

Story:

This is a standalone pcg by kingraven

The pcg follows the character of Greg (aka the player). You decide to spend a night in the woods with nothing but a flashlight. On the first day you find an abandoned house and make camp there. The next morning was nothing but exploring, and eating nuts of trees and fruits. But as night rolled around you were getting really hungry and decided to go outside in search of food.

Your goal: make dinner

Screen 1 (also the last screen)

BLACK: you

RED: a chicken (aka your dinner)

BROWN: your house. Inside is a piece of string. (About 2.5 feet). The string is not too thin and not too thick). There also is a coal powered oven inside. There's no coal

GREEN: a small apple tree. The apples are reachable. On the side of the tree is a hole too dark to see in, but you can use your flashlight. Inside is a thick stick.

BLUE: a cave, which is too dark to see in but you can use your flashlight. Inside is coal (which you have to mine with a pickaxe). And a banana shaped stone, perfect for making a pickaxe.

YELLOW: a weird door thing. Its hard to open, but it seems like you can open it with a tool of some sort. (Perhaps a pickaxe??). Inside is a big pot and flint and steel.

HOW TO WIN (aka cook dinner)

First, take the stick from the tree and the banana shaped rock from the cave. Then take the string from your house, tie the stone and the stick together to make a pickaxe. Then mine the coal from the cave. Then open the weird door with the pickaxe, and take the pot and the flint and steel. Put the coal in the oven and the pot. and light the coal up with the flint and steel. And finally chase the chicken, after you catch it, you cook it. BOOM DINNER!

