

Horse Throat

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Horse Throat Sample

“Horse Throat” is an adversarial 2D multitasking comedy game about leading a horse to water. The player’s objective is to keep Charley Horse alive, entertained and fed, while completing a series of timed puzzles. Every time he dies, Charley comes back with a new randomly generated username tag number.

The player must rapidly press the D key to keep moving forward, using a chat feature when prompted to interact with various merchants. The game takes you on a physically exhausting and tumultuous journey, but Charley keeps d-manding more. It’s not all d-pressing, though. There are also collectibles and keys that the player can interact with using click and drag controls.

The player must keep their only audience (Charley) from literally dying of boredom—but when they painstakingly lead this horse to water, will he drink it?

EXT. Miscellaneous grassy fields- Day

A horse and his man stand in the middle of a dirt road, surrounded by long grassy stretches with trees and windmills on the horizon. The player is prompted to press wasd to move.

The player presses A.

Charley764 (while neighing):
wat u lookin at

The player presses W or S.

Charley764 (while neighing):
stop wasting time

The player presses D.

Charley764:
alright press it again

The player presses D again.

Charley764:
forwards that way

The player presses D again.

Charley764 (voiced bark):
damn it I said nay

Charley764 (written dialogue):
cmon lets go

The player presses D again.

Charley764:
no looking back now...

The player presses D again.

Charley764 (while groaning):
again... again... faster tho

Charley Horse starts to inch forward slowly.
The player presses D again.

Charley764:
rush d no stop

The player presses D again.

Charley764:
lets goooooo...

A Boredom Meter appears and fills up the longer the player goes without pressing D.

The player stops pressing D.

Charley764:
wtf why did u stop

The player continually taps D.

The Boredom Meter starts to empty.

The player approaches a line of floating carrots.

The player collects a carrot.

An inventory box appears in the top left corner with the number of collected carrots displayed.
There is also a soul in the inventory.

The player eventually approaches a humble, rickety hand-made stand that reads “Chuck’s Oil Shack.” Behind it stands a snake with a cowboy hat on.

Chuck:
Aw shucks a customer!

Charley764:
ugh these pigs are all the same

Chuck (voiced bark):
psssst... pssst... caw caw! caw caw! over here, over here!

Charley764:
just say buy or sell

A collapsed chat bar on the bottom of the screen starts to flash.

Chuck:
Can I help you?

Charley764:
thats all they wanna hear...

Charley764 (cont.):
cmon say something

Charley764 (cont.):
ugh

Charley764 (cont.):
BUY or SELL

The chat bar starts flashing more aggressively now.

Charley764:
what are u doing...

Charley764 (cont.):
ure gonna miss ur chance

Charley764 (cont.):
ffs why don't u talk when u need to

Charley764 (cont.):
SAY SOMETHGING
GWERFWEREWFWSAFOWER

The player clicks on the flashing chat bar to expand it.

The chat shows the entire dialogue history of the game so far with a text field at the bottom for the player to input words.

The player keeps pressing D.

The chat updates:

You:
dddddddddddddd

Chuck:
Huh?

You:
dddddddddddddd

You:
dddbddudd

Chuck:
I'm afraid I don't speak the spanish

You:
dddbudddb

Charley764:
its not that hard...

You:
duyddd bdu

Charley764:
just BUY or SELL

Charley764 (cont.):
i cant even

Charley Horse keels over.

Flavor Text:
Charley764 has died of dysinterest. Input '/delay.sh' to try again.

You:
/delay.sh

Flavor Text:
No one likes a tryhard.

The player spawns back at the beginning with the chat expanded.

Charley171:
lets goooooo...

You:
dddddddddddddd

You:
dddddd

Charley171:
quiet

You:
dddddddddd

You:
dddddddddddddd

Charley171:
at least speak english...

You:
dddddddddd

You:
dddddddddd

Charley171:
goddd shut upppp...

You:
dddddddddd

You:
dddddddddd

Charley171:
OMG

Charley171:
if you dont STOP like

You:
dddddddddddddd

Charley171:
RIGHT NOW

Charley171:
I SWEAR

Charley171:
im

Charley171:
LITERALLY

Charley171:
gonna

You:
dddddddddddddd

Charley171:
FLIP OUT

You:
dddddddddd

Charley Horse breaks free of the player's harness and flips backwards out of frame.

Flavour Text:
Charley171 has disconnected. Input '/delay.sh' to try again.

You:
/delay.sh

Flavor Text:
No one wants to hear your story.

The player spawns back at the beginning, keeping the chat collapsed until reaching Chuck, and successfully typing “buy” while continuously tapping d in the chat when prompted.

You:
dddbuydddd

Chuck:
Buy? Well cain’t never could!

A shop UI box appears in the upper right hand corner and shows several items, including a golden-painted key and knife (both priced at 2 carrots).

You:
dddddddddd

Chuck:
Wait you don’t have no gold coins?

The player drags the carrot icon to Chuck’s stand.

Chuck:
Why you handin me carrots?

