

Options -> ending

Walk:

- Guess cat game correctly:
 - Reach school, enter eternity/magic - runaway mv
 - Cat leads u to pool, jumps in, option: save cat and jump in, run to find someone:
 - Jump in = enter au and fall into hole, **game over**, you wake up, dream/nightmare
 - Run away, you run after a purple shadow but as u reach closer it lights a flame, engulfing the school in flames, you die. **Game over**.
- Guess cat game incorrectly:
 - **Game over**

Train:

- Ignore boy:
 - Train card don't work, boy yells saying u can't miss train; two options:
 - 1, follow boy, enter train, pass out, wake up, ice, puma, 3 options:
 - Run through other carts and get eaten by puma that got in. **Game over**.
 - Ignore boy and go on top of cart you freeze in seconds. **Game over**.
 - Stay with boy and are stuck on the train for years until you get it working again. You spend your days roaming this world, searching for a way to leave. **Game over**.
 - 2, ignore boy, exist station, night time, alone, :
 - Confused, scared, you turn around to look at the station and find that it's empty, you run back home and see the boy riding away into a forest with his bike, a fire lights up the school. You can feel the smoke in the air but know you can't do anything about it. You spend the rest of ur days alone in a recurring nightmare trying to find the boy. **Game over**.
- Talk to boy:
 - Reach train
 - end of stage 1

STAGE 2:

- Copy in the train segment from ignore boy follow boy but in colorful forest with cottages etc.
- Two options, stay with boy and never grow up or leave.
- Leave = **game over**, still happy-is, you wake up every day thinking of what would happen if u stayed or if it was real at all. u look at ur wall which ha dried flowers from the forest hung on it.
- Stay = **game over**, happily ever after ,,,

