

## Haunted Hospital Escape Room

### *Harlowe Format*

#### **waking up**

With a pounding headache, you wake up on a hospital bed in room 100. You don't even know why and how you're here. To figure things out, let's begin searching:

```
[[front of bed]]  
(display: "inventory1")  
(set: $key1 to false)  
(set: $key2 to false)  
(set: $plier to false)  
(set: $tape to false)  
(set: $hallway to false)  
(set: $beat to false)  
(set: $door2 to false)  
(set: $door1 to false)
```

#### **front of bed**

Which way do you want to face?

```
[[face forward]]  
[[face left]]  
(display: "inventory1")
```

#### **face forward**

You found a glass shard!

```
(set: $glass to true)  
Where would you like to go?  
[[face left]]  
[[front of bed]]  
(display: "inventory1")
```

#### **face left**

Here's a glass sharpener!

(if: \$glass is true)[You have both objects! The sharpened glass fits in the keyhole. You are now peering outside. (set: \$hallway to true)

```
[[hallway]] ]  
(else:)[You seem to be missing something. Let's go to find it!  
[[face forward]]  
[[front of bed]] ]  
(display: "inventory1")
```

#### **hallway**

```
There are three doors across room 100!
(if: $beat is true)[Ever since you killed those zombies, it feels relaxing in
the hallway. Somewhat dark and lonely, but mostly relaxing.]
(elseif: $beat is false)[You hear deathly noises in the background. I wonder
what it is?]
[[Room 1]]
[[Room 2]]
[[Room 3]]
(display: "inventory1")
```

#### **Room 1**

```
(if: $door1 is true)[You are now in room 1. Look around! [[drawer]],
[[bookshelf]], [[desk]] ]
(else:)[Looks like you still can't get in. Let's go back!]
return to [[hallway]]
(display: "inventory1")
```

#### **Room 2**

```
(if: $door2 is true)[Let's enter! You see a heavily guarded door. There are two
components. A [[passcode]] and a [[fingerprint scanner]]. ]
(if: $door1 is false)[You see a key on the ground in front of room 2's locked
door and pick it up. (set: $door1 to true) ] (if: $beat is false and $door2 is
false)[You now see a mob of zombie kpop stans from the other end of the hallway
chasing you. You scramble to [[Room 1]] and luckily the key works. You slam the
door behind you.] (elseif: $beat is true and $door2 is false)[You cannot enter
yet. Let's go back: [[hallway]] ]
(display: "inventory1")
```

#### **Room 3**

```
(if: $door3 is true)[Let's search this room! [[vents]], [[potted plants]],
[[stuffed bear]]. ]
(else:)[Oops! Looks like door 3 would like some privacy. Haha, in all
seriousness though, come back when you find a way to unlock this room!]
Go back to [[hallway]]?
(display: "inventory1")
```

#### **bookshelf**

```
(if: $door3 is true)[the number 4267!]
(else:)[In a book, you find four ripped scraps of paper. When put together, it
forms the number 4267. You then realize that this is the combination to the
door for room 3 which is directly connected to your current room (room 1).]
(set: $door3 to true)
Return to viewing the entire [[Room 1]]?
Go to [[Room 3]]?
(if: $beat is true)[ Go back to the [[hallway]]? ]
(display: "inventory1")
```

#### **drawer**

```
(if: $plier is true)[nothing here now lmao]
(else:)[You notice a plier in the drawer and you pick it up. I wonder what this
plier is for?]
(set: $plier to true)
[[Room 1]]
[[hallway]]
(display: "inventory1")
```

#### **desk**

```
(if: $tape is true)[no tape here]
(elseif: $tape is false)[You notice tape with fingerprints on it. This might
come in handy later!]
(set: $tape to true)
(if: $beat is true)[This here is merely an empty desk now, so where would you
like to go? [[Room 1]] ]
(elseif: $beat is false)[Interestingly enough, you also notice a flame-thrower!
You may now roast the living sh*t out of the zombie kpop stans. We must now
fight them off. Let's hurry! (set: $beat to true) ]
[[hallway]]
(display: "inventory1")
```

