

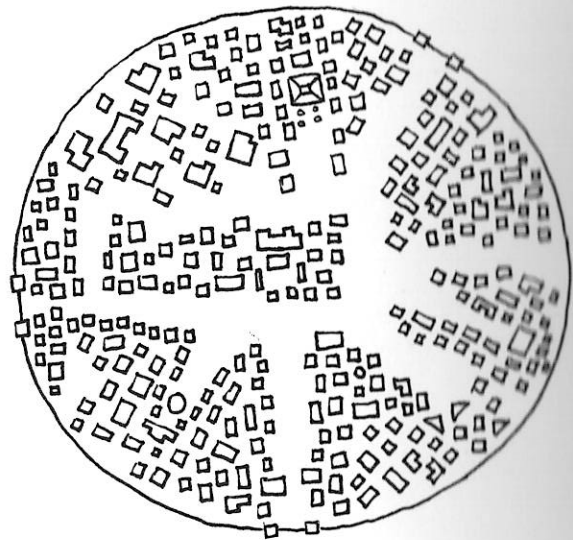
to play:

- use a journal to record your progress, thoughts, and other details of your journey each page
- go to the next page based on your choice (or instructions on the current page) – if you read through page by page it will not come together as a story
- play more than once – you cannot see everything that happens in a single visit to the paper city
- the entire story takes place in the city

paper city

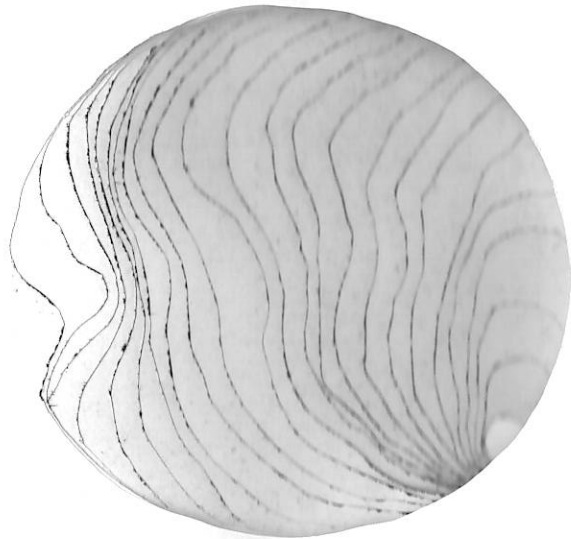
a game by
running from skeletons
james boychuk
dylan richardson

you have entered the paper city,
the last megalopolis.



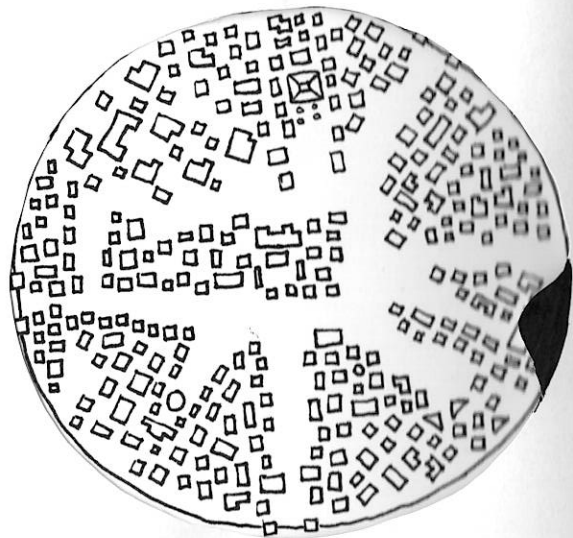
you stand just inside the main gates.

why did you come here?



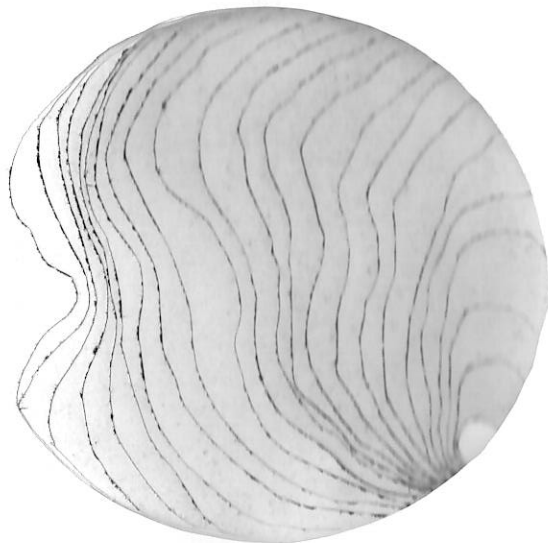
goto 2

a local with a wild look
approaches you.



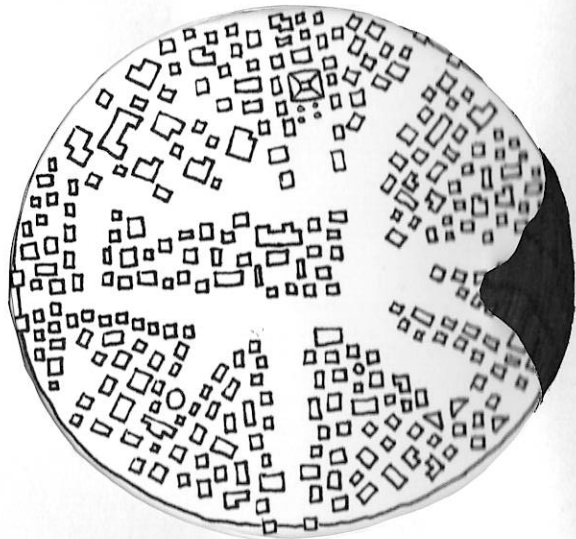
they warn you of a terrible corruption
growing over the city.

do you believe them?



