

## abc

### Introduction

You're driving at night, in the middle of a snowstorm, through a thick forest.

The Visibility is really bad, the falling snow impedes your vision.

You approach a bend, when suddenly a deer jumps in front of your car. You hit your brakes and lose control of your car. The car skids on the icy road surface and crashes into a snow bank. your head strikes the steering wheel leaving you dazed and it takes you a moment to process what has just happened. you reach for your cell phone only to find that it has no signal. you try to turn your car back but the engine won't start.

[[Stay in the car until morning]]

[[Exit the car and search for help]]

(set: \$food = 0, \$metJim = false, \$KyleShot = false, \$PlayerShot = false, \$lighter = false)

---

### Stay in the car until morning

You decide to stay in the car overnight

its incredibly cold and uncomfortable but you try to make the best of the situation and get some sleep.

An icy wind occasionally rocks your car and snow continues to fall and build up around the car.

Between the gusts of wind, the howling of wolves, the hooting of owls and the other unnerving sounds of the forest gives you an uneasy feeling. Despite it all, you eventually manage to fall asleep.

In the morning, you wake up to the cold interior of your car. Your shivering with the cold and your limbs feel numb and stiff. you rub and breathe into your hands in an effort to warm them up but you notice that your hands have begun to turn blue.

(set: \$frostBite = true)

[[Open the Glove box->trash]]

[[open the car door]]

---

### Exit the car and search for help

You keep walking in the snowstorm. You eventually lose your footing, slide down into a ditch and sprain your ankle. You scream in agony. Soon your scream followed by the howling of the wolves gave you a shiver down your spine.

You try to stand up, but it's no use.

You hear steps

There's a man coming through the tree's.

He introduces himself as [[Jim]]

<audio src="zapsplat\_foley\_footstep\_single\_boot\_wet\_slushy\_snow\_007\_25375.mp3" autoplay loop>

---

### trash

You rummage through the trash and find a lighter.

(set: \$lighter = true)

[[open the car door]]

---

### open the car door

You try to open the door of the car but you're hands are still and clumsy. It's difficult to pull the handle and the snow that built up overnight makes it hard to [[push]] the door open.

---

### push

Pushing with your hands is no good. You kick the door open instead. The door swings open pushing the snow aside allowing you to [[leave the car]]

---

### leave the car

The wind and snow has stopped for now but there is a thick blanket of snow covering the landscape. It looks like a scene from a postcard.

The peace is broken by a gunshot in the forest. It doesn't sound like it was too far away.

[[You decide to inspect the source of the gunshot]]

You think you should [[stay at the car]] and wait for someone to come and help

---

### You decide to inspect the source of the gunshot

You walk into the forest searching for the source of the sound. The snow is deep here and the going is difficult.

you've been walking for maybe 10 minutes when you spot movement ahead of you between the trees.

You think you see the silhouette of a man. [[you call out to him to get his attention]]

(set: \$KyleShot = true)

---

**you call out to him to get his attention**

The man turns to face you. When he sees you he aims the rifle he's carrying in your direction and quickly fires a shot. The bullet must have just missed you as it hits the tree right next to you. You panic and [[run for your life]]!

---

**run for your life**

You run as fast as you can manage in the snow away from the shooter. Looking back, You see that hes chasing you. You run between the trees and bushes so trying to make sure he doesn't have a clear shot at you. Full of adrenaline, You keep looking back making sure you're safe. Not looking where you are going, you don't notice the [[steep downward slope]] in front of you

---

**steep downward slope**

You slide and tumble down the slope. Some bushes at the bottom of the slope provide a soft landing for you. Confident that you've lost the shooter you climb out of the bushes and

(if: \$KyleShot is true)

[you notice some [[tracks and a trail of blood]]. You panic for a moment before you come to your sense and realise that it can't possibly be your blood.]

(else:)

[you keep running, in hope of finding help. You eventually collapse exhausted and [[pass out]].]

