**Catacomb Quest Script**

Start and end

Start: You wake up to find yourself in a grey and gloomy room in what appears to be a catacomb, lit only by a small lantern in the middle on a wooden post. You notice you have sustained a massive injury to head and starts bleeding quite heavily. You have no idea how you ended up here. You stand up to survey your surroundings and see that there are doorways to the north, east, west and south. >Which way do you proceed to go? North/East/West/South

End: You come to a set of dimly lit ladders that lead to what looks like a sewer grate with light peering through it. You climb up it and peak through the grate to see the lights of the city of Paris. Maybe you can now find out how you got down there. >Congratulations! You escaped the maze.

Rooms

Room 1: As you approach the room you can see that it is dimly lit by a lantern hanging from the ceiling. On the floor are several small round objects which on closer inspection appear to be adult human skulls all cramped into one corner. You notice on the wall is the word “CARNAGE” written in deep crimson red. >What do you wish to do? Search/Return

Room 2: Approaching the room, you see that there is another lantern hanging from the ceiling, but this ceiling looks smaller than the others for some reason. On the dirt floor, you notice small mounds of moss growing over small hill, like it is hiding something. >What do you wish to do? Search/Return

Room 3: As you get to the room, you look inside to find a dead skeleton resting in the chains with a flickering torch in its mouth. It must have been there for many years to decompose like that. Resting on the floor underneath the skeleton is a very suspicious looking chest with the key already in the lock. >What do you wish to do? Search/Return

Room 4: Looking into the room, there a dimly lit torch barely lighting the room. It looks like it may go out soon. Observing the room around you, there is what appears to be a wooden trap door that’s partly open. >What do you wish to do? Search/Return

Room 5: Peering in the almost pitch-black room, it is not light by a torch or lantern, but a flashlight in the corner, flickering on and off. It appears to not have much battery left. As you try to observe your surroundings, you notice some of the bricks on the wall look dislodged as if someone has hidden something there. >What to you wish to do? Search/Return

Corridors

Corridor 1: As you pass through the doorway, you can barely see the dim light of the next room in the far distance. >Do you still wish to continue? Yes/No

Corridor 2: Through the pitch-black corridor, you notice the slight flickering light around the corner to the left. >Do you still wish to continue? Yes/No

Corridor 3: Through the pitch-black corridor, you can see light flickering around the right corner >Do you wish to continue? Yes/No

Corridor 4: Through the corridor, you can see in the far distance the dim light in the room ahead of you. > Do you still wish to continue? Yes/No

Junctions

Junction 1: Through the corridor, you see a 2-way junction with a torch lighting the way in the middle. The junction splits to the east and the west. >Which way to you wish to proceed? East/West/Return

Junction 2: Passing through the narrow corridor, you eventually come to a 2-way corridor with a torch lighting the middle. The junction splits to the north and the west. >Which way do you wish to proceed? North/West/Return