# Delirium

**Start**

{<script>

audio.menuSong.fade(0.1, 0, 1000);

audio.mainTheme = new Howl({

      src: ['https://www.dropbox.com/s/jrdynjc0bjsfp4d/305-gothic-3.mp3?dl=1 '],

      html5: true,

  loop: true,

      volume: 0.10,

});

audio.mainTheme.play();

</script>}My name is Henry Lloyd, and I'm turning thirty today.

<img src="https://media.pixcove.com/Q/8/1/Man-Gentleman-Face-People-White-Free-Image-Shadow--3707.jpg"  alt="bed"/>

[[Continue->Moving Home.]]

------------------------------------------------------------------------------------------

**Moving Home.**

I'm moving home with my wife Jean and my daughter Lily. We never dreamed we would make it this far, but with my appointment as the editor of the Lake Belview Bulletin, my new salary can finally pay for us to get a place of our own.

<img src="https://www.dropbox.com/s/xa1nmmpzupnpz6y/latest.jpg?dl=1"  alt="bed"/>

[[Continue->The Drive.]]

------------------------------------------------------------------------------------------

**The Drive.**

We have to move most of our belongings from further up-state, and the drive has been fairly uneventful so far. Lily is fast asleep in the back of the car. She's three years old, and already she's getting lost in stories about fairies and princesses. She was reading one of the books that Jean got her for her birthday last month.

[[Continue->Too Late.]]

------------------------------------------------------------------------

**Too Late.**

Jean tried to get my attention, but she was too late. I was lost in my own thoughts. I couldn't see the lights ahead of me turn red.

[[...]]

------------------------------------------------------------------------

...

[["Wake up Henry..."]]

------------------------------------------------------------------------

**"Wake up Henry..."**

... What? ...

[["Henry, come on wake up!"]]

------------------------------------------------------------------------

**"Henry, come on wake up!"**

You stand up, your vision finally coming to you after what seems like days. Your whole body feels numb and weak, and you barely understand the situation you're in. You smell smoke and turn around to see your car has ended up straight in the rear of the movers' truck ahead of you. There is no sign of Jean or Lily anywhere.

<img src="https://www.dropbox.com/s/vpbdr9d8ui8kkk4/heh.jpg?dl=1"  alt="bed"/>

[[Check inside the car.]]
[[Ask the driver of the movers' truck where they're gone.]]

------------------------------------------------------------------------

**Check inside the car.**

The inside of the car is a mess. Lily's book is in the passenger seat, and the belt on her high chair is open. There is no sign of Lily or Jean.

[[Ask the driver of the movers' truck where they're gone.]]

------------------------------------------------------------------------

**Ask the driver of the movers' truck where they're gone.**

"Sir, your wife is gone... your girl is here with me. I've already called an ambulance.
You sit down now and catch your breath, you look hurt yourself... are you okay?"

[[You want to find Jean, but a wave of tiredness comes over you, as you fall
unconscious.]]

-------------------------------------------------------------------------------------

**You want to find Jean, but a wave of tiredness comes over you, as you fall unconscious.**
Time passes.
It could have been days, or it could have been minutes. You wake up, and find yourself in
a hospital bed. There's a note beside you, in hastily scribbled cursive.
"Your daughter is in surgery, call a nurse if you wake up before we come and check on you
again."

<img src="https://www.dropbox.com/s/qw8i4pitg3zx384/Hospital-Beds.jpg?dl=1" alt="bed" />

[[Call for a nurse.]]

-------------------------------------------------------------------------------------

**Call for a nurse.**
There's no answer from outside, and no signs of any movement or sound. It seems to be
getting dark. As you look out the window you see a light fog has found its way here,
blanketing the cold snow ridden ground, as the sun is about to set.

There's a brief flash of a silhouette outside the door. You get up to go check what it was
and find that you're hooked up to a drip.

Calling for a nurse, again there is no reply.

[[Remove the drip and go take a look around.]]
[[Wait just a little bit longer.]]

-------------------------------------------------------------------------------------

**Remove the drip and go take a look around.**
The figure you saw moving by the door stands at the end of the hall, as if they are
waiting for you. It's a woman in a hospital gown. She turns around and you see that it's
Jean.

Shouting after her, she looks frightened, and turns to run down another corridor around

the corner, seemingly scared of something.


[[Grab your things from the desk beside you.]]
[[Go after Jean.]]

-----------------------------------------------------------------------------------------------

**Wait just a little bit longer.**
After waiting for another 15 minutes, there's still no sign of any movement. You finally
get up and peer out into the hallway. The figure that moved outside of the door before is
nowhere to be seen.


Standing out in the hallway, you hear a noise behind the closest corner.


[[Grab your belongings.->Grab your things from the desk beside you.]]
[[Check it out.->Go after Jean.]]

-----------------------------------------------------------------------------------------------

**Go after Jean.**
You come around the corner and find Lily wandering the halls of the hospital by herself.


"Lily! Thank God you're alright!" you exclaim with relief.


<img src="https://www.dropbox.com/s/25w76m3fh5se7jy/495922_m.jpg?dl=1" alt="hall"/>


[["Are you okay?"->"Come on!"]]
[["Where is everyone?"->"Come on!"]]

-----------------------------------------------------------------------------------------------

**"Come on!"**
"Dad! Come on! We need to find Mommy!" shouts Lily, woefully. Lily looks severely
distressed, her cheeks glistening with half-dried tears, fresh ones gathering up in her
terrified eyes to follow suit. She shakily waves her hand for you to follow.


[[Follow Lily.]]
[[Grab Lily and lead the way.]]

-----------------------------------------------------------------------------------------------

**Follow Lily.**

(set: $insanity to $insanity+1) Lily starts running down the hallway, seemingly taking turns aimlessly without looking at any signs. You run after her.

Lily runs into a room with an open door. You follow her in. She points to a bedside table. (set: $lilyschoice to "Hospital Bedside Table")

[[Continue.->Patient's Room]]

---

**Grab Lily and lead the way.**

"We'll find her, Lily, but follow me now."

Lily frowns, but nods her head. Another tear rolls down her cheek.

[[Look around the hospital in search of people.]]
[[Find an exit.]]

---

**Look around the hospital in search of people.**

You explore most of the hospital, but there's nobody to be found. Everything looks totally normal, except for the fact that you're alone.

[[Find an exit.]]

---

**Find an exit.**

You follow a few signs that lead you to the waiting area, where there is a door to the outside.

[[Leave the hospital.]]

---

**Leave the hospital.**

You leave the hospital and walk out into the town. Looking around, there still doesn't seem to be anyone in sight.

Lily tugs on your arm and once again urges you to follow her, pointing eagerly towards the nearby convenience store.(set: $lilyschoice to "Convenience Store")(set: $storysection to 1)

<img

src="https://www.dropbox.com/s/b2hwfiwumi6rtzb/resizedshutterstock_280405586_rochefort-en-

terre.jpg?dl=1" alt="town"/>


[[Decide where to go.]]

