Overview:  You are a middle-school-aged child of an unspecified gender and are trapped inside your own head.  In order to win, you must get out.  If you die, you lose.

Player: The player can only carry up to three items and cannot get too hurt.

**Central Doors**:

* Player will see four doors: a green one to the west, a red one to the south, a blue one to the east, and a white one to the north.
* Items: a green key found on the ground
* Player must open the green door with the green key

**Forest – Clearing**

* Player will see clearing surrounded by willow trees.  An arrow formed out of rocks is on the ground, pointing toward one of the trees. To the north and south are paths. To the west, the player will see a herd of deer in the distance.

**Forest – Southern Path**

* Along the side of the path, the player sees a boulder.  Prime spot for a rest. The path continues south, but it also branches off to the west.
* Items: a doll sits on top of the boulder
* Player must take doll

**Forest – Northern Path**

**Forest – Lake**

**Forest – Hole**

**Forest – Herd of Deer**

**Forest – Field of Flowers**

**School – Classroom**

**School – Hallway**