



Some of these pages may have changed during the process.

Sleeping - Intro

| | | |
|---------|--|-------|
| Index | 0 | |
| Text | You're running through a field whilst an army of all sorts of monsters are chasing you. As your looking back at the army you end up falling down an abyss. The fall seems far yet not hugely terrifying. You feel confident that you will be fine, but without reason. Do you wake up? | |
| Choices | | |
| | Text | Index |
| | Wake Up | 1 |
| | Don't Wake Up | 2 |

| | |
|--|--|
| | |
|--|--|

Woken Up

| | | |
|---------|--|-------|
| Index | 1 | |
| Text | You wake up sweating from the dream of falling to your apparent death. What a dream. Felt so live like. Time to get back to your daily life. | |
| Choices | | |
| | Text | Index |
| | Game Over. | END |

Ice Cold Bath

| | | |
|---------|--|-------|
| Index | 2 | |
| Text | You hit the water with a huge *SPLASH* and instantly feel the chill of the water right down to your bones. You are freezing and splash about as you try to rush out of the water to dry off and warm up. After drying yourself off with a nearby towel you realise you don't have any of your equipment but you do find a modest size bag of gold coins in your pocket and an empty bag. | |
| Choices | | |
| | Text | Index |
| | Pile of towels | 3 |
| | The freezing water you landed in. | 4 |
| | Nice Wooden Door | 5 |

Ice Cold Bath - towel pile

| | | |
|-------|--|--|
| Index | 3 | |
| Text | You search the pile of towels. You manage to find another modest bag of gold coins. Some poor soul must of lost it here. | |

| | | |
|---------|------|-------|
| Choices | | |
| | Text | Index |
| | Back | 2 |

Ice Cold Bath - Bath

| | | |
|---------|---|-------|
| Index | 4 | |
| Text | You see the large pool of freezing water, however you have no idea how such a shallow pool manage to save your fall. *If mage “You sense extremely powerful magic from it either.”* | |
| Choices | | |
| | Text | Index |
| | Back | 2 |

Dungeon Shop + Info Stand - start

| | | |
|---------|--|-------|
| Index | 5 | |
| Text | You enter the wooden door and see what seems to be a shop and a information stand. There are also two doors here. One that is labeled “Exit” and another that is labeled “Waste of Time”. What do you do? | |
| Choices | | |
| | Text | Index |
| | The Shop | 6 |
| | The Information Stand | 7 |
| | The “Exit” | 8 |
| | Go back to the pool | 2 |
| | The “Waste of Time” | 9 |

Dungeon Shop + Info Stand - Dungeon Shop

| | | |
|---------|--|-------|
| Index | 6 | |
| Text | You walk up to the shop and what looks like an android is sitting there perfectly still. You: | |
| Choices | | |
| | Text | Index |
| | Talk to it | 10 |
| | Browse wares | 11 |
| | Exit shop | 5 |

Dungeon Shop + Info Stand - Dungeon Shop - Hello

| | | |
|---------|---|-------|
| Index | 10 | |
| Text | You say Hello to the android and it responds in a very cheery, yet robotic, voice, saying: "Hello customer. Buy some of my masters wares. " | |
| Choices | | |
| | Text | Index |
| | Browse wares | 11 |

Dungeon Shop + Info Stand - Dungeon Shop - Window Shopping

| | | |
|---------|--|-------|
| Index | 11 | |
| Text | The items you see that aren't junk to you are: | |
| Choices | | |
| | Text | Index |

| | | |
|--|----------------------|----|
| | Leave | 5 |
| | Take item to android | 14 |
| | | |

Dungeon Shop item - (Do this for each Item)

| | | |
|---------|---|-------|
| Index | | |
| Text | This item is : BLANK Description: BLANK | |
| Choices | Text | Index |
| | Try to put item in bag | 12 |
| | *Rogue Only* Roll a dice to try and stealthily steal something. | 13 |
| | Put it back | 5 |
| | Take item to android | 14 |
| | | |

Dungeon Shop + Info Stand - Dungeon Shop - Shoplifter

| | | |
|---------|---|-------|
| Index | 12 | |
| Text | You try to put the items into your bag. The android turns to you and says “You must pay for any item you take.” | |
| Choices | Text | Index |
| | Put it back and go back to browsing | 10 |
| | Buy item | 14 |
| | Leave | 5 |
| | | |

