Operator: -911, what’s your emergency?

Witness: -Ugh.. there’s a man lying on the floor and ugh... there is blood... a lot of blood...

Operator: -Sir, calm down and tell me where you are.

Witness: -Ok, ok. I’m in the... ugh... the Downway subway station and ugh.. there’s something making a lot of noises.. something big... and I think it’s coming for me... Oh God!

Operator: Sir?!... Sir are you there? Sir?

Sunday Night, 11:43 PM

30.11.2003

Downway station, New Waytown.

Chapter One - Scene of murder:

The subway entrance:

Player: -It’s late and the fog is getting thicker, it’d better be an easy case this time.

> You walk down the stairs to the station.

There you see police officer Dave and the dead body. You walk to Dave and say:

Player: -So what’s the situation here?

Dave: -A brutal murder, a missing witness, and no signs of the killer.

Player: -Well, we have to start from somewhere.

>You investigate the body. You find something very strange on the body’s head.

Player: -The marks are very unusual. Huh, what the?! There are signs of… claws? Maybe bites? Who could have done this?!

Dave: I don’t know, but that’s how the body was found.

>You hear a strange noise coming from the employees’ room.

Player: WHO’S THERE! SHOW YOURSELF!

>You move closer to investigate the sound. When you turn around the corner, you see spilled out thrash can. Dave says:

Dave: -You stay and investigate the body further. I’ll go check what turned over the trash bin, the killer can still be here. Keep your eyes open.

Choice: Agree with Dave or Go with him?

Agree:

Player: -Alright.

> Dave goes to investigate, while you stay with the body. You begin investigating the body: there are two deep wounds, that seem to be made from claws(?). The face seems deformed with tens of scratches. It’s unrecognisable. The victim seems to have died either by choking by his own blood or from blood loss. You begin searching the body. You find something in one of the pockets. It seems to be a picture of... you?

Player: -What the…

>You hear a scream.

Player: -DAVE?? You there?…

>You receive no answer. You shout again – still no answer. You stand up and go to the room. As you approach the door you hear dragging noises.   
Choice: You burst into the room or sneak in.

You decide to burst in:

> You step back and rush the door with all the strength you’ve got, but the door doesn’t budge. You try again – still nothing. You try a third time – as you make contact with the door it opens, and you slam yourself in the wall and fall down. When you get up you look around but there’s no sign of Dave. You call out for him. You continue looking around the room, but with no successes. You get back to the station only to find a pool of blood and no body. You shout if anyone is here and threaten that you have a gun. There’s only silence. You spot what seem to be bloody steps leading out the station. You begin following them as you enter a dark alleyway.

You decide to sneak in:

> You begin moving slowly to the door. When you reach it, you get grip of the handle and you turn it. The door doesn’t open. You try again. Nothing happens.

Choice: Keep trying / Burst in.

Keep trying:

You decide to keep trying. As you turn the handle a third time the door opens. You take out your gun and rush into the room – there is no one there. You call out for Dave. You look around the room for him, but with no successes. You get back to the station only to find a pool of blood and no body. You shout if anyone is here and threaten that you have a gun. There’s only silence. You spot what seem to be bloody steps leading out the station. You begin following them as you enter a dark alleyway.

Disagree:

Player: -No way! I ain’t going back there and leaving you to get killed. And who are you to tell me what to do!

Dave: -As you say. Just don’t screw things up.

> You and Dave approach the door and take out your guns. You get on both sides of the door and Dave grabs the handle and turns it. As he steps into the room something grabs him by his leg and pulls him in. The door closes right in front of you. You shout out for Dave. You hear screams inside. You begin kicking the door and it opens, but when you step inside it you find no sign of Dave. You look around for any possible exits out of the room, but the only other exit is thru the vent shafts. You get back to the station only to find a pool of blood and no body. You shout if anyone is here and threaten that you have a gun. There’s only silence. You spot what seem to be bloody steps leading out the station. You begin following them as you enter a dark alleyway.

END OF CHAPTER 1.

Monday Midnight, 00:23 PM

01.12.2003

Downway alleyways, New Waytown.

CHAPTER 2: The dark alleyways.

The alleyway:

> The darkness consumes every bit of light. The light that comes from the street lights is barely enough to illuminate the streets. The graffiti on the walls add to the creepiness of the atmosphere. You follow the blood trails, that can be hardly seen. The trails are becoming smaller and smaller with each step. They end up at a wall. You see a vent entrance.

Choice: Try going thru the vent or look for another entrance.

Go through the vents:

>You go in the vents. You feel that they are weak and can break at any moment. You can’t do anything and fall from the vents.

Player: -That hurts.

>You get up and look around the room.

Player: -Now where am I?

>You find a flashlight on the nearby desk. You take it and light a small proportion of the room. You see a sign. It says: “Styrofoam walls OOD”.

Player: -Looks like I’m in a factory.

>You look around and see a blood trail leading to another room. You go in the room slowly and see a strange deformed figure. You see a desk and hide behind it. You look at the figure. It seems to be 3 meters tall. The head is small and is taken over by its teeth. One of its arms is bigger than the other. The claws are huge and similar to the marks on the body from earlier. It starts to move. You see that it’s getting closer to you.

Choice: Stay hidden/run

Stay hidden:

>The monster passes by you and goes away. You stand up and look around where the monster was. You see Dave’s body.

Player: -Oh god. Dave. Rest in peace. I’ll finish the case for both of us.

>You go after the monster. You follow it back to the metro.

Run:

>The monster sees you. It rushes with insane speed to you and kills you. “YOU DEAD”

Look for another entrance:

> You decide to look for another entrance. You go to the front of the building - there stands the main entrance. You try to read the sign above, but it is barely readable. You squint your eyes trying to read the sign, but the darkness doesn’t help. The only thing you understand is that this building is some kind of factory. You see that the handles are chained, but with just one bullet the chain breaks and you enter the building. The light from outside reveals some big machines. From all the dust covered machinery you can easily guess that nobody has been here for a long while. You get in the security office from where you obtain an old flashlight. It sometimes flickers, but at least it gets the job done. You make your way into the building until you stumble upon some scratches on the walls. You hear something behind you. You quickly turn around with your gun tightly in your hands. But at last, there’s nothing behind you. You continue making your way deeper into the building with your eyes widely open this time. You look for a while until you find a hallway with a lot of doors. A blood trail leads into one of the doors. At the end of the hallway, you see a dark figure move and disappear.

Choice: Follow the figure / Enter room with blood.

Enter the room:

> You decide to enter the room. After just barely opening the door an awful stench hits your face. You almost vomit. You get back on your feet and look in the room – You see Dave’s body

Player: -Oh god. Dave. Rest in peace. I’ll finish the case for both of us.

>You go to where the figure is. You see that it exits the building. You follow it back to the metro.

Follow the figure:

>You follow the figure and see that it exits the building. You follow to back to the metro.

END OF CHAPTER 2.

Monday Midnight, 01:05 PM

01.12.2003

Downway subway entrance, New Waytown.

CHAPTER 3: The monster.