Book: Once upon a time, in a far off land, there was a boy.

This boy was lazing in the sun, minding his own business, yet wishing for adventure.

And on this day, it came.

A princess came down from above with grace

*In comes princess from sky.*

**Princess: AAAAAAHHHHHH!!!!! (Princess literally falls out of the sky to ground)**

*Boy looks up, then keeps reading.*

Book: She was in terrible danger

***Princess:***

*I am in terrible danger*

*Along come monsters that swoop around princess and make her dissappear.*

Book: Terrible danger had come, and the princess was gone.

Luckily a brave hero saw the whole thing and jumped into action to save her.

If Player doesn’t press arrow keys (these are the wait messages)

‘The hero had nothing better to do and got up to save the princess....’

‘The hero was being rude and not moving....’

‘Press the damn arrow keys!!!’

If Player presses keys

‘This was a heroes duty, and so our hero wasted no time.’

If player presses keys after a wait message

‘The hero finally decided to get a move on and be a part of our story.’

Player continues onward, but can choose to sit back down.

If they sit

‘Our hero then decided he would not conform to a damsel in distress narrative, and called it a day. What a dick.’

Optional sword to grab above player.

If player grabs sword

Our hero realised it was dangerous to go alone. Press (X) to stab.

If player dies in the gap

‘As mighty as our hero was, they had forgotten the power of jumping and depth perception. Perhaps next time they will look out for gaps in the ground?’

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Upon reaching first enemy

‘One of the Princess’ captors stayed back to hold our hero off.’

Enemy: I wouldn’t mate, its pointless.

Enemy then charges the player character.

If the player grabbed sword, the player can swing and kill the monster.

If player dies with sword

‘Sadly, our hero wasn’t the quickest at reacting to danger, however, he is the hero, and got another chance.’

If player dies without sword

‘Sadly, a mean look was not enough to slay the beast, but maybe something could have helped?’

If player kills monster

Our hero suceeded in vanquishing a foe, but this was the first of many strangly similar looking enemies.

Hero continues.

Second enemy pops up same as the first.

If the player grabbed sword, the player can swing and kill the monster.

If player dies with sword

‘Sadly, our hero wasn’t the quickest at reacting to danger, however, he is the hero, and got another chance.’

If player kills monster

‘One by one, enemies fell to the might of our hero’

After this fight, Potion is available on the platform above player.

If player grabs potion

“Our hero was so courageous, that he would even drink the contents of any old bottle he found in the wilderness. Bravery or stupidity?

Press (X) to find out.

Next enemy can fly.

Flyguy: You will never reach the princess.

Book: Unfortunately this was somewhat true, but we will ignore that for now.

Player uses magic to defeat flyguy.

If player dies without potion

‘Defeated, our hero wondered with his dying breath if his sword was really all he needed?’

If player dies with potion

‘Our hero had not had enough time to master his newfound abilities, and so sucked at hitting things flying in a predicatble pattern’

If player defeats flyguy

‘Our hero hit a lucky shot on the foe, proving that being the hero makes you better than everyone else.’

Our hero fights a couple more of each bad guy.

**BIG SCREEN SHAKE**

Book: ‘What the F\*\*\* was that’

Then Big bad enters screen. Player, about to die.

Book: ‘I don’t care how much of a hero you are, that will kill you! RUN!

Monster slowly follows player on the left of the screen

Player dies

Play end sequence

Otherwise player can run for a while before a forced trip over

Play end sequence anyway.

End Sequence.

Player ends up on the ground, and just before death (or upon death) the screen goes back to bright colours and the player is only a few feet away from the tree at the begining. It was all in the players imagination.

Boy: Well, the princess isn’t going to save herself.

The player gets up, then walks of screen with stick instead of sword. Show title.

A HERO’S TALE.