---

**tracks and a trail of blood**

Having no other landmarks or trails to follow, you decide to follow the blood trail. at the end of the trail you find a person sitting against a tree. For a moment you think he's dead but as you [[get closer]] you can see his steamy breath in the cold air. They are alive but unconcious

---

**get closer**

The man has been shot in the arm and you guess that he has lost a lot of blood. Lacking any sort of bandage you could use, you take off your scarf and wrap it around the mans wound. As you tighten the scarf, the pain jolts the wounded man awake.  
[[Talk to him]]

---

**Talk to him**

(if: &metJim is true)[It must be Kyle, He's exactly as Jim described]

(if: \$PlayerShot is true)["You are you? What are you doing out here?" He asks. You try to explain everything that's happened to you in since the crash. "Come with me I'll bandage that up for you, I'm Kyle by the way" He says leading you back to his [[Camp]]]

(if: \$KyleShot == true)["You're not Jim, Who are you?" He says. You try to tell him to stay calm and that he's hurt. "I know can see that!" he snaps, "help me up we'll go back to my camp"

He introduces himself as Kyle and leads you to his [[Camp]]]

---

**Camp**

The camp is in a small clearing in the woods. There's a tent and a camp fire though the [[fire]] has gone out.

---

**fire**

Kyle sits down by the fire as you try to light it using the firewood stacked nearby and the lighter you got from the glovebox of the car.

Once the fire is going you both sit next to it in silence and warm yourselves.

(if: \$KyleShot is true and \$metJim is true)

[After some time your stomach grumbles loudly. Bob laughs at the sound and says that he has no food in camp and that you will need to find some food in the forest. He offers you a fishing rod to [[catch fish]] in the river not far from the camp. He doesn't trust you enough to give you his rifle.]

(if: \$KyleShot is true and \$metJim is false)

[After some time your stomach grumbles loudly. Bob laughs at the sound and says that he has no food in camp and that you will need to find some food in the forest. He offers you an air rifle to [[hunt some rabbits]] or a fishing rod to [[catch fish]] in the river not far from the camp.]

(if: \$PlayerShot is true)

[After some time your stomach grumbles loudly. Bob laughs at the sound and says that he has

nothing to eat, but gets up and decides to leave and hunt for food asking you to [[look after his camp]] and tend to the fire.]

---

### hunt some rabbits

Taking the air rifle, you walk back into the forest searching for rabbits.

OH you notice some rabbits in front of you, [[shoot them!->Shoot rabbits]]

---

### catch fish

You follow the directions given by Kyle and soon find a quiet spot by a river bank. You set up your fishing rod and suprisingly pull one fish after another with ease. Probably not even ten minutes have passed when you

(set: \$food = 1)]

(if: \$metJim = false)

[hear screams back from the camp, so you decide to grab the fish you've caught and [[Run back to camp]]

(else:)

[hear growling behind your back. Turn around to find a hungry lone wolf slowly walking towards you, with its bare teeth.

You grab the fishing rod firmly and [[try to scare away the wolf]].

You start to back away slowly leaving the fish behind. When you're at a safe distance and notice the wolf is busy eating your dinner, you [[Run back to camp->leave fish]].]

---

### hear screams

You screaming from the direction of the camp. You [[Run back to camp]] as fast as you can.

---

### Run back to camp

You find Kyle being attacked by a large vicious looking wolf. he's trying to fend him off using a stick of firewood.

[[Shoot at the wolf]]

---

**Shoot at the wolf**

You shoot the wolf with the air rifle. It's not powerful enough to do any real damage but it stings him enough to scare him away.

You catch your breath and together you [[prepare the food you brought back]]

---

**prepare the food you brought back**

While you prepare and cook the food in silence you hear a gunshot far off in the distance.

Your stomcah is grumbling and the food smell surprisingly good.

[[eat]]

---

**eat**

(if: &food is 0)[You have nothing to eat in the camp. "You're a god awful hunter kid, you know that?" says Kyle.]

You both sit down by the fire and rest. You eventually pluck up the courage to ask Kyle what he's doing in the forest. "I had this friend all my life, his name is Jim. But one day something happend. We were hunting and Jim brought his son along. But I made a mistake. I took a shot at deer, the bullet passed through it. I didn't know Jims son was on the other side of the deer admiring the animal. I only realises what I'd done when the deer collapsed and saw him there silent clenching his chest. He didn't make it and Jim never forgave me. Ever since that day Jim has had a grudge against me and all my family. He's finally snapped too so I'm hiding here hoping he'll come to his senses or die in the snow"

You hear another gunshot, this time much closer.

