A basic scenario for this text based adventure game:

(This is all subject to an agreement within the group to use or change)

The main character is a knight and an ambassador for the king on a journey to a neighboring kingdom to negotiate a peace treaty. The main character starts the journey with 100 health points He/she has a sword and shield, wears chainmail armor, carries a message from the king, and carries a pack for food and a container for water. (The player can find more food and water on the journey depending on the choices made). The food and water restore health points. Getting injured or wounded in battle will lessen health points. (A predetermined amount is easier for coding purposes)

Possibilities on the journey: choices in which direction to take (right, left, forward or backward as backtracking may be needed at some points), removing obstructions from the road (rocks could have fallen and blocked it, or part going through woods could be overgrown with vines), bandits could ambush (maybe they purposely put the rocks or other obstacles in the road?), maybe finding something along the journey that could help or hurt (for example, something picked up as food could turn out to be poisoned or spoiled), could run into someone needing help.

After a basic introduction to set the scene, the first thing the player will do is enter a name. This is how the player will be addressed throughout the game. (Even though I didn’t use it in writing the scenario.)

There will be more than one path to get to the neighboring kingdom. One will contain little or no danger, while the other(s) will have danger. Some paths will result in death and the end of the game.

Intro for game: Welcome to your adventure. You are a knight for the kingdom of Abbott. Your king just sent you to the neighboring kingdom of Costello. The two kingdoms have been at war for a number of years, and you are sent on behalf of the king to negotiate a peace treaty with their king. On your journey, you wear chainmail armor, carry your sword and shield, a message from your king and a pack containing food and water for the journey. How this journey turns out is up to you and the decisions you make along the way.

ALL POSSIBLE ENDINGS:

Desired outcome: Congratulations! You’ve arrived at the kingdom of Costello and delivered your message to their king. He welcomes the opportunity to negotiate a peace and end the fighting.

Outcome if health reaches 0: You’re dead! Your mission was not a success.

Other outcomes: (got lost in the woods(1) or bridge collapse(2) or ravine bridge collapse(3)) (other outcomes are used as well at certain sections)

1: You are hopelessly lost in the woods and cannot find your way out. Your mission was not a success.

2: You tried crossing the rope bridge over the river, but it could not support your weight. You drowned in the river, and your mission was not a success.

3: With your destination and a successful mission in sight, you tried crossing the rope bridge over the ravine. Unfortunately, the rickety old bridge could not support your weight and collapsed. You’re dead as you hit the floor of the ravine. Your mission was not a success.

STARTING WITH THE FIRST DECISION:

Lead up to first decision: You leave the city surrounding the castle. A little way down the road you come to a junction in the road. Off to the right you see a small pond in the distance. Off to the left, you see a forest in the distance. Your options are to 1, take the road to the right leading toward the pond 2, take the road to the left leading toward the woods or 3, stay on the road you’re currently taking.

Right toward pond decision: As you get close to the pond, you notice the road circles around the pond. There are the remains of some small campfires near the shore line showing that people recently were in the area. There appears nothing of interest at any of the campsites, so you continue down the road. Once you reach the other side of the pond, the road turns and continues off into the distance. From the pond, you hear the sound of splashing, as if someone is in danger. You turn to look, and there is someone struggling in the water and screaming for help. Your options are 1, help the person in the water or 2, continue on as if you didn’t see anything.

Help drowning person decision: You wade into the water to help the drowning person who turns out to be a young boy. Once back on shore, he explains that he had been fishing in the pond and a big fish took his fishing pole and dragged him in along with it. He thanks you for saving him from drowning. You suggest he be more careful next time and continue on your way.

Continue on decision: You heartless bastard! You ignore the screaming child and continue on your journey as if nothing happened.

After Pond event: After journeying a number of miles down the road, you notice a clearing on the left. In the clearing is a pile of rocks with something shiny sticking out from under the rocks. Your options are 1, continue on your way, or 2, investigate the pile of rocks.

Investigate decision: You investigate the pile of rocks to see what is buried. Under the rocks, you find a dagger and a bag of gold and jewels. This is a stash left by burglars who rob the people using the road. You are now on your guard for the band of cutthroats that buried the loot you just found. A little further down the road, you notice a dangerous group of men heading your way. There are too many to fight, so you dive into the bushes and let them pass. These men are the bandits that left the stash you just found under that pile of rocks.