Dungeon Shop + Info Stand - Dungeon Shop - Rouge Only Route

| Index | 13 | | | | | | | | | |
|---|---|--|------|-------|---|----|-------------------------------|----|-------------------------------|---|
| Text | If already been caught - “Better not do that. Don’t want to be caught again.” Else - “Dice role. If result is bigger than ‘insert number’ you steal without being caught. If below you get caught by the android.” You feel like you won’t be able to try this again. | | | | | | | | | |
| Choices | <table><tr><th>Text</th><th>Index</th></tr><tr><td>(Failure) Put it back and go back to browsing</td><td>10</td></tr><tr><td>(Succeed) Go back to browsing</td><td>10</td></tr><tr><td>(Succeed/Failure) Leave store</td><td>5</td></tr></table> | | Text | Index | (Failure) Put it back and go back to browsing | 10 | (Succeed) Go back to browsing | 10 | (Succeed/Failure) Leave store | 5 |
| Text | Index | | | | | | | | | |
| (Failure) Put it back and go back to browsing | 10 | | | | | | | | | |
| (Succeed) Go back to browsing | 10 | | | | | | | | | |
| (Succeed/Failure) Leave store | 5 | | | | | | | | | |

Dungeon Shop + Info Stand - Dungeon Shop - Buy item

| | | | | | | | | |
|--------------|---|--|------|-------|--------------|----|-------------|---|
| Index | 14 | | | | | | | |
| Text | “The ‘item name’ will cost ‘price’. Thank you for your purchase. ” Or “You cannot afford this item.” | | | | | | | |
| Choices | <table><tr><td>Text</td><td>Index</td></tr><tr><td>Browse Items</td><td>10</td></tr><tr><td>Leave store</td><td>5</td></tr></table> | | Text | Index | Browse Items | 10 | Leave store | 5 |
| Text | Index | | | | | | | |
| Browse Items | 10 | | | | | | | |
| Leave store | 5 | | | | | | | |

Dungeon Shop + Info Stand - Info Stand

| | |
|---------|---|
| Index | 7 |
| Text | You get to the stand and bell sits there. |
| Choices | |

| | | |
|--|---------------|-------|
| | Text | Index |
| | Leave | 5 |
| | Ring the bell | 15 |

Dungeon Shop + Info Stand - Info Stand Bell Rung

| | | |
|---------|---|-------|
| Index | 15 | |
| Text | The android from the shop runs over to the information stand and asks “What do you want to know?” | |
| Choices | Text | Index |
| | (Only if you’ve spoken to the door) “What’s the pass phrase?” | 16 |
| | Where am I? | 17 |
| | How’d I survive the fall? | 18 |
| | Why am I here? | 19 |
| | What is with the waste of time door? | 20 |
| | Demon? (Only available after waste of time)(Added in late so index is high for its place. Shifting everything is harder than adding it to the end). | 55 |
| | Bye (Android goes back to the store) | 5 |

Dungeon Shop + Info Stand - Info Stand - Phrase

| | | |
|---------|--------------------------------------|-------|
| Index | 16 | |
| Text | “Oh that. Well it is “PASS PHRASE”.” | |
| Choices | | |
| | Text | Index |

| | | | |
|--|--------------------------------------|--|----|
| | Back to questions? | | 15 |
| | Bye (Android goes back to the store) | | 5 |
| | | | |

Dungeon Shop + Info Stand - Info Stand - Where

| | | | |
|---------|---|--|-------|
| Index | 17 | | |
| Text | “This is a magically dungeon where doors lead you to places it shouldn’t. Master’s invention. He is the god of chaos. So this dungeon should be chaotic and unpredictable!” | | |
| Choices | | | |
| | Text | | Index |
| | Back to questions? | | 15 |
| | Bye (Android goes back to the store) | | 5 |
| | | | |

Dungeon Shop + Info Stand - Info Stand - How

| | | | |
|---------|---|--|-------|
| Index | 18 | | |
| Text | “It’s a magic pool of water. Enchanted with featherfall so getting near it slows your fall. ” | | |
| Choices | | | |
| | Text | | Index |
| | Back to questions? | | 15 |
| | Bye (Android goes back to the store) | | 5 |
| | | | |

