

Speed up

In our story game we have two friends stuck in a room in a nuclear power plant and they have to find a solution to stop an active alarm who is threaten their life. They have to get out quickly because the place will blow after **one minute** only.

At first they will start looking for anything that can help them, they will find a book on a table in this empty dark room. They have to open the book and then they will found a floppy disk inside it so the players must put this floppy in a pc to run the game.

Only one of these two friends has to use the computer and make all decisions during the game, and the other encourages him and monitors all situations. When they start playing for the first time, they will receive the first message from the game saying:

“You’re trapped in a dungeon with your friend. You see a barrel. What do you do? ”

So here the player is free to choose what he wants by entering a message in the game.

In this case the player has two choices either to move the barrel, or to leave it.

If he chooses to write in the game: "Move the barrel". The barrel will roll to the side and you find a secret tunnel. The player must follow the game and write:

“Enter the tunnel” hoping to find the exit door to escape from this dungeon.

When they enter the tunnel they will receive a message from the game saying:

“You start to escape but your friend is too weak to go with you. He hands you a note. What do you do?” the player has nothing to lose now so he types: “Read the note” while the player is waiting to see the note he will receive a message saying:

“It is too dark to read the note. What you do?”

So now the player is between two choices

- Light a match to read the note.
- Leave the letter and continue escaping.

If the player turns on the light to read the note he will find nothing and loses the game (**First end**).

Or **if** he chooses to continue escaping he will get a message:

“You crawl through the tunnel and the tunnel leads you to a beach. What do you do?” the player will think now if he has to hide and in this case he will lose

(**Second end**), but if the player chooses to look around instead of hiding he will got a message: “In the water you see a boat. What do you do?” the player has

nothing to do else so he gets on the boat, and when he does that he will receive a message saying: "Congratulations, you're heading to a new world!"

Guess what? You think they won, oh no! They'll still hear the alarm, stuck and feel the danger, so this was also a trick and not a happy ending as you all thought.

Now the players are back to ground zero, disappointed because they couldn't succeed to find a solution, knowing that they had missed something. Now they are stressed out, time is passing they have to do something quickly.

The game asks them if they want to play again, so they definitely said yes because there is no other way to escape from this dungeon.

As we saw before the first message of the game is:

"You're trapped in a dungeon with your friend. You see a barrel. What do you do?"

Now the player has to slow down and thinks carefully for what he has to do, he has to think differently this time or else he will lose again and die.

He must read the letter more than once to focus well before entering his answer. The player must enter a different answer from the first time so he chooses to leave the barrel and he will notice that he have to sit down next to his friend, and here the game says: "Your friend hands you a note. What do you do?"

The player has nothing to do unless to take it.

"The note says, "Don't leave me here." Do you leave your friend or stay?"

If he chooses to leave his friend he will encounter the same problems as the previous steps he did before and lose again.

But if he chooses to stay with his friend:

"Congratulations, you're a good friend which will never leave his friends alone!"
(Third end).

The lesson that we can learn from this game:

Being a great friend to someone and having friends support your back is good for your wellbeing. You have to help them through their difficult moments, do not leave them alone, always try your best to save them from troubles and make them better as much as you can. I believe in this quote: "Friends are god's way of taking care of us", and Do to others as you would have them do to you.