The HTL Parable

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Spoiler alert! This is our story; the numbers are matching with our story-diagram.

**Main Character:**Name: \_

**Items:**

1. Very shiny key: Just \*beeps\*, Text: “Oh, there seems to be nothing here”

Use: in every room

1. A sus red triangle
2. Hunting knife

**Story:**

1. (Start): Welcome to The HTL Parable, before we start you can look through our list of commands here: ...

Note: To run a command, you have to add an *.* at the end of the line.

Use *start* to continue…

**Narrator:** \_ just entered the HTL, you are wondering where you are and what this strange building is. (TODO: ask for name)

Looking to the right you see a hallway and in front of you are stairs. After a little while you decide to go up the stairs.

* 1. (Stay): (after a minute passes) \_ wasn´t sure if he should go up the stairs. He was thinking if it is the right decision to make, but after a good while he finally decided to go up the stairs.  
     (After another minute): \_, hello? Are you still here, you have to work with me already. I have to tell a story.

(After another minute): \_ was probably not there anymore, he just left the narrator before even making one decision. Oh, wait you were looking around the whole time and just noticed a weird looking item #0. Do you want to pick it up?

* On Pick Up #0: Oh, that is very shiny, I wonder what it is used for. It looks very much like a remote-control key, when you press the button, you should hear a beeping sound when the object it unlocks is nearby.
  1. (Go right): \_ went right and not up the really nice-looking stairs, which is ok, he probably just wanted to explore a little, so he admires them and walks away.
  2. (Enter slightly opened door): \_ persisted to not follow any instructions, whatsoever and just goes into the open door. \_ don’t you know that’s a little bald of you. Anyway, you look around for a bit and find a red triangle, \_ ignores it and goes back to the stairs he wanted to go up.

-on pick up #1: Of course, \_ just picks up the triangle as if it was his property with no concern for other people. \_ is a little ashamed of himself but just goes back to the stairs so we can finally proceed with the story.

0.3(Go down the hallway): \_ wanted to prove that he is in control of the story, so he went down the hallway instead of going the intended way. While walking \_ noticed a teacher in front of him. He thinks that it is not too late to get back to the main story and talked to him.

0.3.0. (Greet teacher): \_ finally did the right thing and talked to the teacher. He doesn’t even know why because he didn’t have anything to talk about. He just rambled a bit about the weather. \_ didn’t get why but the conversation flow really well and the teacher invited him to follow him into an office which \_ gladly accepted.

0.3.1. (Panic): But no. Of course, not because \_ never does what he is supposed to do. So, he just started to panic he didn’t know what to say so he just said an unbelievably stupid excuse and ran off.

0.3.2. (Reset): Oh \_ this is a mess, this is really a mess, I don’t even know where you are right now. Let me look through the script quickly \*scrolling through pages\* no, no, this isn’t supposed to happen. You have run so far off it isn’t ever worth the effort trying to save this. Let me just reset the game and you can try again.

0.4 (Enter door to left): But of course, \_ didn’t just talk to the teacher because \_ has no social skills what so ever so he just entered to door to his left. He quickly closed the door behind him. When he looked up, he found a huge dark hole in front of him. He was really freaked out by It and didn’t really know what to do. He thought if he should just go out of the school as quickly as possible, but no, he is too much into it now so he just jumped into the hole.

1. (Go up the stairs): You go up the stairs and think “what a nice place”. In front of you is a teacher. You are wondering if you should talk to him, but you decide not to and just walk by since you wouldn’t have anything to talk about anyway.

as you walk up the stairs you notice a knife hanging on the wall, you probably shouldn’t take things that don’t belong to him.

-on pickup #2: But you just pick up the knife, it looks to be kind of expensive, probably a hunting knife.

1.0. (Greet teacher): \_ just greeted the teacher. He didn’t even know why but he just kept saying words and it kept working. It seemed to be an really interesting conversation. After like 5 minutes of talk the teacher invited him to his office but \_ didn't except his offer because it just didn’t feel right.

1.1. (Follow into office): \_ just ignored the story path because he wanted to “explore on his own” or something like that so he is just following the teacher into the office. So, the conversation starts going again and the teacher offers him a cup of coffee. He realises that he is not on the right way and quickly goes back to the classroom and refuses the coffee.

1.2. (Drink Coffee): You know you shouldn’t drink something from strangers, I really tried to keep you out of this. So as \_ drinks the coffer he starts to feel a little dizzy and nauseous, and then suddenly blacks out. When he opens his eyes again, he is tied to a chair in a dark room that looks to be a basement. (If player picked up knife (#2) he can free himself)

1.2.0. (Wait – End of path = game reset): You just decide to wait it out, what's the worst that can happen, after about 10 minutes pass by, a teacher walks in. Oh \_ this is a mess, I don’t even know if this is in the script anymore, wait a sec. Let me find out what your options are \*scrolls through papers\* oh no \_ this doesn’t look good you are way of the intended path, no point in trying to get you back, let me just restart the game, it will be easier for us both this way.

