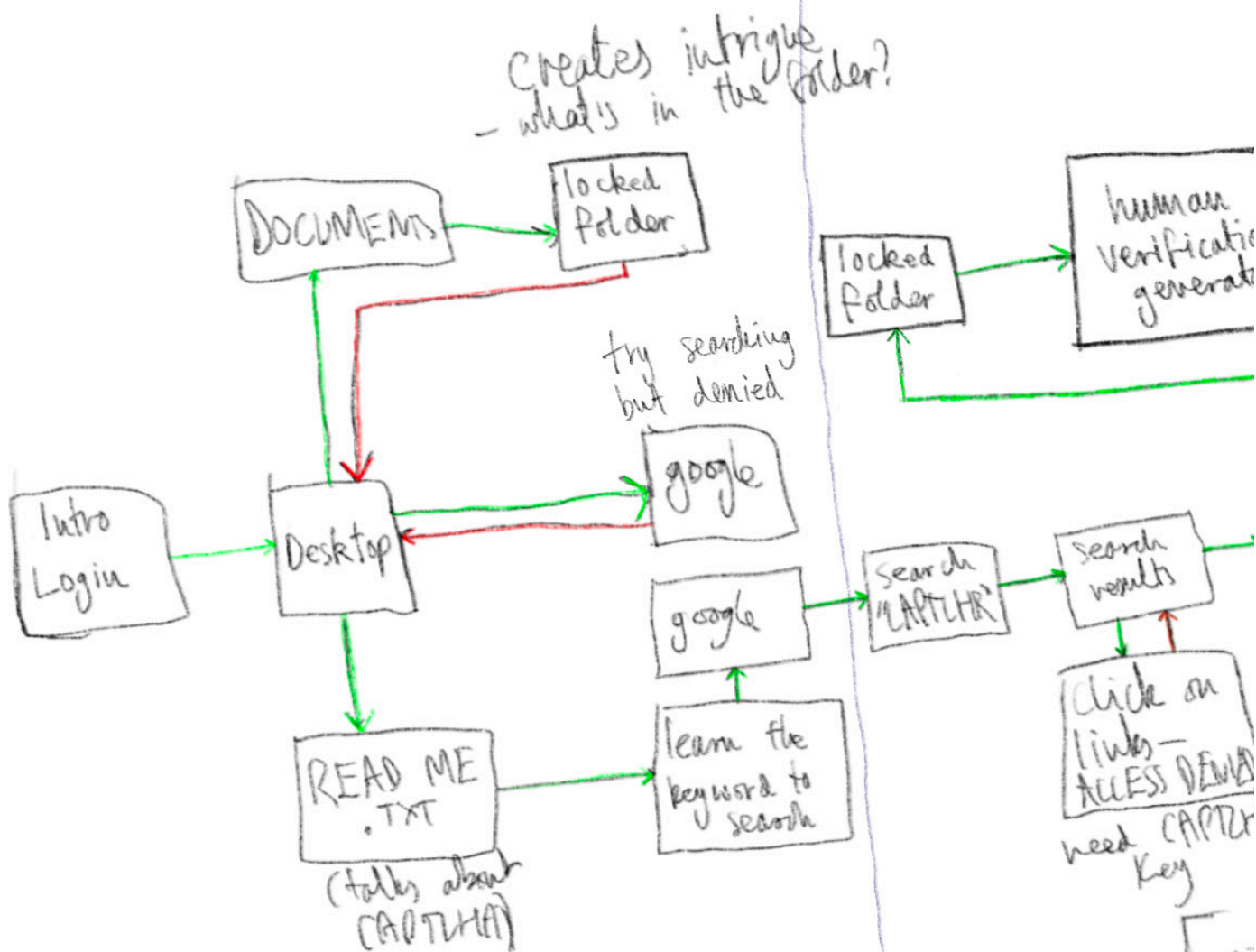


Wireframing a similar, non-linear experience to that of World of Awe.

Create Intrigue

Interact



Andrew suggested inserting context information - required to read it in order to find clues