1720 Storyline:

You wake up lying in the middle of an unfamiliar field. You try to think about how you got here but you can’t.

You decide to get up and take a look at your surroundings.

You see a sign at the entrance of a forest. You walk up to it and the sign reads “If you can clear a path to the end of the forest a treasure awaits you”.

Broke and with no belongings to your name you decide to take your chances and enter.

Eventually you come to a crossroads with two paths. Which one do you decide to go on?

(Press 1 for Path 1, Press 2 for Path 2)

If Path 1:

* As you walk along the path, a monster suddenly jumps out of a bush and snarls at you. You see a tree branch around you and contemplate if you should make a run for it or fight the monster

(Press 1 to Fight, Press 2 to Run)

If Run:

* You decide that the treasure isn't worth risking your life and run back to the entrance of the forest. The monster eventually stops chasing you. As you exit the forest, you lie down on the field and slowly pass out.

(Story Ends, Can Restart)

If Fight:

* You decide to pick up the branch and engage the monster. After a long and grueling battle, the monster is injured and runs away
* Although injured, you continue on the path and eventually you see a treasure chest in the distance
* You open the chest, and it is filled to the brim with gold coins. You decide how much of it to take.

(Press 1 to Take Some, Press 2 to Take All)

If Take Some:

* You take some of the coins and stuff them into your pockets. You exit the forest and come across a small town. You exchange the gold coins for a fortune and live a long and happy life.

(Story Over, Win)

If Take All:

* You decide to take all the coins, but the moment the chest is empty, a guardian appears and curses you for being greedy. You lie on the ground unable to move and slowly pass out.

(Story Ends, Can Restart)

If Path 2:

* As you walk along the path, you come across a witch who asks you to spare a bit of your time and keep her company. You take a look at the bones around her and think it might be a trap.

(Press 1 to Run, Press 2 to Stay)

If Run:

* You decide that the treasure isn't worth risking your life and slowly start to back away. The witch, angry that you refused her, casts a spell on you. You fall to the ground and slowly pass out.

(Story Ends, Can Restart)

If Stay

* You decide to trust her and sit down beside her. Despite her appearance, she is actually very nice. She says that she has been living by herself in the forest all these years without anyone to talk to and that you were the first one who was nice enough to accept her invitation.
* When you tell her that you are looking for the treasure, she says that it is just a bit further down the path, but not to be greedy and take all of it.
* You thank her and carry on the path until eventually you see a treasure chest in the distance
* You open the chest, and it is filled to the brim with gold coins. You decide how much of it to take.

(Press 1 to Take Some, Press 2 to Take All)

If Take Some:

* You remember the witch’s warning and only take some of the coins. You exit the forest and come across a small town. You exchange the gold coins for a fortune and live a long and happy life.

(Story Over, Win)

If Take All:

* You decide to ignore the witch’s warning and take all the coins, but the moment the chest is empty, a guardian appears and curses you for being greedy. You lie on the ground unable to move and slowly pass out.

(Story Ends, Can Restart)