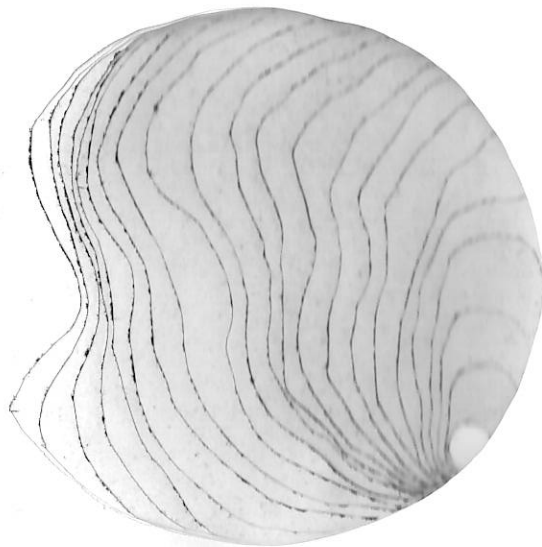
goto 4

the corruption is pushed back
and held in stasis for a time.



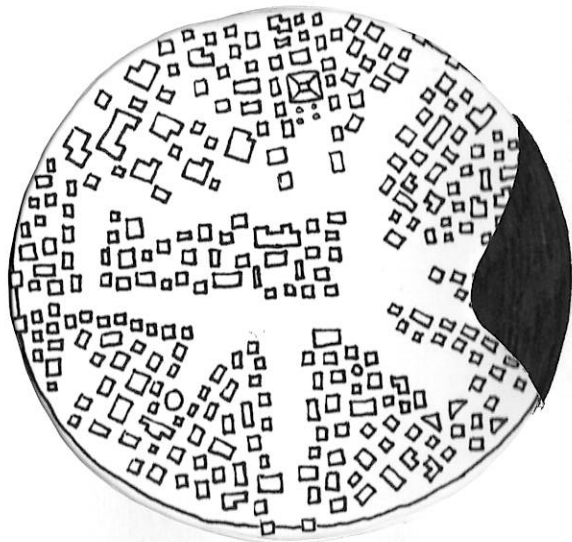
after that, it surges forward
with speed like never before
and overtakes the temple.

what happens to those around you
as you run through the streets?



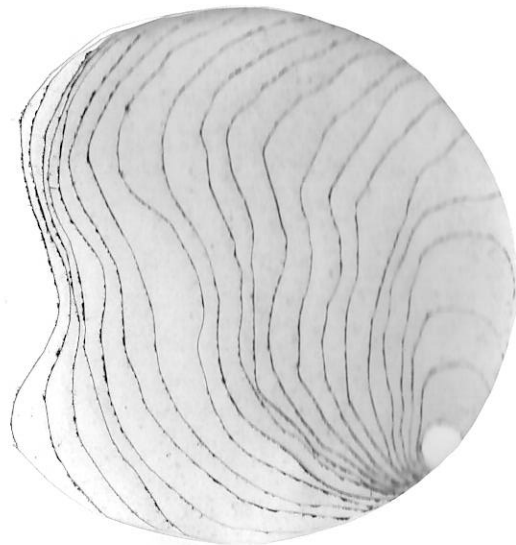
goto 14

you find a building overrun
with corruption.



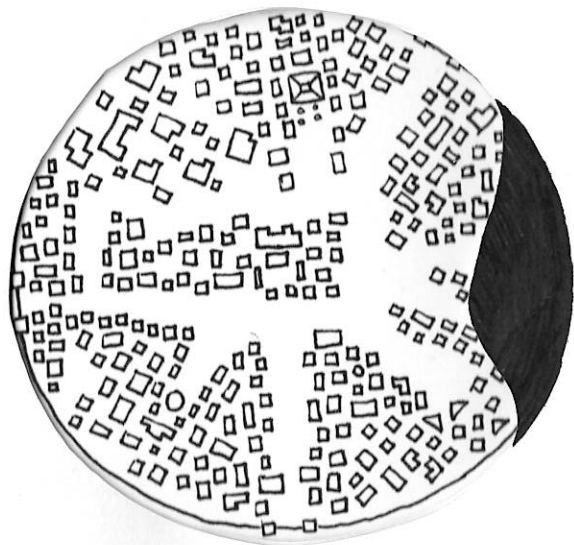
a person trapped on the third floor
calls to you for aid.

if you try to save them,
goto 5



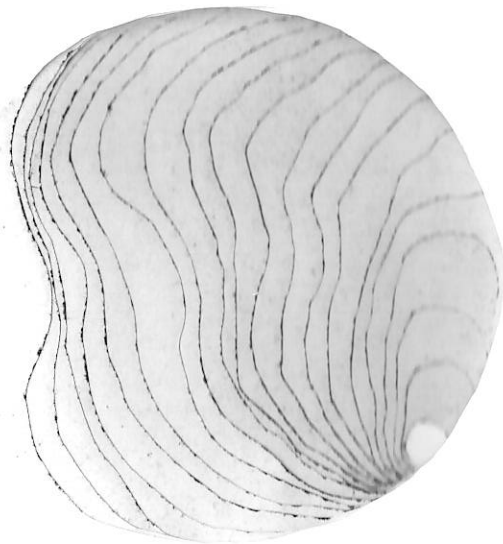
if you avoid the obvious death trap,
goto 6

you are able to save them
and escort them out.



