to a successfully immersive game can vary between the target audience and the approach taken by the game designers, whether this is creating a unique game or following concept of successful games in the past. While the game designers have been creating games for many years, there is still a lot of new methods to analyse to develop a uniquely immersive game with all the theories merged.

## References

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- Crawford, G., (2011) *Video Gamers*. Taylor & Francis Group, London.
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Huizinga, J., (1998) *Homo Ludens*. London: Routledge International Library of Sociology. Sociology of Culture.

Simons, J., (2007) *Narrative, games, and theory*. The international journal of computer game research.

## **Appendix**

### **Ethics clearance**

The purpose of this questionnaire is to examine factors that apply to the process of games development and concept involved in the background design including ethics, graphics, narrative and sound.

Thank you for considering taking part in this research and advise you to read this entire section to ensure your full informed consent as a willing participant:

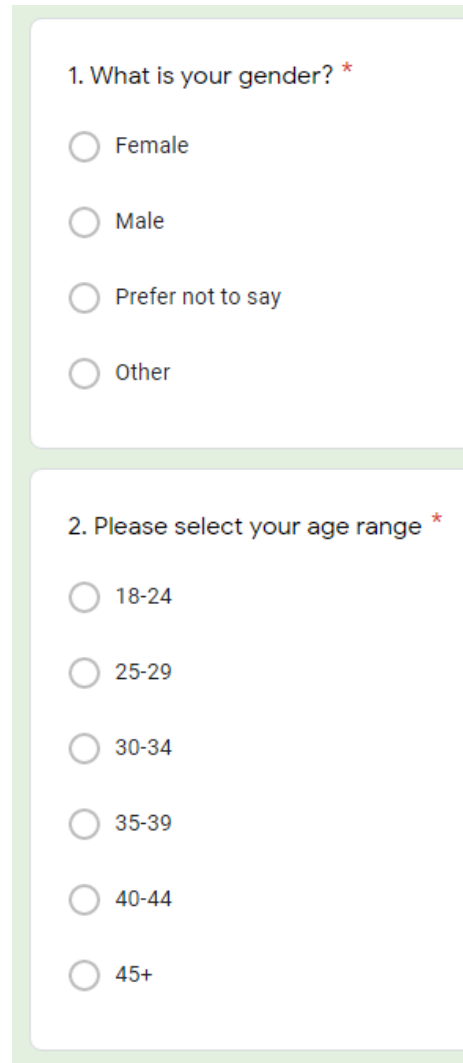
- Your participation is voluntary, and you are free to withdraw at any time without giving any reason and without it affecting you at all.
- Your personal information will not be shared outside of the research team or published in the final report(s) from this study.

By answering the questions that follow it is assumed that you consent to take part and for your data to be used in academic research and for publications. Any submitted data is anonymous and confidential.

We are interested in your genuine responses so please take the questions at face value and give your personal opinion. If you have any questions about this study, please contact the researcher ([znu16qvu@uea.ac.uk](mailto:znu16qvu@uea.ac.uk)).

## Questionnaire

Game design questionnaire structure (Figure 1).



1. What is your gender? \*

☐ Female

☐ Male

☐ Prefer not to say

☐ Other

2. Please select your age range \*

☐ 18-24

☐ 25-29

☐ 30-34

☐ 35-39

☐ 40-44

☐ 45+

---

3. How often do you play video games? (This includes any form of gaming such as mobile, console, PC.)

- ☐ Daily
- ☐ Several times a week
- ☐ Several times a month
- ☐ Several times a year
- ☐ Never

---

4. What do you think is a most important aspect of a video game? \*

- ☐ Ethics (Variety of characters, genders, races)
- ☐ Graphics
- ☐ Animation
- ☐ Story/Narrative
- ☐ Sound
- ☐ Gameplay
- ☐ Replayability

5. Do you think its important to include different genders and ethnicity for protagonists as a part <sup>\*</sup> of the game?

☐ Yes

☐ No

6. Do you think games that don't offer ethnicity editing (race, gender) options are more <sup>\*</sup> enjoyable to play or less?

☐ More enjoyable

☐ This doesn't affect experience with gameplay

☐ Less enjoyable

7. Do you prefer creating your own character or have predefined character by the developers? <sup>\*</sup>

☐ Create my own character

☐ Predefined character

8. Do you think there is enough balance between male and female protagonists in video games? <sup>\*</sup>

☐ Yes

☐ No

9. Would you suggest any ideas to improve ethics in the video game industries?

Short-answer text

10. The ethical issues of video gaming that influences many people include: violence, rating, education, stereotyping against women, community and addiction. It is the players responsibility to be aware of the negative effects of video gaming. However, the gaming industry should also take part in some social responsibilities as well. \*

- ☐ Strongly disagree
- ☐ Disagree
- ☐ Neutral
- ☐ Agree
- ☐ Strongly agree

10. Do you prefer linear or non-linear story plots? \*

- ☐ Linear
- ☐ Non-Linear

Thank you for taking the time to fill in this survey.

The fact that you are reading this message indicates that you have completed our questionnaire.

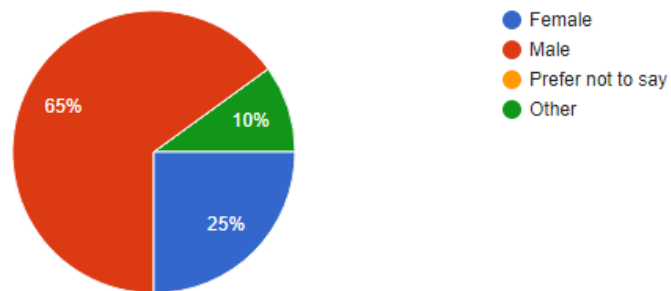
Press 'submit' to confirm your answers and complete questionnaire!

## Questionnaire data

### Questionnaire Responses (Figure 2).

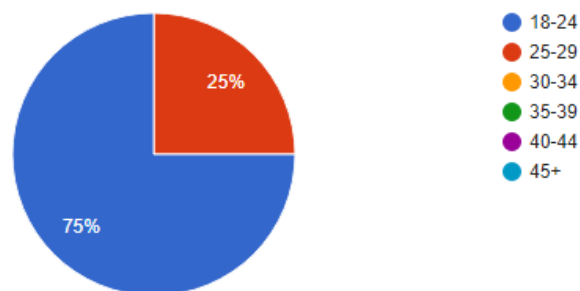
1. What is your gender?

20 responses



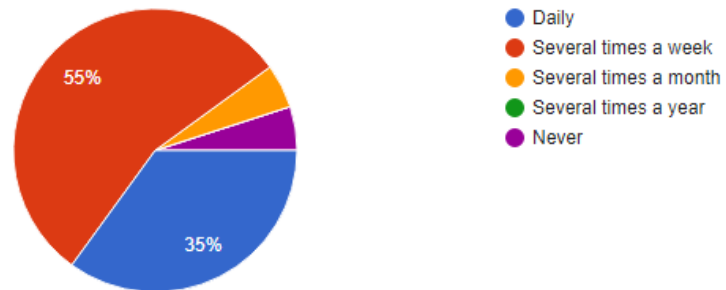
2. Please select your age range

20 responses



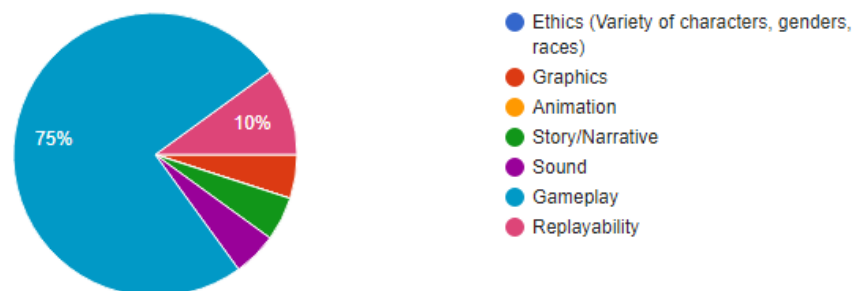
3. How often do you play video games? (This includes any form of gaming such as mobile, console, PC.)

20 responses



4. What do you think is a most important aspect of a video game?

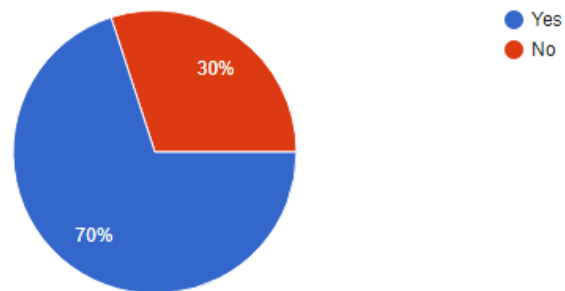
20 responses





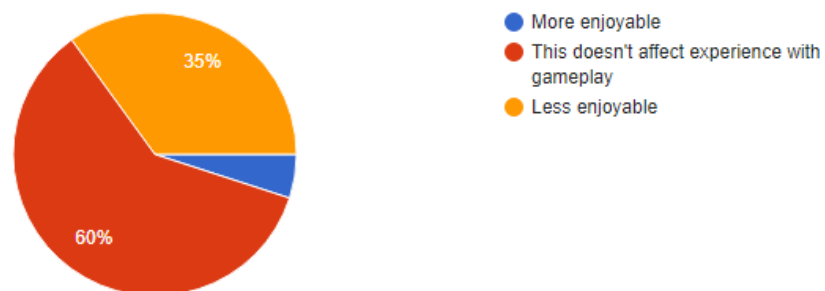
5. Do you think its important to include different genders and ethnicity for protagonists as a part of the game?