#### **vents**

```
(if: $plier is true)[You got an open vent!]  
(elseif: $plier is false)[It seems like something is in the vent...but it's  
locked!]  
(if: $key1 is true and $)[Nothing to look at here...]  
(if: $key1 is false and $plier is true)[Hmm, there is half a key here.]  
(set: $key1 to true)  
(if: $key2 is true and $key1 is true)[Nice! You merge the keys and find out  
it's for Room 2!  
Head over to [[Room 2]]?  
(set: $door2 to true)]  
(elseif: $key2 is false and $key1 is true)[You notice part of a key. Where's  
the other part?]  
Let's go back: [[Room 3]] (if: $beat is true)[ or [[hallway]] ]  
(display: "inventory1")
```

### **potted plants**

```
(if: $key2 is true)[You have uncovered the soil.]  
(elseif: $key2 is false)[You found half a key! (set: $key2 to true) ]  
(if: $key1 is true and $key2 is true)[You have the entire key for Room 2.  
Go to [[Room 2]]?  
Return to [[hallway]]? ]  
(if: $key1 is true)[ (set: $door2 to true) ]  
(else:)[Why is this key broken?]  
Return to [[Room 3]]?  
(display: "inventory1")
```

### **stuffed bear**

There is a partially filled bottle of a blue elixir along with a note that says: "This is half of the antidote which will cure the poison that we injected you with. To find the other antidote, you will have to exit this part of the hospital. Good luck, or not..."

```
return to:  
[[Room 3]]  
(if: $beat is true)[ [[hallway]] ]  
(display: "inventory1")
```

### **passcode**

```
(if: $scanner is true)[You enter the code, and you are now out...of this
portion. There is still another area of the hospital, [[the lobby]]! The rest
of the antidote has to be there somewhere, but where?]
(else:)[Hmm, looks like this needs a six digit code. Let's go backwards.
[[fingerprint scanner]]
[[Room 2]]]
(display: "inventory1")
(set: $puzzle1 to false)
(set: $puzzle2 to false)
(set: $hint to false)
(set: $cd to false)
```

### **fingerprint scanner**

```
(if: $tape is true)[You use the tape on the scanner, which opens and reveals
itself as a safe. Inside, you find yet another key. However, there are no more
locks using keys, so that's strange? However, you notice six numbers **176908**
on the key. That must be the code to get out of here! Enter in the [[passcode]]
].
(elseif: $tape is false)[Look's like you need to scan something here. Your
fingerprints don't work though...]
return to the view of [[Room 2]]
(set: $scanner to true)
(display: "inventory1")
```

### **the lobby**

```
As you look around, you notice [[the front desk]], [[some stacked chairs]], [[a
window]], and [[storage room]]. Let's hurry before we die!
(display: "inventory2")
```

### **the front desk**

```
[[drawers]], [[seat]], [[behind the computer]]
or return to [[the lobby]]?
(display: "inventory2")
```

### **some stacked chairs**

```
(if: $puzzle1 is true)[nothing on top of the chair]
(else:)[On top of the chair, you find 6 interesting puzzle pieces. (set:
$puzzle1 to true) ]
(if: $brush is true)[nothing underneath the chair either]
(else:)[Below the chair, you find a thick paint brush. What could it be used
for? (set: $brush to true) ]
Let's return to [[the lobby]]!
(display: "inventory2")
```

### **a window**

```
(if: $puzzle1 is true and $puzzle2 is true and $hint is true)[Hurray, the
escape is open with the aid of the visual hint from the computer!(if: $ladder
is true)[ Let's carefully climb down and out to [[outside]]. ] (else:)[ But
it's too dangerous to jump out...]]
(elseif: $puzzle1 is true and $puzzle2 is true and $hint is false)[Looks like
we have all the pieces, but we don't know how to put it together. Maybe some
sort of imagery/visual hint could help us?]
(else:)[You clearly see the rest half of the potion behind the window, but this
is a locked double layered window! This is your chance of escaping. You have to
find 12 puzzle pieces to fit into the lock. Let's hurry!]
(if: $cd is false)[Before leaving, you do notice a CD. Let's grab it!]
(set: $cd to true)
Return to [[the lobby]]?
(display: "inventory2")
```

