

Peridot's Falling

StartingPoint

Welcome to Peridot, a city home to hundreds of individuals; at least it was. The city has become overwhelmed with negative energy and a spike in mysterious deaths amongst the rivers that navigate the city. In the heart, you will start your adventure.

To start your adventure, select a direction and help solve the looming darkness and bring back the light.

You are facing north down Eastman Ave.

[[Go North->N1]]

[[Go South->S1]]

[[Go East->E1]]

[[Go West->W1]]

S1

You are on the south end of Eastman Ave, and on your left is a small grocery shop.

[[Go South->S2]]

[[Head towards shop->Grocery]]

[[Go North->Center]]

N1

You are heading North on Eastman Ave. There are two houses on each side of you.

[[Go North->N2]]

[[Head towards house on the left.->LockedHouse]]

[[Head towards house on the right.->LockedHouse]]

[[Go South->Center]]

E1

You are heading down the busy end of Luicid Street. Down here you can find Chimes Park, Kathleen's Diner, a playground, and many shops.

[[Head West->Center]]

[[Head East->E2]]

W1

The darkness feels stronger in this direction. Maybe you are approaching the source of Peridot's downfall. You better be careful, this presence does not feel welcoming.

You are heading down Luicid Street.

[[Go East->Center]]

[[Go West->W2]]

N2

You are heading North on Eastman Ave. There is a house on your left and a shop on your right. They look abandoned.

[[Go North->N3]]

[[Head towards house on the left.->UnlockedHouseCrystalA]]

[[Head towards shop on the right.->LockedShop]]

[[Go South->N1]]

LockedHouse

This house is locked. Hit the arrow to go back.

Center

You are back to the start.

[[Go North->N1]]

[[Go South->S1]]

[[Go East->E1]]

[[Go West->W1]]

N3

You are heading North on Eastman Ave. There are two houses on each side of you.

[[Go North->N4]]

[[Head towards house on the left.->LockedHouse]]

[[Head towards house on the right.->LockedHouse]]

[[Go South->N2]]

N4

You are heading North on Eastman Ave. There appears to be a makeshift graveyard on the right and a house boarded up on the left.

[[Go North->N5]]

[[Head towards house on the left.->LockedHouse]]

[[Head towards graves on the right.->MakeShiftGrave]]

[[Go South->N3]]

N5

You are heading North on Eastman Ave. There are two houses on each side of you.

[[Go North->DarknessLooming]]

[[Head towards house on the left.->LockedHouse]]

[[Head towards house on the right.->LockedHouse]]

[[Go South->N4]]

DarknessLooming

You're feeling sick and there's a stabbing pain in your side. You should not go any further in this direction.

[[Keep going North ->DlNorthWarning]]

[[Turn around, head south ->N5]]

DlNorthWarning

The pain is getting worse, you feel your lungs starting to close off and your breathing is getting heavy.

[[Keep going North->DLDeath]]

[[Turn around, go South ->N5]]

DLDeath

You have died. The death population now surpasses that of the living. Do you wish to try again?

[[Start Over ->StartingPoint]]

UnlockedHouseCrystalA

This house appears to have been abandoned for a few months now. The grass is overgrown and there appears to be a body on the stairs leading up to the porch. It's rotting and missing half its leg; an animal must have eaten it.

[[Inspect the body ->InspectBody]]

[[Go back to the road ->N2]]

LockedShop

This shop is boarded up. You better turn back and keep searching. Hit the arrow in the corner.

InspectBody

The body once belonged to a man in his early 20s and the cause of death appears to be strangulation. I wonder why someone would kill another, but considering the darkness this town holds I'm not as surprised.

He has his hand extended for the door and has a key in his palm.

[[Take the key -> EnterHouseNORTH1]]

[[Return to the road->N2]]

EnterHouseNORTH1

You open the front door and smell a looming odor of rotting meat and fruity undertones. You peer around the corner of the wall and see two young corpses looking to belong to children. One of the children's skin appears to have melted off due to the extreme temperatures and the other has their face torn open with a knife going through their neck.

There's a faint glow in one of their hands, and a note covered in blood sticking out of a book next to the other.

[[Go towards the children -> TowardsChild]]

[[Leave house ->N2]]

TowardsChild

The closer you get to the children, the stronger the stench of rotting organs and you see flies crawling in and out of their bodies.

