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NOVEMBER 2024

BIT PART



★ A GAME CONCEPT BY JS KIM ★

! PLAY →

 SAVE

 CLEAR

 EXIT

CONTINUE →

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1

CUSTOMIZE HERO

Avatars pictured here are examples for demo purposes.



CREATE MY HERO...



SAVE



CLEAR



EXIT

Clicking this button will take players to the next screen (page)... telling you you're NOT the hero. But the hero you customized will still appear in-game.

CONTINUE →

Wait a minute, why are you the main character? You're already playing this game! Power hungry much? Instead, you'll start in the real world as a ...

**FRUIT
VENDOR**



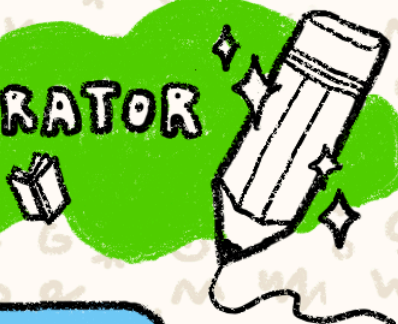
- ★ + 1 FRUIT STAND (FLIMSY)
- ★ Achievement Unlocked:
"An Organic Start" (common)

**VILLAGER
IN
DISTRESS**



- ★ + 1 MEGAPHONE (LOUD)
- ★ Achievement Unlocked:
"Clutching My Pearls" (common)

NARRATOR



- ★ + 1 SCRIPT (FLUID)
- ★ Achievement Unlocked:
"My First Fanfiction" (common)



SAVE



CLEAR



EXIT

x

Select a character &
click 'Continue' →

CONTINUE



Welcome to *Bit Part Battle*!

JJ Kim
 Digital Game Studies (ENGL 54.13)
 Professor Evens
 26 November 2024

Main characters, schmain schmaracters. In *Bit Part Battle*, play from multiple perspectives, with exciting action, impossible choices, and an immersive story of good vs. evil. There's just one twist: you're only playing as background characters. Experience what combat and worldbuilding are like... from the sidelines as an oak tree, or villager, or even the villain. Are you scenery, or can you manipulate the very fabric of the story? It's all up to you.

Bit Part Battle is a choice-based game designed for the class Digital Game Studies (ENGL 54.13). This is a game *proposal*. This means that while the game is playable (by virtue of being readable), you are reading off of a largely text-based script that would theoretically be developed further with accompanying graphics, combat, soundtrack, and probably more Easter eggs. All choices and their outcomes are color-coded for continuity, with page numbers placed for ease of playing through. Rough example graphics are throughout to illustrate game mechanics.

If you choose to play through this game, ***make sure to keep track of your choices!*** Also, it's advised you have a ***calculator*** handy if you really want to see who wins in the end. Your actions do have an impact, but it's not just about who wins. This is a game made for people who play games, so there are a lot of references and fun choices you can make throughout with multiple playthroughs. There's some commentary throughout on the role of background characters/scenery in gaming, but it's ultimately up to you to decide how much power you have.

This game was created by JJ Kim in November 2024.
 All accompanying graphics were created by JJ Kim using Autodesk Sketchbook on an iPad Pro with Apple Pencil 2.

Chapter 1: The Hero's Journey Begins In An Unassuming Village

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Villager in Distress Perspective	Click Here (Page 10)
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Unlock in Chapter 1: Wise Elder	Click Here (Page 40)

Chapter 3: In The Strange Highlands, A Final Boss Battle

Gameplay Mechanics/How The Battle Is Determined	Click Here (Page 47)
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Achievements And Secrets

All Possible Achievements (Including Secrets!)	Click Here (Page 50)
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AN UNASSUMING VILLAGE...

In which the events of
Chapter One will occur

Choose wisely...

 SAVE

 CLEAR

 EXIT

CONTINUE →

If you picked FRUIT VENDOR...

CHAPTER ONE: The Hero's Journey Begins In An Unassuming Village (Where Else?). Also, You're There.

► SETTING: BUCOLIC MARKETPLACE.

► You are an honest and hardworking FRUIT VENDOR, the latest in a long and proud line of fruit vendors. You sell the best...

- a. Apples
- b. Peaches
- c. Lemons
- d. Pears
- e. Coconuts

{player picked apples} Apples, of course. Can't go wrong with a classic.

{player picked peaches} Peaches. Peachy keen.

{player picked lemons} Lemons. I mean, someone's out there making lemonade with them.

{player picked pears} Pears. You sell by the pair because you're hilarious and also business-savvy.

{player picked coconuts} Coconuts. Tough but delicious.

...in the land. Or at least this market.

► Speaking of the market, today has been a...

{player picked apples/peaches} great

{player picked coconuts/pears} mediocre

{player picked lemons} meager

...day for you. But you know demand could change at the drop of a hat.

► It's on mundane days like these that you wonder if your life might have been more interesting if you'd been more outgoing, more adventurous...perhaps even become a *hero*...

► Wait. No. You're happy being a fruit vendor. It's what you've always done since... whenever you began to exist.

► You begin to think about {fruit you chose} again. It's not so bad, this life. It's peaceful, organized. Your {fruit you chose} is painstakingly arranged in pyramids, showcasing the juiciest, most fresh specimens. Ahhh. You spent a lot of time on —

► Hey, what's that sound? Sounds like a fight in the distance.

► It's getting closer.

► You furtively glance at your {fruit you chose}. Should you...

a. Flee?

b. Stay?

{player picked flee} You decide to err on the side of caution, but you have to move now. You try to haul your flimsy stand setup as quickly as you can, but only succeed in dragging it exactly in the pathway of whatever is rapidly barreling towards you...

{player picked stay} Well, you trust your fruit stand and your fruit stacking skills. You decide to remain and face whatever is rapidly barreling towards you...

CRASH!

► It's mayhem! {Fruit you chose} spills everywhere, and you're bowled over by the sheer force of everything falling on you, including your cart breaking to bits (I mean, you did choose a flimsy model). But the mysterious figure who crashed into you does look back briefly, though it looks like they're {whatever pronouns people choose for their hero would show here} busy chasing something more ominous. You're not sure whether the figure or the ominous presence knocked over your cart, but you...

a. Yell at the figure to stop and help you clean up (continue reading below)

Choosing Option A unlocks the achievement: "Assert Yourself" [common]

b. Suck it up. The figure is going too quickly (go to page 8)

► {player picked 'Yell at the figure to stop'} The figure stops, turns around, and walks over menacingly.

► But as they approach, you realize it's just another person. Their bulky armor and confident stride made them appear much larger than life, but when they slow down to stop a rolling fruit with their foot, the light hits their sheepish face.

► What to say?

Hero: I'm so sorry. Is this yours?
They're holding out a {fruit you chose}.

- a. Thanks, I guess.
- b. Thank you!

► {player picked 'Thanks, I guess.'} Hero: 'Oh... I'm so sorry. I'll clean the rest of this up quickly.' *Choosing this option will unlock the role CURMUDGEONLY GNOME in Chapter 2.*

► {player picked 'Thank you!'} Hero: 'It was my fault! I'll clean the rest of this up quickly. Thank you for being so understanding.' *Choosing this option will unlock the role WISE ELDER in Chapter 2.*

► **You:** What were you chasing? It looked threatening.

► **Hero:** I'm afraid it's more than just threatening. This entire land is under attack from its kind. They've called it a wild animal or a beast, but it's something more supernatural than that. Some kind of monster that's infesting the lands.

► **Hero:** ...Well, I'm on my way to fight the source of this dark magic. They say it resides in the highlands, so I'm journeying there. This is an early leg of my journey, but I'm alarmed to see the monsters have spread as far as these distant lands.

► **Hero:** I hope you stay safe and that your business prospers. You can always contact me if you need help. And I hope you might do the same for me.

► **You:** Of course. Be safe.

► As the hero disappears over the horizon, you look back at your cart, which is somehow rebuilt perfectly and looks as though nothing swept through. It's a curious incident, to be sure. But you've also heard of many in your family business who have been the unfortunate collateral of a street chase — remember your uncle, who was driving his cabbage truck when Batman came by? Well, that's just the risk of the {fruit you chose} business. But maybe your life isn't so dull after all!

END OF CHAPTER ONE

► {player picked 'Suck it up. The figure is going too quickly.'} All you can do is watch as the figure disappears into the distance. I mean, what could you have possibly done? Some people are just rude.

