1. You awaken in a small clearing in a forest, groggy, and without memory of how you got here. Immediately in front of you, the trees seem to grow less dense. To your right, you catch a glimpse of a deer only fifty feet away. To the left, you spy a path only a short walk through the trees. Behind you a murder of crows flies in the air. (the player should now be given the choice of *Forward, Left, Right, Behind*) Forward link to number 2 Left link to number 187 Right link to number 315 Behind link to number 302
2. After walking for a few minutes through the trees they become more and more sparse until suddenly you stop at a cliff edge. You are on top of some unknown mountain several hundred feet up. In front of you there seems to be a path you can take to get down. To the right smoke rises in the air over the tree line quite far away. Towards the left there is a path along the cliff edge leading away. Behind you lies a clearing in the trees. (the player should now be given the choice of *Forward, Left, Right, Behind*) Forward link to number 3 Left link to number 316 Right left to number 212 Behind link to number 275
3. Walking down the path isn’t as difficult as your initial vision portrayed. Below you is a continuation of the forest above. Now that you’re closer you can make out what looks like a town in the forest below. Halfway down the cliff the path suddenly stops. Looking over the edge of the cliff you can see a rope nailed into the cliffside. You could reach it and climb down the rest of the way. It’s only a couple hundred feet. (the player should now be given the choice of *Climb Down, Behind*) Climb Down link to number 4 Behind link to number 300
4. You lower yourself over the edge slowly until you’re over and grasping the rope. As you’re lowering yourself down you hear a strange rattling coming from below you. (The player should now be given the choice *Climb Down, Jump Away From Cliff, Climb Back Up*) Climb Down link to number 5 Jump Away From Cliff link to number 6 Climb Back Up link to number 301
5. You climb down a few more feet and suddenly feel a sharp pain in your ankle. The pain subsides after a moment and you continue to climb down. You’re trying to maintain your grip, but fatigue has set in. Fast. Much faster than you expected. You’re so tired. You begin to wonder why the cliff is moving away from you so fast. (This is an ending) Link to new game
6. Recognizing the sound of the snake you do your best to avoid it as you push yourself away from the cliff. As you land back against the wall you feel the rope move slightly with you as you go down. The rope is beginning to tear. You are one hundred feet away from the bottom. (The player should now be given the choice of *Climb Down, Jump Down, Climb Up*) Climb Down link to number 7 Jump Down link to number 186 Climb Up link to number 185
7. You make it nearly halfway down and feel the rope tear even more. (The player should now be given the choice of *Climb Down, Jump Down, Climb Up*) Climb Down Link to number 8 Jump Down link to number 186 Climb Up link to number 184
8. You’ve made it to tree level. The rope gives away almost completely. (The player should now be given the choice of *Climb Down, Jump To Tree, Climb Up*) Climb Down link to number 9 Jump To Tree link to number 10 Climb Up link to number 184
9. As you descend you feel the rope remove all slack. Up is down suddenly. (This is an ending) Link to New Game
10. You push off from the cliff and jump towards a tree. Your chest slams into a tree branch arresting your fall. Slowly you slip from it and catch yourself on a lower branch near the ground. As you attempt to gently lower yourself you can’t maintain your grip as you realize a few ribs are broken. You slam to the ground knocking the wind out of you. You are badly injured, but alive. You slowly hobble your way through the forest in the direction of the town you spotted. After several minutes of walking you happen upon a dirt path. If you take it to the left it should lead towards the town. Something seems to be shining just off the path in front of you. (The player should now be given the choice of *Forward, Left, Right*) Forward link to number 11 Left link to number 12 Right link to number 68
11. You walk forward just a few paces wondering what the shine was. You then wonder why that wolf is lunging at your face so quickly. (This is an ending) Link to New Game
12. Walking this path you eventually hear the gurgling of a stream somewhere to the right.(the player should now be given the choice of *Continue Along Path, Explore Sound, Behind*) Continue Along Path link to number 13 Explore Sound link to number 55 Behind link to number 68
13. After what feels like miles of walking the path and the trees end and you find yourself in a town. Something feels off about the place. As if everything built here was several decades out of time. Everything looks old and unused. The strangest thing is there isn’t a single person walking around. (The player should now be given the choice of *Explore Town, Behind*)Explore Town link to number 14 Behind link to number 12
14. You explore building after building never spotting a soul. You come upon a building that looks very strange. It’s black and looks like it’s been melted from the inside out. (The player should now be given the choice of *Explore Building, Done Exploring*) Explore Building link to number 15 Done Exploring link to number 54
15. You walk into the building with the blackened exterior. The remnants of old broken computers and equipment are scattered around half melted. Everything stinks. Whatever was here must have exploded with a fervor. The remnants expand even underground. (The player should now be given the choice of *Explore Underground, Done Exploring*) Explore Underground link to number 16 Done Exploring link to number 54
16. You make your way gently down through the debris as carefully as you can. A set of stairs your descending suddenly ends with a dark precipice below you. (The player should now be given the choice of *Jump Down, Done Exploring*) Jump Down link to number 17 Done Exploring link to number 54
17. You steel yourself and jump down into the darkness. You splash and with a thud land on wet and damp brick work. You’ve landed in a sewer. Feeling around at the walls around you in the darkness you orient yourself. (The player should now be given the choice of *Left, Right*) Left link to number 18 Right link to number 20
18. You stumble along in the darkness when eventually you reach what feels like a portcullis door. (The player should now be given the choice of *Open Door, Behind*) Open Door link to number 19 Behind link to number 20
19. You turn the handle and slowly open the heavy door. Light spills out from inside the room you’ve walked into. There is a working television in the corner of the room and several boxes of pizza scattered around. “Uhhhh, Dude.” You hear being spoken from somewhere. You look down at the burning sensation in your chest and wonder why that katana is sticking out of it. (This is an ending) Link to new game
20. You feel your way along in the darkness in this direction until suddenly the walls give way to an expansive open room. (The player should now be given the choice of *Explore Room, Behind*) Explore Room Link to number 21 Behind link to number 18
21. You can’t see anything in the room in this darkness. As you feel around you start to slowly get into deeper and deeper water until it’s deep enough to swim in. (The player should now be given the choice of (Swim, Explore Room Further, Behind) Swim link to number 22 Explore Room Further link to number 49 Behind link to number 18
22. You swim out into the deep bleak dark. You aren’t sure how far out you’ve gone or how deep it is. You’re certain you felt something brush your leg. You look down trying to see anything. Is something down there glowing? (The player should now be given the choice of *Dive Down, Behind*) Dive Down link to number 23 Behind link to number 46
23. You dive down deeper and deeper. You feel like you’re making no progress towards the light. You still have plenty of air. (The player should now be given the choice *Continue Diving, Resurface*) Continue Diving link to number 24 Resurface link to number 45
24. You continue diving deeper making little headway. You think you’ve used a quarter of your air. (The player should now be given the choice of *Continue Diving, Resurface*) Continue Diving link to number 25 Resurface link to number 45
25. This is beginning to feel like a hopeless endeavor. (The player should now be given the choice of *Continue Diving, Resurface*) Continue Diving link to number 26 Resurface link to number 45
26. You swim on and on into the darkness towards the light. You feel like half of your air remains. (The player should now be given the choice of *Continue Diving, Resurface*) Continue Diving link to number 27 Resurface link to number 45
27. You’re lost in the darkness and your thoughts when suddenly you feel something grab your leg. You jerk away and swim hard towards the light. The shock and sudden burst of energy consumed a lot of air supply. Will you never get closer? (The player should now be given the choice of *Continue Diving, Resurface*) Continue Diving link to number 28 Resurface link to number 45
28. You give what little energy you have left and swim towards the light. Your lungs are beginning to burn. You need air. Then you’re sure the glow became closer. (The player should now be given the choice *Continue Diving, Resurface*) Continue Diving link to number 29 Resurface link to number 45
29. You aren’t sure what the light is. You know it moved. You’re lungs are on fire. You need to breathe in. Suddenly the water has a tremendous current. It’s pulling you in. (The player should now be given the choice of *Fight Current, Surrender To Current*) Fight Current link to number 30 Surrender to Current link to number 31
30. You exert yourself against the pull of the water. You flail your limbs as harshly as you can. You can’t keep this up. Your body needs oxygen. You can’t fight it any longer. It beckons you in. You have to breathe. (This is an ending) Link Player to New Game
31. You surrender to the water and let it pull you forward. You’re feeling things with your hands. Metal. Are you going down a pipe? You think you could grab and hold onto some of the broken bits of the tube. (The player should now be given the choice of *Grab Pipe, Go With The Flow*) Grab Pipe link to number 32 Go With The Flow link to number 33
32. You grab onto something and manage to arrest yourself. The flow is still pulling you, but you can manage. You just still need air very badly. You push your arm through what you assume is a hole in what you have assumed is a pipe. You try to feel for anything until something feels you. It’s grabbed your arm, and it’s pulling. Hard. (This is an ending) Link to New Game
33. You allow the current to continue to take you. Your body can’t survive much longer without air. When you spy a light. It’s approaching fast. The tunnel spits you out into an over sized underground cavern complete with lake. The whole place is lit by flickering torchlight. You gasp for air as you swim towards the shore. There seems to be a path lit by the torches leading away from the lake and deeper into the cavern. At the shore you find a strange black robe and mask. (The Player should now be given the choice of *Take Mask and Robe, Leave Mask and Robe*) Take Mask and Robe link to number 34 Leave Mask and Robe link to number 42
34. You pick up the apparel and start down the path. After a bit of walking you hear what you think is chanting coming from further in the cave in a language you don’t recognize. (The player should now be given the choice of *Go Towards Chanting, Turn Back*) Go Toward Chanting link to number 35 Turn Back link to number 41
35. You follow the sound of chanting on the air. On and on into the cave. You round a curve in the path and you find yourself at the entrance to yet another cavern. This one is massive. The roof, however far away it is, cannot be seen from your location. There is yet another underground lake in this room. It’s size is so immense that it moves with waves. You see several robed and masked figures gathered in a circle on the beach surrounded by torches. (The player should now be given the choice of *Put On Robe and Mask, Throw Away Robe and Mask*) Put on Robe and Mask link to number 36 Throw Away Robe and Mask link to number 40
36. You pull the robe over your head and don the mask. You slowly walk down towards the group that is still chanting oblivious to your presence. You don’t understand what is said, but there is a serene calm about it attached to a maddening calm. You step into an open spot in the circle. The chanting suddenly stops and one of the masked figures stares directly into your eyes, “That is not dead which can eternal lie.” It speaks. (The player should now be given the choice of *Without Love We Would Surely All Die, I Think I’m At The Wrong Meeting, And With Strange Aeons Even Death May Die*) Without Love We Would Surely All Die Link to number 37 I think I’m At The Wrong Meeting link to number 38 And With Strange Aeons Even Death May Die link to number 39
37. “Yes, his loving embrace shall soon encircle us all.” The hooded figure replies. Something hard hits you on the back of your knees causing them to buckle. The ground quickly rushes up to meet your face as you fall forward. A large hooded figure rolls you over and sits on your chest. “Ph’nglui mglw’nafh Cthulhu R’lyeh wgah’nagl fhtagn!” The same voice cries out as the figure straddling you raises a large dagger and plunges it into your chest. (this is an ending) link to New Game
38. “You are exactly where you were intended to be.” The hooded figure replies. Something hard hits you on the back of your knees causing them to buckle. The ground quickly rushes up to meet your face as you fall forward. A large hooded figure rolls you over and sits on your chest. “Ph’nglui mglw’nafh Cthulhu R’lyeh wgah’nagl fhtagn!” The same voice cries out as the figure straddling you raises a large dagger and plunges it into your chest. (this is an ending) link to New Game
39. “Ph’nglui mglw’nafh Cthulhu R’lyeh wgah’nagl fhtagn!” The hooded figure replies. The flames of the torches turn blue, and waves come crashing in putting you in waist deep water. They begin by entwining around your legs. Their suctioning embrace pulls you down into an endless fathom of inky darkness. A kaleidoscope of colors all in gray besieges your eyes to a cacophony of deafening silence. A blinked salmon screwdrivers baroqued antithesis mulldrivers. Ph’nglui mglw’nafh Cthulhu R’lyeh wgah’nagl fhtagn. (this is an ending) link to New Game
40. You throw away the items and run towards the crowd. “Please, help me!” You shout at them. One of the hooded figures turns towards you. “Help is always offered.” The hooded figure replies. Something hard hits you on the back of your knees causing them to buckle. The ground quickly rushes up to meet your face as you fall forward. A large hooded figure rolls you over and sits on your chest. “Ph’nglui mglw’nafh Cthulhu R’lyeh wgah’nagl fhtagn!” The same voice cries out as the figure straddling you raises a large dagger and plunges it into your chest. (this is an ending) link to New Game
41. You turn to go back the way you came. You want to avoid whatever madness this is. Something hard hits you on the back of your knees causing them to buckle. The ground quickly rushes up to meet your face as you fall forward. A large hooded figure rolls you over and sits on your chest. “Ph’nglui mglw’nafh Cthulhu R’lyeh wgah’nagl fhtagn!” A voice calls out as the figure straddling you raises a large dagger and plunges it into your chest. (this is an ending) link to New Game
42. You leave the apparel lying on the ground. After a bit of walking you hear what you think is chanting coming from further in the cave in a language you don’t recognize. (The player should now be given the choice of *Go Towards Chanting, Turn Back*) Go Towards Chanting link to number 43 Turn Back link to number 41
43. You follow the sound of chanting on the air. On and on into the cave. You round a curve in the path and you find yourself at the entrance to yet another cavern. This one is massive. The roof, however far away it is, cannot be seen from your location. There is yet another underground lake in this room. It’s size is so immense that it moves with waves. You see several robed and masked figures gathered in a circle on the beach surrounded by torches. (the player should now be given the choice of *Ask For Help, Turn Back*) Ask For Help link to number 44 Turn Back link to number 41
44. “Please, help me!” You shout while running at them. One of the hooded figures turns towards you. “Help is always offered.” The hooded figure replies. Something hard hits you on the back of your knees causing them to buckle. The ground quickly rushes up to meet your face as you fall forward. A large hooded figure rolls you over and sits on your chest. “Ph’nglui mglw’nafh Cthulhu R’lyeh wgah’nagl fhtagn!” The same voice cries out as the figure straddling you raises a large dagger and plunges it into your chest. (this is an ending) link to New Game
45. You start swimming for the surface. You’re making no progress and you aren’t sure how long you can hold your breath. As you ascend something grabs onto your legs holding you tightly. You try to kick to get away from it, but it holds you still. You can’t break free. You need air. Then you feel it’s teeth sink in. (this is an ending) link to New Game
46. You turn to go back the way you came. There is zero chance you’re going to go diving into unknown waters in this darkness. As you’re nearing a depth where you can comfortably stand you hear something disturbing the water behind you. (The player should now be given the choice of *Investigate Sound, Run Out*) Investigate Sound link to number 47 Run Out Link to number 48
47. You swim out towards the origin of the sound, “Hello?” You call out. No answer comes. Something grabs onto your legs holding you tightly. You try to kick to get away from it, but it holds you still. You can’t break free. It drags you under water. Then you feel it’s teeth sink in. (This is an ending) Link to New Game
48. You start slogging your way through the water as quickly as you can. You need to get out of this place. Something grabs onto your legs holding you tightly. You try to kick to get away from it, but it holds you still. You can’t break free. It drags you under water. Then you feel it’s teeth sink in. (This is an ending) Link to New Game
49. You want to avoid that water. You begin feeling around for any kind of context to help you out. Surely something here could help you. After a moment your hand falls onto a raised brick in the stonework on the ground. (The player should now be given the choice of *Press Brick, Explore More*) Press Brick link to number 50 Explore More link to number 51
50. You press down on the brick. Realizing, only too late, that it’s what’s known as a pressure plate. (This is an ending) Link to New Game
51. You continue feeling around until your hand falls upon a strange orb carved into the wall. (The player should now be given the choice of *Pull Orb, Continue Searching*) Continue Searching link to number 52 Pull Orb Link to 103
52. Your fingers trace around something carved into the brick ground. (The player should now be given the choice of *Investigate Carving, Go Back*) Investigate carving link to number 53 Go Back link to number 51
53. You discover the carving is a large square. You step onto the rune and it begins to glow a fiery orange. (This is an ending) Link to New Game
54. You head back to a building on the outskirts of the town. You choose to sit down next to a wall to rest. Waves of nausea assault you at first. Then you can’t suppress the need to vomit any longer. All of your energy seems to be gone. (This is an ending) Link to New Game
55. You wander into the forest in the direction of the sound of moving water. After a bit of a hike you come to a moving river. (The player should now be given the choice of *Attempt To Ford The River, Go Back*) Attempt to Ford the River Link to number 56 Go Back Link to number 12\*\*
56. You make your way across the river while ease as the water was only ankle high. After a moment you come to a moving river. (The player should now be given the choice of *Attempt to Ford the River, Go Back*) Attempt to Ford the River link to number 57 Go Back link to number 62
57. You make your way across the knee-deep water. After a brief walk you come to a river. (The player should now be given the choice of *Attempt to Ford the River, Go Back*) Attempt to Ford the River link to number 58 Go Back Link to number 62
58. Crossing the waist deep water provides you with little challenge. You trek along until you come to a river. (The player should now be given the choice of *Attempt to Ford the River, Go Back*) Attempt to Ford the River link to number 59 Go Back Link to number 62
59. You’re making your way across the river when the undercurrent starts pulling at your feet. (The player should now be given the choice of *Struggle Against the Current*, *Relent to the Pull*) Struggle Against the Current Link to number 60 Relent to the Pull link to number 63
60. You struggle to maintain your balance in the water that’s up to your neck, but you manage to keep your footing until you make the opposite bank. Soon you happen upon a river. (The player should now be given the choice of *Attempt to Ford the River, Go Back*) Attempt to Ford the River link to number 61 Go Back link to number 62
61. You swim out into the open water. The current takes you further down the stream when suddenly you notice white water ahead. You swim hard for the other side. The current pulls harder. It pulls you towards those rocks very quickly. (This is an ending) Link to New Game
62. You turn and go back the way you came. You make it halfway across the previous river when suddenly water from upstream comes crashing towards you. It tackles you and slams you against the rocks. (This is an ending) Link to new game
63. You allow your body to be pulled down the stream. You float past rocks and trees. Narrowly avoiding all manner of fatal obstacles. The water pulls you under. It swirls around you in a mad vortex. Keeping you pinned under the surface. You hold your breath until you feel your lungs scream to burst. You awaken washed up on the riverbank. You can faintly hear something on the air downstream.  (The player should now be given the choice of *Explore Sound, Try to Return Upstream*) Explore Sound link to number 64 Try to swim upstream link to number 67
64. You walk downstream listening intently for the noise you heard before. After a few minutes you hear it more distinctly. It’s a sweet enchanting melody. (The player should now be given the choice of *Explore Sound, Try to Return Upstream*) Explore Sound link to number 65 Try to swim upstream link to number 67
65. You continue to explore the origin of the song. As you get closer you believe it to be a woman singing. (The player should now be given the choice of *Explore Sound, Explore Sound, Explore Sound*) Explore Sound x3 link to number 66
66. You come to a fork in the river. Behind a large rock is a woman singing. She’s the most beautiful woman you’ve ever seen. Her features are sharp and angular, and her song is sad and melodic. “I could stay here and listen to her song for the rest of my life.” You think as her taloned feet lung for your throat.  (This is an ending) Link to new game
67. You try to follow a small very overgrown path back upstream. The sound on the air dies into the distance to be replaced by the sound of flapping wings. You then notice that a large shadow is cast in front of you from the sky. (This is an ending) Link to New Game
68. You follow the road in this direction for the better part of an hour. In a small clearing on the side of the road you come upon a gold colored Labrador Retriever. (The player should now be given the choice of *Continue Along Road, Go Behind, Pet Dog, Kick Dog*) Pet Dog link to number 69 Kick Dog Link to number 178 Continue Along Road link to number 70 Go Behind Link to number 12
69. You lean over and rub the top of the dog’s head behind it’s ears. It’s tail wags senselessly as it gives a friendly yip. (The Player should now be given the choice of *Continue Along Road, Go Behind*) Continue along Road link to number 70 Go Behind link to number 12
70. Continuing along the path you spy a tall circular stone tower in the distance. The tower appears out of the tree line as you come to a large clearing. You approach it slowly until you make your way to its wooden door. Link to number 180
71. You pull the orb clutching paw and release it to fall onto the plate. An echoing thud shudders across the door and you wait for a response. None comes. (The player should now be given the choice of *Turn Knob, Explore Behind Tower, Go Back Down Road*) Turn Knob Link to number 72 Explore Behind tower Link to number 73 Go Back Down Road Link to number 12
72. You clasp your hand around the handle and it feels as if someone has punched you in the back of the head, Your whole body has a stiffening shock run through it preventing you from being capable of moving an inch. Every inch of your body begins to burn. (This is an ending) Link to New Game
73. You walk around to the back side of the tower and discover a door similar in every way to the front door. (The player should now be given the choice of *Swing Knocker, Turn Knob, Go Back To Front of Tower*) Swing Knocker link to number 74 Turn Knob Link to number 72 Go Back to front of Tower link to number 182
74. You pull the orb clutching paw and release it to fall onto the plate. An echoing thud shudders across the door and you wait for a response. None comes. (The player should now be given the choice of *Turn Knob, Go Back To Front of Tower*) Turn Knob Link to Number 72 Go Back to Front of Tower link to number 75
75. You return to the front of the tower. The door remains the same. (The player should now be given the choice of *Turn Knob, Go Back to Backside of Tower, Go Back Down Road*) Turn Knob Link to number 76 Go Back to Backside of Tower 183 Go Back Down Road link to number 12
76. You turn the knob and the door swings open into a long empty chamber. You walk down the hallway and carved into the wall are runes in the shape of a square, a circle, a triangle, and an oval. At the end of the hallway you find the same runes carved into pressable stones arranged around a mirror. (The player should now be given the choice of *Press Square, Press Circle, Press Triangle, Press Oval*) Press Square link to number 77 Press Circle Link to 77 Press Triangle Link to number 77 Press Oval Link to number 78
77. You press in the stone and it clings to your flesh. Slowly it creeps up your fingers, then your arm, and finally your mouth as you scream in horror. (This is an ending) Link to new game
78. (The player should now be given the choice of *Press Square, Press Circle, Press Triangle, Press Oval*) Press Square link to number 77 Press Circle Link to 77 Press Triangle Link to number 79 Press Oval Link to number 77
79. (The player should now be given the choice of *Press Square, Press Circle, Press Triangle, Press Oval*) Press Square link to number 77 Press Circle Link to 80 Press Triangle Link to number 77 Press Oval Link to number 77
80. (The player should now be given the choice of *Press Square, Press Circle, Press Triangle, Press Oval*) Press Square link to number 81 Press Circle Link to 77 Press Triangle Link to number 77 Press Oval Link to number 77
81. The mirror reaches out towards you and clings onto your flesh. It pulls you into the mirror world. You look around at the hallway you entered from to discover it now leads deeper into the tower. You come to a stairwell. (The player should now be given the choice of *Go Upstairs, Go Downstairs*) Go upstairs link to number 82 Go Downstairs link to number 103
82. You exit the stairs to discover a room with three statues lined against the wall. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 83 Explore Room Link to number 92 Go Back Down Link to number 103
83. You exit the stairs into a barren room with no adornments or decorations of any kind. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 84 Explore Room Link to number 93 Go Back Down Link to number 82
84. You exit the stairs and see a pedestal holding aloft a goblet. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 85 Explore Room Link to number 95 Go Back Down Link to number 83
85. You exit the stairs to a room with a dragon's head with an open mouth carved into the wall. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 86 Explore Room Link to number 96 Go Back Down Link to number 84
86. You exit the stairs to see a room with three large stones opposite you and one large stone near you. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 87 Explore Room Link to number 97 Go Back Down Link to number 85
87. You exit the stairs and feel the warmth of the large brazier before you see it. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 88 Explore Room Link to number 98 Go Back Down Link to number 86
88. You exit the stairs into a shrine dedicated to something you are completely unfamiliar with. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 89 Explore Room Link to number 99 Go Back Down Link to number 87
89. You exit the stairs into a completely empty room. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 90 Explore Room Link to number 100 Go Back Down Link to number 88
90. You exit the stairs into a room with a golden bell hung from a wooden mount. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 91 Explore Room Link to number 101 Go Back Down Link to number 89
91. You exit the stairs into the pinnacle of the tower. Great windows open all around you grant you a view of the surrounding forest. In the center of the room, on a pedestal, lies a small wooden puzzle. (The player should now be given the choice *Explore Room, Go Back Down*) Explore Room Link to number 102 Go Back Down Link to number 90
92. The three statues all line the opposing wall. You approach the first one and see the bust of some unknown man. As you make your way to the second you feel your foot depress into the floor. All the statues suddenly seem to look at you as it gets very hot. (This is an ending) Link to New Game
93. Nothing in any way stands out in the repetitive stonework of this room. You eye every inch trying to find something that stands out. (The player should now be given the choice of *Go Upstairs, Go Downstairs*) Both link to number 94
94. As you make your way back towards the stair’s landing you feel a sharp tinge in the back of your arm. You turn your head to see a tiny bone needle sticking out of you. You pull it out, but you’re already beginning to feel dizzy. You lean against the wall steadying yourself, “I’m alright,” you think, but soon you’re puking your guts out. (This is an ending) Link To new Game
95. Sitting upon the stone pillar is a single golden goblet containing an odorless clear liquid. (The player should now be given the choice of *Drink Liquid, Go Upstairs, Go Downstairs*) Drink Liquid link to number 104 Go Upstairs link to number 85 Go Downstairs link to number 83
96. The dragon’s head is massive, taking up nearly half of the wall, as you get closer to it its eyes begin to glow with flame. You stand in front of the head and look down into the mouth. You’re certain that’s a lever in the back. (The player should now be given the choice of *Pull Lever, Go Upstairs, Go Downstairs*) Pull Lever Link to number 105 Go Upstairs link to number 86 Go Downstairs link to number 84
97. Looking around the room you notice that the three stones seem to be surrounded by a circle of chalk. (The player should now be given the choice of *Move Single Stone, Move Triple Stones, Go Upstairs, Go Downstairs*) Move Single Stone link to number 106 Move Triple Stones link to number 107 Go Upstairs Link to number 87 Go Downstairs link to number 85
98. The brazier’s light fills this room with an orange glow casting flickering shadows everywhere. Exploring around the perimeter you find what you believe to be stairs cut into the side. It’s large enough to contain you. (The player should now be given the choice of *Climb In, Go Upstairs, Go Downstairs*) Climb In link to number 108 Go Upstairs link to number 88 Go Downstairs link to number 86
99. Kneeling in front of the shrine you are greeted with the sight of a crow with its neck cut open lying upon an altar. The dagger used lies nearby and bloody letters have written “Offering” (The player should now have the choice of *Pick Up Dagger, Go Upstairs, Go Downstairs*) Pick Up Dagger link to number 109 Go Upstairs link to number 89 Go Downstairs link to number 87
100. Entering and looking around yields no more results. You can’t see anything in this room. As you make your way to the last corner you hear a shrill shriek that’s the loudest thing you’ve ever heard. (This is an ending) Link to New Game
101. There is a small golden bell about the size of a human head hanging on a wooden mount in the center of the room. (The player should now be given the choice of *Ring Bell, Go Upstairs, Go Downstairs*) Ring Bell link to number 110 Go Upstairs link to number 91 Go Downstairs link to number 89
102. A small wooden moving tile puzzles lies atop a stone pedestal. The current empty space in the middle. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 111 Move Empty Spot Right link to number 111 Move Empty Spot Down Link to number 111 Move Empty Spot Up link to number 111 Go Downstairs Link to number 90
103. You are in the bottom chamber of a stairwell. A large circular rune is carved into the floor. (The player should now be given the choice of *Go Upstairs, Walk onto Rune*) Go Upstairs link to number 82 Walk onto Rune link to number 112
104. You swallow the surprisingly pleasant tasting liquid. (The player should now be given the choice of *Go Upstairs, Go Downstairs*) Go Upstairs link to number 113 Go Downstairs link to number 114
105. You climb into the dragon’s mouth and reach for the lever. Your midsection lays uncomfortably on the statue’s teeth as you pull down the lever and sever yourself in two. (This is an ending) Link to new game
106. You pick up the single stone to set it in line with the others. You bend over to place it down and notice you can’t let go. Your hands are stuck to the stone. No, your hands are stone. (This is an ending) Link to New Game
107. You move the three heavy stones with effort over to where the singular one rests. After the final stone is in place, they all begin to glow brilliantly. (This is an ending) Link to New Game
108. You step into the brazier. (This is an ending) Link to New Game
109. You pick up the dagger. It is ornate and visibly frighteningly sharp. You grasp the handle and suddenly feel something sharp in your palm. You try to let go of the dagger, but you cannot get it out of your hand. Blood oozes from between your fingers. (This is an ending) Link to New Game
110. You chime the bell with the small hammer set into the stand. It peals with a terrible noise. Suddenly the tower splits in half. (This is an ending) Link To New Game
111. You slide the small wooden panel into place. It feels warmer in your hand and it begins to glow. (This is an ending) Link to New Game
112. You walk onto the rune and it glows bright blue. (This is an ending) Link to New Game
113. You exit the stairs to a room with a dragon's head with an open mouth carved into the wall. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 115 Explore Room Link to number 121 Go Back Down Link to number 114
114. You exit the stairs into the bottom chamber of the stairwell. A large circular rune is carved into the floor. (The player should now be given the choice of *Go Upstairs, Walk onto Rune*) Go Upstairs link to number 113 Walk onto Rune link to number 112
115. You exit the stairs to see a room with three large stones opposite you and one large stone near you. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 116 Explore Room Link to number 123 Go Back Down Link to number 114
116. You exit the stairs and feel the warmth of the large brazier before you see it. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 117 Explore Room Link to number 124 Go Back Down Link to number 115
117. You exit the stairs into a shrine dedicated to something you are completely unfamiliar with. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 118 Explore Room Link to number 125 Go Back Down Link to number 116
118. You exit the stairs into a completely empty room. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 119 Explore Room Link to number 100 Go Back Down Link to number 117
119. You exit the stairs into a room with a golden bell hung from a wooden mount. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 120 Explore Room Link to number 126 Go Back Down Link to number 118
120. You exit the stairs into the pinnacle of the tower. Great windows open all around you grant you a view of the surrounding forest. In the center of the room, on a pedestal, lies a small wooden puzzle. (The player should now be given the choice *Explore Room, Go Back Down*) Explore Room Link to number 127 Go Back Down Link to number 119
121. The dragon’s head is massive, taking up nearly half of the wall, as you get closer to it its eyes begin to glow with flame. You stand in front of the head and look down into the mouth. You’re certain that’s a lever in the back. (The player should now be given the choice of *Pull Lever, Go Upstairs, Go Downstairs*) Pull Lever Link to number 122 Go Upstairs link to number 115  Go Downstairs link to number 114
122. You climb into the dragon’s mouth and reach for the lever. Your midsection lays uncomfortably on the statue’s teeth as you pull down the lever. A distinct click sounds from somewhere close by. (The player should now be given the choice of *Go Upstairs, Go Downstairs*) Go Upstairs link to number 129 Go Downstairs link to number 128
123. Looking around the room you notice that the three stones seem to be surrounded by a circle of chalk. (The player should now be given the choice of *Move Single Stone, Move Triple Stones, Go Upstairs, Go Downstairs*) Move Single Stone link to number 106 Move Triple Stones link to number 107 Go Upstairs Link to number 116 Go Downstairs link to number 114
