

Adventure on Emerald Isle Script

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Given the nature of the game, the script will be laid out with a different scripted element for each section of the island/story. An element of improvisation will be required but the script will act as a guide to provide descriptions and worthy mentions of the objects in each area. The group are welcome to be creative with their problem solving in order to progress the story.

INTRODUCTION:

Image- 1 Ship INTERIOR

- 1) Welcome explorers! You have been invited on this adventure by the Society of Natural History, specially chosen for your expertise in history and adventure. Our story begins aboard the SS. Sophia a state-of-the-art cruise ship which shall be sailing us to Emerald Isle, the location of our adventure.

Each of you is shown to their private room and asked to prepare for a special dinner with the Captain later in the evening. Think about what you will be wearing, have you got anything special on?

Once you are ready, you head to the ballroom, a massive room in the centre of the ship. It is busy with conversation from the others on the boat. The Captain is nowhere to be seen yet.

What would you like to do?

Here is a good time to introduce the majority rule aspect of the game. The group must agree on an action to take together.

Found on the map:

A large table with food laid out- *Participants welcome to take the food.*

A comfy area where a musician plays the violin- *Listen to the music.*

An old professor who looks like he wants to tell a story- *Narrator will improvise a story for the group to listen to about explorers who have tried to reach Emerald Isle before. The players can find a crashed plane and a boat later on, so feel free to incorporate either of these.*

ITEMS THAT CAN BE ACQUIRED: *Food.*

- 2) Following the action, Captain Jessom will appear and ask to give a speech. The group will listen.

Capt. Jessom- Welcome one, welcome all. Thank you for joining us on this marvellous adventure. The Society of Natural History speaks very highly of each of you and I am thrilled to meet you all. Now, as you all know, this adventure is of the upmost importance, for we are seeking the legendary Lost Emerald.

The Lost Emerald is supposedly the world's most important jewel. It once belonged to the ancient Aztec people of Emerald Isle, which is where this lovely boat is taking us. The legends say that the emerald contained all the knowledge of the islanders and so it is sought after by many historians. A long time ago, the people of Emerald Isle mysteriously vanished and the island itself disappeared! No one knows exactly what happened, but some of our

scouts recently claimed the island had returned. Our job is to retrieve the emerald from the island before it vanishes again.

Speaking of the island, if you look out the window, you will see it there!

Change Image to 1 Emerald Isle.

Out of the massive window you see a huge, terrifying island. From the ship you can see lots of trees and rocks, and a mountain that is shaped like a skull. Suddenly you have a very uneasy feeling.

Without warning the boat is rocked from side to side. A terrible storm has appeared and is creating huge waves. The Captain tries to calm everyone down.

Capt. Jessom- Don't worry! Just a little storm, nothing to fear. Wait...wait what is that???

Out of the window you see several massive shapes burst out of the water, like huge tentacles. They whack the boat in different places, creating loud noises. Everyone is panicking.

Captain Jessom- Everyone, I'm sorry to inform you but the monster has ripped a hole in the boat. She's going to sink. I have called for help and a rescue ship is on the way, but won't be here for another few hours at least! Everyone, ABANDON SHIP!

Change Image back to 1 Ship Int.

The boat is sinking. There are two directions to choose from. The group can run outside and make for the lifeboats, or they can hurry down to the hull to try and fix the ship.

CHOICES-

Go to the hull.

Get in a lifeboat.

LIFEBOAT

If the group chooses to get into the life boat then they will sail to **Croc Cove (Pg 4)**.

The narrator can improvise a few fun decisions here if they want.

THE HULL

Image- 1 Escape the Ship

You rush down to the hull and find it nearly completely underwater. Several objects are scattered about and out of the massive hole you can see the island. There is no choice, you will need to abandon ship. How will you get to the island?

CHOICES-

Swim to the island- Swimming to the island will get them caught in the rapids and swept to the **1 Rocks**.

Use the crate as a raft and float there- Using the raft alone will also mean they get swept away to **1 Rocks (Pg 4)**.

