**A new Ally?：**

#1 You see some tracks on the road. They seem to go throw the forest. You realize there are some Apple trees nearby. (Options: Get some apples and follow the tracks or Ignore the tracks and start taking as many food as you can).

#2 Follow the tracks → You see they go deeper into the forest, and found a nice creek full with shiny insects. (Options: Keep following the tracks or Stop there and explore a bit longer).

#2 The farmer that owns this land sees you stealing from him and comes yelling at you (Options: Run with what you already have or Stay and try to explain yourself).

#3 Keep following the tracks → You find a wild horse that has a leg stuck between two fallen trees (Options: Try to calm him down with an apple or Try to set him free)

#3 Stop there and Explore → You see that what you thought were insects are in fact small magic fairies. (Options: You leave from where you came or try to give them a food offering)

#3 Run with what you already have → You escape with some apples = Acquired items (food=health recovery), Karma goes down, END of QUEST.

#3 Stay and Explain Yourself → The angry farmer realizes you didn’t know and forgets you, he lets you go with some apples as an apology. You Acquire few Items (less than if you run) and Karma goes Up, END of QUEST.

#4 Try to calm him down → the horse eats the apple and relaxes, allowing you to take out the leg that got stuck. You have a horse now! Horse unlocked, END of QUEST.

#4 Try to set him free → You reach for the leg, the horse gets scared and hits you when you are near. Loss of HP, even maybe death, END of QUEST.

#4 You leave from where you came → Fairies get offended and attack you all at once = GAMEOVER.

#4 Try to give them a food offering → Fairies get happy for it, healing you completely and giving you a nice heal potion (thanks Zelda). HP Full recover, Strong HP potion reward, END of QUEST.

**Suggested Location: Fields, Forest (maybe wilderness as well)**