

GAD Scriptwriting: Step Plan For Zombie Master

Begin:

Player stands in the center of a cemetery. A hand reaches out from under the earth.

Choices:

1. Step on hand
2. Run

1. End Game:

More zombies emerge from their graves. Stepping on the hand only infuriates the zombie. Soon you are swallowed in a sea of decayed bodies.

END

2. Continue Play

Player runs for a quarter-mile. Player sees zombies rising from their graves. There is a gun in front of the player and a church to the distance.

Choices:

1. Pick up gun
2. Run to church

1. End Game

Player picks up gun and begins to shoot. The zombies are already dead. Killing the undead will take more than a Sears shotgun special.

END

2. Continue Play

Player barely makes it the church in time. The hands of bony zombies scratch at the door. Player notices a human like figure at the door

Choices

1. Keep quiet and keep low
2. Announce yourself

1. End Game

The figure is Super Priest, the only man capable of fighting the zombies. He does not recognize you. He kills you immediately.

END

2. Continue Play

The figure is Super Priest, he recognizes you. He exudes a radiant light that quiets the scratching at the door. The zombies seem to be gone. Super Priest explains that he has slowed time for everything except you and him. He asks you if you want asylum in the church:

Choices:

1. No, you do not want to be a trapped in the church
2. Yes, you will stay and learn his secretes

1. End Game

He releases his hold on time. The zombies are now active at the door. Super priest has disappeared. He left a back door open for you. You escape the zombies, for now. A few hours later, you find that that all the animals of the forest are zombies

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too. You die slowly as zombie squirrels, rabbits, and chipmunks devour you bit by bit.

END

2. Continue Play

You spend 10 years learning Super Priest's powers. He explains his source of power and exceptional techniques. This occurs while the world remains frozen in time.

Choice:

- 1. Try your newfound powers on the zombies at the door**
- 2. Sneak out a secret corridor into the woods.**

1. End Game

The zombies are very impressed with your newfound powers. Nevertheless, you are still a rookie. Then tear you to pieces after brief hesitation

END

2. Continue Play

The Priest handles the zombies at the door. You escape to fight another battle. You begin honing your skills on zombie birds and chipmunks in the woods.

Complete