

WHERE ARE YOU?

PLAY  
OPTIONS  
QUIT





Look deeply into it?  
Leave it...

Turn off  
the light

Run to  
the door





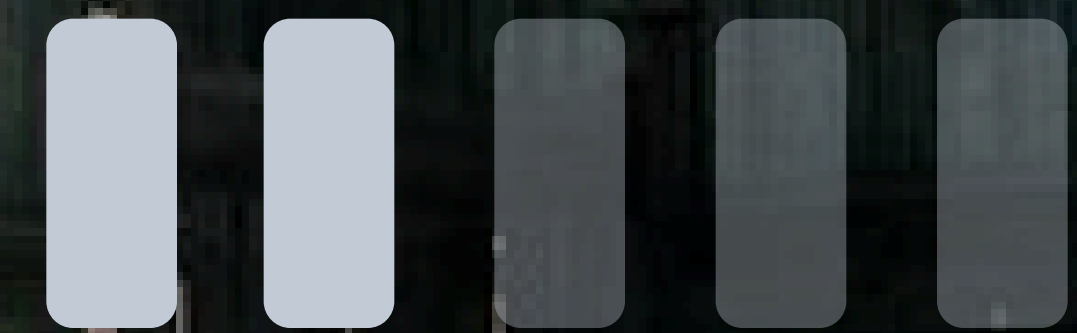
WHERE ARE YOU?

PLAY

OPTIONS

QUIT

VOLUME



# endings

crazy ending: person goes insane



happy end: You find your friend



sad end: you find your friend dead

Body Double Ending: You find your friend's body... but then they walk up behind you.



continue anyways

you find a piece of paper with a message  
"don't look for me don't risk your life"

return



you die after you go into a dark broom closet

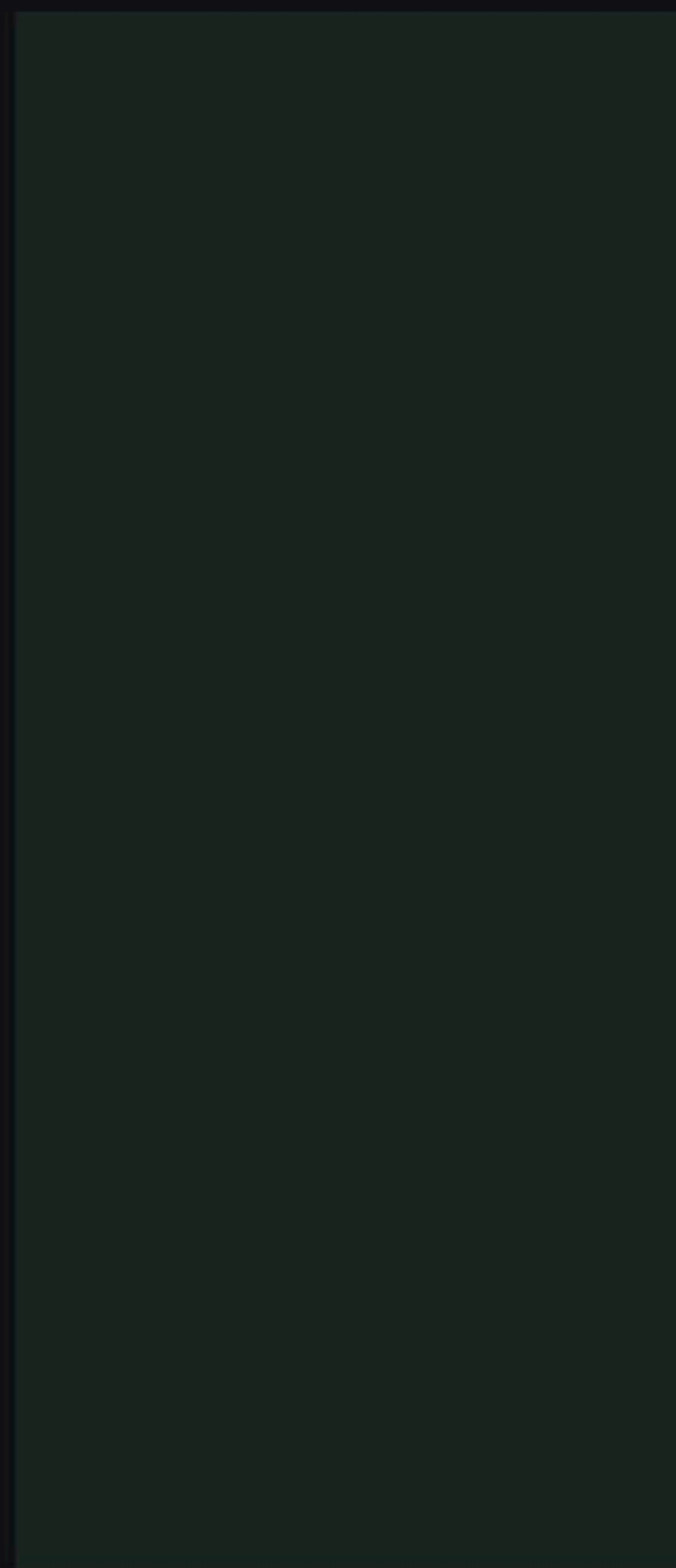
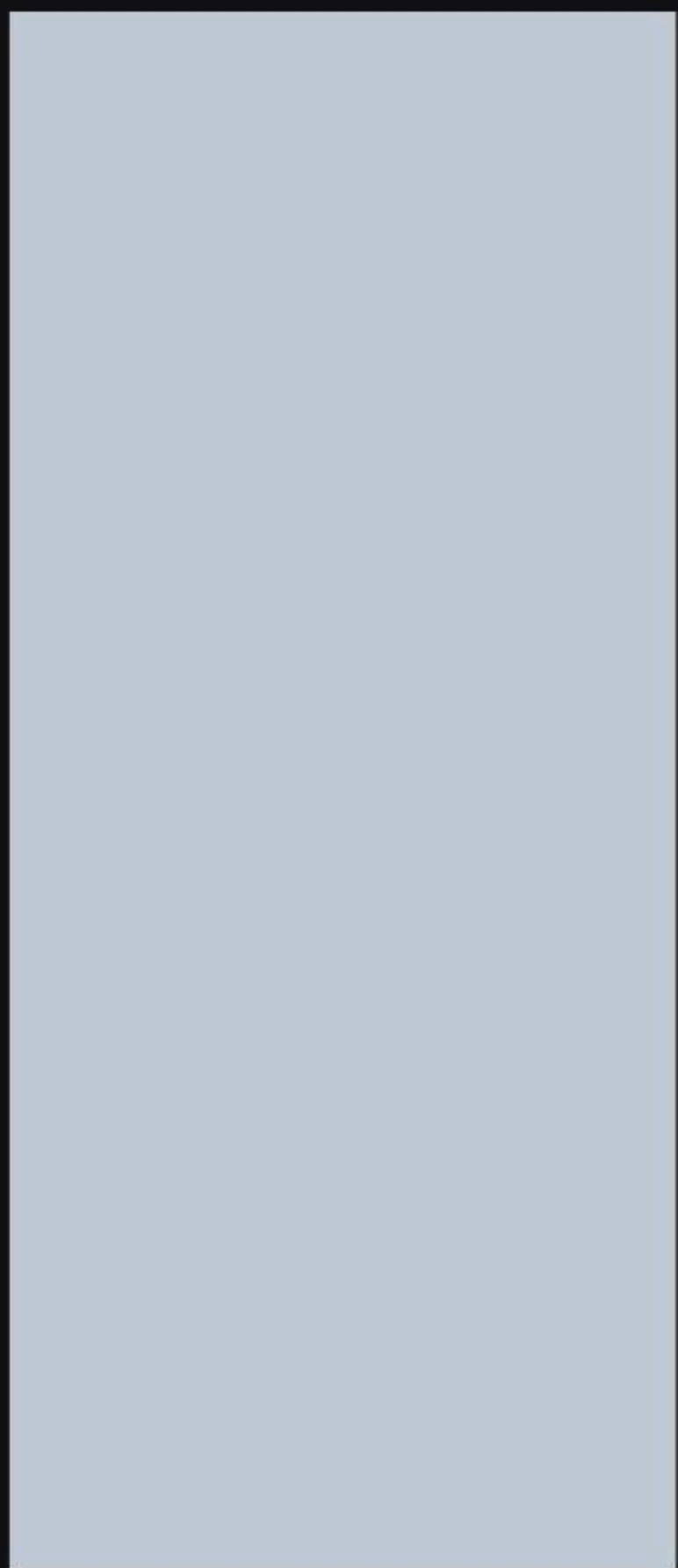
starter ending: turn around (you escaped a painful adventure )

