

Main Menu

FLEECING FATE: Wooly Retribution
A text-based RPG

Enter any number to continue, or 1 to see the tutorial. < goes to tutorial/character selection

Tutorial

Synopsis:

You are Emma See, a young sheep farmer born and raised in the sheep-farming village of Sheepfarmerville. One morning, all of the sheep in your village suddenly disappeared. As it turns out, the wolves in the nearby dungeon ran off with your town's poor, poor sheep. As the only able-bodied farmer in your town of all elderly folk, you are called to action to defeat the wolves and return the missing sheep.

Gameplay: Defeat the wolves. Rest and stock up on items at your village with the gold you obtain from defeating wolves to advance deeper into the dungeon's depths and take revenge for Sheepfarmerville. Good luck, brave farmer!

< continues to next screen

Character Selection

Enter a name:

>>> 1 - Berserker<<<

A short tempered drunkard that converts their anger into raw strength.
Taking damage from enemies stores RAGE, which can be consumed to amplify attacks

>>> 2 - Rogue <<<

A gambler gone rogue after losing all of their savings on gamba.
Attacks have a chance to crit. Failing this chance increases the crit chance of the next attack.

Please select the character you would like to play (1-2):

Action Screen

What would you like to do? (0 to exit game) < 0 exits game

1. Move < move screen
2. View Inventory < inventory screen
3. Rest < refreshes health
4. Stats < stats screen

Move Screen

What direction do you want to travel in? (Enter 0 to quit travelling) < returns to action screen

1. North
2. South
3. West
4. East

Inventory Screen

Money: X
Inventory: X

Stats Screen

Your HP: X
Your [Stat]: X

Shop

Which item would you like?

1. Name: Potion of Not Dying Cost: 40 Type: heal Effect: 50
2. Name: boom Cost: 100 Type: attack Effect: 1000
3. Name: small boom Cost: 15 Type: attack Effect: 20
4. Name: Bandaid Cost: 10 Type: heal Effect: 8

Combat

A wild Wolf has appeared! (x out of x enemies)

FIGHT START!

Your HP: x

Your [Stat]: x

Your AP: x

Enemy HP: x

What do you want to do?

1. Attack (100 AP)
2. Strong attack (200 AP)
3. Item < inventory screen
4. Do nothing (end turn)

End Screens

Congratulations, you successfully brought peace to the sheep! < if victory

Game quit, you've let down the sheep free of charge. < if you quit game early

You are dead. You don't feel like moving anymore. < if died