In the back corner of the room, you see a computer still running. Someone must have been playing games before things took a turn for the worst. It looks like Zork, too bad they won't be able to finish the game they appear to be pretty far in the story.

[[Take the note ->takeNote1]]

[[Take the glowing object ->takeGem1]]

[[Leave the house ->N2]]

takeNote1

You pick up the note. In it says:

"Mystic Gardens, the home to fantasy creatures of all shapes and forms. Here you can find gemstones of protection that create a protective barrier shielding those surrounded by the gem rivers belonging to Frogbert, the protector of water. You must nev...."

The note is too bloody. You cannot read anymore.

You learned of a secret maze located in the center of Frogbert Crossing. This maze appears to be out of a storybook. There is no indication of a landmass even in the middle of the lake, just that the lake and it's rivers seperate the city from an evil darkness lurking in the Hideway Woods. Maybe the answer is there, but you will want protection.

[[Leave house ->N2]]

[[Take glowing object ->takeGem1]]

[[[]]]

takeGem1

You pick up a stone covered in a mucus and blood combination. Wiping it off with your fingers, you notice it's a gemstone of some sort.

[[Take it with you->TakeStone]]

[[Leave it behind->LeaveStone]]

TakeStone

You have chosen to take the stone.

[[Read note->takeNote1]]

[[Leave->N2]]

LeaveStone

You have chosen to leave the stone behind.

[[Leave->N2]]

[[Look at note->takeNote1]]

MakeShiftGrave

There is an odor of decay. More than half the bodies were never buried and appear to have been sacraficed in some manner. Your head becomes heavy and you feel sick to your stomach dropping to the knees.

Hit the arrow to return to the road.

W2

The gas station on your right appears to be in shape and somewhat operating and a fountain on your left.

[[Go East->W1]]

[[Go towards gas station->FunctionalStation]]

[[Go towards fountain->fountain]]

[[Go West->W3]]

W3

[[Go East->W2]]

[[Go West->CannotCross]]

CannotCross

You cannot cross the bridge. You feel pressure on your shoulders and eyes lurking in the mist watching your every move. Maybe some form of protection should be with you first.

[[Attempt to cross without protection->BridgeDeath]]

[[Go back->W3]]

BridgeDeath

You take a few steps forward with an uneasy feeling in your stomach. The feeling of eyes grow stronger, your heart begins to struggle pumping blood throughout your body. Soon your skin grows pale and you fall to the ground. Something lurks through the mist and all you see is a long black shadow.

Boom!

It pushes you off the edge of the bridge onto a sharp pile of rocks. You bleed to your death.

Do you wish to try again?

[[Start over->StartingPoint]]

FunctionalStation

The station's sign reads, "Frogbert's Stop".

The pumps appear empty and the store lights are still on. To the left of you, there is a car that appears to have been vandalized and on the right there is a corpse wearing a gas station uniform; this must have been a station where they pumped for you. You should probably check and see if anyone is inside the gas station to offer any clues.

[[Enter the station->EnterStation]]

[[Leave->W2]]

fountain

You approach the fountain and see multiple bodies surrounding it. They're decaying but their death appears unnatural; almost like the air turned to a poisonous gas and they suffocated. The water of the fountain is a pale brown and there's a luminating glow coming out of it.

[[Leave fountain->W2]]

[[Walk up to glow->gem2]]

[[Walk towards bodies->walkNearBodies]]

EnterStation

There's newspapers everywhere and the station appears to have been emptied by looters. The glass is shattered and there appears to be bullets scattered. Either this was a robbery or someone was hiding from what is lurking.

[[Leave->W2]]

[[Read one of the papers ->takeNote2]]

takeNote2

The headline story reads..

"<i>Spontaneous Combustion? Mysterious Illness?</i></i>

Today another 20 people died of mysterious circumstances with at least 12 dying from internal organs exploding... How much longer until the problem can be solved before this city collapses?!"

Organs exploding? This is no coke and mentos situation, people are actually dying from an undiagnosed issue out of nowhere. Maybe you should leave.

[[Leave station ->FunctionalStation]]

[[Return to road->W2]]

gem2

You look into the fountain and see a gem stuck in one of the drains. It's glowing a yellowish green tint; it appears to be peridot. Peridot is what gave the city its name as the stone is most commonly found here and allowed the growth of the city's economy.

