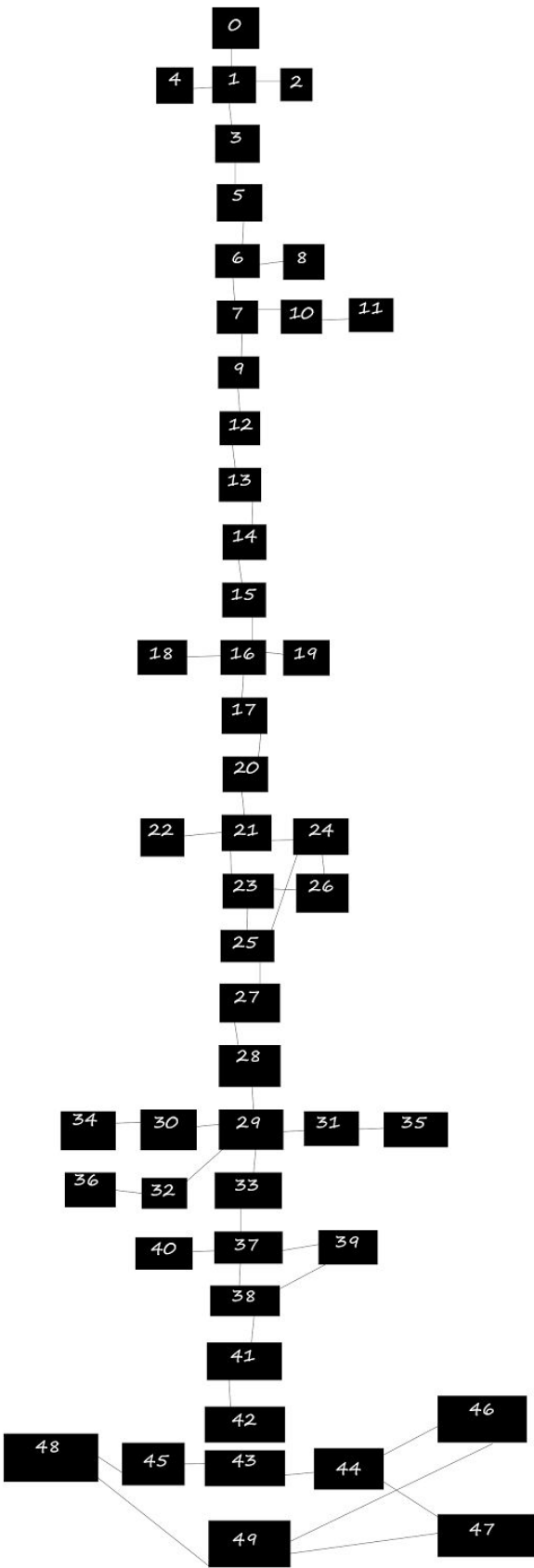


Narrative branch for “A Wonder into the Woods”



Setup:

- Character name
- Race: Human, Orc, Cat-Human hybrid
- Gender: Male, Female

Intro

index	0	
text	-Short introduction about you + the woods -Entrance is right in front of you	
choices		
	text	index
	Enter the woods	1

Woods - Entrance

index	1
text	-enters the woods with a torch -3 paths

choices		
	text	index
	North Path	2
	East Path	3
	West Path	4

Woods - River

index	2	
text	-river that looks like you can't cross it	
choices		
	text	index
	Back to the entrance	1

Clearing

index	3	
text	-you come to a clearing with a small cottage in the middle of it -you see no other paths leading out of the clearing -only choice is to go to the cottage	
choices		
	text	index
	Go to the cottage	5

Woods - Hole

index	4	
text	-You find a massive hole that looks too big to jump across	
choices		
	text	index
	Back to the entrance	1

Cottage - Door

index	5	
text	-Knocks on the door -A blue human-like wolf opens the open -Asks you to come in	
choices		
	text	index
	Come inside	6

Cottage - Living room

index	6	
text	-you ask the wolf where to get out of the clearing -wolf says that this is as far as the woods go -wolf says that you can stay as long as you like	
choices		
	text	index
	Go upstairs	7
	Go to the Kitchen	8

Cottage - Upstairs

index	7	
text	<div>-goes upstairs and notices the attic door slightly open</div> <div>-also notices a nice looking bedroom at the end of the room</div>	
choices		
	text	index
	Go back downstairs	6
	Go to the attic	9
	Go to the bedroom	10

Cottage - Kitchen

index	8	
text	<div>-sees something cooking that smells delicious</div>	
choices		
	text	index
	Go back to the living room	6

Cottage - Attic

index	9	
text	<div>-you find the attic to be full of clutter and trash</div> <div>-sees the window looking out onto the clearing</div>	
choices		
	text	index
	Go to the window	12
	Go back to the corridor	7

Cottage - Bedroom

index	10	
text	<div>-goes into the bedroom and sees a nice comfy bed</div> <div>-also notices a chest</div>	
choices		
	text	index
	Go back to the corridor	7
	Open the chest	11

