Player Two:

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 a lantern. Lighting it reveals a cave with paths on your right and left. Where to? Right or left? Your story starts with a flame in the darkness.
   * 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) A monstrous spider lands on your back and you feel a sharp pain in your back. You lose a health point.**
   * D) You turn off the lantern. Maybe you’ll save some battery.**(-1) You stumble in the dark and fall into a pit of spikes. You lose a health point.**  
     *Correct answer:* ***A)*** *As you go right, you see the walls are wet and covered with blood. The reflection of the light and walls makes you notice a message on the lantern. It has something scratched on it. A small message saying “nature provides clues”. The other player shouldnt burn/get rid of the paper clue.*
2. As you walk through the tunnel, you smell something rotten. It’s a corpse of a previous explorer. What now? Your choices unfold as you decide what to do next.
   * A) You search the corpse. Maybe there’s something useful there. **(Clue)**
   * B) You ignore the corpse. Maybe it’s better not to know what happened there. **(No clue)**
   * C) You bury the corpse. Maybe it’s the respectful thing to do.**(-1) You disturb a swarm of flesh-eating insects that attack you. You lose a health point.**
   * D) You run away from the corpse. Maybe it’s infected with something. - **(-1) You trip over a wire and trigger a trap that shoots arrows made of human bones at you. You lose a health point.**

*Correct choice message:* ***A)*** *Taking a closer look, you see the corpse has been mutilated and eaten by something. There is a note on the corpse’s chest pocket. Maybe the other player can use it to avoid the dangers that might unfold, and the note has written “Beware of the red frog. It is poisonous but poking it will make it go away”.*

1. You spot a giant spider sitting on a web, it looks dangerous with the skeletons hanging around it. What’s your move? Choose wisely as the story continues.
   * A) You scratch its leg. Maybe it will like it and let you pass. **(Clue)**
   * B) You throw a rock at it. Maybe it will get scared and go away. **(-1) The spider gets angry and spits venom at you. You lose a health point.**
   * C) You talk to it. Maybe it will understand you and help you. **(-1) The spider ignores you and wraps you in its web. You lose a health point.**
   * D) You avoid it. There might be another way around it. **(No clue)**

*Correct choice message/clue:* ***A)*** *The spider seems pleased with the scratches and purrs softly. It pulls a string on the web which opens a secret passage to continue. passing the spider it screeches and whispers “If it can not hear you, it can not see you” before disappearing into the depth.*

1. A sinister noise echoes from behind, creeping up on you and getting closer.

Quick, what’s your next move?

Decide carefully to face the unfolding story.

A) You run away quietly from the noise. Maybe it’s something dangerous. **(No clue)**

B) You hide behind something. Maybe it won’t see or hear you. **(Clue)**

C) You make a shushing noise back. Maybe it will be scared of you. **(-1) You provoke the creature and it attacks you. You lose a health point.**

D) You investigate the noise. Maybe it’s something interesting. **(-1) You get too close to the creature and it bites you. You lose a health point.**

*Correct choice message/clue:* ***B)*** *You hide behind a pile of bones and see a shadowy figure pass by. It looks like a tall repulsing creature with horns and a wretched tail. You notice a ladder engraved on his back.*

1. Facing a waterfall with a river , your only option is to cross it. What’s your choice?
   * A) You use the raft that has been made from human bones and skin. **(Clue)**
   * B) You use the boat. It looks sturdy and well made. **(you die)** **(The boat had holes, it sinks and you drown -> start over)**
   * C) You swim across. **(-1)** **Swept away by the current, you hit your head on a rock and lose consciousness. You lose a health point. You wake up back on the shore.**
   * D) You go through the waterfall. **(-1) (Stupid, the current takes you back to the shore.) You lose a health point.**

*Correct choice/message: The raft is sturdy despite looking half done and takes you safely to the other side where you spot a withered sign saying: “Stop running and Follow The Light”...*

1. Reaching the new surface you see withered skulls around you. There is a creepy altar with 3 candles in the middle of it, two are already lit whilst one is unlit.
   * A) You light the candle. Maybe you’ll show respect and get a reward. **(Clue)**
   * B) You blow out the candles. Something might unfold.   
     **(-1) yes, you angered the Gods. Wretched screams close in and something bites you and leaves a blood wound. You lose a health point.**
   * C) You take the unlit candle. Maybe you’ll need it later and get some light. **(-1) yes, you angered the Gods. You feel a burning sensation and drop the candle. You lose a health point.**
   * D) You ignore the candle. Maybe you’ll avoid trouble. **(No clue)**

*Correct choice/message:* ***A)*** *You honor the Gods by lighting a candle.*

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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?

Player One and Player Two: has choices and consequences that affect both players' progress. Each player encounters different scenarios but shares clues and information that can aid the other player.