Use the crate and the paddle to row there- Using the raft and paddle will take the group to **1 Calm Beach (Pg 4)**.

CALM BEACH

Image- 2 Calm Beach

Description-

You manage to make it to the island. You find yourselves on a calm sandy beach. Ahead of you is a thick jungle. In the distance you can hear birds cawing loudly. The island feels very strange, like things are watching you from inside the forest. You can go to the North, the East or the West. Which direction would you like to go in?

CHOICES

The North Path- Takes the group to **3 Quicksand (Pg 5)**.

The East Path- Takes the group to **3 Dense Jungle (Pg 6)**.

The West Path takes the group to **3 Rocks (Pg 4)**.

ROCKS

Image- 2 Rocks

You leave the ship and are swept away by powerful rapids. The water is too strong for you to fight without a paddle. Eventually the current sweeps you to the western side of the island and you are thrown off on a rocky beach. Around you the waves crash against the stone. Ahead of you are two paths, a path leading upwards and a path leading into a thick jungle. In the distance you hear birds cawing, but something doesn't seem right. You feel like you are being watched, what do you do?

The path leading up- Takes the group to **3 Canyon (Pg 5)**.

The path leading into the jungle- Takes the group to **3 Quicksand (Pg 5)**.

Croc Cove

Image 2 Croc Cove Escape

You get on a lifeboat and sail towards the island. Using the oars and following the current you go around to the East side of the island. As you approach you see a lot of rocks ahead of you. The boat moves towards them and suddenly something else moves in the shadows. There is a crocodile

lurking nearby, snapping his hungry teeth as you approach. Then you see he is not alone; there are loads of crocodiles! How are you going to get through?

CHOICES

The group must agree on a direction to go in and complete the maze without hitting any crocodiles. They have 2 minutes to complete the course or else they will be caught. If they are caught or fail, they fall from the boat and have to swim for their lives.

Succeed in escaping- Takes the group to **3 Dense Jungle (Pg 6)**

Failing in escaping- Takes the group to **2 Calm Beach (Pg 4)**.

CANYON

Image- 3 Canyon

You follow the road upwards, moving through all the trees. The jungle is warm, and you can still hear the birds in the distance. Suddenly there is a loud noise and a strong gust of wind blows over you. For a second you think something large may have flown overhead, but there is nothing there now. The path begins to take you higher and higher and eventually you find yourself in a huge canyon. The path suddenly stops. Ahead of you there is a huge drop into the canyon. At the bottom you see a rough river and crocodiles swimming about. There are two paths ahead of you, which would you like to take?

CHOICES

The path to the left- Takes the Group to **5 Swamp of Snakes (Pg 8)**. Add some fun dialogue as they scale along the mountain path.

The path to the right- The path will crumble, and the group will fall into the rapid river. This action will take them to **4 Rapid River (Pg 9)**.

QUICKSAND

You follow the road into the trees, moving through all the trees. The jungle is warm, and you can still hear the birds in the distance. Suddenly there is a loud noise and a strong gust of wind blows over you. For a second you think something large may have flown overhead, but there is nothing there now.

You wander through the jungle and suddenly your feet get stuck. You look down and realise you are sinking into the earth! It is quicksand and you only have a minute to figure out how to escape!

CHOICES

Use the hanging vines to pull yourself out- Takes the group to **4 Monkey's Den (Pg. 6)**.

Grab the branch to pull yourself out- Takes the group to **3 Dense Jungle (Pg 6)**.

Failing to get out- Returns the group to **2 Calm Beach (Pg 4)**.

DENSE JUNGLE

Image 3 Dense Jungle

You follow the road into the trees, moving through all the trees. The jungle is warm, and you can still hear the birds in the distance. Suddenly there is a loud noise and a strong gust of wind blows over you. For a second you think something large may have flown overhead, but there is nothing there now.

The jungle keeps going and is getting even thicker. Flies are biting now and you are starting to get tired. Suddenly you find yourself at a crossroads. To the left you don't hear anything, ahead of you there is the sound of rustling trees, as if something is moving about quickly, and to the right is the sound of the ocean, but you can almost see something through the trees. Which way will you go?

