Stage 1: Room

* wake up “Groggy, you wake up alone. Your head hurts slightly and you feel disoriented”
* investigate room
  + vase
    - replace on wardrobe
    - smash
      * key
  + wardrobe
    - open drawers
      * find food
        + eat
        + store
  + window
    - open
      * bird
        + kill
        + befriend
    - smash
      * “Your hand starts bleeding. That was not so smart. Perhaps consider making better decisions with windows”
  + door
    - “the door is locked”

Stage 2: Escape

* unlock door - “You emerge into a well lit hallway. The floor is carpet but slightly moist in a disturbing way. To your left, you can see the end of the hallway, while to the right it seems to go on forever”
* turn left
  + go down staircase
    - “You find yourself in a dungeon. The walls are covered with a sort of slime. You feel a primal horror and urge to leave. You promptly turn around, walk back up the staircase and continue down the hallway”
  + jump out window
    - you get horribly injured and die
* turn right
  + “You walk for a very long time, past lots of empty rooms. You’ve gotten very hungry”
    - eat food
      * The dry toast wasn’t the height of culinary artistry, but it solved your hunger. Your bird ate some too
    - eat bird
      * you feel guilty. and slightly sick
    - stay hungry
  + “You explore one of the rooms you pass. Surely this place can’t go on forever”
    - “There’s a window on the far wall”
      * Look out
        + “You appear to be on a lower level than the room before, which is strange. You don’t remember going down any stairs. You carefully lower yourself down”

“Congratulations! You’ve escaped into a dark swamp”

* + - * Jump
        + You get horribly injured and die