title: Open Road

author: Porcelain Games

sections:

-id: intro content:

- >

You are a lone ranger in the midwest seeking escape from the Red Coats and nearby redskins. You are walking along an open desert at noon. There is no water and little shade for you to recoup for a few minutes. You continue to walk, looking for caverns and pockets of shade or a little house to ask for water and rest. You continue to walk as you are far from civilization and are in the Navajo Indian territory who are ruthless hunters.

- Suddenly you hear the thumping of horse hooves on the arid desert ground. What do you do?

## choices:

-description: Dive flat on your face

id: dive

-description: Hide

id: hide

-description: Stop and listen

id: stop

-id: hide

content:

- >

When in doubt, hiding is a fine strategy. You look around frantically spotting a nearby creak you could squeeze into.

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Now inside the creak between two boulders, you sink into the creak deep controlling your breath. Your foot slides on the boulder that was keeping you wedged in between the boulders, the sound attracting the Navajo Indians.

-What do you do?

## choices:

-description: Fight the Navajo Indians

id: fight

-description:

id: run