Chapter 1
What is PARPG prequel

Title 1.1
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PARPG is envisioned to become a post-nuclear role playing game. Exact game feature list changes over time, but the following lists the main guidelines for development:

— The game will be inspired in multiple ways by the classics of the golden age of isometric RPGs. First and foremost Fallout (settings-wise) but also Arcanum (quality of graphics) as well as Planescape: Torment (quality of written dialog).
— Post-apocalyptic setting. Story, setting and game mechanics are currently being fleshed out
— Open source code, asset & documention licensing
— Non-profit. The game and all tools will be free of charge for everyone
— Open development philosophy. Public development wiki and forums. Anonymous SVN checkout
— The game will put heavy emphasis on choice & consequence, based on the stats of you the character you play, trying to minimize the influence of the reflexes of the player who plays the game.
— Therefore combat will not be fought in real-time but in a turn-based mode as in the Fallout RPGs.
— Instead of full 3D flexibility, the game focuses mainly on using high quality isometric 2D graphics. This puts less demands on target platforms and also simplifies game development.
— The game will be completely written in Python, utilizing the FIFE open source isometric game engine.
— We are targeting: Linux, Mac OS X, Windows

— PARPG is also the temporary working title of the project. We can reconsider this choice once we've assembled a team and worked out the fundamentals especially setting- & story-wise.

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*** 1 ***

1. Safe Heaven

1.1

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* If you have forked branch, proceed to 1.12
* If you decide to flee, go to 1.53
* If you think you can make it, 1.41

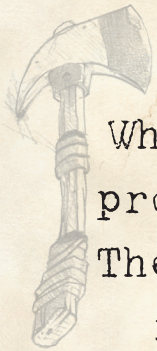
1.2

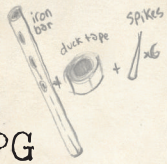
You read some text.

* If you think it's pointless, proceed to 1.22
* If you decide to flee, go to random page and random paragraph
* If you think you can, read 1.3

*** 1 ***

N
TO MAP 5
DOG LAKE
BIG SWAMP
GREAT GREEN
TWIN MTS.
TO MAP 3
THE HOLE
TO MAP 4
CLIFF
WINDY HARBOR
TO MAP 2





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