- ▶ But you can't help but wonder what they were chasing. It certainly looked like a threat, and it seemed capable of doing a lot of damage.
- ▶ But you can't dwell on that. You have to clean up. You gather all of your {fruit you chose} up and dust them off as best you can. There's some bruising and mushiness, but they're mostly fine. Another vendor near you sees you bent over picking up fruit and comes over to help you.
- ▶ **Other Vendor:** We've had more of these incidents lately. They go by too quickly for us to find out what those heroes are chasing. But it always seems to be one of those little menaces.
- ▶ **You:** Those do seem ominous. We need to...

a. Prepare for more of the monsters

Choosing Option A unlocks the achievement: "Unlikely Heroes" [uncommon]

b. Hope that another hero might save us

- ▶ {player picked 'Prepare for more of the monsters'} It just makes sense. We need to be able to defend ourselves and the {fruit you chose}.
- ▶ **Other Vendor:** Yes, that makes sense. You're brave to suggest it. We can discuss it in more detail with the other vendors later tonight.
- ▶ {player picked 'Hope that another hero might save us'} It just makes sense. We're sitting ducks here. We need to get a hero to stop this threat once and for all.
- ▶ **Other Vendor:** Yes, that makes sense. You're cautious to suggest it. We can discuss it in more detail with the other vendors later tonight.
- ▶ You're not sure what might come in the future, or what information you have on whatever ruined your fruit stand, but you know that you need to be prepared. Not knowing makes this experience more ominous than exciting, but you're going to do whatever it takes to defend your {fruit you chose}.

END OF CHAPTER ONE

If you picked VILLAGER IN DISTRESS...

CHAPTER ONE: The Hero's Journey Begins In An Unassuming Village (Where Else?). Also, You're Screaming.

► SETTING: BUSTLING TOWN SQUARE.

- You are a vigilant and always up-to-date VILLAGER IN DISTRESS on the search for the newest gossip. Not that you're always in distress. But you are in this case, because you've just discovered some horrifying news from one of your informants.
- One of the general stores in town was ransacked by a destructive force, and although it's dormant your sources have informed you it's going to go rampaging through the streets in a few minutes! People aren't quite sure what it is because it's moving so quickly, but it's extremely dangerous to everyone and everything in the village.
- Luckily, you're safe here...



► What should you do?

- a. Investigate Fat Cat
- b. Investigate chocolate
- c. Investigate megaphone

- {player picked 'Investigate Fat Cat'} Pet pet pet.
- *This unlocks the achievement: "Meow meow meow" [common]*
- *Purrrrr.*
- [return to menu of choices]

- {player picked 'Investigate chocolate'} Just a bite.
- Yum!
- [return to menu of choices]

- {player picked 'Investigate megaphone'} What does this do?
- **OH WOW. I SOUND REALLY LOUD.**
- **I BET I COULD SCARE WHATEVER IS OUT THERE WITH THIS!**
- [return to menu of choices or continue]

► You're feeling...

- {player interacted with all 3 items} prepared
- {player interacted with 2/3 items} anxious
- {player interacted with only megaphone} terrified

...but you need to warn the people! You turn the megaphone up to max and take a deep breath...

...but what do you yell?

- a. **A MONSTER IS COMING!**
- b. **HIDE!**
- c. **THE BRITISH ARE COMING!**

- {player picked 'A MONSTER IS COMING!'} Everything in the town square stops as people turn to stare at you. To be fair, you did just burst out of your hiding spot without warning to yell

- {player picked 'HIDE!'} Your voice echoes through the entire town square as people turn to stare. A few people hesitantly duck down, but it's not enough.

► {player picked 'THE BRITISH ARE COMING!'} Well, the minutemen knew how to mobilize, so you figure it'll work for you too. Villagers stop to stare at you, and some start moving away slowly, not totally convinced of the danger. Okay, maybe channeling your inner Paul Revere wasn't the best choice?

► You're vulnerable out here, with no weapons, fighting skill, or desire to fight. Come on! You're an NPC. You're designed to walk around and deliver two lines of canned dialogue to the hero when they click on you. What can you be useful for?

► But people are slowly starting to file out of the town square, trusting your judgment. All that's left to do is wait for whatever threat is on its way to awaken...

► Meow!

► Wait, what?

► It's the fat cat! You should have known cats never give a shit about imminent danger! You snatch the cat up and start running away from the rumbling and ground-shaking behind you...

► It's catching up to you!

- a. **Run!** [No matter what you pick, the game will continue]
- b. **Run!** [No matter what you pick, the game will continue]



► Suddenly, you hear a shout, and someone drops in front of you, shoving past you to face the monster you're running from! It must be the hero, the main character of this

story!

- Fat cat, startled by the commotion, claws out of your arms and begins running in whatever direction is least convenient for you. You should have known cats never give a shit about main character fight sequences, much less NPCs!

Should you...

- a. Frantically yell at hero to save fat cat (continue reading below)
 - b. It's a cat. It'll probably be fine. Right? (go to page 14)
- Choosing Option B unlocks the achievement: "You Monster" [uncommon]*

- {player picked 'Frantically yell at hero to save fat cat'} The figure stops, turns around, and walks over menacingly. Behind them, the monster scrambles away, obviously weakened and eager to get away.

- But as they approach, you realize it's just another person. Their bulky armor and confident stride made them appear much larger than life, but when they're forced to chase after the fat cat, they look just like any other cat owner attempting to wrangle their incorrigible feline.

- What to say?

Hero: I'm so sorry. Is this yours?
They're holding out the fat cat.

- c. Thanks, I guess.
- d. Thank you!

- {player picked 'Thanks, I guess.'} Hero: 'Oh... I'm so sorry. I didn't mean to scare you or your cat.' *Choosing this option will unlock the role CURMUDGEONLY GNOME in Chapter 2.*

- {player picked 'Thank you!'} Hero: 'It was my fault! I hope your cat is okay. Thank you for being so understanding.' *Choosing this option will unlock the role WISE ELDER in Chapter 2.*

- **You:** What were you fighting? It looked threatening.

► **Hero:** I'm afraid it's more than just threatening. This entire land is under attack from its kind. They've called it a wild animal or a beast, but it's something more supernatural than that. Some kind of monster that's infesting the lands.

► **Hero:** ...Well, I'm on my way to fight the source of this dark magic. They say it resides in the highlands, so I'm journeying there. This is an early leg of my journey, but I'm alarmed to see the monsters have spread as far as these distant lands.

► **Hero:** I hope you stay safe. You did the right thing, clearing out the square. Many people could have been hurt if not for your bravery. You can always contact me if you need help. And I hope you might do the same for me.

► **You:** Of course. Be safe.

► Bravery, huh? It's a strange title for you, but you find yourself feeling oddly proud. Sure, you're not really meant to be more than a brief interlude in the hero's journey, but you're still, for a moment, briefly more than scenery. Take that, Paul Revere!

END OF CHAPTER ONE

► {player picked 'It's a cat. It'll probably be fine. Right?'} All you can do is watch as the cat disappears into the distance, yowling. I mean, what could you have possibly done?

► It seems that in the chaos, the fight has moved farther into the forest, away from the town square. It's over, with minimal damage because you successfully got people out.

► But you can't help but wonder what could have spooked the fat cat so badly. The monster certainly looked like a threat, and it seemed capable of doing a lot of damage.

► You've heard rumors from your informants...

► **Informant:** We've had more of these incidents lately. They go by too quickly for us to find out what those heroes are chasing. But it always seems to be one of those little menaces.

► **Informant 2:** We need to protect ourselves against these monsters! People need to learn how to fight and defend themselves!

► **Informant 3:** I mean, can't we just wait for another hero to come by and save us? They seem to be ubiquitous and they obviously already have the skill set and fancy armor.

- ▶ Seems like even your informants have differing opinions on what should be done.
- ▶ But you know that whatever comes in the future might be worse unless you're able to get the word out to people. Luckily, there's nothing you're better at, especially now that you have this megaphone.
- ▶ (But that poor cat...)

END OF CHAPTER ONE

If you picked NARRATOR...

**CHAPTER ONE:
The Hero's Journey Begins In An Unassuming
Village (Where Else?). Wait. Why are *you*
saying this?**

► SETTING: Is this up to you?

► It's dark...

► Who *are* you?

► Oh wait. It's coming to you.

► You are now the omniscient NARRATOR... woah. That feels weird. There's a lot of information that's suddenly appeared in your brain all at once. Let's see...

► Okay, it appears as if you're in a distant fantasy land, currently in an unassuming village. There are heroes and monsters, destined to fight each other and save or destroy the land and its people. The people are mostly designed to be irrelevant or blend into the background.

► But now *you're* one of them... are you... meant to be background noise?

► ...

► Most other information is locked up in future chapters. Wow, that's weird to think about.

► But contrary to what you might have believed when you picked this choice, you have no autonomy over what might happen. You're basically reading from a storybook of what's already happened. Trippy.

► Let's look ahead into what could happen next...

a. **Summon a hero to learn more** (continue reading below)

b. **Summon a monster to learn more** (go to page 17)

► {player picked 'Summon a hero to learn more'} You summon the hero you designed earlier. Oh wow, you really are omniscient.

