Wake up in shackles -rip off the shackles

-shout for help

Free from bindings -run to the darkness

-crawl behind crate

Behind the crate -run into the darkness with the knife in hand

-throw the knife as hard as you can

Thrown the knife and hear a crack -grab the candle and walk towards the creature

-stay hidden by exploring behind you

“After exploring behind you, you find and open a door.”

// kaspers code

“Walk into room”

You cant really see properly into the distance -walk into the room candle in hand

-stay where you are

You decide to stay where you are and you hear the skeleton getting up -you run to them next room

* Stay and fight the skeleton is hurt what more can it do

You defeat the skeleton and manage to take your knife back -you turn and walk into the next room

-search the room you are in

After going to the new room you find a ladder with a sign that says exit.