---

**Decide where to go.**
<img

src="https://www.dropbox.com/s/b2hwfiwumi6rtzb/resizedshutterstock_280405586_rochefort-en-

terre.jpg?dl=1" alt="town" />


[[Go to the Hospital.]]
[[Go to the Convenience Store.]]
[[Go to the Police Station.]]
[[Go to the Town Hall.]]
(if: $approachedpassageway is 1 and $avalanche is 0)[[[Leave the Town.->Leave the Town.]]]

---

**Go to the Hospital.**
(if: $lilyschoice is "Hospital")[(set: $insanity to $insanity+1)](set: $lilyschoice to

"None")You go to the Hospital.


<img src="https://www.dropbox.com/s/25w76m3fh5se7jy/495922_m.jpg?dl=1" alt="hall"/>


(if: $storysection is 1)[[[Continue->Hospital(Section 1)]]]

---

**Go to the Convenience Store.**
(if: $lilyschoice is "Convenience Store")[(set: $insanity to $insanity+1)](set:

$lilyschoice to "None")You go to the Convenience Store.


<img src="https://www.dropbox.com/s/defxht3xi2p1ftb/grocery-store-corner-store-for-sale-

deleage-quebec-province-en-large-5658775.jpg?dl=1"/>
(if: $storysection is 1)[[[Continue.->Convenience Store(Section 1)]]]

---

**Go to the Police Station.**
(if: $lilyschoice is "Police Station")[(set: $insanity to $insanity+1)](set: $lilyschoice

to "None")You go to the Police Station.

<img src="https://www.dropbox.com/s/2xxwdna6mokapkh/aina-reception-1.jpg?dl=1">


(if: $storysection is 1)[[[Continue.->Police Station(Section 1)]]]

---------------------------------------------------------------------------------------------

**Go to the Town Hall.**
(if: $lilyschoice is "Town Hall")[(set: $insanity to $insanity+1)](set: $lilyschoice to
"None")You go to the Town Hall.


<img src="https://www.dropbox.com/s/tlegoxqvdtuedkd/15793979165_58c2be7235_o.jpg?dl=1"/>
(if: $storysection is 1)[[[Continue.->Town Hall(Section 1)]]]

---------------------------------------------------------------------------------------------


**Convenience Store(Section 1)**
You enter the convenience store. It's a small shop, the kind you would find accompanying a
gas station. There are shelves stocked full of canned food, crisps, bread, as well as
fridges with milk, ham, cheese, etc. You look at a few items and their expiration dates.
Looks like everything was delivered fresh this morning.
You go to the till, but there is no clerk. There is nobody at all in the shop, just like
everywhere else in this town so far.
There is nothing else here, but at least you know where to get supplies now in case you
need anything.


[[Leave the Convenience Store.->Decide where to go.]]

---------------------------------------------------------------------------------------------


**Police Station(Section 1)**
You are in a small room containing a desk, an office chair and a wooden chair on opposite
sides of it. There are a few cabinets behind the desk and a door in the back left part of
the room.


(if: $townhallkey is 0)[
[[Look around.->Look around(Police Station)]]]
[[Go through the door.]]
[[Leave the Police Station.->Decide where to go.]]

---------------------------------------------------------------------------------------------


**Town Hall(Section 1)**

You are in the lobby. There is a reception desk, some decorative plants and some comfy-
looking chairs. From what you can see, there are no people here either.


[[Look around.->Look around(Town Hall)]](if: $townhallpassageopen is 1)[
[[Approach the passageway.->Approach the passageway.]]]
[[Leave the Town Hall.->Decide where to go.]]

-------------------------------------------------------------------------------------------


**Hospital(Section 1)**
You just came from the Hospital.


[[Done.->Decide where to go.]]

-------------------------------------------------------------------------------------------


**Look around(Town Hall)**
You find a large red button in a hidden compartment of the reception desk.


[[Press the button.]]
[[Don't press the button.->Town Hall(Section 1)]]

-------------------------------------------------------------------------------------------


**Press the button.**
You push the button, but it won't move. You try again. Still nothing.
Upon further inspection of the desk, you find a keyhole in another hidden compartment.
(if: $townhallkey is 1)[You attempt to put the key you found in the police station into
the keyhole. It fits! and *click!* it turns!
You push the red button again and this time it works.
You feel a deep vibration in the floorboards and hear something shifting to your right.
You turn to look and see a bookshelf moving to the side, revealing a dark passage-way.
(set: $townhallpassageopen to 1)]
[[Done.->Town Hall(Section 1)]]

-------------------------------------------------------------------------------------------


**Look around(Police Station)**
You find a key hanging from a hook in a cabinet. There is a tag on the key, but it is
worn. The only letters you can make out are 'H' and 'l' ("#### H#l#").(set: $townhallkey
to 1)(set: $random to (random: 1,10))


(if: $random > 7)[You also find a Crowbar in the cabinet.(set: $crowbar to 1)](else:)[You

also find a Police Baton in the cabinet.(set: $baton to 1)]


[[Done.->Police Station(Section 1)]]

------------------------------------------------------------------------


**Go through the door.**
You try to open the door, but it seems to be locked. There is a small window on the door
that you peek through. It's dark inside, but you make it out to be a hallway connected to
a few prison cells.


[[Done.->Police Station(Section 1)]]

------------------------------------------------------------------------


**Approach the passageway.**
(if: $approachedpassageway is 0)[You approach the previously hidden entrance and peer down
the long, dark passageway. You think to yourself, "This may be my last chance to turn
back".


Lily tugs your arm again. You see a glint of hope in her eyes as she glances between you
and the passageway. "Dad, we need to find Mommy!", she exlaims, eagerly.(set: $lilyschoice
to "Town Hall Passageway")(set: $approachedpassageway to 1)
]


<img src="https://www.dropbox.com/s/1l7mx4e144k5h9p/secret-passage.jpg?dl=1">
[[Enter the passageway.->Into The Unknown.]]
[[Leave the Town Hall.->Decide where to go.]]

------------------------------------------------------------------------


**Leave the Town.**
(set: $lilyschoice to "None")You are standing outside, in what seems to be the centre of
this little town. Peering around, you notice the town seems to be in a valley. There looks
to be only one road leading away from the town. You follow the road and it leads out into
a forest further in the valley.


[[Continue.->Avalanche]]

------------------------------------------------------------------------


**Avalanche**

As you make your way into the forest, you feel the ground beginning to shake, the tremors becoming more violent by the second. You stop and look up to the mountains. You see a large body of snow, rushing down the slope. It's heading straight for you. You grab hold of Lily's hand, turn and run back towards the town to take cover in the town hall. Peering out the windows, you watch your only way out of the town get completely blocked by the avalanche. There's only one way forward now.(set: $avalanche to 1)

[[Continue.->Town Hall(Section 1)]]

---------------------------------------------------------------------------------------

**Patient's Room**

The room looks like a patient's room like any other, except the blanket seems to have been thrown onto the floor, as though someone was in a real hurry to get out of bed. The window is wide open and the curtains are fluttering in the cold breeze.