► **Hero:** Wh— why am I here? I was just training for battle! Why is it so dark? Who brought me here?

► What do you say?

a. Who are you?

b. Who am I?

c. Where should you be right now?

► {player picked 'Who are you?'} Who are you? Who designed you and gave you purpose?

► **Hero:** ... I don't know. I've always existed, to me... but when *was* I born? What is my purpose in the universe I inhabit?

► **Hero:** Is this some kind of sick joke? A twisted game —

► [screen glitches out at the word 'game', return to menu of choices]

► {player picked 'Who am I?'} Who am I? Who are you? Why are we here? I'm not sure either!

► *This unlocks the achievement: "David Hume Whom?" [common]*

► **Hero:** Well, I don't know who *you* are. But I'm the hero of this story. I fight monsters and I win. Are you some larger force that's compelling the monsters to invade the lands?

► You're not sure how to answer that, or whether you can.

► [return to menu of choices]

► {player picked 'Where should you be right now?'} Don't ask questions. Just answer this and then you can go back: what were you preparing for? Are you ready for whatever it is?

► **Hero:** ...I was following rumors of a path of destruction. There's a mysterious monster that has been rampaging through the lands, and I intend to defeat it.

► [return to menu of choices or continue]

► You're not really sure what else you can find out, so you decide to let the hero go. It should allow the story to progress, right?

► {player picked 'Summon a monster to learn more'}

► **Monster:** Glorp?

- ▶ Oops. You summoned it in the middle of it slaughtering innocents.
- ▶ What do you say?

d. Who are you?
e. Who am I?
f. Where should you be right now?

▶ {player picked 'Who are you?'} Who are you? Who designed you and gave you purpose?

▶ **Monster:** ...rrr. Rrrrrrgh. Grgggggh. *<I don't know, man. I'm just coded to be evil and eventually get defeated.>*

▶ **You:** Coded? What do you mean, coded?

▶ [screen glitches out at the word 'coded', return to menu of choices]

▶ {player picked 'Who am I?'} Who am I? Who are you? Why are we here? I'm not sure either!

▶ *This unlocks the achievement: "David Hume Whom?" [common]*

▶ **Monster:** Rrrrrrrmmmm. Hrrrrrrrmgh. *<Well, I don't know who you are. But I'm the villain of this story. I fight heroes and I lose, then I fight more heroes. Are you some larger force that's compelling this cycle?>*

▶ You're not sure how to answer that, or whether you can.

▶ [return to menu of choices]

▶ {player picked 'Where should you be right now?'} Don't ask questions. Just answer this and then you can go back: what were you preparing for? Are you ready for whatever it is?

▶ **Hero:** Fffffffhthhhh... nnnnnnnnnrgh. *<...I don't know where I will go next. I exist in a void until I'm summoned by a hero so I can be destroyed.>*

▶ [return to menu of choices or continue]

- ▶ You're not really sure what else you can find out, so you decide to let the monster go. It should allow the story to progress, right?

- ▶ Suddenly, you notice a pixelated box spawn in front of you. It's full of papers. They look like scripts.



► You pick out two of the biggest papers. One says ‘HERO WINS FIRST BATTLE’ and one says ‘MONSTER ESCAPES FIRST BATTLE.’

► What should you pick?

- a. Hero wins first battle (continue reading below)
Choosing Option A unlocks the achievement: “Justice Wins!” [uncommon]
 b. Monster escapes first battle (go to page 20)

► {player picked ‘Hero wins first battle’} You watch as a village landscape is rendered, with your hero ready at one end of a town square and a monster waiting at the other end. Your hero launches into battle.

► It’s a fierce fight from the start, with the monster snarling viciously as it takes swipes at the hero. The hero’s armor falls off in shreds as they leap from tree to tree, eventually sneaking up from behind and splitting the monster open from the back.

► You watch as the monster dissolves into pixels. The hero slowly picks themselves up, and somehow looks *directly* at you.

► **Hero:** Was I supposed to win?

► What do you say?

- a. Of course.
 b. Aren’t heroes always supposed to?

► {script continues regardless of which the player picked} **Hero:** Something’s different about you. Usually when I battle it’s a tossup depending on my abilities compared to the monster. But you hesitated. You don’t know the mechanics of this.

► **You:** I just started.

► **Hero:** Well, I hope you get better at this by the next battle.

► **Hero:** Or that I’ll be victorious when I meet the final boss in the highlands.

END OF CHAPTER ONE

- ▶ {player picked 'Monster escapes first battle'} You watch as a village landscape is rendered, with your hero ready at one end of a town square and a monster waiting at the other end. Your hero launches into battle.
- ▶ It's a fierce fight from the start, with the monster snarling viciously as it takes swipes at the hero. The hero's armor falls off in shreds as they leap from tree to tree, but eventually, as they're raising their arm for the killing blow, the monster wriggles out from under their weapon and scampers off. After a look over their shoulder (are they looking at *you*?), the hero leaves as well, weapon still primed for attack.
- ▶ The monster slowly emerges from its hiding place and somehow looks *directly* at you.
- ▶ **Monster:** Mrrrrrgh. *<Was I supposed to win?>*
- ▶ What do you say?

c. Of course.
d. I suppose I'm just rooting for the underdog.

- ▶ {script continues regardless of which the player picked} **Monster:** Ngraahhhh. Hahghhhh. *<Something's different about you. Usually when I battle it's a tossup depending on my abilities compared to the hero. But you hesitated. You don't know the mechanics of this.>*
- ▶ **You:** I just started.
- ▶ **Monster:** Hmrgh. *<Well, I hope you get better at this by the next battle.>*
- ▶ **Monster:** *<Or that my boss will be victorious when it meets the hero in the highlands.>*

END OF CHAPTER ONE

← BACK

Well, seems like you're doing
pretty well in the background!
Keep it up, and remember...
CHOOSE WISELY...

OAK
TREE



- ★ + 1 ACORN
- ★ Unable to engage in battle
- ★ Grant blessing to hero/monst.

GOLD
FARMER



- ★ + MEAGER SALARY
- ★ unable to act
- ★ Sell weapon to hero

YOUR
CHOICE

(gnome/elder)



- ★ + MYSTERY PROP
- ★ Talk with hero, advise
them on journey



SAVE



CLEAR



EXIT


x

Select a character &
click 'Continue' →

CONTINUE



← BACK



A MYSTERIOUS FOREST...

In which the events of
Chapter Two will occur

Choose wisely...

 SAVE

 CLEAR

 EXIT

CONTINUE →

If you picked OAK TREE...

CHAPTER TWO: A Mysterious Forest Presents New Challenges. Also, You're There.

▶ SETTING: FOREST, LATE AFTERNOON.

▶ You are a hardy OAK TREE, the latest in a long and proud line of mature acorns. Towering over everyone else in the forest is a big deal, but you've been doing it for quite some time. You're up to the task.

▶ What should you do?

a. Photosynthesize

b. Drop a leaf

c. Check blessing

- ▶ {player picked 'Photosynthesize'} Mmmm. Sunshine.
- ▶ Ohhh yeah. That's the stuff. Some nice carbon dioxide and water to yield the best sugar molecules this side of the forest.
- ▶ + 1 acorn in your inventory (every time you choose to photosynthesize, you will gain another acorn)
- ▶ [return to menu of choices]

- ▶ {player picked 'Drop a leaf'} Wheee!
- ▶ Just a little trim.
- ▶ [return to menu of choices]

- ▶ {player picked 'Check blessing'} Looks like I have {number of times player photosynthesized} acorns to give out.
- ▶ [return to menu of choices or continue]

▶ Suddenly, there's a crash in the distance, and then rustling as you sense two presences approaching each other from opposite ends of the area.

▶ One seems good... and one seems malicious... yet both seem to approach with violent intentions, the opposite of everything you and your fellow trees stand for...

▶ You watch as the good hero and malicious monster meet in a clearing directly below your branches and face off...

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BATTLE

This is
an example
hero avatar.

<YOUR HERO>
VS.
HENCHMAN



SAVE



CLEAR



EXIT

CONTINUE →

► What do you do? And remember, you're a background character...

a. Stoically ignore it. It's none of your business.

b. Fight for the hero!

c. Fight for the henchman!

d. Give your blessing...

► {player picked 'Stoically ignore it. It's none of your business.')} You're a tree. You weren't even coded to do anything, and you just want to be left alone.

► You watch as the fight plays out...

► [battle sequence that would theoretically be animated in a full game ends with HERO winning, albeit at a steep cost to their health]

► [continue]

► {player picked 'Fight for the hero!'} You're a background character. You can't fight.

► But you can drop an acorn on the henchman's head, momentarily distracting it.

Bonk!

► [The hero, taking advantage of the henchman's brief distraction, now has an advantage. Battle sequence that would theoretically be animated in a full game ends with HERO winning]

► [continue]

► {player picked 'Fight for the monster!'} You're a background character. You can't fight.

