**Choice 1: Player is in a high place, must choose whether to cross bridge between towers or stay, fear of heights explored, how does decision here impact later game.**

Player must choose between crossing an unstable and broken bridge to get to another tower or to continue searching in other parts of the current tower the player is in.

Choosing to cross the bridge will have no further negative effects however will decrease sanity and increase insight, further affecting future events the player will encounter.

Choosing to avoid the bridge will result in an event occurring later when the player falls through the ground. This appeals to a player’s fear of the bridge being unstable and potentially breaking. Because they tried to avoid the bridge previously, they will encounter an event where they walk over unstable ground and fall through.

Falling through will disorientate the player for a second, perhaps blurring their vision and ringing sound effects are played.

**Choice 2: Player has choice to walk into room that is either very dark or another room which is very cramped, two fears here, how does decision impact later in game.**

The player is searching for further clues to progress the game. The player is presented with the option to choose which room they will enter, one is a small cramped but well-lit storage closet, the other is a larger dark kitchen.

This will not have an immediate effect on the game, however, will have events that occur depending on which option they choose.

Choosing the small, cramped closet will result in lights going out and encountering a dark shadowy ghost-like figure that can only be seen using the players candlelight. This limited vision experience will appeal to the players previously displayed fear of the dark, encountering an enemy in this room will further add to the players fear of the dark/unknown.

Choosing the dark room will result in the player encountering a situation where they are forced to hide within a closet to hide from an enemy. Player will be trapped in this circumstance until the event has concluded. During this event the player will be able to see the enemy, and the enemy will get very close to the closet and even peak through the gaps in the closet.

**Choice 3: Snake is over a pile of books, and one of those is an item you MAY need to progress in your investigation. The snake doesn’t seem to move; it kind of looks fake, but you are not 100% sure.**

The player will be presented with the option to retrieve the book or to ignore it due to wishing to avoid the potential threat of the snake.

If the player decides to retrieve the book, they will find that the snake is dead and is not a threat. They move the snake to the side and gain insight from the book. Insight will impact the events of the game later.

If the player decides to ignore the potentially beneficial book, they will encounter an event later that involves being forced to fight off live snakes that fall from the roof.

The ajar window forced the door to deadlock and knocked snakes off the canopy they were resting on. The snakes now surround the player, and the player must now make a choice on how to fight off the snakes that now pose a threat to the player.