

*A Paintrain Production*

Where are we?

Well, we know two things: we are at camp in the woods and it’s dark. But oh wait… Is that a flashlight? Yes, it is! You turn on the flashlight and quickly see the woods surrounding you but the trees do not appear as you remember them. Oh no… Are they forming walls in the dark?

How and why did we get here?

Your parents dropped you off at camp randomly in the fall (like *the fall* who does that? It’s all cold and damp). As it turns out your nemesis was also dropped off at camp and now your “fantastic week of fun” is definitely down the drain. Especially since they have been eyeing your most precious possession since you both got here. Hey, wait a minute… Where did it go? IS THAT THEM SNEAKING INTO THE WOODS WITH YOUR MOST PRECIOUS THING!?!

What can we do?

The player starts at the beginning of the maze. Their flashlight provides the only source of light for only a few feet in front of them it seems. The flashlight will start with a beam strength of 3 and as they encounter things in the maze this can be lowered or raised. The player can navigate the maze and their flashlight will point in the direction of their movement.

What does the game have to offer?

While navigating the maze the player must prepare themselves for the creatures in the woods. These creatures will attack the player and lower the strength of the player’s flashlight beam. When the beam of the player’s light reaches a strength of 0 they will be sent back to the beginning of the maze. The player may also encounter powerups in the maze that will either boost their flashlight beam up a level (given it is not at max level already) or give them more speed to make it through the maze faster. If a player passes a flashlight powerup and they are already at maximum power, the powerup will remain on the ground for them to pick up later if needed. When the player reaches the end of the maze they win the game.