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

### Cottage - Kitchen

|  |  |
| --- | --- |
| index | 8 |
| text | -sees something cooking that smells delicious |
| choices | |  |  | | --- | --- | | text | index | | Go back to the living room | 6 | |

### Cottage - Attic

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

### Cottage - Bedroom

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

### Cottage - Chest

|  |  |
| --- | --- |
| index | 11 |
| text | -opens the chest to find…. Strange things….. Things you wish you never seen…. |
| 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 | -You keep walking until you find the ground give way and you both fall down.  -You both crash to the cave floor and the blue wolf hurts his leg  -You see a bridge that leads to a underground town |
| choices | |  |  | | --- | --- | | text | index | | Go across the bridge | 20 | |

### 

### Underground - Dead End

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

### 

### Underground - Blocked Path

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

### Cave Town - Bridge Guard

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

### Guard Fight - Start

|  |  |
| --- | --- |
| index | 21 |
| text | -Exclaims that you’ll fight him,  -He chuckles and immediately starts to run at you |
| 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 |
| text | -a voice screams for the guard to stop  -the voice turns out to be the town’s mayor  -the mayor asks for me and the blue wolf to follow him |
| choices | |  |  | | --- | --- | | text | index | | Follow the mayor | 28 | |

### Cave Town - Mayor’s home

|  |  |
| --- | --- |
| index | 28 |
| text | -You follow the mayor into his house and heals the blue wolf  -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).  -You say you’ll take care of the bandits  -He tells you to prepare yourself for the battle ahead  -The blue wolf wants to come with you but you tell him you can’t let him get himself hurt |
| choices | |  |  | | --- | --- | | text | index | | Leave the Mayor’s Home | 29 | |

### Cave Town - Town Centre

|  |  |
| --- | --- |
| index | 29 |
| text | -you’re at the town centre  -There’s a blacksmith, a restaurant, a weapons store and the bridge leading out of the town. |
| 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 | -you enter the blacksmith and see someone smithing a nice armour  -you wonder if you should ask for the armour |
| choices | |  |  | | --- | --- | | text | index | | Get some armour | 34 | | Leave | 29 | |

### Cave Town - Restaurant

|  |  |
| --- | --- |
| index | 31 |
| text | -You enter the restaurant and you sit down  -there’s a menu full of delicious food |
| 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 |
| text | -You arrive at the Bandit’s Hideout.  -There’s two bandits protecting the entrance who didn’t see you.  -You can sneak past them, wait for them to leave or attack them. |
| choices | |  |  | | --- | --- | | text | index | | Sneak past them | 38 | | Wait for them to leave | 39 | | Attack them | 40 | |

### Bandit’s Hideout - Sneak

|  |  |
| --- | --- |
| index | 38 |
| text | - |
| choices | |  |  | | --- | --- | | text | index | | Enter the Hideout | 41 | |

### Bandit’s Hideout - Wait

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

### Bandit’s Hideout - Attack End

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

### Bandit’s Hideout - Captured!

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

### Bandit’s Hideout - Leader

|  |  |
| --- | --- |
| index | 42 |
| text | -They bring you to the leader of the bandits, a red human-like wolf.  -He greets you and tells you that he has the gem and that it’ll be the last thing you’ll see.  -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  -You also notice that your cuffs are weak |
| choices | |  |  | | --- | --- | | text | index | | Break Free! | 43 | |

### Bandit’s Hideout - ESCAPE!

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

### Escape - Entrance escape

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

### Escape - Hideout’s Wall escape

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

### Ending 1 - Bottomless Pit

|  |  |
| --- | --- |
| index | 47 |
| text | -You throw the gem to the blue wolf but as the red wolf see this, he charges towards to him  -He tackles the blue wolf and both of them fall off the cliff edge and falls to their death, with the gem as well.  -You scream as you lost the main thing you were looking for.  -Your adventure was for nothing. |
| choices | |  |  | | --- | --- | | text | index | | End | 50 | |

### Ending 2 - Deja Vu..?

|  |  |
| --- | --- |
| index | 48 |
| text | -You keep it and you wish for this to never happen  -You open your eyes  -You can’t remember what happened as you must’ve zoned out  -repeats the intro |
| choices | |  |  | | --- | --- | | text | index | | End | 50 | |

### Ending 3 - Adventurers at last

|  |  |
| --- | --- |
| index | 49 |
| text | -Both of you make it to the otherside and make their way back to the Cave Town  -They give the gem back to the mayor and they reward them with lots of gold  -They celebrate and they decide to become the adventuring duo. |
| choices | |  |  | | --- | --- | | text | index | | End | 50 | |

### End

|  |  |
| --- | --- |
| index | 50 |
| text | -You completed the game  -There are 3 endings, can you get all of them? |
| choices | |  |  | | --- | --- | | text | index | | Restart | 0 | |