

A Z3NG ADVENTURE · AN INTERACTIVE VILLAGE COMEDY

INCOMERS

Three vouches. Six days. One duck.



You have just moved to Lower Fettleby, the most English village in England. Under Byelaw 14(c) you are a **Newcomer**, and will stay one for thirty years, unless three Established Persons vouch for you by the fête on Saturday.
Good luck. You'll need it. So will the duck.



NEWCOMER'S WELCOME PACK ENCLOSED

LEVEL: STANDARD

About four hours of play
for one Newcomer



LOWER FETTLEBY PARISH COUNCIL

Chair: Mrs M. Pellow · The Laurels, Church End · Est. 1911 · Revised 1987

Monday, 6.03 a.m.

Dear Newcomer,

On behalf of the Parish Council, may I welcome you to Lower Fettleby: four hundred and twelve residents, three ducks, one public house and no bus.

You will by now have received the **Parish Handbook**. I delivered it personally. It fell through your letterbox at 6.03 this morning with, I am told, some force. Please read it. Most people don't, and look where it has got them. (Upper Fettleby.)

Under **Byelaw 14(c)** you are a Newcomer. This is not a criticism. It is a category. Newcomers may not sit on committees, use the good car park, or be Told Things. The status lapses after thirty years, or sooner if three Established Persons are prepared to vouch for you. In my experience they rarely are, but you may surprise us. People occasionally do. It is always noted.

This Welcome Pack contains everything a Newcomer needs to know, and several things a Newcomer does not. Please do not lend it to anyone from Upper Fettleby.

The Parish Council meets on **Thursday at seven**. Newcomers may attend. Newcomers may not vote. Newcomers may, under Standing Order 9, *object*.

Yours correctly,

M. Pellow

Mrs Marjorie Pellow, Chair (since 1987)

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CHAPTER ONE

Your Situation

It began, as so many English tragedies do, with an estate agent. "A *charming period cottage in a thriving, close-knit community*," the listing said. You have since learned that "close-knit" means *everybody will know your business by Tuesday*, and "authentic" means *there is no bus*.

You arrived on Sunday night, in the rain, with eleven boxes. Net curtains twitched along Lark Lane in sequence, like a slow Mexican wave of disapproval. Somewhere on the Green, a duck laughed.

BYELAW 14(c): NEWCOMERS

Any person taking up residence in the parish shall be deemed a Newcomer. Newcomer status shall lapse after thirty (30) years, OR when the Newcomer is vouched for by three (3) Established Persons, whichever is sooner.

(It is usually the thirty years.)

What you have to do

Get **three villagers to vouch for you** before the fête on Saturday afternoon. Ten people in Lower Fettleby are allowed to vouch. Every one of them wants something: a favour, a secret kept, a problem solved, or just to be listened to properly for once. Find out what, and you're in.

How you do it matters too. The village is split down the middle of Lark Lane, and people *notice who you help*. There is more than one way for the week to end.

The week ahead

MON

Your first day. The Handbook arrives. So does everyone's opinion of you.

TUE

Flower arranging, Village Hall, morning. Handle with care.

WED

Quiz Night in the Snug of the Plough & Grievance, evening.

THU

Parish Council, Village Hall, 7 p.m. Item one: the bus shelter.

FRI

Bunting goes up. Wedding rehearsal at St Aldric's, evening.

SAT

THE FÊTE. Marquee Field, from the afternoon. Everyone will be there. Including you.

How to Talk to the Village

Lower Fettleby understands plain English, provided it is **short, clear and polite**. You type what you want to do, press Enter, and the village responds, usually with an opinion.

> TALK TO DOT

Dot looks at you for a long moment. "Hm," she says. It is a whole paragraph of "Hm", with footnotes and an appendix.

> ASK DOT ABOUT KEVIN

"Kevin is not married. Kevin is a free spirit. Kevin," she adds, with some feeling, "is a menace."

NORTH or **N** **SE** **UP** **IN** **OUT** Walk that way.

GO TO THE PUB **GO BACK** Somewhere next door, by name. Or back where you came from.

LOOK or **L** **EXITS** Where am I? Which ways can I go?

EXAMINE SIGN or **X SIGN** Look closely. Do this to **everything**.

TAKE MAGAZINE **DROP IT** Pick things up, put them down.

INVENTORY or **I** What am I carrying?

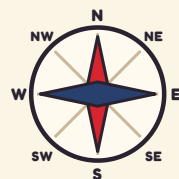
READ HANDBOOK **OPEN DOOR** Exactly what it says.

