**Zork 2**

Rough Script

(Starts off in a bio pod on the edge of a radiation zone. It was set up by the military years ago.)

“Year 2069, 6 years after the Betelgeuse(Beetlejuice) went supernova. In just second the gamma rays wiped out 80% of life on earth. Few survived the initial flash, and less survived the radiation that pollutes the earth now. Radiation is the leading cause of death for the remaining few. You, “PlayerName”, are on a mission to travel to a hidden underground vault to find a special plant “Chelsea wax plant” to create a cure to suppress and combat the radiation sickness.”

Navigation (Table at end)

A1-A3 = easy buildings B1-B3 = difficult C1 = vault (This helps me keep track on my dry erase board.

-Directions: N=north, S=south, NE=Northeast….

Enemies

-Player can decide to engage or flee back to original position, besides when leaving the pod, you must engage enemy with Energy Revolver.

Easy Enemies (Radiated psychotic starved cannibals ???): can be killed with Energy Revolver. Will take damage if no Torso Plates. Encounter easy enemies from Home Pod to A1-A3.

Moderate Enemies (???): Can be killed with Nikola Rifle. Will kill you if no torso plates. Encounter moderate enemies from A1-A3 to B1-B3, Except A1 to C1 and B1 to B1.

Difficult Boss Enemies (Some type of horde attack): Can only be killed with an initial J.E.D. and Nikola Rifle. Will kill you if health isn’t 100% AND you don’t have Full Torso Plates and Kevlar Overalls.

Inventory/Items

-Can view your inventory: Liu Ration, Energy Revolver, Rad Suit🡪Start of game

-Health items: Liu Rations, First aid kit, Vodka, Duct Tape (for Rad Suit repair)

-Weapons items: Energy Revolver, Nikola Rifle, J.E.D (Joe’s Explosive Devise)

-Armor items: Rad Suit, Torso Plates, Kevlar Overalls

-Quest items: Note (States general direction of vault “Shimmering vent pipe in the distance at sunset (\*towards the west)”. Password (“Pinky\_Dusty\_Toe” needed to access vault. Collectable pet Python to carry around.

Start Game

Player is shown inventory, shown the quote above. Can press “i” for inventory view. “h” for health view. \*\*Can’t return to home pod unless you die. When dead, you keep your current supplies and start back at Pod.

Player input is “NW, N, NE”

NW(A1)= Easy enemy on the way, building with Nikola Rifle(idk how much ammo), Liu ration. Can travel N, NE, E

N(A2)= Easy enemy on the way, building with Torso Plates, Energy Revolver Ammo, Duct Tape. Can travel W, E, NW, N, NE

NE(A3)= Easy enemy on the way, building with Quest Note, Nikola Rifle Ammo, Duct tape. Can travel W, NW, N

Player Inputs next direction after collection Items.

A1 Moves

If player is at A1 and travels N to C1, they will encounter a boss enemy that will kill them unless they have been to B1-B3 for all the supplies.

If Player is at A1 and travels NE to (B2), There is a moderate enemy on the way. Building has Energy Revolver ammo, Nikola Ammo, Vodka.

If Player is at A1 and travels E to A2, there are no enemies on the way.

A2 Moves

If player is at A2 and travels W to A1, there are no enemies on the way.

If player is at A2 and travels NW to B1, there is a moderate enemy that can only be killed with Nikola Rifle. Building with Password, Kevlar Overalls, Torso Plates.

If player is at A2 and travels N to B2, There is a moderate enemy that can only be killed with Nikola Rifle. Building with Energy Revolver Ammo, Nikola Ammo, Vodka.

If player is at A2 and travels NE to B3, There is a moderate enemy that can only be killed with Nikola Rifle. Building with First aid, Torso Plate, Pet Python.

If Player is at A2 and travels E to A3, there are no enemies on the way.

A3 Moves

If player is at A3 and travels W to A2, there are no enemies on the way.

If player is at A3 and travels NW to B2, There is a moderate enemy that can only be killed with Nikola Rifle.

If player is at A3 and travels N to B3, There is a moderate enemy.

B1 Moves

If player is at B1 and travels S to C1, There is a difficult boss enemy on the way to the vault.

If Player is at B1 and travels SE to A2, There will be a moderate enemy, unless already killed.

If player is at B1 and travels E to B2, There will be a moderate enemy, unless already killed.

B2 Moves

If player is at B2 and travels W to B1, There will be a moderate Enemy, unless already killed.

If player is at B2 and travels SW to A1, There will be a moderate enemy, unless already killed.

If Player is at B2 and travels S to A2, There will be a moderate enemy, unless already killed.

If player is at B2 and travels SE to A3, there will be a moderate enemy, unless already killed.

If player is at B2 and travels E to B3, there will be a moderate enemy, unless already killed.

B3 Moves

If player is at B3 and travels E to B2, there will be a moderate enemy, unless already killed.

If player is at B3 and travels SW to A2, there will be a moderate enemy, unless already killed.

If player is at B3 and travels S to A3, There will be a moderate enemy, unless already killed.

\*\*Quickest way to win game: Bio Pod🡪A1🡪A2🡪A3🡪B3🡪B2🡪B1🡪C1

|  |  |  |
| --- | --- | --- |
| B1  Password “Pinky\_Dusty\_Toe”  Kevlar Overalls  Torso Plates | B2  J.E.D  Energy Revolver ammo  Nikola Ammo  Vodka | B3  First Aid  Torso Plate  Pet Python |
| C1  Seed Vault  Need Password (at B1)  Chelsea Wax Plant  !!Win the game!!  (If arrive before Password, display that password is needed) | Nothing | Nothing |
| A1  Nikola Rifle  Liu Ration | A2  Torso Plates  Energy Revolver ammo  Duct Tape | A3  Quest Note  Nikola Ammo  Duct tape |
| Nothing | Home  Bio Pod  Liu Ration  Energy Revolver  Rad Suit | Nothing |

