Ideas

* Escape room
  + Escape/ don’t escape - outcome
  + 20 scenes
  + Multiple clue lead to same event 🡸 going
* Crazy Stalker Escape Room
  + Endings: stay with them forever / escape / killed “if I can’t have you, no one can”
  + Variables: items (maybe keys, items, weapons)

1. You wake up in a room surrounded of pictures of you
   1. Cry
   2. Call 911
   3. Go Back to Sleep
   4. Try to escape
2. CRY
   1. Tears flow down your face, you cry for the next 6 hours and realize that it doesn’t help.
      1. Sleep (loop back to 1)
      2. Continue crying (loop back to 2)
3. Call 911
   1. You pick up the phone to call 911. Realize your phone is out of battery, you try to find a charger for 6 hours
      1. Found it
         1. No signal
            1. Tired go back to sleep

* + 1. Does not find it
       1. Now go back to crying (loop 2)

1. Go Back To Sleep
   1. Loop back to 1
2. Try to escape
   1. You look around and see a window and a door
      1. Try to open door
         1. Its locked.
            1. Cry (loop back to #2)
      2. The Window
         1. Your up 1000 stories high. You can see mars from here
            1. Jump

die

* + - * 1. Cry (loop to #2)



STAGE 2 (after sleeping 2 times)

* You wake up again in the same room. It’s dark and you look around and see a pair of eyes staring at you. They take a picture of you with their polaroid camera, and sticks it on the wall. You realize the only way out is to woman up. What do you do?
* A. Ask them to please let you go
* B. Ask to take another photo because it didn’t get your good side
* C. Push the stalker through the window
* D. Run through the door

1. ASK THEM TO PLEASE LET YOU GO
   1. they smile back at you and point it at the door
      1. Run throught the door
2. Ask them to another to take another photo because the other one was ugly (even for you)

* A. The stalker smiles creepily and continuously takes photos of you
  + - After 2 hours the polaroid spits out the perfect photo of you. You grab it

1. You push the stalker through the window
   1. Relieved the stalker is gone you make your way to the open door. You hear a noise and turn around and watch in horror as the stalker the pipes to climb back into the window.
      1. Run through the door
      2. Feint in horror (loop to stage 2)
2. You run as fast as you can booking it through the door

Stage 3:

* You run through the open door and see elevator. You go to elevator and slam the button to open it, but nothing happens. You notice there are three key holes that need to be inserted to unlock the open button.
  + Find the keys
    - You turn around and realize there are 3 doors you choose to enter:
      * Kitchen
        + Room containing shrine of yourself

Room stuffed with manaquins with pictures of your face as the head. You notice kissing stains on each one.

* + - * Secret Room
        + Research room (contains pictures of you as a baby -> now)
        + Has your used napkins, half eaten food, even dental floss
      * Bedroom
        + Wedding room

Your friends are tied up on the benches

* + Give up
    - Marry stalker
    - Die

Step 4: When get all keys….

* You put the keys in their rightful place on the elevator. After twisting all three, a fourth slot opens up. You turn around and see your stalker staring at you, smiling and breathing heavily. A glint of light catches your eye and you notice a key tied around their neck.

Step 5: WHEN GET FINAL KEY

* Escape
  + Plug in key and elevator door opens. You run in and close the door. It slowly descends the 1000floors. When it reaches the ground level the elevator door slowly opens. As it opens
* Realize you like the stalker
  + You realize no one put this much effort for you in your entire life. Your heart beats faster as you spot the stalker. You drop the last key and decide to go to them.

BRB GETTING PHONE

* Apocalypse
* You are a Gold Digger
* You are a SIM
  + Make lots of money, have children
* You are the poorest person in the world
* Your r

REQUIREMENTS:

* Must have foldback method
  + Branched events all reach to same event
  + Variables (like inventory, quest flags, etc)
  + Use special click logic tat isn’t just going to new passage
  + Have at least 1 passage that changes contextually depending on where you came to it/ how many times been there
  + Have at least 20 passages
  + Have at least 2 possible endings
  + 5-10 mins to play