

# Sail Away – A Text Adventure

The player begins by entering the Colony Ship **Explorer**. The player discovers some type of program, SOPHIE (Ship Operations Program, Helps In Exploration), a robot first mate Sal (Ship Assistant Leader), and a robot cook Maddie (Meals And Defense, Dabbles In Explosives). The player discovers they are the captain of the ship, but has amnesia after being beaten outside the port.

The ship is on a mission to bring supplies to the floundering Colony Australia in a war-ravaged Earth. However, pirates roam the seas and must be defended against. The player must fight off pirates, and in doing so learn the roles of their robot companions and what happened to the world.

## Dock

> *You are on a dock at the port of Hope. You feel dizzy, tired, and a bit bruised about the head. In front of you lays a majestic ship, which you can see is named Explorer.*

**Exits Are:** SHIP

**Check inventory:** There's grizzle on your face. You're wearing a tattered shirt, sturdy pants, and light shoes.

> *You walk up the gangplank and enter the ship.*

## Level 1: Main Deck

> *You are on the Main Deck. The planks gleam with a recent varnish. There is a rope coiled against the edge of the deck. A variety of cannons are tied down, aimed through ports in the wall. There is a large winch here.*

**Exits Are:** NORTH, EAST, WEST, UP, DOWN.

**Look rope:** A thick sailor's rope, there's a good 30 meters coiled up there.

**Look winch:** A heavy handle connected to a series of gears and pulleys, it allows you to pull up the anchor.

**Look cannons:** Heavy and solidly built, there doesn't seem to be ammunition around. (Player cannot operate cannon – must be done by Maddie or Sal.)

If the player winches up the anchor:

> *You grunt, but feel the anchor move. As it breaks the water the winch locks in place; the wind starts to push you out of port to the great blue beyond.*

The player must use the keys if they wish to go NORTH to the Captain's Quarters:

> *You reach for the door handle. It's locked. Next to the door, you see a plaque that says "Captain."*

## Level 1: Navigation Deck

> *You are on the Navigation Deck. A large ship's wheel is here, a small spyglass is mounted next to it.*

**Exits Are:** WEST

**Look wheel:** A thick wooden wheel; you can tell there is some industrial metal mechanism keeping it in place.

**Look spyglass:** A metal piece, it has been polished recently and you get a crystal-clear look at the expansive sea ahead.

## Level 1: Galley

> *You are in the Galley. Faint aromas of seafood waft their way to you. You see hundreds of cans and boxes of provisions stacked up along the walls. A small robot is behind a stove.*

**Exits Are:** EAST, DOWN (Player needs keys to exit DOWN to Brig)

**Look provisions:** While there are a few boxes of rice and cans of beans, most of these are large boxes labeled "MRE."

**Look robot:** (If before Sophie) A humanoid robot with a spatula in one hand, its eyes are dark. You can make out a small etching that says "Maddie."

(If after Sophie) A humanoid robot with a spatula in one hand looks up at you, eyes bright, and says "Hey Captain!" You can make out a small etching that says "Maddie."

**Commanding Maddie:** Maddie can cook small meals of any variety. She can also be instructed to use any weapons on board, and to follow someone around. Other than that, she is useless. This is unknown to the player until they ask what "Maddie" stands for.

> *Maddie stands for Meals and Defense, Dabbles in Explosives. Would you like your usual?*

If "Yes":

> *Maddie whips up a fantastic omelet. How'd she manage that? You gobble it down and feel better.*

## Level 1: Captain's Quarters

> *You are in the Captain's Quarters. There is a wardrobe in a corner, and a bed against the wall. A desk sits facing out the window.*

**Exits Are:** SOUTH

**Look wardrobe:** A well-built wooden piece, it houses some light, clean white shirts, a few pairs of trousers, and some leather boots.

**Look bed:** It is impeccably made, and it does not seem anyone has used it in quite a bit. It sure looks cozy. (Player may take nap.)