20 responses



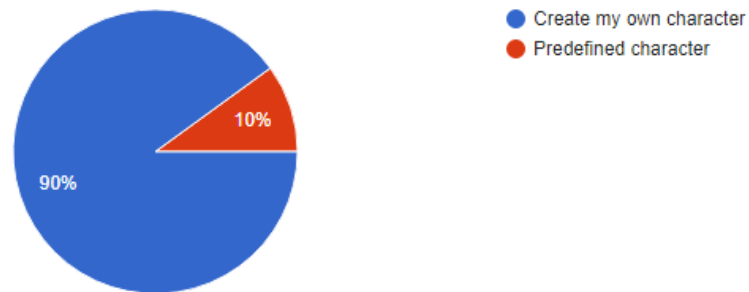
6. Do you think games that don't offer ethnicity editing (race, gender) options are more enjoyable to play or less?

20 responses



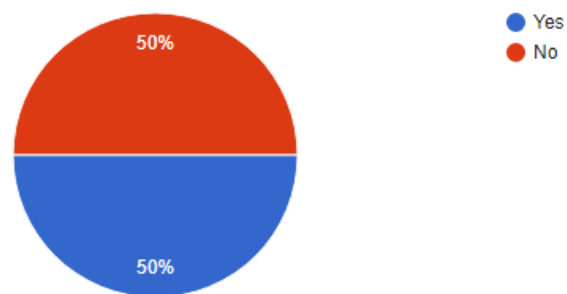
7. Do you prefer creating your own character or have predefined character by the developers?

20 responses



8. Do you think there is enough balance between male and female protagonists in video games?

20 responses



9. Would you suggest any ideas to improve ethics in the video game industries?

11 responses

deconstruction of white supremacy and cishetero patriarchy

I think the games industry can over sexualise female or feminine presenting characters in order to make them apeling to audiences which is just dumb. It does raise the question however that just because a character is over sexualised may not have been the intent of the game dev, for example, there are plenty of hucky daddies in games who have bulging muscels in games just like there are girls with barley any clothes on, so I feel like its more about creating a personality and narative around the character, so the player can relate to not only how they dress but how they emote, why they do certain things etc.

no i would not

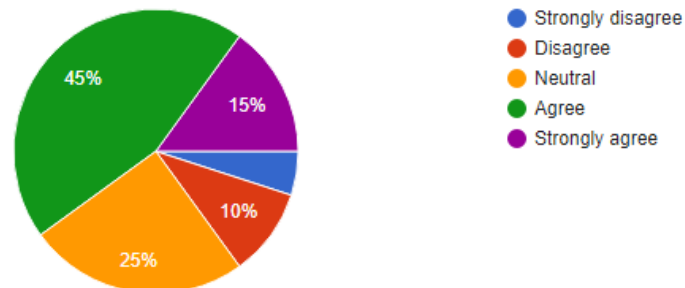
Let people make their own avatars for characters and give options for background story for characters.

Variety of characters to start the story with

Regulate the industry so that employees do not suffer at the hands of their cruel employers with ridig deadlines. And regulate the monetary exploits companies use to get more money (lootboxes).

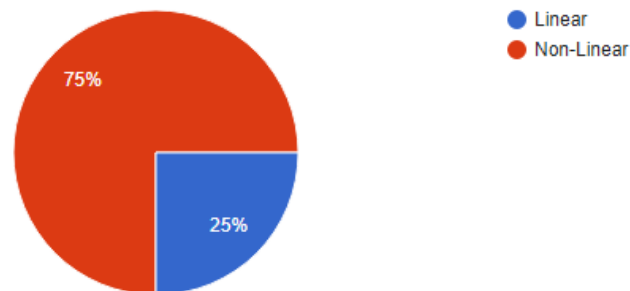
10. The ethical issues of video gaming that influences many people include: violence, rating, education, stereotyping against women, community and addiction. It is the players responsibility to be aware of the negative effects of video gaming. However, the gaming industry should also take part in some social responsibilities as well.

20 responses



10. Do you prefer linear or non-linear story plots?

20 responses



Thank you for taking the time to fill in this survey.

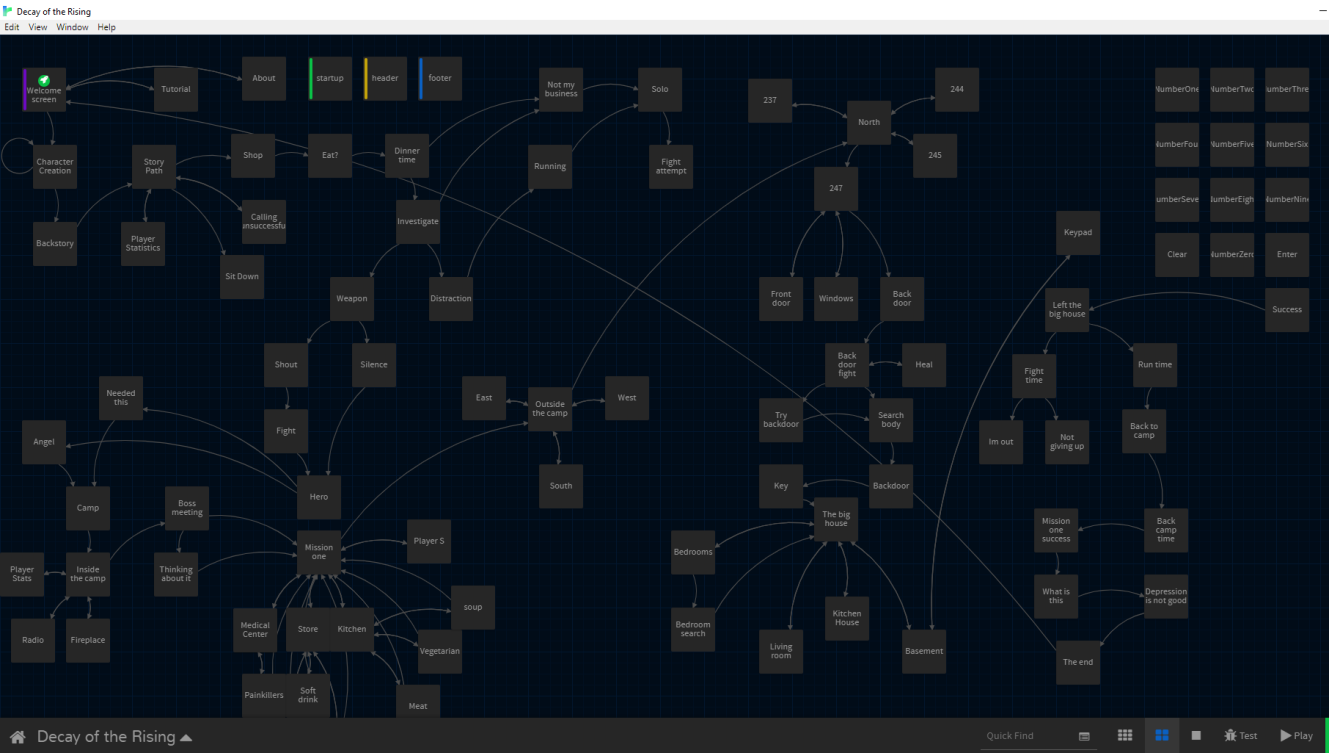
## Reception

Outline of positive reception based on The Walking Dead series developed by Telltale (Figure 3).



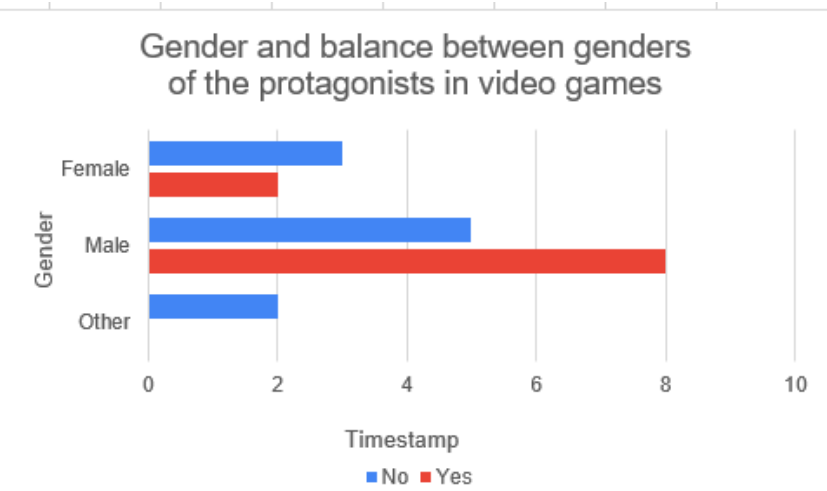
Design

Narrative path design (Figure 4).