Dungeon Shop + Info Stand - Info Stand - Why

| | | | |
|-------|----|--|--|
| Index | 19 | | |
|-------|----|--|--|

| | | |
|---------|---|-------|
| Text | “You’re here to face the challenges of this dungeon like the adventurer you are. The master gets bored so he picks random people and gives them powers. Then they have to go through the dungeon he has set up. ” | |
| Choices | | |
| | Text | Index |
| | Back to questions? | 15 |
| | Bye (Android goes back to the store) | 5 |

Dungeon Shop + Info Stand - Info Stand - Waste of time

| | | |
|---------|--|-------|
| Index | 20 | |
| Text | “Well it's as it says. A door leading to a room that is a waste of time. ” | |
| Choices | | |
| | Text | Index |
| | Back to questions? | 15 |
| | Bye(Android goes back to the store) | 5 |

Dungeon Shop + Info Stand - Info Stand - Demon

| | | |
|---------|---|-------|
| Index | 55 | |
| Text | “Oh he’s my master. The god of chaos. Most adventurers tend to be confused why he is just there in that room. ” | |
| Choices | | |
| | Text | Index |
| | Back to questions? | 15 |
| | Bye(Android goes back to the store) | 5 |

Dungeon Shop + Info Stand - Exit

| | | |
|---------|--|-------|
| Index | 8 | |
| Text | You approach the door and suddenly it comes to life saying "WHATS THE KEY PHRASE!?" or The door has already accepted you so it lets you come and go. | |
| Choices | | |
| | Text | Index |
| | Back | 5 |
| | Submit Phrase | 74 |

Dungeon Shop + Info Stand - Exit submit phrase

| | | |
|---------|---|-------|
| Index | 74 (Added later) | |
| Text | Incorrect passphrase. Maybe the information stand can help. or Correct Answer (Type in "PASS PHARSE") | |
| Choices | | |
| | Text | Index |
| | Incorrect passphrase. Back To dungeon | 5 |
| | traincart | 21 |

Dungeon Shop + Info Stand - The Waste Of Time

| | | |
|---------|---|-------|
| Index | 9 | |
| Text | "Are you sure you want to waste your time with this place?" | |
| Choices | | |
| | Text | Index |

| | | |
|--|-----|----|
| | Yes | 22 |
| | No | 5 |
| | | |

Shortcut - with music

| | | |
|---------|--|-------|
| Index | 22 | |
| Text | <p>You enter the room and as soon as you put your head through the door you hear beautiful piano music. And playing the piano is a demon.</p> <p>*This is there as long as the player doesn't sell their soul*</p> | |
| Choices | | |
| | Text | Index |
| | "Talk to him" | 23 |
| | Leave | 5 |

Shortcut - demon

| | | |
|---------|---|-------|
| Index | 23 | |
| Text | <p>You approach him to start talking and he says: "Hello there adventurer. If you want a shortcut to the end I can help you. But it will cost you your soul."</p> <p>*Only available if the player doesn't sell soul*</p> | |
| Choices | | |
| | Text | Index |
| | Sell soul to leave | 24 |
| | Don't sell soul | 22 |

Lounge - demon

| | |
|-------|----|
| Index | 24 |
|-------|----|

| | | |
|---------|---|-------|
| Text | A rift opens up but you cannot see the other side. You enter anyone leading to a lounge room with a table and a few drinks that look like they're years old. You don't think you should drink them. You also see a huge door with huge letters on it spelling "EXIT". | |
| Choices | | |
| | Text | Index |
| | Try exit door | 25 |
| | Go back to the demon (Only after player tries to leave.) | 26 |

Exit door - demon route - no key

| | | |
|---------|--|-------|
| Index | 25 | |
| Text | You go to the exit door but it doesn't budge. You realise that there is a large keyhole yet you have no key, and now no soul. You got scammed. | |
| Choices | | |
| | Text | Index |
| | Go back to demon | 26 |

