



Homestead – A Text Adventure

The player finds themselves in a clearing in the woods, with little memory of how they got there. All they have with them is a sturdy pair of shoes with some good laces, an empty canteen, a tarp, a watch on their wrist, and a small note in their back pocket: one side has Morse code scribbled on it, the other just says "1500". They must figure out how to obtain food and drink to survive the day, make their way through the night without being bitten by spiders or attacked by wolves, and signal for help at the appointed time so they can escape the forest.

Operational Details and Summary of Puzzles

- The player starts the game at 10AM in the **Clearing**. Anytime they move between places in the first day, add 1 hour. During the second day, it takes a half hour until they make a bow; then it goes back to 1 hour because of their missing shoelace. Cooking, building a fire, or making the bow and arrows also take an hour. Every two hours, remind them they are thirsty. They get until 6PM to get water. They get until 10AM the next day to find food.
- At 8PM, warn them it is dark. If they are not in the **Cave** with a fire by 10PM, they are set upon by wolves and die. They fall asleep at 10PM and wake up at 6AM each morning. If they are prepared to sleep early, let them for 8 hours.
- To make a fire, they must use the steel knife on flint from the **Cave** to spark up brush from near the **Tree**, add twigs from the **East Forest**, then finally add the dead boughs from the **West Forest**.
- They cannot drink river water directly. They must use water purification tablets (I 53, i.e. Iodine) from the **Cabin** to drink it. They have no method to boil water – their canteen will not handle it.
- They must fall asleep wrapped in the tarp; otherwise, in the middle of the night they get bit by a spider and die.
- To obtain food, they must make a bow and arrow. They make them using the knife from the cabin, and the oak in the **West Forest**. They must use a shoelace for the bowstring. However, they need to use the **Hot Springs** to be relaxed enough. Then, they can successfully get the deer at the **Rocky Outcropping**.
- They must roast the deer using live branches off the oak trees in the **West Forest**.
- At 3PM on any day, once they have used smoke signals to send SOS (••• – – – •••) from the **Hill** using the tarp and a fire, they will be rescued.

Clearing

>You are in a clearing in a forest. You feel tired and hungry.

Exits are: NORTH, SOUTH, EAST, WEST.

Inspect self: >You feel tired and hungry. You have light clothes; firmly laced sneakers; an empty canteen; a tarp; a watch on your wrist; and a small piece of paper in your pocket.

Inspect watch: >Not too fancy. It says it's 10AM. (Each motion between places today takes "1 hour" in the game. Every two hours warn them they are thirsty. They have until 6pm to get water. See Operational Details and Sleeping for more info on time.)

Inspect paper: >A rumpled piece of paper, one side has various dots and dashes, while the back simply has "1500" scribbled down.

Inspect dots/dashes: >There arrangements of dots and dashes in what seem to be 2 columns, 13 rows each.

East Forest

>You are deep in the forest, with small twigs littering the ground. You see a dead bird near a tree trunk.

Exits are: NORTH, EAST, WEST.

Inspect ground: >There are a good amount of small twigs on the ground, quite dry from the look of them.

Inspect bird: >It seems to be some sort of small pheasant, not too long dead.

Pluck feathers: >You manage to get a few handfuls of feathers off the bird.

Cabin

>Just past a few trees, you find yourself in front of a run-down cabin. The door is off its hinge, and there's nothing else in the area.

Exits are: CABIN, SOUTH.

(There is nothing else in the area. Repeat this if they ask to look around. Move forward to enter cabin.)

>You are in the cabin. Dust coats the entire place, and leaves litter the wood floor. Off in the corner is a small backpack. On a counter is a pill bottle. Dangling from the wall is a small game trap.

Exits are: OUT.

Inspect backpack: >A sturdy canvas bag, there doesn't seem to be much in it. Rifling through the various pockets, you only find a steel switchblade.

Inspect bottle: >There are a handful of small white tablets inside. You can faintly make out the label "I 53".

Inspect game trap: >A small metal mouth with jagged teeth, it is a tradition trapper's tool to catch small game such as foxes or rabbits. (If they try to set the game trap: >It feels like an over-sized mouse trap, and you are just able to get it set. Without any bait, you don't have much hope for it. It can save them from a wolf attack once, overnight, if set at cave entrance. See Sleeping.)

River

>You are at a river. It doesn't seem to be flowing very quickly, but the stone embankment is polished as though it once had.

Exits are: WEST.