CHOICES

Take the left path- Takes the group to **3 Quicksand (Pg 5)**.

Take the path ahead- Leads the group to **4 Monkey's Den (Pg 6)**.

Take the right path- Leads the group to **4 Shipwreck (Pg 7)**.

MONKEY DEN

Image- 4 Monkey Den No Monkeys

You continue through the trees and eventually you come to a clearing. Inside is a large treehouse that looks very old. Perhaps it belonged to the islanders a long time ago? Ahead of you there are two paths, one leads towards the ocean and the other is marked with a sign that says 'Temple.'

Would you like to investigate the treehouse or would you like to carry on?

THE TREEHOUSE:

Change Image to- 4 Monkey Den The Treehouse

You climb up the ladder and head inside the treehouse. It is very old, and the tree has started to grow through the wood. It is a mess and there seem to be old peels on the floor. Some tattered but useful looking curtains still hang on the window, the pole looks old and could probably come loose to remove the curtains. On the wall you notice a strange drawing that seems to have been made a very, very long time ago. Could it be a clue about what happened on the island? It seems that there is a backpack in the corner with something sticking out.

ITEMS TO ACQUIRE: *Diary, Curtains.*

Diary- Inside the diary you will find a page bookmarked. It is the last entry.

'On the way to the island our ship was attacked by a huge monster from beneath the water. We ended up crashing on the beach and have been here since.

I got separated from our Captain when I was attacked by birds and ended up in this treehouse. There is an old drawing here showing the Lost Emerald...but I haven't found any people...

...I have been in this treehouse for five days now. I want to leave, but I can see them watching me. From up in the trees I can see their green eyes.

I'm starting to feel strange, as if I want to climb the trees. I'm not sure, but I think I have fur growing out of my arms...just what happened on this island?

....mmm, bananas...

After reading the diary you decide to head back outside and climb down the ladder.

(Head outside to trigger the next section.)

Change Image to 4 Monkey Den

As you step forward there is a loud rustling in the trees. You look up and find that something is watching you. Lots of somethings. Monkeys line the tree branches. They are unlike any monkeys you have seen before, big with purple fur and glowing green eyes. They do not look very happy that you have stepped foot in their den. You could try and run, slowly continue, and hope they don't attack, or try and fight them. What would you like to do?

(Note- If the group decided to take any food from the ship, the monkeys will immediately attack.)

CHOICES

Run- The monkeys are startled by your running and attack. They swarm the group and chase you further into the forest. This choice takes the group to **4 Swamp of Snakes (Pg 8)**.

Sneak to the temple- If the group has no food and sneak past, the monkeys will not attack and the group shall move on to **5 Bridge to the Temple (Pg 9)**.

Sneak to the ocean- If the group has no food and sneak past, the monkeys will not attack. This path leads the group to **5 Shipwreck(Pg 7)**.

Fight- The group provokes the monkeys and attempts to fight. The monkeys attack and will chase the group to **5 Shipwreck(Pg 7)**.

SHIPWRECK

Image- 4 Shipwreck

You pass through the trees and are back at the ocean, but there is something different about this beach. Here you find a shipwreck of an old boat that looks like it has been here some time. It seems to have crashed into the island and washed ashore there. Items are thrown all over the place, littering the beach. There is a path on the other side of the beach which leads back up into the jungle. In the distance you can see the large skull mountain and there seems to be a temple located there. You get a feeling that the temple might be where the emerald is. You notice that the tide is coming in and will only have a couple of minute to investigate before the water reaches you. What would you like to do?

CHOICES

Examining the Beach- Depending on what the group examines they can find several things. There is a 2 minute timer to their investigating. Anything not investigated will be lost.

ITEMS TO ACQUIRE- *Map of the Island, Book on Birds (see more info below), A **parachute**, and a special **shield** from the treasure chest.*

The crate unfortunately contains nothing, but the map is located underneath it.