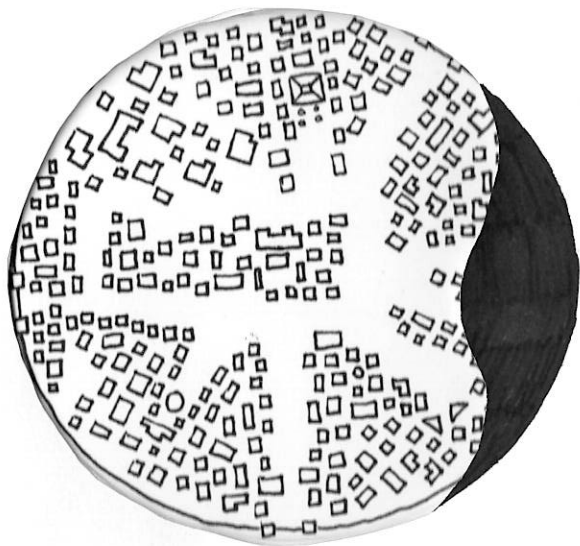
they tell you a secret of the city.

what secret do you learn?



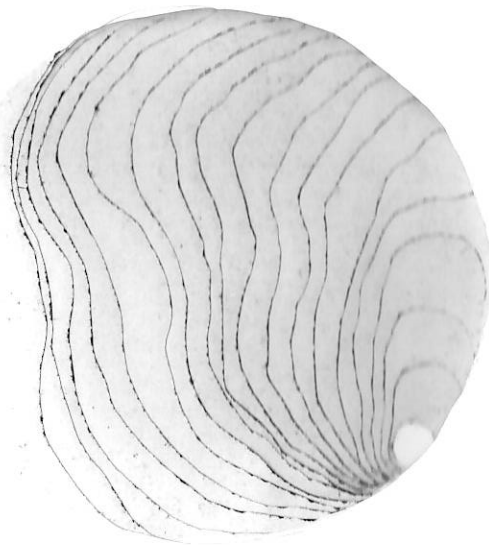
goto 7

you take shelter for the night
and see the corruption overrunning
your dreams.



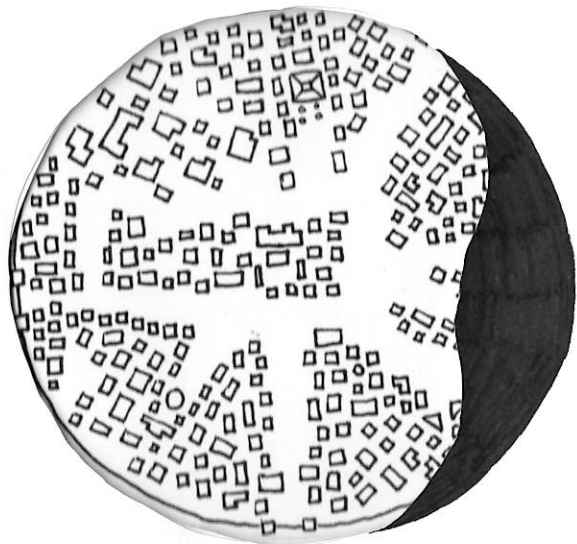
when you wake, the corruption has
spread through the building you are in.

how do you get out safely?



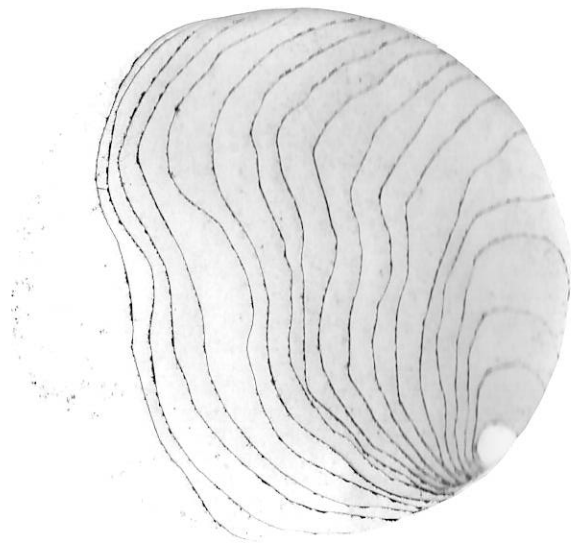
goto 7

a corrupted creature that was once
a denizen of the city approaches.



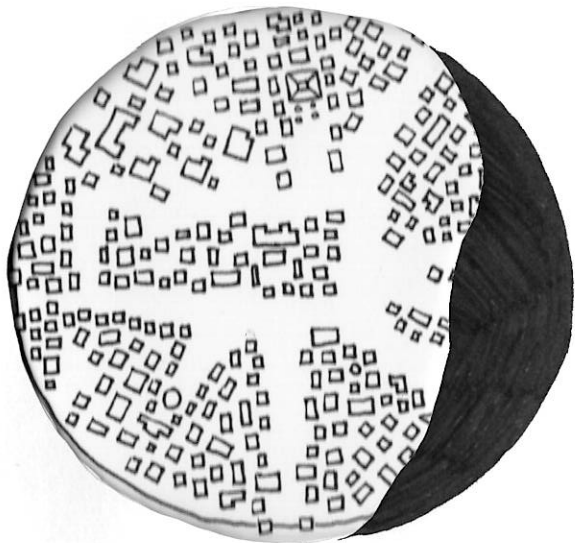
they try to attack you.

if you run, goto 8



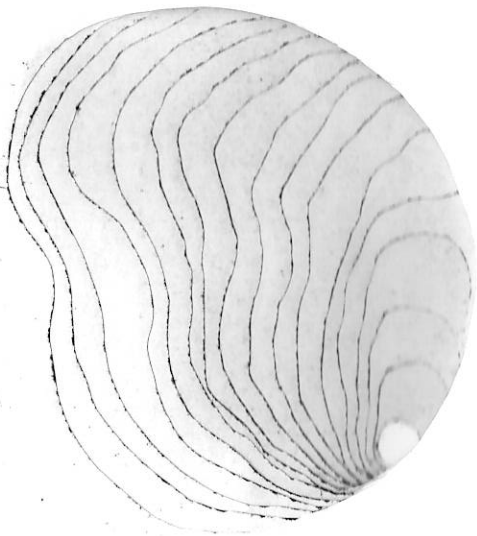
if you fight, goto 9

you run into a temple
and the creature refuses to enter.