<img src="https://www.dropbox.com/s/db57009tdey0r9q/_85164800_f1e90761-b1de-48ce-91c7-7d05a22f31c6.jpg?dl=1" alt="crash" />

[[Inspect the bedside table.]](if: $patientsroomwindowclosed is 0)[
[[Look out the window.]]]
[[Grab Lily and lead the way.]]

---------------------------------------------------------------------------------------

**Inspect the bedside table.**

(if: $lilyschoice is "Hospital Bedside Table")[(set: $insanity to $insanity+1)](set: $lilyschoice to "None")There is a lamp on the drawer, nothing out of the ordinary. You check all of the drawers. One of them has a pistol in it!(set: $pistol to 1)
"Lily! How did you know there was a gun in here?" you ask, with a mixture of shock and surprise. Lily shrugs and looks at you, expectantly, as though she is waiting for you to lead the way.

[[Grab Lily and lead the way.]]

---------------------------------------------------------------------------------------

**Look out the window.**

(set: $lilyschoice to "None")Not fully sure why, you look out the window, perhaps in hopes of spotting your wife. The thought crosses your mind that she may have figured out what's going on and tried to escape.

You peer around outside for a moment. All you see is trees and the base of a mountain, so you close the window to keep out the cold.(set: $patientsroomwindowclosed to 1)

[[Done.->Patient's Room]]

------------------------------------------------------------------------------------------------

**Into The Unknown.**
(if: $lilyschoice is "Town Hall Passageway")[(set: $insanity to $insanity+1)](set: $lilyschoice to "None")You peer into the passageway and feel a cold breeze waft past you. With a bit of hesitance, you begin to take your first step inside before you are stopped by a black mist beginning to cloud your vision. You smell the faint scent of rotten eggs in the air before turning to see ash pooling in from the windows of the town hall.

The ground begins to rumble under your feet.

[[“We have to get out of here!”]]
[[Scramble into passageway]]

------------------------------------------------------------------------------------------------

**“We have to get out of here!”**
You rush to grab Lily.

Just as you pick her up you realise it's too late. The last thing you hear is the sound of the windows cracking before you are engulfed in darkness, holding onto your daughter as tightly as you can in your arms.(Set: $henryIsHurt to 1)

[[Continue.->Unconscious in passageway.]]

------------------------------------------------------------------------------------------------

**Scramble into passageway**
You grab Lily's hand and run into the darkness of the passageway. You hear the cracking of glass and then an explosion. A torrent of snow floods into the town hall and within seconds crashes into the entrance of the tunnel, throwing books past you and with a scream from your daughter, knocking both of you onto the ground.

*This is it*

This is the only thought that crosses your mind, for a time, until you realise that the torrent of snow is settling. The mound of snow just barely covers your ankles, brushing it

off as you get up along with what's speckled across your back. You wonder how you came out
of that unscathed.


(text-style: "italic")[ [[Is Lily okay?->Check on Lily.]]]
[[Check on Lily.->Check on Lily.]]
[[You shouldn't be worrying about yourself right now.->Check on Lily.]]

---------------------------------------------------------------------------------------------


**Unconscious in passageway.**

...


[[Wake Up.]]

---------------------------------------------------------------------------------------------


**Check on Lily.**
You're surprised that you can't hear Lily crying. You're grown man almost at tears and
something like this would affect a little girl immensely. You turn towards her in worry.
She's already standing too, seemingly unscathed, staring at the ground.


[[Console Lily.]]

---------------------------------------------------------------------------------------------


**Wake Up.**
You slowly open your eyes, your vision blurred making it difficult to see anything in the
darkness.


[[Get up.->Get up with pain.]]
[[Call for Lily.]]
{(if: $hasLighter is 1)[ [[Reach for the lighter in your pocket.]] ]}

---------------------------------------------------------------------------------------------


**Get up.**
(If: $examinedPain is 0)[ (set: $insanity to $insanity+1) ]You endure the pain and prop
yourself up against the wall, using it to guide yourself through the tunnels. There's
twists and exits every few meters that seems to follow no coherent pattern. You figure it
must be an old underground tunnel network built long ago, and everything is covered in a
layer of dust. They mustn't have been used in a very long time.

[[Call out for Lily.]]

[[Keep a steady pace.]]

---

**Reach for the lighter in your pocket.**

As you reach for your lighter you stop to let out a cry as you feel a sharp, stinging pain in your side.(Set: $reachedForLighter to 1)

[[Never mind. You have to find Lily.->Get up.]]

[[Examine the pain.]]

---

**Examine the pain.**

You suck it up and reach, again, for the lighter, enduring the pain. You grab the lighter from your pocket and flick it on illumining the cobblestone ground around you.(Set: $holdingLighter to 1)

"There's no blood, that's good"

You lift your shirt and poke around your side. The skin is tender and shows bruising; with the pain, you conclude that you must have broken a rib.(Set: $examinedPain to 2)

[[Endure the pain. Look for Lily->Get up.]]

---

**Call for Lily.**

"Lily..."

[[Call again.]]

---

**Call again.**

"Lily are you there? Are you okay!?"

[[...->No response.]]

---

**No response.**

You feel your heart skip a beat, expecting a response.

Nothing...

[[Get up. Look for Lily.->Get up with pain.]]
(if: $hasLighter is 1)[ [[Reach for the lighter in your pocket.]] ]

---

**Get up with pain.**

You attempt to get up but stop to let out a cry as you feel a sharp, stinging pain in your side.

[[Suck it up. You have to find Lily.->Get up.]]
[[Examine the pain.->Examine the pain without light.]]

---

**Examine the pain without light.**

You lift your shirt and poke around your side.

"I can't see, but I don't feel any blood..."

The skin feels tender and is painful to touch. You can't figure out what's causing it though...(Set: $examinedPain to 1)

[[Endure the pain. Look for Lily->Get up.]]

---

**Console Lily.**

"Honey, are you okay?"

You kneel down and place a hand on her cheek, tilting her head upwards. Tears are streaming down her ash stricken face, and her clothes are covered in snow.

"Where's mommy?"

At first, she speaks calmly, her words are uttered softly. There's no telling how badly she's affected by this bizarre situation.

"Sweetie we'll fi-"

"**I want mommy!**"

Before you can finish, she pushes you away and begins to run off into the darkness crying.

[[Call after her.]]
[[Run after her.]]

---

**Call after her.**
"Wait! Don't run off!"

Lily doesn't respond, as you see her disappear into the darkness.

(text-style: "italic")[ [[I can't let her wander on her own in a place like this->Run after her.]] ]

---

**Run after her.**
You begin to take off after her, barely keeping her in your sights.

"Lily wait!"

Somehow, she's faster than you and begins to disappear into the darkness. You can barely keep your footing as you try to keep pace in the pitch black.

(if: $hasLighter is 1)[ [[Take out your lighter]] ]
[[Follow the sound of her footsteps.]]

---

**Take out your lighter**
You slow down to reach into your pocket and grab your lighter. Quickly flicking it on, you reach out into the distance to illumine a cobblestone hallway that seems to keep going on forever. There's twists and exits every few meters that seems to follow no coherent pattern. You figure it must be an old underground tunnel network built long ago.(Set: $holdingLighter to 1)

You still can't see Lily, but you can hear her footsteps fading in the distance.