124. The brazier’s light fills this room with an orange glow casting flickering shadows everywhere. Exploring around the perimeter you find what you believe to be stairs cut into the side. It’s large enough to contain you. (The player should now be given the choice of *Climb In, Go Upstairs, Go Downstairs*) Climb In link to number 108 Go Upstairs link to number 117 Go Downstairs link to number 115
125. Kneeling in front of the shrine you are greeted with the sight of a crow with its neck cut open lying upon an altar. The dagger used lies nearby and bloody letters have written “Offering” (The player should now have the choice of *Pick Up Dagger, Go Upstairs, Go Downstairs*) Pick Up Dagger link to number 109 Go Upstairs link to number 118 Go Downstairs link to number 116
126. There is a small golden bell about the size of a human head hanging on a wooden mount in the center of the room. (The player should now be given the choice of *Ring Bell, Go Upstairs, Go Downstairs*) Ring Bell link to number 120 Go Upstairs link to number 91 Go Downstairs link to number 118
127. A small wooden moving tile puzzles lies atop a stone pedestal. The current empty space in the middle. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 111 Move Empty Spot Right link to number 111 Move Empty Spot Down Link to number 111 Move Empty Spot Up link to number 111 Go Downstairs Link to number 119
128. You exit the stairs into the bottom chamber of the stairwell. A large circular rune is carved into the floor. (The player should now be given the choice of *Go Upstairs, Walk onto Rune*) Go Upstairs link to number 129 Walk onto Rune link to number 112
129. You exit the stairs to see a room with three large stones opposite you and one large stone near you. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 130 Explore Room Link to number 135 Go Back Down Link to number 128
130. You exit the stairs and feel the warmth of the large brazier before you see it. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 131 Explore Room Link to number 136 Go Back Down Link to number 129
131. You exit the stairs into a shrine dedicated to something you are completely unfamiliar with. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 132 Explore Room Link to number 137 Go Back Down Link to number 130
132. You exit the stairs into a completely empty room. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number “133 Explore Room Link to number 100 Go Back Down Link to number 131
133. You exit the stairs into a room with a golden bell hung from a wooden mount. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 134 Explore Room Link to number 138 Go Back Down Link to number 132
134. You exit the stairs into the pinnacle of the tower. Great windows open all around you grant you a view of the surrounding forest. In the center of the room, on a pedestal, lies a small wooden puzzle. (The player should now be given the choice *Explore Room, Go Back Down*) Explore Room Link to number 139 Go Back Down Link to number 133
135. Looking around the room you notice that the three stones seem to be surrounded by a circle of chalk. (The player should now be given the choice of *Move Single Stone, Move Triple Stones, Go Upstairs, Go Downstairs*) Move Single Stone link to number 140 Move Triple Stones link to number 107 Go Upstairs Link to number 130 Go Downstairs link to number 128
136. The brazier’s light fills this room with an orange glow casting flickering shadows everywhere. Exploring around the perimeter you find what you believe to be stairs cut into the side. It’s large enough to contain you. (The player should now be given the choice of *Climb In, Go Upstairs, Go Downstairs*) Climb In link to number 108 Go Upstairs link to number 131 Go Downstairs link to number 129
137. Kneeling in front of the shrine you are greeted with the sight of a crow with its neck cut open lying upon an altar. The dagger used lies nearby and bloody letters have written “Offering” (The player should now have the choice of *Pick Up Dagger, Go Upstairs, Go Downstairs*) Pick Up Dagger link to number 109 Go Upstairs link to number 132 Go Downstairs link to number 130
138. There is a small golden bell about the size of a human head hanging on a wooden mount in the center of the room. (The player should now be given the choice of *Ring Bell, Go Upstairs, Go Downstairs*) Ring Bell link to number 120 Go Upstairs link to number 134 Go Downstairs link to number 132
139. A small wooden moving tile puzzles lies atop a stone pedestal. The current empty space in the middle. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 111 Move Empty Spot Right link to number 111 Move Empty Spot Down Link to number 111 Move Empty Spot Up link to number 111 Go Downstairs Link to number 133
140. You move the singular stone in line with the three others. They all begin to glow a faint green. (The player should now be given the choice of *Go Upstairs, Go Downstairs*) Go upstairs link to number 142 Go Downstairs link to number 141
141. You exit the stairs into the bottom chamber of the stairwell. A large circular rune is carved into the floor. (The player should now be given the choice of *Go Upstairs, Walk onto Rune*) Go Upstairs link to number 142 Walk onto Rune link to number 112
142. You exit the stairs and feel the warmth of the large brazier before you see it. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 143 Explore Room Link to number 147 Go Back Down Link to number 141
143. You exit the stairs into a shrine dedicated to something you are completely unfamiliar with. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 144 Explore Room Link to number 148 Go Back Down Link to number 142
144. You exit the stairs into a completely empty room. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 145 Explore Room Link to number 100 Go Back Down Link to number 143
145. You exit the stairs into a room with a golden bell hung from a wooden mount. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 146 Explore Room Link to number 149 Go Back Down Link to number 144
146. You exit the stairs into the pinnacle of the tower. Great windows open all around you grant you a view of the surrounding forest. In the center of the room, on a pedestal, lies a small wooden puzzle. (The player should now be given the choice *Explore Room, Go Back Down*) Explore Room Link to number 150 Go Back Down Link to number 145
147. The brazier’s light fills this room with an orange glow casting flickering shadows everywhere. Exploring around the perimeter you find what you believe to be stairs cut into the side. It’s large enough to contain you. (The player should now be given the choice of *Climb In, Go Upstairs, Go Downstairs*) Climb In link to number 151 Go Upstairs link to number 143 Go Downstairs link to number 141
148. Kneeling in front of the shrine you are greeted with the sight of a crow with its neck cut open lying upon an altar. The dagger used lies nearby and bloody letters have written “Offering” (The player should now have the choice of *Pick Up Dagger, Go Upstairs, Go Downstairs*) Pick Up Dagger link to number 109 Go Upstairs link to number 144 Go Downstairs link to number 142
149. There is a small golden bell about the size of a human head hanging on a wooden mount in the center of the room. (The player should now be given the choice of *Ring Bell, Go Upstairs, Go Downstairs*) Ring Bell link to number 120 Go Upstairs link to number 146 Go Downstairs link to number 144
150. A small wooden moving tile puzzles lies atop a stone pedestal. The current empty space in the middle. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 111 Move Empty Spot Right link to number 111 Move Empty Spot Down Link to number 111 Move Empty Spot Up link to number 111 Go Downstairs Link to number 145
151. You step into the brazier. Its flames turn blue and lick at your flesh but do no harm to you. (The player should now be given the choice of *Go Upstairs, Go Downstairs*) Go upstairs link to number 153 Go Downstairs link to number 152
152. You exit the stairs into the bottom chamber of the stairwell. A large circular rune is carved into the floor. (The player should now be given the choice of *Go Upstairs, Walk onto Rune*) Go Upstairs link to number 153 Walk onto Rune link to number 112
153. You exit the stairs into a shrine dedicated to something you are completely unfamiliar with. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 154 Explore Room Link to number 157 Go Back Down Link to number 152
154. You exit the stairs into a completely empty room. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 155 Explore Room Link to number 160 Go Back Down Link to number 153
155. You exit the stairs into a room with a golden bell hung from a wooden mount. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 146 Explore Room Link to number 149 Go Back Down Link to number 144
156. You exit the stairs into the pinnacle of the tower. Great windows open all around you grant you a view of the surrounding forest. In the center of the room, on a pedestal, lies a small wooden puzzle. (The player should now be given the choice *Explore Room, Go Back Down*) Explore Room Link to number 159 Go Back Down Link to number 155
157. Kneeling in front of the shrine you are greeted with the sight of a crow with its neck cut open lying upon an altar. The dagger used lies nearby and bloody letters have written “Offering” (The player should now have the choice of *Pick Up Dagger, Go Upstairs, Go Downstairs*) Pick Up Dagger link to number 109 Go Upstairs link to number 154 Go Downstairs link to number 152
158. There is a small golden bell about the size of a human head hanging on a wooden mount in the center of the room. (The player should now be given the choice of *Ring Bell, Go Upstairs, Go Downstairs*) Ring Bell link to number 120 Go Upstairs link to number 156 Go Downstairs link to number 154
159. A small wooden moving tile puzzles lies atop a stone pedestal. The current empty space in the middle. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 111 Move Empty Spot Right link to number 111 Move Empty Spot Down Link to number 111 Move Empty Spot Up link to number 111 Go Downstairs Link to number 155
160. At first glance the room that appeared empty now harbors what you can only describe as a spirit. The nearly invisible mist like creature sees you. Then it sees you seeing it, and it flees. (The player should now be given the choice of *Go Upstairs, Go Downstairs*) Go Upstairs link to number 162 Go Downstairs link to number 161
161. You exit the stairs into the bottom chamber of the stairwell. A large circular rune is carved into the floor. (The player should now be given the choice of *Go Upstairs, Walk onto Rune*) Go Upstairs link to number 162 Walk onto Rune link to number 112
162. You exit the stairs into a room with a golden bell hung from a wooden mount. The circular stairs continue to ascend to the next level. (The player should now be given the choice of *Continue Up, Explore Room, Go Back Down*) Continue Up link to number 163 Explore Room Link to number 164 Go Back Down Link to number 161
163. You exit the stairs into the pinnacle of the tower. Great windows open all around you grant you a view of the surrounding forest. In the center of the room, on a pedestal, lies a small wooden puzzle. (The player should now be given the choice *Explore Room, Go Back Down*) Explore Room Link to number 165 Go Back Down Link to number 162
164. There is a small golden bell about the size of a human head hanging on a wooden mount in the center of the room. (The player should now be given the choice of *Ring Bell, Go Upstairs, Go Downstairs*) Ring Bell link to number 166 Go Upstairs link to number 163 Go Downstairs link to number 161
165. A small wooden moving tile puzzles lies atop a stone pedestal. The current empty space in the middle. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 111 Move Empty Spot Right link to number 111 Move Empty Spot Down Link to number 111 Move Empty Spot Up link to number 111 Go Downstairs Link to number 162
166. You ring the bell with the inlaid hammer and the entire tower shakes to the sound of grinding stone. (The player should now be given the choice of *Go Upstairs, Go Downstairs*) Go Upstairs link to number 168 Go Downstairs link to number 167
167. You exit the stairs into the bottom chamber of the stairwell. A large circular rune is carved into the floor. (The player should now be given the choice of *Go Upstairs, Walk onto Rune*) Go Upstairs link to number 168 Walk onto Rune link to number 112
168. You exit the stairs into the pinnacle of the tower. Great windows open all around you grant you a view of the surrounding forest. In the center of the room, on a pedestal, lies a small wooden puzzle. (The player should now be given the choice *Explore Room, Go Back Down*) Explore Room Link to number 169 Go Back Down Link to number 167