Shortcut - no music

| | | | |
|---------|--|--|-------|
| Index | 26 | | |
| Text | When you go back through the rift it is completely silent. The rift also closes up behind you. You go back towards the piano and see that the demon is gone and in his place is just a note saying “You got your shortcut to the exit.”. | | |
| Choices | | | |
| | Text | | Index |
| | Leave | | 5 |

Train Cart

| | | |
|---------|---|-------|
| Index | 21 | |
| Text | You enter the door and find yourself in a train cart that appears to be traveling. There is not much on the train cart. It has some overhead compartments and other normal train cart things. There appears to be 2 doors here. 1 leading to the next carriage and strangely one that leads off of the train. | |
| Choices | | |
| | Text | Index |
| | Off the train. | 28 |
| | Next carriage. | 31 |
| | Check the overhead compartments | 27 |
| | Back | 5 |

Train Cart - compartments

| | | |
|---------|--|-------|
| Index | 27 | |
| Text | You check the overhead compartment and find “random number between x-y” gold pieces. | |
| Choices | | |
| | Text | Index |
| | Back | 21 |

Cave

| | | |
|-------|--|--|
| Index | 28 | |
| Text | You exit the moving train to find yourself in a dark damp cave that appears to have glowing moss laying around lighting the place up. As you are walking about you get jumped by “RANDOM ENCOUNTER”. | |

| | | |
|---------|----------------------------|-------|
| Choices | | |
| | Text | Index |
| | Go to encounter/fight page | ** |

Cave - After encounter

| | | |
|---------|--|-------|
| Index | 29 | |
| Text | After defeating the enemies you get a chance to actually look around. You find a pile of boxes and not much else. Although there is another pool of water and very high up ledge. It looks impossible to get up too. | |
| Choices | | |
| | Text | Index |
| | Back to train. | 21 |
| | Search Boxes | 30 |

Cave - Search Boxes

| | | |
|---------|-------------|-------|
| Index | 30 | |
| Text | *LOOT ROLL* | |
| Choices | | |
| | Text | Index |
| | Back | 28 |

Forest

| | | |
|-------|---|--|
| Index | 31 | |
| Text | You exit the train and find yourself walking into a huge forest. You can see some shadowy figures in the distance. They appear to be enemies. | |

| | | |
|---------|---|-------|
| Choices | | |
| | Text | Index |
| | Get around enemies *Mage(fly) or rogue(stealth)* Roll well and you go to 33. Roll bad and you fight. | 33/32 |
| | Stealth up and surprise attack them *rogue* | 32 |
| | Fight the enemy from here *ranger/mage* | 32 |
| | Charge into the enemy and fight them *fighter* | 32 |
| | Walk up to them staying hidden and then attack face to face | 32 |
| | Back | 21 |

Forest - fight 1

| | | |
|---------|--|-------|
| Index | 32 | |
| Text | Depending on how you enter the fight depends on what it starts out like: “Random encounter roll”. | |
| Choices | | |
| | Text | Index |
| | win | 33 |
| | Dead - loss | END |

Forest - part 2

| | | |
|---------|---|-------|
| Index | 33 | |
| Text | As you proceed through the forest you see a boulder with a door in it. The door is labeled bouncy castle. You can also see something glisten in the bushes.(If haven't checked bushes. Up ahead a what looks like more enemies. | |
| Choices | | |
| | Text | Index |

| | | |
|--|---|-------|
| | Door in boulder (After going in once this becomes unavailable.) | 34 |
| | Check the bushes | 35 |
| | Get around enemies *Mage(fly) or rogue(stealth)* Roll well and you go to 37. Roll bad and you fight. | 40/36 |
| | Stealth up and surprise attack them *rogue* | 36 |
| | Fight the enemy from here *ranger/mage* | 36 |
| | Charge into the enemy and fight them *fighter* | 36 |
| | Walk up to them staying hidden and then attack face to face | 36 |
| | Back | 31 |

Bouncing Castle - start

| | | |
|---------|--|-------|
| Index | 34 | |
| Text | You enter into what looks like a castle corridor. You can see at the far end of the corridor there is a window. It doesn't seem to be a bouncy castle but instead a real castle. | |
| Choices | | |
| | Text | Index |
| | Leave | 33 |
| | Stay | 37 |

