C++ Text Adventure Walkthrough

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Setting: The world has ended and there are mutated creatures roaming around. You are in a parking lot outside of an abandoned mall. You just woke up and don’t remember where or who you are. Search the mall and find a way through. You can’t carry a whole lot. Probably about four items.

ROOM 1: PARKING LOT

You are in a parking lot in front of a mall that seems to have been abandoned. The entire mall and parking lot is fenced in. On the ground, there is trash and a few dollars drifting around in the wind. “The world is dead”, you think to yourself, “why would I need money.”

* You will need to pick up the money for an important encounter later in the game.

ROOM 2: FOOD COURT

You are in a food court that has been decimated and you don’t see any food despite the fact that you are in a large cafeteria. To the East is a chicken restaurant. If you go West, you will also enter another part of the food court. To the North you notice a large pile of tables and chairs but it looks like you can get over it.

* If you climb over the tables and chairs, you cannot get back.

ROOM 3: CHICKEN RESTAURANT

You walk up to a restaurant that says it sells chicken but there is a talking cow saying to eat more of the chicken. Confusing. The security gate is shut tight and it looks like the only way to get in is with a key. You look inside and notice food and water behind the gate. It would be nice to get your hands on that.

* If you have the key then you will open the gate and take the food and water.

ROOM 4: FOOD COURT WITH CHINESE RESTAURANT

You walk into a section of the food court with a Chinese restaurant. You walk into the restaurant and see everything is in shambles. You look behind the counter and see a katana on a sword display. You see another area of the food court to the West.

* You need to take the sword for later.

ROOM 5: FOOD COURT WITH SUB SHOP

You walk to another part of the food court with a sub shop. You go to the counter of a submarine sandwich deli. There is someone on the ground behind the counter with a large gash on their forehead. You can’t tell if they are dead or alive. You notice a flashlight strapped to the person’s belt along with some car keys. You also see a doorway to the West leading to an unknown location.

* You need to climb the counter and take the flashlight and the keys.

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At this point we will go North in the food court to the pile of chairs and tables. You walk up to the pile and start climbing. It is a struggle to the top but you make it. You slip when you are at the top and notice that you are falling into a large hole in the ground that covers the width of the mall. You fall into a cold, dark area and can’t see anything.

ROOM 6: UNDERGROUND CAVERN ENTRANCE

You get up stunned it’s pitch black.

* If you don’t have the flashlight and turn it on then you will be impaled by something and die
* If you turn on the light you will see a dozen or so wooden spikes coming out of the walls pointing right at you. There is enough space to crawl underneath though. You can’t go back the other way because it has collapsed and covered the hole.

ROOM 7: UNDERGROUND PASSAGEWAY

After crawling under the spikes, you come into a large section of the underground with a hole in the wall to the West and a smaller tunnel looking hole to the North.

* If you go to the West you will enter the spider’s den. If you go north you will go to the tunnel passageway.

ROOM 8: SPIDERS DEN

You walk into a room filled with large, mutated spiders about the size of basketballs. They seem to notice that you entered their lair and drop down covering the exit with web.

* If you have the katana you can cut through the web and get out of the room.
* If you don’t have the katana then you will do your best fending off the spiders before getting overwhelmed and wrapped up in web. Now you are their next meal.

ROOM 9: SMALL TUNNEL

You crouch to get into the tunnel but make it in and notice that there is a ladder up ahead and it goes up to an unknown location.

* The ladder is the only way to go so you go and you wind up in the parking lot that you started in through a manhole.

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Now we are back in the parking lot. If you haven’t picked up the money then I suggest you do that now. Fast forward to the doorway at the other end of the food court.

ROOM 10: HALLWAY

You open the door and see that it leads to a hallway. You are standing in the middle of the hallway. There is another doorway to the North. There is a men’s restroom to the West and a women’s restroom to the South.

* You can go one of three ways now.

ROOM 11: MEN’S ROOM

You are in a men’s restroom and see two stalls, one of which is chained shut. It looks like there is a key next to the sink.