1.3. (Exit): \_ uses the knife that he picked up earlier and frees himself running out on the hallway, I know \_ we had a rough start but this is a really bad situation, in order for you to be save you need to trust me now, and do exactly what I say.

1.3.0. (Explore on your own): Oh come on, this is bad, this won't go well for you, you really should have trusted me this time, anyway too late now, in front of you is a toilet door you could hide in, as you hear a teacher behind you, but in front of you is a lightsaber you could use to defend yourself, this is on you now, I am not even trying to get you back on the real path, you deicide.

1.3.0.0. (Hide in toilet): \_ quickly runs into the toilet and tries to his, sadly the teacher saw him, follows him into the toilet and gives him a Frühwarnung.

1.3.1. (Go to lightsaber): So \_ decided to sprint to the lightsaber, he grabbed it, and a teacher is approaching him with a deadly look in his eyes and a pistol that appears to fire Frühwarnungen whatever that means, he can block the first two shots and is ready for the next one, his inner jedi seems to be awaken but right when he wants to block the next one, a teacher from behind gives him the Frühwarnung.

1.3.4. (Reset): Well, that didn’t go well for you, maybe you'll do better in the next run

1.4. (Trust narrator): Oh, that’s really great, it's too late to get you on the intendent path so let's try to escape together, go up the stairs again and into the classroom, it should be empty by now. When you are there, there is a button behind the second picture, press it.

1.5. (Find button): As you press the button a secret door opens behind you, you go in and see me, some behind me keeps me hostage but you decide to knock him out and help me.

1.5.0. (Run (without narrator)) (Reset): You coward, you just ran off without me, well I can't be free neither can you, I'll reset the game and we will start all over again.

1.6. (Free narrator): So, you grabbed a conveniently placed pipe next to you and pet the guy behind me with it.

1.7. (Run (with narrator) reset): So, we ran off together and we finally escaped the HTL-Parable, yay happy end.

2. (Ignore Teacher): As you walk by the teacher you hear him burbling about science in a classroom with a slightly open door. You don’t know the teacher, but you still enter the classroom because you are really interested in the topic.

2.0. (Go into toilet): But no, \_ just decided to go into the toilet for no reason, \_ didn’t even need to pee now just stands there, wondering what he should do. No waiting any longer he decides to exit the toilet again and finally go into the classroom and listen to the teacher.

3. (Enter Class): The teacher sees you and asks you to take a seat. You think it is a bit odd, but more than welcoming and follow her instructions.

3.0. (Keep Standing): \_ weirdly enough didn’t follow the instructions but just stood there like a weirdo. What are you doing \_?

3.1. (Ask someone to sit on their seat): \_ just ask someone to sit on their seat. \*Quick interruption form narrator\* hey, what are you doing, aren’t you ashamed man. So, as I was saying \_ asked to sit on the seat of someone else, probably because they were so confused and overwhelmed by the questions they said yes. So, he set on the seat and listened to the lesson of the teacher.

3.1.0. (Exit class): What are you doing \_ you should have talked to the teacher, whatever it's not too late, just wait till they are done with the lesson and talk to them.

3.1.1. (Exit school): So, you are just leaving? Are you serious? There are so many different paths you could have taken but you took this one? Whatever it's too late now.

3.1.2. (reset): Let me just reset you back to the beginning. Don’t ever do that again.

3.2. (Wait): \_ just waited and looked around, he noticed a strange looking button on the wall and pressed it.

3.3. (Press button): As you press the button a secret door opens behind you, you go in and see me, someone behind me keeps me hostage but you decide to knock him out and help me.

3.4. (Help narrator): You grabbed a conveniently placed pipe next to you and pet the guy behind me with it.

3.5. (Attack): Some other teacher throws a Loal question at you which you have to get right in order to doge the Frühwarnung.

3.6. (Fail and reset): Sadly, you are very bad at LOAL and your answer was wrong so you get the Frühwarnung and I have to reset the game :(

4. (Take a seat): \_ just took a seat and listened to the whole lesson, he thought it was very interesting. So, after the lesson he talked to the teacher.

5. (Talk to teacher): He walked up to the teacher and was like, “Hey man great lesson!” and they had a good conversation, after like 2 minutes of talking the teacher said that \_ should register at the school and that he’d really like it here which he did.

6. (Register at school): So, \_ followed the instructions of the teacher and applied for the school.

7. (Leave): He left the school happy with his decision.