[[Take the stone->TakeStone2]]

[[Walk away->fountain]]

walkNearBodies

The closer you get to the bodies, you notice a book peeking out of a backpack. They appear to be teenagers who might have been on their way home from school when tragedy struck.

[[Look at book->takeNote3]]

[[Leave->W2]]

TakeStone2

You take the stone.

[[Leave fountain->W2]]

[[Examine bodies->walkNearBodies]]

takeNote3

The book reads..

"<i>Frogbert the Protector of the People</i></i>

..he kept the people safe from the evil spirits lurking in Hideway Woods. Before his death, he casted his spirit into three pieces of peridot and kept them in his burial site in what the world called <i>Mystic Gardans</i> a place of enchanting energy hidden from mankind.."

So this mass of water is named after a mystical protector? This place just gets weirder by the minute. You should uncover more information.

[[Leave->W2]]

[[Return to fountain->fountain]]

E2

On your right you see a small playground and a few trees had collapsed.

[[Head towards playground->Playground]]

[[Go West->E1]]

[[Go East->E3]]

Playground

The playground is abandoned, no children or cars in sight. There is a house nearby with a family peaking out so there is hope that life still exists here but in a world where they're too scared to leave their home.

The slide is covered in a combination of blood and water, with swings that are dangling by one side as the chain on the other appears to have broken.

It's becoming colder outside, better not stay out too long.

[[Return to street->E2]]

E3

There are multiple shops on each side of you. They appear to be boarded up.

[[Go West->E2]]

[[Go East->E4]]

E4

The further you get down the street, you see Kathleen's Diner on your left and Natelin's Place on your right.

[[Go West->E3]]

[[Go to Kathleen's Diner->Diner]]

[[Go to Natelin's Place->Shop]]

[[Go East->E5]]

Diner

You approach a diner with a surprisingly full parking lot. On the outside, it looks untouched and is surrounded by blooming flowers.

Guess this place is a hot spot.

[[Approach left side of parking lot->LeftLot]]
[[Approach right side of parking lot->RightLot]]
[[Go straight inside the diner->EnterDiner]]
[[Back to road->E4]]

Shop

You enter a small shop that is half boarded up and another half appears to have damaged by an explosion of some sort. It appears to be a spritiual shop with a wide range of crystals, tarot cards, and essential oils. Whoever owned this place must have put dedication into it considering massive murals lining each of the walls.

[[Look at crystals->LookAtCrystals]]
[[Look at tarot cards->LookAtTarot]]
[[Leave->E4]]

E5

You are approaching Chimes Park. In the street there are various cars parked and covered in a strange liquid. It has an odor similiar to gasoline but it does not appear to be flammable.

[[Go West->E4]]
[[Go into the park->ChimesPark]]

ChimesPark

The further into the park, the stronger a smell of decay. Looking around, there appears to be bodies sticking out of the ground or half buried. Some of the people are missing their eyes and others their toes.

The ordor is becoming too potent to go any further.

[[Try to go further->DeathEast]]

[[Turn around->E5]]

DeathEast

Attempting to push through the odor, you begin to be lightheaded and cough intensely. You quickly cover your mouth with your hand only to see blood coming out as you cough. Moments later, you start to collapse and find yourself face first in the park's muddy ground and see something dark moving towards you. A stabbing pain occurs in your eyes and your organs begin to fail you.

You died from a strange gas and lost your eyes from something lurking in the shadows.

[[Try again->StartingPoint]]

S2

There are a few shops surrounding you.

[[Go South->S3]]

[[Try shop on left->LockedShop]]

[[Try shop on right->LockedShop]]

[[Go North->S1]]

S3

You're passing by a small community garden and there's another shop to your right.

[[Go South->S4]]

[[Try shop->LockedShop]]

[[Admire garden->GardenAdmire]]

[[Go North->S2]]

S4

On your right there appears to be a large cemetery and some of the graves look as if they were distrubed.

[[Go South->S5]]

[[Go towards graves->Graves]]

[[Go North->S3]]

S5

You should probably turn around. Something looks to be on the otherside of the bridge that heads into the south side of Peridot.

