Intro - Picture 124 - Calm

You born in a family of … /choise/(farmer | old war veteran | poor aristocrat | alchiemist | priest | artist | you had no family and grown up in orphanhood)

…as very … /choise/ (clever | brisk | agressive | communicative | lucky) child.

When you became 16, you decided to become a … /choise/(soldier | bandit | guard at court | farmer | diviner on fair | blacksmith | grocer).

Finally, after long years of life, what had as good moments same bad, you decided to go for the adventures because … /choise(dragon blown up your house | you owe a large sum of money | you dont want to live anymore and looking for death | you always wanted to do this and now that is the chance for you!)

|1|

* 1. Picture 1 - Calm

You are standing on a road intersection, thinking where to go.

/Choise/ (Left, to the forest (1.2) / Forward, right to the nearest CITY |2| / Back, to the place you came from \0001\ / )

* 1. Picture 2 - Calm

You are standing in a forest you never used to be before. You not sure where are you and can't find the way.

/Choise/ (Go through the forest / Call for help)

IF “Go throught the forest”

50% (1.3) //Reached village

50% (1.4) // You are standing near to river

IF “Call for help”

(33-luck\*2)% You lost your voice cause of screaming

50% (1.4) // You are standing near to river

50% (1.5) / You met hunters

(33+luck\*4)% (1.5) // You met hunters

(33%-luck\*2)% (1.6) // You woke up bear

* 1. Picture 17 - Medium

After wandering through the forest, you reached the village |3|

* 1. Picture 4 - Calm

You are standing near to small river, and you want to eat. What would you do?

/Choise/ (Eat berries growing around / Drink some water)

IF “Eat berries growing around”

(20-luck\*2)% \0002\ //Berries are toxic.

(100-(20-luck\*2))% (1.7) //Berries are tasty

* 1. Picture 7 - Medium

Suddenly you see something between the trees. That is hunter! Finally, maybe someone will tell you where to go.

He speak not very clear language. You can’t completely understand him.

W=(L+I)

You understood him.

W=(5-I+L\2)

You can't completely understand him, but you are sure he told you about a village and castle of local order location.

W=(5-I+5-L)

(1.8) //He thinks you are a bandit

You thanked him for help and decide to go to … /Choise/ (Holy order |4| / Village (1.3))

* 1. Picture 3 - Agressive

You hear a loud roar and see a huge beast running towards you. You have woken up the bear. OMG THE BEAR!!!!!

Agility>6

You ran away from bear

(1.5) //You met hunters

Strength>7

(1.10) //You will fight with bear

ELSE

\0004\

* 1. Picture 6 - Calm

Berries were quite tasty.

50%

(1.3) // You reached the village

50%

(1.5) // You met hunter

1.8 Picture 8 - Agressive

He misunderstood you and decided you are bandit.

A<6

\0003\

A>=6

… but you succesfully ran away from him.

L%

(1.9) // You see a house in a forest

ELSE

(1.3) // You reached the village

* 1. Picture 12 - Calm

You see a house in the woods.

You come nearer.

Suddenly door opens and elder woman asks you to get into the house.

(1.11) // Witch offers potion

1.10 – Picture 3 - Agressive

You won't give up so easily! After all, you have a sword and your courage!

\*1\*

1.11 – Picture 13 - Calm

This old lady is definitely a witch! Bunches of herbs hanging around the house, strange flasks and a sly look that did not tarnish despite the age of the eyes ...

She offers you a potion, saying that it will make you feel better. Will you take it?

/Choise/ (No. Of couse no! / Yes, why not?)

IF “No. Of couse no!”

You decided you would better avoid it.

She told you a little about where her house is, and maybe now you understand, where you want to go…

/Choise/ (Holy order |4| / Village (1.3))

IF “Yes, why not?” – Events with same chance to happen

You drunk it and you feel nothing changed

OR

You drunk it and feel you became stronger (Strenght+1)

OR

You drink it and feel a clearness in your mind (Intellect+1)

OR

You drink it and feel yourself more confident (Charisma+1)

OR

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1.12 – Picture 9 - Calm

That wasn’t easy, but… But you killed the bear!

(1.5)

2.1 Picture 118 - Medium

You are standing in the main square of the city. What are your plans?

/Choise/ (Go for a walk .1. (ONLY ONCE!!!) / Go to the tavern (2.2))

2.2 Picture 119 - Medium

You are sitting in a tavern with a mug of beer, when you hear what strangers near to you are talking about...

40% (ONLY ONCE!)

Their own things. Nothing interesting..

Except... You are looking attentively.. YES!

That cloak and sword what are lying near to one of them on chair! These things are absolutely the same as somebody stole from you a few years ago!

Excuse me, sir...

IF character was soldier or guard

The stranger turns to you and you realize that is your old friend from times you were (soldier/guard)! Of course, he has same sword and cloak, everyone who served there had such!