The game begins with a warm, nostalgic scene—a flashback of the night before. You and your friend are laughing, enjoying your time together,. The colours are rich, the sounds are lively.

Suddenly, the screen flickers. A subtle distortion creeps in. The sound of laughter echoes unnaturally. The scene glitches—just for a moment.

Then—darkness.

You wake up. The morning light is cold and pale. Everything feels... off. The world is drained of colour, the air is thick with silence. When you call out for your friend, there's no answer. Their belongings are still there, but they're gone.

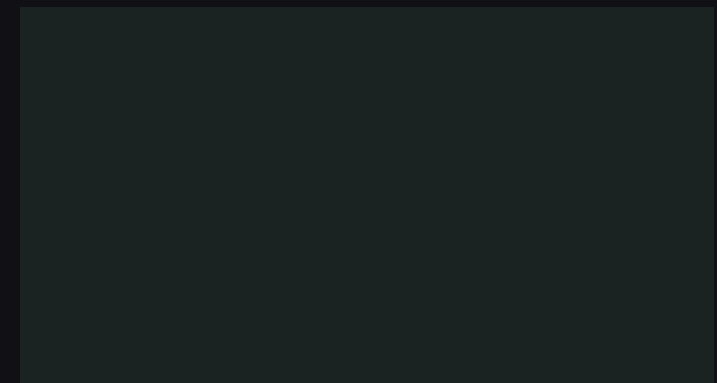
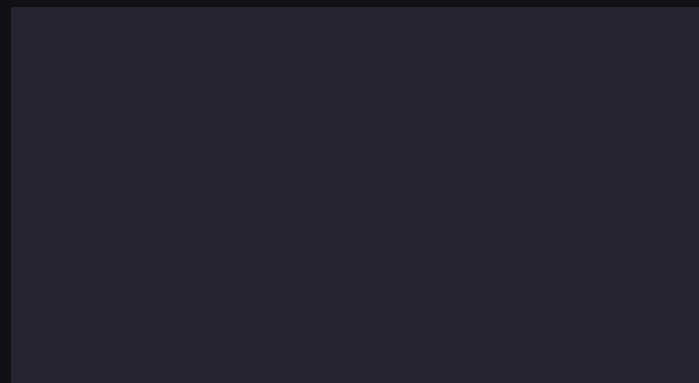


Fonts

Fonts

Details

Surroundings



BATHROOM



LETTERS AND  
HINTS WILL BE  
DISPLAYED HERE

INSTRUCTIONS HERE





USE W  
A S D TO WALK