► But you can drop an acorn on the hero's head, momentarily distracting them. *Bonk!*

► [The henchman, taking advantage of the hero's brief distraction, now has an advantage. Battle sequence that would theoretically be animated in a full game ends with HENCHMAN winning]

► [continue]

► {player picked 'Give your blessing...'} Are you sure you want to give your blessing? You currently have {number of times player photosynthesized} acorns.

a. No

[return to menu of choices]

b. Yes

You choose to give your blessing to...

a. Hero

b. Henchman

► Giving a blessing of FEWER THAN 10 acorns means that after a battle sequence that would theoretically be animated in a full game, the HENCHMAN will win.

- ▶ Giving a blessing of MORE THAN 10 acorns means that after a battle sequence that would theoretically be animated in a full game, the HERO will win.
- ▶ [continue]

▶ The hero, obviously worn out, makes their way to the base of you and sits on one of your roots. The henchman disappeared soon after its {victory/loss}. You can sense the hero's exhaustion...

{player picked 'Stoically ignore it. It's none of your business.')} is especially acute
 {player picked 'Fight for the hero!'} tinged with curiosity as they wonder how an acorn
 dropped at just the right moment.

{player picked 'Fight for the henchman!'} tinged with bitterness as they wonder how an
 acorn dropped at just the wrong moment.

{player picked 'Give your blessing to HERO/HENCHMAN'} and awe. They sense something
 powerful has happened, but they're not sure what.

▶ **Hero:** ...is someone there?

▶ You're a tree. You can't talk. But you can drop a leaf on the hero's head.

▶ The hero, bewildered, picks up the leaf and studies it closely, as if it holds a message. But it's just an ordinary leaf.

▶ **Hero:** ...Whoever or whatever sent me this leaf must be a benevolent being. There's surely magic in these forests. But what could it be?

▶ After another moment, the hero takes one more look around, then shrugs and starts walking away.

▶ You...

- a. Drop a branch on their head** (continue reading below)
- b. Let them walk** (go to page 28)

▶ {player picked 'Drop a branch on their head'} You decide that even though the hero is rife in courage, they're not so brainy. You drop a thick branch and hit them square on the skull.

▶ **Hero:** Ow! Who did that?

- ▶ The hero's gaze slowly travels up your trunk.
- ▶ **Hero:** *You* did this. Changing the battle outcome. But... you're not even a background character. You're scenery...
- ▶ Your branches rustle in annoyance. Or the wind.
- ▶ **Hero:** This is a mysterious forest indeed. Well, oak tree, what do you know of the henchman I just fought? Seems like I'm approaching the boss step by step. Yet it's a strangely solitary journey. I wish I had a companion on this journey.
- ▶ **Hero:** At least you're a helpful tree... if you can even hear me. I wouldn't be surprised. Many strange things have happened to me lately...
- ▶ What do you do?

a. **Gift fat cat.** This option is only visible to the player IF you play as villager in distress in Chapter 1 AND choose to have the hero save the fat cat. This unlocks a new pathway:

- ▶ The hero is lonely, you realize. Yet there are many creatures in the environment around you, creatures they can't even perceive. Perhaps a new one, who wandered in a few days ago and seems to be doing quite well, would suit them.
- ▶ A fat cat is currently sitting in your uppermost branches, finding it a nice place to birdwatch (and eat them). It arrived in the forest a few days ago, and your branches not long after that.
- ▶ You gently bend your branches to allow the cat to clamber down.
- ▶ **Hero:** Oh!
- ▶ **Hero:** The fat cat I rescued a few days ago...
- ▶ **Hero:** How did it end up here? Well anyway... It must be fate. The cat distribution system works in unfathomable ways, and so does this forest.
- ▶ **Hero:** Thank you so much, oak tree.

END OF CHAPTER TWO

b. **Nothing. Remember you're scenery?**

- ▶ Well, at least you're their companion for now, in the serenity of the forest. The hero seems to be comfortable for now on your roots, and the wind is soothingly blowing through your branches.

► After a moment, the hero gets up and touches your trunk briefly in thanks, before continuing on their journey.

END OF CHAPTER TWO

► {player picked 'Let them walk'} The hero squints up through your branches at the sun shining through. Finally, they sigh and walk away, continuing through the forest to the highlands beyond.

► What could they have expected from you? You were never meant to have a bearing on their journey, and in fact it's an anomaly that you're even a playable character.

► You sense no other disturbances near you. The forest is back in equilibrium, and the damage the hero and henchman wrought will be washed away by nature in a few moments' time.

► You go back to sleep.

END OF CHAPTER TWO

If you picked GOLD FARMER...

CHAPTER TWO: A Mysterious Forest Presents New Challenges. But You Don't Look Up.

► SETTING: IN-GAME FOREST, LATE AFTERNOON/IRL COMPUTER LAB, NIGHT

- You are a ubiquitous GOLD FARMER, the latest in a long line of impoverished people who are looking to make a living. Harvesting acorns is tedious and sometimes dangerous, but you've been trained by your supervisor. You're up to the task.
- Yeah, heroes and henchmen come by and battle all the time. Frankly, you don't care. You have no stakes in the game other than what you've been assigned to do. Your job is to harvest acorns. You're paid meagerly for each acorn, but it builds up.
- You have bills to pay. You have bigger problems than what you face in any game world. And it's a large world too — you work 12 hours a night, and get no paid leave.
- What do you do?

a. Harvest acorn

- (Shaking an oak tree will yield 1 acorn 50% of the time)
- + 1 acorn added to your inventory (if successful)
- [repeat or return to menu of choices]

b. Wait for henchman to come by so you can harvest its item-drop mechanic

- Henchmen loop through the forest every few minutes and are defeated pretty quickly, but other gold farmers might get the loot it drops first, and there's a higher risk of angering the hero, who might think you're stealing from them.
- (Collecting a henchman's loot will yield 5 acorns 50% of the time. The other 50% will yield a message that you have angered a hero and died, and your inventory will go back to 0)
- + 5 acorns added to your inventory (if successful)
- [repeat or return to menu of choices]

c. Find and report bots

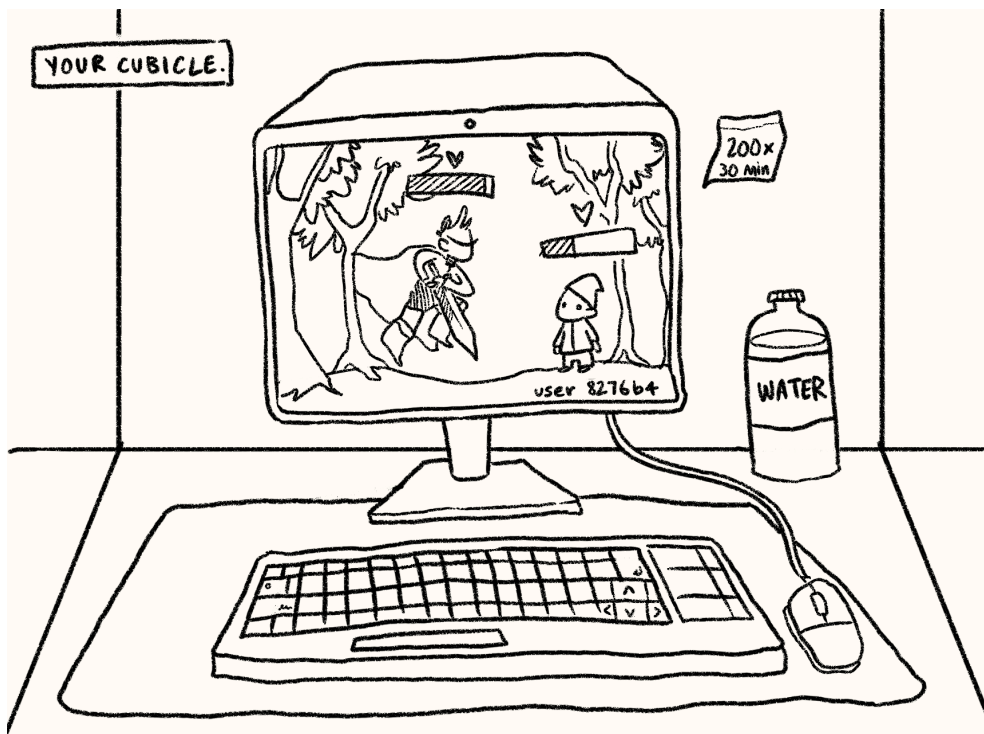
- This is more lucrative for you, but you risk finding and reporting one of your coworkers.
- (Reporting a bot will yield 10 acorns 30% of the time. The other 70% will yield a message that you have accidentally reported another gold farmer, and your inventory will go back to 0)

- ▶ + 10 acorns added to your inventory (if successful)
- ▶ [repeat or return to menu of choices]

d. Check inventory

- ▶ You have {amount of acorns you've successfully obtained} acorns.
- ▶ [return to menu of choices]
- ▶ The option to continue will only appear when you have collected 200+ acorns.