You decide to [[leave camp before Jim finds you]] and kyle starts by putting out the fire.

---

**leave camp before Jim finds you**

Kyle grabs his rifle, says to leave everything else behind and run to put some distance between them and Jim. There's no time to waste.

[[Leave quickly with Kyle]]

[[Quickly pick up the backpack with essential items and follow Kyle->Pack all the supplies and bring them with you]]

---

**Leave quickly with Kyle**

You both begin to run away from camp.

As you run away Jim spots you and begins to fire in your direction

You both run as fast as you can until the you think you've lost Jim and your both completely winded.

You're sure you've managed to lose Jim again.

[[Keep walking]]

---

### **Pack all the supplies and bring them with you**

You quickly grab the backpack, that Kyle stupidly decided to leave behind. You run towards the thick bushes surrounding the camp, but just before you manage to hide, you hear the rustle of leaves and curses followed by Jim entering the clearing.

Jim is quick to notice you, and even quicker to aim and shoot as you jump through the bushes.

Run as fast as you can with the hindering weight of Kyle's backpack.

You reach a frozen lake, with Jim not far behind you. The only way is to [[go straight]] over the ice.

Or [[lie down behind a fallen tree trunk]].

---

### **Keep walking**

You walk together trying to catch your breath. Kyle leads the way and eventually you come to the ruins of a cabin. "We'll be safe here and we'll have some shelter" Kyle tells you, "Go [[collect some firewood]]"

---

### **collect some firewood**

You go out to collect some fire wood to start a camp fire

You can hear the howling of a pack of wolves in the distance

[[return to the cabin with firewood]]

---

### **return to the cabin with firewood**

On your way back to the camp you can hear the howling getting closer

The wolf pack is getting closer to the camp.

You start to run back to the cabin

(if: \$lighter is true)[When you get back you try to [[light a fire using the lighter]] as fast as you can to keep the pack at bay.]

(else:)[ [[the pack attacks]] ]

---

**light a fire using the lighter**

The pack keep their distance but you can still occasionally hear them howling nearby.

more dialogue?

[[try to sleep]]

---

**the pack attacks**

As the sun goes down the Wolves come running out of the tree line and charge at you and Kyle.

Kyle grabs the air rifle and shoots at one which makes it turn and run.

Another jumps at you and bites you on the arm but you strike it on the head with a piece of firewood until it lets go.

You're bleeding.

Kyle shoots another wolf which stops it in it's tracks.

[[You charge the remaining wolves]] swing the piece of firewood wildly at them

---

**try to sleep**

In the morning, you wake up to find that Kyle has disappeared. and he has taken all of camping equipment and his gear with him.

There was a fresh fall off snow during the night but the snow has stopped now. Kyles tracks in the snow have almost been snowed over but you can still make them out.

[[try to follow Kyle]]

---

**try to follow Kyle**

You follow the tracks for well over two hours when snow begins to slowly drift down again. The snow begins to cover up Kyles tracks and just when you think you've lost him you spot him between the trees.

Kyle is setting up a new camp and is busy putting up the tent. You move slowly around the camp, staying out of view, and find a place to hide.

After finishing with the tent, Kyle grabs his fishing rod and strolls into the treeline completely ignoring the dusting off snow that is falling on his camp.

You can see that just inside his tent is Kyles air rifle.

You sneak down to his camp and [[steal the air rifle]]

---

**steal the air rifle**



You grab his rifle and some ammunition and find a new hiding spot on the edge of his camp.

[[wait for kyle to return]]

---

#### **wait for kyle to return**

It's not too long before Kyle returns with a fish he caught and is about to prepare it when he notices the rifle is gone. He looks around his camp. Jim appears out of the trees and catches Kyle off guard.

He has Kyle at gunpoint and begins threatening him.

You try to sneak up behind Jim. You get close and move around him until you have a clear shot at his hand.