169. A small wooden moving tile puzzles lies atop a stone pedestal. The current empty space in the middle. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 170 Move Empty Spot Right link to number 111 Move Empty Spot Down Link to number 111 Move Empty Spot Up link to number 111 Go Downstairs Link to number 167
170. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 111 Move Empty Spot Right link to number 111 Move Empty Spot Down Link to number 171 Move Empty Spot Up link to number 111 Go Downstairs Link to number 167
171. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 111 Move Empty Spot Right link to number 172 Move Empty Spot Down Link to number 111 Move Empty Spot Up link to number 111 Go Downstairs Link to number 167
172. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 111 Move Empty Spot Right link to number 173 Move Empty Spot Down Link to number 111 Move Empty Spot Up link to number 111 Go Downstairs Link to number 167
173. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 111 Move Empty Spot Right link to number 111 Move Empty Spot Down Link to number 111 Move Empty Spot Up link to number 174 Go Downstairs Link to number 167
174. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 111 Move Empty Spot Right link to number 111 Move Empty Spot Down Link to number 111 Move Empty Spot Up link to number 175 Go Downstairs Link to number 167
175. (The player should now be given the choice of *Move Empty Spot Left, Move Empty Spot Right, Move Empty Spot Down, Move Empty Spot Up, Go Downstairs*) Move Empty spot Left link to number 176 Move Empty Spot Right link to number 111 Move Empty Spot Down Link to number 111 Move Empty Spot Up link to number 111 Go Downstairs Link to number 167
176. The puzzle clicks into place and a mechanism rumbles somewhere inside the walls. (The player should now be given the choice of *Go Downstairs)*Go downstairs link to number 177
177. You exit the stairs into the bottom chamber of the stairwell. A large circular rune is carved into the floor. (The player should now be given the choice of *Walk onto Rune*) Walk onto Rune link to number “”
178. You bring your leg back to strike this mangy cur with all your force. Your leg almost makes contact when the dogs eyes make contact with yours and you hear in your head, “Foolish mortal, I will not suffer your indolence!” Your leg doubles back on itself at the knee and begins kicking you on your nose. Your limbs then stretch out and are ripped from your torso. (This is an ending) Link to new game
179. You walk around to the back side of the tower and discover a door similar in every way to the front door. (The player should now be given the choice of *Swing Knocker, Turn Knob, Go Back To Front of Tower*) Swing Knocker link to number 181 Turn Knob Link to number 72 Go Back to front of Tower link to number 180
180. A large metal knocker in the shape of a dragon’s foot hangs from a wooden door and a simple doorknob waits to be turned. (The player should now be given the choice of (*Swing Knocker, Turn Knob, Explore Behind Tower, Go Back Down Road*) Swing Knocker link to number 71 Turn Knob Link to number 72 Explore Behind Tower link to number 179 Go Back Down Road 12
181. You clasp the dragon’s paw and pull it back for a swing. You pull up on the claw and it and the entire door and wall come crashing down on you. (This is an ending) Link to New Game
182. A large metal knocker in the shape of a dragon’s foot hangs from a wooden door and a simple doorknob waits to be turned. (The player should now be given the choice of (*Turn Knob, Explore Behind Tower, Go Back Down Road*)Turn Knob Link to number 72 Explore Behind Tower link to number 73 Go Back Down Road 12
183. You walk around to the back side of the tower and discover a door similar in every way to the front door. (The player should now be given the choice of *Turn Knob, Go Back To Front of Tower*)Turn Knob Link to number 72 Go Back to front of Tower link to number 182
184. You knew this was a bad idea. You can’t do this anymore. You just need to climb back up and get away from this cliff. You feel the rope give away, and see the ground come rushing up. (This is an ending) Link to New Game
185. You knew this was a bad idea. You can’t do this anymore. You just need to climb back up and get away from this cliff. You pull yourself up and all you see is a mouth lunge for your face. (This is an ending) Link to New Game
186. You can’t do this anymore. You can survive this jump. It’s not that big of a fall. (This is an ending) Link to New Game
187. You arrive at a path in the forest that leads to your left and right. The end of the path in neither direction can be seen. (The player should now be given a choice *Left, Right, Go Back)*Left link to number 192 Right Link to number 188 Go back Link to number 1
188. You follow the path for nearly fifteen minutes when suddenly the path culminates into a cave. (The player should now be given the choice of *Explore Cave, Go Back*) Explore Cave link to number 189 Go Back Link to Number 192
189. You step inside the dark cave intent on discovering its secrets.  As you walk around a stalagmite you discover more than you had bargained for. A large black bear is asleep only ten feet away. (The player should now be given the choice of *Wake Bear, Run Away*) Wake Bear Link to number 190 Run Away link to number 191
190. You get close to your new bear friend and gently prod him from his slumber. (This is an ending) Link to New Game
191. You realize the clear error of your decision and hastily remove yourself from the cave. So hastily that you aren’t quite as quiet as you should have been. You hear roaring rapidly approaching behind you. (This is an ending) link to New Game
192. You follow the path and arrive at an abandoned barn. No other structures seem to be present. The doors stand wide open. (The player should now be given the choice of *Explore Inside Barn, Explore Outside Barn, Go Back*) Explore Inside link to number 193 Explore outside link to number 196 Go back link to number 188
193. You look around inside the barn finding many implements typical to a barn. You glimpse something written on the wall and there now appears to be a scarecrow at the door. You’re certain that wasn’t there before. (The player should now be given the choice of *Read Writing, Investigate Scarecrow*) Read Writing link to number 194 Investigate Scarecrow link to number 195
194. You step closer to the writing, intent on deciphering its message. As you approach its message becomes clear, “Get Out” it shouts at you. “Why didn’t you write that next to the door?” you wonder to yourself. (This is an ending Thanks for the Warning) Link to New Game
195. You’re certain that scarecrow wasn’t there before. You approach it slowly. Ready for anything to happen, when you hear the rustle behind you. (This is an ending) Link to New Game
196. You walk around to the back side of the barn. After exploring you only locate a scythe and two scarecrows leaning against the back wall. (The player should now be given the choice of  *Go Back to the Front, Use Scythe*) Go Back to the Front link to number 197 Use Scythe link to number 198
197. You stand in front of an abandoned barn. (The player should now be given the choice of *Explore Inside Barn, Explore Outside Barn, Go Back*) Explore Inside link to number 193 Explore outside link to number 196 Go back link to number 188
198. Harboring this intense loathing for strawmen your entire life has not left you the most sympathetic or compassionate person, but you know your solemn duty in this life is to put down any form of simulacra you come across. You raise the scythe high into the air and part the first one from its head. You dispatch with the second and congratulate yourself on a job well done. () Link to number 199
199. You stand in front of an abandoned barn. (The player should now be given the choice of *Explore Inside Barn, Go Back*) Explore Inside Barn link to number 202  Go back link to number 200
200. You follow the path for nearly fifteen minutes when suddenly the path culminates into a cave. (The player should now be given the choice of *Explore Cave, Go Back*) Explore Cave link to number 201 Go Back Link to Number 199
201. You step inside the dark cave intent on discovering its secrets.  As you walk around a stalagmite you discover more than you had bargained for. A large black bear is asleep only ten feet away. (The player should now be given the choice of *Wake Bear, Run Away*) Wake Bear Link to number 190 Run Away link to number 191
202. You look around inside the barn finding many implements typical to a barn. You glimpse something written on the wall and in a corner appears to be a sack. (The player should now be given the choice *Read Writing, Search Sack, Go Back*) Read Writing link to number 203 Search Sack link to number 204 Go Back link to number 199
203. You step up to the lettering and can see that a large portion of the message has been covered up due to growth. You pull away as much of the weeds and ivy as you can to read, “Do Not Get Out Of Touch With Nature” (The player should now be given the choice of *Seach Sack, Go Back*) Seach Sack link to number 204 Go back link to number 199
204. You open up the small leather sack to discover a rather large portion of dried salted meat. (The player should now be given the choice of *Take Meat, Leave Meat*) Take Meat link to number 205 Leave Meat link to number 199
205. You stand in front of an abandoned barn. (The player should now be given the choice of *Explore Inside Barn, Go Back*) Explore Inside Barn link to number 206 Go Back Link to Number 207
206. You can find nothing new inside of the barn. () Link to number 205
207. You follow the path for nearly fifteen minutes when suddenly the path culminates into a cave. (The player should now be given the choice of *Explore Cave, Go Back*) Explore Cave link to number 208 Go Back Link to Number 205
208. You step inside the dark cave intent on discovering its secrets.  As you walk around a stalagmite you discover more than you had bargained for. A large black bear is asleep only ten feet away. (The player should now be given the choice of *Wake Bear, Run Away*) Wake Bear Link to number 209 Run Away link to number 191
209. You get close to your new bear friend and gently prod him from his slumber. “Ah, good you’ve brought me some yummy snacks,” you hear inside of your mind, “now do me a favor and open the bag up for me. I’ve no thumbs after all.” You look at the bear and you swear he’s looking back at you. “Yes, I am speaking to you,” the voice calls. (The player should now be given the choice of *Open Bag, Keep Bag*) Open Bag link to number 211 Keep Bag link to number 210
210. You aren’t certain what’s going on. Maybe the lights are playing a trick on your knees causing your ears to hallucinate. You don’t know, but that bear definitely is not talking to you. You keep the sack and attempt to begin to make sense of the situation. “Well fine if that’s how you’re going to act I’ll just have you as a snack.” (This is an ending) Link to New game
211. “Oooh. Yummy, salty beaver is one of my favorites. Thanks for being such a cool human. Here, as gratitude I’ll give you this.” A green light glows all around you encompassing you like an aura. () Link to number “”
212. You follow the smoke until you arrive at cliff edge. The origin of the smoke is coming from what appears to be a home further into the forest down below. You catch sight of what appears to be a homemade zipline that leads down. After a quick look you find a sturdy branch in a V shape. (The player should now be given the choice of *Ride Zipline, Go Back*) Ride Zipline Link to number 213 Go Back Link to number 2
213. You toss the branch over the top of the rope and check your weight. You take a running start and soon you’re following the rope down towards the tree line below. Halfway down you hear the distinct cracking of wood. You look up and see the rope has been burning into the branch and is now more than halfway through it. (The player should now be given the choice of *Let Go, Keep Riding*) Let Go link to number 214 Keep Riding Link to number 215
214. You let go of the branch hoping for a a gentle landing on the rocks below you. (This is an ending) Link to New Game
215. You keep your grip firm and resolve to stay on the branch. You estimate you’re thirty feet above the tree line, and the branch is creaking more. (The player should now be given the choice of *Let Go, Keep Riding*) Let Go link to number 214 Keep Riding link to number 216
216. You keep your grip firm and resolve to stay on the branch. You have reached the tree line, and the branch appears to be nearly done. (The player should now be given the choice of *Let Go, Keep Riding, Grab Tree*)  Let Go link to number 214 Keep Riding Link to number 218 Grab Tree link to number 217
217. You let go of the branch and swing your body towards a trunk large enough for you to wrap your limbs around. Your momentum comes to a very sudden stop. (This is an ending) Link to New Game
