

ESCAPE

bagScene()  
Directions: F,B

DEAD END

WEAPON

DEAD END

showTallFigure()  
Directions: R,L,B

startScene()  
Directions: R,L,B,F  
(STARTER HER)

showBones()  
Directions: L,B,F

darkCreature()  
Actions: Flee/Fight  
DEAD/ESCAPE

DEAD END

DEAD

deadRoom()  
Directions: R,L,B

ESCAPE