[[Take the shot]]

---

#### **Take the shot**

You shoot Jim in the hand and the shock and pain make him drop the rifle. You run at him and knock him down then [[pick up Jim's hunting rifle]].

---

#### **flare gun from Kyle's backpack**

You fire the flare gun into the air and the helicopter lands in a clearing nearby...

Rescue from this nightmare awaits

[[FIN]]

---

#### **FIN**

---

#### **stay at the car**

Not just long after, you notice somebody running across the road a stone's throw away from you.

You [[stay quiet]]

You [[shout to get their attention]].

---

#### **You charge the remaining wolves**

The remaining wolves turn and run away.

Kyle bandages your bite wound on your arm.

You both manage to start a fire. The wolf pack now keeps it's distance from the cabin but you can still occasionally hear them howling nearby.

You eventually drift off to `[[sleep]]`.

---

### **sleep**

You wake in the morning.

You and Kyle are both hungry but left all your food in the last camp so you offer to take the rifle and try to find more rabbits to eat.

You wander the woods until you manage to spot a rabbit and try to `[[shoot it]]`

---

### **return to the cabin**

As you are approaching the cabin you hear shouting.

Jim has Kyle at gunpoint at the cabin and they are shouting at each other. You `[[sneak up]]` to the camp while Jim is distracted.

---

### **sneak up**

You approach very close to the entrance of the cabin. You decide to step in and aim your rifle at Jim.

Try to talk sense into Jim, but he's having none of it.

`[[Take the shot]]`

---

### **go straight**

You don't make it far until the ice begins to crack and crumble underneath you.

The weight of your gear eventually causes the ice to break underneath your feet and you fall into the freezing waters.

The immediate cold shock makes you inhale involuntarily. You struggle to hold your head above the surface, feeling your heart pump blood even harder as you gulp the ice cold water.

Your hands struggle to get a grip on the slippery ice, your limbs start to go numb as your body starts to protectively cut off blood flow from non-essential muscles.

Is this it? Is this where I die?

Suddenly you feel a warm and a firm hand grab onto yours. You get pulled up onto the ice sheet, saving you from drowning.

You look up and can't believe your eyes. (if: \$metJim is true)[[It's Jim->It's Jim. IF YOU MET HIM]]] (else:)[[It's Jim->ITS JIM IF YOU DIDN'T MEET HIM]]]

---

### It's Jim. IF YOU MET HIM

Ah damn it, it's you kid. [[Why]] are you running away from me. I thought you're that son of a bitch.

---

### ITS JIM IF YOU DIDN'T MEET HIM

And who the fu\*\* are you? Are you working with that son of a bi\*ch? [[What are you doing here?]]

---

### Why

"Because you're shooting at me!" you scream at him. Jim rgabs your arm and [[Helps you up]].

---

### What are you doing here?

You tell him that you're not working with him, you were in a car accident and want no part in any of what ever is going on. He [[Helps you up]]

---

### Helps you up

Jim helps you to your feet and takes you to his hut before you freeze to death. The interior of Jim's hut is warm and spacious. You stand at the entrance, shivering, waiting for Jim come out of his bedroom.

He throws a pile of clothes at you to change into and walk towards the fireplace stoking it and throwing in new wooden logs.

Jim begins to explain [[his story]].

---

### his story

He asks you what Kyle told you about him. You tell him about his son who died in the hunting accident and how he blames Kyle.

"That's only half the story" Jim snaps "Kyle wasn't supposed to be there in the first lace, I told him not to go. He was so drunk the fool could barely stand, let alone shoot straight. We left him behind, Me and my son. But Kyle followed our tracks trying to catch up, we didn't even see him until after he fired his rifle at my son"

"I'll never forgive him and I'll make sure to pay him back for taking my son away from me"

"Now I'll get you a blanket, you can [[sleep on the couch]] for tonight."

---

### **sleep on the couch**

The water pulled out all of your strenght from you, so you had no trouble falling asleep, but later in the night you were woken up by the howling of the wolves.

You decide to [[go for a walk]] around the area to get some fresh air

---

### **go for a walk**

You decide to take a short round walk around the perimeter, when you get back you notice Kyle approaching the hut.

[[Call out]] to Kyle to get his attention.

