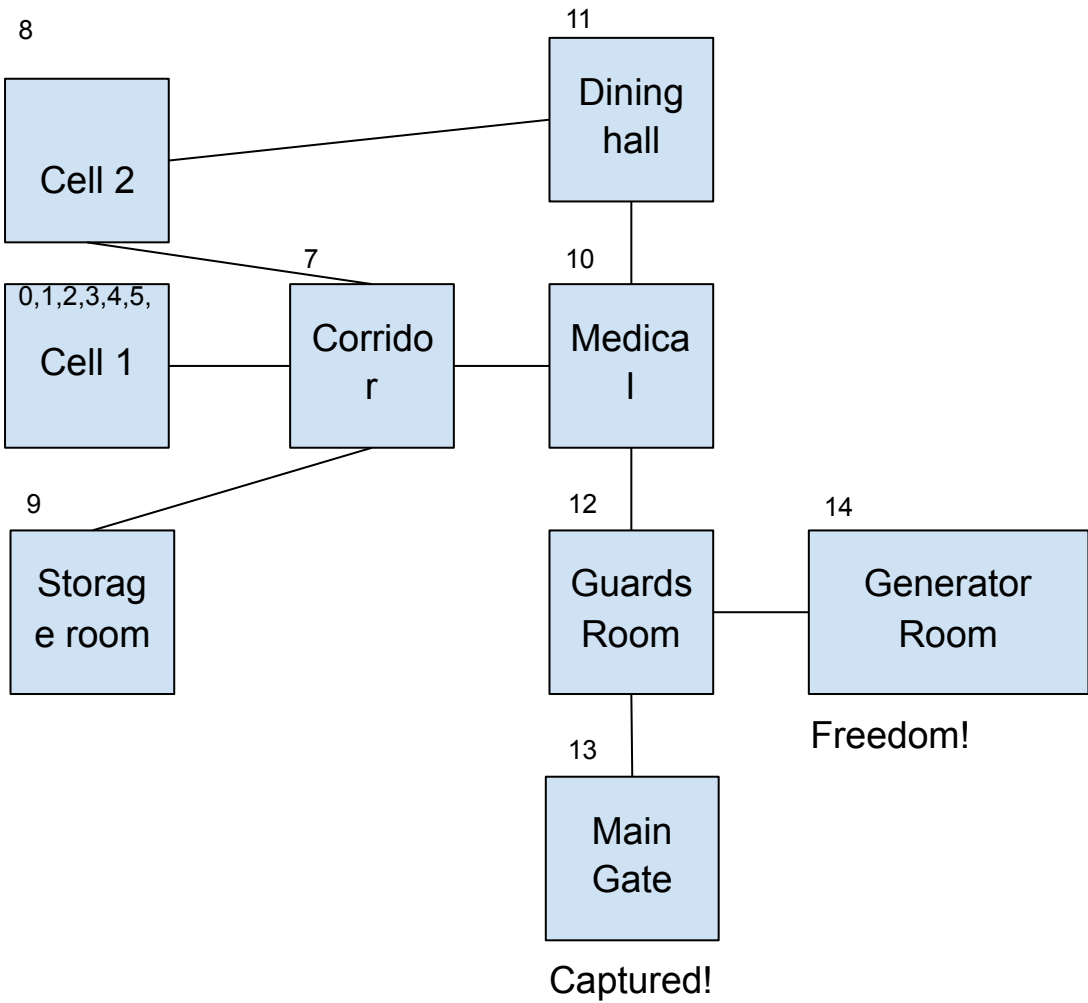


# Pinewood Asylum Blueprint



## Asylum - Prologue

index	0
text	A thunderstrike wakes you up from your sleep and you find yourself in a mental asylum. You hear disturbing noises outside your cell.
choices	<div>text    index</div> <div>Look around the cell for objects of interest    1</div>

## Cell - Start

index	1
text	There is a bulb, a bed, a toilet and a pot with a mug in your cell. In a wall, there is a small crack, big enough to whisper with the prisoner next to your cell who happens to be an ex-military veteran.
choices	<div>text    index</div> <div>Examine the pot            2</div> <div>Examine the mug          3</div> <div>Search the toilet          4</div> <div>Examine the crack and talk with the veteran 5</div>

Cell - Examine the Pot

index	2
text	You find an earthen pot in your cell. You examine it and find it filled with water.
choices	text    index Back to cell    1

Cell - Examine the Mug

index	3
text	You take the mug and collect water in it from the earthen pot. Drink from the mug and your health will be replenished.
choices	text    index Back to cell    1

Cell - Search Toilet

index	4
text	You lift the lid on the flush and find a thin metal lever which can be transformed into a bobby pin.
choices	text    index Craft a bobby pin from the crafting menu in the pause screen    1

Cell - Examine the crack

index	5
text	An irritated and frustrated voice can be heard through the crack. You whisper through the crack and ask the veteran’s help for giving you a heads up each time a guard comes through the corridor.
choices	text    index Escape ally acquired   6

Cell - Escape

index	6
text	The guard outside your cell goes to the dining hall to get some coffee. You use the bobby pin to open the lock, the veteran hears the footsteps of the guard coming back through the corridor and gives you the heads up by whistling in your direction.
choices	text    index Enter Corridor 7

Corridor

index	7
text	There are two doors leading out of the jail and a door to the north (veteran’s cell) . A door to the north will lead to Cell 2 and you have a choice to save the other prisoner (Detection Risk High) or you go through the other two doors , a door to the east will lead to the storage room and a door to the south will get you to medical ward.
choices	text    index Go through the north door    8 Go through the east door    9 Go through the south door    10

Cell 2

index	8
text	You open the lock of Cell 2 and free the veteran prisoner but you get caught by the guard because the guard was vigilant. (Coffee from the dining hall)
choices	text    index Back t0 cell Captured!1

Storage Room

index	9
text	You find yourself in the storage room full of food supplies and mulled-wine barrels and there is nothing useful that will aid you in your escape.
choices	text    index Back to the corridor    7

Medical Ward

index	10
text	A medical ward is unlocked using the bobby pin. A room full of surgical equipment that can be weaponized to your advantage. You gain the ability to kill a guard.
choices	text    index Go through the corridor towards Cell 2 and kill the guard in the corridor. You free the veteran and continue your escape. 7

Dining hall

index	11
text	You are in the dining hall. The veteran consumes some supplies and replenishes his health.
choices	text    index Go through the Medical Ward9

Guards Room

index	12
text	A room filled with sleeping guards. The veteran makes a slight noise and wakes all the guards and you two fight the guards. The veteran aids you to kill all the guards but unfortunately sustains life-threatening injuries in the process. Now you have to choose if you wanna go through the main gate or through the sewage tunnels.
choices	text    index Go through the Main Gate    13 Go through the Generator Room    14

Main gate

index	13
text	The guards have spotted you and thrown you back in the cell!
choices	text    index Back t0 cell Captured!1

Generator Room

index	14
text	You find a small passage underneath the floor of the generator room leading to the sea. You swim your way towards the city that is in a far distance. Eventually, you reach the shore of harbour by showing courage and determination. You start a new chapter in your life. Freedom!
choices	text    index Freedom!    1

References

<https://www.pinterest.co.uk/akashmelethil/pixel-art/>