218. You keep your grip firm and resolve to stay on the branch. About ten feet above the ground the branch snaps in half. You get very scraped knees as a result. You marvel at your ability to choose proper branches. The cabin with the smoke pillar coming from it is close by. () Link to number 219
219. You stop at the tree line surrounding the house to browse what you can see. A wood cabin sits in the middle of the clearing with an old iron chimney rising from its roof, an outhouse sits nearby at the tree line, a pile of wood with an axe is between you and the front door, and a path leads away from the house. (The player should now be given the choice of *Go to Front Door, Investigate Wood Pile, Explore Outhouse, Go Down Path*) Go To Front Door Link to number 220 Investigate Wood Link to number 221 Explore Outhouse link to number 222 Go Down Path link to number 234
220. You walk up to the front door as quickly as your legs can still manage, “Help!” you shout, “I don’t know where I am.” You hear footsteps from inside approach the door. It opens a bit and you hear a voice from inside say, “Lost are ya?” The door opens a bit more and you see the barrel of the shotgun. (This is an ending) Link to New Game
221. You can see the axe has been honed to a razors edge, and the proof is all around you. You accidentally step on a branch, breaking it and the silence. Suddenly a call from inside the house comes, “What was that?” quickly followed by the pumping of a shotgun and footsteps approaching the front door. (The player should now be given the choice of *Run, Hide, Stay and Talk, Pick up Axe*) Run link to number 239 Hide link to number 226 Stay and Talk link to number 240 Pick up Axe link to number 223
222. You walk around the perimeter of the outhouse and find nothing of note. You open the door to look inside and a wave of nauseating odor assaults your sense. You can’t stop yourself from retching. Suddenly a call from inside the house comes, “What was that?” quickly followed by the pumping of a shotgun and footsteps approaching the front door. (The player should now be given the choice of *Run, Hide, Stay and Talk, Pick up Axe*) Run link to number 239 Hide link to number 226 Stay and Talk link to number 240 Pick up Axe link to number 223
223. You pick up the axe from the wood pile and prepare yourself. (The player should now be given the choice of *Throw the Axe at Whatever Comes Out of the Door, Handle This Amicably*) Throw Axe Link to number 224 Handle Amicably link to 225
224. You wait until the door is opened and as soon as someone comes out you hurl the axe towards the door. However, since you completely lack any formal axe throwing training you completely miss even the door. An older man with a shotgun looks at you, then at the axe that sailed by him, then back to you, and settles on you with the shotgun. “That weren’t very nice,” he chides you. (This is an ending) Link to New Game
225. You put the weapon down and wait for the owner to come and greet you. An elderly man in overalls toting a shotgun comes out of the door and sets eyes on you and then sees the axe at your feet. “Thief!” he shouts at you raising the gun. (This is an ending) Link to New Game
226. You circle around the back of the outhouse and sneak a peek at the opening front door. An elderly gentleman in overalls toting a shotgun emerges. He begins checking around the perimeter of his abode looking for anything out of place. (The player should now be given the choice of *Run Back Into Woods, Continue Hiding, Reveal Yourself*) Run Back into Woods link to number 228 Continue Hiding Link to number 241 Reveal Yourself Link to number 227
227. “Help!” you shout, “I don’t know where I am.” You emerge from behind the outhouse and the older man jumps with surprise whirling his gun towards and approaching slowly. “Lost are ya?” he states more than inquires as he points the weapons your way. (This is an ending) Link to New Game
228. You head back into the woods. You don’t know who that man was, but you aren’t going to stick around to find out. After several minutes of hurried walking you realize you are completely lost. The only recognizable sign is the pillar of smoking lifting into the air from the home. (The player should now be given the choice of *Go Back to House, Stay in Woods*) Go Back to House Link to number 244 Stay in woods link to number 229
229. You’re lost. You only have one direction to go or stay where you are. (The player should now be given the choice of *Go Back To House, Stay In Woods*) Go Back to House link to number 244 Stay In woods link to number  230
230. You’re lost. You only have one direction to go or stay where you are. (The player should now be given the choice of *Go Back To House, Stay In Woods*) Go Back to House link to number 244 Stay In woods link to number  231
231. You’re lost. You only have one direction to go or stay where you are. (The player should now be given the choice of *Go Back To House, Stay In Woods*) Go Back to House link to number 244 Stay In woods link to number  232
232. You’re lost. You only have one direction to go or stay where you are. (The player should now be given the choice of *Go Back To House, Stay In Woods*) Go Back to House link to number 244 Stay In woods link to number  233
233. You’ve decided it’s best to simply stay here and hidden than risk that stranger. You settle into a nice alcove created by two trees growing next to each other. “Well you weren’t particularly difficult to track,” you hear from behind you. (This is an ending) Link to New Game
234. You decide to head down the path. You don’t want to bother or impose upon whoever lives inside. It’s not long that you’re going down the road when from behind you hear the rattle of a shotgun being pumped. “Don’t move an inch.” a voice from behind orders you, “Just go ahead and march on up back to my house.” (The player should now be given the choice of *Comply, Resist*) Comply link to number 236 Resist link to number 235
235. You haven’t come all this way to be told by some stranger what you can and can’t do. You whirl around. (This is an ending) Link to New Game
236. You realize your best bet for survival is to comply with whatever it is that this lunatic wants. You begin marching your way back to his home and approach the door. “It’s unlocked. Just go on in,” he tells you, “Just straight on back and down into the cellar there.” You look around inside his small cabin for anything to help you in your situation. You see a hunting knife hanging from the wall near the ladder to the cellar. (The player should now be given the choice of *Reach For Knife, Go Down Ladder*) Reach for Knife link to number 237 Go Down Ladder Link to Number 238
237. You reach your hand out towards the knife. After it’s moved about one foot towards it the man behind you says, “I do have eyes you know.” (This is an ending) Link to New Game
238. You begin to make your way down the ladder when you’re shoved roughly from behind. You fall and land hard on your chest and face. As you’re disoriented the man comes down the ladder and stands over you shotgun in hand. You begin looking around and notice a bed and several chains, “You sure do got a purty mouth,” he says staring at you. (This is an ending) Link to New Game
239. You make off down the path. Not wanting to stick around and find out what would come from meeting anyone that lives this far removed from society. You continue your brisk walk for several minutes when suddenly you notice the trip wire all too late and you fall to your face. (This is an ending) Link to New Game
240. You decide to ask for assistance as any sensible person would in your current condition. You approach the front door as an elderly gentleman in overalls toting a shotgun emerges from the home. “Please, help me. I’m lost and injured,” you plead to the man. “Lost are ya?” he replies. (This is an ending) Link to New Game
241. You want to see more of who this man is and what he may want. You wait and remain hidden. He’s moving closer to your location. (The player should now be given the choice of *Run Back Into Woods, Continue Hiding, Reveal Yourself*) Run Back into Woods link to number 228 Continue Hiding Link to number 242 Reveal Yourself Link to number 227
242. You continue to practice your patience and see what he will do. He has continued to search so far. He’s nearly at your position. (The player should now be given the choice of *Run Back Into Woods, Continue Hiding, Reveal Yourself*) Run Back into Woods link to number 228 Continue Hiding Link to number 243 Reveal Yourself Link to number 227
243. You wait as he approaches the outhouse and begins to circle around it. “Ahhh!” he shouts as he stumbles upon you frightening him and his itchy finger. (This is an ending) Link to New Game
244. You follow the smoke in the air quietly back to the abode. You keep your eyes out for any signs of gun carrying lunatics. There is no movement or noise when you return. (The player should now be given the choice of *Investigate Wood Pile, Explore Outhouse, Explore Inside Home, Go Down Road*) Investigate Wood link to number 247 Explore Outhouse link to number 245 Go Inside Home Link to Number 265 Go Down Road link to number 246
245. You walk around the perimeter of the outhouse and find nothing of note. You open the door to look inside and a wave of nauseating odor assaults your sense. You can’t stop yourself from retching. (The player should now be given the choice of *Investigate Wood Pile, Explore Inside Home, Go Down Road*) Investigate Wood link to number 247 Go Inside Home Link to number 265 Go Down Road Link to number 246
246. You make off down the path. You continue your brisk walk for several minutes when suddenly you notice the trip wire all too late and you fall to your face. (This is an ending) Link to New Game
247. The axe’s razor sharp edge lies on top of a tree stump glinting in the sun. (The player should now be given the choice of *Take Axe, Leave Axe*) Take axe link to number 249 Leave axe link to number 248
248. (The player should now be given the choice of *Investigate Wood Pile, Explore Outhouse, Explore Inside Home, Go Down Road*) Investigate Wood link to number 247 Explore Outhouse link to number 245 Go Inside Home Link to Number 265 Go Down Road link to number 246
249. (The player should now be given the choice of*Explore Outhouse, Explore Inside Home, Go Down Road*) Explore Outhouse link to number 250 Go Inside Home Link to Number 251 Go Down Road link to number 246
250. You walk around the perimeter of the outhouse and find nothing of note. You open the door to look inside and a wave of nauseating odor assaults your sense. You can’t stop yourself from retching. (The player should now be given the choice of *Explore Inside Home, Go Down Road*) Explore Inside Home Link to Number 251 Go Down Road Link to number 246
251. You slowly approach the open door of the cabin. Listening carefully for any sounds of life. As you enter you find the humble living quarters of whoever this is. Dried meats hang all about the wall, a ladder descends into the floor, a small desk sits in the corner, a few chairs line a wall, and a stove pumps heat into the room from the center. (The player should now be given the choice of *Investigate Meat, Climb Down Ladder, Search Desk, Sit in Chair, Look Inside Stove*) Investigate Meat Link to number 252 Climb Down Ladder Link to Number 258 Search Desk Link to Number 257 Sit In Chair link to number 255 Look Inside Stove Link to number 256
252. You find several sausages strung up and several strips on meat in a large jerky fashion. (The player should now be given the choice of *Eat Some Meat, Go Back To Searching*) Eat Some Meat Link to number 253 Go Back To Searching link to number 254
253. You pop a length of jerky into your mouth and are pleasantly surprised with its lovely taste. () Link to number 254
254. (The player should now be given the choice of *Investigate Meat, Climb Down Ladder, Search Desk, Sit in Chair, Look Inside Stove*) Investigate Meat Link to number 252 Climb Down Ladder Link to Number 258 Search Desk Link to Number 257 Sit In Chair link to number 255 Look Inside Stove Link to number 256
255. You sit down in a wooden rocking chair and relax your bones for a moment. It's nice. () Link to number 254
256. You open the front grill of the oven using a nearby thick soot covered rag. You pull open the front and the heat blasts your face sending sweat dripping down your nose. You look around inside and see only burning wood and soot. () Link to number 254
257. You search through the contents of the desk. An assortment of writing utensils, paper, a few correspondences, a buckeye, and a journal. Going through the journal the most recent entry reads, “I figured out his little puzzle. Left, Down, Right, Right, Up, Up, Left We’ll see what he thinks then.” () Link to number 254