* You can either go to the sink and get the key to unlock the chain or you can leave the restroom. If you unlock the chain then you can take it with you and you will need it for later.

You unravel the chain from the door and you hear a gurgling noise on the other side of the door. You open the stall and look, to your horror, at a heinous creature on the toilet. It looks human but you know there is no way. It is missing both legs but it begins to pull itself toward you with just it’s arms.

* You can either kill it with the katana or walk out of the room.

ROOM 12: WOMEN’S ROOM

You go into the women’s room and it smells terrible. You notice that the stalls have been obliterated and there is a pile of lifeless bodies where the stalls used to be. You almost can’t stand the smell anymore but you see a backpack under the sink with a note on it.

“*To anyone still alive take this bag and survive longer than I did.”*

* You take the bag and look inside and see a revolver and some bullets scattered at the bottom.
* You can hold a lot more now.

You go back into the hallway and the only other way to go is to the door.

ROOM 13: EAST SIDE OF MALL

You walk through the door into a wide-open area with a jewelry store to the North and another part of the mall to the West.

* Depending on whether you have gone into the hole yet, there might be a way for you to get in to the East and the pointer will go to the UNDERGROUND CAVERN ENTRANCE. Otherwise it will be covered up.

ROOM 14: JEWELRY STORE

You walk into a jewelry store and there is nothing but shattered glass everywhere. There are blood stains on the ground leading to the main counter to the North. You can hear someone crying and you see a tiny door behind the counter.

ROOM 15: SECRET ROOM

You open the tiny door behind the counter and crouch down to get into this tiny room.

You need the flashlight to see anything. But if you have the flashlight then you see a little girl curled up in the corner of the room. You also see a key in the other corner.

* You will need the key to get into the chicken restaurant.
* If you go to the girl then she will look up at you and she looks very sick but not dead. On her arm is a strange looking wound, like something took a bite out of her. She warns you about a large group of monsters in the mall.

Back in the mall you go East to the next part of the mall.

ROOM 16: CENTER OF MALL

You are in the center of the mall and you see a candy store to the North, a shoe store to the South, and a department store to the West.

ROOM 17: SHOE STORE

As you walk up to the store you hear screams and notice three people trying to end each other’s existence. You see that they have weapons and think to yourself that it might be a good idea if you grabbed your gun.

* If you have the pistol then you can shoot them.
* If you don’t have the pistol then you will die trying to fight them.

Now you are in a shoe store that actually has some shoes left in it and you look down at your sad pair of shoes. Go get some new ones.

ROOM 18: CANDY STORE

You are standing in front of an empty candy store except for a sturdy looking vending machine in the back. “I wonder if it still takes money.” While you are standing there, you see a large group of monsters coming right at you.

* You need to go in the store and close the security gate and lock it shut with the chain and lock that you should have.
* If you don’t do this then they will obviously eat you.

Now the gate should be locked but you are stranded in an empty candy store and you are very weak from hunger. Who knows how long the monsters will be there.

* Now you need to get food out of the vending machine with the money you found in the parking lot.
* If you don’t get food then you will starve.

The trigger for the monsters to leave will be you getting food from the vending machine.

ROOM 19: DEPARTMENT STORE

You go into a department store. To the left you see a grouped of fenced in monsters. To the right you see a small fire and it looks new. To the North you see a boarded-up exit with a small hole to fit through.

* If you go to the monsters you will look at them and wonder if it is the same group from earlier.
* If you go to the fire you will have the option to burn the mall down. This is the point in the game that you must go back and get the food and water and the car keys if you don’t have them already. Otherwise you will not be able to leave. You must also set the mall on fire to exit to the next room.

As the mall slowly starts catching fire you think to yourself that you should probably go and head toward the hole in the wall.

* If you don’t leave then you will die in the flames.

ROOM 20: PARKING LOT 2

You make it out of the mall and you see a single car in the parking lot and an open fence at the end of the lot. You go to the car and start it up. “It’s like someone was helping me the whole time.” You drive the car away through the open fence and leave the mall behind for good…

“And Cut! Good work today people. Go home and celebrate. We have no more scenes to shoot.”