[[Follow the sound->Follow the sound of her footsteps.]]

---

**Follow the sound of her footsteps.**

You attempt to trace the sound of footsteps (if: $holdingLighter is 1)[by using the lighter to help keep your footing on the uneven surface.](elseif: $holdingLighter is 0)[by feeling your way along the wrinkled and uneven walls.] Despite your efforts, the sound starts getting slowly quieter. You attempt to hurry yourself as much as you can, tripping over rocks and debris until, abruptly, the sound stops.

"Damn it, where did she go!?"

It's hopeless. You don't have anything to off from here.

"Henry…"

A soft wispy voice echoes in the distance behind you.

*W- what. This doesn't make sense. Was that Lily? There's no way she could have got past me. Am I imagining things?*

<img src="https://www.dropbox.com/s/pl7r4eo8euqddf0/5787999474_c17d3ac153_b.jpg?dl=1"/>

[[Press forward. Look for Lily]]
[[Investigate the noise]]

---

**Press forward. Look for Lily**

*There's something off with this place, I've gotta be hearing things.*

You decide to ignore the noise behind you and press forward; finding Lily is your number one goal right now, there's no telling how dangerous this place could be.

*Now where did the sound of Lily come from?*

(if: $holdingLighter is 1)[ [[Take a passage to the right.->Winding passages.]]
]\
(if: $holdingLighter is 1)[ [[Take a passage sloping down to the left.->Winding

passages.]]

]\

[[Continue forward.->Keep going.]]

------------------------------------------------------------------------------------

**Investigate the noise**

(set: $insanity to $insanity+1)You decide to turn around and follow the origin of that
noise. (if: $holdingLighter is 1)[You hold your lighter a distance in front of your face
and follow a brisk pace back the way you came.](elseif: $holdingLighter is 0)[You inch
your way back the way you came, taking it step by step while keeping a firm stance;
feeling your way along the walls.]

[[Keep going.]]

------------------------------------------------------------------------------------

**Winding passages.**

After what seems like an eternity it's beginning  to seem pointless. No matter how many
turns or passages you take everything seems to stay the same. Never-ending darkness.(set:
$insanity to $insanity+1)

*Now I've done it. I'm lost. This just never ends.*

[[Keep going. Lily is depending on you.->Keep going.]]

------------------------------------------------------------------------------------

**Keep going.**

You continue to take a few steps forward when suddenly, (if: $holdingLighter is 1)[you
catch a glimpse of a dress before looking up to see your wife's face.](elseif:
$holdingLighter is 0)[you feel a gust of wind breeze past you. The scent of your wife's
favourite perfume wafts by.]

"Jean! Is that you!?"

"Henry, please help me."

It's defintely Jean, but she's speaking in a monotonous tone, as if tortured until end of
her rope, and like she has almost given up all hope of finding you again. (if:
$holdingLighter is 1)[She looks distressed and unkempt, something bad is happening here.]

"Who did this to you!?"


[["Jean. It's okay. I'm here.->Before you can respond.]]

[[Reach out for her.->Before you can respond.]]


----------------------------------------------------------------------------------------


**Before you can respond.**

{<script>

audio.mainTheme.fade(0.1, 0, 1000);

audio.jeansSong = new Howl({

        src: ['https://drive.google.com/uc?

export=download&id=1j4Vy0f2EON1iKogolxL6JW08RNaq-npc'],

        html5: true,

    loop: true,

        volume: 0.05,

});

audio.jeansSong.play();

</script>}Before you get a chance to react, she disappears again into the darkness. Just as you think that you she's gone again, taken from you again-


"Henry, find me..."


You hear music begin playing…


*What's this? This is Jean's favourite song. How in the hell?*


[[Follow the sound Henry.]]

----------------------------------------------------------------------------------------


**Follow the sound Henry.**

(If: $mazeSteps is 0)[You attempt to follow the sound of music, it's the only thing stopping you from going insane, lost in these catacomb like passages. Somehow, the music makes you feel like forgetting the past. You just want to find it and you can be happy. It's difficult to tell where it's originating from though.


]\
(Elseif: $mazeSteps is 1)[*Have I been here before?*


]\

(Elseif: $mazeSteps is 2)[*This place is eerily familiar.*



]\
(Elseif: $mazeSteps is 3)[***Am I in a never-ending nightmare?***



]\
(Elseif: $mazeSteps is 4)[***L⸱0S⸱T⸱***(set: $insanity to $insanity+1)



]\
(if: $mazeSteps >= 5)[Where Lily stands there are three ways to Mommy, although bringing yourself closer to each doesn't seem to  h⸱el⸱p⸱/ locate the origin of the music and there are three  although bring *L⸱0S⸱T⸱* yourself loser to each doesn't seem to h⸱el⸱p⸱/locate three  passages of the music ](Elseif: $mazeSteps <= 5)[Where you stand there are three passages, although bringing yourself closer to each doesn't seem to help locate the origin of the music.]


(if: $mazeSteps >= 5)[ [[*Wander aimlessly*->Irrational.]] ](Elseif: $mazeSteps <= 5)[ [[Take a passage rising to the right.->Irrational.]] ]
(if: $mazeSteps >= 5)[ [[*Wander aimlessly*->Illusion.]] ](Elseif: $mazeSteps <= 5)[ [[Take a passage to the left.->Illusion.]] ]
(if: $mazeSteps >= 5)[ [[*Wander aimlessly*->They can be found.]] ](Elseif: $mazeSteps <= 5)[ [[Keep walking forward.->They can be found.]] ]
{(if: $hasLighter is 1)[ [[Hold out your lighter]] ]}

------------------------------------------------------------------------------------------------


**Call out for Lily.**
"**Lily! Are you out there!?**"


[[...->No response again.]]

------------------------------------------------------------------------------------------------


**Keep a steady pace.**
Just as you're about to take your next step you suddenly hear soft footsteps in the distance echo past you.


"**Lily?** ...That's gotta be her!"


[[Follow the sound.->Follow the sound of her footsteps.]]

------------------------------------------------------------------------------------------------

**No response again.**

Nothing... The hallways are so quiet you can almost hear the sound of your blood flowing. It begins to make you feel sick.

*I've no choice but to keep moving*

[[Keep moving->Keep a steady pace.]]

-------------------------------------------------------------------------------------

**Irrational.**

You take the rising passage. (If: $holdingLighter is 1)[The flame of your lighter slowly dies out. ]You suddenly feel like you're about to get sick. Slouching against the wall for a second, you stop to catch your breath. Something about this place seems familiar.

{(If: $holdingLighter is 1)[ [[Rekindle the flame.]] ]
(Elseif: $holdingLighter is 0 )[ (if: $mazeSteps >= 4)[ (text-style: "italic")[ [[Where are they?]] ]](Elseif: $mazeSteps < 4)[ [[Keep it together.]] ]]}

-------------------------------------------------------------------------------------

**Illusion.**

You follow the passage to the left. (If: $holdingLighter is 1)[Suddenly the flame from your lighter extinguishes in a puff. ]You begin to feel dizzy and lightheaded. You slouch against the wall for a second to catch your breath. Something about this place seems familiar.

