

SARZ++

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PLOT SUMMARY:

- YOU ARE SENT TO ANOTHER PLANET, AS YOUR HOME PLANET, EARTH, IS DYING.
- YOU ARE GOING TO TRY TO SCOUT FOR TWO WEEKS; EACH DAY IS 12 HOURS; 6 HOURS OF SUNLIGHT, 6 OF DARKNESS.

WHAT DO YOU LAND WITH?:

THERE ARE 3 "SLOTS" YOU CAN USE IN ORDER TO PREPARE FOR YOUR TRIP.
FOOD FOR TWO WEEKS TAKES UP A SLOT AUTOMATICALLY.

→ CHOOSE FROM (2):

TORCH: SAFE AT NIGHT AS YOU ARE IN THE MORNING (LESS LIKELY TO GET ROBBED)

MACHETE: INCREASE DEFENSE BY 500.

THE I.M. (ITEM MARKER): GIVES YOU HINTS ABOUT WHAT YOU'RE LOOKING FOR.

WHAT ARE YOU LOOKING FOR?:

// WHEN YOU FIND WHAT YOU ARE LOOKING FOR, YOUR HP/STARVATION COUNTERS ARE AUTOMATICALLY RESTORED. //

1) TREES: EASIEST TO FIND FOR OXYGEN AND SHELTER

2) WATER: MOST WATER SOURCES ARE UNDERGROUND.

3) EDIBLE PLANT: HARDEST TO FIND; MANY PLANTS ARE POISONOUS.

OBJECTIVE

→ MAKE IT BACK TO YOUR SHIP ALIVE SO YOU CAN GO BACK.

ENEMY TYPES:

→ POISONOUS PLANTS

→ WEIRD CATS

BASIC "COUNTERS"

- HEALTH POINTS : 100 (REGENERATE BY SLEEPING.)
 - DEFENSE : 100 (RECLAIM BY EATING FOOD)
- WHEN A PLAYER "A" IS ATTACKED WITH DEFENSE, 20 DEFENSE IS LOST. BUT AND 10 HEALTH POINTS ARE LOST. WHEN ALL DEFENSE IS LOST, 20 POINTS ARE DEDUCTED.

MISC.

- PEOPLE CAN NOT SLEEP TWO DAYS IN A ROW.
- ↳ CONSEQUENCE:
- PLAYER MUST FIND TWO EDIBLE PLANTS.