BOOK ON BIRDS- This is an important item for successfully getting past the birds on the bridge. If the group take this item and read it, they will learn the following:

“On Emerald Isle there is a special type of bird that you will not find anywhere else. This bird is purple with colourful tail feathers. It is called the Albacross. They are vicious birds and will likely attack anyone who steps foot on the bridge further inland, for that is their nest. Several of them carried my first mate, Billy, off into the jungle and it took us several days to find him. We tried everything to get past them, but they are ferocious and do not scare easily. One thing we found that did scare them was fire. The next time I cross the bridge, I will have to remember to take some fire with me.”

Follow the path upwards- Doing this takes the group to **5 Bridge to the Temple (Pg 9)**.

If the group acquires the map, they might choose to go along any path. Backtrack as necessary.

SWAMP OF SNAKES

Image- 5 Swamp of Snakes

You are further into the jungle now. This part seems much darker than any of the previous areas and the floor becomes very muddy. In the bushes you hear movement, but nothing attacks. As you slowly move further onwards you start to think that you can hear a quiet hissing sound. Eventually you come to the end of the path and find yourself in a massive swamp.

The path continues on the other side of the murky water. As you look closer you see that you have walked into a nest of snakes. They are in the trees, in the grass, in and water and everywhere else you can see. The only way out is to reach the other side. Suddenly, you think you see something move in the water, something big, much bigger than a regular snake. You don't want to find out what is in the water but must get across. What do you do?

CHOICES

(This area requires the group to think about what they can see, though provide helpful hints if need be)

Jump across the lily pads- This gets the group safely across and allows them to continue on to **6 Hidden Room (Pg 10)**.

Jump across the rocks- If the group jumps across the rocks then they will be attacked by the Basilisk, a gigantic snake which tries to eat them. If this happens then the group will flee into the jungle again and arrive at **5 Bridge to the Temple (Pg 9)**.

Use the vine to swing across- If the group uses the vine to swing across then they will suddenly realise that this is no vine. It is the tail of a snake. The snake drops them into the swamp, and they are washed away to **5 Rapid River (Pg 9)**.

Swim across- If the group try and swim across they will be washed away and taken to **5 Rapid River (Pg 9)**.

RAPID RIVER

Image- 5 Rapid River

You hit the water with a splash and find yourself being swept along by a terrifying river. The current is strong and you are unable to swim well in it. The river wants to pull you across the island and it seems there are crocodiles and other vicious beasts living in it. The river is fast and so there is very little time to decide how to escape...

CHOICES (There will be a minute timer of 1 min on the choice here).

Grab the vines- If the group grabs the vines then they can climb up to **5 Bridge to the Temple (Pg 9)**.

Grab hold of the floating wood- If the group grabs the floating wood then they will float safely to **6 The Pit (Pg 10)**.

Failure- If the group fail to make a decision or to escape, they will be swept out to sea and around the island. They will end up back at **2 Calm Beach (Pg 4)**.

BRIDGE TO THE TEMPLE

Image 5 Bridge to the Temple.

You continue through the jungle and arrive at a massive split in the ground. At the bottom of the canyon ahead is a terrifying river. There doesn't seem to be any way to cross over the canyon but an old, rickety bridge. On the other side you see stairs leading up into the mountains. Steadily you approach the bridge when suddenly a flock of strange birds flies out and begins circling the bridge. They are staring at you and look very hungry. You decide you have to go over the bridge, but need to figure out how to do this. Should you go quickly and risk breaking the bridge or go slowly and risk being attacked?

(Note: There are sticks to the right and two torches to light them on fire. IF the group has found and read Book of Birds from the Shipwreck then they will know to fend the birds off with fire.)

CHOICES

Go quickly- If the group decides to go quickly then the bridge will break and they will fall into the river, sweeping them to **6 The Pit (Pg 10)**.

Go slowly- If the group decide to go slowly they will be attacked by birds and the bridge will break, causing them to fall into the river and be swept to **6 The Pit (Pg 10)**.