GIVE TAPE TO ALEX Also: **SHOW PHOTO TO DOT**

TAKE KEY AND LAMP Several things at once. **DROP ALL EXCEPT MAP** works too.

WAIT or **Z** **WAIT UNTIL EVENING** Let time pass. Days have a morning, an afternoon and an evening.

SLEEP At home, in your cottage. Ends the day.



Directions and time. You can go N, NE, E, SE, S, SW, W and NW, and sometimes UP, DOWN, IN and OUT. Everything you do takes a little time, and the clock is always ticking. People keep to their own timetables: the pub opens at noon, the Post Office shuts in the evening, and some people are only ever in one place at one time of day. The top of the screen tells you what time it is.

Talking to people

People are the heart of the game. Everyone in Lower Fettleby has something to say about everyone else, and most of it is useful.

TALK TO GLORIA

Say hello and see what happens.

ASK KEV ABOUT THE QUIZ

The most useful sentence in the parish. Ask **everyone** about **everything**.

TELL FLISS ABOUT DOT

Pass something on. (Careful. See Gloria.)

KEV, TELL ME ABOUT THE PUB

You can speak to people directly, too.

ASK HER ABOUT HER HAT

HIM, HER, IT and THEM mean the last one you mentioned.

Useful words

HINT

A gentle nudge in the right direction.

VOUCHES

How many people have vouched for you so far.

UNDO

Take back your last move. Everyone deserves a second chance. (Not Upper Fettleby.)

AGAIN or G

Do that again.

COOPS HANDBOOK

Fixes a mistyped word. The game quietly fixes small slips anyway.

SAVE · RESTORE · RESTART

Keep your place, go back to it, or begin the week again.

SCORE · HELP

How am I doing? What can I type?

Starting the game

Open the game page your teacher gives you and type in the box at the bottom. Your first move? The Handbook is in your hands.

READ HANDBOOK. Then go **NORTH** and meet the neighbours. At the end of the week you'll get a short quiz and a results sheet to print.



"EXAMINE everything. Twice. Then write it down. Most things in this village are a clue, and the rest are hedges."

Col. B. Frisk (retd.), Neighbourhood Watch

Etiquette. Shouting, swearing and attacking the duck are Upper Fettleby behaviour. The duck will win.

Who's Who



Gloria Oyelaran

Village Stores & Post Office

That's me. I sort everyone's post, so I know everyone's business. I can keep a secret. Can you?

Likes: a secret properly kept; custard creams

Dislikes: oat milk; people who blab

Usually: The shop: mornings and afternoons



Kev

Landlord, the Plough & Grievance · Manager, Lower Fettleby Athletic

Heart of gold, mouth like a sieve. Never tell Kev anything you wouldn't want on the side of a bus. (If we had a bus.)

Likes: quiz night; hugs; a full pub

Dislikes: losing to the Colonel's team; Barry

Usually: The pub: from noon



Tom Harrow

Farmer, Harrow's Field

Says about eleven words a week. Means every one of them. Harrows have farmed here for four hundred years.

Likes: his field; his bull; silence

Dislikes: talking; cameras; the swans of Upper Fettleby

Usually: Farm: morning · Field: afternoon · Pub: evening

Who's Who



Colonel Frisk (retd.)

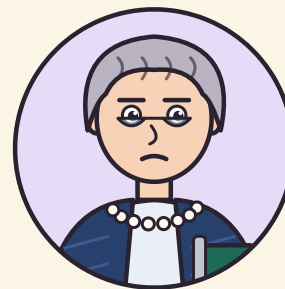
Neighbourhood Watch, Mafeking Lodge

Writes down everything that happens. Nothing ever happens. Don't mention his moustache. You'll see.

Likes: order; binoculars; an incident, any incident

Dislikes: Upper Fettleby; questions about his moustache

Usually: Mafeking Lodge, or patrolling the Green after lunch



Marjorie Pellow

Chair of the Parish Council

Wrote the Handbook. Has never been late, never raised her voice and never lost an argument. Hasn't spoken to Pippa since 1998.

Likes: correct procedure; hedges of a reasonable height

Dislikes: Byelaw 14(e) (do not ask); hot tubs; 1998

Usually: The Laurels, Church End (afternoons: my shop)



Pippa Vane-Tempest

The Manor · Fête Committee

Runs the fête, calls everyone darling, owns most of what you can see. Hasn't spoken to Marjorie since 1998. Don't ask why.