[[Turn around, head East->S4]]

Grocery

There's mini shopping carts scattered through the small lot, food on the ground, and the lot is emptied with no car in sight. It appears whatever happened here was the result of stocking up on goods in order to survive this torment in hopes it would end soon.

[[Return to road->S1]]

Graves

The graveyard appears to be the length of a football field. Most of the graves are for those who died of the Spanish Flu or died before they made it to the age of 10. If these graves are so old, why do they appear disturbed? Some of them are dugged up and others have cracked tombstones.

[[Leave graveyard->S4]]

LookAtCrystals

There is a massive pile of crystals laying in a weaved basket as well as on the ground. You see a faint glow peering out from the bottom, but you feel something lurking around the corner by the oils.

[[Search basket quickly and run->SearchQuick]]
[[Search basket and stay ->SearchStay]]
[[Leave store->E4]]
[[Go to the tarot cards ->LookAtTarot]]

LookAtTarot

On the table, you see tarot cards that are half burnt and some are torn to pieces. You look down on the floor and notice one still in good condition. It has an image of a frog holding a gem.

Could this card be speaking of a hero and the power of the gemstone peridot?

[[Look at crystals->LookAtCrystals]]
[[Leave ->E4]]

SearchQuick

You chose to search the basket quickly and ran towards the light. The creature in the dark lunges for the basket knocking crystals and glass to the floor and lurks away for now. You should probably leave before it changes its mind.

[[Check tarot cards->LookAtTarot]]
[[Leave ->E4]]

SearchStay

You chose to take your time searching the basket, and the creature whipped the basket off the table, shattering glass and crystals to fly. The force was enough to throw your body across the room into the wall and your skull was pierced by sharp items on the wall.

You have died.

[[Try again ->StartingPoint]]

LeftLot

In the left side of the lot, there appears to be mostly family vehicles and packed to the brim in spots. This must have been a very family friendly establishment. Looking at the building from this side, there is a small play area fenced in.

[[Walk towards play area->PlayLot]]

[[Walk back to front of diner->Diner]]

RightLot

There's not as many cars parked on this side of the lot. Looking around, you notice a small garden and an odor of rotting eggs. There's a corpse laying besides one of the vehicles and his torso is torn open.

[[Back to front of diner->Diner]]

EnterDiner

You enter the diner, and notice a rustic feel to it. Walking inside there are flowers that are barely alive, and the lights are flickering on one side of the diner. In the booths are a few corpses, one booth looking to hold a family.

[[Go towards the family->FamilyDiner]]

[[Go towards the flickering lights->Flickering]]

[[Leave->Diner]]

PlayLot

The play equipment looks like it was newly replaced sometime in the last few months. It has vibrant hues of yellow and red, and a teal slide on the left. In the wood chunks there appears to be toys dedicated to a sandbox.

You turn your head towards the side and notice a hand hanging off the edge. Something bad

happened here. Within moments you begin to notice a few children and adults dead on the toys. This place is getting stranger by the minute.

[[Go back into parking lot->LeftLot]]

FamilyDiner

The couple in the booth appear to have been shot, while their children sitting across from them have blood on their faces. They must have witnessed their parents murder. Underneath the youngest child's hand is a paper with a drawing.

[[Move her hand and look at drawing->LookAtDrawing]]

[[Return to front of diner->EnterDiner]]

Flickering

You walk towards the flickering lights in the diner. You see blood splatter on the walks and flies climbing in and out of the bodies in the booths. There's a photograph on the floor.

[[Pick up photograph->PickUpPhoto]]

[[Walk back to the center of the diner->EnterDiner]]

PickUpPhoto

The photo shows a young couple with their child playing on what appears to be the play set behind the diner. They must have been regulars here as it seems their photo fell off the wall and it says,

"<i>To Kathleen, from the Perrins</i>"

[[Place photograph back on the ground and walk away->Flickering]]

LookAtDrawing

The drawing shows three glowing pieces of peridot in what seems to be a maze set in the middle of Frogbert Crossing. Whatever is happening here appears to be linked to these crystals and that mass of water.

[[Return to front of diner->EnterDiner]]

GardenAdmire

The garden is filled with blues and yellows, a combination of hydrangea, cornflowers, sunflowers, and roses.

There is a plaque, written on it is in dedication to Mayor Silverhertz. The one person to bring the community together in over 30 years.

[[Return to street->S3]]