Once they are safely out of view, you continue down the road and come to the river. Spanning the river at this spot is a rickety old rope bridge. Your options are 1 to try to cross it or 2 try to find another way across the river. The closest bridge is miles due east, and the only road is the one you are on. Backtracking will take you past the bandits and back to the original fork in the road, which would take a lot of time. Your options are 1, backtrack to the first fork in the road or 2, try crossing the rope bridge.

Backtrack option: Well, you decided to backtrack. After walking for hours and avoiding the bandits (again) you get back to the original fork in the road. (go to the original options for at event remembering how the right for worked out.

Trying to cross the rope bridge: You cautiously walk out onto the bridge. (a random number is generated to decide if successful or not) If unsuccessful ending 2 is used here. If successful you continue down the road for a few miles until you come to a fork in the road. The left fork heads toward some woods, and the right leads to a clearing before going into more woods. Your options are 1, left fork or 2 right fork.

Left fork option: The clearing turns out to be a quicksand bog. Your armor weighs you down and you are quickly swallowed up by the quicksand. Your mission was not a success.

Right fork option: You take the fork leading to the woods, and as you get close, the road splits into three each heading different directions into the woods. Your options are 1, the left fork, 2 the middle fork or 3, the right fork.

Left fork option: At length you come to a clearing by a small pool. You take out your water bottle thinking this would be a good time to refill it and approach the pool. As you dip your bottle in to fill it, you see the form of a woman in the pool and hear her singing. Enchanted by the singing, you enter the pool and start to approach the woman. As you reach her, she turns to face you still singing. She wraps her arms around you and starts pulling you to the bottom. You realize too late that this woman is no woman at all. She is a Siren and her call (song) has led you to your death. Your mission was not a success.

Middle fork option: You chose the middle road option. At length you come to a spot where the road is overgrown with vegetation. You decide to press on and draw your sword to clear a path. As you clear the overgrown branches and vines, you notice a large bear has been attracted by the noise of your cutting. Your options are 1, throw the bear some of your food and run back to the fork outside the woods to pick a different path, 2, throw some food to the bear to try and make friends with it to get past or 3, try to fight the bear.

Food and run option: You reach into your pack, quickly grab some food and throw it toward the bear and then run for your life. The bear heads for the food which allows you to escape to the fork right before the woods. (return to proper option remembering about the bear.)

Food and friend option: You really want to try to make friends with a bear? OK you lunatic. You reach into your pack and grab some food. Thinking you can make friends with the bear, you drop it a few feet in front of you. (a random number is generated to determine success or failure)

If successful: After eating the food, the bear walks up and licks the side of your face with his big tongue. You actually succeeded in making friends with the bear, and he lets you past. Sadly, the road comes to a dead end, so you have to backtrack to where the road split into three. (return to proper option remembering about the bear.)

If failure: The bear decides the food you gave him was an appetizer and you’re the main course. He rears up on his back legs and lets out a roar before attacking. Before you can redraw your sword or raise your shield, the bear smashes you with his huge paw which knocks you off your feet. The bear then comes in for the kill. Your mission was not a success.

Fight option: You draw your sword and prepare to fight the bear. This is not a good option. The bear has a size, strength and speed advantage, plus he’s HUNGRY! You fight valiantly, but the bear overwhelms you. Your mission was not a success.

Right fork option: As you head down the path, you see a young girl running toward you being chased by two men. You see the fear in her eyes as she approaches screaming for help. Her dress is torn. You decide to help her and instruct her to get behind you as you draw your sword. The men stop in front of you, and you demand to know why they are chasing the girl. Instead of answering, they draw their weapons, a BIG MISTAKE on their part. You are a trained warrior and easily defeat them. After making quick work of the fools, you ask the girl why they attacked her. She replies that they are local scoundrels who routinely attack the girls in her village, and that you just performed a great service for her and them. Her village is just outside of Costello, which is your destination. You escort her back to the village and then head to the castle to deliver your message. Go to desired outcome.

