**Game Text**

***Immediate Intro to Game:***

*(Black background, white text)*

12 years ago the world burned.

**New screen**

12 years ago I watched my life dissolve, disintegrate, & vanish before my eyes.

**New screen**

12 years ago I lost everything...and I don’t know how.

**New screen**

And for 12 years, I’ve watched my life turn to ash when I close my eyes to sleep.

**Title Screen**

‘Go to sleep’ (Play)

‘Keep Conscious’ (Exit)

***Text after clicked ‘Play’:***

Overcome the obstacles of your past to escape your home. Collect three keys to end your night.

***Text/dialogue for objects:***

**Teddy Bear:**

As a kid it used to protect me from monsters...

**Bookcase:**

Maybe flames began here. The books were so old it would only take a spark.

**Sketchbook:**

The cover is pristine leather. Its pages felt ancient and smelled a bit of hickory.

**Phone charger:**

My mother always warned me to not leave it plugged in...maybe she was right.

**Ball:**

My mother always wanted me to play. We would argue about it for hours.

**Camera:**

My memories always become fuzzy, I bought this to keep them from fading. Ironic.

***Ending:***

The embers of your nightmare have cooled. After 12 years, you are finally free.