- ▶ You've collected {200/over 200} acorns in about an hour. It's not great, but it's not bad. Time to report to your boss and see what you've made.
- ▶ It's not great news. Your boss says you've played poorly compared to your coworkers (how can this qualify as play? Still, sometimes play and work overlap in the strangest ways...), and you've earned just enough to buy your dinner for the night, nothing more.
- ▶ It's then that a flash at your computer screen catches your eye. You rush to the screen and find that a hero is attacking your character and your health is close to zero.



► What do you do?

a. Listen in on what they're saying (continue reading below this choice box)

b. Let them finish, then start collecting again (read blue text below this choice, then go to page 32)

► You don't bother to listen to whatever vitriol the hero is hurling. This happens a lot — in fact, a coworker had collected 4 hours' worth of acorns and had it all taken just yesterday.

► [return to previous menu of choices and begin collecting acorns again]

► You wonder what the player thinks. You turn on the voice chat function but stay muted.

► It's a male voice. He's angry. Ranting.

► **Hero (player):** ...ruining it for other players, you *****s. I can't even play in my f****ing space anymore, man. You gold farmers taking up all of the game, inflating the f****ing acorns. All the same. You *****s are all the same...f****ing parasites—

► You turn the voice chat function off. You've heard it before.

► One of your coworkers leans over.

► **Coworker:** Damn. You're cleaned out.

► **You:** Yeah. Happened before.

► **Coworker:** It's better than getting reported.

► But isn't it ironic that you could customize your avatar to look however you want, yet the first thing you're marked as is a *****? Nothing more than an outlet for this hero's rage. You see wounds on his avatar, marking his recent loss from a battle. You've never fought in this game.

► To him, you're scenery. No, less than that. An invader.

► But you don't have time to think. Your brief conversation and ruminating has taken up precious minutes you could have taken to get more acorns.

END OF CHAPTER TWO

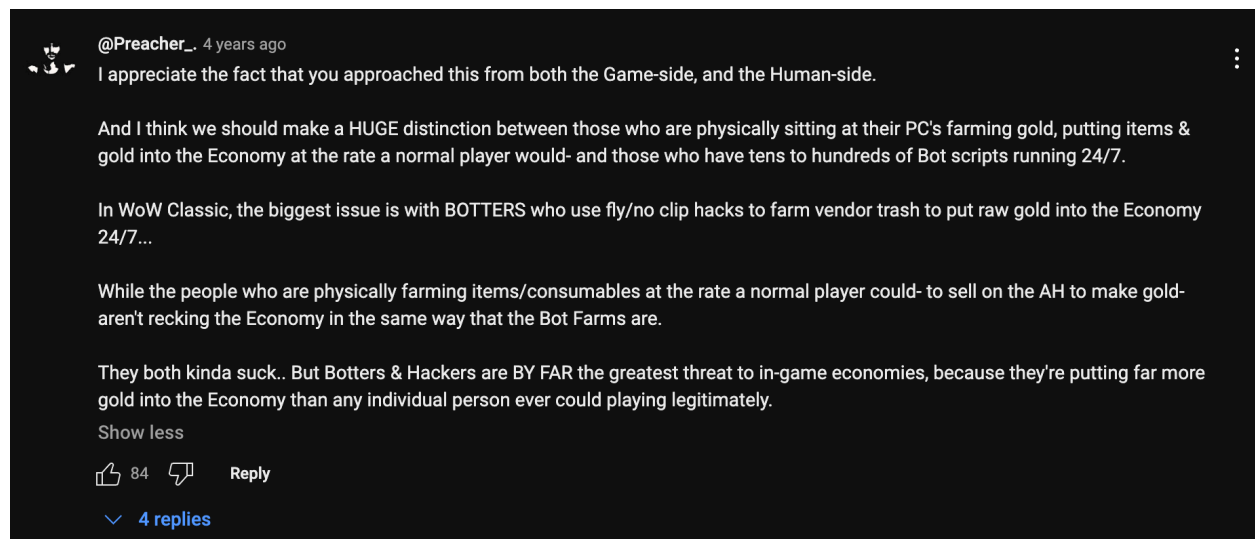
- ▶ You're at {200/over 200} acorns again. It's tedious, but you've done it. You also realize that the hero has neglected to look at your other inventory, instead only plundering your currency. You still have a rare weapon that you know might help him. If he's willing to pay, it could bring you a little extra money...
- ▶ You privately message him.
- ▶ **User 8276b4 (your randomized username):** Hello. I have a weapon for sale. It could help you.
- ▶ **User RandomUser (hero/other player) is typing...**
- ▶ **User RandomUser:** How much?
- ▶ In the end, you negotiate a pretty nice deal out of the other player. It's not so bad. It almost makes up for the loss of the afternoon. You'll need to spend at least 10 minutes rebuilding your stash and nursing your avatar back to life.
- ▶ But you suppose that's what it takes to make a living, if not a killing.

END OF CHAPTER TWO

Afternote: Gold farming and the racist language in this chapter are real. I first learned about gold farming in high school by reading Cory Doctorow's short story "Anda's Game" and the subsequent graphic novel, *In Real Life* (illustrated by Jen Wang). Although gold farmers in that story and in popular culture are often racialized as Chinese, as the comments under YouTube user vaulty's "[The Chinese Mafia That Farmed WoW Gold...](#)" show...



...people all over the world are gold farmers. In my research, I found that gold farming, particularly in the video game Old School RuneScape (OSRS), has been outsourced to impoverished Venezuelans in recent years. As long as there are games with economies, there will be gold farmers. This of course brings up the question of whether gold farmers ‘legitimately’ earn their money. It’s an interesting thought, as this commenter demonstrates under YouTube user Crumb’s video “[Venezuelan Gold Farmers Have Moved](#)”...



...because it assumes that legitimately earning money in OSRS is directly tied to the act of ‘legitimately’ playing. Yet OSRS, as a protogame for the better designed RuneScape, is known for its tedium and its low replay value (somehow, it’s eclipsed RuneScape in popularity, though). Players frequently complain about being ‘burnt out’ (Reddit user OleTvck:

https://www.reddit.com/r/2007scape/comments/18q0vhs/is_runescape_just_boring_and_im_being_tricked_by/) by the act of playing, and yet they attack others who play the game to earn money, who in many ways experience far more boredom in doing the same repetitive tasks in a game that is already known for being monotonous, yet receive far less respect. In this way, gold farmers redefine what it means to ‘play,’ and whether playing for real life stakes (money) is morally acceptable. But who defines those morals?

If you picked CURMUDGEONLY GNOME...

CHAPTER TWO: A Mysterious Forest Presents New Challenges. But Who Cares? Damn Heroes.

► SETTING: YOUR COZY HOUSE UNDER A ROCK, DEEP IN FOREST.

► You are a CURMUDGEONLY GNOME, one of the oldest inhabitants of this forest. You don't care much for the younger gnomes who don't even remember when your universe was 8-bit.

► It's warm in your house at all times (you run cold! You don't have the luxury to stand in the sun all day like your garden cousins!), and a fire is blazing. You're comfortable in an armchair made of mouse fluff...

a. Reading

► What are you reading?

- a. A classic (*This unlocks the achievement: "College Educated" [common]*)
- b. A graphic novel (*This unlocks the achievement: "Charles Burns For You" [common]*)
- c. A romance (*This unlocks the achievement: "Everyone Knows You're Just Reading Smut" [common]*)

► [continue]

b. Watching

► What are you watching?

- a. A YouTube vlog (*This unlocks the achievement: "Gnome At Home" [common]*)
- b. A wildlife documentary (*This unlocks the achievement: "Reconnecting With Nature" [common]*)
- c. A movie (*This unlocks the achievement: "Popcorn" [uncommon]*)

► [continue]

c. Sleeping

► What are you dreaming about?

- a. Nothing
- b. Reading inside on a rainy day (*This unlocks the achievement: "Gnome at Home" [common]*)
- c. Going foraging

► {if player picks 'Going foraging'} Okay, smart fungi. Which of these are safe to eat?

- a. Webcaps
- b. Star dapperling
- c. Chanterelle

d. Nisekurohatsu

- ▶ *(if player picks wrong answer, this unlocks the achievement: "You Died of Amatoxin" [common])*
- ▶ *(if player picks right answer (Chanterelle), this unlocks the achievement: "Shrooms" [uncommon])*
- ▶ [continue]

- ▶ Yes, your life is just peachy. You continue {reading/watching/sleeping} in peace until...

KNOCK KNOCK.

- ▶ Noooooo. You weren't expecting anyone. You only schedule visits from your family every 50 years...