Continue on decision: You ignore the pile of rocks, thinking it could be the grave of an unfortunate traveler, and continue on your way. A little further down the road you are jumped by a band of cutthroats. They attack and knock you out, believing they killed you, and steal your pack, armor, sword and shield. (Lucky for you they missed the note from the king) All they left you was the worn clothing under your armor. (lose 30 health)

Continue down road: A few hours later your eyes open and you are sore all over from the beating you took. You quickly realize all your gear is gone. Then you find the note from the king still in your possession, so you decide to continue on your mission. As you approach the rope bridge, you see a little path beside it leading down the slope. A little ways down the slope you find a small cave with a lit torch just inside the opening. You take the torch and look around, hoping to find something to help you on your journey. As you investigate, you find a couple of bedrolls and a pile of stuff. This is the cave of the bandits who robbed you earlier. As you search the pile, you find your pack, armor, sword and shield. After taking a long drink from your water bottle and putting your armor back on, you leave the cave and head up the slope to the rope bridge. (Go to the rope bridge decision and continue the game)

Left toward woods decision: You decide to head toward the woods. As you enter the woods you notice a fork in the road. The left fork is an old road that hasn’t seen much use recently, while the right fork is a newer road and better maintained. Your options are 1, take the right fork or 2, take the left fork.

Right fork option: You decided to stay on the better maintained road. After walking a little while, you come to another fork in the road. There is a clearing at this fork. You decide to have a little lunch and decide which way to go. The left fork heads deeper into the woods, while the right fork continues the way you were headed. You can 1, take the left fork and head deeper into the woods or 2, take the right fork and continue the way you were going.

Right fork option: You continue down the road and eventually come out of the woods rejoining the main road as it approaches the bridge.

Left fork option: Go to the lost in woods option.

Left fork option: You decided to try the older road. As you journey down this road, you eventually come to a fork in the road. Your options are 1, take the right fork or 2, take the left fork.

Right fork option: Go to the lost in woods option.

Left fork option: The old road continues on until you find it blocked by some downed tree branches. As you move the branches off the road, you eventually notice an arm sticking out. Some unfortunate traveler got trapped under the branches. Sadly, the man has been there for some time and is no longer living. You search him for some form of identification and then bury him along the side of the road before continuing on your journey. The road eventually leads out of the woods and to a stone bridge. Two tough looking men stand at the entrance to the bridge and demand a toll as you approach. You question them about the toll, as you know of no toll bridges in the vicinity. As a reply, they draw their swords and attack. You raise your shield and draw your own sword. You drive them off, forcing one to jump into the river, and then cross the bridge. A few feet past the bridge, you come to a fork in the road. The right fork leads to a lake, while the left fork skirts around the lake toward a village in the distance near the same lake. Your options are 1, take the right fork or 2, take the left fork.

Right fork option: As you approach the lake you notice that the road continues around the lake in both directions. You also notice a few small boats on the lake and some little girls playing in the water. You ask the girls if they’re having fun. One girl tells you that they are playing in the water while waiting on their fathers to return from their day of fishing, and that fishing is how the people of their village support themselves. She also tells you that if you follow the road to the left, it will take you to their village, but she doesn’t know where the road to the right goes but thinks someone in the village might. Your options are 1, take the right fork to the village or 2, take the left fork.

Right fork option: You thank the girls for their advice but decide to take the road to the right. This road leads you to the main road to Costello. (Go to main road decision)

Left fork option: You decide to take the little girl’s advice and head to their village to get directions. As you enter the village, there is a strong smell of fish, and you see two vendors in the market, a young man and an older man. Which do you approach to ask for directions 1, the old man or 2, the young man?

Left fork option: You picked the left fork. As you walk down the road, you approach the small village you saw in the distance. There is a strong smell of fish, which tells you this is a fishing village. You feel as if you need to get directions and see two venders in the market, a young man and an older man. Which do you approach to ask for directions 1, the old man or 2, the young man?

Old man: You approach the old man, thinking he would better know how to get to the castle of Costello and ask for directions. He instructs you to take the road around the lake which leads to the main road to Costello. You thank him for his advice and hand him two coins. You then take his advice and take the road around the river (if you met the young girls playing in the lake, you wave and thank them again for their advice) and eventually get to the main road. (Go to main road decision)

Young man: You approach the young man, thinking he may be a vender from out of town (possibly from Costello) and ask for directions. He suggests that you continue on the road through town. He says the road leads to a bridge, and Costello is on the other side of the bridge. You thank him for his advice and hand him two coins. You follow his advice and the road leading through the village. Shortly afterward, you come to the bridge he mentioned. What he failed to tell you is that this bridge is a rickety rope bridge. You have two options: 1, try to cross it or 2, return to the village and ask the old man for directions.

