The game opens.

Int. Hovel.

Character stats: Sword status: Penknife. Siamese vodka: Empty.

Your mother glowers at you, her shriveled breasts drooping in disappointment. The big day for you to follow in your father's footsteps and journey into the great, wide world has arrived. What do you tell her?

1) I DUN WAN 2 GO PLS

1a) Your mother's anger is tangible as she advances towards you, delivering a bitch slap of such unimaginable ferocity that you die on the spot. Try again, bitch.

2) Mother, I know that it is my duty to leave this humble abode to seek work, wenches, and fame. However, I am not yet ready to depart, for my sword is naught but a letter knife.

2a) Your mother's eyes shine with hidden wisdom. From within her bosom, she delivers to you a cask of cheap Siamese vodka. +5 vodka. "This will help you spit fire from your 'sword.' Take it, and begone!" She then unceremoniously kicks you in the rear end, shoving your sorry ass out da house.

You stumble out of the doorstep and immediately are put upon by bandits who manage to extract your "Sword." You feel powerless and humiliated without it. What do you do?

1) Fight back and reclaim your sword.

1a) How do you fight without your sword? Do you

1) Call your mom

1a) Your mother laughs at you from the comfort of her hovel, before shutting the door behind you. The thieves make short work of you with your own sword. How sad.

2) Charge at the thieves like a mofo.

2a) The thieves chortle merrily before repeatedly piercing you with their spears. You feel violated, humiliated, and alone, and cry into a corner. Your mother laughs at you from the comfort of her hovel, before shutting the door behind you. How sad.

2) Whine like a little bitch for them to give it back.

1a) The thieves pocket your miserably tiny sword and ride off into the sunset. What are you to do without your sword? Let's face it, it wasn't that big anyway. However, it looks like they dropped a sac on the ground.

Do you

1) Examine the sac

You inspect the sac, and lo and behold, inside you find Random (1-2): 1: (random:1-5) firewater and a gauntlet (+2. 2: Scorpions which proceed to sting you to death and devour your cold, lifeless body. (If dead, restart)

2) Go back home

You attempt to open the door to your mother's hovel, but she merely cackles and holds the door shut.

3) Cry