Cottage - Chest

index	11	
text	<div>-opens the chest to find.... Strange things..... Things you wish you never seen....</div>	
choices		
	text	index
	Go back to the corridor	7

Cottage - Window

index	12	
text	-notices something that looks like something has been recently buried	
choices		
	text	index
	Go outside to check the dirt mound	13

Clearing - Dirt mound

index	13	
text	-goes to the mound and sees a shovel nearby	
choices		
	text	index
	Dig the mound	14

Clearing - Hole

index	14	
text	-grabs the shovel and digs the hole -the blue wolf comes out and sees you digging the hole -you find a underground passage underneath	
choices		
	text	index
	Jump into the hole	15

Underground - Entrance

index	15	
text	-Before you jump in, the blue wolf asks to come along -you say sure and you both jump into the hole -you find a long dirty, dimly lit tunnel leading somewhere	
choices		
	text	index
	Follow the tunnel	16

Underground - Crossways

index	16	
text	-After what feels like ages, you come across 3 paths leading deeper underground	
choices		
	text	index
	Go down the left path	17
	Go down the middle path	18
	Go down the right path	19

Cave Town - Entrance

index	17	
text	<div>-You keep walking until you find the ground give way and you both fall down.</div> <div>-You both crash to the cave floor and the blue wolf hurts his leg</div> <div>-You see a bridge that leads to a underground town</div>	
choices		
	text	index
	Go across the bridge	20

Underground - Dead End

index	18	
text	<div>-As soon as you walk down the path, you find out that the path just ends.</div>	
choices		
	text	index
	Return to the Crossways	16

Underground - Blocked Path

index	19	
text	<div>-After walking down the path, you feel something rumbling.</div> <div>-The ceiling starts to collapse and you and the blue waff manages to escape</div>	
choices		
	text	index
	Return to the Crossways	16

Cave Town - Bridge Guard

index	20	
text	<div>-You cross the bridge but a guard stops you on your path</div> <div>-Guard tells you that you’re trespassing and tells you to leave</div> <div>-You tell them that the blue wolf needs help but he ignores your pleas for help</div>	
choices		
	text	index
	Fight the Guard	21

Guard Fight - Start

index	21	
text	<div>-Exclaims that you’ll fight him,</div> <div>-He chuckles and immediately starts to run at you</div>	
choices		
	text	index
	Dodge him	22
	Block his attack	23
	Do nothing	24

Guard Fight - Dodge End

index	22	
text	-Dodges his attack but he quickly swipes your legs and you trip and fall off the bridge	
choices		
	text	index
	Start the fight again	22

Guard Fight - Block his Attack

index	23	
text	-You block his punch but he grabs your arm and flips you over him and onto the ground -He pulls his sword out and that you put up a good fight	
choices		
	text	index
	Roll out of the way	25
	Give up	26

Guard Fight - Do Nothing

index	24	
text	-You get punched in the face -He pulls his sword out and tells you that you're a weakling	
choices		
	text	index
	Roll out of the way	25
	Give up	26

Guard Fight - Roll out of the way

index	25	
text	-You roll out of the way as he plunges the sword onto the bridge -You quickly get up and carry the blue wolf to the other end of the bridge -The Guard chases after you and is about to strike you with his sword	
choices		
	text	index
	Well... this is goodbye	27

Guard Fight - Sword in the chest

index	26	
text	-You get stabbed in the chest and you die	
choices		
	text	index
	Start the fight again	21

Guard Fight - End

index	27	
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text	<div>-a voice screams for the guard to stop</div> <div>-the voice turns out to be the town’s mayor</div> <div>-the mayor asks for me and the blue wolf to follow him</div>	
choices		
	text	index
	Follow the mayor	28

Cave Town - Mayor’s home

index	28	
text	<div>-You follow the mayor into his house and heals the blue wolf</div> <div>-He tells you that if you’re looking for the treasure then it’s not here and that it was taken by a group of bandits (reveals that he’s the fabled wizard).</div> <div>-You say you’ll take care of the bandits</div> <div>-He tells you to prepare yourself for the battle ahead</div> <div>-The blue wolf wants to come with you but you tell him you can’t let him get himself hurt</div>	
choices		
	text	index
	Leave the Mayor’s Home	29

Cave Town - Town Centre

index	29	
text	<div>-you’re at the town centre</div> <div>-There’s a blacksmith, a restaurant, a weapons store and the bridge leading out of the town.</div>	
choices		
	text	index
	Go to the blacksmith	30
	Go to the restaurant	31
	Go to the weapons store	32
	Leave the town	33

Cave Town - Blacksmith

index	30	
text	<div>-you enter the blacksmith and see someone smithing a nice armour</div> <div>-you wonder if you should ask for the armour</div>	
choices		
	text	index
	Get some armour	34
	Leave	29

Cave Town - Restaurant

index	31	
text	<div>-You enter the restaurant and you sit down</div> <div>-there’s a menu full of delicious food</div>	
choices		
	text	index
	Eat	35
	Leave	29