KNOCK KNOCK.

- ▶ You steadfastly ignore it. Protecting your peace, as the younger ones call it these days.

KNOCK KNOCK.

- ▶ Okay, they're persistent. You rouse yourself and trudge over to the door. It's probably a hero. You get a few every month, looking for health or resources. You charge them exorbitant rates to discourage any more disturbance in your life, yet they keep streaming through.

- ▶ Another hero is just what you need today.

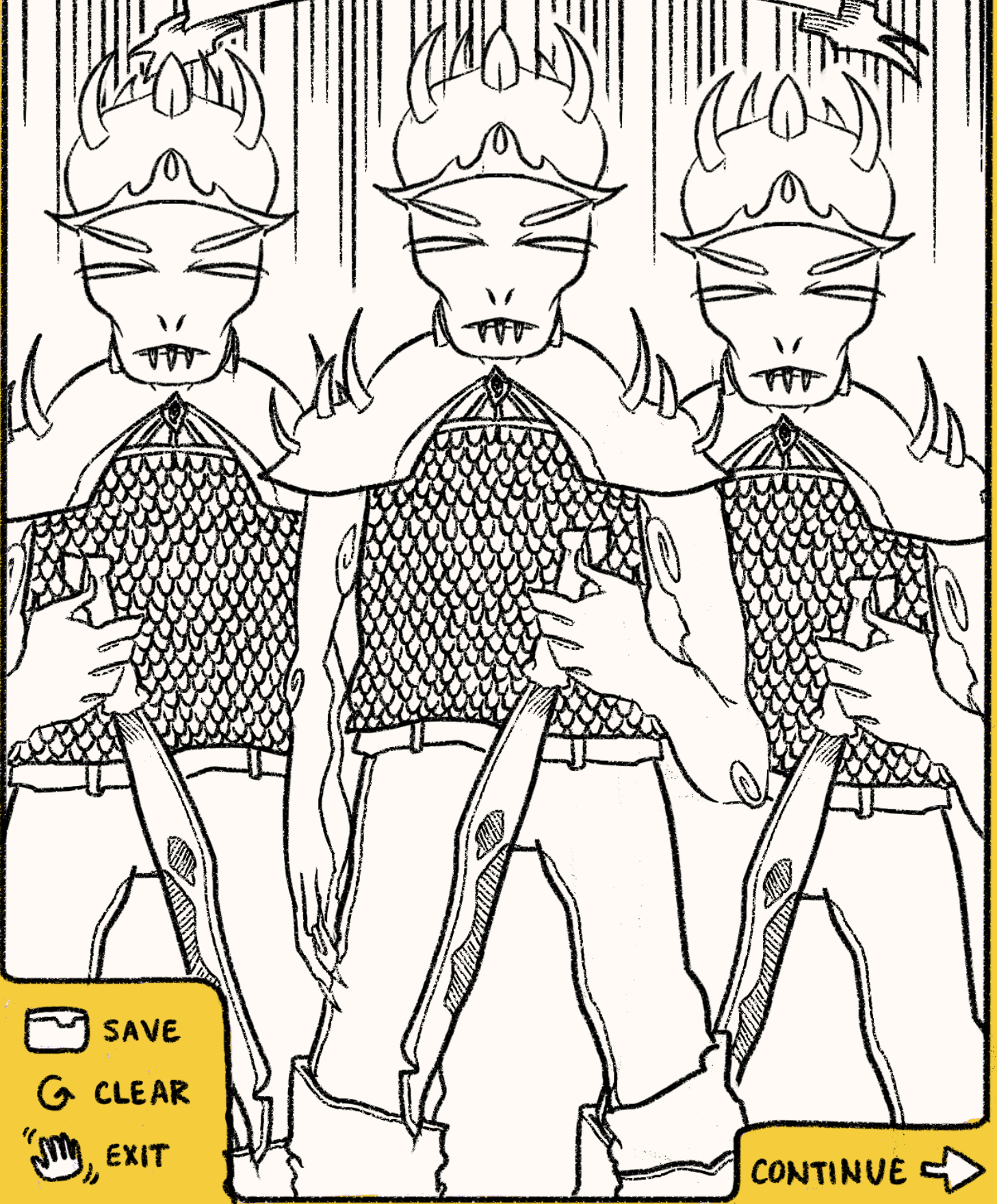
- ▶ Always thinking they're the main characters of your life, expecting you to cater to their every whim.

- ▶ Oh okay. It's not a hero. It's a lot of henchmen.

- ▶ Touché.

← BACK

YOU ARE IN A LOT OF DANGER



SAVE



CLEAR



EXIT

CONTINUE →

► What do you do?

a. Try to fight back

► You don't have any weapons. You're a background character.

► [continue]

b. Distract them

► You have nothing to distract them with.

► [continue]

c. Give into their demands

► You raise your hands in surrender and slowly sink to your knees.

► [continue]

► The henchmen prod you, demanding to ask where the heroes are. How are you supposed to know? You have no idea what goes on outside of your daily life! You're old!

► Suddenly —

SNICK! SNICK! SWOOSH!

► You're staring up at the suddenly-headless corpses of henchmen, who slowly collapse to the ground to reveal {your hero's avatar}.

► **You:** Hahhh. I should've guessed. Trouble follows you younglings.

► Despite your grumbling, you can't help but feel relieved this hero arrived when they did. They did save your life, after all.

► **You:** Suppose I should pay you back for your service. Come in. Fire's hot and I'll make some tea.

► **Hero:** No, I couldn't possibly. I have to get to the highlands—

► **You:** Oh right. What you all come by for. Well, I have spells and potions aplenty too. Peruse after a conversation over a cup. It's good for you heroes to rest once in a while too.

► You currently have these wares:

← BACK

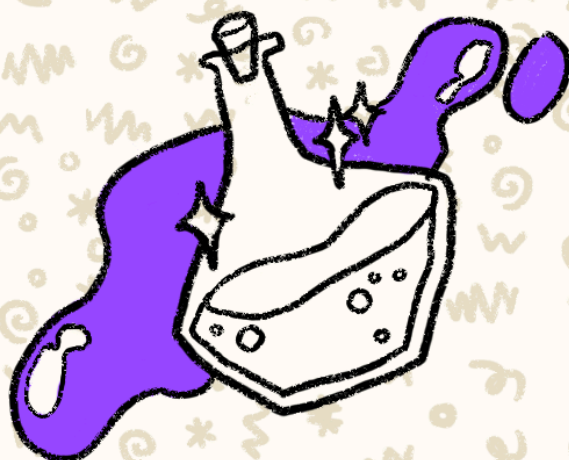


★ SPELL DECK ★

A bit more potent than the 1600s...

★ 2 spell cards

★ Common

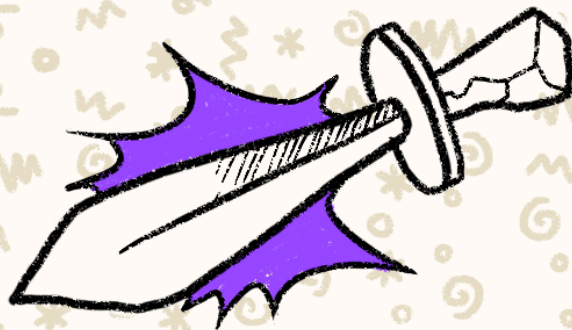


6 POTION 6

Some Polyjuice and a lot of banana.

★ 1 mysterious potion

★ Uncommon



+ A REALLY BIG SWORD +

Whoever said the pen is mightier than the blade never saw this sword.

★ 1 sharpened sword

★ Rare

 SAVE

 CLEAR

 EXIT

SELECT + CONTINUE

CONTINUE →

► What should you give to the hero?

- a. Spell deck
- b. Potion
- c. Really big sword

► **Hero:** Thank you so much. I will not forget your kind deed.

► **You:** It's the least I can do in return for saving my life. Good luck on your journey to the highlands.

END OF CHAPTER TWO

If you picked WISE ELDER...

CHAPTER TWO: A Mysterious Forest Presents New Challenges. You Know The Answers.

▶ SETTING: YOUR ALCOVE IN A TREE, DEEP IN FOREST.

▶ You are a WISE ELDER, one of the most intelligent inhabitants of this forest. You remember all the secrets and beauty of the forest and the life within.

▶ You're tucked away in your lab, brewing your latest concoction...

a. Mysterious Potion A

- ▶ Freesia...
- ▶ ...goat eye...
- ▶ ...wanderlust...
- ▶ ...and mango.
- ▶ Yum!
- ▶ [continue]

b. Mysterious Potion B

- ▶ Lavender...
- ▶ ...capybara fur...
- ▶ ...nostalgia...
- ▶ ...and protein powder.
- ▶ Yum!
- ▶ [continue]

c. Mysterious Potion C

- ▶ Rose petals...
- ▶ ...the burp of a bumblebee...
- ▶ ...ennui...
- ▶ ...and a hard boiled egg.
- ▶ Yum!
- ▶ [continue]

▶ Yes, your potions always turn out excellent. You continue stirring in peace until...