Likes: the fête; Labradors; shouting "DARLING"

Dislikes: losing things; Marjorie; 1998

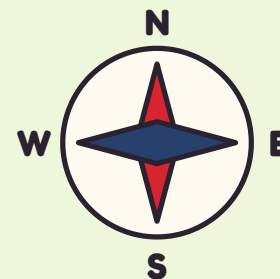
Usually: Kitchen garden: mornings · Marquee Field: afternoons

— the Closes side of Lark Lane

— the Church End side

LOWER FETTLBY

& district · not to scale · not to be trusted



Old Rectory

Mafeking Lodge

The Laurels

Church End

St Aldric's Church

Vicarage



Village Stores



The Green



Plough & Grievance



Village Hall



Lark Lane



The Closes



Manor Drive



Manor Kitchen Garden



Potting Shed



Allotments



YOUR COTTAGE

(you live here!)



Old Chapel



Marquee Field



Cricket Ground



Harrows Farm



Harrows Field



Riverbank

(you live here!)



Footpath



Gerald (bull)

here be Upper Fettleby



Post Office



Upper Fettleby



Football Ground



Pavilion

River Chess

KEY

lane or path

Indoors, upstairs and round the back:
try IN, OUT, UP and DOWN.

⚠ Hazard: Kevin (a duck). On the Green.

Who's Who



The Reverend Desmond Tolly

Vicar of four parishes

Lovely man. Often in the wrong church. Occasionally in the wrong village. Keeps his car keys on a string.

Likes: custard creams; being in the right church

Dislikes: rotas; being in the wrong one

Usually: Hard to say. So is he.



Dot Hebden

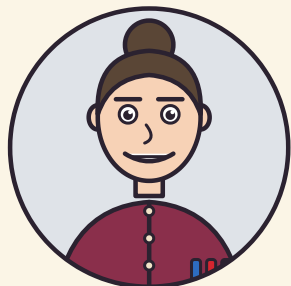
Resident, all ninety-four years

Says very little. Misses nothing. Nobody knows what's in the handbag. Nobody has asked twice.

Likes: sherry; her bench; being called by her proper name

Dislikes: being called "Dotty". Very much.

Usually: The bench on the Green: mornings · Pub: evenings



Mrs Threlfall

Postmistress, UPPER Fettleby

We don't talk about Upper Fettleby. If you must go, take the footpath. Mind the bull.

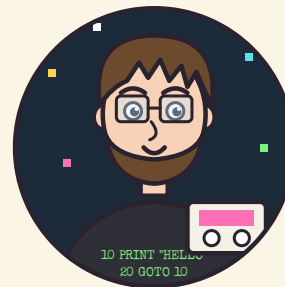
Likes: forms; pens in a straight line

Dislikes: Lower Fettleby

Usually: Upper Fettleby Post Office (shut evenings)

— and one we don't mention

Who's Who



Alex Tanner

Games programmer · The Old Chapel

Grew up in the Closes, came in every day for a Curly Wurly. Makes a game about goats. Loves old computers far more than people. Nice lad.

Likes: old computers; text adventures; his gran's chapel

Dislikes: goats (professionally)

Usually: Gallery: afternoons · Chapel: evenings



Fliss Carrington-Smythe

The Old Rectory (a "Rural Wellness Experience")

Asked me for oat milk. Twice. Calls everyone 'babe', even the vicar. Wants to be liked more than she lets on.

Likes: content; "LoFe"; Tarquin

Dislikes: thatch; being ignored

Usually: Rectory garden: mornings · the Green: afternoons · Pub: evenings

Local wildlife



Kevin

Duck. Menace. One of three on the Green.



Gerald

Bull. Asleep in the afternoons. Only in the afternoons.

A NOTE ON UPPER FETTLEBY

Upper Fettleby lies half a mile to the south, slightly further up the hill, which is how it escaped the plague in 1349. It has never let anybody forget it. It has a perfectly round green, swans, a Post Office and an air of quiet superiority. Relations are conducted entirely through the Post Office, the cricket match and the occasional stolen garden ornament. Visitors are advised to take the footpath, keep to the edge of Harrow's Field and **not mention Lower Fettleby**.

Places of Interest



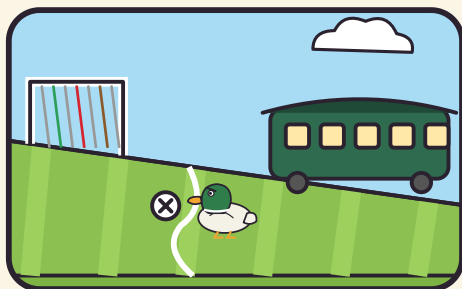
The Plough & Grievance

Real ale, pickled eggs of great age, and Quiz Night every Wednesday. Opens at noon, or when Kev wakes up, whichever is later.



The Village Stores

Firelighters, birthday cards, emergency tights and the most up-to-date news in the county, sold over the same counter.