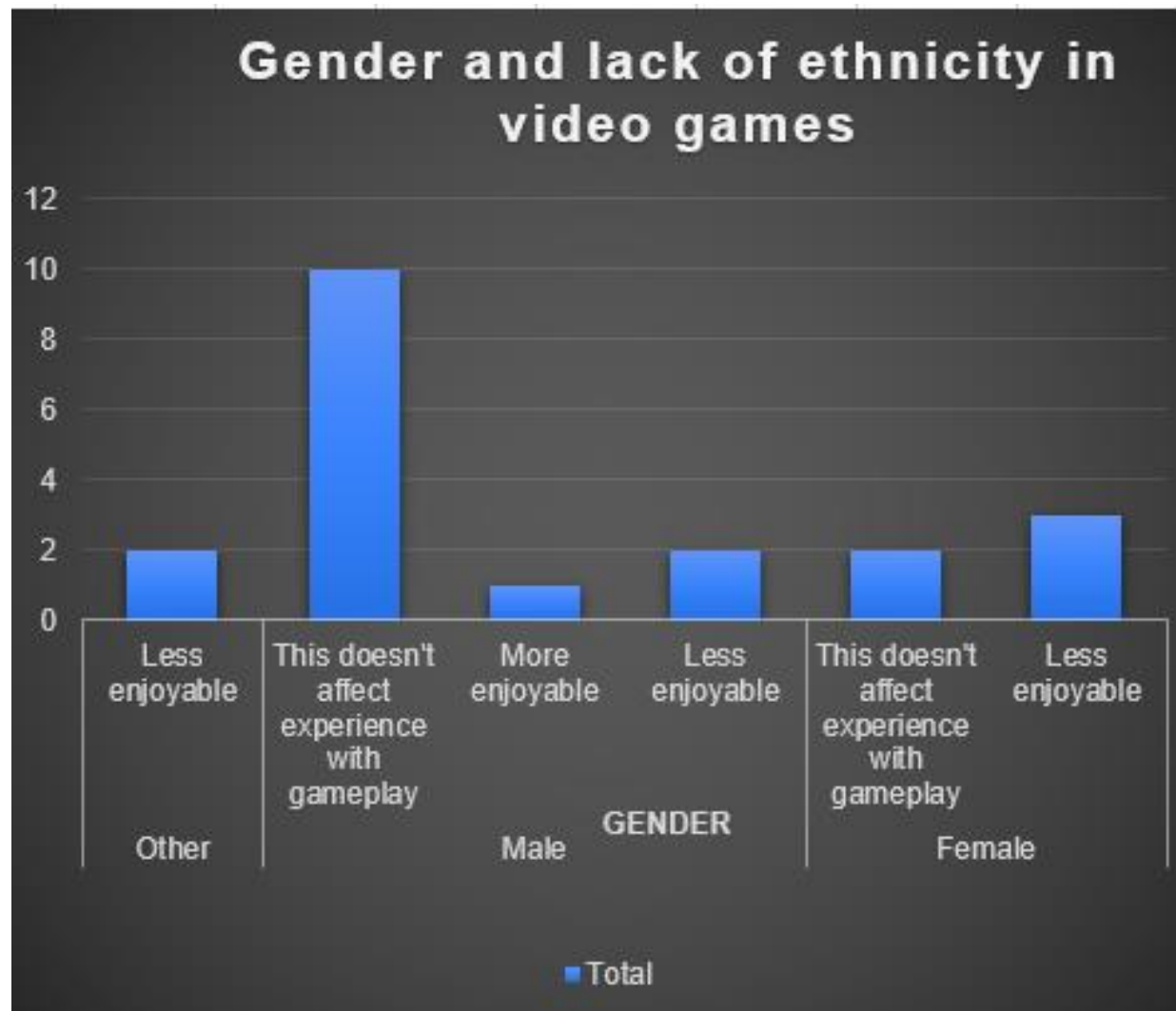


Questionnaire analysis

Gender over balance of genders between protagonists in video games (Figure 5.0).



Effect on enjoyability of the gameplay with lack of ethnicity in video games (Figure 5.1).



## Code

```
<tw-storydata name="Decay of the Rising" startnode="1" creator="Twine" creator-  
version="2.3.5" ifid="4C85C1FA-12B1-41CF-9241-275E9268A453" zoom="0.6"  
format="Harlowe" format-version="3.1.0" options="" hidden><style role="stylesheet"  
id="twine-user-stylesheet" type="text/twine-css">/*
```

Google Fonts:

<https://fonts.google.com/>

```
*/
```

```
@import url(https://fonts.googleapis.com/css?family=Tahoma);
```

```
/* These are the default options for the entire browser window */
```

```
body, tw-story {
```

```
    background-color: #000;
```

```
    /* Color is the foreground / font color */
```

```
    color: #fff;
```

```
    /* Make sure the first font listed is one of the fonts you imported above */
```

```
    font-family: 'Tahoma', Helvetica, sans-serif;
```

```
    /* This makes the font size for normal letters just a little bit bigger than default
```

```
*/
```

```
    font-size: 1.1em;
```

```
    width: 100%;
```



```
        line-height: 1.5em;

    }
```

```
tw-passage {
```

```
    /*
```

```
        This lets the story take up most of its width up to a maximum readable
width
```

```
        an `em` is about the width of one of your letters. max-width lets the
size
```

```
        get wider and wider with the size of the window but only to a sane point
```

```
        It's ok to experiment with making this smaller or larger
```

```
    */
```

```
    max-width: 55em;
```

```
    /* This centers the main story column in the window */
```

```
    margin: 0 auto 0 auto;
```

```
}
```

```
/*
```

## BASIC LINK STYLES

This covers various different kinds of links in Harlowe

```
*/
```

```
.enchantment-link, tw-link, a {
```

```
/*Extends dimension of keypad click*/
```

```
padding: 5px 30px 5px 30px;
```

```
margin: -15px;
```

```
color: #75d1c4;
```

```
font-weight: bold;
```

```
/* Adds a glow to links. You can make it a seperate color from the text
```

```
The numbers mean, in order:
```

```
- How far to the right of the letter (0 means radiating from the letter)
```

```
- How far below the letter
```

```
- How much blur does the glow/shadow have
```

```
- What color is the shadow
```

```
*/
```

```
text-shadow: 0 0 5px #313131;
```

```
}
```

/\* Links when the mouse is over them \*/

.enchantment-link:hover, tw-link:hover, a:hover {

color: #cb1616;

font-weight: bold;

text-shadow: 0 0 5px #bd1717;

}

/\* Hide back and forth default buttons \*/

.redo {display: none;}

.undo {display:none;}

/\*Styling for images in the game\*/

img {

display: block;

margin-left: auto;

margin-right: auto;

width: 100%;

border-radius: 8px;

}

/\*Dropdown menu CSS styling for Save, Load and restart\*/

.dropdown {

position: relative;

display: inline-block;

}

.dropdown-content {

display: none;

position: absolute;

background-color: #000;

min-width: 160px;

box-shadow: 0px 8px 16px 0px rgba(0,0,0,0.2);

padding: 12px 16px;

z-index: 1;

}

.dropdown:hover .dropdown-content {

UEA znu16qvu

```
display: inline-block;  
  
}
```

/\*Fix the colour issue with drop down menu at character creation\*/

```
option {  
  
    color: #fff;  
  
    background-color: #000;  
  
}
```

/\*Design for keypad buttons\*/

```
td {  
  
    width: 100px;  
  
    text-align: center;  
  
    margin-left: auto;  
  
    margin-right: auto;  
  
    display: inline-block;  
  
    color: #00FF00;
```

UEA znu16qvu

margin: 10px;

box-shadow: 0px 0px 5px #00FF00;

border-radius: 3px;

}

td:hover {

box-shadow: 0px 0px 5px #00FFFF;

color: #00FFFF;

}

td:active {

box-shadow: 0px 0px 5px #28B6FC;

color: #28B6FC;

}

/\*Keypad CSS design\*/

.keypadEntry {

display: inline-block;

color: #00FF00;

UEA znu16qvu

padding: 10px 15px 10px 15px;

margin: 10px;

box-shadow: 0px 0px 5px #00FF00;

border-radius: 3px;

}

/\* When a mouse is hovered over keypad change colour\*/

.keypadEntry:hover {

box-shadow: 0px 0px 5px #00FFFF;

color: #00FFFF;

}

/\* When a button is clicked it becomes "active" \*/

.keypadEntry:active {

box-shadow: 0px 0px 5px #28B6FC;

color: #28B6FC;

}

@import url(https://fonts.googleapis.com/css?family=Roboto);

@import url(https://fonts.googleapis.com/css?family=Handlee);

