

SANTINI'S ADVENTURE

INTRODUCTION

" The door closes behind you. You can't get away. Time passes and just as you're about to perish you open your eyes."

You wake up in a cage and your main goal is to escape from the castle, will you be able? We have provided the game with two different endings, depending on your actions during its course. Hope you have a lovely experience.

INFORMATION

To make your experience in the game easier, we are going to provide you with a series of information about it. (If you want to make it harder, don't read below)

ROOMS:

- **Cage:** Is where you start the game. There are some objects you will probably need for later (or now!)
 - **Dark corridor:** You have just left the cage and follow the corridor.
 - **Well:** You are trapped inside. Look around to search for an exit.
- **Jail:** Another jail?! Try to look for something that might help you exit.
 - **Gold Room:** Too many luxury and creepy paintings for my taste.
 - **Stairs:** What's that sound?
 - **Tall tower:** Don't despair, you can see the horizon here.
 - **Trapdoor:** Go on!
 - **Hole:** are you okay? Huge fall.
- **Torture Dungeon:** What are my eyes seeing???? Is that a box?

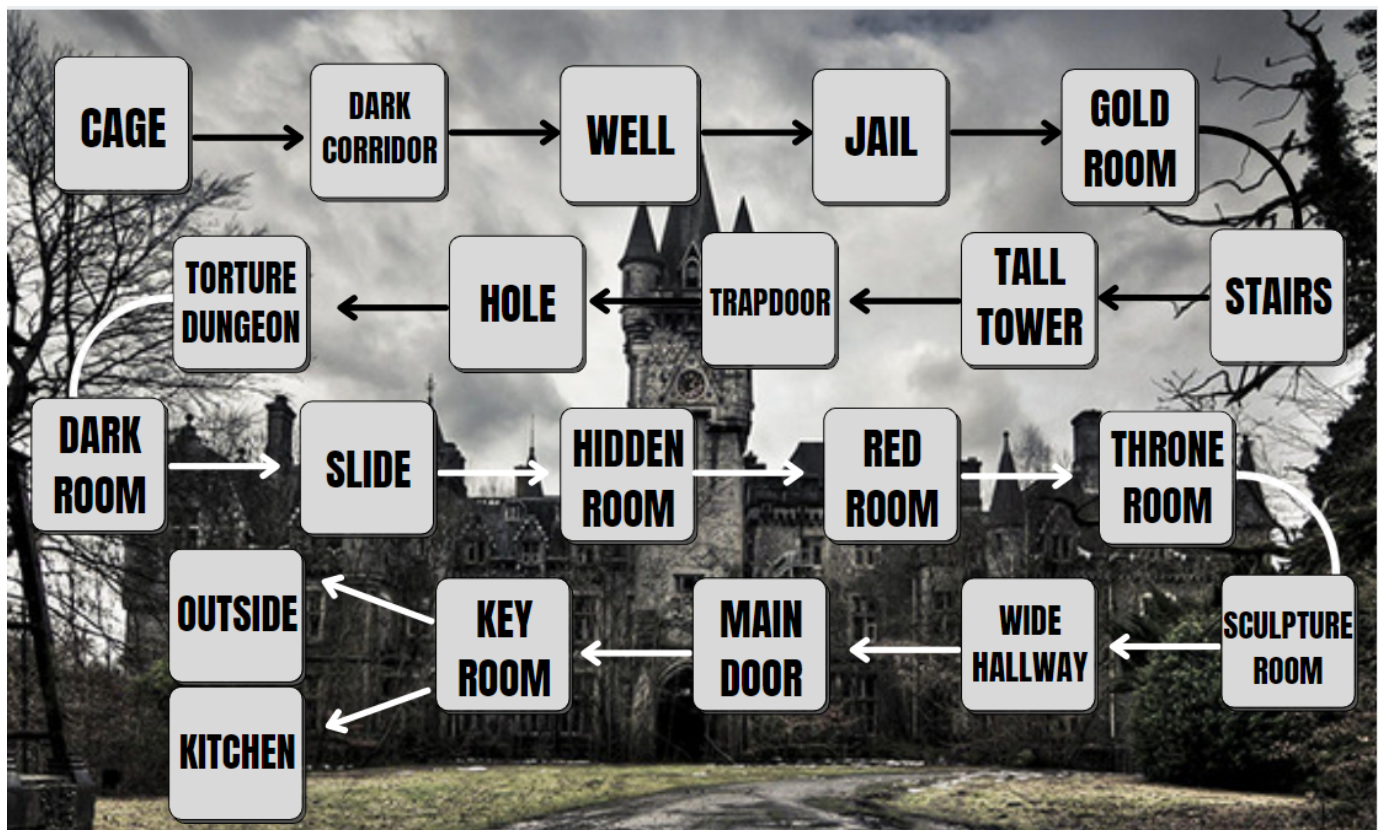
- **Dark room:** Look at the place, is there something that might be helpful?
 - **Slide:** The only way to escape? go on.
- **Hidden room:** The door closes behind you, what's next?
 - **Red room:** OMG! It's that a corpse??
- **Throne room:** Nice throne, what if I move it? Is there anything else?
 - **Sculpture room:** Lots of sculptures.
- **Wide Hallway:** Another hallway?? Wait, what's that sound?
- **Main door:** Try and search for a key, you will need one.
 - **Key room:** Too many keys, I just wanted one.
 - **Outside:** Finally out!!!
 - **Kitchen:** OMG, what's that??

OBJECTS:

- Rock	- Maybe you can break something with it.
- Torch	- Nice to see something around, isn't it?
- Lever	- You are trapped all the time, try to exit with it.
- Note	- What will the note say? Inspect it.
- Listen	- Strange noise.
- Telescope	- You can see the long-awaited freedom.
- Match-box	- What am I going to use this for?
- Dull-key	- Just a key.
- Corpse	- Smells horrible.
- Jim-bar	- Could be useful

- Gold_earrings	- Nice ones.
- Yo_mama	- :D
- Listen	- A familiar voice.
- Pistol	- No bullets?
- Huge_key	- Freedom

MAP:



INSTRUCTIONS:

To experience the game to its fullest potential follow the path marked by the arrows besides the room you are currently in.

Take all keys except the dull one since they will be necessary to open doors and continue your adventure.

Inspect every space and object to unravel the mysteries
hidden inside the walls of the castle.

WALK THROUGH:

inspect space

take rock

take torch

open CageDoor with rock

move south

move westest

inspect space

move south

inspect space

inspect lever

inspect note

drop rock

take lever

open MetalDoor with lever

move south

inspect space

move east

move south

inspect space

drop lever

take telescope

inspect telescope

move east

inspect space

move south

inspect space
drop telescope
take match_box
 move east
inspect space
on match_box
inspect space
 on switch
inspect space
inspect dull_key
drop match_box
take dull_key
 move south
inspect space
inspect corpse
 move south
inspect gold_earrings
inspect jim_bar
 drop torch
take jim_bar
open throne with jim_bar
drop jim_bar
take torch
 move south
inspect space
inspect yo_mama
 move south
inspect space
 move south
inspect space

drop dull_key

take huge_key

move north

move west

inspect space

inspect pistol

open big_door with huge_key

drop huge_key

take pistol

move southouth

move north

move westest

inspect space