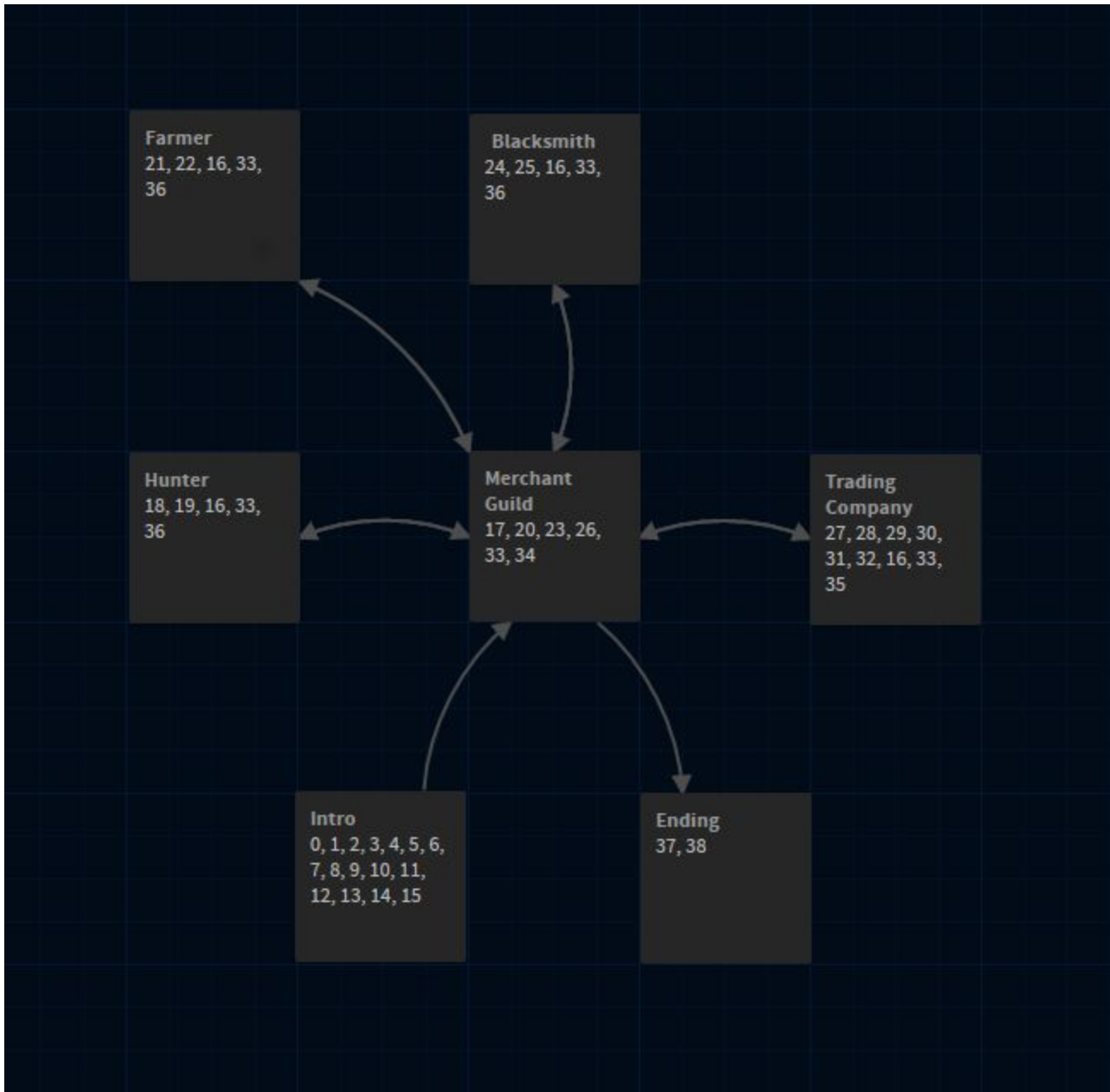


Trading Game - Narrative branch



Intro

index	0	
text	You have always wanted to open your own shop. You have 300 Dauns to pursue the dream. Amass 10,000 Dauns in 30 weeks. First you need to register with the Merchant Guild	
choices		
	text	index
	To the Merchant Guild	1

Merchant Guild

index	1	
text	You walk up to the counter and talk to the man there. Man: You wanna be a merchant!? You'll need to prove you have the money to even get started.	
choices		
	text	index
	Show him your money	2

Merchant Guild

index	2	
text	Man: Ha! You just scrapped the minimum amount. Well, a pass is a pass. I'll sort out your membership. The man hands you your membership documents.	
choices		
	text	index
	Next	3

Merchant Guild

index	3	
text	Now you need a horse and cart to carry around your stock. Head over to the stables.	
choices		
	text	index
	To the Stables	4

Stables

index	4	
text	The stable master says he'll offer you 150 Dauns.	
choices		
	text	index
	Buy	5

Stables

index	5	
text	You paid 150 Dauns for the horse and cart. You head back to the Trading Guild to register your horse.	
choices		
	text	index
	Next	6

Merchant Guild

index	6	
text	Your horse is now registered. You now need to purchase some goods. Head to the local hunter	
choices		
	text	index
	To the hunter	7

