You manage to slide through the ajar window, and find yourself inside the Glynn Mansion. In the room you are in, paintings upon paintings line the walls, with a dozen faces looking down on you. Something about this room feels off. But, that might mean there is more than meets the eye.

Option 1A: Look at the paintings, there must be something more to them

Option 2A: Go out of the room, it is not worth staying here

Effects of 1A:

The game can sense that the player wants to investigate things in detail. Later on in the game, two choices will become available to tempt the player to investigate two more paintings. The first time this happens, if the player chooses to investigate the painting, they will gain more insight. The second time, there is a trap.

Stats:

* Sanity decreases by 1

Effects of 2A:

If you choose to go out of another room in the future without investigating anything, an inner monologue will come up of the investigator reminding himself of his purpose.

Stats:

* Courage decreases by 1

IF PLAYER CHOOSES OPTION 1A

While all of the paintings look similar, there are two that catch your eye. Both of these have a gold frame around them, while the rest are framed by oak wood. One of these paintings resembles an aristocratic woman with piercing purple eyes. The other, of a child playing in the graveyard, almost mischievously. Both are unsettling.

Option 1B: Examine the woman

Option 2B: Examine the girl

Effects of 1B:

Later in the game, the woman will appear as a ghost.

Stats:

* Knowledge increases by 1
* Gain an insight point

Effects of 2B:

Later in the game, the girl will appear as a ghost

Stats:

* Knowledge increases by 1
* Gain an insight point

IF PLAYER CHOOSES OPTION 2A

As you walk out of the room, you enter a hallway that goes to either side of you. To the right, darkness. However, the hallway is lit up to the left. Is it safe to go into the light? People have ventured there, and conquered whatever stands in the way. However, those same individuals might still be there.

Option 1C: Go into the dark

Option 2C: Go into the light

Effects of 1C:

Later in the game, and event will come up where the player sees a figure going into another room, as the game can sense that the player is scared of encountering another person or ghost. If they follow the figure later, they will conquer their fear and increase their courage.

Stats:

* Increase courage by 1

Effects of 2C:

Later in the game, the lights will turn off during an event. This is because the game can sense the player has a fear of the dark.

Stats:

* Wisdom increases by 1