What an unexpected meeting!

(2.3) //Talk with old friend

IF character was born in family or aristocrat or veteran

The stranger turns to you and you realize that is familiar veteran, old friend of your father!

Of course, he has same sword and cloak, he himself gave you one of two brought from the war as a trophy!

What an unexpected meeting!

(2.4) //Talk with old friend of family.

ELSE

The stranger turns to you and looks quite annoyed...

/Choise/ ((you decide not to tempt fate) I heard, you were talking about... /

You stolen my cloak and sword!)

IF “I heard, you were talking about...”

/Choise/ (A dragon! (If dragon blown up house) / An artifact, what brings luck! /

A king's government! I don't like him too! / A bank safety systems!)

IF “A dragon!”

(2.5) //They are starting telling a story

IF “An artifact, what brings luck!”

They tell you, what they are group of scientists - magicians, who invented a device, what have to bring luck to everyone it is used on.

They offer you to be a test subject. You agree.

|5|

IF “A king's government! I don't like him too!”

They tell you, what they are completely satisfied with king's govenment. But why you aren't? Are you a revolutionary?!

(2.6) // King’s guards

IF “A bank safety systems!”

They are bank workers. They complain to you about stupid and non-working safety systems of bank they work in.

INTERESTING!

(2.7) //Dream thinking

IF “You stolen my cloak and sword!”

The stranger look on you bewildered. He bought these things on fair few days ago. You apologize and ask him... You heard, they were talking about...

/Choise/ (A dragon! (If dragon blown up house) / An artifact, what brings luck! /

A king's government! I don't like him too! / A bank safety systems!)

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INTERESTING!

(2.6) //Dream thinking

2.3 Picture 122 - Medium

You spend all the evening talking about different interesting things like war, life, and sense of universe.

(2.7) //Plot

2.4 Picture 122 - Medium

You spend all the evening talking about your childhood and other interesting things.

(2.7) //Plot

2.5 Picture 106 - Agressive

They are starting to tell you a story about angry dragon...

I KNOW THAT! TELL ME WHERE HE LIVE! HE BLOWN UP MY FUCKING HOUSE!!!

They tell you about dragon location. Here you go...

|6|

2.6 Picture 136 - Medium

You always wanted to live somewhere in warm countries, in your own mansion with sea view...

Money from bank can help you a lot to realize it!

(2.8) //Want to rob a bank

2.7 Picture 123 - Medium

Finally, he tells you what he is a leader in a plot against the king, and offer to take part in it.

/Choise/ (Well, not sure I want to do something like this... / I am in!)

IF “Well, not sure I want to do something like this...”

|2|

IF “I am in!”

Cause he knew you very well and could trust, you become one of the main figures in this plot.

(2.9) //Planning

2.8 Picture 137 - Medium

You spend days in the city, looking for someone to work with. Finally, you find accomplice, one of them is...

10%

Cat. Magical cat.

ELSE

(40-L\*3-C)%

A criminal you found in the tavern.

(60+L\*3+C)%

Your old friend!

**NO PICS YET CAN’T DO!**

2.9 Picture 124 - Agressive

All in all, the plan is next.

At first...

/Choise/ (Recruit disgruntled soldiers / Bribe officials / Start massive anti-king propaganda)

IF “Recruit disgruntled soldiers”

R+1

IF “Bribe officials”

G+1

IF “Start massive anti-king propaganda”

Y+1

Secondly, you will...

/Choise/ (Build required infrastructure and make stocks of weapon / Scout the palace plan / Prepare social explosion)

IF “Build required infrastructure and make stocks of weapon”

R+1

IF “Scout the palace plan”

G+1

IF ” Prepare social explosion”

Y+1

And of course, you mustn't forget to...

/Choise/ (Get support of army commanders! / Replace the servants in the palace with your own people! / Discredit the government!)

IF “Get support of army commanders!”

R+1

IF “Replace the servants in the palace with your own people!”

G+1

IF “Discredit the government!”

Y+1

(2.10) //Time for revolution

2.10 Picture 125 - Agressive

Espionage, long preparations, bribes and recruitment, finally, your plan is ready for execution, time for revolution!

(50+I\*3+L\*2)%

(2.11) //Successful revolution

(50-I\*3-L\*2)%

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2.11 Picture 126 - Agressive

You are standing on a platform in the middle of the square, next to the former king, standing on the scaffold. Your last words to him?

/Choise/ (Time for something new... / No more tyranny... / You was terrible ruler... / Rest in peace...)

IF WERE SAME AMOUNT OF DECISIONS OF EACH COLOR, OR MORE GREEN DECISIONS

\0008\

IF WERE MORE YELLOW DECISIONS

\0009\

IF WERE MORE RED DECISIONS

\0010\