Hunter

index	7	
text	You can purchase goods from different types of suppliers. However, you can only make one purchase per week. Check the Prices list to see what the buy and sell prices of goods are at. For now, purchase Animal Pelts which cost 30 Duans.	
choices		
	text	index
	Buy Animal Pelts	8

Hunter

index	8	
text	Animal Pelts purchased.	
choices		
	text	index
	Next	10

Merchant Guild

index	9	
text	Now you have some goods. You now need to sell them off. Head to the Trading Company	
choices		
	text	index
	To the Trading Company	10

Trading Company

index	10	
text	The Trading Company is where you can sell your goods. You can sell as many times you want each week, or not sell at all and sell at a later date. Here you will always sell at a profit but be careful, there are exceptions. Prices can fluctuate, meaning they can rise or drop. Check the Market News every week to make an informed choice.	
choices		
	text	index
	Sell Animal Pelts	11

Trading Company

index	11	
text	Animal Pelts Sold	
choices		
	text	index
	Next	12

Merchant Guild

index	12	
text	There is nothing left to do now. So rest up for the next week	
choices		
	text	index
	Rest	13

Merchant Guild

index	13	
text	Rested	
choices		
	text	index
	Next	14

Merchant Guild

index	14	
text	It is now the next week. Be sure to check on any price changes and the news. Remember, you don't have to sell every week.	
choices		
	text	index
	Next	15

Merchant Guild

index	15	
text	From now on you are on your own. You have 40 weeks to make 10,000 Dauns to fulfil your dream of owning a shop.	
choices		
	text	index
	Next	16

Merchant Guild

index	16	
text	Where to next?	
choices		
	text	index
	Hunter	17
	Farmer	20
	Blacksmith	23
	Trading Company	26
	Rest	34

Hunter

index	17
text	Hunter: What do you need?

choices		
	text	index
	Buy Animal Pelts	15, 36
	Buy Meat	19, 36
	Back	16

Hunter

index	18	
text	Purchased Animal Pelts	
choices		
	text	index
	Back	33

Hunter

index	19	
text	Purchased Meat	
choices		
	text	index
	Back	33

Farmer

index	20	
text	Farmer: How can I help?	
choices		
	text	index
	Buy Fruit & Veg	21
	Buy Wheat	22
	Back	16

Farmer

index	21	
text	Purchased Fruit & Veg	
choices		
	text	index
	Back	33

Farmer

index	22	
text	Purchased Wheats	
choices		
	text	index
	Back	33

Blacksmith

index	23	
text	Blacksmith: Whatcha need?	
choices		
	text	index
	Buy Tools	24, 36
	Buy Weapons	25
	Back	16

Blacksmith

index	24	
text	Purchased Tools	
choices		
	text	index
	Back	33

Blacksmith

index	25	
text	Purchased Weapons	
choices		
	text	index
	Back	33

Blacksmith

index	26	
text	Purchased Weapons	
choices		
	text	index
	Sell Animal Pelts	27
	Sell Meat	28
	Sell Fruit & Veg	29
	Sell Wheat	30
	Sell Tools	31
	Sell Weapons	32
	Back	16

Trading Company

index	27	
text	Sold Animal Pelts	
choices		
	text	index
	Back	26

Trading Company

index	28	
text	Sold Meats	
choices		
	text	index
	Back	26

Trading Company

index	29	
text	Sold Fruit & Veg	
choices		
	text	index
	Back	26

Trading Company

index	30	
text	Sold Wheat	
choices		
	text	index
	Back	26

Trading Company

index	31	
text	Sold Tools	
choices		
	text	index
	Back	26

Trading Company

index	32	
text	Sold Weapons	
choices		
	text	index
	Back	26

Merchant Guild

index	33	
text	Where to Next?	
choices		
	text	index
	Trading Company	26

	Rest	34, 37, 38

Merchant Guild

index	34	
text	Rested	
choices		
	text	index
	Next	16

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index	35	
text	Not enough stock	
choices		
	text	index
	Back	26

«»

index	36	
text	Not enough money	
choices		
	text	index
	Next	18, 19, 21, 22, 24, 25

The Dream

index	37	
text	You have opened a shop and now living the dream	
choices		
	text	index
	Finish	0

Maybe the Next Life

index	38	
text	You weren't able to open a shop. Maybe in a next life.	
choices		
	text	index
	Finish	0

Market News

index	0
Headline	Early Winter
Article	Winter has come early in the North.

index	1
Headline	Dry Season
Article	Due to lack of rain, wheat is forecasted to be under supplied.

index	2
Headline	The King's Passing
Article	The King's death has brought grief throughout the Kingdom. His funeral will be in 4 weeks

index	3
Headline	Pesticide Horror!
Article	Supplies of pesticide have found to been tampered! The Officals suspects the West.

index	4
Headline	The Royal Succession
Article	The King’s oldest son is to succeed the throne.

index	5
Headline	Tension Rises
Article	Tensions with the West has risen. Meanwhile, infestations have caused a drop in crop supply

index	6
Headline	King\'s Funeral
Article	Today we honour the passing of the former king.

index	7
Headline	Kingdom Cut Ties with the West
Article	Trade with the west has been cut, affecting exports and imports.

index	8
Headline	New King's Coronation Ceremony Announced
Article	The New King will be crowned in 4 weeks