The Wolf In Turtle’s Clothing

Story

Sadistic “God” (=narrator) gives the player the ability to shapeshift into a wolf or a turtle after the player touches a special stone in the side of a mountain. The player will then be given the quest to reach the top of the mountain in order to lose the curse and be able to return to his normal life. The narrator will purposefully try to hinder the player’s advancement and mislead him while watching him go through incrementally more difficult challenges.

While on his quest to regain freedom, the player finds out that the narrator does this kind of thing often to get rid of his boredom.

Narrator Lines

**Lvl 01**

1: “Ah, I see you have touched my golden orb of infinity. For that reason, I will reward you with a nice little gift: From now on, you will be able to transform yourself into a wolf or a turtle at your will. However, there is a catch to this.” [Falling Rocks are released]

[If: Rocks kill player] 2: “Hey! I wasn’t even done with my monologue and you already died. That’s no fun! But I will give you a second chance at this. How about you try to transform into a wolf to outrun these rocks?” [tutorial for shapeshifting]

[If: Rocks kill player again] 3: “My grandma always used to say: ‘Don’t get crushed by falling rocks’. Try again!”

[If: Rocks kill player for the third time] 4: “Again? Well I guess everyone learns at their own pace. I’ll let you have as much time as you want with this.”

[If: Rock does not kill player during one of the following tries] 5: “Ah, you finally made it. Congratulations. Anyway…”

[If: Rocks don’t kill player] 6: “That’s how it’s done. It wasn’t that hard, was it? Anyway …”

[If: Rocks don’t kill player] 7: “That’s better. I could have saved you the pain of dying once if I told you this right away, but honestly that would have been much less enjoyable. Anyway …”

[If: Player makes it out alive at some point after dying at least once] 8: “Ah yeah, I was talking about the catch… “

[If: Player survives the very first time] 10: “That wasn’t the catch yet, that was just a cheap attempt at murdering you. Good job dodging that, by the way. The actual catch is this: …”

[Always at end of dialogue tree:] 9: “I have a job for you: Get to the top of this mountain. Sounds nice? Ok, do it! No questions, please, ‘JUST DO IT’”

**Lvl 02**

[Stones Are Released]

[If: Player is killed] 1: “Be careful, falling rocks right there. Oh, too late, my bad. Maybe you could try transforming into your turtle shell to survive this?” [turtle tutorial]

[If: Player is killed again] 2: “Studies have shown that falling rocks can be very unhealthy. I suggest you use your turtle form to protect yourself.

[If: Player is killed again] 3: “Take as long as you need. It’s not like you have anything important to do.”

[If: Player survives at some point after dying] 4: “That’s the way you do it. You better remember it, because falling rocks are a recurring theme on this mountain. Also, there’s a bear.”

[If: Player is not killed] 5: “Impressive reflexes. I guess I will have to try harder next time… Maybe use the bear… Did I just say that out loud?”

6: “Unfortunately, these rocks destroyed the bridge that used to be here, so you will have to find another way.”

[If: Player dies by water] 7: “Hmm, it seems like you can’t swim. I will leave this hint to you: Turtles can swim. (Bears as well)”

**Lvl 03**

1: “Oh look, a rope. This calls your human form’s greatest strength: Opposable thumbs.”

[If: Player dies of fall damage] 2: “Thirty Four. Oh, don’t mind me, I’m just counting how many times people thought they could make that jump. Yeah, you’re not the first one. I’ve given plenty of people transformations before. Maybe your turtle shell will be able to take the fall.”

[If: Player dies again] 3: “Thirty Five. Fun fact: The bear’s body count is at 142”

[If: Player dies again] 4: “Thirty Six.”

[If: Player dies again] 5: “Thirty Seven.”

[If: Player dies again] 6: “Thirty Eight.”

[If: Player dies again] 7: “Forty.”

[If: Player dies again] 8: “Forty One.”

[If: Player dies again] 10: “Forty Two.”

[If: Player dies again] 11: “It seems my counting does not discourage you from dying. I guess I’ll have to do it quietly”

[If: Player survives drop] 12: “Nicely done. There are some buttons in this area. Maybe your human form can use them. (The Bear can’t)”

[If: Player pushes button] 13: “A moving platform! I kindly ask you to not think about how this is physically possible.”

**Lvl 04**

1: “Now this one is a little more complicated. About 73% of all people can’t make it. Also, I just made that number up, so don’t let it discourage you. By the way, if you find old corpses, don’t worry. The bear will get them sooner or later.”

[If: player pushes button that activates stone] 2: “See, stones can be helpful. Although I’m not sure if the same could be said about bears.”

**Lvl 05**

1: “Oh you’re gonna love this part. At least if you like the whole running and jumping and falling to your death aspect of it.”

[If: player activates first button] 2: “Jumping on moving platforms? That seems tricky. Imagine how exciting it would be, if there were alligators in the pit below.”

[If: player falls in water after activating platforms] 3: “Yep, alligators are definitely on my grocery list.”

[If: player takes more than 90 seconds to complete level] 4: “Huh, this is taking a while. I’ll have you know that 73% of all people would have already finished this by now. I really wanted you to help me cure my boredom, but at the moment, it’s getting worse.”

[If: player completes level after a long time] 5: “Finally. At last we’re getting to more exciting bears. Oh, I mean parts. Sorry, that was a Freudian slip.”

**Lvl 06**

1: “Did you know that bears are from the family of ursidae. I don’t really know how to pronounce it, but I’m sure it’s awesome.“

[If: player takes more than 60 seconds to complete the level] 2: “So how is this level treating you? Is it bearable? Hahahaha. Never gets old.”

**Lvl 07**

1: “Hey, what’s your favourite animal? Most people think mine is the bear, but I’m really not sure why they’d think that. It’s actually the giraffe.”

[If: player takes at least 60 seconds] 2: “Come to think of it: I’ve never let someone shapeshift into a bear before. That would be fascinating.”

(Optional: “This ice sure looks slippery”)

**Lvl 08 (maybe 10?)**

1: “I honestly didn’t expect that you’d make it this far. Good on you, I guess. All that’s left to do now is to touch this auric sphere of destiny. I may or may not be making these names up on the spot.”

[If: player sees bear place/ takes 10 seconds] 2: “And here it comes: the thing we’ve all been waiting for: The Bea… wait what? There’s no bear? Ah right, it was cut due to budget reasons. Damn. All that hype for nothing.

Whatever. I think this will serve as a nice replacement.” [A sign that says “BEAR” is dropped]

[Player touches sphere] 3: “You’ve done it! You’ve climbed the mountain. Well done, congratulations, et cetera, et cetera. Now if you don’t mind, I have new transformations to design.”

**Any Level**

[If: it has been at least 30 seconds since the last audio file was played]

One of the following:

1: „And remember: You can turn yourself into a dragon at any time. Then you can just fly to the mountaintop… Oh wait, that wasn’t you, that was the last guy.”

2: “I once gave a lizard the ability to transform into a human. He later became president.”

3: “You know, I’ve been thinking. What if I just helped you get up there? Hahaha, nope.”

4: “Ah, I see you have touched my glowing sphere of eternity. For that reason, I… ah hold on, you’re still going, right? Well I was already starting with a new guy because you’re taking so long.”

[If: player died for the first time in a level]

One of the following:

“May you rest in pieces.”

“You know what they say: The good ones die young. This situation proves that it’s not just the good ones that do.”

“Wow. I might even be sorry for you if this hadn’t looked so funny.”