

Starting Point: Intro

Define possible moves: actions, and direction.(Walk or look around, pick up/take item)

Create the map: east, south, north is a dead end, standing ends game in a funny way, walk west twice and run into house. When you escape house, you win the game.

Run into house, decide whether to enter, or walk into a booby trap.

Once in house, walk twice down hall, run into two doors (left or right, or turn around) left is crying witch, right is massive figure, turn around ends game.