Cave Town - Weapons Store

index	32	
text	-You enter the weapons store and sees the shop owner holding a nice sword -You wonder if you should ask for it	
choices		
	text	index
	Get a Sword	36
	Leave	29

Cave Town - Bridge

index	33	
text	-You walk to the bridge and sees the guard -The guard apologizes to you and you accept the apology and head off -The blue wolf follows you without you noticing him	
choices		
	text	index
	Head to the Bandit’s hideout	37

Cave Town - Blacksmith (Armour)

index	34	
text	-you wear the armour but it breaks and falls apart -the shop owner tells you that he’s only a beginner blacksmith and you have to go somewhere else to get decent armour	
choices		
	text	index
	Leave	29

Cave Town - Restaurant (Eat)

index	35	
text	-you eat some food and you feel refreshed and happy	
choices		
	text	index
	Leave	29

Cave Town - Weapons Store (Sword)

index	36	
text	-You grab the sword and swing it around -but you accidentally let go and the sword flies out of the sword and down the cavern -the shop owner tells you to get out	
choices		
	text	index
	Leave	29

Bandit’s Hideout

index	37	
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text	<div>-You arrive at the Bandit's Hideout.</div> <div>-There's two bandits protecting the entrance who didn't see you.</div> <div>-You can sneak past them, wait for them to leave or attack them.</div>	
choices		
	text	index
	Sneak past them	38
	Wait for them to leave	39
	Attack them	40

Bandit's Hideout - Sneak

index	38	
text	<div>-You find a crevice you can use to sneak past</div> <div>-While you're sneaking about, the guards get distracted and leave their post</div> <div>-Now's your chance</div>	
choices		
	text	index
	Enter the Hideout	41

Bandit's Hideout - Wait

index	39	
text	<div>-You wait it out until you hear them get distracted by something that they check it out.</div> <div>-Now it's your chance</div>	
choices		
	text	index
	Enter the Hideout	41

Bandit's Hideout - Attack End

index	40	
text	<div>-You jump out and run towards them</div> <div>-They just draw their bow and shoot you dead</div>	
choices		
	text	index
	Start Again	37

Bandit's Hideout - Captured!

index	41	
text	<div>-You step on the doormat and a bear trap springs from it and clamps on your leg</div> <div>-The bandits return and frees you so they that they can bring you to their leader.</div>	
choices		
	text	index
	Continue	42

Bandit's Hideout - Leader

index	42	
text	<div>-They bring you to the leader of the bandits, a red human-like wolf.</div>	

	<div>-He greets you and tells you that he has the gem and that it'll be the last thing you'll see.</div> <div>-Then all of a sudden, the blue wolf shows up. Reveals that he's the red wolf's brother and asks for him to change his ways</div> <div>-You also notice that your cuffs are weak</div>	
choices		
	text	index
	Break Free!	43

Bandit’s Hideout - ESCAPE!

index	43	
text	<div>-You heroically break free of your cuffs and grabs the gem from them.</div> <div>-You and the blue wolf runs away</div> <div>-The red wolf orders them to get them</div>	
choices		
	text	index
	Escape via the Entrance	44
	Escape via the Hideout walls	45

Escape - Entrance escape

index	44	
text	<div>-Both of you run away to the entrance and manage to get through it.</div> <div>-The red wolf gives chase as you hold the gem.</div> <div>-The blue wolf tells you to throw him the gem.</div>	
choices		
	text	index
	Throw the gem to the Blue Wolf	46
	Keep it	47

Escape - Hideout’s Wall escape

index	45	
text	<div>-You and the blue wolf climb the walls and manage to leap over it and land next to a beautiful lake</div> <div>-You hijack a boat and row across the lake to the otherside</div> <div>-The red wolf lands and yells at you two to come back</div>	
choices		
	text	index
	Get to the other side	48

Ending 1 - Bottomless Pit

index	46	
text	<div>-You throw the gem to the blue wolf but as the red wolf see this, he charges towards to him</div> <div>-He tackles the blue wolf and both of them fall off the cliff edge and falls to their death, with the gem as well.</div> <div>-You scream as you lost the main thing you were looking for.</div> <div>-Your adventure was for nothing.</div>	
choices		
	text	index
	End	49

Ending 2 - Deja Vu..?

index	47	
text	<div>-You keep it and you wish for this to never happen</div> <div>-You open your eyes</div> <div>-You can't remember what happened as you must've zoned out</div> <div>-repeats the intro</div>	
choices		
	text	index
	End	49

Ending 3 - Adventurers at last

index	48	
text	<div>-Both of you make it to the otherside and make their way back to the Cave Town</div> <div>-They give the gem back to the mayor and they reward them with lots of gold</div> <div>-They celebrate and they decide to become the adventuring duo.</div>	
choices		
	text	index
	End	49

End

index	49	
text	<div>-You completed the game</div> <div>-There are 3 endings, can you get all of them?</div>	
choices		
	text	index
	Restart	0