

Theme and Storyline

You receive a mysterious package with no return address. Inside is a note with cryptic instructions: “Enter the mansion. Collect the items. Avoid the shadow.” The note also includes a rough map of a large estate with various rooms marked. No further explanation is provided, but the handwriting is eerily familiar.

Curiosity compels you to investigate. Upon arriving at the mansion, you find the doors unlocked and the air thick with tension. As you explore, it becomes clear that the mansion holds more than just secrets—it’s filled with strange, useful items scattered across its rooms. However, there’s something else lurking in the shadows, an unseen presence that grows stronger the longer you stay.

Rooms

Study, Master Bedroom, Library, Living Room, Storage Room, Conservatory, Wine Cellar, Ritual Chamber

Items

Flashlight, Old Journal, Matches, Ancient Mirror, Magic Crystals, Candles, Chalk

Villain

The shadow is a mysterious force that moves silently through the mansion. It appears in one specific room but doesn’t block access to other areas. If you enter its room before collecting all the items, the game ends.

Objective

Your goal is to navigate the mansion, gather all the items, and uncover the mystery in the Ritual Chamber before the shadow finds you.

Possible Challenge: Each gameplay will randomly generate the Shadow's locataion, where the Ritual Chamber is and what items are in what room.