Use the fire to scare the birds- If the group figures out how to use the fire then the birds will be scared off and they can cross the bridge. Doing this quickly will mean the bridge still breaks and they fall into 6 The Pit. If they go slowly then they will make it across and can continue to **7 Guardian Boss Fight (Pg 11)**.

THE HIDDEN ROOM

Image- 6 The Hidden Room.

Having survived the swamp of snakes, you continue into the jungle until finally you reach the mountain. Higher up you can see an old temple which is where you believe the Lost Emerald will be. The only way up is via a hidden pathway which leads through the bushes. You lay down and crawl through the leaves until finally you reach a door. Inside is a secret room which looks like nobody has been in for many years.

On the far side is an old door with no handle, and a picture of an emerald on it. It is the only door in the room. There are some boxes and a table inside. On the wall is a strange picture of a monkey. You must open the door to proceed, how will you do it?

ITEMS TO ACQUIRE- *The Sword. Fun extra items can be added to the boxes if the narrator wants. There is also the Gas Cannister, which the group will need if they wish to escape on the plane.*

CHOICES

Try and open the door with the sword- Doing this will break the sword.

Complete the puzzle- If the group find the missing puzzle piece on the shelf above the door, and add that into the picture of the monkey, the door will open and they can continue to **7 Stone Guardian Guardian Boss fight (Pg 11)**.

THE PIT

Image- 6 The Pit

You are swept by the river across the island and suddenly you find yourself thrown over a huge waterfall and into a deep, dark pit. There is water at the bottom but you can't see any way to climb back out. Above you is a sign pointing to the temple with a short rope on it that you can't reach.

Suddenly you feel something move in the water. Looking below you can see several boxes on the waterbed, but sense that there might be some creatures lurking there too. What do you do?

ITEMS TO ACQUIRE- The rope/grapple hook.

CHOICES

To escape the pit, the group must locate the rope/grapple hook in one of the sunken boxes. Using this they can escape and move on to **7 Feather Guardian Guardian Boss fight (Pg 11)**. The group is alternatively welcome to agree upon a different way of escaping the pit. Feel free to encourage them to think creatively and give gentle hints.

GUARDIAN BOSS FIGHT

Image- 7 Feather OR Stone Guardian Boss Fight.

NOTE- There are two guardian boss fights to choose from:

If the group have reached the temple via the Hidden Room, they will face the Stone Guardian.

If the group have reached the temple via the Pit, they will face the Feather Guardian.

If the group have reached the temple via the bridge, the narrator can choose which boss to use.

Finally, after overcoming yet another puzzle, you finally find yourself on the steps leading up to the temple. You are sure that the emerald will be inside and hurry on upwards. As you climb higher you get a very uneasy feeling and suddenly a huge voice booms out:

Voice: WHO DARES ENTER MY TEMPLE? YOU HAVE INVADED MY ISLAND AND WISH TO STEAL MY EMERALD! I WILL NOT ALLOW SUCH TERRIBLE ACTIONS. IF YOU COME ANY FURTHER I WILL HAVE TO DEAL WITH YOU MYSELF.

You listen to the voice and decide that you can't turn back now, so continue up the stairs. You come to a flat area and in front of you is the top of the temple. Inside you can see the Lost Emerald glowing. To the left is a small, broken mirror, which looks like it has broken off of some vehicle. It glistens in the sunlight. You made it! As you step forward though something massive drops from the sky and lands in front of you with a thunderous boom. You look up and see the monster (describe which boss you're using). It looks at you angrily and attacks. What will you do?

CHOICES!

It is up to the group how to defeat the boss. Some ideas could be to use the sword/shield/rope items acquired from previous areas, or to use the mirror to blind the boss so that it can be evaded. The group will find a way to defeat it and improvise narration to match their choices.

Once the boss has been defeated proceed to **The Emerald (Pg 11)**.

THE EMERALD

Image- The Emerald.

