Adventure Game

Intro: You come across a mansion and enter but the [gate] from behind has been locked right behind you. You try to find ways of leaving but chose to go in the mansion to find for a key

(Enter through the wide open basement )

( Enter through the broken window )

**[Basement]** - You hear a voice and see some cursed artifacts hidden, you try to follow one but can’t choose

(Follow the voice)

* The voice leads you to enter a vent

[VENT]

( Continue going through the vent )

There was a light that you followed

{**EXIT**} You entered a false reality that you thought was your reality

( leave the vent and enter the Bathroom)

**[Bathroom]**

* There was nothing in there but a mirror. You approached it and saw nothing, you died when you entered **{DEATH}—-- <Play again?>**

**Yes, restart**

**No, end**

(Touch the artifacts)

* When touching the artifacts you hear a click that opened a door leading to a master bedroom

[Master Bedroom]

* You see a mirror that you could walk into but you also see a window that could lead the way out

(Go through the mirror)

* You woke up from a dream (maybe) or entered a false reality

{*EXIT*} **—-- <Play again?>**

**-Yes, restart**

**-No, end**

(Jump out the window)

* *DEATH* {You never knew you were at the highest floor of the house}**—--**
* **<Play again?>**

**Yes, restart**

**No, end**

**[Living Room]** - You entered through the broken window with a few scratches

(Follow the blinding light)

[**VENT**] - the light brought you to a vent but there were two ways, either to follow the light or go down the bathroom

[Bathroom]

* There was nothing in there but a mirror. You approached it and saw nothing, you died when you entered **{***DEATH***} —-- <Play again?>**

**Yes, restart**

**No, end**

[Continue and follow the light]

You decided not to go to the bathroom and continued on

{*EXIT*} You entered a false reality that you thought was your reality )

* **—-- <Play again?>**

**Yes, restart**

**No, end**