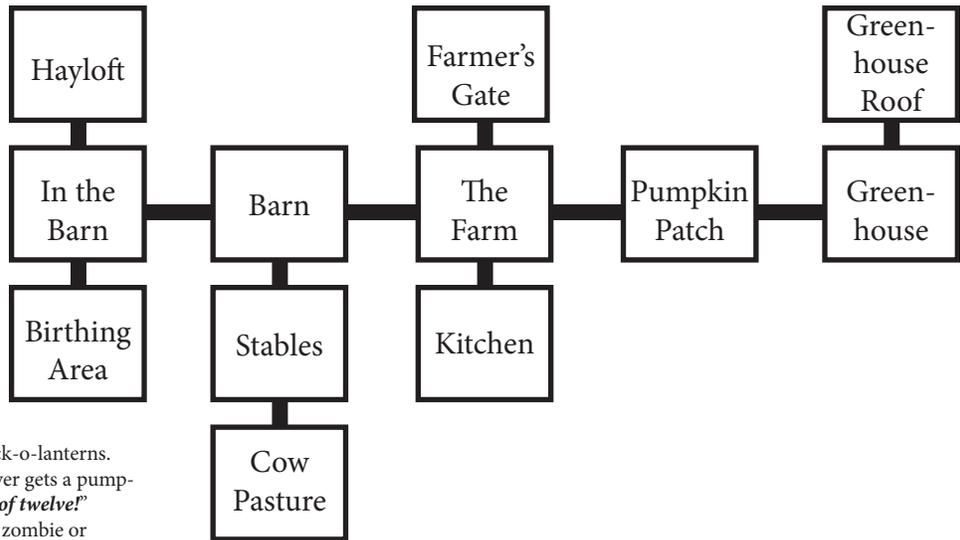


Pumpkin Patch

A Parsely game
Designed by Madeline Wedig (age 5)
Scribed by Mad Wedig (age more than 5)
Parsely is © 2010 Jared A. Sorensen



Halloween is coming soon. You need 12 pumpkins to make jack-o-lanterns. So you have come to the farm to find some. Whenever the player gets a pumpkin, say “*Congratulations! you found pumpkin [number] out of twelve!*” Then you should make a noise like a Halloween monster, like a zombie or ghost or vampire.

Farmer's Gate

(you start here)

This is the entrance to the farm.

Exits are: SOUTH

The Farm

You're on a farm. A pumpkin sits near the gate.

Exits are: NORTH, SOUTH, EAST and WEST

Pumpkin Patch

Lots of pumpkin vines grow out of a huge mound of dirt, but you don't see any pumpkins!

Exits are: EAST and WEST

DIG IN MOUND WITH SHOVEL: You dig away at the mound and find inside a pumpkin!

Barn

You stand outside a red barn. There is a pumpkin here.

Exits are: SOUTH, EAST and WEST

In the Barn

Now you're inside the barn. You can see the hayloft above you. There's a ladder on the ground here. There's a bucket of corn here. There is a pumpkin here.

Exits are: SOUTH and EAST

(and UP if they stand up the ladder.)

Birthing Area

This is where the farmer takes animals so that they can give birth to new animals. A chicken sits on a pumpkin, as if trying to hatch an egg. Lots of eggs are scattered around.

Exits are: NORTH

TAKE PUMPKIN: The chicken pecks at your hand. Ouch!

FEED CHICKEN: You scatter the corn on the ground, and the chicken hops down from the pumpkin to peck at the ground. (The player now has an empty bucket. And they can now take the pumpkin without problem.)

Hayloft

There's a whole lot of hay up here.

(If the player takes the hay, they uncover another pumpkin.)

Exits are: DOWN

Stables

This is where the horses live. A horse is running around really quick with a pumpkin in its saddle.

Exits are: NORTH and SOUTH

TAKE PUMPKIN: The horse is running too fast for you to grab hold.

GIVE HAY TO HORSE: The horse doesn't seem interested in the hay.

GIVE PEPPERS TO HORSE: The horse stops running to eat the pepper. (Now the player can take the pumpkin.)

Greenhouse

It's a big building made of glass, full of vegetables. You can see that the farmer is up on top of the greenhouse, fixing a broken windowpane. There are two pumpkins here! There are some peppers here.

Exits are: WEST (and UP if the players bring the ladder here and set it up.)

TALK TO FARMER: “What's that? I can't hear you down there!”

Greenhouse Roof

The Farmer is up here, fixing a broken pane on the greenhouse. There are two pumpkins here.