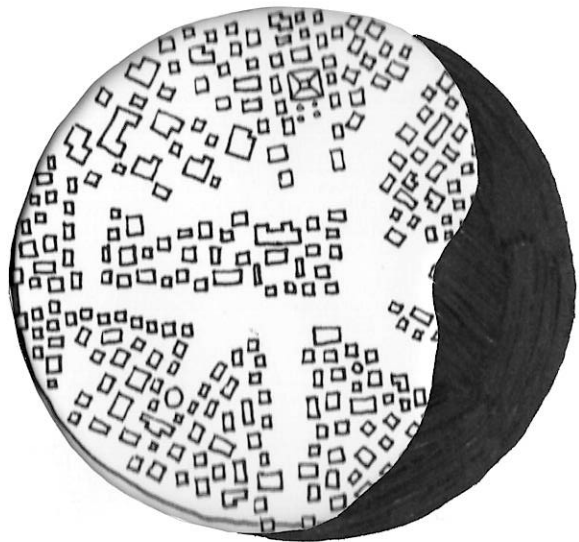
a priest offers to let you use
the holy fire of the temple
to fight the creature and corruption.

if you use the fire, goto 3



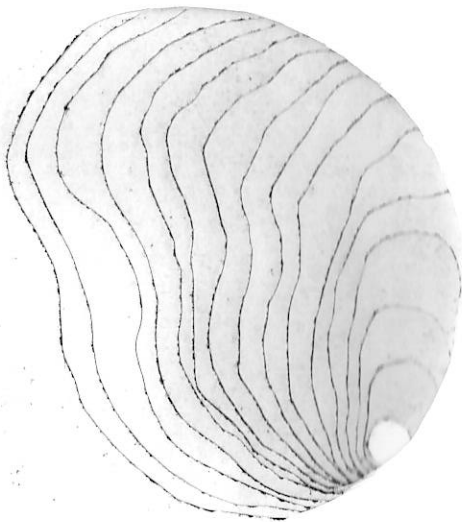
if you do not use the fire, goto 14

you fight and defeat the creature,
but are scratched by it before you fell it.



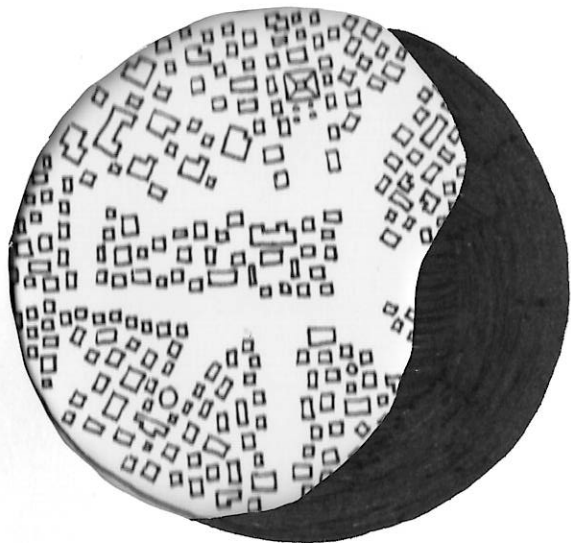
corruption grows from the wound,
but you are able to hide it.

do you think you will be able to cure it?



goto 14

the corruption is driven back by the
magic from the staff, but still grows.



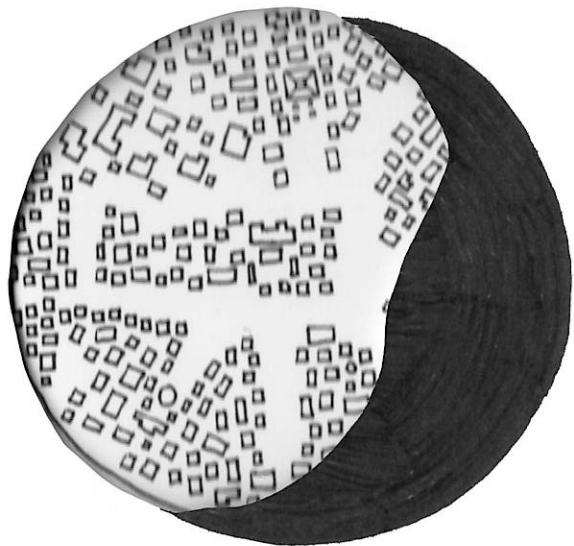
a citizen afflicted with the corruption
asks you to use the staff on them.

if you use it, goto 11



if you refuse, goto 12

the staff is drained of all its power
and has no effect.