You:
dddddddddddddd

You:

dddddddddddddd

You:
ddddddnodd

Chuck:
So you ain't got no gold?

You:
dddddddddd

Chuck:
or no that's wrong?

You:
ddddddnodd

Chuck:
Ah screw it

Chuck (cont.):
Go ahead and buy what you need.

Chuck (cont.):
I'll take your darn carrots.

The player drags 4 carrots over to the shop in order to purchase the knife and golden-painted key.

Chuck:
Thanks for that.

The player continues along this path, collecting more carrots.

The player is prompted to drag the key from the inventory to a locked gate, in order to open it.

The player approaches a small but well-built cart on wheels. There is a hatless snake named Doug standing behind it.

The player expands the chat.

Charley783:
good thing you bought the key

Charley783:
woulda been real d pressing

Charley783:
xxxxddd

Doug:
Hey you!

Doug (cont.):
You're the guy with the carrots, right?

Doug (cont.):
Can you hook a pal up with somma that?

You:
dddddddddddddd

Doug:
Hey man it's simple.

You:
dddddddddddddd

Doug:
Do you have any carrots?

The player collapses the chat and drags the carrot icon from the inventory to Doug's stand.

Doug:
Wait

Doug (cont.):
They're not chopped??

Doug (cont.):
...

Doug (cont.):
Do you have any chopped carrots?

The player tries dragging the whole carrots to Doug's stand again.

Doug:
I only want chopped carrots

Doug (cont.):
I NEED the extra surface area.

The player tries dragging the knife, soul, or gold-painted key to Doug's stand.

Doug (cont.):
I'm not interested in any of that.

The player drags and drops each whole carrot into the knife in order to chop them.

Doug:
Oh alright then, what do you want?

The player purchases Low Grade Unleaded Oil.

Doug:
There you go.

A new Hunger Bar suddenly appears over Charley and starts to fill up slowly.

Charley783:
I'm getting hungry...

Charley783 (cont.):
I need to eat soon...

Charley783 (cont.):
I want food!

The player tries dragging the whole carrots, key, and even knife to Charley Horse.

The Hunger Bar continues to fill up.

Charley783:
FEED ME!

The player approaches a fully fledged food truck, with a snake named Johnathan wearing a chef's hat standing behind it.

Charley's Hunger Bar fills up to the max and Charley starts shaking intensely while sinking into the ground.

Charley783:
I CRAVE AUTHENTICITY!

Johnathan:
um... is he okay?

Flavor Text:
Charley783 was grounded without dinner. Input '/delay.sh' to try again.

Flavor Text (cont.):
Put your heart into it.

The player respawns again.

When the player passes Doug's stand again, they drag the soul to Charley when the Hunger Bar appears.

The Hunger Bar starts to go down.

Charley882:
Finally, some substance!

The player now has to keep feeding Charley the soul whenever his Hunger Bar starts filling up.

The player approaches Johnathan's stand again.

Johnathan:
damn truck won't start

Johnathan (cont.):
Boss is gonna kill me

You:
dddddddddd

Johnathan:
Oh, I didn't see you there.

Jonathan (cont.):
Do you wanna buy or sell something?

The player drags Unleaded Low Grade Oil from their inventory into Johnathan's Shop.

Johnathan:
Huh, that's just what my truck needs. Thanks. It's crazy that you just had that on you.

The player gains gold coins for selling the Unleaded Oil.

Johnathan:
It's crazy how the market works, innit?

You:
dddddddddddddd

Johnathan:
Almost like it knows the future.

Charley's Hunger Bar starts filling up faster and the player has to feed him their soul more often.

The player eventually reaches a more established shop called X-Mart. In the doorway, a snake named Timothy is wearing a hardhat.

Timothy:
Welcome to KeyMart!

Timothy (cont.):
How can I be of assistance?

You:
ddddddselldddddd

Timothy:
Please make your sale.

The player sells everything in their inventory except the soul and gold coins.

Timothy:
Thank you for your business.

You:
ddddddbuydddddd

Timothy:
Please make your purchase.

The player uses their gold coins to buy a Wood Painted Golden Key.

Timothy:
Thank you for your business.

The player reaches another gate and must drag the Wood Painted Golden Key to open it.

The player continues collecting more carrots.

The player eventually reaches a skyscraper with a snake named ||||| wearing a top hat.

|||||:

We have been watching you with great interest.

You:

ddddddserddddddd

|||||:

That is not a valid response.

You:

ddddddsellddddddd

|||||:

Supply what we demand.

The player drags their soul into the shop to sell it.

The player receives 1 gold.

Charley's Hunger Bar stagnates.

|||||:

That is what is demanded.

You:

dddddbuydddddd

|||||:

Demand what we supply.

The player buys a Pink Painted Pink Key for 1 gold.

The player approaches a final gate, and must use the Pink Painted Pink Key to open it.

On the other side of the gate, the player approaches a body of water.

Charley and his man stop in front of it.

Charley882:
That's it?

Charley882 (cont.):
...

Charley882 (cont.):
Well I'm not drinking it.

End Game