After escaping the boss you finally reach the top of the temple. There, before you, you see the Lost Emerald. Behind the emerald is a large stone tablet with old writing on it. On one side there is a note stuck to the wall. What will you do:

CHOICES (*note, once the emerald is taken, no further actions can be done here*)-

Read the note-

'So I finally did it, I found the emerald, but I also discovered the truth of what happened on the island. It is written here in stone. The islanders worshipped the emerald, but it possessed

a terrifying magic which slowly began to change the island in something evil. My crew are gone, taken by the animals here. I think that the emerald is to blame. I think the animals are the people who used to live here, and it is what transformed them. I cannot be sure, but I can feel myself changing too. I'm sure I can feel feathers growing out of my arms....

...to whoever is reading this...I think to save the island the emerald needs to be taken away...but you must not allow it to reach the mainland. There is no telling what disasters it could cause...'

The note stops there. It seems to have belonged to another explorer.

Take the Emerald-

This is it, the moment you have waited for. You reach out and take the emerald, placing it safely in your bag.

Voice- YOU DARE TOUCH THE EMERALD? YOU MAY HAVE DEFEATED ME, BUT YOU WILL NEVER ESCAPE THIS ISLAND!

Suddenly the clouds ahead swirl and a huge bolt of lightning strikes the temple. Suddenly everything is on fire and you quickly make for the stairs. The fire blocks your path and so you head to the back of the temple to find another way out. This takes the group to **8 Escape the Island.**

ESCAPE THE ISLAND

Image- 8 Escape the Island

The island is on fire and you need to escape. At the back of the temple you find a cliff that looks out to sea. You look out across the water and suddenly spot a boat. Captain Jessom is on board and is looking up at you with binoculars. He has returned with the rescue boat! But how can you reach it? There is also a path leading off to the left and you think you can see something stuck in the trees up ahead. Down on the shore you also see a small boat, one of the lifeboats from the SS Sophia. If you could reach it you could escape. What should you do?

CHOICES

Head to the left- Heading to the left will take the group to 8 Escape via Plane

Jump off the cliff- IF the group acquired the parachute from the Shipwreck then they can parachute over to the boat and escape. If they did not then they cannot jump from the cliff.

Zip line down to the boat- If the group chooses the life boat then they can use the rope to zip wire down and escape to the rescue ship.

If the group escape here, go straight to **END (Pg 13).**

ESCAPE VIA PLANE

Image- 8 Escape Via Plane

Following the path through the flames you come to an old tree. Tangled in the vines is a small but sturdy looking plane, which seems to have crashed here. You quickly investigate the plane and discover that it is still in one piece but that it is completely out of fuel! What will you do?

CHOICES-

Use the Gas Cannister to refuel- IF the group found the gas cannister in the Hidden Room then they can refuel the plane and escape on it. This takes them to **END**

Go back- If the group did not find the gas then they will need to go back and escape a different way.

END

Escape Via Boat

You find yourself safely aboard the rescue boat, with Captain Jessom. He congratulates you on recovering the emerald and asks what happened on the island. Suddenly you notice that the emerald has started glowing brightly. It doesn't seem like a good glow. You have the emerald with you, what will you do with it?

Destroy the Emerald- Doing this will break the curse on the island, which will sink back into the sea. Before it does the skull mountain's eyes will glow bright green and a loud roar will sound. The world is saved, though.

Keep the Emerald- If the group chooses to keep the emerald they will sail back to Plymouth harbour. Who knows what happens after...the group can decide what they want the bad ending to be. The island slowly disappears into the fog as they sail away.

Escape Via Plane

You successfully manage to escape the island using the old plane. As you fly away you notice the emerald glowing brightly and think about everyone you saw on the island. What will you do with it?

Destroy the Emerald- Doing this will break the curse on the island, which will sink back into the sea. Before it does the skull mountain's eyes will glow bright green and a loud roar will sound. The world is saved, though.

Keep the Emerald- If the group chooses to keep the emerald, they will sail back to Plymouth harbour. Who knows what happens after...the group can decide what they want the bad ending to be? The island slowly disappears into the fog as they fly away.