258. You descend the ladder into the deeper part of this home. You are greeted with the site of a bed and several chains attached to the wall and to shackles at the other end. As you look around the room you can hear heavy footsteps enter the home. The sound of the front door closing is followed by more footsteps moving around the house, a couple more thuds, and then relative silence except for some whistling. (The player should now be given the choice of *Stay Down, Climb Up*) Stay Down Link to number 259 Climb Up link to number 260
259. You decide staying down in the shadows and away from the noise is the best play for now. You continue to wait through the whistling and the occasional movement. You think perhaps you’ll have to wait until dark, and then you realize that you’re next to a bed. You hear the steps approaching the ladder now. You try to find a place to retreat when you hear “Who are you!?” shouting above. (This is an ending) Link to New Game
260. You poke your head up from the lower landing and see the old man sitting with his back to you rocking in one of the chairs. (The player should now be given the choice of *Make For The Door, Attack Man, Go Back Down*) Make for The door Link to number 261 Attack Man Link to number 262 Go Back down link to number 259
261. You slowly creep your way towards the door as silently as you can being as careful to mind the old wood as best you can. You manage to make it to the door without the man noticing you. You even are able to get the door open without the ancient hinges creaking. What you aren’t able to do is prevent the room from flooding with light when the door is opened. (This is an ending) Link to New Game
262. You warily make you way towards the man attempting to be as stealthy as possible. You’re only a few feet away. You raise your axe high to strike at him. (The player should now be given the choice of *Attack, Hear Him Out*) Attack link to number 263 Hear Him Out link to 264
263. You’ve seen all of this guy you need to see. You’re ready to bring the axe down when you notice that what’s in the chair is just a rolled-up bit of hay and a poncho. “I noticed the axe was missin when I came in,” a voice says behind you. (This is an ending) Link to New Game
264. You can’t bring yourself to murder this guy in cold blood. You want to at least give him the chance to explain himself. You approach him and prepare to announce yourself when you notice that what’s in the chair is just a rolled-up bit of hay and a poncho. “I noticed the axe was missin when I came in,” a voice says behind you. (This is an ending) Link to New Game
265. You slowly approach the open door of the cabin. Listening carefully for any sounds of life. As you enter you find the humble living quarters of whoever this is. Dried meats hang all about the wall, a ladder descends into the floor, a small desk sits in the corner, a few chairs line a wall, and a stove pumps heat into the room from the center. (The player should now be given the choice of *Investigate Meat, Climb Down Ladder, Search Desk, Sit in Chair, Look Inside Stove*) Investigate Meat Link to number 266 Climb Down Ladder Link to Number 272 Search Desk Link to Number 271 Sit In Chair link to number 269 Look Inside Stove Link to number 270
266. You find several sausages strung up and several strips on meat in a large jerky fashion. (The player should now be given the choice of *Eat Some Meat, Go Back To Searching*) Eat Some Meat Link to number 267 Go Back To Searching link to number 268
267. You pop a length of jerky into your mouth and are pleasantly surprised with its lovely taste. () Link to number 268
268. (The player should now be given the choice of *Investigate Meat, Climb Down Ladder, Search Desk, Sit in Chair, Look Inside Stove*) Investigate Meat Link to number 266 Climb Down Ladder Link to Number 272 Search Desk Link to Number 271 Sit In Chair link to number 269 Look Inside Stove Link to number 270
269. You sit down in a wooden rocking chair and relax your bones for a moment. It's nice. () Link to number 268
270. You open the front grill of the oven using a nearby thick soot covered rag. You pull open the front and the heat blasts your face sending sweat dripping down your nose. You look around inside and see only burning wood and soot. () Link to number 268
271. You search through the contents of the desk. An assortment of writing utensils, paper, a few correspondences, a buckeye, and a journal. Going through the journal the most recent entry reads, “I figured out his little puzzle. Left, Down, Right, Right, Up, Up, Left We’ll see what he thinks then.” () Link to number 268
272. You descend the ladder into the deeper part of this home. You are greeted with the site of a bed and several chains attached to the wall and to shackles at the other end. As you look around the room you can hear heavy footsteps enter the home. The sound of the front door closing is followed by more footsteps moving around the house, a couple more thuds, and then relative silence except for some whistling. (The player should now be given the choice of *Stay Down, Climb Up*) Stay Down Link to number 259 Climb Up link to number 273
273. You poke your head up from the lower landing and see the old man sitting with his back to you rocking in one of the chairs. (The player should now be given the choice of *Make For The Door, Attack Man, Go Back Down*) Make for The door Link to number 261 Attack Man Link to number 274 Go Back down link to number 259
274. You warily make you way towards the man attempting to be as stealthy as possible. You’re only a few feet away. (The player should now be given the choice of *Attack, Hear Him Out*) Attack link to number 276 Hear Him Out link to 277
275. Immediately in front of you the trees seem to grow less dense. To your right you catch a glimpse of a deer only fifty feet away. To the left you spy a path through the trees close by. Behind you is a murder of crows aloft in the air. (the player should now be given the choice of *Forward, Left, Right, Behind*) Forward link to number 2 Left link to number 187 Right link to number 315 Behind link to number 302
276. You prepare yourself for the fight about to take place. You plan to rush him. You come barreling towards the chair intent to knock it and its contents over. You did not know that one of the legs was wedged between two logspreventing it from tipping. You fall backwards onto the floor with a thud. “What the?” the puzzled man questions. (This is an ending) Link to new game
277. You can’t murder someone. You have to give him a chance. You clear your throat and give an, “Excuse me.” The ragged old man jumps from his seat with a shriek and clutches at his chest. He stares into your eyes as he falls to the floor unmoving. Utterly horrified you watch the light leave the man’s eyes. (The player should now be given the choice of *Stay and Help, Get Out of Here*) Stay and Help link to number 278 Get out of Here link to number 279
278. You rush over to the fallen man in a bid to save his life, but you realize only too late that you lack any medical knowledge at all. You look at the man and can see his chest does not move and his eyes do not blink. You decide that while you may not be able to help the best thing to do is wait for someone to show up so you can try to explain the situation. The sun is getting low in the sky and you come to the realization that this guy obviously lives alone, and you do not think that anyone will be coming by anytime soon if ever. (the player should now be given the choice of *Leave, Stay for the Night*) Leave link to number 279 Stay for the Night link to number 280
279. You can’t bear the thought of staying in this house with a dead body next to you all night. You open the door and set off down the path with the light slowly fading all around you. You continue your brisk walk for several minutes when suddenly you notice the trip wire all too late and you fall to your face. (This is an ending) Link to New Game
280. You decide to settle in and stay here for the night. “Whatever the nightlife in this forest it won’t be easily dealt with,” you imagine. The cabin isn’t an unappealing place, except for the body, you could certainly rest here without too many worries. You collect a few logs to keep the oven going, close and lock the door, have a bit of cured meat, and settle yourself in for the night. You’ve been below ground resting in the bed after sundown for nearly an hour when the winds outside pick up and you hear the sound of thunder in the distance. Before long the storm is upon you. This is the strangest storm you’ve ever heard before though. While the sound of wind and thunder is plentiful, you don’t hear any actual rain falling. (The player should now be given the choice of *Investigate Sounds,* *Go To Sleep*) Investigate Sounds link to number 281 Go To Sleep Link to Number 282
281. You aren’t sure what these sounds are, but you know it isn’t normal. You ascend the ladder and open the front door. The night is overcast and dark. Not a sliver of light from the moon graces the land. You search through all the dark rolling clouds trying to figure out the source of this strangeness when you see something even darker than the darkness in the air. It’s falling towards the ground very quickly in your direction, and it’s shrieking very loudly. (This is an ending) Link to New Game
282. “It’s just the weather,” you think. You roll over in the bed and close your eyes. You manage some decent sleep for a bit, but you are woken by the sounds of the storm getting much more intense. Lightning now crashes nearby every few minutes accompanied by loud booming thunder. The wind sounds as if it was a tempest attempting to uproot the house. The thudding sound of wood striking wood can be heard coming from somewhere nearby. (The player should now be given the choice of *Investigate Sounds, Go To Sleep*) Investigate Sounds Link to number 284 Go To Sleep link to number 283
283. “Bothersome noise!” you complain in your head, “Oh well, I’ve slept through worse.” You close your eyes again and drift off. (This is an ending) Link to New Game
284. You aren’t sure what these sounds are, but you know it isn’t normal. You ascend the ladder and see the front door standing wide open and swinging in the wind. A chill runs down your spine frightening you to the core as you look over towards the chairs and see that the old man’s body is gone. (The player should now be given the choice of *Go Back To Bed, Close Front Door, Search House, Leave*) Go Back To Bed link to number 285 Close Front Door link to number 286 Search House link to number 288 Leave link to number 287
285. You head back down the ladder and tuck into the bed. “Whatever craziness is happening will surely be over in the morning,” you hope. You close your eyes and rest. (This is an ending) Link to New Game
286. You walk up to the swinging door and calm it by placing its latch in place. The sounds are much more subdued now and you can hear the wooden floorboards creak behind you. (This is an ending) Link to New Game
287. You run from the home down the path in the darkness of the night. This place is bad and you aren’t sticking around to find out just how bad it is. You’ve only been running down the path for a short while when suddenly you trip and fall flat on your face. (This is an ending) Link to New Game
288. Your eyes dart around the room looking for anything useful in the flickering oven light. You remember as your eyes rest upon it that the owner did have that shotgun. It’s sitting right next to the door leaning against the wall. (The player should now be given the choice of *Take Gun, Keep Looking, Leave*) Take gun Link to number 290 Keep Looking link to number 289 Leave link to number 287
289. You keep your search going looking for anything useful inside of this place. Your eyes keep moving around the room when they spot a shadow darker than the dark standing in the doorway. It’s massive taking up the entire doorway. (This is an ending) Link to New Game
290. You take up the shotgun if the necessity of protecting yourself arises. You look out of the door into the night. The darkness is impenetrable, and you wait motionless for any signs or sounds of movement. (The player should now be given the choice of *Prepare an Ambush, Leave*) Leave link to number 287 Prepare an ambush link to number 291
291. You close and lock the door and hide yourself by going part of the way down the ladder with only your head and arms holding the gun remain above the floor level. You keep the weapon aimed steadily right at the door frame, waiting for any sign of entry. You continue to strain your ears to hear anything besides the wind and thunder, and after a time you’re sure something is opening the door. The lock seems to be undone and the door swings open. It’s pure darkness you can’t see a thing. (The player should now be given the choice of *Fire, Hold Fire*) Fire link to number 293 Hold Fire Link to Number 292
