SUMMARY: Excerpt from the farming simulation game Flower Isle. This was developed at the game company Mattel163. This is a branching quest script for the adventure portion of their game. I edited the script and ensured a coherent storyline for a Western audience. Download the game here.

RECAP: The user helps Will follow a bald eagle who has been causing trouble in the community.

WILL
We need to clear this tree trunk before moving forward.

[USER clears trunks using energy.]

[USER_NAME]
Looks like the path is blocked again. I just need to clear these trunks, right?

WILL
Yes, clearing obstacles can remove the fog.

[USER_NAME].
Got it, let's go find that bald eagle.

[USER clears tree trunks when a bald eagle appears.]

[USER_NAME]
Wow, is that the bald eagle?

WILL
Yes, he looks injured. Let's follow it.

WILL
We'll have to repair these broken stairs first, and I'm already a bit tired.
See those energy plants? They can help you restore energy. Try one.

[USER gathers an energy plant.]

[USER_NAME]
Wow, feels amazing to get an energy boost!

WILL
Right? You can find other similar plants on the map to get more energy.

END SAMPLE.