Bouncing Castle - part 2

| | |
|---------|---|
| Index | 37 |
| Text | As you walk down the corridor you start to feel lighter and then heavier. It's a strange feeling. And you hear a loud "WOOSHING" sound coming from the end of the room where the window is. |
| Choices | |

| | | |
|--|-------|-------|
| | Text | Index |
| | Leave | 33 |
| | Stay | 38 |

Bouncing Castle - part 3

| | | |
|---------|---|-------|
| Index | 38 | |
| Text | As you walk you get close to the window. You look out of it from a distance and you notice the sky appears to be going up and down. At that moment you realise this whole caste is bouncing up and down. And the bouncing is get more and more violent. | |
| Choices | Text | Index |
| | Try to leave | 39 |
| | | |

Bouncing Castle - part 4

| | | |
|---------|---|-------|
| Index | 39 | |
| Text | You struggle to leave. You have to use a mix of your strength and dexterity skill to leave. Roll both. | |
| Choices | Text | Index |
| | If both succeed. | 33 |
| | If one is succeed. You escape but not without taking some heavy damage from the castle knocking you around. | 33 |
| | If neither succeed the castle crumbles around you and you die as it breaks apart. | END |
| | | |

Forest - bushes

| | | |
|---------|---|-------|
| Index | 35 | |
| Text | You check the bushes and find “x-y” gold pieces | |
| Choices | | |
| | Text | Index |
| | Back | 33 |

Forest - fight 2

| | | |
|---------|--|-------|
| Index | 36 | |
| Text | Depending on how you enter the fight depends on what it starts out like: “Random encounter roll”. | |
| Choices | | |
| | Text | Index |
| | Win | 40 |
| | Dead - loss | END |

Forest - part 3

| | | |
|---------|---|-------|
| Index | 40 | |
| Text | You’ve entered a deep part of the jungle and find another door marked “inn”. You also find a chest. | |
| Choices | | |
| | Text | Index |
| | Chest | 41 |
| | Inn | 42/67 |

| | | |
|--|------|----|
| | Back | 33 |
| | | |

Forest - chest

| | | |
|---------|-----------|-------|
| Index | 41 | |
| Text | Roll loot | |
| Choices | Text | Index |
| | back | 40 |
| | | |

Inn

| | | |
|---------|---|-------|
| Index | 42 | |
| Text | You enter the inn and its very busy. You see the front bar and another door just standing alone in the middle of the inn. It is pitch black and nobody seems to acknowledge it. | |
| Choices | Text | Index |
| | To the forest | 40 |
| | Door | 44 |
| | Bar | 43 |
| | | |

Inn - Bar

| | | |
|---------|--|-------|
| Index | 43 | |
| Text | “Hello there stranger. What will it be?” | |
| Choices | | |
| | Text | Index |
| | Drink for gold | 45 |
| | Anything interesting happen? | 46 |
| | Black Door? | 47 |
| | bye | 42/67 |

Inn - Bar - Drinks

| | | |
|---------|--|-------|
| Index | 45 | |
| Text | “A pint of our finest will be *Blank* gold.” | |
| Choices | | |
| | Text | Index |
| | Buy | 43 |
| | bye | 42/67 |

Inn - Bar - Info

| | | |
|---------|--|--|
| Index | 46 | |
| Text | “Well we’ve had more strangers coming here recently and they all say that they came into my establishment from a forest. Weird right? My Inn is in the center of town.” You glance out of a window and make out that this is true. | |
| Choices | | |

| | | | |
|--|------|--|-------|
| | Text | | Index |
| | Back | | 42/67 |
| | | | |

Inn - Bar - Weird door

| | | | |
|---------|---|--|-------|
| Index | 47 | | |
| Text | “What black door? All ours are unpainted wood. I think you’ve had too much to drink or taken a hit to the head or something.” | | |
| Choices | Text | | Index |
| | Back | | 42/67 |
| | | | |

Inn - Door

| | | | |
|---------|---|--|-------|
| Index | 44 | | |
| Text | The moment you go up to the door and touch it you hear a voice in your head. Its says “This place is where scum group together. Where they trade illegal or stolen goods. Do you wish to join them?”. | | |
| Choices | Text | | Index |
| | Accept Door | | 48 |
| | Reject Door | | 42 |
| | | | |

