The Oregon/Turkey Trail

On Path = Encounters possible

Messages = Phone Display

Time elapsed = Actual time played and planned encounter outcomes.

**Story Outline:**

Part 1: Begin with intro message. Choose character. Wake up message, attempt to leave room, choose departure time, and leave room. Go to leave home, see message reminding about the keg, leave home. Go to path, queue message regarding start of potential encounters, enter path.

Part 2: Entered possible encounter zone, walk to river, display river message and queue river choice. Following river choice, back on path and able to encounter again. Continue on path.

Part 3: Back on the path you make your way to town (encounters still possible). Upon trying to enter the town a message appears advertising Turkey Black Jack and the general store with their delicious homebrew sold by the keg. You enter the town (no encounters) and have three options 1.) Go to Store. 2.) Go play Black Jack at Potluck. 3.) Leave town. Leaving town prompts message regarding if user is sure they want to leave town.

Part 4: Back on path (encounters still possible). Follow path until arrival at woods, prompts message regarding woods and go through woods maze (6 choices (Left or Right), (potential Special Encounter (Turkey Mugging or Cornucopia Cache)). Upon exit, back on path (encounters still possible) and exit to Grandma’s area.

Part 5: From path exit/entrance travel to grandma’s house entrance. Prompts two queries/messages (Do you have the keg, and when did you arrive), proceed through dinner encounter to final encounter Flip Cup competition. Final outcome determines game win or loss with statistics displayed.

**Intro:**

Welcome to the Thanksgiving trail of Turkeys! You and your family need to make a journey from your home, over the river, through the woods and to Grandmother’s house to enjoy a splendiferous Thanksgiving Day feast and become victorious in Grandma’s Annual Flip Cup Contest. Along the way, you will encounter Thanksgiving related trials and tribulations that will transform you into the Thanksgiving Day warrior you know you could be. Prepare yourself for the festivities.

\*After intro message, 1st Choice is prompted.\*

***First Choice: Who are you?:***

Josiah: A truly ‘pie’ous man, though not a fighter, divine forces guide his path.

Samuel: Things never seem to go his way, but he always steps up to the plate with beer in hand and a can do attitude!

Benjamin: You want to go bro? Nothing frightens this guy, but he’s a total lightweight.

Isabelle: She just really, really likes cats. Years of cat obsession has given her feline powers. Beware her cat posse.

Emily: The goody, goody two shoes of the group. Doors open for her, but she doesn’t touch the hooch.

Sarah: Aside from a medical degree, she also learned to party hardy! Still afraid of conflict, though.

(MadJack): A wizard… enough said.

Josiah = Character('Josiah', 'Bible', 3, 2, 1)

Samuel = Character('Samuel', 'Drinking', 1, 3, 2)

Benjamin = Character('Benjamin', 'Fighting', 2, 1, 3)

Isabelle = Character('Isabelle', 'Cats', 1, 2, 3)

Emily = Character('Emily', 'Nun', 3, 1, 2)

Sarah = Character('Sarah', 'Nurse', 2, 3, 1)

MadJack = Character('MadJack', 'Coding Wizard', 4, 4, 4)

**Home (In Room):**

You wake up, the morning ripe with excitement for the day of turkey feasting!

\*Move to room exit, prompts 2nd choice\*

***Second Choice: When do you leave?:***

15 hours before dinner time.

10 hours before dinner time.

5 hours before dinner time.

**Response:**

15: Plenty of time before dinner. Hope we don’t get there too early and have to do chores with grandpa.

10: Not too early not too late, the standard time to get to Grandma’s house.

5: WHAT TIME IS IT?!? We got to go or we’ll miss dinner! Flip Cup + No Dinner = Projectile Vomiting. Remember last year…

**Home (Leaving):**

\*Upon Exit\* Before leaving, you receive a text message at the door. “Reminder! This is our year to bring the keg, don’t forget to pick it up in town before arriving at Grandma’s. It’s not cheap either!”

**Outside Home:**

You leave the house and open your door to the outside, from there you make your way to the path leading to the next area. Before exiting another phone message displays the following: “The roads have become rife with strange encounters, be prepared and aware.” After this message, and you move off the screen, you transition from Pokemon gameplay visual to Oregon Trail Style.

**Path (Home to River):**

Any random encounter can occur while traveling on the path.