/\*Design for paper sheet in the bedroom code\*/

```
.paper {  
  
    position: relative;  
  
    width: 90%;  
  
    max-width: 800px;  
  
    min-width: 400px;  
  
    height: 480px;  
  
    margin: 0 auto;  
  
    background: #fafafa;  
  
    border-radius: 10px;  
  
    box-shadow: 0 2px 8px rgba(0,0,0,.3);  
  
    overflow: hidden;  
  
}  
  
.paper:before {  
  
    content: "";  
  
    position: absolute;  
  
    top: 0; bottom: 0; left: 0;  
  
    width: 60px;  
  
    background: radial-gradient(#575450 6px, transparent 7px) repeat-y;
```



```
background-size: 30px 30px;

border-right: 3px solid #D44147;

box-sizing: border-box;

}
```

```
.paper-content {

    position: absolute;

    top: 30px; right: 0; bottom: 30px; left: 60px;

    background: linear-gradient(transparent, transparent 28px, #91D1D3 28px);

    background-size: 30px 30px;

}
```

```
.paper-content textarea {

    width: 100%;

    max-width: 100%;

    height: 100%;

    max-height: 100%;

    line-height: 30px;

    padding: 0 10px;

    border: 0;
```

```
outline: 0;

background: transparent;

color: mediumblue;

font-family: 'Handlee', cursive;

font-weight: bold;

font-size: 18px;

box-sizing: border-box;

z-index: 1;

}

</style><script role="script" id="twine-user-script" type="text/twine-javascript">var
aud = new Audio();

aud.src = 'https://tempassetsplease.yolasite.com/resources/y2mate.com%20-
%20Toe%20-%20Metronome_3CibBtq_7Pw.mp3';

</script><tw-tag name="Game-Logo" color="purple"></tw-tag>,<tw-tag
name="footer" color="blue"></tw-tag>,<tw-tag name="header" color="yellow"></tw-
tag>,<tw-tag name="startup" color="green"></tw-tag><tw-passagedata pid="1"
name="Welcome screen" tags="Game-Logo" position="50,75"
size="100,100">&lt;h3&gt;Decay of the Rising&lt;/h3&gt;

&lt;img src=&quot;https://tempassetsplease.yolasite.com/resources/2.jpg&quot;
alt=&quot;Zombies&quot;&gt;
```

UEA znu16qvu

[&lt;script&gt;

aud.pause();

aud.currentTime = 0;

&lt;/script&gt;]

[[Start Game-&gt;Character Creation]]

[[Tutorial-&gt;Tutorial]]

[[About]]

(link: &quot;Exit Game&quot;)[&lt;script&gt>window.close()&lt;/script&gt;]

</tw-passagedata><tw-passagedata pid="2" name="Backstory" tags="Backstory" position="75,425" size="100,100">The year is 2020 and London has fallen, the leftover survivors live in post-apocalyptic society. The mysterious virus has infected the majority of the worldwide population and it is spreading rapidly causing strange and aggressive behaviour in the infected individuals, also known as freaks.

&lt;img

src=&quot;https://tempassetsplease.yolasite.com/resources/Big%20Ben%20London%20Apocalypse%20-%201920x1200.jpg&quot; alt=&quot;Image of post apocalitpic London&quot;&gt;

You had high hopes for the support from a government and an army arrival without any luck so far, as you are running low on supplies you must take the matters into your own hands and go out scavanging.

You decide to check the local shops in your area for supplies.

The story of [[{\$playerName-&gt;Story Path}] begins...

</tw-passagedata><tw-passagedata pid="3" name="About" tags=""  
position="550,50" size="100,100">Narrative Story Design: Lukasz Zbozen

Programming: Lukasz Zbozen

Images: <http://clipart-library.com/>

<https://visualcocaine.org/>

<https://pixabay.com/>

Camp music: Mirrors (Acoustic) · Zander Reese

The Unplugged EP

© Transient Enterprises

Background music: Toe - Metronome

This is a work of fiction; any resemblance to actual persons, places, or events is unintended.

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Disclaimer: This game is fully dedicated to practical project at University of East Anglia for module HUM-5008B: Video Games: Theory, Practice, and Reception.

[[Welcome screen&lt;-Menu]]

Lukasz Zbozen 2020.</tw-passagedata><tw-passagedata pid="4" name="Story Path" tags="" position="300,250" size="100,100">Your name is \$playerName, \$playerAge years old, before everything turned to a mess you used to work in a \$playerProfession field with a busy schedule and lack of spare time.

You had to run away from the massive horde walking past, you got away far enough from the horde, trying to catch your breath, you feel very dehydrated and your heart is beating fast.

[[Look around for the closest shop-&gt;Shop]]

[[Sit down and rest-&gt;Sit Down]]

[[Attempt to call someone -&gt;Calling unsuccessful]]

[[Player Statistics]]

</tw-passagedata><tw-passagedata pid="5" name="Shop" tags="" position="525,225" size="100,100">You scavenge the store and manage to find bottle of water, protein bar and a pack of painkillers.

&lt;img

src=&quot;https://tempassetsplease.yolasite.com/resources/shop%20background.jpg&quot; alt=&quot;Shop Image&quot;&gt;

(set: \$characterFood += 1)

(set: \$characterDrink += 1)

(set: \$characterMedicine += 1)

Your current supplies:

Food: \$characterFood

Drink: \$characterDrink

Medicine: \$characterMedicine

[[Continue-&gt;Eat?]]

</tw-passagedata><tw-passagedata pid="6" name="Sit Down" tags=""  
position="500,500" size="100,100">While you were resting a freak silently  
approached and devoured you.

You took 100 damage.

(set: \$characterHealth -= 100)

Your current health: \$characterHealth

(if: \$characterHealth is &gt;=35)[You are wounded!]

(else-if: \$characterHealth is &lt;= 0)[You died! Rip...]

(else:)[Your wounds are fatal, you should probably heal!]

</tw-passagedata><tw-passagedata pid="7" name="startup" tags="startup"  
position="700,50" size="100,100">(set: \$characterHealth to 100)

(set: \$characterBullets to 0)

(set: \$characterMoney to 0)

(set: \$characterFood to 0)

(set: \$characterDrink to 0)

(set: \$characterMedicine to 0)

(set: \$playerName to &quot;&quot;)

(set: \$playerAge to &quot;&quot;)

(set: \$gender to &quot;&quot;)

(set: \$playerProfession to &quot;&quot;)

(set: \$characterEquipment to (array:&quot;Backback&quot;))

{

(set: \$entry to &quot;&quot;)

(set: \$entryLength to 3)

(set: \$solution to &quot;420&quot;)

}

[&lt;script&gt;



```
var aud = new Audio();
```

```
aud.src = '&#39;https://tempassetsplease.yolasite.com/resources/y2mate.com%20-%20Toe%20-%20Metronome_3CibBtq_7Pw.mp3&#39;;
```

```
&lt;/script&gt;]</tw-passagedata><tw-passagedata pid="8" name="header"
tags="header" position="825,50" size="100,100"></tw-passagedata><tw-
passagedata pid="9" name="footer" tags="footer" position="950,50"
size="100,100">&lt;hr&gt;&lt;div class=&quot;dropdown&quot;&gt;&lt;span&gt;Game
options&lt;/span&gt;
```

```
&lt;div class=&quot;dropdown-content&quot;&gt;(link: &quot;Save&quot;)[(save-
game: &quot;File A&quot;)]
```

```
(link: &quot;Load&quot;)[(load-game: &quot;File A&quot;)]
```

```
(link:&quot;Restart&quot;)[(goto:&quot;Welcome screen&quot;)]
```

```
&lt;/div&gt;
```

```
&lt;/div&gt;</tw-passagedata><tw-passagedata pid="10" name="Calling
unsuccessful" tags="" position="550,375" size="100,100">The signal is down, I need
to figure out something else before more freaks show up! Hmmm...
```

```
[[Try something else-&gt;Story Path]]</tw-passagedata><tw-passagedata pid="11"
name="Eat?" tags="" position="700,225" size="100,100">You feel hungry and
dehydrated, it could be nice time to stop for a snack and a drink.
```

[[Have a meal and a drink->Dinner time]]</tw-passagedata><tw-passagedata

pid="12" name="Player Statistics" tags="" position="275,425"

size="100,100">Statistics of the charater:

Charater name: \$playerName

Character age: \$playerAge

Gender: \$gender

Profession: \$playerProfession

Your well being:

Health: \$characterHealth/100

Your current supplies:

Food: \$characterFood

Drink: \$characterDrink

Medicine: \$characterMedicine

Bullets: \$characterBullets

Money: \$characterMoney

Equipment:

\$characterEquipment

[[Return-&gt;Story Path]]</tw-passagedata><tw-passagedata pid="13"

name="Dinner time" tags="" position="875,225" size="100,100">Your stomach feels slightly filled up, and you are not as dehydrated anymore. You are feeling satisfied and full of energy!

Your current supplies after eating:

(set: \$characterFood -= 1)

(set: \$characterDrink -= 1)

Food: \$characterFood

Drink: \$characterDrink

Medicine: \$characterMedicine

After finishing your meal you hear a loud scream coming down from the alleyway outside the store.

[[Investigate the screaming-&gt;Investigate]]

[[Ignore and go in opposite direction-&gt;Not my business]]</tw-passagedata><tw-passagedata pid="14" name="Investigate" tags="" position="900,375" size="100,100">You see a woman trapped around by couple of freaks. They seem unable to reach her.

[[Find a weapon->Weapon]]

[[Run towards her and distract the freaks->Distraction]]

[[Wish her luck and walk away->Not my business]]</tw-passagedata><tw-passagedata pid="15" name="Weapon" tags="" position="750,550" size="100,100">You manage to find 2x4 wood plank.