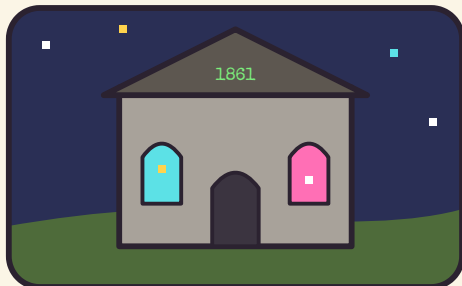
The Football Ground

Home of Lower Fettleby Athletic (founded 1887, still waiting). The pitch slopes eleven feet. The pavilion is a railway carriage. The duck is not a player.



St Aldric's Church

Norman, mostly. The vestry keeps the parish records and the key. The vicar keeps the key. Sometimes.



The Old Chapel

Built by the Methodists in 1861. Converted by Alex into forty-three old computers and an eleventh commandment.



The Marquee Field

Home of the fête: tombola, cake stall, bottle stall and the Vegetable Show. Marrow class: no entries for twenty-six years.

THE FETTLBY FLYER

THE PARISH MAGAZINE OF LOWER FETTLBY · FREE (DONATIONS TO THE ROOF FUND)
· NOT FOR UPPER FETTLBY

From the Vicarage

The Revd D. Tolly writes: "I am delighted to be your vicar, and also the vicar of Nether Fettleby, Much Wittering and Stoke Parva, and I look forward to being in the right one more often."

Fête News

The Tombola prizes have been ordered! Mrs Vane-Tempest promises "a truly spectacular hamper" and "forty other things, one of them possibly Portuguese". The fête opens on Saturday afternoon in the Marquee Field.

Village Show

Marrow class: no entries (26th year running). The Committee thanks everyone for their continued restraint.

Quiz Night

Wednesday evenings in the Snug. The Tactical Withdrawals (capt. Col. B. Frisk) remain champions for the fourteenth year. Kev's Lot are still one member short. *Not Barry.*

Neighbourhood Watch

Col. Frisk reports another quiet month. "No incidents. Again. Nothing. Still nothing. Please, anything."

Parish Council

Thursday, 7 p.m., the Village Hall. Item one: the proposed bus shelter on the Green. *What bus?* — Ed.

From the Allotments

Mr Pratt reports record leeks. Mrs Pratt reports that Mr Pratt has been sleeping in the potting shed. Somebody else reports a light in

the *other* potting shed, late on Tuesdays. Probably nothing.

Lost & Found

Lost: one cat, ginger, answers to nothing.

Found: one ginger cat, would not answer.

Presumed same cat.

Lost: one aerial camera drone, white, answers to TARQUIN. Last seen heading for the cricket ground. Reward: "a vouch, babe". Apply Old Rectory.

Overheard at the Stores

"It's not about the bus. It's about the principle."

"What principle?"

"The one about the bus."

PROPOSED BUS SHELTER – SITE OF.

Objections to be heard Thursday, 7 p.m. By order,
M. Pellow (Chair).

WHAT BUS?

That is not the point, Derek.

Who is Derek?

I am Derek. I was only asking.

SMALL ADS

YURTS. Two. "Serenity" and "Also Serenity". Sound baths Thursdays, £40 (£38 for friends, babe). The Old Rectory.

RETRO GAMING at the Old Chapel. Come and lose to a computer older than your parents. A. Tanner.

FOR SALE: hedge trimmer, barely used, owing to Section 7. Enquire The Laurels.

WANTED: an incident. Any incident. Col. Frisk, Mafeking Lodge.

LOWER FETTLBY ATHLETIC seek a number 12. Own boots. Must not mind ducks. Also a ball. K.

Keepsakes

THE
PLOUGH &
GRIEVANCE

OLD GRIEVANCE BITTER
Brewed since before
anyone can remember

Quiz Weds · Kev's Lot need you

NEIGHBOURHOOD WATCH LOG, VOL. 17
Col. B. Frisk (ret'd.), Mafeking Lodge

MON 06.00 Weather: English.
06.15 Duck (KEVIN) observed. Hostile.
08.52 No bus observed.
09.40 Curtain twitch, No. 3 Lark Lane.
Retaliatory twitch. Honours even.
11.00 Newcomer observed. Looks shifty.
Or lost. Possibly both. Monitoring.
14.30 Nothing to report. Reporting it.

YOUR VOUCHING CARD

Tick them off as they vouch. You need three (3).

