Present mission:

“Halt! Before we go any further… What is they nameth?

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“Huzzah, Noble {name}! Welcome to ye kingdom!

For seven years ye have pined for Princess Wren’s hand in marriage. Her father, King Bloodworth III, has sent a declaration throughout the land for all knights to compete to win his blessing.

The first knight to bring the ancient Claymore of Justice back to the King will win the heart and hand of Princess Wren forever.

Legend has it the ancient Claymore is hidden in the Monstrous Caverns past the depths of the Deadhaze forest. Danger and Mystery abound.

Do ye choose to embark on this treacherous journey?

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You load up your trusty steed and start down a path. Will you go NORTH, EAST, OR WEST?

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**NORTH**

“Ye go North! Thou dost not pay attention to the road ahead and your steed gets stuck in a ditch. You look around and see a rope, a carrot, and another man’s horse.

You may USE ROPE, USE CARROT, or TAKE HORSE. What shall ye do?”

**ROPE (‘use rope’)**

“Ye take the rope and pull thy steed out of the ditch! You continue down the path.” **Lose points**

Press enter to continue. (enter takes them to next choice – **princess wanting to elope**)

**CARROT (‘use carrot’)**

“Ye use the carrot to coax thy steed out of the ditch. You are rewarded for your ingenuity. You continue down the path…” **Gain points**

Press enter to continue. (enter takes them to next choice – **princess wanting to elope**)

**OTHER HORSE (‘take horse’)**

“You steal another man’s horse. The man was hiding in the bushes and saw you take his horse. He hunts you down and stabs you in the back.”

**GAME OVER. YE HAVE PERISHED.**

**ELOPEMENT**

“As you continue down the path, you see a womanly figure appear in the distance. You draw closer…. It is Princess Wren herself! Princess Wren asks you to run away with her.

You may ELOPE or NOT ELOPE. What shall ye do?”

**DON’T ELOPE (‘not elope’)**

“Alas! You have kept your honor intact by obeying the King’s wishes. You continue on your journey.”

**Gain points**

**IF ROUND 1, REROUTE TO EAST/WEST JUNCTION. IF ROUND 2, REROUTE TO FINAL PATH**

**ELOPE (‘elope’)**

“You elope with Princess Wren. Word spreads across the land. King Bloodworthe sends his guards to hunt you down and kill you.”

**GAME OVER. YE HAVE PERISHED.**

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**EAST**

“You walk East for several hours. You find you are lost. You look around and see a stranger sleeping under a tree.

You may ASK FOR HELP or CONTINUE. What shall ye do?”

**ASK FOR HELP (‘ask for help’)**

“You wake the stranger and ask them for help. Your pride is hurt, but you are rewarded for your humility. You find your way back to the path.” **Gain points**

Press enter to continue. (enter brings them to next choice --- **Sir Chad’s party**)

**CONTINUE (‘continue’)**

“You continue walking without asking for help. With your head buried in the map, you walk straight into a tree. How embarrassing.

Alas, you find your way back to the path.” **Lose points**

Press enter to continue. (enter brings them to next choice --- **Sir Chad’s party**)

**SIR CHAD’S PARTY**

**“**You continue to walk down the path. You hear someone calling your name from behind you. You turn around and see it is Sir Chad from your old fraternity. Sir Chad invites you to a Knightly Rager party down the road. You are feeling worn down from your journey and could use a pint of mead….

You may **GO PARTY** or **CONTINUE.** What shall ye do?”

**GO PARTY**

“You go to the Knightly Rager and have a great time. Or so far as you can remember…. You wake up the next morning alone in a meadow with empty pints all around. You are hungover but alive. You decide to get up and continue your journey.” **Lose points**

**IF ROUND 1, REROUTE TO NORTH/WEST JUNCTION. IF ROUND 2, REROUTE TO FINAL PATH**

**CONTINUE**

**“**You stop in at the party and drink one pint. Your old friends ask you to stay and party, but you decide to continue on your journey. You can party another time. You are rewarded for your maturity.” **Gain points**

**IF ROUND 1, REROUTE TO NORTH/WEST JUNCTION. IF ROUND 2, REROUTE TO FINAL PATH**

**WEST**

“You go west down the path. On the path, you come across a bag of coins. You look around and see no one watching.

