Castle Dookenstein

Type: Adventure RPG

Character: Ramses, you

Plot: Spy in enemy castle. Good bad guy. Steal a secret/item/treasure/steal back something. Enemy during war?

Get in: Moat, grapple hook to roof, front door by guard/s

Choose set of equipment at start

Guard – talk, fight, run – get key ring

Checkpoints necessary

Monsters: guards, zombies, “The Blue Devil Himself”

Boss: King K

Minigames: Random maze, smart maze, memory games – grid of cards, simon light matching, lockpicking, safe combos.

Items: grappling hook, snorkel, key/s / ring, lockpick

* Healing: med kit, bandages, potions, water, food
* Weapons: sword, axe, crossbow
* Armor: shield, helm, body armor