Player One:

Awakening in pitch-black oblivion, memories lost to the void, a bone-chilling cold grips the air. Screams reverberate, swallowed by the oppressive dark. A faint device flickers, its voice pleading, “Who’s there? Where am I?” An unsettling truth lingers—strangers, bound by this abyss, must collaborate to escape.

No past, no exit, just an uneasy pact in this nightmarish hell. Can you unravel the shadows together, or be devoured by the creatures of your own fear? The game begins, and only unity can survive the lurking horrors.

1. In the dark, you find matches. Lighting one reveals a cave with paths on your right and left. Where to? Right or left? Your story starts with a spark in the shadows. You feel fear creeping up.
   * A) You go right. Maybe there’s something interesting there. **(Clue)**
   * B) You go left. Maybe there’s a way out there. **(No clue)**
   * C) You stay where you are. Maybe someone will find you there. **(-1) You feel a cold hand grab your ankle and drag you into the dark. You lose a health point.**
   * D) You light the whole box of matches. Maybe you’ll see better. **(-1) You waste a match and attract unwanted attention. You lose a health point.**

*Correct choice message/clue: You found a torch and noticed that the cave wall has“Fear not the dead” written creepily in blood.*

1. As you walk through the tunnel, you feel something underfoot. It’s a piece of paper. What now? Your choices unfold as you decide what to do next.
   * A) You pick up the paper. Maybe there’s something useful on it. **(Clue)**
   * B) You leave the paper. Maybe it’s a trap or a distraction. **(No clue)**
   * C) You burn the paper. Maybe it can be used to fuel your torch. **(-1) You destroy a valuable piece of information and the flame burns fast and you get burnt. You lose a health point.**
   * D) You eat the paper. Maybe you’re hungry or curious. **(-1) You choke on the paper, stupid. You lose a health point.**

*Correct answer message: The paper has a drawing of a spider and a note. Maybe the other player can use it, the note has written “Webby loves leg scratches”.*

1. You spot a red frog sitting on a rock, it looks friendly despite the bones scattered around it. What’s your move? Choose wisely as the story continues.
   * A) You pet the frog. Maybe it will be your friend. **(-1) The frog is poisonous and you feel a sharp pain in your hand. You lose a health point.**
   * B) You kiss the frog. Maybe it will turn into something/someone helpful. **(-1) The frog is disgusted and bites your lip, and you get poisoned by the bite. You lose a health point.**
   * C) You ignore the frog. Maybe it’s not important. **(No clue)**
   * D) You poke it with a bone from the ground. Maybe it will move. **(Clue)**

*Correct choice message: The frog jumps away and reveals a note that seemed to be under it. You read “The float is reliable”.*

1. Deeper in the damp dungeon you now face a towering wall that looms over you.   
   You notice the wall is coated with a slimy substance leaking out from some cracks. Seems like there are some symbols further up the wall, they glow with a sinister light and whisper dark secrets.  
   What’s your choice?  
   * A) You take the ladder with missing steps. Maybe you’ll find a way to balance and reach the top. **(Clue)**
   * B) You climb the rope. You know that you have enough strength and stamina to pull yourself up. **(-1) The rope is infested with maggots and worms. They bite and burrow into your skin. You lose a health point.**
   * C) You climb the slippery wall. Maybe you’ll find some cracks and crevices to grip and avoid falling. **(-1) The wall is coated with a slimy substance leaking out of the cracks that burns your flesh. You feel a searing pain in your hands and feet. You lose a health point.**
   * D) You look around for another way. Maybe you’ll discover a hidden passage or a secret door. **(No clue)**

*Correct choice/message/clue: You manage to balance and reach the top. As you climb, you notice that the symbols are a combination of numbers - xxxx and a sentence engraved: “Honor the Gods…”. Maybe they will come in handy later.*

1. A sudden collapse blocks your way with narrow light streaming in from the other side of the stones. Quick, what’s your next move? Decide carefully to face the unfolding story.
   * A) You remove some stones. Maybe there’s a hidden passage. **(Clue)**
   * B) You climb over the stones. Maybe there’s a way out over it. **(No clue)**
   * C) You push the stones. Maybe they will move. **(-1) You cause another collapse and get crushed by the stones. You lose a health point.**
   * D) You ignore the stones and sit down and rest, maybe an idea will unfold. **(-1) You hear a hissing sound and realize the stones are now covered with snakes. You lose a health point.**

*Correct choice message/clue: Removing some stones reveals a hidden passage. You see a faint light at the end of it.*

1. In the passage you notice a tall figure’s shadow now approaching you.
   * A) You step aside and stand still. Maybe it won’t notice you. **(Clue)**
   * B) You run past it. Maybe you can escape it. **(-1) You trip over a skull and fall to the ground. The figure catches up to you and slashes you with its claws. You lose a health point.**
   * C) You fight back. Maybe you can defeat it. **(You died) You grab a bone and swing it at the figure. It breaks the bone and grabs you by the neck. You die -> starts over.**
   * D) You chicken out and go back to where the stones collapsed. (**Back to previous scenario)**

*Correct choice/message: By quietly standing still, the danger does not sense your presence. When passing you, it is sinisterly almost inaudible repeating “Honor the Gods, Honor the Gods…”*

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7. You’ve found the exit, but desperate screams plead for rescue within the cave. What’s your choice now? Leave or venture back into the darkness to investigate?