KNOCK KNOCK.

▶ This is odd. You weren't expecting anyone. You only schedule pharmaceutical appointments every 50 years...

KNOCK KNOCK.

- You steadfastly ignore it. This potion is delicate.

KNOCK KNOCK.

- They're quite diligent. You rouse yourself and walk over to the door. It's probably a hero. You get a few every month, looking for health or resources. You charge them exorbitant rates because you put so much work into collecting your resources, but it's good money.
- Another hero is just what you need today.
- Oh. It's not a hero. It's a lot of henchmen.



d. Try to fight back

- ▶ You don't have any weapons. You're a background character.
- ▶ [continue]

e. Distract them

- ▶ You have nothing to distract them with.
- ▶ [continue]

f. Give into their demands

- ▶ You raise your hands in surrender and slowly sink to your knees.
- ▶ [continue]

▶ The henchmen prod you, demanding to ask where the heroes are. How are you supposed to know? You have no idea what goes on outside of your daily life! You're an intellectual!

▶ Suddenly —

SNICK! SNICK! SWOOSH!

▶ You're staring up at the suddenly-headless corpses of henchmen, who slowly collapse to the ground to reveal {your hero's avatar}.

▶ **You:** Ahhhhh. Thank you very much, young one.

▶ Despite your composure, you're relieved this hero arrived when they did. They did save your life, after all.

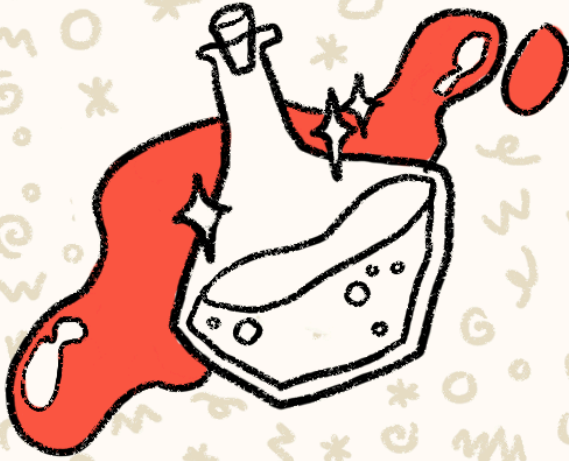
▶ **You:** I must pay you back for your service. Come in. The fire's hot and I'll make some tea.

▶ **Hero:** No, I couldn't possibly. I have to get to the highlands—

▶ **You:** Oh right. What you all come to this area for. Well, I have spells and potions aplenty too. Peruse after a conversation over a cup. It's good for you heroes to rest once in a while too.

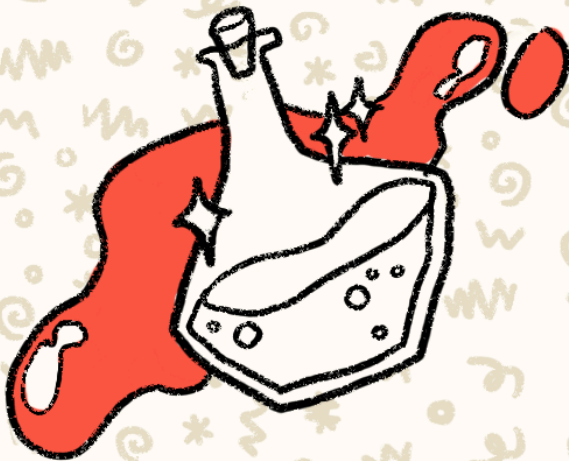
▶ You currently have these wares:

← BACK



MYSTERIOUS POTION A
Quite yummy. Quite easy
to make too.

- ★ Delicious!
- ★ common



MYSTERIOUS POTION B
A little bitter, but very
potent.

- ★ Mediocre taste...
- ★ uncommon



MYSTERIOUS POTION C
Basically cough syrup. But
very powerful.

- ★ Bitter!...
- ★ Rare

📁 SAVE

🔄 CLEAR

👉 EXIT

SELECT + CONTINUE

CONTINUE →

► What should you give to the hero?

- d. Spell deck
- e. Potion
- f. Really big sword



► **Hero:** Thank you so much. I will not forget your kind deed.

► **You:** It's the least I can do in return for saving my life. Good luck on your journey to the highlands.

END OF CHAPTER TWO

← BACK

Hey, you've reached the final battle! Good on you.

Choose a BOSS to play as, and remember to CHOOSE WISELY...

BOSS
CAT



- ★ + AGILITY
- ★ Very Evil
- ★ Meow!

DEMON



- ★ +1 SPLITTING SCREAM
- ★ Extremely Evil
- ★ Rrrraagh!!

SEA SLUG



- ★ + TOXIC SLIME
- ★ Super evil (but lazy)



SAVE



CLEAR



EXIT

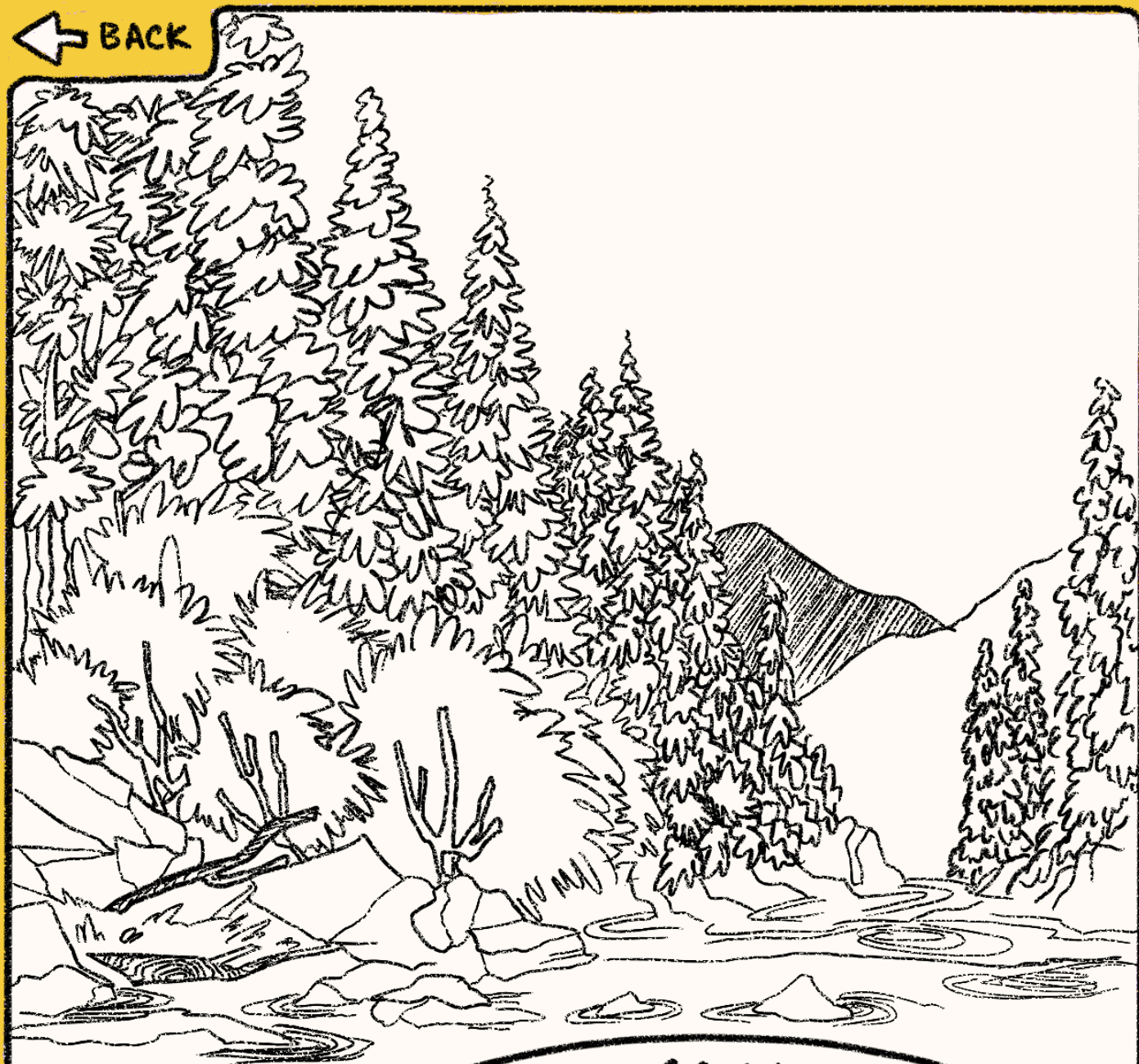
x

Select a character &
click 'Continue' →

CONTINUE



← BACK



THE STRANGE HIGHLANDS

In which the events of
Chapter Three will occur

Good luck...

