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RPG Adventure

The Backstory

The Willy Wonka factory shut down for a month, a year ago, and people were only faintly concerned. More than that, they were excited. They knew Wonka had pulled this stunt before, when he was preparing for the Golden Ticket contest. Wonka and Charlie must have something incredible in store. They waited in taut patience, rapt to see what would come out of the factory after the strange lull in production.

But when the factory opened again the candy was not right, to say the least. It was wrong, wronger than candy should ever be. Some children were lucky and bit into candy that was merely bitter or so spicy they had to see the school nurse for aid. Others were less so. Some of the Scrumdiddlyumptious bars had razor blades and some of the Gobstoppers were laced with coma-inducing poison. Thousands of children from around the world lay in hospital beds, in a stupor that no doctor could wake them from.

The police raided the factory, but they apparently couldn't find their way past whatever lay inside. The first few never came back. After ten disappeared, they started returning from the factory at a complete loss to explain what they'd seen. They could only say they'd been so very, very lost. The factory inexplicably stopped shipping candy again after a month, though the steam stacks still chugged, and the faint whirr of factory production was still heard around town.

Though a single box of candy has not left the factory in months, blades and poison have appeared seemingly at random in the rest of the world's candy supply. The police label these incidents 'copycat crimes,' but many suspect the Wonka factory is somehow responsible.

Slugworth called the three of you together. He told you that since Violet Beauregard is in a coma due to the tainted candy, you, the three remaining golden ticket winners, are the only living people who know the layout of the factory first hand. No one has seen Charlie or Wonka since the day the contest ended five years ago, and every other person who enters the factory disappears.

Front of the Building

You are standing next to Slugworth outside the gates to the factory, watching them glint in the morning sunlight. You can see beyond the roof of the entrance, the factory stacks puff out a sickeningly sweet chocolate scented steam. When you look through the gold barred gates, you can see the front door to the entrance. It is ajar. Slugworth opens the gate and, surveying the group, tells you, "It is time."

The front of the building is highly ornamented, though the gold leaf is starting to flake off in places. The door is ajar.

Foyer

On the left, a series of gilded hands adorn the wall, holding coats and hats. There are scorch marks and the glass shards on the floor. On the right, the scroll you signed five years ago is still there. The quill rests in what looks like a whiskey bottle. You see your eight-year-old's signature, a careless, childish scrawl. Someone has painted over the diminishing text in a dark brown stain,

Write me this favor and soon you will be

ready to pass through the writing you see:

what dandy drink kills once in the vein,

and is quicker than liquor to seize up the brain?

When the riddle is solved, a door in the parchment swings open.

Enemies:

If they investigate the hands on the wall the hands grab the person investigating, dig in their nails and sap the character's energy each turn. If they successfully kill one hand, then the rest drop all of the coats. The coats will have policeman weapons in them, two pistols with 6 shots each, 12 bullets, a billy club, and three pairs of handcuffs.

Hands – 10 HP

Poison Fudge Factory Room

The wall shuts behind you with a click. You are in a dim, steamy room with rusty, factory machinery twisting in strange contortions all around you. Pipes, chutes, troughs and vats connect to each other, dripping and running the products of the chocolate river, one to the other. You notice boxes of rum piled at the foot of the vat. (Candy is dandy but liquor is quicker, you suppose.)

There is steam pouring from the machinery onto the roof of the room. The steam prevents you from seeing the walls or the ceiling. Through the mist, in the center of the room you see the white pants and green hair of two Oompa-Loompas, who are shaking a box of shiny slivers into the largest vat. Their backs are to you and they don't notice you yet.

Enemies:

Oompa-Loompas – 10 HP per, high dexterity

-Once alerted, they can tip over a vat. Also can switch an alarm on.

The room can be exited through the ceiling to the Experimental Candy area. In order to leave through the ceiling, the characters will have to climb on each other's backs, or tip over the vat and stand on it to get out.

Experimental Candy Area

You emerge in the corner of a cluttered room. This time you remember the area. This is the room where Violet turned, well, *violet*. Right next to you the Gobstopper machine cranks out brilliantly-colored candies. A sleeping beast is chained to a leg of the machine. There are two Oompa-Loompas, hovering over the Gobstoppers coming out the machine, spraying each candy with a green mist.

Enemies:

When the Oompas are attacked, the Whangdoodle wakes up next round and attacks as well.

Whangdoodle (blue-furred and wrinkly, akin to a cougar) – 20 HP

Oompa Loompas – 10 HP per, plus close range hit with green mist = +5 damage and memory stupor for the next round (dexterity down)

On the other side of the room is a plain door.

Crazy Boat Ride

You walk through the door and see the chocolate river, and the steam boat from that wild ride. The lyrics from Willy's eerie song strike you as even more chilling now than they did when you were eight. "Is it raining is it snowing, is a hurricane a' blowing?" None of you like the idea of sitting through that particular experimental film screening again. But you scan the boat from the outside and are certain there are no Oompa-Loompas on board.

The boat starts rockets forward through the chocolate as soon as you all are aboard. The screens on the walls display men swallowing snakes, razor blades lacing into eyeballs, severed fingers, and mouths frozen in endless screams. Colored lights flash as you pass, turning the images on the walls red, green, and blue. Something huge and slimy leaps out of the river and lands on Augustus's neck, forcing one tentacles down his throat, and wrapping two around his leg.

Snozzwanger – 30 HP made of chocolate, can be scared off with a match. Once at 20 HP, Augustus rips the tentacle out of his throat and is able to breathe again.

The boat comes to a silent, dead halt.

Candy Field

You step gingerly off the boat and onto the candy grass. The field looks as luscious and brilliant as you remember. Everything here is edible, that is, you can eat everything you see. The trees drip with sugar strands, and the ground sprouts lollipops and candy canes. You see a strange, somewhat ovoid shape hovering in the middle of the field, like a great red jellybean. It seems to be minding its own, otherworldly business. The river snakes behind it, and on the other bank you see stairs rough hewn into the rock, leading to a door.

Vermicious Knid – 30 HP, changes colors randomly each round, red punching glove = melee attack only, blue arrow = ranged attack only, green block = no attack only defense

Past the stairs and through the door you find a hallway with an elevator at the end, and one door on the right.

The Half-a-Thing Room

Around the room, you see things split in half. Half a clock ticks on the wall, next to half-diplomas and half wall sconces. The room is half-wallpapered in strips. Willy Wonka is slumped in the corner, one wrist handcuffed to the wall. He is surrounded by candy wrappers. He stirs. On his desk there are half-pages scattered everywhere with writing in Wonka's hand.

"There is a Knid loose in the factory. I suspect some of the Oompa-Loompas are helping it hide."

"Charlie seems to be onto a cure. It seems that citrus juices..."

The Wonkavator

An elevator can only go up and down, but a Wonkavator goes sideways and slantways and longways and backways and frontways and squareways and any other ways that you can think of..

The End