You may TAKE COINS or LEAVE COINS. What shall ye do?”

**TAKE COINS**

* Triggers function to switch a boolean to ‘true’
* Reroutes to Troll Bridge

**LEAVE COINS**

* Does not trigger any function. Money Boolean remains ‘false’
* Reroutes to Troll Bridge

**TROLL BRIDGE**

“You continue westward and come to a bridge. A large, hairy troll emerges from underneath the bridge. He demands he gets something in return if you want to cross the bridge. Do you have something to bribe him with, YES or NO?”

1. **BOOLEAN=TRUE, ANSWER = YES**

“Success! You bribe the troll with the coins you picked up. He begrudgingly lets you pass.” **Gain points**

**Press enter to continue (reroutes to man lying in the road)**

1. **. BOOLEAN = TRUE, ANSWER = NO**

“You fool! You could have bribed him with your coins. The troll pulls out a dagger and stabs you in the guts.”

**GAME OVER. YE HAVE PERISHED.**

1. **BOOLEAN = FALSE, ANSWER = YES**

“Liar! Thou hast nothing with to bribe the troll! He pulls out a dagger and slices your guts.”

**GAME OVER. YE HAVE PERISHED.**

1. **BOOLEAN = FALSE, ANSWER = NO**

“Because thou hast nothing with to bribe the troll, he pulls out a dagger and slices your guts.”

**GAME OVER. YE HAVE PERISHED.**

**MAN LYING IN ROAD**

“You cross the bridge and continue your journey. You hear faint groaning in the distance. As you continue, you see an injured man lying by the side of the road. He begs you to help him.

You may **HELP or NOT HELP.** What shall ye do?”

**HELP**

“You stop to help the man and get him on his way. You are rewarded for your kindness.” **Gain points**

Press enter to continue.

**IF ROUND 1, REROUTE TO NORTH/EAST JUNCTION. IF ROUND 2, REROUTE TO FINAL PATH**

**NOT HELP**

“You ignore the man and continue on your journey. Hath ye never heard ‘What goes around comes around?’ You have a random heart attack and die.”

**GAME OVER. YE HAVE PERISHED.**

**NORTH/EAST JUNCTION**

**“You come to a fork in the road. You may go NORTH or EAST. What shall ye do?”**

**NORTH/WEST JUNCTION**

**“You come to a fork in the road. You may go NORTH or WEST. What shall ye do?”**

**EAST/WEST JUNCTION**

**“You come to a fork in the road. You may go EAST or WEST. What shall ye do?”**

**FINAL PATH**

“You go through the DeadHaze forest dodging terrible evil and deep pitfalls of sorrow. As you emerge from the forest, you see the Monstrous Caverns in the distance. You get closer and find the mouth of a cave. You hear deep bellows coming from within.

You may ENTER or TURN AROUND. What shall ye do?”

**TURN AROUND**

“You turn around in fear. Coward! How could you come all this way only to give up when you find the cave? You die of shame and cowardice.”

**GAME OVER. YE HAVE PERISHED.**

**ENTER**

**“**You enter the cave. As your eyes adjust to the darkness, you see a mighty dragon sleeping in the back of the cave. The deep bellows you heard were the dragon’s snores. Near his enormous snout, you see a glowing rock with a sword stuck in the top. You recognize the sword as the Almighty Claymore of Justice.

The dragon appears to be guarding the sword.

You may TAKE SWORD or WITHDRAW QUIETLY. What shall ye do?”

**WITHDRAW QUIETLY**

“You turn around in fear. Coward! How could you come all this way only to give up when you see a mere dragon? You die of shame and cowardice.”

**GAME OVER. YE HAVE PERISHED.**

**TAKE SWORD**

**“HUZZAH, NOBLE {NAME}! You take the sword without waking the dragon. You return to the kingdom and return the Almighty Claymore of Justice to King Bloodworthe. Impressed with your bravery, he gives you his blessing to marry Princess Wren. She swoons over your strength and skill. You win!”**