**The Golden Path**

Context: A group of 4 rookie adventurers stand outside the Demonic Cave, considered to be the most dangerous cave yet holds the grandest treasure imaginable. Shunned by their peers and constantly turned down by their predecessors in the Adventurers Guild for different reasons, they aim to prove themselves to be just as good as their predecessors if not better than them. Undeterred by the many rumors and dangers, they stubbornly charge forward. You follow the perspective of Walter, a mysterious yet constantly angry person who joined the guild after developing amnesia and was willingly dragged into the misfit group by Paul the so-called ‘leader’ who has an unlimited supply of arrogance despite his sub-par skills. They are accompanied by 2 other people. First is Leslie, a woman whose beauty and innate talent is unrivaled in all the guild yet shunned for her reason of joining; it looks fun and I get to meet many hot people. Finally, we have Gerda, a girl whose thirst of knowledge is unbound and once she is fixated on something, everything around her becomes static sound.

Walter: Must we do this? We could die.

Paul: Quit being lazy you oaf! I... We deserve this recognition. They will know of my greatness!

Leslie: Honey, we still don’t know your ‘greatness’. It’s not a good look on you. Right Gerda?

[Leslie turns to Gerda and sees her face buried into a book about the Demonic Cave. She lets out a quick smirk and a smile. Walter on the other hand…]

Walter: Oy…Earth to Gerda! Someone is talking to you! [He says as he snatched the book out of Gerda’s hands]

Gerda: Hey I was still reading that! [Pouting at the loss of the book she turns to Leslie and asks what she said earlier]

Leslie: Never mind…Did you learn anything that could help us in there?

Paul: We don’t need help, just follow my lead [He says and charges in blindly]

Walter: That idiot! Why doesn’t he stop and think for a goddamn second!

Gerda: Unfortunately, that is out best bet, I couldn’t find anything remotely useful.

Leslie: Well, Let’s Go, who knows maybe we’ll find a brave lost adventurer in there who needs help and then…!

Walter: Hurry up you hag, you’re the only one standing there!

Leslie: It’s too bad your great looks are really offset by that vulgar mouth of yours kid.

[Leslie than follows behind Walter and the two exchange some very colorful words at each other. It shows that the 2 have become closer than with the other misfits seeing as Leslie was the one who found the amnesiac Walter. Once the pair catch up to the other two, they are greeted by 2 different passageways, each discernable from the other. The first passage shines a bright, almost gaudy gold and what appeared to be a single reflective statue lined along the wall. Its torch was burning a powerful golden flame. The second passage let out an aroma of flowers and was made of various crystals, each neatly lined along the walls. Many flowers adorned the path, that may be where the smell is coming from. Its torch glowed with a pink flame.]

Walter: Two different paths huh? How can we tell which is the right path?

Paul: Oh? It’s so easy to tell which is the right one.

Leslie: The idiot is right this time. It’s obvious which one is right?

Gerda: I have a bad feeling so lets say what we think it is. On the count of three. 1…2…3!

Paul: The gold path!

Leslie: The flowery one

[Walter does a facepalm so loud, it echoes throughout the dungeon,]

Walter: You get to be kidding me….

Paul: Huh! It’s so obvious the gold one is the right way! I feel it in my gut!

Leslie: Your GUT feeling is what ostracized us in the first place! Swallow your damn pride and just say I am right!

Gerda: Uhhh guys…

Paul: At least my “pride” hasn’t left a trail of so many broken hearts, everyone hates you!

Leslie: Oh, did your Dad teach you that? That was the least self-centered thing you have said ever it is hard to believe you actually said it!

Gerda: Uh….

[Gerda seems she wants to say something, yet Leslie and Paul argue too much and heated words are hurled at high velocity at each other with the occasional insult thrown to Sam who interjects here and there.]

Walter: Can you both shut up! The one time the bookworm has something to say to actual human people, you refuse to listen. Now shut up before I cut your damn tongues off!

Gerda: Hey! I speak to people…from time to time. But thanks for your help. Think guys, isn’t it convenient that there are 4 corridors and how each seems to resonate with us more than the other 3. That rumor about this Cavern said, to progress you must follow your heart yet not be blinded. What if they meant here?

Walter: There are 5 of us here though?

Leslie: Your amnesiac, an amnesiac grouch but amnesiac, nonetheless. How can you know your true self and face it if you don’t even know yourself?

Paul: Loathsome as I am to admit it, she is right.