(set: \$characterEquipment to \$characterEquipment +(array: &quot;2x4 wood plank&quot;))

(if: \$characterEquipment contains &quot;2x4 wood plank&quot;)[You are ready to fight!]

(else:)[No weapon might be a problem...]

[[Battle cry->Shout]]

[[Silent approach->Silence]]</tw-passagedata><tw-passagedata pid="16" name="Distraction" tags="" position="975,550" size="100,100">(if: \$characterEquipment contains &quot;2x4 wood plank&quot;)[You are ready to fight!]  
(else:)[No weapon might be a problem...]

You got close too the freaks and started throwing rocks at them, looks like great time to start running!

[[Run run runnnnnnn!!!!-&gt;Running]]</tw-passagedata><tw-passagedata pid="17" name="Not my business" tags="" position="1225,75" size="100,100">Not taking the risk, I need to keep going...

[[Continue-&gt;Solo]]</tw-passagedata><tw-passagedata pid="18" name="Shout" tags="" position="600,700" size="100,100">You definitely got their attention, looks like silent takedown is out of the question.

[[Fight-&gt;Fight]]</tw-passagedata><tw-passagedata pid="19" name="Silence" tags="" position="800,700" size="100,100">You smack one of the freaks on the back of its head, it looks dead. You are forced to fight the other one.

(set: \$characterHealth -= 40)

Your current health: \$characterHealth

(if: \$characterHealth is &gt;=35)[You are wounded!]

(else-if: \$characterHealth is &lt;= 0)[You died! Rip...]

[[Approach the woman-&gt;Hero]]</tw-passagedata><tw-passagedata pid="20" name="Running" tags="" position="1200,250" size="100,100">You keep on running...

[[Continue-&gt;Solo]]</tw-passagedata><tw-passagedata pid="21" name="Fight" tags="" position="600,850" size="100,100">You barely managed to kill the freaks.

(set: \$characterHealth -= 80)

Your current health: \$characterHealth

(if: \$characterHealth is &gt;=35)[You are wounded!]

(else-if: \$characterHealth is &lt;= 0)[You died! Rip...]

(else:)[Your wounds are fatal, you should probably heal!]

[[Approach the woman-&gt;Hero]]</tw-passagedata><tw-passagedata pid="22" name="Hero" tags="" position="675,1000" size="100,100">&quot;Thank you so much, if i weren&#39;t for you I be a goner! I don&#39;t know how can I repay you.&quot; says the woman.

You introduce each other, her name is Jennifer. She looks badly wounded herself, but you took a beating from the confrontation with freaks too.

"There is a camp of survivors not far from here, I could show you the way." says Jennifer.

[[Give her the painkillers->Angel]]

[[Use the painkillers->Needed this]]</tw-passagedata><tw-passagedata pid="23" name="Angel" tags="" position="50,875" size="100,100">"Bless you heart, now quick lets go before anymore of them show up!" said Jennifer.

(set: \$characterMedicine -= 1)

Current medicine: \$characterMedicine

[[Continue->Camp]]</tw-passagedata><tw-passagedata pid="24" name="Needed this" tags="" position="225,775" size="100,100">The painkillers were definitely needed after this encounter.

(set: \$characterHealth += 20)

(set: \$characterMedicine -= 1)

The painkillers restored 20 health.

Current health: \$characterHealth

Current painkillers: \$characterMedicine

You and Jennifer proceed walking to the camp.

[[Continue-&gt;Camp]]

</tw-passagedata><tw-passagedata pid="25" name="Camp" tags=""  
position="150,1025" size="100,100">You arrive at the gates of the camp with  
Jennifer, the guard from the tower shouts &quot;Who goes there?!&quot;

Jennifer: &quot;It's me Jenny, this stranger helped me get away from freaks,  
she is safe!&quot;

Guard: &quot;Go right in!&quot;

You enter the camp grounds.



[[Continue-&gt;Inside the camp]]

</tw-passagedata><tw-passagedata pid="26" name="Inside the camp" tags="" position="150,1175" size="100,100">Jennifer: &quot;Make yourself feel at home, at this camp if you put your work in you will fit along just fine... The big boss does not tolerate laziness. I will introduce you to him whenever you feel ready.&quot;  
&lt;img src=&quot;https://tempassetsplease.yolasite.com/resources/camp.jpg&quot;  
alt=&quot;Inside the camp&quot;&gt;

[[Listen to the camp band-&gt;Radio]]

[[Relax by the fireplace-&gt;Fireplace]]

[[Meet the boss of the camp-&gt;Boss meeting]]

[[Player Statistics-&gt;Player Stats]]

&lt;audio

src=&quot;https://tempassetsplease.yolasite.com/resources/birds.mp3&quot;  
autoplay loop&gt;

[&lt;script&gt;

```
aud.pause();
```

```
aud.currentTime = 0;
```

```
</script>]</tw-passagedata><tw-passagedata pid="27" name="Character  
Creation" tags="" position="75,250" size="100,100">Character Creation:
```

```
(set: $playerName to (prompt: &quot;What is your character name?&quot;,  
&quot;&quot;))
```

```
(set: $playerAge to (prompt: &quot;What is your age?&quot;, &quot;&quot;))
```

```
Character name: $playerName
```

```
Character age: $playerAge
```

```
Gender: (dropdown: bind $gender, &quot;Male&quot;, &quot;Female&quot;,  
&quot;Other&quot;)
```

```
Profession: (dropdown: bind $playerProfession, &quot;Engineer&quot;,  
&quot;Army&quot;, &quot;Chef&quot;, &quot;Scientist&quot;, &quot;Doctor&quot;)
```

```
{
```

```
(if: $playerName is &quot;&quot; or $playerAge is &quot;&quot;)[  
[&lt;script>alert(&quot;Name and age field cannot be  
empty!&quot;)&lt;/script>]][[Restart Character Creation-&gt;Character Creation]]
```

```
Make sure the textfields are not empty and age is a number!] ]
```

```
(else:)[[Continue-&gt;Backstory]]
```

```
}
```

[&lt;script&gt;

aud.play();

aud.loop=true;

&lt;/script&gt;]</tw-passagedata><tw-passagedata pid="28" name="Radio" tags="" position="25,1325" size="100,100">You decide to listen to the camp band with fellow camp members, it sure feels nice to stop for a while.

[[Return-&gt;Inside the camp]]

&lt;img

src=&quot;https://tempassetsplease.yolasite.com/resources/animated\_guitar\_playing\_3.gif&quot; alt=&quot;Guitarist playing&quot;&gt;

&lt;audio

src=&quot;https://tempassetsplease.yolasite.com/resources/Mirrors.mp3&quot;  
autoplay loop&gt;

</tw-passagedata><tw-passagedata pid="29" name="Fireplace" tags=""  
position="150,1325" size="100,100">Warm fire is just what you needed, feels so  
nice.

[[Return-&gt;Inside the camp]]

&lt;img src=&quot;https://tempassetsplease.yolasite.com/resources/source.gif&quot;  
alt=&quot;Moving fire place camp&quot;&gt;

&lt;audio

src=&quot;https://tempassetsplease.yolasite.com/resources/campFire.mp3&quot;  
autoplay loop&gt;

</tw-passagedata><tw-passagedata pid="30" name="Boss meeting" tags=""  
position="375,1025" size="100,100">You greet with the boss of the camp. His name  
is Jimmy The Kid.

Jimmy The Kid: &quot;I heard you saved one of ours champ. I am very grateful, I  
always show respect for people who give back to our camp community. Take this,  
might be useful.&quot;

Jimmy hands you 3 coins.

(set: \$characterMoney += 3)

Your total amount of coins is \$characterMoney.

Jimmy The Kid: "However, there is another favour I would like to ask you champ. You see the rumour is going around from the other camps in the area that there is huge abandoned house with plenty supplies stockpiled, you think you up for a job like this? I send couple of the people from my camp, but they never came back..."

[[I can handle this->Mission one]]

[[Let me think about it->Thinking about it]]

[<script>

aud.play();

aud.loop=true;

</script>]</tw-passagedata><tw-passagedata pid="31" name="Mission one" tags="" position="675,1125" size="100,100">Jimmy The Kid: "Let's go champ. I wish you luck, and hope you come back my friend. I will pay you big money if you succeed... Keep heading north about 30 minute walk once you leave the camp gates, you can't miss it, the house number is 247."

This is it, you accepted a very risky job. Now might be good time to stock up on some supplies in the camp before leaving...

[[Head out-&gt;Outside the camp]]

[[Visit a camp store-&gt;Store]]

[[Visit a medical center-&gt;Medical Center]]

[[Have some lunch-&gt;Kitchen]]

[[Player Statistics-&gt;Player S]]

</tw-passagedata><tw-passagedata pid="32" name="Thinking about it" tags="" position="350,1175" size="100,100">You decided to not rush the job from Jimmy straight away...

Could be a good time to think about preparation.

[[I think I'm ready-&gt;Mission one]]</tw-passagedata><tw-passagedata pid="33" name="Outside the camp" tags="" position="1200,800" size="100,100">You left the camp gates. Now which direction did Jimmy said to head towards?