☐ Gloria Oyelaran

☐ Kev

☐ Tom Harrow

☐ Colonel Frisk

☐ Marjorie Pellow

☐ Pippa Vane- Tempest

☐ The Revd D. Tolly

☐ Dot Hebden

☐ Alex Tanner

☐ Fliss

Newcomer's name:

LOWER FETTLBY
GRAND
FÊTE

Saturday · Marquee Field
Tombola · Cake Stall · Bottle Stall
Vegetable Show (Marrow class: pending)
Retro Gaming Tent, 10p a go

Admit one Newcomer

Keep this page handy while you play. The
card is for you; the beer mat is for Kev.

CERTIFICATE OF ESTABLISHMENT

This is to certify that
has been vouched for by Established Persons, and is no longer a Newcomer.

Ending reached:

Not valid in Upper Fettleby.

M. Pellow

APPROVED

The Parish Advice Line

Stuck? First try **HINT** in the game. Still stuck? Find your question, then **turn the booklet upside down**. Each answer goes from a gentle nudge ① to a great big shove ③. Cover the rest with your hand. No peeking: that's Upper Fettleby behaviour.

- A

How do I get anyone to vouch for me?
- B

Gloria told me something. What should I do?
- C

How do I stop (or support) the bus shelter?
- D

Where have the tombola prizes gone?
- E

Why won't Marjorie and Pippa speak to each other?
- F

Alex and Fliss have both lost something.
- G

What is that tapping in the pub cellar?
- H

How do we get the football back?
- I

Where is Norman?

ANSWERS (one step at a time!)

F

① Look in the phone box library on the Green.
② A chewed tape can be wound back in with something thin. Alex can fix anything with buttons.
③ Take the fixed controller to the cricket ground and FLY THE DRONE.

G

① Kev lets his quiz team go down. LISTEN.
② It is a code the Home Guard used. There is a chart on the wall.
③ Decode it letter by letter, then TELL KEV what it says. Somebody up the road is hungry.

H

① The Colonel confiscated it in 2019. It is on his Parade Ground, returnable upon satisfactory terms.
② What has the Colonel been asking for, every evening, for five years?
③ Give him what he wants, then give the ball to the manager.

I

① Somebody drew up a plan. Sign in at Mafeking Lodge and look up (in a tree).
② Upper Fettleby, behind something large and boastful.
③ Bring him home, in person, to the one who misses him.

E

① 1998. The Village Show
② The church keeps photographs of every show The vicar has the vestry key, and he needs a good turn. (Read his rota.)
③ Show what you find to the one person who was there and remembers everything.

D

① Lost parcels go somewhere. Gloria knows where, from Wednesday.
② Somewhere south, past Harrow's Field.
③ Gerald sleeps in the afternoons, and the Post Office shuts in the evenings. Or ask Tom about a lift.

C

① Read the Handbook properly. Byelaw 22(f).
② You would need proof that no bus has come for a year. Who in this village writes everything down?
③ Be in the Village Hall on Thursday evening. OBJECT TO THE SHELTER (with proof) or SUPPORT THE SHELTER. Both are fair choices.

B

① Some things in this village are tests.
② Tell nobody. Nobody at all.
③ Then see Gloria again on Thursday.

A

① Everyone wants something. TALK TO them, then ASK them ABOUT whatever they mention.
② Type HINT in the game. It knows how far you have got.
③ You need three by Saturday afternoon. Aim for more: some people won't vouch for you if you've helped their enemies.

CAN YOU SURVIVE A WEEK IN LOWER FETTLBY?

Keep a secret. Win a pub quiz. Find a lost tape, a missing drone and forty tombola prizes, one of them possibly Portuguese. Face the Parish Council. Survive the duck. And discover the truth behind the most bitter feud in English village history: **the Marrow War of 1998**.

"Not in keeping."

— Mrs M. Pellow, Chair

"Ar."

— T. Harrow, Farmer

"Babe. ICONIC."

— F. Carrington-Smythe

"Nothing to report. Reporting it."

— Col. B. Frisk (retd.)

**"It's the best ending in the game. It's a
hay bale."**

— A. Tanner

INSIDE THE PACK

- ✦ A Letter from the Chair
- ✦ How to Talk to the Village
- ✦ Who's Who, illustrated
- ✦ Map of the parish
- ✦ Places of Interest
- ✦ The Fettleby Flyer
- ✦ A beer mat (do not put drinks on it)
- ✦ Your Vouching Card
- ✦ The Parish Advice Line

Four endings. Ten villagers. One week. Every choice is noted, mostly by the Colonel.



Written by Carl, M0ICR · Runs on the Z3NG adventure engine
No ducks were harmed. Several were annoyed.

LEVEL: STANDARD

The Parish Council accepts no responsibility for ducks.