



Short Gamebook Adventure

<p>Health: 10</p> <p>Blessings: 1</p>	
	<p>Inventory use the checkbox when you find the item</p> <p><input type="checkbox"/> Magic Amulet</p> <p><input type="checkbox"/> Crusader Shield</p> <p><input type="checkbox"/> MistFlower Healing Herb</p> <p>scan here to roll</p>

This game was created for the purpose of demonstrating how to apply in practice the science of Gamebook Theory and more specifically the Logical Conclusion Choice Theory, which keeps the reader ‘in the driver seat’ by measuring his/her performance through providing clues and feedback in the narrative of the adventure. The result is a Short Gamebook Adventure where the outcome depends entirely on the player’s performance, not on random decisions and dice rolls. You can follow the step by step design process of this game at the following internet blog:

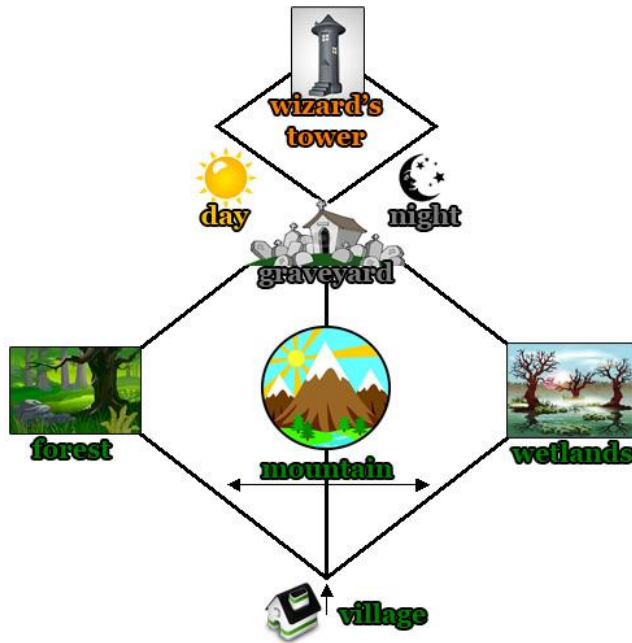
<http://visualgamebookadventures.blogspot.com/2015/11/gamebook-theory-mechanics-of-gamebooks.html>

1. You see yourself as a little 10-year-old boy again. The weather outside is sunny and quiet. Only a few white puffy clouds are scattered throughout the sky. Once again you feel the familiar sadness of recently losing your father in the Great War between the Humans and the Evil Hordes. All the boys in the village are playing soldiers with wooden swords and you participate in their games as well. It is impossible to not get a scratch on your skin here and there, but your mother has that wonderful healing potion recipe which your uncle brought from the Monastery located beyond the Darkwood Forest, where he faithfully has been serving as a Monk for many years now. The only problem is that one of the ingredients, the MystFlower, which is only found in swamp areas, is almost instinct by now and is nearly impossible to find anymore. Your mother is calling you to get back home for dinner. Such a sweet voice she has... Then all of a sudden, you wake up from your dream. About 15 years have passed since those times and the settlement seems very different now. There is no sunny days anymore. A few months ago, black thunderclouds moved in, but no raindrop has fallen since and wide spread hunger has settled in your village due to the crops not growing at all. The people are speculating that the Dark Wizard, who lives up north, beyond the Wicked Graveyard, must have put a curse on your lands. Nobody knows for sure, but you are tired of not doing anything about it, so you grab your father’s sword, pack your bag with food and water, and leave the village to find and defeat this evil person. However, you must get to his tower first. It is located beyond the Wicked Graveyard that is on the other side of the Deadly Mountain. Take a note that you are starting with 10 Health Points. Also, write down that you have 1 Blessing! You can use it to re-roll a die at any point of the game when you are asked to roll 1d6 and you are not satisfied with the result. Of course, that would have to be at the expense of 1 point of Blessing.

Now turn over!

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It is time to make a choice now! Read section 2, if you want to go around the mountain through the Darkwood Forest. Go to section 3, if you want to hike through the mountain. If you prefer to pass through the Forgotten Wetlands, turn to 4!



2. You are now in the Darkwood Forest. It is named like that, because the sunlight there is very limited due to the thick forest trees. Hunters from your village would come here often to kill dinner for their family. You sense movement in the nearby bushes, but you have no idea what kind of creature that could possibly be. Do you want to use the element of surprise and attack first (go to 14) or would you prefer to draw your sword and patiently wait to see what comes out of there (go to 15)?

3. It is no coincidence that the Mountain was named Deadly. It is very unfriendly and as soon as you start climbing, a cold front moves in

very quickly and it causes a snowstorm. You've heard that many ages ago, the Jolly Dwarves inhabited the mountain, but during the Great War, the Evil Forces annihilated them all. The word is that their tunnels are actually a passage through the mountain, but nobody has entered them since, so who knows what kind of strange creatures are living there right now. However, your only other alternative is to hike the extremely narrow snowy trails. To enter the tunnels go to 10 or to hike the trails go to 11

4. It is a gorgeous day over the Forgotten Wetlands. The sun is shining bright and birds are chirping left and right. You have a choice of how to approach crossing this landscape area. Do you want to walk through the Cattail Plants that are growing on top of Duckweed, so you are not easy to be seen (go to 12) or do you prefer to carefully walk down the path swerving through the wetlands (go to 13)?

