* Player finds out she’s been sent to the haunted island because of a drunken dare she made.
* She explores the island, looking for a signal so she can get her bestie to rescue her.
* In the island she may find ITEMS that she can choose to keep or discard.
  + The 1st fruit for her to eat. She can choose to eat now, stash it, or leave it alone.
* She may also find a NOTE seemingly written by others who have been trapped in the island.
  + NOTE 0: “Demonic, cannibalistic, pure evil! I have to get out of here. But how?!”
  + NOTE 1: “The rumors are true! There IS a monster on this island! Then there must be a weapon too. It has to be true as well. It has to be!”
* Wolves howl.
* Come nighttime, she encounters a dark, smokey figure that scares her.
  + [B] She finds bones of others who got trapped in the island, never able to escape.
  + [C] Now ever determined to get out, the Player “finds” a weapon.
  + The figure terrifies her actively and she is forced to hide.
  + She hears snarls and growls of wolves. She mistakes them as his pets.
* The Player is asked to use the weapon or not.
  + If the Player uses the weapon on the figure, he dies and thanks her. **ENDING D**: The Player is forever trapped in the island after using the weapon and breaking her phone by accident. She gets eaten by wolves.
  + [C] If the Player chooses to not use the weapon, the figure finds her and she faints from sheer terror.
* The Player wakes up another day and questions how she’s still alive. She investigates the island further for clues about the figure who didn’t hurt her.
  + She finds some more NOTES telling her to kill the figure at all costs.
    - NOTE 3: “He’s evil.”
    - NOTE 4: “Beware not to fall for his tricks. He’s manipulative!”
    - NOTE 5: “First, he chopped off my legs. Now… f\*ck, he... I don’t have long…”
    - NOTE 6: “Just what the hell does it take for you to kill him?!”
  + [B] She may discover that the 1st fruit she stashed (if she stashed it) is suspicious as nowhere in the island is a fruit-bearing tree. She remembers how it was laid for her especially. She suspects if it was left by someone for her to eat. Is it poisoned?
  + [B] If she eats the fruit, nothing happens; she doesn’t die.
  + [B] She may find a 2nd fruit in the island, conveniently placed for her. She can choose to stash it or leave it alone.
  + [B] If she eats the 2nd fruit, nothing happens; except she feels full.
  + [B] She may discover that the bones she found were sculptures, not real human bones.
  + [B] If she finds a quill and an ink – both recently used, she will discover that the NOTEs she found were all written not too long ago.
  + [A] If she still has a fruit stashed.

[A] If she destroys the weapon.

* + [C] She investigates the weapon and on it is NOTE 2: a boat and directions to get out of the island.
    - If she follows the instructions of NOTE 2, **ENDING C**: She leaves the island. The figure just stares at her departure. Mutters, “Good for her. For me? Maybe next time, if there is a next time at all.”
  + Wolves try to track her. They act as enemies that limit her investigation and can kill her.
* If some investigation, night comes and the figure appears again.
* He chases her and breaks her phone. He pretends to be angry and hungry, wanting to eat her.
  + The wolves compete with him to find her but he fights them, confirming to the Player that they are not his pets.
* The figure magically wrecks the environment to terrorize the Player.
  + The Player is prompted to use the weapon. If so, immediate ENDING D. If not, it breaks.
  + The Player can follow NOTE 2 anytime. Immediate ENDING C.
  + If the weapon is already broken:
    - [A] the Player gets caught by the figure and he yells: “You… broke the weapon?! YOU FOOL!” And then throws her away.
  + The Player, not wanting to leave the island nor use the weapon, hides and tails the figure. Until he retreats to a cavern.
* A new pack of wolves hunts the Player. With nothing to fend herself with, she may opt to go to the cavern. Otherwise, she’ll be killed by the wolves.
* The Player discovers a graveyard in the cavern. And more NOTES.
  + NOTE 7: “So they think this place is a dumpsite for unwanted people now? I mean, sure, most of them were criminals, corrupt politicians, actual witches and the like… but damn it, these are people!”
  + NOTE 8: “It’s a child. A fucking child. As usual, whoever left him here expects me to kill him. Not a chance.”
  + NOTE 8 CONT: “He died. Of course, he did. DAMN IT, I LOVED THAT KID! I should have learned my lesson centuries ago!”
  + NOTE 9: “Another mortal has been dumped here. Poor soul. As always, I’ll help from a distance. Hopefully, she’ll make it out of here unlike all the rest. ~~And hopefully, she can help me back…~~ Who am I kidding? I have to remember what happened last time.”
* The Player is dared to go back out and leave the island (she has the instruction about the boat) or continue.
* To be continued…?