Drink water: >You lean down to fill up your canteen and take a drink. The stone is slippery, and you find yourself in the cold water. You manage to get out, but begin to feel ill from the water and vomit.

(At this point, start a timer: Every 2 moves, warn them they are cold. They have 6 moves to make a fire or find the hot springs. Remember the water timer from the start of the game.)

Use tablets on water: >You lean down to fill up your canteen and take a drink. The stone is slippery, and you find yourself in the cold water. After climbing out, you toss the I 53 tablets in and take a refreshing drink.

(At this point, start a timer: Every 2 moves, warn them they are cold. They have 6 moves to make a fire or find the hot springs. However, they do not need to return for water again.)

West Forest

>You are deep in the forest, surrounded by old but lively oak trees.

Exits are: EAST, WEST.

Inspect trees: >Strong, powerful boughs come off the trees; smaller, flexible branches shoot off of these. The trees sure look excellent to climb!

Climb tree: >You make your way up a tree, and nestle yourself in a bough. However, climbing back down you lose your grip and fall. You

feel your leg is broken. (At this point, it takes them 2 hours to move between locations.)

Inspect ground: >Near the trunks of a few trees are long-dead boughs as thick as your legs.

Inspect boughs: >They feel sturdy and dry. There is no sign of rot or bugs in them.

Take branch: (If knife) >You use your knife to take a branch off the tree.

(If no knife) >You attempt to take a branch off, but the tree is too green and the branch has too much spring to it. It just won't snap.

Tree

>You find yourself at a large pine tree. There is brush scattered around.

Exits are: **EAST**.

Inspect brush: >Dried needles and branches litter the ground.

Inspect tree: >A large pine tree with thick branches, it's the source of the needles and branches you see at your feet.

Rocky Outcropping

>You find yourself at a rocky outcropping. The ground is a bit uneven, and mostly void of any vegetation. At the edge of the woods you see deer eyeing you warily. [Not if they were attacked.]

Exits are: **SOUTH, WEST**

Inspect deer: >Timid doe and a few fawns nibble at vegetation at the forest's edge, keeping an eye on your movements.

Attack deer: >You attempt to attack the deer [with the knife]; unsurprisingly, they quickly run off into the woods, which are too thick and deep for you to follow. (At this point, the deer will not come back. See Hunting for more detail.)

Cave

>You are in a cave. With just enough room for you to stand up, the opening to it is only as wide as your arm-span. The walls are mostly gray, and a few loose rocks litter the ground.

Exits are: **EAST, WEST**

Inspect rocks: >A few of the small rocks look familiar. You suspect they might be flint.

Strike flint with knife: >You are able to make a few sparks by hitting the steel blade across the flint.

Hot Springs

>You find yourself in front of hot springs inside the cave. Some light reflects across the bubbling pools, and steam fills the air.

Exits are: **EAST**.

Inspect Hot Springs: >It's not clear to you what the source of the spring's heat is, but the water looks fairly clear and inviting.

Go in Hot Springs: >You slide into the hot springs and feel immensely relaxed. Your muscles loosen, and a calm washes over you.

Hill

>You walk up to the top of a small hill, just peeking over the tree-tops to give you a look over the vast expanse of forest.

Exits are: **NORTH**.

Inspect surroundings: >There are no clear markers across the top of the forest, although a small mountain range is visible off in the distance.

(If 3PM, no smoke signal yet) >You see a helicopter circling the mountain the range, until it moves out of sight.

Skill: Fire

Here we expand upon how the player can make a fire, and what responses should be in various situations.

To make a fire, the player must do these things in **order**:

1. Lay down brush from the **Tree**.
2. Strike the flint with their knife to spark the brush.
3. Place twigs from the **East Forest** on the smoldering brush.
4. Place large boughs from **West Forest** on the burning twigs.

Once a fire is successfully made: >A nice blaze washes across your face as the warmth fills you. You know you have enough fuel for at least a day.

Here are responses for various events which may happen when making a fire:

- If they use flint and steel on something that is not brush: >Sparks fly out and land, but you just can't get anything to catch.
- If they put boughs directly on brush: >You place the boughs down carefully, but they don't catch. Soon, the brush has been smothered.
- If they fail to place additional items on brush or brush+twigs: >You have a few small flames and a little smoke, but soon it burns up and the fire goes out.

Skill: Hunting

Player will need the following materials to successfully make a bow with arrows.