{(If: $holdingLighter is 1)[ [[Rekindle the flame.]] ]
(Elseif: $holdingLighter is 0 )[ (if: $mazeSteps >= 4)[ (text-style: "italic")[ [[Where are they?]] ]](Elseif: $mazeSteps < 4)[ [[Keep it together.]] ]]}

-------------------------------------------------------------------------------------

**They can be found.**
{<script>
audio.jeansSong.volume(0.1);
</script>}You move along the passage, gripping the walls to keep your footing. The sound of music gets louder.

*I've gotta be on the right track.*

As you keep stepping forward, the walls begin to feel colder to the touch. You fixate your

sight on the changing landscape of the corridors.

*Were these caverns always this shade of red?*

There's another three passages before you, still impossible to determine the origin of the
music.

[[Take a foggy passage to the right.->Madness.]]
[[Take a passage sharply curving to the left.->Are you going the right way?]]
[[Keep walking forward.->Frenzy.]]

-----------------------------------------------------------------------------------------------

**Madness.**
(If: $holdingLighter is 1)[As you step into the fog, the damp mist extinguishes your
lighter.] Taking a few steps into the mist, all sense of being trapped vanishes. The walls
disappear and the ground feels like grass, rustling between your toes. You are back at
home, relaxing in your garden with your family.

Your family.

Where are they?

You blink, placing you back in these forsaken catacombs.

{(If: $holdingLighter is 1)[ [[Rekindle the flame.]] ]
(Elseif: $holdingLighter is 0 )[ (if: $mazeSteps >= 4)[ (text-style: "italic")[ [[Where
are they?]] ]](Elseif: $mazeSteps < 4)[ [[Keep it together.]] ]]}

-----------------------------------------------------------------------------------------------

**Are you going the right way?**
{<script>
audio.jeansSong.volume(0.15);
</script>}You follow along the sharp turns. This passage seems different from the rest; it
feels reassuring, you know you're on the right track.

The music is getting even louder...

Just as you were beginning to think everything is going to be okay, you notice the walls
are covered in a cold, fleshy substance trickled with pulsating vein like protrusions.

"**What the hell is this place.**"

Attempting to ignore it, you press on with a little determination. Yet again, three passages lie ahead.

[[Take a passage to the right.->Dead to rights.]]
[[Take a passage steeply sliding down to the left.->Absurdity.]]
[[Keep walking forward.->Lunacy.]]

-------------------------------------------------------------------------------

**Frenzy.**
After a few steps, an abrupt wave of panic washes over you. You have no idea where it came from.

*Oh god, are my panic attacks coming back again?*

(If: $holdingLighter is 1)[You turn to look at the lighter as the flame engulfs your arm totally. You spasm your arm and gasp in pain, throwing the lighter to the ground and frantically patting down your arm. The flame bursts, then dies out leaving only the darkness again.

]\
{(If: $holdingLighter is 1)[ [[Pick up the lighter, it's too dark to see.->Rekindle the flame.]] ]
(Elseif: $holdingLighter is 0 )[ (if: $mazeSteps >= 4)[ (text-style: "italic")[ [[Where are they?]] ]](Elseif: $mazeSteps < 4)[ [[Keep it together.]] ]]}

-------------------------------------------------------------------------------

**Dead to rights.**
{<script>
audio.jeansSong.volume(0.2);
</script>}Following what looks to be the safest path, you begin to hear the sound of blood flowing in the walls, as if the walls were alive.

*The walls are watching you.*

You begin moving more briskly.

"Get me out of here! **Lily! Jean! ANYBODY!**"


Just as you begin to take to running speed, you stop yourself just barely at the edge of
an overhang. Your toes arch over the cliff as you pull yourself back to safety.


"Shit! what the-"


The passageway opens up into what seems to be a giant room, as far as you can see
anyway(If: $holdingLighter is 1)[ with your lighter]. You peer over the ledge into a
gaping hole.


<img src="https://www.dropbox.com/s/galzoff77y70op4/Untitlcded.jpg?dl=1"/>


{(If: $hasLighter is 1)[ [[Drop your lighter into the hole.]] ]}
(text-style: "italic")[ [[There's no way I'm going in there.]] ]
[[Jump in.]]

----------------------------------------------------------------------------------------------------

**Absurdity.**
Taking a single step into the steep passage, you lose your footing and slip. You begin
sliding down the slope, increasing in speed for what seems like an age.


"**What's happening to me-!**"


You belt out, almost in tears when suddenly, you're thrown back out onto flat, solid
ground with a thud. You hesitate for a moment, before hurriedly picking yourself up again.
(If: $henryIsHurt is 1)[ You grouch as you stand on your own two feet, remembering the
pain from earlier.] You find some of your stuff spilled across the floor,(If:
$holdingLighter is 1)[ including your lighter,(If: $pistol is 1)[ and pistol,]] and pick
everything up.


{(If: $holdingLighter is 1)[ [[Rekindle the flame.]] ]
(Elseif: $holdingLighter is 0 )[ (if: $mazeSteps >= 4)[ (text-style: "italic")[ [[Where
are they?]] ]](Elseif: $mazeSteps < 4)[ [[Keep it together.]] ]]}

----------------------------------------------------------------------------------------------------

**Lunacy.**
(If: $henryIsHurt is 1)[You slowly open your eyes, your vision blurred making it difficult
to see anything in the darkness.

[[Get up.->This isn't right.]]

[[Call for Lily.->This isn't right.]]

{(if: $hasLighter is 1)[ [[Reach for the lighter in your pocket.->This isn't right.]] ]}]

(Elseif: $henryIsHurt is 0)[You're surprised that you can't hear Lily crying. You're grown man almost at tears and something like this would affect a little girl immensely. You turn towards her in worry. She's already standing too, seemingly unscathed, staring at the ground.

[[Console Lily.->This isn't right.]]]

------------------------------------------------------------------------------------------------------

**Hold out your lighter**

(If: $holdingLighter is 0)[You gingerly grab the lighter from your right pocket and hold it out in front of you, flicking it on. (Set: $holdingLighter to 1)]As you raise the lighter closer to each tunnel, you see it the flame begin to curve out towards the right passage.

(If: $foundAnExit is 0)[*There must be a draft coming from there.*(Set: $foundAnExit to 1)

]\
[[Take a passage rising to the right.->Irrational.]]

[[Take a passage to the left.->Illusion.]]

[[Keep walking forward.->They can be found.]]

------------------------------------------------------------------------------------------------------

**Keep it together.**
{<script>
audio.jeansSong.volume(0.05);
</script>
(Set: $mazeSteps to $mazeSteps+1)}You're suddenly feeling forgetful. You breathe out and readjust yourself.

Breathing in the damp and mouldy air you ready yourself.

[[Take a step forward.->Follow the sound Henry.]]

------------------------------------------------------------------------------------------------------

**Rekindle the flame.**

{<script>

audio.jeansSong.volume(0.05);

</script>

(Set: $mazeSteps to $mazeSteps+1)}You're suddenly feeling forgetful. You reignite your

lighter, waving it around to get your bearings.