**Look desk:** It is an ornate, but functional, walnut desk. You see a leather-bound journal with the ship's name **Explorer** embossed on it. Next to it is a small red sphere.

**Look journal:** You skim through the pages of the journal. It seems to be a ship's log. There is only one entry: "To depart port Neptune on October 3, 2385. To arrive at the port of Colony Australia, December 18, 2385."

If players try to look at the red sphere: "It is a red sphere, somewhat metallic in nature."

**Touch sphere:** As you touch the sphere, it suddenly flashes brightly a few times. A black dot appears at the center, and follows your movements. You hear a voice: "Hello! Long time no see, Captain."

When prompted, let it be known the AI is named "Sophie." Once Sophie is commanded to begin the expedition, and the anchor is weighed, begin a counter down from 3 moves, then go to **Fight Mechanics**.

**Commanding Sophie:** Sophie can provide orders to Sal and Maddie, give the current date, and navigate the ship. (Respectively: "Tell Sal/Maddie to...", "What is the date today?", "Go to...") She does not have specific information about the nature of the trip beyond the destination. The irony of having a cruel parser within the game should not be lost on the players. However, Sophie will not volunteer information about what she can do unless the player asks "What does your name mean" or something to that effect. Then:

> *Sophie stands for Ship Operations Program, Helps In Exploration. I navigate the ship and give orders to Sal and Maddie.*

## Level 2: Crow's Nest

> *You are in the Crow's Nest. High up, you can see well into the surrounding area.*

**Exits Are:** DOWN, WEST (Player needs utility belt and leather boots from Captain's Quarters to go WEST. Otherwise, they fall to main deck.)

**Look surroundings:** (If before weighing anchor) Ahead, you see beyond the port of Neptune into the clear blue ocean. Behind you, there is the port. Desolate and wasted away beyond, you see crumbled buildings and destroyed infrastructure. A haze hangs over the horizon above the land.

(If after weighing anchor, before Sophie) You see nothing but beautiful ocean all around you. Was that a whale surfacing?

(If after weighing anchor, after Sophie) You see the ocean, but just a few knots a way there seems to be another set of masts appear. — At this point, begin a timer. They can visit 5 more places, then the attack begins.

## Level 2: Poop Deck

> *You are on the Poop Deck. You can easily make a survey of the entire ship from this vantage point. There is a robot here.*

**Exits Are:** EAST (Player needs utility belt and leather boots from Captain's Quarters to go EAST. Otherwise, they fall to main deck.)

**Look robot:** A strong, humanoid robot with a map in his hand and a bandana awkwardly tied around his neck looks up at you with bright eyes. The bandana says "Sal." He waves and says "Boy, am I glad to see you Captain!"

**Commanding Sal:** Sal is the first mate, and makes sure things run smoothly. He can give the acronym of SOPHIE, describe what SOPHIE, himself, and Maddie can do; When directed, he can wield weapons, man the bilge, and communicate from anywhere on the ship. Of course, the player must ask "What does your name mean?"

> *Sal stands for Ship Assistant Leader. I run the place, as best I can.*

## Level 0: Bilge

> *You are in the Bilge. Pump handles are here. There is a utility belt off to the side. There is a large storage room in the corner.*

**Exits Are:** WEST, UP (Player needs keys to exit WEST to Brig)

**Look pumps:** These pumps help to get water out if the ship gets a leak.

**Look utility belt:** Made of sturdy leather construction, it holsters an assortment of knives, carabiners, a small pistol, and a ring of keys.