Sam: So, Gerda, what the plan?

Gerda: Simple, we all take the route we plan to take. Walter can join one of us to help us out.

Walter: Wait? I’m on babysitting duty. Ugh fine.

Leslie: So, who do you pick? [She says as she flicks her hair]

(Choices lead to the same outcome, just a different viewpoint. For Paul take Scene 2, Leslie Scene 3, Regardless of scene, the colored Torch is added to the user’s inventory).

Scene 2- The Golden Path

Walter: You all can take care of yourselves except Paul. Knowing him, he would cry if he gets lost again.

Paul: That…wouldn’t happen.

Walter: Come on! [He says as he grabs Paul’s arm and drags him into the path.]

Paul: Let go of me you ogre, I’ll lead

Walter: Sure, lead us to a dead end.

[As the walk along the path, the entrance behind them closes]

Walter: Well, can’t turn back now.

Paul: No intention of doing so.

Walter: Not surprised. Hey what’s that? [He points to a jagged dully colored rock. It’s so dull that it’s so out of place]

Paul: Leave that ugly thing, there are better things in this path. Like this gold and me!

Walter: Since you’re so keen to ignore it, I’ll grab it. [Sharp Rock is added to the inventory].

Paul: Hurry up! Also, why does it stink in here. A place of this grand design shouldn’t have a smell like this!

Walter: Are you crazy? I don’t smell a thing.

Paul: Whatever, I’ll manage. Let’s go to that statue, that’s what my head is telling me! [He says as he almost hypnotically walks to the statue]

Walter: Manage what? Great, he’s looking like a zombie now. [Walter runs to catch up to him. When he catch up to him, he just see’s Paul Staring into the statues surface and repeating the same phrase repeatedly. The statue also seemingly morphed to take on the shape of Paul]

Paul: Yes…I know I’m perfect…Praise me more.

Walter: Yeah, no! You’re about as perfect as shattered glass [Almost instinctively he says this]

[Here the player gets control of Walter. They can move around the room interacting with various items within the room itself. To progress in the game, interact with Paul. A few minutes of shaking, hitting, and yelling at him, Walter is trying to figure out what is going on and happening to Paul. He walks around the room and investigate the surroundings. Suddenly, his bag rumbles. He reaches into his bag and finds the source of the rumble to be the sharp stone. Once he grasps it, wondering why that happened. He hears a broken voice muttering.]

???: Strike…Slice…Source…Statue…Spell.

Walter: Who’s there?

???: Save…Friends…. Slice…Source. [Then the voice goes silent

Walter: I guess I can guess what you mean. It’s the damn statues fault right? I guess this rock might be useful after all seeing as my weapons don’t work earlier.

[The player has their inventory opened and they van then interact with the rock. Walter walks up to the statue with the rock in hand. In a swift slice, he strikes the statue’s abdomen with the rock’s sharp end. Leaving a giant cut mark on its clothing like surface. The rock he used disappears after the strike. He hears a click nearby. Before he goes to investigate, Paul pipes up].

Paul: Huh? Where’d the amazing person who praised me go? Why is there a giant cut in my clothes?

Walter: Non-existent, now hurry up. I heard a strange clicking sound. We may be able to continue further.

Paul: So, I was right! Wait till the others hear of my genius exploits.

Walter: Your ‘genius’ exploit was staring into a statue. Now move it!

[The arrive at the source and see a small indentation. Next to it, a sign that says “Place the symbol of this path here.]

Paul& Walter: Symbol?

Paul: That statue is too big to move here.

Walter: And the rock I used disappeared.

Paul: Well don’t just stand there look for something.

[ The player assumes control again at this point, moving around the room to look for the ‘symbol’The two wander around the room , they pick up items and try fit it into the indentation. Giving up the two reconvene.]

Walter: God there is nothing! Nothing fits! The only thing we have left is the torch left.

Paul: Try that you buffoon!

Walter: How about I kick you instead!

[Just as Walter reaches out for the torch, the torch flies out of the bag and lodges itself into the indentation. Once it fits it, the wall opens and reveals a path. Behind it, all their friends sat waiting. They then go and meet up with the others.]

End of Scene 2

Scene 3- The Flower Path

Walter: I can’t trust Paul further than I could throw him. I’ll deal with the hag…I mean Leslie.

Leslie: I can’t tell if I’m honored that you trust me a lot or insulted by that had quip. Either way lets go.