[[...->Follow the sound Henry.]]

----------------------------------------------------------------------------------------------------

**Where are they?**

{<script>

audio.jeansSong.volume(0.05);

</script>

(Set: $mazeSteps to $mazeSteps+1)}"The road is rocky, but I am gonna find my way"


[[You whistle a tune.->Follow the sound Henry.]]

----------------------------------------------------------------------------------------------------

**This isn't right.**

{<script>

audio.jeansSong.volume(0.05);

</script>

(Set: $mazeSteps to $mazeSteps+1)}*Wait, this isn't right...*


[[Where were you again?->Follow the sound Henry.]]

----------------------------------------------------------------------------------------------------

**Drop your lighter into the hole.**

(If: $holdingLighter is 0)[You pull your trusty lighter from your pocket and flick it on

one last time.


]\
*I guess now is as good a time as any to quit...*


You drop the lighter into the pit and watch it fall along the cliffside, illuminating the

fleshy walls as it plummets below.(Set: $hasLighter to 0)(Set: $holdingLighter to 0)


It keeps going...

And going...


You can't see it anymore...


(text-style: "italic")[ [[There's no way I'm going in there.]] ]
[[Jump in.]]

-------------------------------------------------------------------------------------------

**There's no way I'm going in there.**
"Not a chance."


"Daddy?"


A voice comes from behind you. Your eyes widen.


"L-"


Before you can utter a word, you find yourself frozen.


[[Falling...]]

-------------------------------------------------------------------------------------------

**Jump in.**
(set: $insanity to $insanity+1)*I have to find them. I don't have anything to lose. Fuck
it.*


You take a step back from the ledge, and jump in.


[[Falling...]]

-------------------------------------------------------------------------------------------

**Falling...**
{<script>
audio.jeansSong.fade(0.2, 0.1, 500);
</script>}[[Blackness...]]

-------------------------------------------------------------------------------------------

**Blackness...**

```
{<script>
audio.jeansSong.fade(0.1, 0.05, 250);
</script>}[[Nothing...]]
```

---

**Grab your things from the desk beside you.**
You spot at the corner of your eye a table with a tray containing some of your belongings.
You grab your lighter and wallet from it.(Set: $hasLighter to 1)


[[Check around the corner.->Go after Jean.]]

---

**Nothing...**
```
{<script>
audio.jeansSong.fade(0.05, 0.01, 250);
</script>}[[Wake up.->Back to normailty.]]
```

---

**Back to normailty.**
```
{<script>
audio.jeansSong.fade(0.01, 0, 250);
audio.homeTheme = new Howl({
        src: ['https://drive.google.com/uc?
export=download&id=1oyvuKtfx_o8q7PE9H5lWMNah9fmwwfOM'],
        html5: true,
    loop: true,
        volume: 0.10,
});
audio.homeTheme.play();
</script>}
```
You hear the sound of children playing, laughter in the distance. As you slowly open your eyes you feel groggy, and you ache as if waking from a month-long coma.(If: $examinedPain is 1)[ As you try to lift yourself a bit, your side begins to hurt.(if: $examinedPain is 2)[ You remember that you broke a rib about a week ago from the time you slipped from the roof trying to fix it yourself.]]


"Ah, ouch ow..."


<img src="http://www.out-back-gardens.com/images/homepage-main-one.jpg"/>

You're lying in a lawn chair in your back garden, you must have fell asleep somehow. There's a large group of people all standing around the patio, with children running through the garden. In your confusion, you hear a familiar voice coming from your left.

"How could you fall asleep in the middle of your daughter's birthday!"

You turn and there standing is Jean, holding a plate of finger food probably for you. She has a look of concern on her face yet is smiling.

"Oh thank god you're okay."

"What? What's wrong honey?"

"Nothing... never mind. Just a bad dream is all."

She hands you the plate of food.

"Well you're going to scare the children. Could you put on some more food? I have to get back to the Smiths, you know how they are."

She gives you a kiss and shuffles off into the crowd.

[[Look around.]]

--------------------------------------------------------------------------------------------------------

**Look around.**
Of course, it's your daughter's birthday, so you begin to look around to see if you can spot Lily. All of your family friends are here(If: $baton is 1)[, even police officer from next door is here. She must have dropped by during their break since all her gear is still on her- baton and all].(if: $discardedLighter is 1)[ For a second you are distracted by the sight of your lighter sitting on a metal table in the corner of your eye.

*Quitting will take a while but it'll be worth it in the end.*
]\
(Elseif: $hasLighter is 1)[ For a second you are distracted by the sight of your lighter and a pack of cigarettes sitting on a metal table beside you.

*Maybe later, I want to see how Lily is doing first.*
]\

[[Keep looking for Lily.]]

----------------------------------------------------------------------------------------------------

**Keep looking for Lily.**

You don't see Lily playing with the kids in the garden.


*They must be playing hide and seek.*


For a moment, a figure catches your eye in the crowd. They are tall in stature, a bit

ominous looking. As your eyes focus on it some more, you notice the figure is walking

straight towards you.


"Is that… No that's not possible. I'm seeing things"


He looks just like you, same eyes, same hair(If: $insanity > 2)[, same walk, sam-

talk, same EVERYTHING]. His eyes are dead set on you.(If: $crowbar is 1)[ With

crowbar in hand, he keeps pacing towards you.](Elseif: $crowbar is 0)[ He is pacing faster

and faster towards you.](If: $insanity > 5)[


*Am I/Lily?*


You look at your hands for a momemt. They're smaller than you remember.]\



[[He's not real. The nightmare is over!]]
{(If: $insanity < 3)[ [[This isn't right, this isn't real.]] ]}
{(If: $pistol is 1)[ [[Grab your gun.->This isn't right, this isn't real.]] ]}


----------------------------------------------------------------------------------------------------

**He's not real. The nightmare is over!**
{<script>
audio.homeTheme.fade(0.1, 0, 1000);
audio.mainTheme.play();
</script>}(Set: $insanity to $insanity+1)Moments before the dark figure reaches you, Lily

emerges from it, running into your arms. Your heart skips a beat.


As you're thrown back, everything is suddenly dark again. But you're not unconscious, you

realise your back in the caverns.

"I- is that you, Lily?"

You wrap your arms around her and hug her tight.

"Oh, thank god you're okay!"

Tears of joy stream down your cheeks, you can't believe you finally found her.

"Daddy I'm so scared."

[[It's okay, you're safe now.->What are you talking about?]]

---------------------------------------------------------------------------------------------------

**This isn't right, this isn't real.**
{<script>
audio.homeTheme.fade(0.1, 0, 1000);
audio.mainTheme.play();
</script>}Before you can react, you are engulfed in darkness. Everything is hazy, and you feel confused. You feel like you can't move for a few moments. Slowly, your vision starts coming to you...

You're back in the caverns. Lily is standing right in front of you.

"Lily!"

You throw yourself forward to hug her, but she responds by stepping back the same distance.

"Lily, it's me! It's me your dad!"