Don't let Kyle notice you and [[follow him silently.]]

---

### **Call out**

You call out to Kyle and try to talk sense into him. Jim hears you and comes out with a rifle pointed out at Kyle.

(if: \$metJim is true)[He [[shoots Kyle]] in the leg.]

(else:)[He [[shoots Kyle and then your leg]]]

---

### **follow him silently.**

The front door is open, Kyle has already entered. You walk inside and notice that Jim's bedroom door is ajar. You approach on your tiptoes and find Kyle aiming Jim's rifle at Jim's head.

You try to [[talk sense into Kyle.]]

[[Tackle Kyle]] and try to take away the rifle.

---

### **shoots Kyle**

You hear the shot and that is like an impulse for you to charge towards Jim and tackle him to the ground. You [[get a hold of Jim's rifle->pick up Jim's hunting rifle]] and stop any further blood shed.

---

**shoots Kyle and then your leg**

"I knew you guys were working together, that's how you found me in the first place, didn't you?" Jim says maliciously. "Well you get what you deserve working with this son of a bitch". He spits on Kyles lifeless body lying in a pool of blood. He turns around and `[[leaves->done]]` you behind.

---

**pick up Jim's hunting rifle**

As you have Jim at gunpoint you can hear a Helicopter approaching. It's a rescue helicopter. You grab the `[[flare gun from Kyle's backpack]]`

---

**done**

The sharp pain in your thigh was followed by a warm stream flowing down your leg and the melting of the snow around you. It started turning the color of dark crimson in a matter of moments. After a few seconds, the wound no longer bothered you as much, the pain started to go away, so was your consciousness.

Your heart beat started to slow down as your vision faded into darkness. You bleed out beside a stranger in a strange land, never to be discovered, cold and forgotten.

---

**talk sense into Kyle.**

You talk to Kyle quietly without waking Jim. You try to explain to him that this is wrong and that he doesn't need to do this. You can see he's hesitating and he looks sidelong at you, taking his eyes off of Jim.

Suddenly Jim jumps out of bed like a spring, straight at Kyle knocking him to the ground.

Amidst the fight, the rifle slides on the floor toward you. You pick it up and

you let them `[[continue fighting]]`

you try to `[[stop them]]` by sending out a warning shot.

---

**Tackle Kyle**

You tackle Kyle who seemed to have no idea that you'd be here. Still in shock, he was suddenly knocked to the ground by Jim. They started violently throwing fists at eachother. You just stand there and let them `[[continue fighting]]`.

---

**continue fighting**

(set: \$death = (random: 1,6))

They fight is vicious and bloody. After half a minute they are already tired and slowing and have hurt each other badly. There's blood every where and more than once you hear the crunch of breaking bones. The places looks like a (if: \$death <= 3)[ [[crime scene->Kyle dies]] ] (else:)[ [[crime scene->Jim dies]] ]in motion

---

#### **stop them**

The loud bang of the rifle caused a great deal of ear pain both to you and the two strangers. You've lost your hearing for a while, but that stopped also stopped the others from killing themselves. When the high pitched squealing stopped you noticed a strange sound, faint at first but it was getting louder every second. It was a rescue helicopter. You run out of the bedroom and grab a [[flare gun from Kyle's backpack]] to guide the rescue team.

---

#### **try to scare away the wolf**

You waggle the fishing rod at the wolf, but it only makes it even worse. He starts to become more aggressive and test you by repeatedly getting closer and backing away. The wolf catches the end of the fishing rod in his jaws and pulls it with great strenght, finally snapping it in half.

No longer threatened by you it starts to slowly approach closer and closer and when it was just a hand reach away from you, you hear a bang.

It's Kyle. He shot the wolf with the air rifle. It's not powerful enough to do any real damage, but it stings him enough to scare the wolf away.

You catch your breath and together you walk back to the camp and [[prepare the food you brought back]]

---

#### **stay quiet**

You start to feel your heart beat inscreasing. "What the hell is going on here?" You think to youself.

Then you hear another gunshot in front of you, in the same general direction as the man that you have seen not long ago.