[[Go South-&gt;South]]

[[Go East-&gt;East]]

[[Go North-&gt;North]]

[[Go West-&gt;West]]</tw-passagedata><tw-passagedata pid="34" name="Store" tags="" position="650,1300" size="100,100">Welcome to our camp store  
\$playerName.

How can I help you?

{

(if: \$characterMoney is &gt;= 1)[

[Items available:]&lt;br&gt;

[[Protein bar (1 coin)-&gt;Sandwich]]

[[Soft drink (1 coin)-&gt;Soft drink]]

[[Alcoholic beverage (1 coin)-&gt;Alcoholic bevarage]]&lt;br&gt;

[[Goodbye-&gt;Mission one]]

]

(else-if: \$characterMoney is &lt;= 0)[

[No sufficient funds! You have \$playerMoney coins.]

[[Goodbye-&gt;Mission one]]

]

```
}</tw-passagedata><tw-passagedata pid="35" name="Medical Center" tags=""  
position="530,1301" size="100,100">Welcome to the Medical Center $playerName.
```

How can I help you?

{

(if: \$characterMoney is >= 1)[

[Items available:]&lt;br&gt;

[[Painkillers (Cost 1 coin)-&gt;Painkillers]]&lt;br&gt;

[[Goodbye-&gt;Mission one]]

]

(else-if: \$characterMoney is <= 0)[

[No sufficient funds! You have \$playerMoney coins.]

[[Goodbye-&gt;Mission one]]

]

```
}</tw-passagedata><tw-passagedata pid="36" name="Kitchen" tags=""  
position="750,1300" size="100,100">Welcome to our camp kitchen $playerName.
```

How can I help you?



```
{  
  
(if: $characterMoney is >= 1)[  
  
[Items available:]&lt;br&gt;  
  
[[Meaty meal (1 coin)-&gt;Meat]]  
  
[[Vegetarian meal (1 coin)-&gt;Vegetarian]]  
  
[[A soup (1 coin)-&gt;soup]]&lt;br&gt;  
  
[[Goodbye-&gt;Mission one]]  
  
]  
  
(else-if: $characterMoney is <= 0)[  
  
[No sufficient funds! You have $playerMoney coins.]  
  
[[Goodbye-&gt;Mission one]]  
  
]  
  
</tw-passagedata><tw-passagedata pid="37" name="South" tags=""  
position="1225,975" size="100,100">South doesn't seem like the correct way...
```

Better walk back.

[[Walk back-&gt;Outside the camp]]</tw-passagedata><tw-passagedata pid="38" name="East" tags="" position="1050,775" size="100,100">East doesn't seem like the correct way...

Better walk back.

[[Walk back-&gt;Outside the camp]]</tw-passagedata><tw-passagedata pid="39" name="North" tags="" position="1925,150" size="100,100">North is the definitely the way, I see some large houses in the distance. However, there seems to be a couple of large households. Hmmmm...

&lt;img src=&quot;https://tempassetsplease.yolasite.com/resources/1.jpg&quot;  
alt=&quot;London houses&quot;&gt;

[[Go to number 237-&gt;237]]

[[Go to number 247-&gt;247]]

[[Go to number 245-&gt;245]]

[[Go to number 244-&gt;244]]

</tw-passagedata><tw-passagedata pid="40" name="West" tags="" position="1375,775" size="100,100">West doesn't seem like the correct way...

Better walk back.

[[Walk back-&gt;Outside the camp]]</tw-passagedata><tw-passagedata pid="41" name="237" tags="" position="1700,100" size="100,100">This house looks empty and abandoned, I don&#39;t think this is it.

[[Check different house-&gt;North]]</tw-passagedata><tw-passagedata pid="42" name="247" tags="" position="1850,300" size="100,100">This is definitely the right place! Gotta find my way in.

[[Try the front door-&gt;Front door]]

[[Try the windows-&gt;Windows]]

[[Try the back doors-&gt;Back door]]</tw-passagedata><tw-passagedata pid="43" name="245" tags="" position="2075,225" size="100,100">This house looks empty and abandoned, I don&#39;t think this is it.

[[Check different house-&gt;North]]</tw-passagedata><tw-passagedata pid="44" name="244" tags="" position="2125,75" size="100,100">This house looks empty and abandoned, I don&#39;t think this is it.

[[Check different house-&gt;North]]</tw-passagedata><tw-passagedata pid="45" name="Front door" tags="" position="1725,550" size="100,100">The door is locked and won&#39;t budge.

[[Try different way-&gt;247]]</tw-passagedata><tw-passagedata pid="46" name="Windows" tags="" position="1850,550" size="100,100">Shut tight, no chance.

[[Try different way-&gt;247]]</tw-passagedata><tw-passagedata pid="47" name="Back door" tags="" position="2000,550" size="100,100">You notice a freak walking around the back door, there might be no other way than to deal with it...

Your current equipment:

\$characterEquipment

(if: \$characterEquipment contains &quot;2x4 wood plank&quot;)[You are ready to fight!]

(else:)[No weapon might be a problem...]

[[Attack the freak-&gt;Back door fight]]</tw-passagedata><tw-passagedata pid="48" name="Back door fight" tags="" position="1875,700" size="100,100">You took some damage but you've dealt with the freak. Could he be the owner of the house?

(if: \$characterHealth is &gt;=35)[You are wounded!]

(else-if: \$characterHealth is &lt;= 0)[You died! Rip...]

(else:)[Your wounds are fatal, you should probably heal!]

[[Try the back door-&gt;Try backdoor]]

[[Search the freak-&gt;Search body]]

[[Heal-&gt;Heal]]</tw-passagedata><tw-passagedata pid="49" name="Try backdoor" tags="" position="1725,825" size="100,100">Locked. Hmmm... maybe the freak corpse had a key on him?

[[Go back to the corpse-&gt;Search body]]</tw-passagedata><tw-passagedata pid="50" name="Search body" tags="" position="1975,825" size="100,100">You tap around his pockets thinking how gross it is to tap a dead body...

One of the back pockets seems to have metal material inside it, you turn the body around and take it out. Luckily it looks like a house key.

[[Approach the back door-&gt;Backdoor]]</tw-passagedata><tw-passagedata pid="51" name="Backdoor" tags="" position="1975,975" size="100,100">You insert the key but it doesn't seem to turn...

[[Keep twisting it-&gt;Key]]</tw-passagedata><tw-passagedata pid="52" name="Key" tags="" position="1725,975" size="100,100">Finally... the key worked.

[[Enter the house-&gt;The big house]]</tw-passagedata><tw-passagedata pid="53" name="The big house" tags="" position="1850,1050" size="100,100">Damn, this house is enormous. Time to look for the supplies.

[[Check the kitchen-&gt;Kitchen House]]

[[Check the living room-&gt;Living room]]

[[Check the basement-&gt;Basement]]

[[Check the bedrooms-&gt;Bedrooms]]</tw-passagedata><tw-passagedata pid="54" name="Living room" tags="" position="1725,1350" size="100,100">Nothing interesting here, better look somewhere else...

[[Back to main door-&gt;The big house]]</tw-passagedata><tw-passagedata pid="55" name="Kitchen House" tags="" position="1875,1275" size="100,100">Nothing interesting here, better look somewhere else...

[[Back to main door-&gt;The big house]]</tw-passagedata><tw-passagedata pid="56" name="Bedrooms" tags="" position="1525,1125" size="100,100">Nothing interesting here, better look somewhere else...

[[Back to main door-&gt;The big house]]

[[Deep search-&gt;Bedroom search]]</tw-passagedata><tw-passagedata pid="57" name="Basement" tags="" position="2050,1350" size="100,100">You see a safe

with a keypad lock, this is where the supplies must be hidden unfortunately the safe is still locked.

[[Approach the keypad-&gt;Keypad]]

[[Return to the house-&gt;The big house]]

</tw-passagedata><tw-passagedata pid="58" name="Bedroom search" tags="" position="1525,1300" size="100,100">You see a note.

&lt;div class=&quot;paper&quot;&gt;

&lt;div class=&quot;paper-content&quot;&gt;

&lt;textarea autofocus&gt;

I thought I am safe in such a big house... I spent so much money on this architecture, thick walls and still, they somehow got through. Seems like I don't have much time left but I have no regrets in my life. The truth is no one is safe...

If you find this note that probably means I am either one of them or dead. Whoever you are, I hope the contents within the safe serve you well. Good luck!

The safe keypad code is 420...

&lt;/textarea&gt;

&lt;/div&gt;

&lt;/div&gt;

This is it, this must be the keypad combination.