Black Market

| | | | |
|-------|---|--|--|
| Index | 48 | | |
| Text | You walk in and see what is essentially a huge underground market selling all sort of illegal goods. You haven’t even heard of a black market this big. You don’t know how you’d find anything here, but then you look up and see a sign. Looks | | |

| | | |
|---------|---|-------|
| | like these bunch of thieves aren't stupid. Three signs catch your interest. There is one pointing towards an adventurers part of the market. There is another that shows the location of an information broker. Lastly there is a sign that just shows an image of a Rat. | |
| Choices | | |
| | Text | Index |
| | Gear shopping | 49 |
| | Info Broker | 50 |
| | Rat symbol | 51 |
| | Back | 42/67 |

Item Shop

| | | |
|---------|--|-------|
| Index | 49 | |
| Text | You look around the market and these items catch your eye: <ul style="list-style-type: none"> List Items here | |
| Choices | | |
| | Text | Index |
| | *all but rogue *Try to put item in bag | 52 |
| | *Rogue Only* Roll a dice to try and stealthily steal something. | 53 |
| | Buy Item | 54 |
| | Back | 48 |

Item Shop - Shoplifter

| | |
|-------|---|
| Index | 52 |
| Text | You try to put the items into your bag, but of course you're not a rogue and do it very stealthily. Then you feel a sharp pain. You realise that you just got stabbed in the back. Someone seems to be saying something to you but you don't hear |

| | | |
|---------|---|-------|
| | anything he says as your vision fades. You find out the hard way that there is one rule in this market. And that's do not steal from your fellow thieves. | |
| Choices | | |
| | Text | Index |
| | DEAD | DEAD |

Item Shop - Rouge Only Route

| | | |
|---------|--|-------|
| Index | 53 | |
| Text | “Dice role. If result is bigger than ‘insert number’ you steal without being caught. If below you get caught and gutted by the crowd.” | |
| Choices | | |
| | Text | Index |
| | (Succeed) Go back to browsing | 49 |
| | (Failure) You find out the hard way that there is one rule in this market. And that's do not steal from your fellow thieves. | 54 |
| | (Succeed) Leave store | 48 |

GameOver Screen

| | | |
|---------|---|-------|
| Index | 54 | |
| Text | “The ‘item name’ will cost ‘price’. Thank you for your purchase.” Or “You cannot afford this item.” | |
| Choices | | |
| | Text | Index |
| | Restart | |
| | Quit | |

Information Broker

| | | |
|---------|--|-------|
| Index | 50 | |
| Text | “Everything has a price. What would you like to know?” | |
| Choices | | |
| | Text | Index |
| | “Rat symbol?” xgp | 75 |
| | “Magic Doors?” xgp | 56 |
| | “Black Market?” xgp | 57 |

Information Broker - Rat symbol

| | | |
|---------|--|-------|
| Index | 75 | |
| Text | “The rat symbol is the symbol of the lead thieves guild here. They own and police the black market, of course not for free. They are ruthless thieves, some saying they’re more like assassins than thieves. There’s also a rumor going around that he sold his soul to a chaotic being for his power. Oh and they set a golden rule here. Don’t steal. Honor amongst thieves right. ” | |
| Choices | | |
| | Text | Index |
| | Back To Questions | 50 |
| | Back To Market | 48 |

Information Broker - Magic Doors

| | | |
|-------|--|--|
| Index | 56 | |
| Text | “Heard a few rumors about those. Supposedly entering doors in odd places will transport you to other places. Nothing but rumors though. Not enough sightings for evidence other than superstition. You're not one of them too right? ” | |

| | | |
|---------|-------------------|-------|
| Choices | | |
| | Text | Index |
| | Back To Questions | 50 |
| | Back To Market | 48 |

Information Broker - Black Market

| | | |
|---------|---|-------|
| Index | 57 | |
| Text | <p>“It's been around for almost as long as the Rat's thieves guild. No one really knows how long that is due to the facts thieves don't particularly write history books. It sells all sort of stolen and illegal goods that you couldn't get anywhere else. The are also a lot of services people can get here. It's the biggest of its kind and the best. ”</p> | |
| Choices | | |
| | Text | Index |
| | Back To Questions | 50 |
| | Back To Market | 48 |

