# Castle Fever

An old castle, a couple miles from the next village, on seemingly never ending grounds. Abandoned for a long time it is rising majestically in the dark, only lit by a little spark of moonlight.

The night is cold and there are noises fom the wild everywhere. It almost seems as if they weren‘t from this world, so mysteriously and enchanting.

You’re walking down the long path towards the castle, then you climb the big old steps right up to the entrance. The once pompous door is locked. So you try to unlock it using the picklock, which you have always with you.

To open the door you have to find the correct answer to the following question:

***Question***

\*chrrrck\* the door opens and the only thing you can see is a dark wide open space. You can only recognise some contours of what must be some sort of settee right in front of you. The moonlight isn’t bright enough to light all of the entrance hall. However there are some old torches right next to the door. Luckily you have a little match box with you, so you can try to light one of the torches.

***Light the torch***

\*zzzsshhh\* the torch catches fire and suddenly the old room is glowing in a mysterious yellowish light. With light there come shadows, which are now dancing their wild dance all around you. Where there is light, there’s also darkness and in the darkness there might be lingering strange creatures, better keep that in mind!

Collect Items?

* Expencive looking, antique tiara (three gemstones seem to be missing)
* Old Sword
* Dusty pipe

The ceiling is high above your head, there are old Paintings all over the big walls. Some are damaged. The settee in front of you looks old, but not worn off. There is settled dust everywhere. There hasn’t been anyone in here for a very long time. In the back of the room are two staircases leading up to the second floor. On both sides, to your left and right, are closed doors.

Which way would you like to go?

**Left Room**

* Solve Riddle to get in
* Dining room
* Collect gemstone
* Little ball
* Light a fire in the stove

**Right Room**

* Kitchen
* Rats everywhere
* Old pots
* Servants entrance, being blown open by wind, howling noises
* A large black creature enters
* Fight (sword)/tame it (ball)
* Collect gemstone
* Light a fire in the stove

**Upstairs**

* Bedroom
* King size Bed
* Unlocked
* Fight monster
* Get third gemstone = tiara completed