292. You prevent yourself from firing off the gun wildly at anything that just happens to come through the door. You hold waiting for anything to reveal itself when a sharp burning pain enters into your lower back. (This is an ending) Link to New Game
293. You keep the sights aimed right at the door, waiting for anything to show the slightest hint of entry. The black portal remains empty with lightning occasionally illuminating the surrounding area. You aren’t sure how much time has passed with you waiting here. Have you even blinked? Lightning strikes and a silhouette fills up the doorway. You pull the trigger and the shotgun blasts out a deafening clatter. The figure is blown away, and you run towards the door, bolt it shut again, and make your way back to your position.  () link to number 294
294. You stay here waiting until dawn’s light begins flooding the home. You feel a slight sense of relief having made it through the night, but you don’t allow yourself to lose too much of an edge. You still have no clue where you are, and you desperately need to get away from here. Stepping outside the morning sun warms your face and you allow yourself a bit of a smile that lasts until you look down at the remains of what appears to be the old man that lived here with a devastating chest wound. How he got here and got this wound you aren’t sure of, but you are tired of this place and only want to leave. () link to number 295
295. You’re making your way down the path from the accursed home when you bring yourself to a sudden stop. You’ve been walking with the gun in your hand holding it ahead of you and the muzzle has been caught on a tripwire hovering above the road in front of you. If you use the gun to trigger it you should be able to avoid any danger, but you’d lose the weapon. (The player should now be given the choice of *Try To Jump Out Of The Way, Use Gun To Trigger Trap*) Try To jump link to number 296 Use Gun to Trigger link to number 297
296. You attempt to jump out of the way of an explosion. (this is an ending) Link to New Game
297. You pull the wire from as far away as possible using the front sight of the gun. An explosive bang propels hundreds of metal balls forward directly in front of you. An inch more forward and you’re certain you would have been hit. The shotgun lies in pieces un front of you. You’re down a gun, but still alive and well. You follow the path for hours afterwards, it winds to and fro and you can never get a good feeling for where it’s headed. Eventually it culminates at a cliff side about fifty feet up, and below, to your completely shock, is a town. The town does not have a single speck of what appears to be life. No sound, no movement, no nothing seems to be happening, and to top off the strangeness everything is in disrepair and overgrown. (The player should now be given the choice of *Find a Way Down, Turn Back*) Turn Back Link to number 298 Find a way Down link to number 299
298. You’re freaked out by this desolate village and last night’s events make you think you’d rather avoid more people for now. You begin looking for signs of any other landmarks on the way back up the path. You round a bend in the path and in front of you is without doubt the old man, staring at you, grin on his face, holding the gun, and pointed right at you. (This is an ending) Link to New Game
299. You look for a way down the cliff, being not particularly steep, that will bring you into the town. You it doesn’t take you very long to find a manageable path down and end up on a street corner. () link to number 14
300. In front of you there seems to be a path you can take to get down. To the right smoke rises in the air over the tree line quite far away. Towards the left there is a path along the cliff edge leading away. Behind you lies a clearing in the trees. (the player should now be given the choice of *Forward, Left, Right, Behind*) Forward link to number 3 Left link to number 316 Right left to number 212 Behind link to number 275
301. Looking over the edge of the cliff you can see a rope nailed into the cliffside. You could reach it and climb down the rest of the way. It’s only a couple hundred feet. (the player should now be given the choice of *Climb Down, Behind*) Climb Down link to number 4 Behind link to number 300
302. You follow the murder through the trees, hoping to arrive at some form of other life, when to your dismay you arrive at the gates for a small graveyard surrounded by a metal fence that is covered in rust. The gate looks like it could be easily opened and entered. (The player should now be given the choice of *Go Inside, Go Back*) Go Inside link to number 303 Go Back Link to Number 275
303. You push the gate open with some effort, grunting with the gates creaking, and eventually make enough room to make it through. There are no more than a dozen headstones and a couple of mausoleums. The crows overhead continue to circle around and call down to you. (The player should now be given the choice of *Investigate Headstones, Explore Mausoleums, Go Back*) Investigate Headstones Link to number 304 Explore Mausoleums link to number 305 Go Back link to number 275
304. Each headstone is covered in moss and ivy, cracked and worn away from time, and completely illegible. (The player should now be given the choice of *Explore Mausoleums, Go Back*) Explore Mausoleums link to number 305 Go Back link to number 275
305. You approach the two mausoleums, both are built of stone and are in a bad state, but still enterable. (The player should now be given the choice of *Enter Left, Enter Right, Go Back*) Enter Left Link to number 306 Enter Right Link to number 314 Go Back Link to number 275
306. You walk up to the gate on the left mausoleum and give a sharp tug, the gate opens surprisingly easy and grants you access to the interior. Inside is a large stone coffin in the center and all around it is the open space that you imagine flowers once sat or perhaps family members stood. (The player should now be given the choice of *Leave Mausoleum, Open Coffin*) Open Coffin link to number 307 Leave Mausoleum Link to number 308
307. You use all of your strength and bodyweight to push against the heavy coffin lid and eventually, after much struggle, the lid has been moved enough for you to get a clear picture of the inside of the coffin. To your horror, a half-decomposed corpse lays inside, infiltrating your sinuses, nauseating you, but to your even greater horror the corpse appears to be angrily staring at you as it reaches out to choke you. (this is an ending) Link to New Game
308. You turn and exit the mausoleum and arrive back in the graveyard, but to your utter bewilderment there appears to be corpses raising out of the ground from each of the graves. (The player should now be given the choice of *Hide Inside Right Mausoleum, Run Out of Front Gate*) Hide Inside Right link to number 310 Run Out Of Front Gate link to number 309
309. You can’t believe your eyes, and you want to even less. You make a break for the front gate as fast as your feet can move, but your feet continue to get tripped up in the growing number of hands reaching for them from the earth. (This is an ending) Link to New Game
310. You quietly pull the gate of the mausoleum open and sneak inside. Inside you aren’t greeted by the sight of a coffin, but to the surprise of an empty room. The open space has no decorations or adornments aside from a lone torch sconce. (The player should now be given the choice of *Go Back Out, Push Sconce Down, Twist Sconce*) Go Back Out Link to number 311 Push Sconce Down link to number 312 Twist Sconce 313
311. You don’t want to stay stuck in a dead end with the actual dead rising from their graves right outside. You step gingerly outside in a bid to avoid any of the recently returned from noticing you. You try to make it back to the front gate quietly. (This is an ending) Link to New Game
312. You push the sconce down in a hope that something will come of it. Surprisingly after you push it down you can hear a clear grinding of stone, as if something close by is moving. Within seconds you notice that it’s the ceiling grinding downwards rather quickly. (This is an ending) Link to New Game
313. You twist the sconce in the hope that it will somehow aid you in your plight against the dead. You twist it as hard as you can, anything will help, you keep twisting until suddenly the sconce pops off the wall and into your hand. () Link to number 311
314. Inside you aren’t greeted by the sight of a coffin, but to the surprise of an empty room. The open space has no decorations or adornments aside from a lone torch sconce. (The player should now be given the choice of *Go Back Out, Push Sconce Down, Twist Sconce*) Go Back Out Link to number 308 Push Sconce Down link to number 312 Twist Sconce 313
315. Slowly you creep your way towards the deer hoping maybe for the chance to pet it and perhaps a nuzzle if you’re lucky. You make it about thirty feet away from the deer before it runs away. You make your way back to the clearing, and when you look back in the direction the deer is back in the same spot. () link to number 275
316. You follow the path along the cliff edge following all of the twists and turns it takes and mounting any obstacles it puts in your way. After an hour or so you see at the bottom of the cliff, some hundred feet down, what appears to be a military base entrance with a gate, a helicopter pad and helicopter, search lights, a large front door, and three guards. A long ladder has been attached to the cliff side with rivets allowing you the chance to go down. (The player should now be given the choice of *Climb Down, Go Back*) Climb Down link to number 317 go back link to number 300
317. You start your way down the ladder in the hope that when you arrive at the base, you’ll finally be able to get some help and get back to your home. As far as ladders go it’s exceedingly high, but you're sure you can make it down to the bottom.  As you descend you notice that the ladder is not in the greatest state of repair and has clearly been neglected for some time. (The player should now be given the choice of *Continue Down, Go Back Up*) Continue Down Link to number 319 Go Back Up Link to Number 318
318. A ladder is affixed to the cliffside in front of you. (The player should now be given the choice of *Climb Down, Go Back*) Climb Down Link to number 317 Go Back link to number 300
319. You’re about ten feet away from the ground when the ladder detaches from the rockface and you fall to the ground below. Looking around you’re about one hundred feet away from the gate to the base. There is an empty guard hut next to the gate. (The player should now be given the choice of *Investigate Hut, Knock on Gate*) Investigate Hut link to number 321 Knock on Gate link to number 320
320. You run up to the gate, shouting for help, and flailing your arms. An alarm blares to flashing red lights all around you, a spotlight sears your retinas, voices shout in a foreign language, and they’re all focused on you. (This is an ending) Link to New Game
321. You steal inside the guard shack and you can see a large red button on the console amid several CCTVs. A long blue bandana lays on the console. (The player should now be given the choice of *Press Button, Investigate Bandana, Leave*) Press Button Link to number 322 Investigate Bandana Link to number 324 Leave link to number 323
322. You press the large red button and the front gate comes slowly screeching open to the screech of metal on metal. An alarm blares to flashing red lights all around you, a spotlight sears your retinas, voices shout in a foreign language, and they’re all focused on you. (This is an ending) Link to New Game
323. You exit the hut and trip over a large box that you’re certain wasn’t there before. Your head bounces off the ground when you fall, and you release a loud moan. An alarm blares to flashing red lights all around you, a spotlight sears your retinas, voices shout in a foreign language, and they’re all focused on you. (This is an ending) Link to New Game
324. You pick up the bandana and discover lettering on the inside that reads “Infinite” (The player should now be given the choice of *Put on Bandana, Leave*) Put on Bandana link to number 325 Leave link to number 323
325. You wrap and secure the bandana around your head and sneak out of the shack and around the perimeter of the complex. You notice a weakness in their patrol and plan to exploit a faulty fence anchor to breach the walls. You then remember you aren’t any form of actual special agent and your new special item can only do so much. An alarm blares to flashing red lights all around you, a spotlight sears your retinas, voices shout in a foreign language, and they’re all focused on you. (This is an ending) Link to New Game

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