5. The Wicked Graveyard is not welcoming at all. You have to choose now, if you want to cross it in the middle of the day, exposing yourself to the wizard in the tower (turn to 6) or do you want to travel under the cover of the night when you have to face whatever undead creatures live here (turn to 7) ?

6. The graveyard is not very dangerous when the sun is out as all skeletons, vampires and zombies sleep through the day. However, the Evil Wizard notices your presence. Not sure if you are a real threat, he only casts a spell that creates a Hungry for Blood Wolf for you to fight. Throw 1d6 and remove the result from your Health Points! If you are still alive, continue directly to the Wizard's Tower at section 8!

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7. All kinds of evil creatures get up from the graves and walk around at night here. You have to fight a Bloodthirsty Zombie and a Skeleton Warrior. Throw 2 dice and remove the total from your Health Points! If you survive this battle, you find a glowing in the dark Magical Amulet on the neck of the Skeleton. Take a note of that in your adventure sheet right now! You get to the Wizard's Tower a little bit before sunrise. Now turn to 8!

8. You get right inside the tower and take the round stairs up to the wizard's quarters. He is furious that a normal human is disturbing his day uninvited. He casts a deadly spell against you. If you have the Magic Amulet, turn to 9. If not, throw 1d6 to calculate how much damage the spell does to your Health Points! If you are still alive, turn to 9 now. Otherwise, you become the next victim of the Evil Wizard and your adventure ends here.

9. The Evil Wizard is quite surprised that his magic didn't kill you, so he casts another spell, this time on himself, and his body changes its shape into a bigger masculine warrior. He grabs his wooden staff and tries to beat you up to death. If you have a Shield in your list of items, it protects you from two hard blows. If not, roll two dice to calculate the damage and remove the result from your Health Points. If you are still alive, turn on 16 at this instant! Otherwise, you become the next victim of the Evil Wizard.

10. You enter the dark tunnels of the dwarves. You can feel that the exit is not very far away and you see a light at the end of the tunnel, but before you get to it, an unpleasant encounter takes place. You are attacked by a Cave Troll! Roll 1d6 and remove as many points from your Health now! After the battle of which you emerge victorious, you notice something shiny in the distance. You just found a Crusader Shield! Now continue your adventure to the Wicked Graveyard at 5!

11. Is it not obvious that extremely narrow snowy trails are very difficult to hike during a snowstorm? The wind is strong and the visibility is awful. Your left foot slips on the snow and you must roll a die to see if your right foot keeps you stable. If the result is 1-4, you fall down the steep mountain and that is the end of your adventure. If you are lucky enough to roll 5 or 6, your right foot keeps you stable and you avoid certain death (don't forget to re-roll at the expense of 1 point of Blessing if the first result is unsatisfactory). If the luck is on your side, you cross the Deadly Mountain and continue your adventure to the Wicked Graveyard at 5!

12. You may have not realized, but Cattail and Duckweed plants grow in swamp areas, so as soon as you step in there, you start sinking in the mud. Roll 1d6 to find out how much energy you need to get out of this unpleasant situation and remove that number from your Health Points. Then you can continue your adventure on the swerving path at 13.

13. While following the path through the wetlands, you catch a glimpse of a very rare flower. Your mother used it to heal wounds and, if your memory serves you right, it is called MistFlower. You take the herb and put it in your inventory. You can use it at any time (except during a battle) to heal your Health back to its initial 10 points. You reach the end of the swamp area by dawn and continue the adventure at the Graveyard (go to 5)

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14. You draw your sword and jump into the bushes ready for a fight when you hear a loud human scream on the other side and you see a person, dressed in monk cloak clothing, running away faster than light. Your equipment is too heavy and makes you too slow to be able to catch up with him, so you give up any hope of talking to the guy and you continue walking to the far end of the forest. You know that you shouldn't jump to conclusions before collecting enough information and the mistake makes you restless, but soon enough you get to the Wicked Graveyard. Turn to 5 to continue your adventure!

15. You draw your sword and patiently wait to see what comes out of the bushes. To your great surprise, a monastery monk emerges out of the green leaves. Apparently, he was berry picking for his brothers over at the monastery. After you tell him about yourself and about your quest, he tells you that he personally knows your uncle, wishes you success on your journey and gives you his blessing. Add 1 point to your Blessings Stat and continue to the Wicked Graveyard located at 5!

16. Your opponent is quite surprised that you were able to survive his attack. You use that short confusion, which keeps him unprotected for a moment and slice him in half with your sword. You are victorious! You defeated the evil wizard and your village is now safe for generations to come. You are well celebrated by your fellow villagers. In a sign of appreciation, they even rename the deadly mountain after you. Congratulations!

