

Game start (step 1)

Introduction

Choice of location:
· pub

Choice 1

Choice 2

Choice 3

Step 2

Choice of location:
· derelict house and
· old castle
· light at the end of a tunnel(death)

Choice 1 text

Choice 2 text

Death text

Choice 1

Choice 2

Choice 3

Start again

Steps 3 and 4

3

Choice of location:
· cemetery
· forest
· cave(death)

Choice 1 text

Choice 2 text

Death text

4

Choice of location:
· church/temple
· hospital
· light at the end of a tunnel(death)

Choice 1

Choice 2

Choice 3

Start again

Finish

Choice of location:
· pub

End 1 text

End 2 text

Death text

Start again

Death:

