Welcome to: [Insert game name]

Type ‘s’ to start your adventure

Type ‘c’ to view credits

Tell me hero, what should I call you?

[Name]

[Name] you are a lone swordsman living in a secluded forest in the land of [Location]. You have reputation in this land as a brave hero and have won many battles. You have not fought in a battle of quite some time and [Location] has been quiet.

You wake up and notice a letter by your door

You pick up and open letter

Letter: “[Name] we need your help! A mysterious creature has been plaguing our village. It has been destroying our crops and livestock. Please come to [Location] , you are the only one who can help us.

Yours Sincerely,

Mayor”

Accept task/don’t accept task

You have agreed to save the village. You embark on your journey with a sword as your only companion and an unyielding spirit

You finally reach [Location] after travelling for 3 days

You walk to the entrance and are greeted by an apprehensive guard pointing his sword at you

**Guard: “STATE YOUR NAME AND BUISNESS TRAVELLER!’”**

Type your name

**Guard: “Oh my apologies [Name] I didn’t realise it was you. Go straight in sir, the mayor is expecting you”**

You walk through the gate and met by a village gripped with fear, the streets are deserted, windows and doors boarded shut.

The only people you can see are a Merchant, a Guard and a Farmhand

Who do you wish to talk to?

Type ‘m’ for Merchant

Type ‘g’ for Guard

Type ‘f’ for Farmhand