Thieves Base

| | | |
|---------|---|-------|
| Index | 51 | |
| Text | <p>You walk towards the base and see to bulky looking guards. One of them say “What do you want?”</p> | |
| Choices | | |
| | Text | Index |
| | I want to talk. | 76 |
| | Nothing. leave | 48 |

Thieves Base - 2

| | | |
|---------|--|-------|
| Index | 76 | |
| Text | “For what reason?” | |
| Choices | | |
| | Text | Index |
| | I’m curious about him | 77 |
| | Dunno | 77 |
| | Leave | 48 |
| | (Only if got the info broker info on rat symbol) I believe we both have a certain chaotic friend. | 58 |

Thieves Base - Curious/Dunno

| | | |
|---------|--|-------|
| Index | 77 | |
| Text | “You must be crazy. No one sees the boss without good reason. Get outta here.” They proceed to force you to leave. Fighting them here would be stupid. | |
| Choices | | |
| | Text | Index |
| | Leave | 48 |

Thieves Base - Common friend

| | | |
|---------|--|--|
| Index | 58 | |
| Text | “Oh I see. Well then I’m sure the boss will find this interesting. ” One of them calls for someone to escort you to their boss. He stops by a set of solid double doors and opens it for you. You walk in and the boss sits on a big chair. There aren’t any out for you. “So you know him too?” | |
| Choices | | |

| | | |
|--|------------------------------|-------|
| | Text | Index |
| | Yea I know the god of chaos. | 59 |
| | Nah. | 60 |

Thieves Base - Common friend - nah

| | | | | | |
|---------|---|------|-------|-------|----|
| Index | 60 | | | | |
| Text | “Then why are you wasting my time. Leave now” You feel like pissing him off is a stupid move. | | | | |
| Choices | <table> <tr> <td>Text</td><td>Index</td></tr> <tr> <td>Leave</td><td>48</td></tr> </table> | Text | Index | Leave | 48 |
| Text | Index | | | | |
| Leave | 48 | | | | |

Thieves Base - Common friend - Yea

| | | | | | | | |
|---------|---|------|-------|-----|----|----|----|
| Index | 59 | | | | | | |
| Text | You tell him that he summoned you here to run his dungeon because he's bored. The boss replies with “I'm the same. Usually anyone that gets summoned dies. But a few, like me, stay and build a life. I was one of the first. This place was nothing. I cleared it out and found that thieves used it. I decided to build a criminal empire from here. But I'm still stuck in his stupid game. And he took my soul because I gave up on clearing this dumb thing. That's when I found out that him taking my soul caused me to be immortal. So I'm cool with it. Although it does get boring. I recruit most of the people that don't want to die to this empire. Do you want to join too?” | | | | | | |
| Choices | <table> <tr> <td>Text</td><td>Index</td></tr> <tr> <td>Yes</td><td>61</td></tr> <tr> <td>No</td><td>48</td></tr> </table> | Text | Index | Yes | 61 | No | 48 |
| Text | Index | | | | | | |
| Yes | 61 | | | | | | |
| No | 48 | | | | | | |

Thieves Base - join

| | | |
|---------|---|-------|
| Index | 61 | |
| Text | You answer and join him. He starts to go on to explain what he does, and what your role will be. This goes on for about an hour before the equivalent to the police in this place burst through the door and surround you and the boss. Do you: | |
| Choices | | |
| | Text | Index |
| | Surrender | 63 |
| | Fight | 62 |

Thieves Base - fight

| | | |
|---------|---|-------|
| Index | 62 | |
| Text | You try to fight them, but for each person you cut down 2 more seem to fill their place. They eventually knock you unconscious. | |
| Choices | | |
| | Text | Index |
| | prison | 63 |

Jail

| | | |
|---------|---|-------|
| Index | 63 | |
| Text | You awake in a jail cell. You're not the only one though. There are cells full of people. However you are sharing your cell with one other person who is in a hooded robe | |
| Choices | | |
| | Text | Index |

| | | | |
|--|-------------|--|----|
| | Talk to him | | 65 |
| | Wait | | 64 |
| | | | |