**River:**

\*Visual displays river (movement?)\* Prompted with Choice for how to proceed on river:

***Third Choice: How to proceed?:***

Find a bridge. (More time consuming, less chance for family death.)

Try to ford the river. (Faster completion time, higher chance for death.)

**River:**

After results from choice, queue display message: “You’re over the river!”, move back on to the path. Results:

Successful: 30min

Marginal: 1hr15min

Fail: 2hr

**Path (River to Town):**

Any random encounter can occur while traveling on the path. Before entering the town a message appears stating: “Welcome to Krullville! Don’t forget to stop into the newly opened Potluck Casino featuring Turkey Black Jack! Also the store is selling their highly anticipated Keg o’ the Good Stuff, stop in now.”

**Town:**

Entering Krullville, gameplay transitions back into pokemon gameplay style and there are three options possible 1.) Go to Store. 2.) Go play Black Jack at Potluck. 3.) Leave town.

1. Store: After entering the store player then walks to the owner and initiates dialogue: “Welcome to the Krullville Konvenience Store, servicing all your basic needs. What can I do for you today? (Buy or Sell, (end transaction)) Will that be all for you today? (Yes or No)
2. Turkey BJ: After entering the casino player then walks to the table and initiates dialogue: “You think you have what it takes to play with the big birds?” (Yes or No) (Yes: “Alright, pull up a chair, gobble gobble.”, No: “Come back when you grow a gizzard, gobble, gobble.”) (Win or Lose) (Win: “Good game, gobble gobble.” Lose: “Too bad, better luck next time. Gobble.”)
3. When attempting to leave in either direction, a message will appear upon trying to leave. “You are attempting to leave Krullville, are you sure you want to leave? (Yes or No)

**Path (Town to Woods):**

Any random encounter can occur while traveling on the path.

Woods: \*Visual displays river (movement?)\* Prompted with Choice for how to proceed on river:

***Fourth Choice: which direction (6x)?:***

Left or Right:

Third Choice: Potential for Special Encounter.

If wrong choice, start maze over. If right continue to next choice.

If start over 0-1x: Successful, 2-4x: Marginal, 5x or more: Fail

**Woods:**

After results from choice, queue display message: “You’re the through the woods!” , move back on to the path. Results:

Successful: 30min (No chance for Family Death)

Marginal: 1hr15min (chance for Family Death)

Fail: 2hr (Family Death)

**Path (Woods to G’mas House):**

Any random encounter can occur while traveling on the path.

**Grandma’s House (Outside):**

Message displays: “You’ve made it to Grandma’s! Whew, what a crazy journey!

After message, walks to the door and query/message occurs: (1st Query: “Did you buy the keg?” (Yes or No) Yes: Trigger second query No: “We asked you for one thing! Why do you even bother? Don’t come back until you have the keg.”) (2nd Query: What time did you arrive? If within window (1.5 hr before or after) come in and queue message “Well hello there {{Character name}}, you’ve arrived just in time for dinner!” if not within window (early or late) Early: Queue message: “Oh how nice, your early! See if you can help grandpa with the chores around the house.” Late: Queue message: “You missed dinner, but you’re just in time for some flip cup! Let’s tap that keg!” Enter grandma’s house.

**Grandma’s House (Inside):**

If Dinner encounter, queue message: “You ready for some Thanksgiving smorgasbord! Take a seat and serve yourself some of Grandma’s tasty fixings!” Begin 1 of 3 selects: Appetizers: Deviled eggs, Potato Skins, Spinach dip. Begin 2 of 3 selects: Main: Turkey, Cranberry Sauce, Mashed Potatoes. Begin 3 of 3 selects: Dessert: Pumpkin Pie, Cobbler, Grannies Cream Puffs. Move on to Flip Cup.

If Chores: queue message: You are fatigued from working on chores with grandpa. Move on to Flip Cup.

If Skip Dinner: queue message: You skipped dinner and are about to start some heavy drinking, hope you are feeling lucky…. Move on to Flip Cup.

Begin Flip Cup encounter. 6 challenges played by you and remaining family. Determined by 50/50 chances (chances can be improved depending).

Result:

Lose = “You black out and embarrass yourself and your family, your actions were such that it would be unlikely for you to be invited back.”

Queue > replay?

Win = “A big black dick with cum like… all over it. Winner!”

Queue > credits > replay?