**Look storage room:** The storage room contains an assortment of swords, rifles, cannonballs, gunpowder, and matches.

## Level 0: Brig

> *You are in the brig. A few jail cells line the wall. An oil lantern lies unlit in the corner. (If pirates are captured, they are here too)*

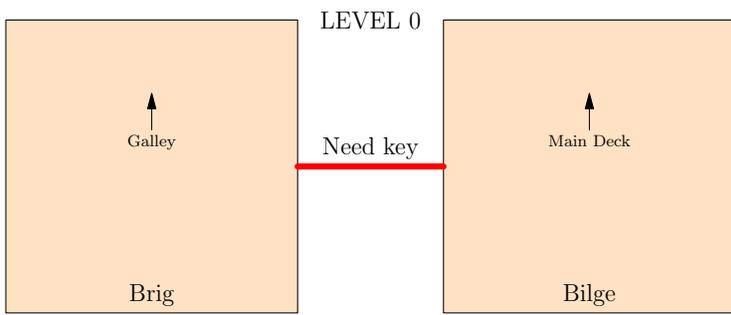
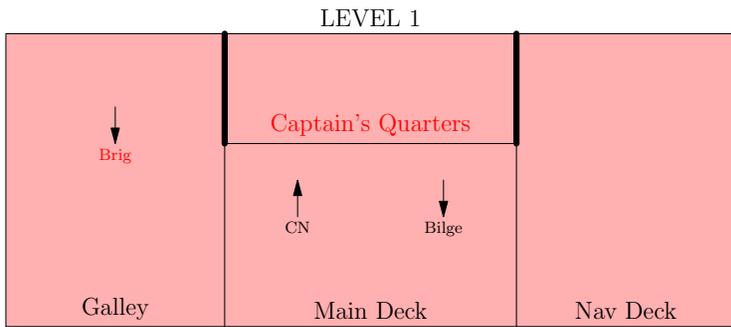
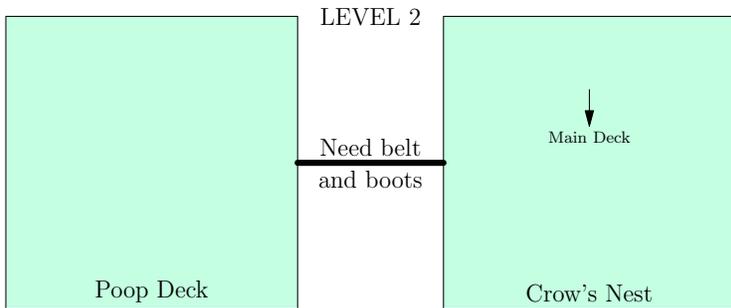
**Exits Are:** EAST, UP

**Look cells:** Made of iron bars, these will contain even the rowdiest of sailors.

**Look lantern:** An old but tested design, it creates an oil-burning flame. Don't smash it though, that's a fire hazard!

## Australia

> *After many weeks on the warm Pacific Ocean, Sophie informs you it is Christmas Day. Off in the distance you see land. You have reached Colony Australia. Game Over*



## Maps

Things labeled in red means they need a key. Bolded lines means there is a wall, with no entrance (as in Galley or Navigation Deck to the Captain's Quarters.)

## Fight Mechanics

Once the anchor is weighed and Sophie begins the journey, the player has 3 moves (i.e. moving between rooms) before a Pirate ship appears and fires a warning shot.

(If player is with Sal or Sophie) > *(Sal/Sophie) says "It seems we have company. I'd recommend holding onto something."* You feel the ship shake and hear a large splash. Waves rock against the side of the ship. You feel queasy.

(Otherwise) > *You suddenly feel the ship shake. You lose your footing and hit your head. Player takes 1 damage.*

### Ship to Ship

**Explorer Health:** 8 – death, if reduced to zero.

After every move: > *A cannonball comes flying across the gap toward your ship, and strikes it nearby.*

**Pirate Ship Health:** Once 5 cannonballs are fired, pirates board. Pirate Ship can only be destroyed by the lantern or ramming.

After each move by the player, a cannonball hits the player.

**Cannon:** Only Maddie can fire cannons, but they're really just a distraction from the lantern.

**Lantern:** If player successfully lights the lantern, they can throw it at the pirate ship to set it ablaze and sink it. **This is the only way to destroy the pirate ship, without ramming.**

**Ramming:** If player asks Sophie to ram the other ship, they succeed with a 50% chance. Pirate ship will be destroyed as result. If pirate ship is burning, both ships are destroyed automatically.