Jail - wait

| | | | |
|---------|---|--|-------|
| Index | 64 | | |
| Text | After what seems like hours some officers come over and take you out of your cell you notice the hooded guy had disappeared. They take you to an execution platform with many others that you are from the thieves guild. | | |
| Choices | | | |
| | Text | | Index |
| | GameOver | | 54 |
| | | | |

Jail - hooded guy

| | | | |
|---------|---|--|-------|
| Index | 65 | | |
| Text | <p>You say hey to the hooded guy. He lifts his hood and reveals that he is in fact a demon.</p> <p>**If entered the waste of time room you recognize him. **</p> <p>If you have your soul {He says "If you give me your soul I'll help you out of this. "}</p> <p>If you don't {"I already own your soul. How about I take some of your power?"}</p> | | |
| Choices | | | |
| | Text | | Index |
| | Give him what he wants | | 66 |
| | Nah | | 64 |

Cave - pool

| | | |
|---------|---|-------|
| Index | 66 | |
| Text | You land in another pool of water but this one is in that cave. Your pretty high up, but you manage your way down without harm. | |
| Choices | | |
| | Text | Index |
| | Leave cave | 21 |

Inn - after jailed

| | | |
|---------|--|-------|
| Index | 67 | |
| Text | You enter the Inn again but the black door has been replaced by a solid gold door. You: | |
| Choices | | |
| | Text | Index |
| | To the forest | 40 |
| | Gold door | 68 |
| | Bar | 43 |

Boss Room

| | | |
|---------|---|--|
| Index | 68 | |
| Text | You enter the door and find yourself in a huge room. In the middle seems to be an altar with a crystal on it. (touching the crystal will start the fight) | |
| Choices | | |

| | | |
|--|---------------|-------|
| | Text | Index |
| | Touch crystal | 69 |
| | Leave | 67 |

Boss Fight

| | | |
|---------|--|-------|
| Index | 69 | |
| Text | You touch the crystal and stones come rushing towards it. You leap back to dodge them, but as you get back to your feet a huge stone golem stands there. | |
| Choices | Text | Index |
| | Fight it (And win) | 70 |

Boss Room - won

| | | |
|---------|---|-------|
| Index | 70 | |
| Text | After beating the golem, the god of chaos enters the room. He hands you a key and then says "Well done. That was certainly enjoyable. For that I will give you the give to leave and a choice. Would you want large amounts of wealth, these powers back on your plain of existence or your soul. " | |
| Choices | Text | Index |
| | MONEY (determines ending) | 71 |
| | Powers (determines ending) | 71 |
| | Soul (determines ending) | 71 |

Lounge Room - boss defeated

| | | |
|---------|---|-------|
| Index | 71 | |
| Text | You enter the lounge room and look at the key in hand and then up to the exit door. | |
| Choices | | |
| | Text | Index |
| | EXIT | 73 |
| | Back | 72 |

Boss Room After Win

| | | |
|---------|---|-------|
| Index | 72 | |
| Text | You enter the room filled with rubble. That was some fight. | |
| Choices | | |
| | Text | Index |
| | Lounge Room | 71 |
| | Inn | 67 |

EXIT - GAME WON

| | | | | | | |
|----------|--|--|------|-------|----------|----------|
| Index | 73 | | | | | |
| Text | You put the key in the lock and turn it. You suddenly jerk awake in bed. 1. (Money) But you realise that your room has a massive chest in it. You look inside to find a huge amount of gold in it. The chest is also a dimensional space so it holds far more than it should. Thank god it wasn't that "It was all a dream cliché." 2. (Power) You feel different, more powerful than before. You realise that all the power you held in that dungeon, you hold now. Awesome. Thank god it wasn't that "It was all a dream cliché." 3. (Soul) You look around and everything seems like it should. You think back to that experience and are unsure if it was a dream or not. It felt too real for it to be such. | | | | | |
| Choices | <table><tr><td>Text</td><td>Index</td></tr><tr><td>FINISHED</td><td>FINISHED</td></tr></table> | | Text | Index | FINISHED | FINISHED |
| Text | Index | | | | | |
| FINISHED | FINISHED | | | | | |