 SAVE

 CLEAR

 EXIT

CONTINUE →

WHAT IMPACT YOUR ACTIONS THROUGHOUT HAVE ON THE FINAL BATTLE

The final boss battle happens in 'Chapter 3: The Strange Highlands'. If this game were fully developed, there would be a combat sequence, but as it stands I cannot animate or code anything in Google Docs, so if you chose to play through, now is the time to tally up your choices! What you chose did matter and does affect the probability of this final fight.

At the start of every new game, the chances of the hero or boss winning the final battle are each set at 50%, meaning either has an equal chance of winning. These chances change depending on the choices you make (see below tables). If you somehow manage a playthrough maintaining the hero and monster's chances perfectly equal at 50%, the final battle will be a tossup, and you will get a Secret achievement after the battle. Secret achievements are for the completionists out there and have no bearing on the gameplay itself, unlike common/uncommon/rare achievements.

If you have at least one COMMON achievement, the percent chances depicted below are multiplied by 1.1 for each common achievement you have. For example, letting the cat fend for itself decreases the hero's chances by 16.5% instead of 15.

If you have at least one UNCOMMON achievement, the percent chances depicted below are multiplied by 1.25. For example, letting the cat fend for itself decreases the hero's chances by 18.75% instead of 15.

If you have at least one RARE achievement, the percent chances depicted below are multiplied by 1.5. For example, letting the fat cat fend for itself decreases the hero's chances by 22.5% instead of 15.

Okay, let's get to the choices!

CHAPTER 1:**While playing as a fruit vendor:**

If you yell at the hero to pick the fruit up, you increase the hero's chances of winning the final boss battle by 5%

While playing as a villager in distress:

If you let the fat cat fend for itself, you decrease the hero's chances of winning the final boss battle by 15%

CHAPTER 2:

While playing as an oak tree:

If you do nothing: The hero will WIN the henchman battle, but because their health is degraded, you will decrease the hero's chances of winning the final boss battle by 5%

If you drop an acorn on the monster: The hero will WIN the henchman battle, and you will increase the hero's chances of winning the final boss battle by 5%

If you drop an acorn on the hero: The hero will LOSE the henchman battle, and you will decrease the hero's chances of winning the final boss battle by 5%

If you give a blessing to the hero/monster: Whoever wins will have a 5% higher chance of winning the final boss battle.

While playing as an oak tree:

Unlocking a secret pathway: Playing as a villager in distress AND having the hero save the fat cat unlocks the option of giving the fat cat to the hero while playing as an oak tree. This will increase the hero's chances of winning the final boss battle by 15%.

While playing as a gold farmer:

If you choose to not listen to what the racist hero/player says and instead collect 200 acorns again (kudos for doing the horrible minigame twice!), you can sell a weapon to the hero that will increase the hero's chances of winning the final boss battle by 15%.

While playing as a curmudgeonly gnome:

If you give the hero the spell deck: The hero's chances of winning the final boss battle go up by 5%.

If you give the hero the potion: The hero's chances of winning the final boss battle go up by 10%

If you give the hero the really big sword: The hero's chances of winning the final boss battle go up by 15%, BUT the boss's chances of winning the final boss battle also go up by 10%

While playing as a wise elder:

If you give the hero mysterious potion A: The hero's chances of winning the final boss battle go up by 5%.

If you give the hero mysterious potion B: The hero's chances of winning the final boss battle go up by 10%

If you give the hero mysterious potion C: The hero's chances of winning the final boss battle go up by 15%, BUT the boss's chances of winning the final boss battle also go up by 10%

All Possible Achievements (Including Secrets!)

This is a list of all possible achievements in *Bit Part Battle*. Players would not be able to see how an achievement is obtained until they achieve it. Unlocking more/rarer achievements gives you a higher chance to interfere in the hero's final battle with the monster! Playing through multiple times can ensure you get more achievements as you progress.

Common

An Organic Start	- Play as fruit vendor in Chapter 1
Clutching My Pearls	- Play as villager in distress in Chapter 1
My First Fanfiction	- Play as narrator in Chapter 1
Assert Yourself	- While playing as fruit vendor in Chapter 1, yell at the hero to stop and help you clean up
Meow Meow Meow	- While playing as villager in distress in Chapter 1, pet Fat Cat
David Hume Whom?	- While playing as the narrator in Chapter 1, choose to talk to a hero or monster and then ask 'Who am I?'
College Educated	- While playing as a curmudgeonly gnome in Chapter 2, choose to read and then choose to read a classic
Charles Burns For You	- While playing as a curmudgeonly gnome in Chapter 2, choose to read and then choose to read a graphic novel
Everyone Knows You're Just Reading Smut	- While playing as a curmudgeonly gnome in Chapter 2, choose to read and then choose to read a romance
Gnome At Home	<ul style="list-style-type: none"> - While playing as a curmudgeonly gnome in Chapter 2, choose to watch and then choose to watch a YouTube video - While playing as a curmudgeonly gnome in Chapter 2, choose to sleep and then choose to dream about

	reading inside on a rainy day
Reconnecting With Nature	- While playing as a curmudgeonly gnome in Chapter 2, choose to watch and then choose to watch a wildlife documentary
You Died Of Amatoxin	- While playing as a curmudgeonly gnome in Chapter 2, choose to sleep, choose to dream about going foraging, and then answer wrong on the mushroom quiz

Uncommon

Unlikely Heroes	- While playing as fruit vendor in Chapter 1, suggest defending yourself against future monsters
You Monster	- While playing as villager in distress in Chapter 1, let the fat cat fend for itself
Justice Wins!	- While playing as narrator in Chapter 1, let the hero win the first battle
Popcorn	- While playing as a curmudgeonly gnome in Chapter 2, choose to watch and then choose to watch a movie
Shrooms	- While playing as a curmudgeonly gnome in Chapter 2, choose to sleep, choose to dream about going foraging, and then answer right on the mushroom quiz

Rare

Squirreling Away	- While playing as oak tree in Chapter 2, photosynthesize 99+ acorns
Meta Gaming	- Play as the narrator in Chapter 1, then as a gold farmer in Chapter 2

Hobbit	- Play as the villager in distress in Chapter 1, then as a curmudgeonly gnome in Chapter 2
--------	--

Secret

Battlemaxxing	- Make choices in such a way that the final boss battle is a tossup (50:50 for hero or boss)
I Speak For The Trees	- While playing as gold farmer in Chapter 2, get 200 acorns in under 2 minutes
Oregon Trail	- Get the achievement "You Died Of Amatoxin" at least 5 times on 5 separate playthroughs

JJ,

Your game spec/concept details Bit Part, a game in which the player plays as a series of NPCs or other non-main-character entities. In three chapters, you outline a number of choices the player might make, presenting for each one the dialog options or decisions and the consequences of those dialogical or other decisions. Those consequences tend to influence the immediate development of the story, featuring a hero who fights monsters, and they also sometimes earn for the player certain inventory items (mostly acorns!) and various achievements. As you explain, the last chapter is a battle between the hero and the boss monster, and the outcome of that battle is determined by a probabilistic calculation that itself is weighted according to the various achievements that the player has collected during the playthrough.

As an actual game, this spec would probably need to be much, much bigger, which illustrates just how much work there is for game developers to do. But as a game concept, this is really outstanding. The images are great and capture the cheeky spirit of the game really well. But even more impressive is the dialog (and narrative prose), which is consistently clever, sarcastic, ironic, and self-aware, perfectly matched to the kind of game-that-makes-fun-of-games that you are designing here. Your tone unflaggingly reflects the "minor character" role that the player is thrust into, while the tasks and ambient space that you describe all make sense of that role as well. The glancing interactions between the player (in different roles) and the hero are perfectly rendered in only a few lines. I often laughed—ok, chuckled—as I read through your wry humor and formed vivid pictures of the egotistical hero or the sardonic monster. You really have a knack for this kind of writing, as well as a keen sensibility regarding game conventions. Even your brief aside about gold farming shows off your broad awareness of the domain that you are both exploring and humorously critiquing with your game.

To make this game would, as I said, probably require a huge amount more development along these same lines, as the experience you actual detail here would likely last but a couple of minutes. And to make the game successful would require a lot of tweaking, to ensure that the player does get the sense that their choices matter and that they are bearing an influence on the game world even as the hero always seems to be passing through and rushing off. But the template you provide here, and your clearly demonstrated aptitude for this kind of writing/design, offers significant reassurance that a game based on your design and filled out further by you would surely be a hit. As it stands, I think this would actually be a pretty straightforward coding task. Maybe you could get someone to take it on? If you do make any further progress on it, I hope you'll share it with me!

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