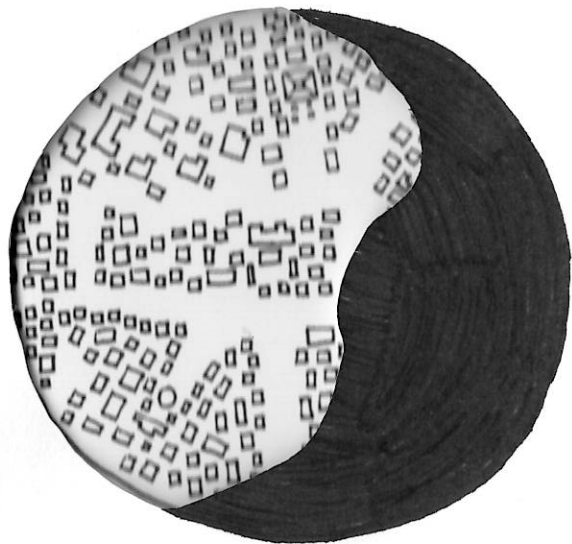
there is no helping them.

what else do you try and how does it
fail?



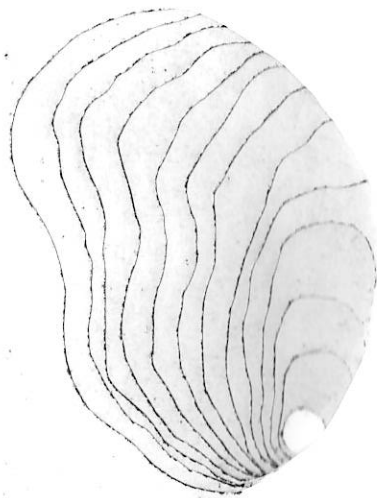
goto 13

you refuse, deciding the staff's power
must be saved for other uses.



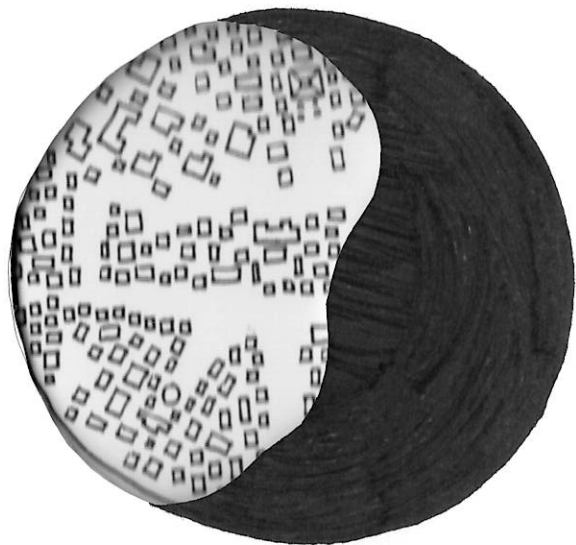
they wander deeper into the city,
towards the growing corruption.

what are you saving the staff for?



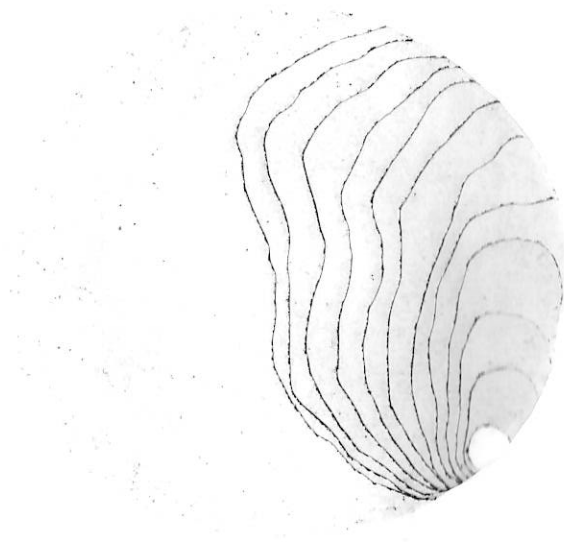
goto 13

the corruption begins to surge
at an incredible rate.



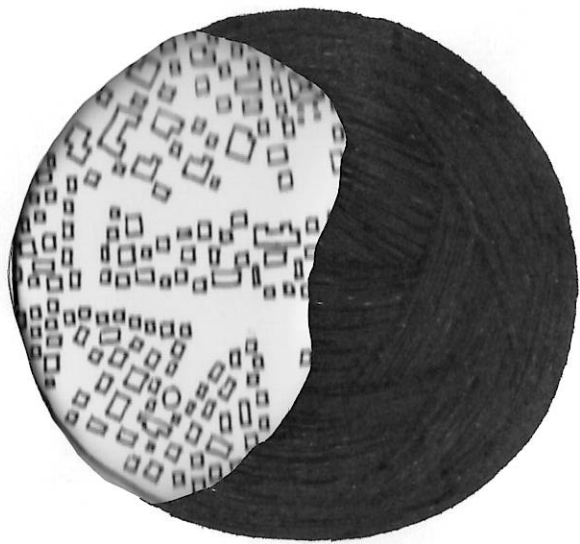
the exhausted staff
can do nothing to stop it.

how do you escape the surge?



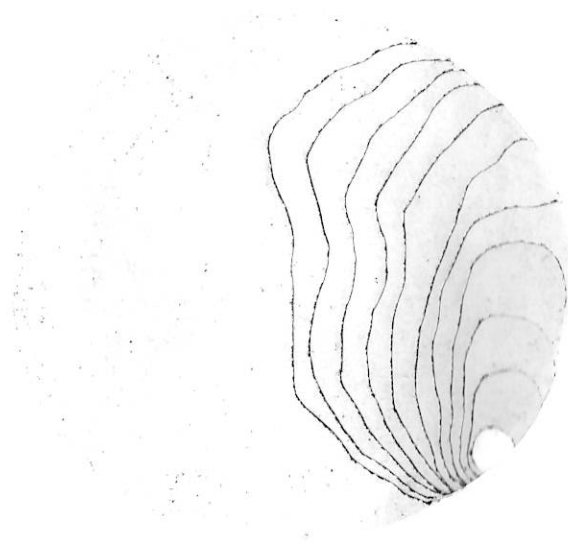
goto 21

you hear the corruption calling to you
in a siren song.



