**GAME DESIGN**

**Room 1 – BEDROOM**

Player awakes.

*“Oh f\*\*\*! My head! What did I do last night? That’d teach me to not try to outdrink a gnome. But don’t be a pussy, it’s just a hangover. It’s not like I have summoned an evil demon from the 7th Hell, haha!*

Items in the room to notice:

* Empty bottle on the floor. Possible options: beer, honeymead, batblood liquor and vodka.
* Candle by the bed. Possible options: lit/off.
* Desk. Possible options: empty/full of papers.

*“Wait. Do I forget something?”*

**Room 2 – KITCHEN**

The room is not timed. There is a cauldron in the kitchen. Variables:

* Color of the fumes: red, blue, orange, green
* Cauldron fire: lit/off
* Ingredients: Witch toenail, virgin blood, philosophal stone, elixir of eternal youth.

Player will have to choose the ingredients following the instructions (kitchen.doc).

Player will have 4 semi-masked options:

* Pointy and long (witch toenail)
* Fresh as new (virgin blood)
* Holla holla get dolla (philosophal stone)
* Necromancer’s Monster (elixir of eternal youth)

When player is about to leave the room

*“Shit! My head hurts! I start… to forget…”*

(trigger for things written in devil)

**Room 3 – CORRIDOR**

*“Holy crap!”*

Room with the ghost. The room is timed. The character has to banish the ghost by using a proper combination of power words. The words are written in demonic language (in latin and old Viking runes). The words are terra, aeris, aqua, ignis.

The player must look the ghosts body and eye colors. The options are red, pink, green and yellow. Three correct words and the ghost will turn as scared ghosts of pacman.

**Final Room – SUMMONING ROOM**

Character enters. There is a pentagram/portal at the end of the room.

*“Wow! So I really summoned a dark entity. So many years trying to spell the correct words with little success and I managed to do it when I was drunk… Now I don’t know how to banish it. No worries! It’s just a matter of time, it’s not like there will come any ghost to posses my soul, right?”*

Ghost appears from the other side of the room and starts moving towards him.