

Summary Of Each Stage:

CITY #1: Maze

One day the main character Andrew woke up in a maze. He has not relocated his life before.

When he awakens he is in the center of the maze with 50 boys. During the day some boys go to discover how to get out of the maze. The maze changes on a cycle and if you get too close to the door expect to be attacked by a strange creature that is unknown. If the creature gets a hold and bites you an unknown and incurable disease attacks the body. Once you catch this disease you are as good as dead. Be Quickwhitted and resourceful, find the door, and get out while you can or you are as good as dead...

CITY #2: Desert

Congratulations! You were able to escape the maze! You find out you are not the only person in the world. Also the disease that was given by the robotic monsters plagued to keep you inside the maze. The Rush is a disease caused by a virus that transforms humans into cannibalistic beings with no signs of humanity (Basically a zombie). The cure has not been found. You were kept in a maze by an agency named Wicked. They put many people in mazes. You were not in the only maze. Wicked was conducting studies to see how the boys' brains reacted under difficult stimuli or when exposed to different variables. Based on the Trials and tribulations that are faced results how immune to the Rush you are. Wicked has fallen and you are now to be rescued. Remember to stay close to your "brothers". Stay on alert, Not everyone is on your side.

CITY#3: Legendary Last City

The job is not complete. This is your final mission (also the deadliest). You must go to the legendary Last city. This city is controlled by Wicked. If you make it out alive all of your questions will be answered. This will be the ultimate test, you will love, you will lose. Keep a steady head and stay true to yourself Thomas; it will set you free.

Rooms And Items:

PLACE #1: Center Of The Maze

You wake up and cannot recognize where you are. You cannot remember anything besides that your name is thomas. Through the new group of boys you met you discover that you are inside a maze. Every night the maze changes. Everyone is trying to discover a way out while trying to survive. If someone gets close to discovering the way out they end up sick and passing.

Item: Key in order to go into room Battling the monster

PLACE #2: Battling the monster

You have entered the maze with your new found brothers. It is the dead of night, a monster is after you. You must find a way to get you and your brothers out without being killed.

PLACE #3: founddoor

You may have found the door. A password must be answered. You must find the password to the door before the other monsters catch up with you. What could the password be?

Item: Book

PLACE #4: Running for your life.

You were able to open the door! You must run through the door, find a way to get rid of the monsters, escape all with your new found family. What could possibly be a solution.

Place # 5: Searching for a door

You enter a very long hallway that seems to stretch for miles. The walls are bland and it gives off an eerie feeling. You start to run and come across multiple doors. Which door can it possibly be?

Place #6: Entering the room

You Finally have gotten a door to open!! You enter a room with many computers, lab equipment and more. What could have possibly been happening in here you continue to move forward through the room.

PLACE #7: the video

A woman with white hair and wrinkly skin appears on a projector. You visualize people in the background that seem as though they are in a hurry for something hurriedly leaving. You then find out what the Rush Sickness is and everything else.....

PLACE #8: Getting Rid of brother

Mitch just Murdered Alex. He is aiming for you next. What is your next step?

Place #9: Being Kidnapped

Multiple men armed start rushing in. They say they are Here to save you and rescue you. You must follow them to their helicopter outside and make a run for it. You step outside for the first time. The true outside and are surrounded by nothing but sand. You must make a run to the helicopter cause people are about to attack you. Infected people who are barely people anymore.

PLACE #10: Get Suspicious

You are now inside the new facility. It is guarded like no other. The main leader calls 12 people every week to take them to a new place and be free? Where do they go? No one knows. Take a peek and find out. Trust the wrong people and it will be the last thing you choose.

PLACE #11: Find the mysterious room

You have met a new kid named Munch. Munch wants you to follow him through an air vent to take a look of the outside of this mysterious room. He wants to break in but needs your help. What will you decide to choose?

PLACE #12: Run away plan into action

You saw what happens when you are taken to this place. You were able to break into the room. You and your brothers want to escape. How will you accomplish it?

PLACE #13:Mall

While running you have discovered an abandoned mall in the dessert. Lets see what the mall is about and if it has anything to offer.

Item: Lantern

PLACE #14:Explore

While exploring you see that there are still things inside the mall that are resourceful. You and everyone else either change clothes or grab everything that can be carried. Munch discovers a large switch inside. Should he turn it on?

PLACE 15:Escape

Wowwwwww . Great. You just had to turn on the light. Now we must think fast and come up with an escape because you are being chased with what seems to be around 50 people infected with the rush.

PLACE #16: Observing

You find yourself in what seems to be an old city. It has been so long since people dwelled here that it looks sad. Everything is coming apart. You are finally able to rest... kinda... and just walks around trying to find your next destination.

PLACE #17: Under Rock

The men from the facility are near. You see their Helicopter nearby. There you discover someone close to you has gotten infected with the Rush. He is begging you to end his misery before he hurts someone. What will you do?

PLACE #18: The Trade

While wondering you come across this unknown building. When you enter there are many beings that have been infected with the rush. They are tied up in chains as though they are animals. Suddenly the lights turn on. You see someone in the light. Do you trust these unknown people or do you make a run for it?.

PLACE #19: The mountains

You were able to travel to the mountains and find the last few people alive that are not a part of Wicked.

PLACE#20: The saving and truth

After one of your friends is infected. they are given a serum that contains your blood. Normally soon after people revert back and the rush takes over. Why has it not come back yet?

PLACE #21:capture

You are still in the mountains. There you live happily. But... someone let wicked people know where you are and they captured one of your brothers. Now you must get him back.

PLACE #22: Party Hardy

You have traveled to the city where over a 3000 people live. They risk being infected everyday.

You go to a building searching for information. You are sucked into partying and being on substances. Will you make it out?

PLACE #23: The Wall

To get into the last city you must Go over the great wall that is over 100 feet tall. Will you make it into the last city? What will change once you are over the wall?

PLACE #24: The Capture and kidnapping (saving)

You have gotten your brother back. Now what is your next move? Stay or go?

PLACE #25: Back to the mountains

You must get back to the mountains safely. Whatever happens do not catch the Rush.

PLACE #26:

Everyone gets on the ship. It is finally time to get away from the rest of the world. Where no one is at risk and everyone can live in peace.

PLACE #27: The Great Rock

You carve the peoples name that have passed along the way. They are not physically here but they carry on with you. The End

PLAYER: Thomas

- Light brown eyes (not hazel)
- Sharp jawline
- Inquizitive, quick witted, intelligent, strong problem solving skills
- Blood is the cure (does not know it yet)
- About 5'9 In Height
- Can lift about 115 pounds
- 16 years old

SCORING:

When going through each room within the city there are encounters. What you decide in these encounters is what gives you points. Choose the wrong answer and it can lead to the game ending and you die.

WHAT ARE YOU TRYING TO ACHIEVE IN THE END?:

To finally have a place where the Rush does not exist. Where wicked cannot get to you. No more trials and people coming after you to find a cure. An island of just peace and the feeling of serenity.

Items:

- Key
- Book
- lantern
- Knife
- Bow_and_arrow
- pills