

Start:

You wake up in a dark room. You're bleeding from a gash on your ribcage.

1a. [Inspect] surroundings.

2a. [Go] back to sleep.

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1a.

The paint on the walls is peeling. There is no furniture in the room. You walk around the perimeter and feel two doors opposite of each other.

1b. [Stay] in the room.

2b. [Take] the door on your left.

3b. [Take] the door on your right.

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2a.

You never wake up again.

[GAME OVER]

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1b.

Liquid starts to drip from the ceiling. It sticks to your skin and you realize it is actually acid. You die from infection and flesh eating bacteria.

[GAME OVER]

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2b.