

# Spillstruktur

ESCAPE

cameraScene()  
Directions: F,B

DEAD END

WEAPON

DEAD END

showShadowFigure()  
Directions: R,L,B

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

showSkeletons()  
Directions: L,B,F

strangeCreature()  
Actions: Flee/Fight  
DEAD/ESCAPE

DEAD END

DEAD

hauntedRoom()  
Directions: R,L,B

ESCAPE