**Section 1 – Start**

* Start Screen 🡪 An opening blurb. Instructions for ‘start’ and ‘quit’ (have a black screen between sections where the ‘title’ of the section/chapter appears, ‘go north’ to continue the game. This screen can just be another room.)  
    
  Opening blurb: “You awaken to find yourself trapped in a dark, forgotten cell…”
  + Start Room Text 🡪 “You feel cold as the walls of the prison close around you. You can hear the distant clacking of loose pebbles falling from the ceiling and the incessant, rhythmic dripping of water. Before you stands a rusted iron gate, locked by an old iron padlock. Dangling from a hook on the wall hangs a rusted iron KEY (highlight/or caps/italics). It seems someone has left a message for you just beside it.  
    “If you want to escape, keep moving forward.”
  + Examine Key Text 🡪 “The key to the iron gate. It is brittle and rough to the touch and your fingers turn red from the rust. Looks prone to break after use.”
  + Take Key Text 🡪 “You take the rusty key.”
  + Use Key Text 🡪 “The key breaks as you use it on the padlock. The room quakes beneath your feet and you hear the cranking of invisible machinery as the iron gate ascends. The way NORTH is now open.
* Gargoyle Room 🡪 The ‘trunk’ room. A distant roaring of water mixed with def

**Section 2 – Going Deeper**

**Section 3 – Strange Phenomena**

**Section 4 – Mirror Image (Pull from as above, so below?)**