- Long live branch from oak tree in **West Forest**.
- Some smaller live branches from same oak tree. (Okay to give them this in one move).
- Shoelace.
- Knife.
- Feathers.

"Make bow" constructs things.

Make bow: >You notch slits at the top and bottom of your long bow, and tightly tie the shoelace across.

Make arrows: >You take a few smaller branches, and use your knife to carve them to a point. You eyeball a few slits in the back to put feathers in.

Shoot deer with bow: If **Hot Springs:** >You are able to get a shot off, and it strikes a deer. The deer topples as others around scatter. If no **Hot Springs:** >Your hands are shaky, and your muscles tense up. You get a shot off but it misses wide.

Eat deer: >You cut some meat off the deer and cook it over your fire. You feel satisfied for the first time in a while.

Eat (any other animal): >You attempt to eat [animal], but feel immediately ill. You have died.

Skill: Sleeping

Player is required to go to sleep at 10PM and wakes up at 6AM. If they go to bed early, they wake up early. If they sleep anywhere but the cave, they will die.

At 10PM: >After such a long day, your body needs rest.

They need the tarp to avoid spiders, a fire in the cave or the bear trap to avoid wolves.

Lay down tarp: >You put down your tarp and wrap yourself in it, feeling a bit safer than you had most of the day.

Go to sleep: (With tarp, wolf protection) >You drift off to sleep ... You wake up to sun shining in through the mouth of the cave. You check your watch. It is 6AM.

(No Tarp) >You drift off to sleep ... You quickly wake up in a hot sweat, and a stinging in your arm. The last thing you notice is a small dark shadow scurrying off. You have died.

(Bear Trap) >You drift off to sleep ... You wake up to a pained howl, as you see a wolf caught in the set trap. It soon loses its fight, and in doing so scares off the rest of its pack.

(No wolf protection) >You drift off to sleep ... You wake up to soft footprints around you and mixed, smelly breath. As you slowly open your eyes, you see a pack of wolves have finished the deer you left outside, and are about to set upon you. You have died.

Skill: Rescue

To get rescued, the player must:

1. Build a fire at the hill. (See Fire.)
2. Pour a little water on the fire to make it smoky.
3. Use the tarp to make SOS with smoke signals from the hill.
4. Be at the hill at 3PM after smoke signals are made.

Pour water on fire: >You pour some of the water in your canteen into the fire, and get a face full of smoke.

Use tarp for smoke signals: >Using the markings on the paper, you're able to determine the signal you need: three short bursts of smoke, three longer ones, and three short ones again. You hope for the best.

End: >You suddenly hear a helicopter making its way toward you. As it appears in the distance, you excitedly wave. Game over.

Scoring Homestead

Out of 100 points.

- Use I 53 tablets on water. +10
- Make bow. +15
- Hunt deer. +10
- Survive a night. +15
- Make fire at Hill. +5
- Use SOS with tarp. +20
- Find Hot Springs. +10
- Don't climb trees. ~~+5~~
- No deaths. ~~-5~~
- No saves. ~~-5~~

Time Tracking

	Day 1
10:00	X
11:00	X
12:00	Thirsty X
13:00	X
14:00	Thirsty X
15:00	Heli X
16:00	Thirsty X
17:00	X
18:00	Water X
19:00	X
20:00	Dark X
21:00	
22:00	Sleep

5:30
6:00
6:30
X
X
X
X

	Day 2
6:00	X
6:30	X
7:00	X
7:30	X
8:00	X
8:30	X
9:00	X
9:30	X
10:00	Food
10:30	
11:00	
11:30	
12:00	
12:30	
13:00	
13:30	
14:00	
14:30	
15:00	Heli
15:30	
16:00	
16:30	
17:00	
17:30	
18:00	
18:30	
19:00	
19:30	
20:00	
20:30	
21:00	
21:30	
22:00	Sleep

Inventory

Item	S1	S2	S3
Shoelaces	X	X	X
Canteen	X	X	X
Water	X	X	X
Tarp	X	X	X
Watch	X	X	X
Paper	X	X	X
Feathers			X
Twigs		X	X
Backpack	X	X	X
Switchblade	X	X	X
Iodine	X	X	X
Game trap	X		X
Boughs		X	X
Live Branch			X
Brush		X	X
Deer			X

Posed | X | |

Save Slots

S1	S2	S3
19:00 Hot gr.ngs	9:00 CANE FILE	8:30 RO Deer