**Anita Dick In**

**“Captain Bone Herr’s Booty: A Crabby Adventure”**

**Written By Pseudo64**

**The Opening Text**

(Note: Trying making the text appear one line at a time or the player may get information overload and might not even read it)

It is a tale that my father, Ashita Dick – the lengedary treasure hunter, told me about when I was just three years old.

According to him, once there lived a fearsome pirate by the name of Captain Bone Herr…

(At this point we should a brief illustration of Bone Herr (an hermit crab) complete with an eye-patch, a long beard, and a pirate hat. Also, one wooden leg because why not. After this illustration we return to the text.)

He is said to have amass a lot of wealth from his pirate hunting adventures on places like Big Booty Island, Small Booty Island, and Medium Booty Island.

(An illustration of Bone Herr standing with his treasure flashes. Return to text.)

However, it is said that after amassing so much wealth he retreated to an island and hid it somewhere on a cave underneath the sea under its shore. If that sounds like a grammatical and comprehensive nightmare, then I must inform you that those are not my words, but of my father. He never passed fifth standard.

(A brief illustration of the hermit crab sprite with a “DUNCE” cap on his head. Return to text.)

Anyway, after he hid his treasure in the cave, he is said to have befriended a mystical octopus on their common love for the superhero comic series, Lap Dance, written by Bone Herr’s late mother Strip Herr. After Bone Herr died, it is said that the mystical Octopus took on the role of the guardian of treasure and in doing so, mind controlled every sea and land creature nearby.

(The enemy sprite flashes. Return to text.)

And they have been a pain in my pincers. You see, I, Anita Dick…

(Anita’s sprite flashes. Return to text.)

Daughter of legendary treasure hunter Ashita Dick and granddaughter of legendary milkman Alita Dick…. never actually wanted to be a treasure hunter hunting Bone Herr’s treasure, but apparently Creative Writing courses….DOESN’T PROVIDE YOU WITH ENOUGH JOB OPPURTUNITIES TO PAY OF YOUR STUDENT LOAN.

(Optional – If time be, we can show Anita buried under sheets of paper all titled, “Debt!”. But this is optional, not necessary.)

So, after grabbing my late father’s research from (he died while smoking Sea Weed by slipping on a banana and falling from the ledge of Grand Booty Canyon) from his bank locker, I set on an adventure and I have been…

Stabbed.

Pinched.

Shot.

Burned.

Tortured.

Drowned.

And most horrifying of them all,

Spanked.

Throughout this adventure.

I thought once I would reach the shores of **E. Rex Sean** beach, the journey to the shore of Bone Herr’s cave would be piece of…

(The enemy sprite flashes again. Return to text.)

…holy crab, they be strong. The mind controlled creatures, unlike me, are devoid of any skin color. It is as if their body is not their own, and neither is their soul. But then…

…I am the same way when I see my ever piling student loan.

WHY DID I THINK CREATIVE WRITING WOULD BE A GREAT DEGREE!

Anyway, I am very close to my goal.

(The sprite of the treasure chest with gold flashes. Return to text.)

And nobody can stop me from reaching it.

For I am…

**Cut To – Beach Area – Sunny day**

In behind lies the sprite of a thick wooden board standing on a wooden stick. On the wooden board in big letters is written, “Welcome To **E. Rex. Sean** Beach” and in small letter on bottom of that is written, “Named In Loving Memory Of Humanitarian and Philanthropist, Mr. E. Rex Sean.”

From the sand, emerges our heroine, Anita, wearing a treasure hunting cap. The title screen flashes:

**Anita Dick In**

**Bone Herr’s Booty: A Crabby Adventure**

The main enemies in the beach levels are amphibians or other crabs.

At the beginning of level 2 (beach area)

A sand castle marks the beginning of the level. If possible, there could be a little flag with the Octopus’s face on it, waving at its top.

At the beginning of level 3 (beach area)

The sound of tides could be heard.

At the end of level 3 (beach area)

Anita reaches the shore, and as soon as the player walks her over the water. She drowns under.

**Cut To – Underwater area**

The underwater level begins with another board on a stick. In big letters is written, “Welcome to Big Sea”, and in small letters in bottom of the big letters is written, “We are very big. UWU”

In the underwater level the characters are a little floaty and so is the jumping. The main enemies here are fishes of various kind. See weeds and floating bubbles makes up for the most of the background.

At the beginning of level 2 (Underwater area)

Anita passes through an underwater grave, with a title, “Here lies Bone Herr: pirate, adventurer, surprisingly good at Second-hand job, and an average singer.”

At the end of level 2 (Underwater area)

Anita platforms upside and emerges into a cave. The cave is not underwater. Though, the water she emerged from can be seen behind.