Cross the rope bridge: Go to ravine bridge ending

Return to village: You decide the bridge is unsafe and retrace your steps back to the village. Go to Old Man decision.

Straight on down the road decision: As you travel down the main road, you notice people with wagons heading toward town. They are heading to the market to sell their goods. Soon, you notice a group of three men working on their wagon on the side of the road. You ask what’s wrong. The leader, who tells you his name is Moe and introduces his associates as Larry and Curly, explains that on the way to town to sell their produce at the market, one of the wheels fell off their wagon, and as they were trying to fix it, something else broke. Your options are 1, offer to help or 2, wish them well and continue on your way.

Offer to help: You decide to help them. You notice a broken down wagon on the side of the road. It has been abandoned, because of a broken axle. You and Moe find the parts you need for their wagon on that one, salvage what you need and return to Larry and Curly to fix the wagon. Once the wagon is fixed, you part ways with Moe, Larry and Curly. They head toward town to set up in the market, and you continue down the road.

Wish them well: You tell them you wish you could help, but you have an important mission for the king of Abbott. As you leave, you hear Moe call you a “good for nothing” and tell Larry and Curly to “Get busy!”

As you continue down the road, the road veers left and toward a strong bridge. Two sentries from the kingdom of Abbott are guarding the bridge from bandits. As you approach the bridge, they notice you are from Abbott and ask why you are crossing the bridge. You show them the message from the king and they let you pass after warning about the sentries from Costello on the other side of the bridge. As you reach the other side of the bridge, you are approached by the sentries from Costello. They ask what business a man from Abbott has in Costello, and you explain your mission from the king of Abbott and show the message. They let you pass and wish you well on your mission, as they want the war over.

Shortly after leaving the bridge, you approach a fork in the road. Your options are 1, take the left fork into the woods or 2, stay on the main road.

Left fork into woods: You decide to enter the woods, thinking it might be a shortcut, and who knows it might be. As you go deeper into the woods on this path, you come to a fork. The right path leads deeper into the woods, and left path seems to lead out of the woods. Your options are 1, take the right fork deeper into the woods or 2, take the left fork.

Right fork: You venture deeper into the woods. This turns out to be a mistake. Go to lost in woods ending.

Left fork: You decide to go left. The road leads you out of the woods and eventually to a junction with the main road. Go to main road decision.

Stay on Main road: You decide to play it safe and stay on the main road. As you follow the road, it takes you around the woods, and you see travelers heading toward town to sell their goods in the market. Eventually you come to a crossroads (the MAIN ROAD decision).

MAIN ROAD DECISION: You stop at the crossroads for a few minutes to take a drink of water. As you drink, you hear voices crying for help and see two young women chained to a thick post. They women claim to be the king of Costello’s daughters who were kidnapped by cutthroats and are being held for ransom. They also tell you that the king will reward you generously for rescuing them. Just then, four mean, tough looking men with swords drawn approach and their leader, the one in a grey blue tunic, demands to know who you are and why you’re bothering their prisoners. You whirl around and draw your own sword in an instant, demanding they let the women go. They attack at once. While they may be tough, they aren’t especially skilled with their swords. After a battle, you dispatch them and search the leader for a key to free the women. Finding the key, you unlock the chains holding the two women. They tell you they were traveling with a peace envoy to Abbott to negotiate a treaty with the king, and one was to be his bride. They then ask you to escort them back to Costello. You tell them you are headed to Costello with a message from the king of Abbott saying you are authorized to negotiate a peace treaty with them. You decide to escort the women to Costello.

Go to Preferred ending!

\*Notes:

1, any damage shown is based on a straight base of 10 points deducted from the health to make it easy. A random number generator can be used to generate the damage points if agreed upon by the group.

2, the names of the kingdoms are based on a classic comedy duo, Abbott and Costello. Their funniest routine is the classic “Who’s On First?” routine.

3, Moe, Larry and Curly are the names of the Three Stooges, another classic comedy act.

4, most decisions will be direction (which way to go), but there will be others to be made as well, based on which direction the player goes.

5, there is at least one incident where a random number (either a 0 or a 1) will be generated. (crossing the river at the rope bridge)