[[Head back to basement-&gt;The big house]]</tw-passagedata><tw-passagedata  
pid="59" name="Keypad" tags="" position="2400,400" size="100,100">Enter the  
three-digit combination

&lt;div class=&quot;keypadEntry&quot;&gt;[\*\*\*]&lt;entry|&lt;/div&gt;

&lt;div class=&quot;keypadTable&quot;&gt;

&lt;table&gt;

&lt;tr&gt;

&lt;td&gt;(link-repeat: &quot;1&quot;)[(display:

&quot;NumberOne&quot;)]&lt;/td&gt;

&lt;td&gt;(link-repeat: &quot;2&quot;)[(display:

&quot;NumberTwo&quot;)]&lt;/td&gt;

&lt;td&gt;(link-repeat: &quot;3&quot;)[(display:

&quot;NumberThree&quot;)]&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;(link-repeat: &quot;4&quot;)[(display:

&quot;NumberFour&quot;)]&lt;/td&gt;



&lt;td&gt;(link-repeat: &quot;5&quot;)[(display:  
&quot;NumberFive&quot;)]&lt;/td&gt;

&lt;td&gt;(link-repeat: &quot;6&quot;)[(display:  
&quot;NumberSix&quot;)]&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;(link-repeat: &quot;7&quot;)[(display:  
&quot;NumberSeven&quot;)]&lt;/td&gt;

&lt;td&gt;(link-repeat: &quot;8&quot;)[(display:  
&quot;NumberEight&quot;)]&lt;/td&gt;

&lt;td&gt;(link-repeat: &quot;9&quot;)[(display:  
&quot;NumberNine&quot;)]&lt;/td&gt;

&lt;/tr&gt;

&lt;tr&gt;

&lt;td&gt;(link-repeat: &quot;Clear&quot;)[(display:  
&quot;Clear&quot;)]&lt;/td&gt;

&lt;td&gt;(link-repeat: &quot;0&quot;)[(display:  
&quot;NumberZero&quot;)]&lt;/td&gt;

&lt;td&gt;(link-repeat: &quot;Enter&quot;)[(display:  
&quot;Enter&quot;)]&lt;/td&gt;

&lt;/tr&gt;

&lt;/table&gt;

&lt;/div&gt;

[[Return to the basement-&gt;Basement]]</tw-passagedata><tw-passagedata pid="60" name="Left the big house" tags="" position="2375,575" size="100,100">You left the house with supplies, time to head back to the camp.

You can see couple of freaks approaching.

[[Attack them-&gt;Fight time]]

[[Go around-&gt;Run time]]</tw-passagedata><tw-passagedata pid="61" name="Fight time" tags="" position="2300,725" size="100,100">You managed to kill some freaks. You took some damage.

You are a bit exhausted after the fight.

[[Run away-&gt;Im out]]

[[Keep fighting-&gt;Not giving up]]</tw-passagedata><tw-passagedata pid="62" name="Run time" tags="" position="2575,700" size="100,100">You decide to take longer but safer way back to the camp.

[[Head back to the camp-&gt;Back to camp]]</tw-passagedata><tw-passagedata pid="63" name="Im out" tags="" position="2225,875" size="100,100">You attempt to run away, but due to exhaustion the freaks caught up with you.</tw-passagedata><tw-passagedata pid="64" name="Not giving up" tags="" position="2375,875" size="100,100">You stood your ground and kept fighting the freaks. You become overwhelmed as more and more of them come.

At least your days finished with honour and dignity.</tw-passagedata><tw-passagedata pid="65" name="Back to camp" tags="" position="2550,850" size="100,100">Almost there...

[[Continue-&gt;Back camp time]]</tw-passagedata><tw-passagedata pid="66" name="Back camp time" tags="" position="2600,1075" size="100,100">You arrived at the camp, the guard at the tower opens the gate for you.

[[Report accomplished mission to Jimmy-&gt;Mission one success]]</tw-passagedata><tw-passagedata pid="67" name="Mission one success" tags="" position="2350,1075" size="100,100">On the way to Jimmy's HQ you see a gathering of people at the camp, looks like they are grieving.

[[Ask what whappened?->What is this]]</tw-passagedata><tw-passagedata

pid="68" name="What is this" tags="" position="2350,1225"

size="100,100">&quot;Couple of our camp members died defending the gates while some mad men tried to break into our camp. Jennifer was one of them, you helped her before didn&#39;t you? Bless you, at least she died supporting our people.&quot; said the camp member.

You are feeling [[depressed.->Depression is not good]]</tw-passagedata><tw-

passagedata pid="69" name="Depression is not good" tags="" position="2600,1225"

size="100,100">You sigh...

Jennifer... she was one of the people you&#39;ve met since this whole apocalypse freak show started, she showed you a safe place to be at. No matter how much good we do these days, you never know what is going to happen tomorrow...

The people who did this, they must face punishment. I will make sure Jennifer&#39;s death was&#39;t for nothing.

[[To be continued->The end]]</tw-passagedata><tw-passagedata pid="70"

name="The end" tags="" position="2400,1375" size="100,100">The end of the chapter/segment.

Thank you for playing.

[[Play again!->Welcome screen]]

(link: &quot;Exit Game&quot;)[&lt;script&gt;window.close()&lt;/script&gt;]</tw-passagedata><tw-passagedata pid="71" name="NumberOne" tags="" position="2625,75" size="100,100">{

(if: \$entry&#39;s length &lt; \$entryLength)[

(set: \$entered to 1)

(set: \$entry to it + (text: \$entered))

(replace: ?entry)[\$entry]

]

</tw-passagedata><tw-passagedata pid="72" name="NumberTwo" tags="" position="2750,75" size="100,100">{

(if: \$entry&#39;s length &lt; \$entryLength)[

(set: \$entered to 2)

(set: \$entry to it + (text: \$entered) )

(replace: ?entry)[\$entry]

]

</tw-passagedata><tw-passagedata pid="73" name="NumberThree" tags="" position="2875,75" size="100,100">{

```
(if: $entry's length < $entryLength)[  
  
    (set: $entered to 3)  
  
    (set: $entry to it + (text: $entered))  
  
    (replace: ?entry)[$entry]  
  
    ]  
  
</tw-passagedata><tw-passagedata pid="74" name="NumberFour" tags=""  
position="2625,200" size="100,100">  
  
    (if: $entry's length < $entryLength)[  
  
        (set: $entered to 4)  
  
        (set: $entry to it + (text: $entered) )  
  
        (replace: ?entry)[$entry]  
  
        ]  
  
</tw-passagedata><tw-passagedata pid="75" name="NumberFive" tags=""  
position="2750,200" size="100,100">  
  
    (if: $entry's length < $entryLength)[  
  
        (set: $entered to 5)  
  
        (set: $entry to it + (text: $entered) )  
  
        (replace: ?entry)[$entry]  
  
        ]
```

```
}</tw-passagedata><tw-passagedata pid="76" name="NumberSix" tags=""  
position="2875,200" size="100,100">{
```

```
    (if: $entry's length < $entryLength)[
```

```
        (set: $entered to 6)
```

```
        (set: $entry to it + (text: $entered) )
```

```
        (replace: ?entry)[$entry]
```

```
    ]
```

```
}</tw-passagedata><tw-passagedata pid="77" name="NumberSeven" tags=""  
position="2625,325" size="100,100">{
```

```
    (if: $entry's length < $entryLength)[
```

```
        (set: $entered to 7)
```

```
        (set: $entry to it + (text: $entered) )
```

```
        (replace: ?entry)[$entry]
```

```
    ]
```

```
}</tw-passagedata><tw-passagedata pid="78" name="NumberEight" tags=""  
position="2750,325" size="100,100">{
```

```
    (if: $entry's length < $entryLength)[
```

```
        (set: $entered to 8)
```

```
        (set: $entry to it + (text: $entered) )
```

```
        (replace: ?entry)[$entry]
```

]

}</tw-passagedata><tw-passagedata pid="79" name="NumberNine" tags=""

position="2875,325" size="100,100">{

(if: \$entry's length < \$entryLength)[

(set: \$entered to 9)

(set: \$entry to it + (text: \$entered) )

(replace: ?entry)[\$entry]

]

}</tw-passagedata><tw-passagedata pid="80" name="NumberZero" tags=""

position="2750,450" size="100,100">{

(if: \$entry's length < \$entryLength)[

(set: \$entered to 0)

(set: \$entry to it + (text: \$entered) )

(replace: ?entry)[\$entry]

]

}</tw-passagedata><tw-passagedata pid="81" name="Clear" tags=""

position="2625,450" size="100,100">{

(set: \$entry to &quot;&quot;) )

(replace: ?entry)[\*\*\*]

}</tw-passagedata><tw-passagedata pid="82" name="Enter" tags=""

position="2875,450" size="100,100">{



```
(if: $entry is $solution)[
```

```
(goto: &quot;Success&quot;)
```

```
] (else:)[
```

```
&lt;script&gt;alert(&quot;Incorrect code. Try again!&quot;)&lt;/script&gt;
```

```
]
```

```
}</tw-passagedata><tw-passagedata pid="83" name="Success" tags=""
```

```
position="2875,575" size="100,100">You managed to open the safe with correct  
keypad code.
```

Time to gather as much as supplies as you can and get the hell out of here.

```
[[Leave the house-&gt;Left the big house]]</tw-passagedata><tw-passagedata
```

```
pid="84" name="Painkillers" tags="" position="550,1450" size="100,100">Here are  
your painkillers!
```

```
(set: $characterMoney -= 1)
```

```
(set: $characterMedicine +=1)
```

Your current painkillers: \$characterMedicine.