**Bilge:** After **Explorer** is hit twice: > *You hear Sal say "The ship is taking on water!"* Repeat after every 2 moves by player. If it is said a total of 3 times without Sal being sent to the bilge, player dies. If Sal is sent down, he can come back up after 2 turns.

#### Resolution:

- **Explorer** takes no damage. In this case, the pirate ship is sunk, and the journey to Australia is completed without anything further. Move to Australia.
- **Explorer** takes some damage, sinks Pirate ship. Pay attention to Bilge. Pirates will board **Explorer**. See Hand to Hand.

### Hand to Hand

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**Player, Sal, Maddie Health:** 2 (If player took nap, +2. If player took shirts/trousers, +1. If player got meal from Maddie, +1.)

**Pirate Health:** 1

> *You see 5 ropes with hooks attached come over the rail, and go taut.*

**Attack ropes:** If there are  $n$  players, they can cut  $n + 1$  ropes before the Pirates board successfully.

From here on out,  $n$  people on deck can attack  $n$  people. Do so automatically (if Player requests to attack pirates, they attack one, Sal and Maddie would attack one each as available.)

**Attack Pirate:** (With sword): > *You feel a bit rusty as you plunge your sword forward; the pirate easily parries the blow and counters. You have died.*

(With rifle or pistol): > *You're able to get off a shot. The pirate rears back and falls over the side of the ship.*

(With fist): > *You never were one for a fist fight in school. The pirate ducks away from your swing, and you feel yourself tumble over the side of the ship. You have died.*

**Capture Pirate with rope:** Player can use rope to capture and tie up pirate with 100% success.

Player can have Sal and Maddie take out one pirate each, then they will die from retaliation. Once Player attacks, all Pirates will attack Player.

If all pirates are successfully captured or killed, and the bilge taken care of after damage, the player wins. Allow player to talk to pirate, or roam to discover more items, before going to end game. Go to Australia.

## Captured Pirate

If the player successfully captures a pirate, Player can ask them a few questions, and possible answers are shown below. Once the player asks them 2 questions, the pirate will commit suicide via cyanide tablet:

> All of a sudden, the pirate begins foaming at the mouth, quickly slouches over, and dies.

Then, go to Australia.

**Possible Question Topics** (Choose the most appropriate)

- The War: > *The war was awful, and destroyed most of what we knew. Only some old ships, like yours and mine, remained. And the odd piece of software repurposed to help us out.*
- Player: > *You're Captain Michael, the head of the Colony Australia. The idiot who's trying to get back what we had, instead of just moving the hell forward.*
- Pirates: > *We're the ones you wouldn't accept, or couldn't find. We don't want to go back to how things were. Because they weren't so good.*
- Australia: > *Hell if I know what the draw is, other than it's on the other side of the world and still has a few buildings standing.*
- Colony: > *All I know is I don't wanna be a part of it. Mayhem helped the world heal; and now you all taking the provisions for yourself, wanting to get back to where it was; it's just selfish.*

## Scoring Colony

A player can achieve a score of 101 points while playing.

- Utility belt (+5) ✓
- Weigh Anchor (+5) ✓
- Crow's Nest while at dock (+5)
- Enable Sophie (+5) ✓
- Get Sophie's acronym ✓
- Get Sal's acronym (+5) ✓
- Get Maddie's acronym (+5) ✓
- Journal (+10) ✓
- Initiate expedition (+5) ✓
- Capture pirate and get information (+10)
- Defeat pirate ship (+20) ✓
- Use sword (+5) ✓
- Use firearm (+5) ✓
- Take nap (+5) ✓
- Take clothing items from wardrobe (+5) ✓
- No saves (+1)

ROPE

MRE

UTILITY BELT

BOOTS, TROUSERS, SHIRT

JOURNAL

LANTERN

MAP

SAVE 1

SWORDS

ARROWS

CANNONBALLS

MATCHES

GUNPOWDER

SAVE 2

MUSIC: |||

COIN'S

HEALTH:

CANNONS: ||| |||