DR (dining room)

1. - Start of game
   - cont. to next room, no choice

2. - choose one of two doors (both active)
   - have to explore both before proceeding.

3. - same as 2 with 2 active doors.

4. - door you enter in is your only option (return to prev. room).
   - other door is inactive

5. - just cont. to next room

K (kitchen)

1. - just cont. to next room

2. - return to prev. room
   - other door inactive

3. - 2 options
   - have to explore both

LR (living room)

1. - just cont. to next room
2. - same as 1 w/ one option.
3. - return to prev. room
   - other door inactive

BR (bedroom)

1. - 2 options
   - have to explore both
2. - must go back to prev.
3. - same as 2

* once both 2 & 3 are explored, trigger final battle.