Your current coins: \$characterMoney.

```
{(if: $characterMoney is &lt;= 0)[
```

```
[No sufficient funds! You have $playerMoney coins.]
```

```
[[Goodbye-&gt;Mission one]]
```

```
] (else-if: $characterMoney is &gt;= 1)[
```

```
[[Return to Medical Center-&gt;Medical Center]]
```

```
]
```

```
</tw-passagedata><tw-passagedata pid="85" name="Sandwich" tags=""  
position="625,1600" size="100,100">Here is your protein bar!
```

```
(set: $characterMoney -= 1)
```

```
Your current coins: $characterMoney.
```

```
{(if: $characterHealth is &gt;= 100)[
```

```
[Your health is $characterHealth out of 100, but at least you feel filled up!]
```

```
] (else-if: $characterHealth &lt; 100) [
```

```
(set: $characterHealth += 10)
```

```
You restored 10 health.
```

```
Your current health: $characterHealth.
```

```
]]}
```

```
{(if: $characterMoney is &lt;= 0)[
```

```
[No sufficient funds! You have $playerMoney coins.]
```

```
[[Goodbye-&gt;Mission one]]
```

```
] (else-if: $characterMoney is &gt;= 1)[
```

```
[[Return to the store-&gt;Store]]
```

```
]
```

```
</tw-passagedata><tw-passagedata pid="86" name="Soft drink" tags=""  
position="650,1450" size="100,100">Here is your soft drink!
```

```
(set: $characterMoney -= 1)
```

```
Your current coins: $characterMoney.
```

```
{(if: $characterHealth is &gt;= 100)[
```

```
[Your health is $characterHealth out of 100, but at least you feel filled up!]
```

```
] (else-if: $characterHealth &lt; 100) [
```

```
(set: $characterHealth += 10)
```

```
You restored 10 health.
```

```
Your current health: $characterHealth.
```

```
]]
```

```
{(if: $characterMoney is &lt;= 0)[
```

[No sufficient funds! You have \$playerMoney coins.]

[[Goodbye-&gt;Mission one]]

] (else-if: \$characterMoney is &gt;= 1)[

[[Return to the store-&gt;Store]]

]

}

</tw-passagedata><tw-passagedata pid="87" name="Alcoholic bevarage" tags=""  
position="725,1600" size="100,100">Here is your alcoholic bevarage!

(set: \$characterMoney -= 1)

Your current coins: \$characterMoney.

{{(if: \$characterHealth is &gt;= 100)[

[Your health is \$characterHealth out of 100, but at least you feel filled up!]

] (else-if: \$characterHealth &lt; 100) [

(set: \$characterHealth += 0)

You restored 0 health.

Your current health: \$characterHealth.

]]}

You feel healthier but in reality you are just tipsy.

```
{(if: $characterMoney is &lt;= 0)[
```

```
[No sufficient funds! You have $playerMoney coins.]
```

```
[[Goodbye-&gt;Mission one]]
```

```
] (else-if: $characterMoney is &gt;= 1)[
```

```
[[Return to the store-&gt;Store]]
```

```
]
```

```
</tw-passagedata><tw-passagedata pid="88" name="Meat" tags=""
```

```
position="900,1475" size="100,100">Here is your meaty meal!
```

```
(set: $characterMoney -= 1)
```

```
Your current coins: $characterMoney.
```

```
{(if: $characterHealth is &gt;= 100)[
```

```
[Your health is $characterHealth out of 100, but at least you feel filled up!]
```

```
] (else-if: $characterHealth &lt; 100) [
```

```
(set: $characterHealth += 10)
```

```
You restored 10 health.
```

```
Your current health: $characterHealth.
```

```
]]}
```

```
{(if: $characterMoney is &lt;= 0)[
```

```
[No sufficient funds! You have $playerMoney coins.]
```

```
[[Goodbye-&gt;Mission one]]
```

```
] (else-if: $characterMoney is &gt;= 1)[
```

```
[[Return to the store-&gt;Kitchen]]
```

```
]
```

```
}
```

```
</tw-passagedata><tw-passagedata pid="89" name="Vegetarian" tags=""  
position="950,1350" size="100,100">Here is your vegetarian meal!
```

```
(set: $characterMoney -= 1)
```

```
Your current coins: $characterMoney.
```

```
{(if: $characterHealth is &gt;= 100)[
```

```
[Your health is $characterHealth out of 100, but at least you feel filled up!]
```

```
] (else-if: $characterHealth &lt; 100) [
```

```
(set: $characterHealth += 10)
```

```
You restored 10 health.
```

```
Your current health: $characterHealth.
```

```
]]}
```

```
{(if: $characterMoney is &lt;= 0)[
```

```
[No sufficient funds! You have $playerMoney coins.]
```

```
[[Goodbye-&gt;Mission one]]
```

```
] (else-if: $characterMoney is &gt;= 1)[
```

```
[[Return to the store-&gt;Kitchen]]
```

```
]
```

```
}</tw-passagedata><tw-passagedata pid="90" name="soup" tags=""
```

```
position="1025,1250" size="100,100">Here is your soup of the day! It is the same  
tomato soup everyday.
```

```
(set: $characterMoney -= 1)
```

```
Your current coins: $characterMoney.
```

```
{(if: $characterHealth is &gt;= 100)[
```

```
[Your health is $characterHealth out of 100, but at least you feel filled up!]
```

```
] (else-if: $characterHealth &lt; 100) [
```

```
(set: $characterHealth += 10)
```

```
You restored 10 health.
```

```
Your current health: $characterHealth.
```

```
]]
```

```
{(if: $characterMoney is &lt;= 0)[  
  
[No sufficient funds! You have $playerMoney coins.]  
  
[[Goodbye-&gt;Mission one]]  
  
] (else-if: $characterMoney is &gt;= 1)[  
  
[[Return to the store-&gt;Kitchen]]  
  
]  
  
}</tw-passagedata><tw-passagedata pid="91" name="Tutorial" tags=""  
position="350,75" size="100,100">Welcome to Decay of the Rising.
```

The concept of the game introduces variety of passages that can link to alternative scenarios. The game captures a concept of zombie survival, it aims to outline choices such as silent approach, eating to restore health or using painkillers in the text based narrative aspect. Wrong choice can lead to the death which causes a player to restart the game. Some choices will allow player to return to previous passages.

The game would normally require couple of playthroughs to fully experience the ability of choices that the player has.

Gameplay:

The game operates by selecting available options on the screen.



Audio is

Save option saves progress of the current passage. Saving again overrides the last save file.

Loading will begin the game from last saved passage (if any).

Restart option will restart the whole game up to the menu screen.

Tips:

Pay attention to the narrative.

Check the player statistics whenever available.

Be cautious before proceeding to the next option.

Some options may not exist when you continue to next passage, decide carefully.

Remember to save the game.

[[Welcome screen&lt;-Menu]]

</tw-passagedata><tw-passagedata pid="92" name="Player Stats" tags=""

position="0,1175" size="100,100">Statistics of the charater:

Charater name: \$playerName

Character age: \$playerAge

Gender: \$gender

UEA znu16qvu

Profession: \$playerProfession

Your well being:

Health: \$characterHealth/100

Your current supplies:

Food: \$characterFood

Drink: \$characterDrink

Medicine: \$characterMedicine

Bullets: \$characterBullets

Money: \$characterMoney

Equipment:

\$characterEquipment

[[Return-&gt;Inside the camp]]</tw-passagedata><tw-passagedata pid="93" name="Player S" tags="" position="925,1100" size="100,100">Statistics of the charater:

Charater name: \$playerName

Character age: \$playerAge

UEA znu16qvu

Gender: \$gender

Profession: \$playerProfession

Your well being:

Health: \$characterHealth/100

Your current supplies:

Food: \$characterFood

Drink: \$characterDrink

Medicine: \$characterMedicine

Bullets: \$characterBullets

Money: \$characterMoney

Equipment:

\$characterEquipment

[[Return-&gt;Mission one]]</tw-passagedata><tw-passagedata pid="94"

name="Heal" tags="" position="2050,700" size="100,100">{(if: \$characterMedicine  
&lt;= 0)[

[Not enough painkillers!]

```
] (else-if: $characterHealth < 100) [
```

```
(set: $characterMedicine -= 1)
```

```
(set: $characterHealth += 20)
```

You have used a pack of painkillers.

You restored 20 health.

Your current health: \$characterHealth.

Leftover painkillers: \$characterMedicine.

The pain is slowly going away...

```
]}]
```

```
[[Return->Back door fight]]</tw-passagedata><tw-passagedata pid="95"
```

```
name="Solo" tags="" position="1450,75" size="100,100">You continue walking down  
the street. However, you see a bunch of freaks from every direction...
```

```
[[Try to fight them->Fight attempt]]</tw-passagedata><tw-passagedata pid="96"
```

```
name="Fight attempt" tags="" position="1475,250" size="100,100">Your current  
equipment:
```

```
$characterEquipment
```

```
(if: $characterEquipment contains "2x4 wood plank") [You are ready to  
fight!]
```

```
(else:) [No weapon might be a problem...]
```

You attempt to fight the freaks with your bare hands, you manage to kill some of them, but there is too many approaching.

(set: \$characterHealth -= 100)

Your current health: \$characterHealth

(if: \$characterHealth is >=35)[You are wounded!]

(else-if: \$characterHealth is <= 0)[You died! Rip...]

(else:)[Your wounds are fatal, you should probably heal!]</tw-passagedata></tw-storydata>