(set: \$KyleShot = true)

[[run for your life]]

---

#### **shout to get their attention**

The man briefly turns towards you slows down, but speeds up back again into the forest.  
You stand there puzzled and a little bit frightened.  
A few seconds later you hear another shot, followed by a warm stream flowing down your arm.  
You look down and you notice a red streak forming down your sleeve. As soon as you understand that you have been shot, you [[run for your life]]  
(set: \$PlayerShot = true)

---

### pass out

You wake up due to a sharp pain in your arm. When you open your eyes you see a strange man beside you wrapping a scarf around your arm.  
[[Talk to him]]

---

### look after his camp

Kyle takes his rifle with him, while you stay sitting near the fire to get warm after a substantial blood loss.  
After about ten minutes you hear growling behind your back. Turn around to find a hungry lone wolf slowly walking towards you, with its bare teeth. You grab a piece of firewood hoping to scare him away, but it's no use. The wolf is too hungry to be scared away so easily.  
You waggle the stick at the wolf, but it only makes it even worse. He starts to become more aggressive and test you by repeatedly getting closer and backing away. The wolf catches the end of the stick in his jaws and pulls it with great strength, finally snapping it out of your hands.  
No longer threatened by you it starts to slowly approach closer and closer and when it was just a hand reach away from you, you hear a bang.  
It's Kyle. He shot the wolf with the air rifle. It's not powerful enough to do any real damage, but it stings him enough to scare the wolf away.  
(set: \$food = 1)  
You catch your breath and [[prepare the food brought back by Kyle->prepare the food you brought back]]

---

### lie down behind a fallen tree trunk

You quickly take off the bag off your back and place it next to the tree trunk where you also lie down as flat as possible, trying to calm your breath.  
You hear Jim catching up to you and running around in one spot for a few moments, not far from you.

After a while the steps start to get quieter. Jim lost your tracks.  
You get up and [[walk away]] from the direction which Jim has taken.

---

### walk away

Must have taken you an hour, before you stumbled upon an abandoned cabin.  
You get closer and almost get a heart attack. Kyle walks behind the corner of the cabin with a pile of firewood in his arms.

You talk and decide that you will [[get some more firewood before nightfall->collect some firewood]].

---

### Jim

(set: \$metJim = true)  
You're in a lot of pain but Jim tells you to stay calm and to keep it down, there's a vicious pack of wolves roaming the woods. They are hungry and will attack anything they can for food. Jim helps you to your feet and tells you that he has a camp nearby where you can rest.  
You [[Go to his camp]]

---

### Go to his camp

His small camp has been cleared of snow  
Jim treats you injured ankle and gives you some painkillers to keep you going  
He gives you some food and something to drink.  
"What the hell are you doing out here?" he asks. You explain that this was supposed to be a shortcut home to see your family and he laughs at that. When you ask him what he's doing out here he pauses for a while. "There's a dangerous man hiding in these woods and I intend to find him" he says, "I'm not leaving here until I do".  
"But it's not been easy, and I could use some help. If you help me stop capture this guy I will help get out of these woods"

[[You decide to help Jim]] and he thanks you.

[[You say that you can't help him]], you just want to get home. Jim looks disappointed but says that you're welcome to spend the night at his camp.

---

### You decide to help Jim



Jim tells you about Kyle. How he is a dangerous murderer and criminal. He describes a monster, as evil as one could be. He describes how he looks to and tells you that tomorrow he hopes to finally catch him with your help.

Then he tells you to get some sleep, you have an early start in the morning.

In the morning, Jim wakes you and gives you something to eat and a hot drink.

Once you've both eaten Jim gives you a walkie talkie.

He tells you to walk South until you hit a stream, then follow that stream and keep him updated. He tells you that if you see Kyle to radio him immediately and not to talk to Kyle or let him see you.

[[You head South]]

---

### **You say that you can't help him**

You awake to the sound of a gunshot in the distance.

Jim is gone.

You test how your injured ankle feels. It is much better and you're able to walk around though it causes you to wince a little.

[[You decide to inspect the source of the gunshot]]

---

### **You head South**

You follow Jims directions until you meet the stream Jim told you about then you walk along it following the flow of water which somehow hasn't frozen off. The snow isn't as heavy here as it has been and you make decent progress.