### **storage room**

```
(if: $storage is true)[You can go to either [[shelf1]] or [[shelf2]]. ]
(else:)[it's locked...I wonder what's in there?]
return to [[the lobby]]?
(display: "inventory2")
```

### **drawers**

```
(if: $storage is true)[Some empty drawers here...]
(else:)[(if: $brush is true)[With the brush, you can clean the dust off the one
drawer! It says "Wonho". I guess that's the passcode to the other drawer. (set:
$pass to true) ]
(else:)[Out of two drawers, one is dusty. Why is there so much dir-
//*achoo*//]
(if: $pass is true)[Let's open the other drawer. There's a key that says
"storage" on it! (set: $storage to true) ]]
return to:
[[the front desk]]
[[the lobby]]
(display: "inventory2")
```

### **seat**

```
(if: $ladder is true)[This seat has nothing next to it now.]
(else:)[There is a ladder next to the seat! (set: $ladder to true) ]
Let's return to:
[[the front desk]]
[[the lobby]]
(display: "inventory2")
```

### **behind the computer**

```
(if: $hint is true)[Here is the image that you found a while back.]
(else:)[(if: $cd is true)[Now that you have a functional cd, let's see what it
contains on this computer. The drawing that loaded has certain objects located
at certain positions. This must be the a hint for the puzzle! (set: $hint to
true) ]
(else:)[Hm, looks like something could be inserted here...]]
Let's return to:
[[the front desk]]
[[the lobby]]
(display: "inventory2")
```

### **shelf1**

```
You found a ticket on top! It says, "You think you have escaped, but this game
is so much more than this hospital. You can /**never leave**/. They will
entrap you until the end of time. Have fun...or not." *shiver*
return to:
[[storage room]]
[[the lobby]]
(display: "inventory2")
```

### **shelf2**

```
(if: $puzzle2 is true)[An empty shelf...]
(else:)[You found a part of the puzzle! (set: $puzzle2 to true) ]
return to:
[[storage room]]
[[the lobby]]
(display: "inventory2")
```

### **outside**

```
How would you like to get back home?
[[uber]]
[[bus]]
[[walk 1.5 hours]]
(display: "inventory2")
```

### **uber**

As you ride in the uber, you notice the Uber is going in another direction than your house. You realize too late that you are being kidnapped to another escape place. You feel drowsy. You realize the driver has a mask on, but there is definitely laughing gas in the car. //To be continued...//

If you want a different ending: [[outside]]

(set: \$ending1 to true)

(if: \$ending2 is true and \$ending3 is true)[ [[play options]] ]

### **bus**

The bus seems weird. The people are not moving, and it seems like a lot of hay is sticking out of the drivers' arms...

[[bus ending 2]]

### **walk 1.5 hours**

You walk home successfully and take a nap. You have nightmares though and are constantly wondering when is the next time you will be kidnapped to another escape room.

[[walk ending 2]]

### **inventory1**

Inventory:(if: \$glass is true and \$hallway is false)[ a glass shard,] (elseif: \$glass is true and \$hallway is true)[ a glass key,] (if: \$door3 is true)[ taped paper w/ #4267 on it,] (if: \$door1 is true)[ a door 1 key,] (if: \$beat is true)[ a blowtorch,] (if: \$plier is true)[ a plier,] (if: \$key1 is true and \$key2 is false)[ half a key,] (elseif: \$key2 is true and \$key1 is false)[ half a key,] (elseif: \$key1 is true and \$key2 is true)[ an entire key to room 2,] (if: \$tape is true)[ tape w/ fingerprints,] (if: \$scanner is true)[ a six digit combo on a key,]