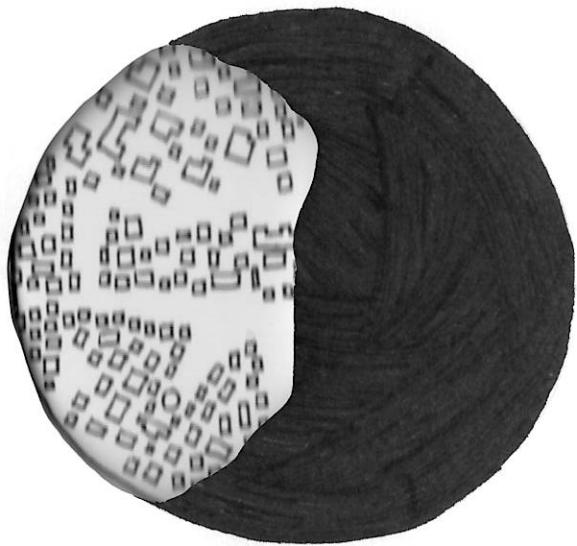
the song floods your mind,
demanding you let it overtake you.

if you let yourself give in, goto 20



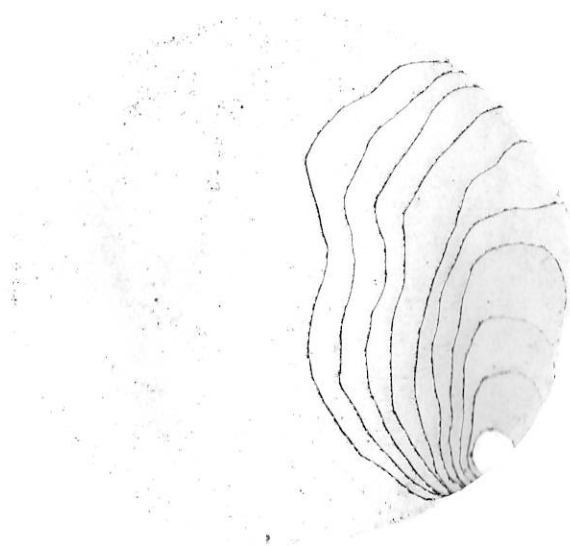
if you refuse and hold back the
corruption, goto 15

a wandering magus offers you a staff
that appears to be of great power.



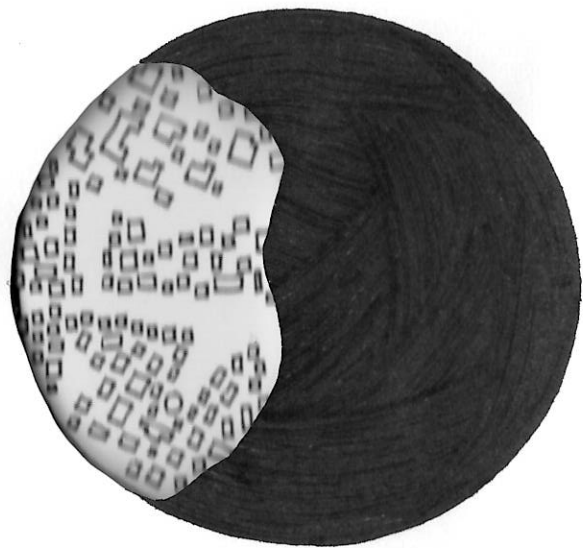
they ask for all of your supplies
and a drop of your blood in exchange.

if you take it and use it, goto 10



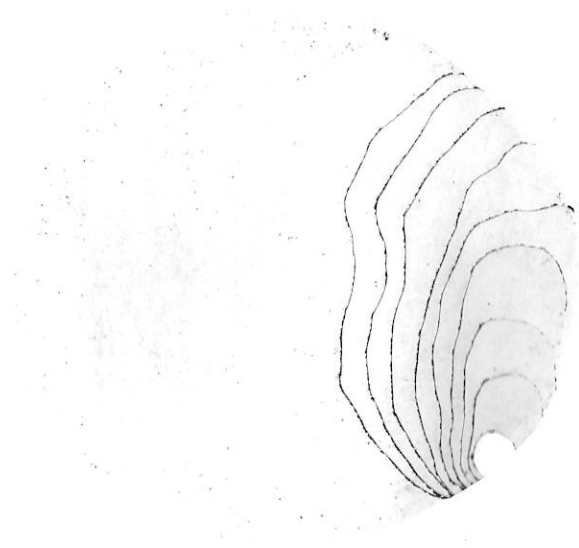
if you decline the trade, goto 16

you wander the streets,
looking for paths free of corruption.



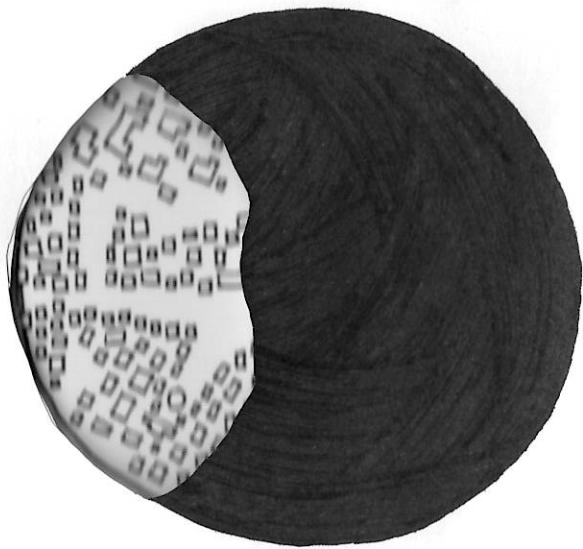
you find an open entrance to
catacombs beneath the city.

