

Searching for Rain

by

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1 - Help Spirit Find Rain

You are Spirit. You wake up to a bright day, yawning, you make your way to the mares where your beloved Rain sleeps. But to your surprise she is not there!

- * **Tell Esperenza and go looking for Rain, it's best some horse knows before you le... => 2**
- * **Go emediately searching for Rain, this is an emergency! => 3**
- * **Wait for a while, maybe your worrying too much and Rain just left for a second. => 4**

2 - The search Begins

You notify your mother you leaving to search for her, she approves and you begin your search. Where will you look?

- * **The Lakota Village, perhaps she went to visit Little Creek. => 5**
- * **The river, maybe she wanted to get a drink of water. => 6**
- * **The north feilds, she could be going for a stroll. => 7**

3 - Your Being Followed!

You leave emediately to find Rain. your heart pounds as you think of all the possibilities that could happen to her, but suddenly you hear hoofbeats as Esperenza comes galloping toward you. She was worried when she noticed you were gone. it gets late, and you have to escort your mother home. its too dangerous to go searching for her in the dark, and you never find Rain. GAME OVER

- * **Return to the previous page => 1**

4 - Awaiting Rain

You decide your worrying too much and stay with the herd. You wait for what seemed like an

eternity, but Rain still does not return. You do not find Rain. GAME OVER

* **Return to the previous page => 1**

5 - A Visit to the Lakota

You decide to look for Rain at the Lakota Village. As you make your way to the village, Little Creek greets you with joy. but your heart sinks as you realize Rain is no where to be seen. with disappointment, you begin your search elsewhere.

* **Go try a different route => 2**

6 - You Found Something!

You made up your mind to look near the river for your beloved Rain. you soon reach the river, you don't see Rain, but you smell her scent! Near the river, you find locks of Rain's mane leading off into the forest, but wait! you see hoofprints leading off to the drylands, not only that Rain's scent leads off to the meadow. what path will you take?

* **Follow the locks of Rain's mane into the woods => 8**

* **Follow the hoofprints into the drylands => 9**

* **Follow Rain's scent towards the fields => 7**

7 - What's that Noise?

You decide to search in the Northern fields. You make your way to the fields, when you hear a loud moaning noise, you are slightly frightened by it, what do you do?

* **Run, it might be something dangerous! its best to get back to the herd where you... => 10**

* **Follow it! it could be a threat to the herd. => 11**

8 - You got Attacked!

You decide to follow the locks of Rain's mane into the woods, but as you venture, you are attacked by Renegade and his group of rouges! you are fatally wounded, and don't find Rain. GAME OVER

* **Return to the previous page => 6**

9 - Holy Cow!

You followed the hoofprints into the desert, and you see an animal! you rush up to it, but your spirit sinks when you realize it's just a bull. you don't find Rain. GAME OVER

* **Return to the previous page** => 6

10 - Spooked Spirit

You return to the herd, and alert everyone of the noise, but everyone waits for something bad to happen and it never does. the herd goes back to its normal function, and your mother calms you down. it gets too dark to look for Rain, you don't find Rain. GAME OVER

* **Return to the previous page** => 7

11 - You Found Rain!

You decide to follow the moaning sound, it could be a threat to your herd! you follow it, and to your surprise Rain is laying there on the ground! She tells you that she has come to her foaling time. You lie beside her and soon, your two foals are wiggling and looking up at you in amazement. Rain nuzzles you joyfully. you decide to name them Storm and Geist. CONGRADULATIONS! YOU WIN! PLAY AGAIN?

* **Start over** => 1