

Note: This is built on the backbone of the O1 Adventure module, with added in functions and a wildly different story and objective. The aim of this game is to encourage the player to pay attention to details, as this would be important to reach the main goal.

An **in-game map viewer** (not sure what to call it) could be opened using the “Map” button in the **executable only**, the source of which is the included “map.png” file. Keep the executable in the same directory as that file if you want to access the map from inside the game.

(this feature have only been tested on Windows)

The setting is in highschool, where you’re attending a very boring class and can’t take it anymore.

You’ll go through a series of choices that may or may not end well for you. After that, you’ll be out in your school. Unfortunately for you, the exit is locked for some reason. Using items you find, interacting with people you see... to try and get out of school, **AT ALL COSTS.**

The goal of the game is to reach all 10 endings, good or bad, within 40 turns each time. Good being you successfully leave the school without any hiccups, otherwise it’s bad.

**As finishing all this can take a while, feel free to use the in-game map to speed up your process.**

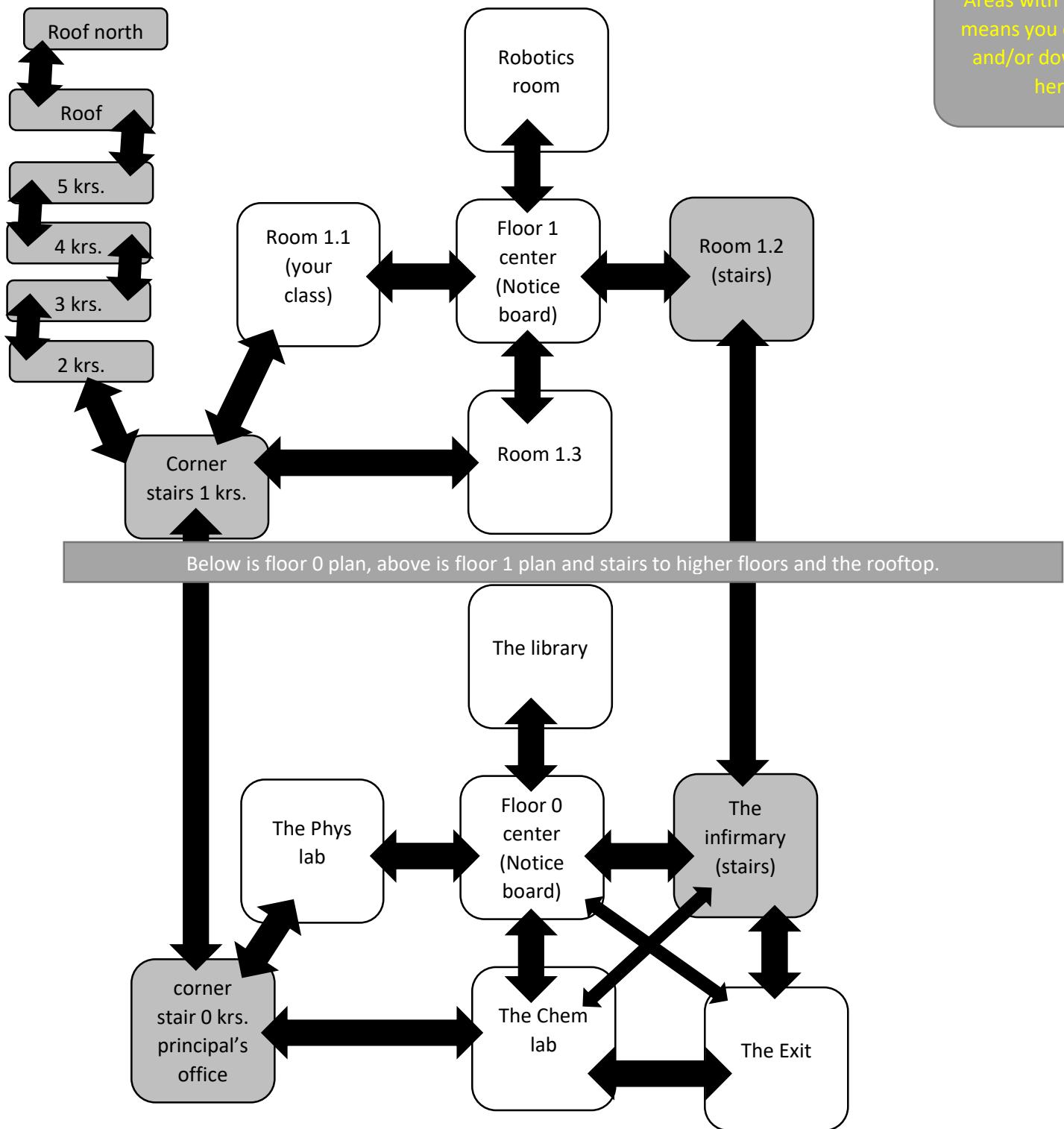
**Look out for action commands not listed in the in-game instructions. They are single-word verbs that you can get from reading the location description (Sometimes they have to be inferred!).**

**Remember to use the “Try again” button in the “Program” menu after you’ve reached an ending if you want to continue.**

The game instructions are included, which you can key in “help” to see.

**School map** on the next page, **walkthrough** on the last page. You should have a go before looking at the walkthrough ^^!

Areas with this color means you can go up and/or down from here



There will be 2 phases, a multiple-choice phase (choose between 2 options), and an adventure phase.

In the adventure phase you will need to find a way to unlock the exit, there will be 4 ways to do so.

For the multiple-choice phase, there will be 4 bad ending. Gameplay is as follows:

After you name the player, if you choose to ignore their urge to sneak out, you fall asleep → **bad 1**

Otherwise, you can: fake being sick or ask to go to the toilet

If you choose the later, you get spawned in front of your class, starting the adventure phase

If you fake your sickness, you must let them accompany you to the infirmary, or they'll figure out you're lying → **bad 2**

Then the nurse will ask what's your issue. If you choose "headache" then things don't line up, you get caught → **bad 3**

If you choose correctly, the nurse understands your wishes and give you a sick note, which you can give the principal, so they unlock the exit for you. You will spawn in front of the infirmary, starting the adventure.

Then, if you loiter in front of your class for 3 turns, the teacher will find out → **bad 4**; this only happens when you went to the infirmary, not when you asked to go to the toilet.

Good endings (4):

When you spawn, if you don't have the sick note, you can visit the infirmary and ask for it. You could then ask the principal at their office to unlock the exit and go out → **good 1**

You can instead grab a motor at the robotics rooms and ask for a wrench at the physics lab to pry the lock at the exit open → **good 2 (command "use" + either items or "pry")**

There's a bottle of acid in the Chemistry lab that can dissolve the shaft of the padlock at the exit, unlocking it → **good 3 (command "use black bottle")**

There's a fuel near the 2<sup>nd</sup> floor stairs that you can grab. You must also grab the black bottle of acid to spark the fire and burn down the library → **good? 4 (command "use" + either items or "burn")**

Accidents (2 bad)

After you start the fire, if you stay there, or visit there for 2 turns. You pass out. You get rescued but is under arrest for arson. → **bad 5**

You can go all the way up to the north of the rooftop through the southwest stairs and jump down from there. → **bad 6**. This should be the hardest one as there is only a small text clue that you can jump. **(command "jump" or "go down")**

**Bad ending, but not counted** → run out of turns at 40. This does not count towards the endings list.