This game is based on isolated islands. The background of the story is that the ship the player is riding in has suffered a shipwreck. As the player drifts onto the island, the player needs to survive the island and find ways to escape from the island. The condition for winning is that the player can find a way to escape from the island in the condition of surviving and he can win.

On the island, we set five areas: beach (birth point), rock pile, abandoned airport, abandoned dock, and forest. The five scenes will be distributed different items, including food, parts and drugs. Each item has different special effects, and I will explain them one by one. And the player himself has 100% of the blood. On the island, we set a hunger value and deduct 10% of the daily blood. When the player's blood volume is less than 20%, the action options will become less, and when the blood reaches 0, the game fails.

Winning condition 1: On the island we will set up a damaged aircraft at the abandoned airport. Players can try to repair the plane to make it work again to win the game. The damaged aircraft needed 15 parts to repair, including 5 gears, 5 bearings and 5 shafts. During the repair process, there is a 20 to 40 percent chance of damaging half of the parts. These parts are randomly scattered in every corner of the map. Players need to search for these parts on the map to complete the repair of the aircraft. When the plane is repaired, the player can flee the island and take the plane to win.

Winning condition 2: In the abandoned dock of the island, there is also a damaged speed boat. The player can also win the game by repairing the speedboat. The speedboat also needs 15 parts to repair, including 5 iron plates, 5 glass, 5 chains to repair the speedboat, and parts are randomly distributed in every corner of the island. There is also a 20 to 40 percent chance of damaging parts during the repair process. When the player completes the restoration of the speedboat, the player can take a speedboat to escape from the island and win.

Winning condition 3: In the forest of the island, we will set a hidden cave. There is a black bear and a signal gun in this hidden cave. When the player finds the cave, because of the black bear, there is no way to get into the cave directly to get a signal gun. So the player has to find another item of honey to lure the black bear out of the cave. Honey is randomly distributed in the corners of the map and there is only one number (10% hp is returned directly using honey). When the black bear leaves the cave, the player can get the signal gun. After getting the signal gun and returning to the beach, there will be an option to launch a signal bomb. Then within 3-7 days of random players will be rescued.

Dialog:

You have engaged a huge storm from the sea. And the boat you are taking was broken, you got no conscience on the sea for the sealing day by day……When you wake up, you have found yourself are on the beach, you don’t know where this island is, and don’t know what you should do. The only thing you will need to do is to survive, you know that you need to search inside this island and find if you can get any help there. And there are some ways in front of you:

1. So many trees inside this direction. Go this way?
2. Many rock and stones inside this direction. Maybe this way?
3. Many containers inside the

Forest dialog (random risk to trigger):

You have walked inside the forest. The rainy smell makes you feel uncomfortable. But to survive inside, you will need to find food and get familiar with this island first. Choose the action below you want to do:

1. The trees look wet, climb upstairs to see what is up?
2. There is a hole in front of you, looks scared and cold. Walk inside? (20% percent to trigger)
3. There is something shiny inside the grass. Look of it? (20% to get 3 gears, 20% to get 3 iron plate and 20%)
4. Walked around the forest, you have found an apple tree. ()
5. There is a wood house in front of you. Go inside and find what u got.