You see that tears are streaming down her face, only to realise that your right hand feels heavy. You turn your head to see you're holding (If: $crowbar is 1)[a crowbar in your hand.](Elseif: $baton is 1)[a police baton in your hand.]

"Oh god, Lily I would never hu-"

"We could have been happy daddy. Why did you have to do that? Why did you have to take

away a happy life with us? Now mommy is gone away."

[[What are you talking about?]]

----------------------------------------------------------------------------------------------------

**What are you talking about?**
You hear the cocking of a gun behind you. Freezing for a moment, waiting for something to happen, you eventually start to turn around slowly. Jean is standing perfectly still behind you, with a manic look on her face. (If: $insanity > 5)[ She's pointing a gun straight at you.(If: $pistol is 1)[ You realise the gun you found is missing.]

"Jean, what are yo-"

**BANG**

You don't get to finish before hearing the explosion. The last thing you'll ever experience.

And the worst part? It never made sense.]\
(Elseif: $insanity < 6)[ She's pointing a gun directly at her temple.(If: $pistol is 1)[ You realise the gun you found is missing.]

"Jean, Jean wait let's talk about thi-"

**BANG**

You don't get to finish before hearing the explosion. All you can do is watch as her body falls gracefully, almost as if it were rehearsed, to the floor. Time is moving slowly as your heart feels like it never beats again.

"This isn't happening."]\

[[...->Beginning of the end.]]

----------------------------------------------------------------------------------------------------

**Beginning of the end.**
You arch your back and let out a gasp, as if you've just woken from death. You're somewhere else somewhere familiar. Lily is standing beside you, holding your hand.

"Daddy, I want to go home."

In your confusion, you attempt to collect yourself. It's hard to tell what's real or not in this place.

[[Figure out where you are.]]

-----------------------------------------------------------------------------------------------------

**Figure out where you are.**
(If: $foundAnExit is 1)[You realise that you've somehow ended up where Jean's music first started playing. If you remember correctly, there was a draft heading towards the pathway to the right.

[[Take the passage rising to the right.]] ]\
(Elseif: $foundAnExit is 0)[You realise that you've somehow ended up near what you believe to be the entrance to these caverns.

[[Rush to the exit.]] ]

-----------------------------------------------------------------------------------------------------

**Rush to the exit.**
Holding Lily's hand, you make a dash towards the exit.

"In a few moments honey, we'll be outta here. Just a few more moments."

You're trying to reassure yourself as much you are Lily, and just as you said, you reach the original entrance to this place. It's been boarded up, but still shows rays of light shining through from the town hall.

[[Bash the barricade down.]]
{(If: $crowbar is 1)[ [[Tear the barricade down with your crowbar.]] ]}

-----------------------------------------------------------------------------------------------------

**Take the passage rising to the right.**
Holding Lily's hand, you take the passage to the right. Feeling your way along the walls while you move as fast as you can. Eventually, you begin to see light around the corner.

[["Lily, we're gonna be okay."->Rush to the exit.]]

----------------------------------------------------------------------------------------------------

**Tear the barricade down with your crowbar.**
With a little effort, you tear down the barricade plank by plank. After you make enough
room for you to step outside, you take Lily's hand and make your way out.

[[Go outside.->Turning Point]]

----------------------------------------------------------------------------------------------------

**Bash the barricade down.**
"Lily, hold up here a minute"

You take a few steps back and let go of Lily. Breathing out, you take a charge at the
barricade.

**SMASH**

The planks explode outwards and you break through with relative ease.

"I'm gonna feel that one later. Lily! Come on out, it's safe!"

As Lily steps out from the darkness, you take her hand once again.(If: $insanity < 6)[ You
recognise the town hall as it somehow seems undamaged after that avalanche. All the snow
has been cleared away too.]

[[Go outside.->Turning Point]]

----------------------------------------------------------------------------------------------------

**refusal of return**
The town is much darker than when you first left the hospital. A chilling breeze hits you,
and your eyes suddenly have trouble staying open. You look down and see Lily staring up at
you, grinning.

"I know what's wrong, Daddy. Maybe we need to wait for Mommy."

What? What does she mean?

"I know a nice place to stay, Daddy.", says Lily.

Without question, you obey her orders.

[[Follow her.->Go to fake house]]

-------------------------------------------------------------------------------------------------------

**Unbounded**

Freedom. Unbounded.

"I've overcome this. Thank you, Lily."

As the town disappears in the distance, you can't help but recall your last time seeing Lily. However, you realize that dwelling on your mistakes will only hinder the future.

Jean will still be your one and only true love, but you still have so much left to live for. Time to grieve... Time to begin again.

<img src="https://www.dropbox.com/s/b2udr4voe3om68r/oshnwwjvbv4xmdimytgi.jpg?dl=1"/>

THE END - Ending 3 of 3

-------------------------------------------------------------------------------------------------------

**Master of two worlds**

You look down at Lily, who is mysteriously kneeling down and bawling hysterically. You try to console her, but her mood won't budge. As you put your hand on her shoulder, you realize that your hand goes straight through her body.

"Something is seriously wrong. Am I imagining things?"

The phantasm turns her head and stares into your eyes with passion and tears. As images of the times you spent with Jean and Lily flash through your mind, you begin to remember specific details after the crash.

[[Recall the series of events.->Bad Dream]]

-------------------------------------------------------------------------------------------------------

**Freedom to live**

You look down on Lily, and you can't believe your eyes. She suddenly begins to fade into transparency.

"How is this possible?"

Lily then turns around, with a single tear rolling down her left eye.

"Thank you. Thank you for letting go, Daddy."

"Lily!"

In an instant, Lily had disappeared into thin air. Lost for words, you begin to kneel down and sob at where she once stood. However, a memory strikes back into your mind.

[[Recall the memory->Unsettling Dream]]

---

**Bad Ending**

"Please stay with me Daddy. Mommy'll come back.", Lily tugs at your shirt, her eyes lined with tears.

After everything you've been through, you can't tell her no.

It could have been hours or days. The colour's in the evening sky haven't changed all day. Not a word was spoken between you and Lily. You just sat on the couch, holding each other.

<img src="https://www.dropbox.com/s/gunikpfy7x4ia2l/sofa-sets.jpg?dl=1"/>

THE END - Ending 1 of 3

---

**Police Station Act 3**

After reaching the police station, you see the car parked outside the front door. However, the car doors are locked. You need to locate the key inside the building.

<img src="https://www.dropbox.com/s/2xxwdna6mokapkh/aina-reception-1.jpg?dl=1">

[[Go inside.->Police Station Interior Act 3]]

---

**Go to fake house**

After walking for only a few minutes, Lily speaks up after silently guiding you this far.

"Here it is, Daddy!"

The house she has brought you to is the exact one that you were moving into today. Lily
runs up to the welcome matt and kicks it aside, revealing a key.

"You should go in first.", she says, with a warped smile on her face.

<img src="https://www.dropbox.com/s/1baczov7rrny5od/8798664775_560b04ff63_b.jpg?dl=1"/>

[[Pick up the key and go inside.->Fake house interior]]

----------------------------------------------------------------------------------------------------

**Fake house interior**
Inside, all of your belongings have already been unloaded and set up. It would have taken
at least two or three days to get everything set up like this. You start to think that
maybe something has happened to the town since you've been in the hospital.