As your walking you see a figure appear from the treeline a little ways ahead of you. He doesn't spot you. He walks following the direction of the stream as just as you were. [[You follow him]].

---

### **You follow him**

The man must be Kyle. He's exactly as Jim described him. He's carrying a fishing rod and follows the stream until it pours into a small pool. Here he casts his line to try to catch some fish.

[[Quietly radio Jim]]

[[You try to talk to Kyle]]

---

### Quietly radio Jim

You whisper where you are into the radio to Jim. He's glad you found him and reminds you not to go near Kyle and not to let Kyle see you.

Jim tells you to head North until you hit a dirt road and to wait there.

[[Go North]]

[[You try to talk to Kyle]]

---

### You try to talk to Kyle

You walk towards Kyle and call out to get his attention.

He turns around quickly and spots you coming towards him. Fear spreads across his face and he sprints into the trees.

You run after him as trying to keep up with him as he runs into thicker snow. You call out to him again trying to get him to stop.

As you chase him you hear a gunshot and your arm burns with intense pain. You've been shot!

But it wasn't Kyle, you don't know where the shot came from.

Someone is trying to kill you. You forget about Kyle and [[run for your life]] into the woods away from the sound of the gunfire.

---

### Go North

You quietly slink into the trees, leaving Kyle behind and being sure that he never saw you.

You head north through the snow which has become thicker once more, hampering you somewhat.

You eventually reach the dirt road that Jim told you about.

You wait here for some time until you see a man run onto the road some distance away from you.

You [[shout to get their attention]]

---

### leave fish

(set: \$food = 0)

You decided to leave the food behind and [[get back to camp->eat]].

---

**Kyle dies**

At this point Kyle isn't moving anymore, but Jim keeps punching and kicking what's left of Kyles skull. His lifeless body lying in a pool of it's own blood.

You're memory becomes hazy after this, probably due to the shock of what of what you have witnessed. You can only vaguely recall the fact that Jim led you to the edge of the forest and pointed you towards the nearest town, with Kyles dried blood still covering his clothes.

---

**Jim dies**

At this point Jim isn't moving anymore, but Kyle keeps punching and kicking what's left of Jim's skull. His lifeless body lying in a pool of it's own blood.

You're memory becomes hazy after this, probably due to the shock of what of what you have witnessed. You can only vaguely recall the fact that Kyle led you to the edge of the forest and pointed you towards the nearest town, with Jim's dried blood still covering his clothes.

---

**Shoot rabbits**

(set: \$counter to 3)

You notice a rabbit! QUICK shoot it! |amount>[\$counter]

(live: 1s)[

    (set: \$counter to it - 1)

    (if: \$counter > 0)[(link-goto: "shoot", "catch rabbit")

    (replace: ?amount)[\$counter]](if: \$counter < 1)[(link-goto: "shoot", "miss rabbit")

    (replace: ?amount)[0]]

]

---

**catch rabbit**

Congrats you've caught a rabbit

(set: \$food = \$food + 1)

(if: \$food > 3)[ You finish packing the food you caught when suddenly you hear [[screams->hear screams]] coming from Kyle's camp]

(else:)[ [[look for more food]] ]

---

**miss rabbit**

You missed your shot

[[look for another rabbit->Shoot rabbits]]

---

**look for more food**

[[Shoot rabbits]]

---

**shoot it**

(set: \$counter to 3)

You notice a rabbit! QUICK shoot it! |amount>[\$counter]

(live: 1s)[

    (set: \$counter to it - 1)

    (if: \$counter > 0)[(link-goto: "shoot", "catch")

    (replace: ?amount)[\$counter]](if: \$counter < 1)[(link-goto: "shoot", "miss")

    (replace: ?amount)[0]]

]

---

**miss**

You missed your shot

[[look for another rabbit->shoot it]]

---

**look for more**

[[shoot it]]

---

**catch**

Congrats you've caught a rabbit

(set: \$food = \$food + 1)

(if: \$food > 3)[ You finish packing the food you caught and decide to [[return to the cabin->return to the cabin]]]

(else:)[ [[look for more]] ]