**Cut To- Treasure Cave**

In the shore of the water that Anita emerged from, is an arrow shaped board over a wooden stick. It reads, “Welcome to Bone Herr’s dripping booty cave” in big letters and in bottom of those big letter, in small letters is written, “There is no treasure here. We swear daddy. >.<”

Here to cut time, the only indicator between level transition would be a cave opening.

The cave would have normal amphibian enemies again.

[Optional] At the end of level 3 (Treasure cave); just before the boss fight entrance

There could be a piggy bank that, if the player has collected every coin in the game, collects that coin and moves sideways. Anita enters that area and an alternate ending plays out.

**The Alternate Ending**

(Anita enters the cave to find a crab with a santa like beard on a rocking chair. Return to text.)

“Wait, Santa!” I screamed at the top of my lungs.

(The sprite of santa hermit crab flashes for a second or two. Return to text.)

“Yes, it is I, my dear little beach. That evil octopus had caved me in, but you…you my lovely little beach, have freed me. Come, ask me for anything that you desire. Come. Come. Oh yeah, my dear little beach. Come.” He moaned like an anime school girl at his last, “Come”.

“Please can you pay off my student loan!” I asked.

(Optional – An illustration of Anita with sparkling eyes could flash for a second. Return to text.)

“It is done!” He screamed like an anime girl, and so my student loan was paid off.

To celebrate I went to S. Trippy Town, and drank some of their famous Irish Whiskey.

I died that night from alcohol overdose.

It was worth it.

THE END.

Back to main stuff.

At the end of level 3 (treasure cave)

There is a giant hole on the cave’s ground. Anita jumps in to reach the octopus boss fight.

In the octopus boss fight arena, there is a pipe that throws out an enemy upon two triggers. One, after the octopus has broken your shell, and another, when the octopus is harmed. If the crab enters without any shell, the game grants him an enemy in the beginning, before the boss fight begins.

In the boss fight, the octopus would smash his teatacles over you. You just can’t block him from the beginning. What you have to do, is to dodge one of his tentacle slams, and then climb over said tentacle, the octopus would try to slam you with his other tentacle, so crouch and that will break the shell and injure the octopus’s attack tentacle. In anger he will slam on you again, and so, you need to dodge from that tentacle you were standing over, and now the octopus has hurt his second tentacle. Now, his both normal eyes are closed and his third eye is open. Jump on the platform on the right and then jump on the octopus and time your melee so it hits the octopus’s eye, and down goes his health point. With a shell that gives you better attack, you can even bring down two health points at once. When the octopus dies, his eyes goes X.X and we transition to:

A illustration of Anita standing at the treasure. The defeated body of the Octopus lies behind her. Return to text.

**The Main Ending**

The treasure was shiny… really, really, shiny. And as I stood there, laughing at my victory on the great mighty octopus and the fact that my student loan was finally repayed.

Carrying the treasure one by one, I managed to escape with the god.

Soon I became a celebrity.

(Optional - An illustration of Anita on “In the Name of Claw” cover. The bottom left text reads, “Dick family heiress, Anita Dick, penetrated Bone Herr’s cave to find his treasure”. The bottom right text reads, “To read about a sea turtle’s anal surgery, go to page 68”. Return to text.)

But alas, success was not to be.

After I used my money to pay off my student loan, I came to the realization that….

ADVENTURES ARE EXPENSIVE MAN!

Like, you have to pay for:

1. Travel Cost
2. Equipment Cost
3. Medical Cost
4. Weapon Cost
5. Bribery Cost (to get information)
6. Carrying Cost (to bring back the treasure)
7. Security Cost (To secure the treasure)

AND SO…I found myself in debt again.

In depression, I ended up drinking too much….

Wait…’

1. BEVERAGE AND FOOD COST!

HOW COULD I HAVE FORGOTTEN BEVERAGE AND FOOD COST!!!!

HOLY CRAB! WAS I AN IDIOT TO EMBARK ON THIS CRABBY EXPLORATION!

Anyway, so yeah, I ended up drinking too much and accidentally got into a bar fight with a poorly drawn panda.

(An illustration of a poorly drawn panda flashes. Don’t worry, I will provide it. Return to text.)

Now, I am in jail.

(Just put the crab sprite and use a photoshopped Jail cell over it. Easy peasy. Return to text.)

And it seems like that escaping from this jail would be an adventure of its own.

HOPEFULLY A LESS COSTLY ONE.

So till we meet again…

This is Anita Dick… mother’s name – Agreta Dick, grandmother’s name – Amovin Dick… daughter of famous explorer Ashita Dick and famous milkman Alita Dick…

signing off….

from your mama’s arse.

THE END