[[...->Fake house kitchen]]

----------------------------------------------------------------------------------------------------

**Fake house kitchen**
In the kitchen, there is a sealed envelope beside a basket of rotting fruit. Surely then
it must have been at least an entire week that you were out?

Lily tugs at the side of your shirt, "Open it, it could be from Mommy."

[[Open the envelope.->Letter from Jean]]

----------------------------------------------------------------------------------------------------

**Letter from Jean**
The letter reads:

"My dear Henry,

There's been a huge accident. The people have all disappeared. I've been stuck here now
for two weeks, visiting you every day in the hospital. I haven't been able to find Lily
either, before everyone disappeared the Doctor's told me that they didn't know who I was
talking about. That they only brought in two people from the accident.

If you do find Lily make sure to protect her. Don't let her out of your sight. I'm going to look for a way out of this town, but every time I do, I seem to get lost. I never did have your sense of direction.

I'll be coming back to the hospital to check on you, and I'm leaving this here in case I'm not around when you wake up.

Please wait here for me. If I don't come back then promise me you won't let anything happen to Lily."

[[...->Bad Ending]]

----------------------------------------------------------------------------------------------------

**Police Station Interior Act 3**
(set: $limbo to 0)
(set: $length to 0)

As you walk in, you notice the cabinets behind the desk. Is that where the keys are stored?

[[Look at the cabinet.->Station Details]]
[[Look at the desk.->Station Desk]]
[[Look at the chair.->Station Chair]]

----------------------------------------------------------------------------------------------------

**Turning Point**
```
{<script>
audio.mainTheme.fade(0.1, 0, 1000);
audio.endingTheme = new Howl({
        src: ['https://www.dropbox.com/s/s48qjqk9findskn/240-see-that-snake.mp3?dl=1'],
        html5: true,
    loop: true,
        volume: 0.10,
});
audio.endingTheme.play();
</script>}
```
After finally escaping the hellish labyrinth, you feel a sense of accomplishment despite your quest not being fully complete. What happens from here?

<img src="https://www.dropbox.com/s/14rr8i4v302km36/cave-desktop-hd-wallpaper-52603-54320-

```
hd-wallpapers.jpg?dl=1"/>
```

```
{(If: $insanity > 5)[ [[Continue.->refusal of return]] ]
(If: $insanity < 3)[ [[Continue.->Freedom to live]] ]
(If: $insanity > 2 and $insanity < 6)[ [[Continue.->Master of two worlds]] ]}
```

---------------------------------------------------------------------------------------

**Bad Dream**
You begin to remember the conversation you had with the truck drivers before you suddenly fell unconscious.

You remember being told that your daughter was in an unstable condition. You remember filling up with guilt due to your mistake which ruined the lives of your loved ones. You remember attempting to attack the truck drivers in blind rage and receiving a blow to the head.

You also recall the time you got up from your hospital bed to check up on your wife, who was in the room down the corridor. It was hard news to take. Everything went downhill from there. Nurses were called to hold you down and sedate you.

All that's left is the image of Lily kneeling before you. It's the key to living the life you once had.

[[Talk to Lily.->Conclusion - Master]]

---------------------------------------------------------------------------------------

**Conclusion - Master**
"Daddy, I'm sure we'll find Mommy some day."

You realize that your search isn't over just yet. You realize that the life you currently live contains only a shard of reality, but it's only a matter of putting the pieces together and restoring the life you once had.

"That's as much as I could ask for. Lily, promise to stay with me."

"Yes Daddy."

```
<img src="https://www.dropbox.com/s/8baiwx2m7auszwh/4967.jpg?dl=1"/>
```

THE END - Ending 2 of 3

-------------------------------------------------------------------------------------------------------

**Unsettling Dream**

You begin to remember the conversation you had with the truck drivers before you suddenly fell unconscious.

You remember being told that your daughter was in an unstable condition. You remember filling up with guilt due to your mistake which ruined the lives of your loved ones. You remember collapsing in tears, and in no time, you had lost all senses.

You also recall the time you got up from your hospital bed to check up on your wife, who was in the room down the corridor. It was hard news to take. Everything went downhill from there. You owe your life to the hours of counselling that was provided to you. However, a part of you was never able to let go. Not until now.

All that was left was the image of Lily standing before you, and now you're alone once again. It's time to live a new life.

Let's leave this town for good. Time to find a car and escape. You recall seeing a police car parked outside the police station. Maybe the keys are around the area?

[[Go to the police station.->Police Station Act 3]]

-------------------------------------------------------------------------------------------------------

**Station Details**

You notice that the cabinet has a three-digit padlock on it.

(if: $length is 1)[[[Set the padlock to 310.->Keys]]]
[[Look at the desk.->Station Desk]]
[[Look at the chair.->Station Chair]]

-------------------------------------------------------------------------------------------------------

**Station Desk**

You notice an iPod Touch sitting on the desk without a passcode. It has quite a large music library on it.

(if: $limbo is 1)[[[Search the iPod for "Limbo".->Limbo]]]

[[Look at the cabinet.->Station Details]]

[[Look at the chair.->Station Chair]]

------------------------------------------------------------------------------------------

**Station Chair**

Lying on the chair is a note. It reads:

"X:YZ Limbo"

(if: $limbo is 0)[What could this mean?

(set: $limbo to 1)]

[[Look at the cabinet.->Station Details]]

[[Look at the desk.->Station Desk]]

------------------------------------------------------------------------------------------

**Limbo**

You type "Limbo" into the search box and a single song returns as a result. As you begin

playing the song, you notice the song's length.

3:10?

(set: $length to 1)

[[Look at the cabinet.->Station Details]]

[[Look at the chair.->Station Chair]]

------------------------------------------------------------------------------------------

**Keys**

With a swift pull, the padlock opens, and you begin to open the cabinet. On a hook hangs a

set of keys with a Ford logo attached. Without hesitating, you grab them and make your way

out of the police station.

[[Leave the police station.->Leave]]

------------------------------------------------------------------------------------------

**Leave**

You approach the car and enter the key, and thankfully the lock disengages. This is the

first time you've driven since the incident. Regret begins to kick in once you set your

hands on the wheel, but you realize that you have no other option.

You start the ignition and place your foot on the clutch, ready to embark on a journey out of this nightmare.


[[Push the accelerator.->Unbounded]]


-------------------------------------------------------------------------------------------------------------


**Main Menu**
{<script>
var audio = {};


audio.menuSong = new Howl({
        src: ['https://www.dropbox.com/s/r5nv1fpoa4hbd7l/204-flight.mp3?dl=1 '],
        html5: true,
    loop: true,
        volume: 0.10,
});
audio.menuSong.play();
</script>}<img src="https://www.dropbox.com/s/p5h2e2xaa83t2nu/49672.jpg?dl=1"/>


By
Dean Maloney
Philip Waldron
Andrew Whelan
Jonathan Singer


[[Start]]