## **inventory2**

```
Inventory: (if: $cd is true)[ a cd,] (if: $hint is true)[ a hint to puzzle,]
(if: $brush is true)[ a brush,] (if: $storage is true)[ a storage key,] (if:
$ladder is true)[ a ladder,] (if: $puzzle1 is true and $puzzle2 is true)[ the
entire puzzle set!,] (elseif: $puzzle1 is true and $puzzle2 is false)[ only six
puzzle pieces,] (elseif: $puzzle1 is false and $puzzle2 is true)[ only six
puzzle pieces,]
```

## **bus ending 2**

It turns out all the people on the bus are decoys, unreal! The bus starts to self drive and all possible exits are locked. With you trapped in it, the vehicle falls into the ocean where you drown. Before you pass, you see some red words appear on the electronic board before you: "You were warned you cannot escape"...

```
If you want a different ending: [[outside]]
(set: $ending2 to true)
(if: $ending1 is true and $ending3 is true)[ [[play options]] ]
```

## **walk ending 2**

You eventually go insane, or at least that is what society makes you out to be. You go into an asylum. No one can hear you and you cannot hear anyone. You want to escape. Is this the secret organization's doing?

**\*\*to be continued\*\***

```
If you want a different ending: [[outside]]
(set: $ending3 to true)
(if: $ending2 is true and $ending1 is true)[ [[play options]] ]
```

## **play options**

Would you like to restart the game or quit?

restart: [[waking up]]

quit: [[quit]]

## **quit**

Thanks for playing! Don't get assassinated by a real life escape room!

/\*Disclaimer: no actual persons were harmed in this game\*/

### JavaScript

```
var audio = document.createElement('audio');
audio.src = './horror.m4a';
audio.loop = true;
audio.muted = false;
audio.play();
```

### CSS

```
tw-passage[tags~="r"] {
  color: #55FFAF;
}
tw-passage[tags~="r1"] {
  color:white;
}
tw-passage[tags~="w"] {
  color:#A6FDC5;
}
tw-passage[tags~="o"] {
  color: #63F798;
}
tw-link {
  color:#FF7B7B;
}
tw-link.visited {
  color:#FFB917;
}

tw-story[tags~="r"] {
  background-image:url(https://i.redd.it/ei4yz33150g71.jpg);
  background-size:cover;
}
tw-story[tags~="g"] {
  background-image:url(https://preview.redd.it/ivbv9i3nvze71.jpg?width=2840&format=pjpg&auto=webp&s=c244addb17abcd5ef39ea80dd52124bcde1d2f37);
  background-size:cover;
}
tw-story[tags~="o"] {
  background-image:url(https://i.redd.it/vbbfez76wwf71.jpg);
  background-size:cover;
}
```

```
tw-story[tags~="u"] {  
  
background-image:url (https://preview.redd.it/j2965zzpvze71.jpg?width=3912&forma  
t=pjpg&auto=webp&s=6b0cb0f36ac825a5383ddbfe5c605baf3c6d26d);  
background-size:cover;  
}  
tw-story[tags~="b"] {  
background-image:url (https://i.redd.it/8j1dcf0rwwf71.jpg);  
background-size:cover;  
}  
tw-story[tags~="w"] {  
  
background-image:url (https://preview.redd.it/f9c507zmvze71.jpg?width=1242&forma  
t=pjpg&auto=webp&s=f555334f947f4c2b34ab0631f81d534d5165d52a);  
background-size:cover;  
}  
  
tw-story[tags~="walk"] {  
background-image:url (https://i.redd.it/pwke0fp9xwf71.jpg);  
background-size:cover;  
}  
  
tw-story[tags~="s"] {  
background-image:url (https://i.redd.it/cgajpmtbowf71.jpg);  
background-size:cover;  
}  
  
tw-story[tags~="r1"] {  
background-image:url (https://i.redd.it/tdjif7n980g71.jpg);  
background-size:cover;  
}
```