TAKE PUMPKINS: The farmer says “You can have one of those pumpkins, but I need the other one as snack.”

HELP FARMER FIX ROOF: He says “Thanks, but I have this under control. Sure is thirsty work, though.”

GIVE APPLE CIDER TO FARMER: The farmer thankfully takes the apple cider and drinks, then give you the pumpkin.

Farmhouse Kitchen

The Farmer's Wife is here, preparing some pumpkin pancakes. She is about to cut up a pumpkin. There is also apple cider here.

Exits are: NORTH

TAKE PUMPKIN: The Farmer's Wife says that she needs that for the pumpkin pancakes... even though she doesn't like pumpkin pancakes.

ASK ABOUT PUMPKIN: The Farmer's Wife says that she could give you the pumpkin if you gave her something else for breakfast, like maybe some milk and some eggs. (Once the player gives her milk and eggs, then she'll give them the pumpkin.)

Cow Pasture

Lots of cows stand around in the cow pasture. A bull stands in a corner, jealously guarding a pumpkin. A pig sits in a mud puddle. A shovel sticks out of the mud puddle.

Exits are: NORTH

TAKE PUMPKIN: The bull won't let you anywhere near the pumpkin.

GIVE HAY TO BULL: The bull happily eats the hay and becomes your friend. (Now you can take the pumpkin.)

MILK COW: The cows don't seem to like you enough to let you milk them.

GIVE HAY TO COW: The cow becomes your friend.

MILK COW: (If you don't have an empty bucket.) What would you do with the milk once you got it out of the cow? (If you do have the empty bucket) You milk the cow until your bucket is full of milk.

ANY ACTIONS INVOLVING THE PIG: The pig splashes you with mud and then oinks at you in amusement. (The pig is just there to entertain the Parser in imagining the player covered in mud.)

Hayloft

There's a whole lot of hay up here.

(If the player takes the hay, they uncover another pumpkin.)

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Greenhouse

It's a big building made of glass, full of vegetables.

You can see that the **farmer** is up on top of the greenhouse, fixing a broken windowpane. There are two **squiggles** here! There are some **peppers** here.

Exits are: WEST (and UP if the players bring the ladder here and set it up.)

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A Parsely Game

Designed by Jack-o'-lanterns

inspired by Jack-o'-lanterns (age 5+)

Picture by Kandall Munroe from XKCD.com

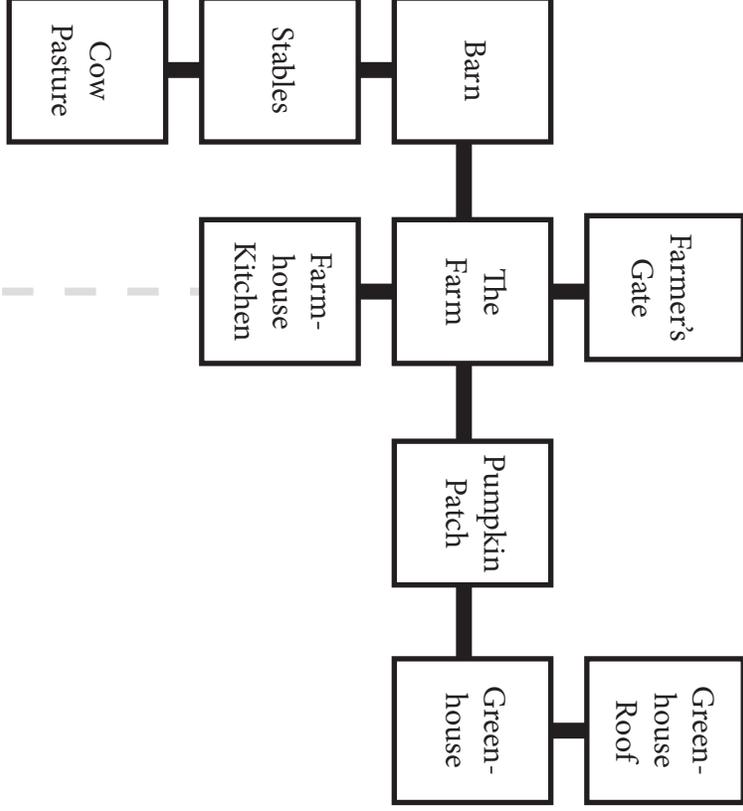
Parsely is © 2010 Jared A. Sorensen

(Check out www.PocketMod.com

for folding instructions)

Pumpkin Patch

PocketMod
version



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