Walter: Fine. [The two walks into the door]

[As the walk along the path, the entrance behind them closes]

Walter: Well, can’t turn back now.

Leslie: Even if we are wrong, I will not turn back just to prove that idiot wrong.

Walter: I agree with you in that sense. Hey what’s that? [He points to a jug of a black colored liquid, lying on the floor]

Leslie: Huh? Maybe, it could help us? Keep it with you. It stinks!

Walter: Well, when you put it like that...Maybe, I’ll just hurl it at you [Smelly Liquid is added to the inventory].

Leslie: Don’t you dare! This place smells amazing, I don’t want to smell that thing! Also, this gear is bran new and the newest trend. I refuse to get it ruined.

Walter: So, you wear it on our first adventure? Wow you are stupid. Now hurry up, the smell is suffocating here.

Leslie: Hey. Since we are here alone. Maybe, drop the attitude a little bit. Don’t hide your feelings around me honey.

Walter: Huh What do you even mean [Just as he finishes the thought, Leslie approaches him slowly.]

Leslie: Yes…Your true self. I am acting my true self around you right now. I have always…

Walter: Eww. You may be my friend but nothing more. [Almost instinctively he says this and moves further way just as Leslie continues to approach him. He stops at a wall with now where else to run but into Leslie. He didn’t want to hit her but he didn’t want to think of the alternative of taking her offer just to escape.]

Leslie: We both know that’s a lie. Come on dear, why not just embrace me here and now.

[Suddenly, his bag rumbles. The inventory is suddenly forced open. The player will then hover over the rumbling item finds the source of the rumble to be the liquid jug. Once the player grasps it, Walter wonders why the rumbling happened. He hears a broken voice muttering.]

???: Smell…Aphrodisiac…Source…Flower…Spell.

Walter: Who’s there?

???: Save…Friends….Toss…Friend.[Then the voice goes silent]

Walter: I guess I can guess what you mean. It’s the damn smell right? Well, I get to have some fun after all.

Leslie: Are you ready darling?

Walter: I guess I am, what about you.

[In a solid throw, he throws the jugs contents onto his spellbound friend. The jug he used disappears after the strike. He hears a click nearby. Before he goes to investigate, Leslie screams].

Leslie: How dare you! This was brand new! Now, I stink and feel…. [She remembers her actions under the spell and becomes as pale as a sheet]

Leslie: Did…I ...Just...Oh My God! [ She blushes and are begins to slap herself, praying everything was a dream

Walter: Yes, you did. I certainly won’t forget nor let you forget what happened. It was uncomfortable as hell but I got something out of it. Now hurry up “darling”, I heard a sound nearby.

Leslie: Not a damn word to anybody.

Walter: I cant promise that. Let’s go, “dear”.

Leslie: You little….

Walter: Yo, ‘honey’ we are here.

[The arrive at the source and see a small indentation. Next to it, a sign that says, “Place the symbol of this path here”.]

Leslie& Walter: Symbol?

Walter: You can’t fit in there. You are too big.

Leslie: Funny. Maybe the torch you took earlier? I can’t think of anything else that could fit in here . You have it don’t you?

Walter: I do honey.

Leslie: I swear to god if I hear that word one more time, I will kick you so hard, you will still feel it the next day.

[Just as Walter reaches out for the torch, the torch flies out of the bag and lodges itself into the indentation. Once it fits it, the wall opens and reveals a path. Behind it, all their friends sat waiting. They then go and meet up with the others.]

End of Scene 3

Scene 4- Reunion

Gerda: Oh, you made it back safely!

Paul: Why is the idiot covered in black liquid. Ugh, I guess her smell now matches her personality.

Leslie: You are one to talk! You look like you tried to dance with a sword and spectacularly failed. Just like usual.

Walter: Enough! We all clearly went through something harrowing and we don’t even want to consider talking about it. Lets just move on. We can’t turn back anyway!

Gerda: Agreed. Hopefully we are near the end

Leslie: Fine, only because those 2 agree that I will listen to them.

Paul: I can’t believe I am once again agreeing with you! [ The two moves on ahead but Gerda whispers something into Walter’s ear]

Gerda: Did you hear a voice?

Walter: So, I wasn’t going crazy.

Gerda: Something tells me that wont be the last time we hear that voice.

Leslie: Oh, you come on!

[Concerned, the two run and catch up to Leslie to see what she was shouting about. When they arrive, they see two more paths in similar fashion to last time.]

Walter: You have got to be kidding me! Not this crap again!