if you avoid the dark unknown, goto 17



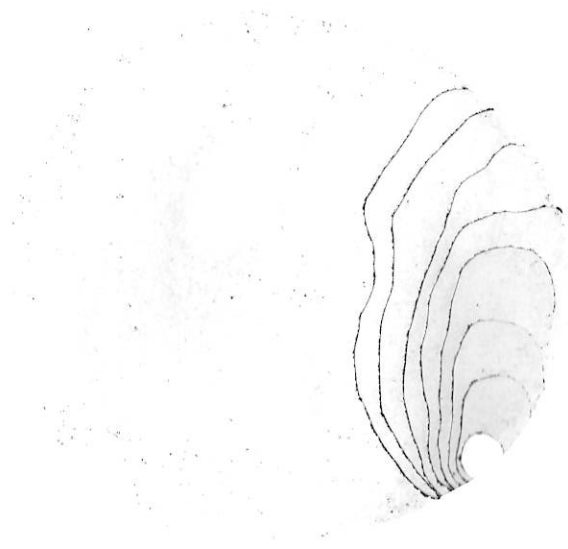
if you descend and explore them,
goto 18

a city guard finds you and leads you
to one of the last safe areas in the city.



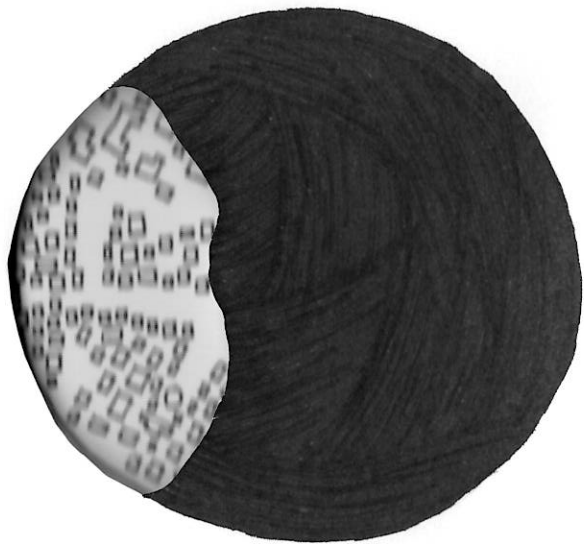
you are able to replenish your supplies
and rest for a time.

what will you do next?



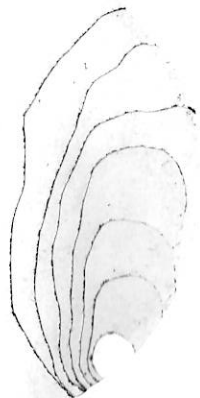
goto 19

in the darkness you find a book
sealed in a chest.



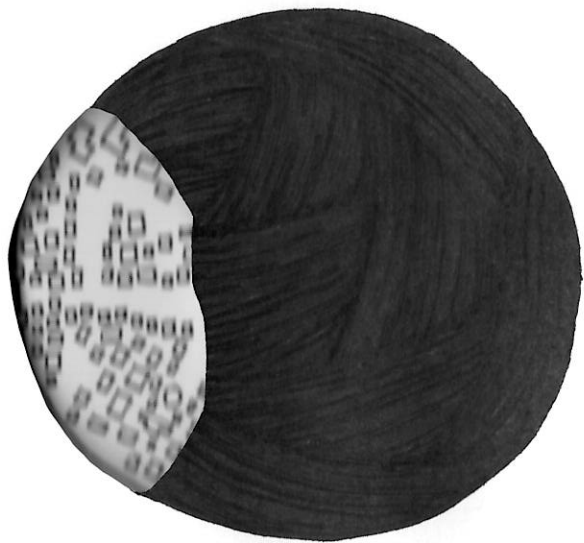
the cover of the book contains
two words: "paper city"

if you open it to the first page,
goto 1



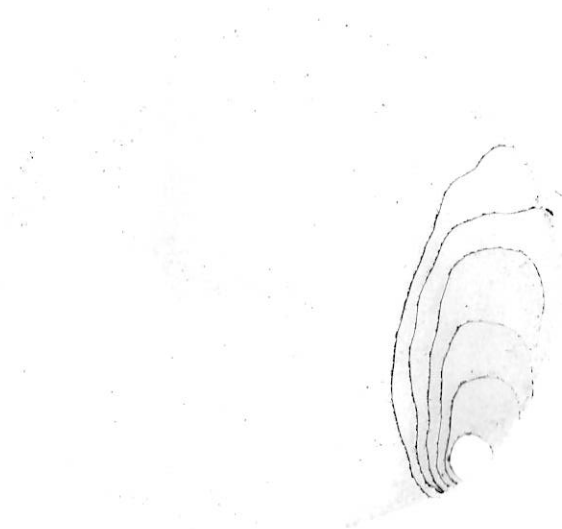
if you leave it and exit the catacombs,
goto 19

you find an old merchant in his shop,
he greets you as you enter.



