

You wake to find the past 24 hours of your life have vanished from your memory. The last thing that you remember is that you were walking with your love, the princess, through The Forest of Unimaginable Torment and Overall Scariness. It seemed like a good idea at the time to be waltzing through that specific part of the world. You remember being ambushed by something dark and twisted and falling unconscious. Not really surprising considering you were walking through The Forest of Unimaginable Torment and Overall Scariness.

“What a great way to spend your birthday” you sarcastically mutter. You look around and it appears that you are in some sort of cell. No shackles or anything of that sort, just metal bars and a nice heavy door preventing you from freedom.

You see an old man laying beside you, his life appears to be trickling away. He appears to have several deep gaping wounds. After you finish vomiting, you ask if the man needs any assistance.

He blankly stares at you and asks for your name. <Insert Player Name>

You ask him again if he needs any assistance.

The man lets some words spill out of his mouth. “My name is Monte-Hew Kingsbury.”

You are worried about this man, but he seems fairly unconcerned with his present condition.

You ask him what this place is called. He whispers “It is called a dungeon my dear child.”

“There is something that you must pass in order to save the princess.”

You ask ”How did you know that I was looking for a princess?”

The old man simply shrugs.

“This is a dangerous place”, the man mutters.

“This is a test of your abilities”

“In order to save her, you must fight your way through a few enemies and a couple of puzzles.”

“Well that doesn't seem so hard” You cheerfully reply

“Oh no, its incredibly dangerous. You are probably going to die.”
mumbled Monte-Hew.

“Comforting...Just tell me how to get out of here.”

Monte-Hew Kingsbury points to the locked door of the cell.

You ask Monte-Hew “Any idea where the key is at?”

No answer. Monte-Hew is dead.

Your quest begins here.

You need to find a key. there are four places where the key could be hidden

Choose wisely.

1. Under the dead man

- There is nothing there. choose again

2. In his pockets

- Eureka! You have found 15 keys in the mans pocket. But alas, you try all of them and they all fail to open the door. choose again

3. In the doors keyhole

- to your astonishment, it is there <+1 key inventory?>

4. In your own pockets

- Why would the key be in your own pockets? choose again

You open the door to find an ogre standing guard just outside the door. You come from behind and attack him!

<Battle Sequence. Ogre in the class Enemy Array>

<isDead = true> Game over. Exit program. or try again thing

<isDead = false> +100 exp points

In the middle of this room is a masked man standing on a pedestal. On one side of the room there is a door. On the other side, also a door.

He screams "My name is Alfred the Unbelievable. If you solve my riddle correctly, I will tell you which door won't kill you."

You throw away the outside and cook the inside. Then you eat the outside and throw away the inside. What did you eat?

Please enter an answer(no uppercase letters):

Correct answer is: chicken or corn

accepted: a chicken. chicken, corn, ear of corn, an ear of corn

<If wrong answer>

The door to your right is your path to freeing the princess. Thank you for playing. Hurry before I eat your soul.

You open the door and fall perilously into the abyss below. Your screams grow fainter and fainter the further down you fall. Some say in that dungeon, faint screams can still be heard of our young hero <player name>.

GAME OVER

<isDead = true>

<If correct answer>

The door to your left is your path to freeing the princess. Thank you for playing. Hurry before I eat your soul.

You scamper through the door to your left feeling quite pleased with yourself. You are so happy that you solved the riddle. Then you run into a HUGE spider, like way huge dude!

You scream “ I will smite thee, heathen of the night!”

battle sequence <Spider Enemy class array>

<isDead = true>

GAMEOVER

<isDead = false>

Suddenly, Alfred the Unbelievable explodes his way out of the spiders abdomen!

Unbelievable!!

When you wake up, you find Alfred hovering over you, literally 1 inch from your face.

Your head is still swooning from being scared unconscious by Alfred the Unbelievable.

He screeches “hello again my friend, would you like to solve another riddle? If you choose correctly, I will escort you to the princess!”

“Pronounced as one letter but written with three, only two different letters are used to make me. I'm double, I'm single I'm black, blue, and gray. I'm read from both ends and the same either way.”

<enter answer>

<if answer != eye>

“Oh i'm terribly sorry, <user answer> is not the correct answer. The correct answer was “eye”. Now since you apparently don't know anything about eyes, considering you couldn't even solve this

remedial riddle. I will be confiscating your eyes. You can have them back when you have learned your lesson.”

You die shortly after

<isDead = true>

<if answer = eye>

“CORRECT” screams Alfred the Unbelievable in an extreme and unbelievable decibel level.

“I will take you to your princess....After just one more riddle!” howled Alfred the Unbelievable.

“No more riddles!” you shout.

You lunge for Alfred the Unbelievable with all your might.

battle sequence <Boss class>

<isDead = true>

GAME OVER

<isDead = false>

You have defeated Alfred the Unbelievable. As he lay on the ground, at the cusp of death, he kisses you gently.

“I thought this might be fun” Alfred hoarsely whispered. Odd considering the volume of his voice previously.

“Happy birthday my love” whispers Alfred the Unbelievable.

He dies with a gasp.

You are confused beyond reason. Why had Alfred said those things before his death. You remove his mask to find the princesses face. She was wearing a twisted smile.

Unbelievable...