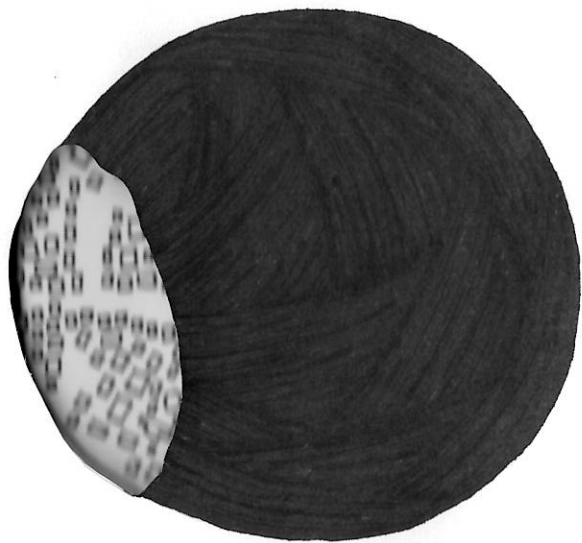
he explains that this city is his home
and he will not leave it,
no matter what happens here.

how do you fail
to convince him to leave?



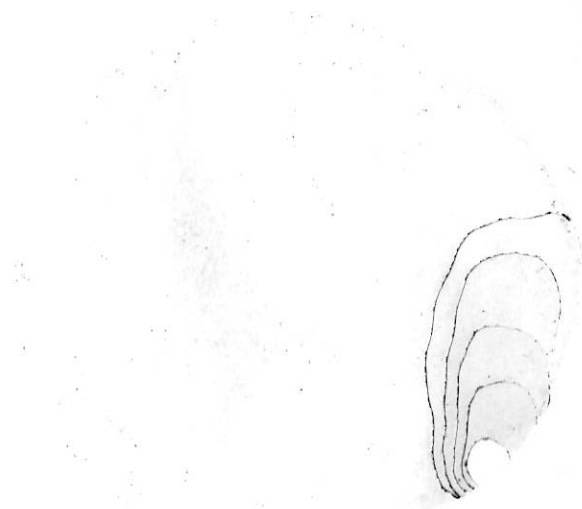
goto 21

the corruption takes root in you,
giving you insight to its nature.



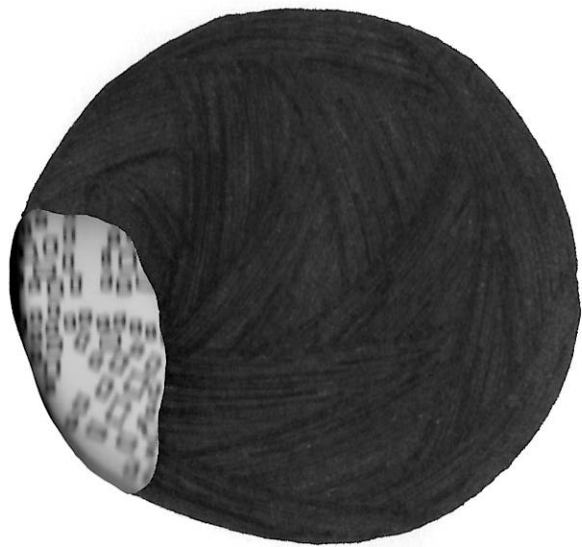
you discover the secret of where
and how the corruption started.

what does it reveal to you?



goto 22

the city is nearly overrun with
corruption, including
the main and side gates.



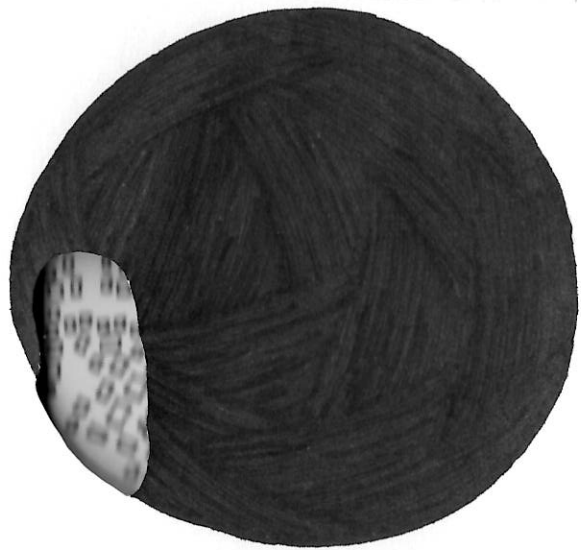
you find yourself among
the last survivors.

what hopes do they share with you
in this grim moment?



goto 22

an expedition of some of the last survivors forms to try to get to the main gate of the city.



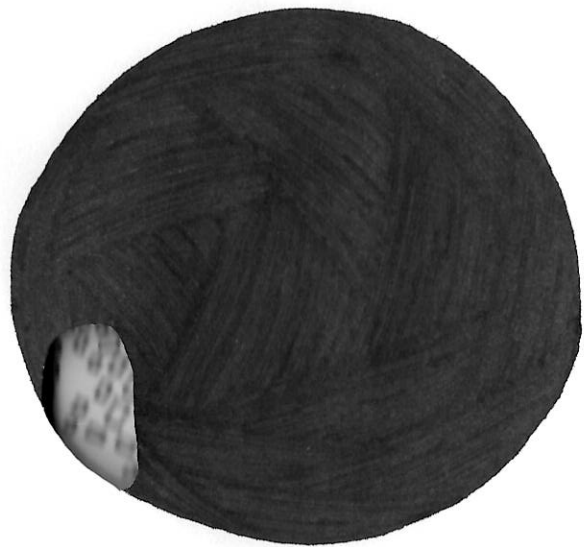
the only way there is to forge a path through the corruption.

if you go with them, goto 23



if you stay behind, goto 24

horrific beasts made of pure corruption
ambush the expedition.



only you survive,
and you make your way
to the main gate.

do you expect to make it?



goto 25

a weak point in the city wall
is discovered.



the survivors break it down
as the corruption approaches.

do you think the exit
will be made in time?



goto 25

the exit from the city is before you.



do you leave?