

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.

You step into damp darkness. As you keep walking down the tunnel, you realize it is made completely of dirt. When you emerge, you find yourself in Wonderland. A rabbit runs past you muttering about the time.

1c. [Follow] the rabbit.

2c. [Turn] around and walk back to the room.

3c. [Talk] to the large flowers in the field.

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3b.

You find yourself in another room with a large mound of keys and 4 doors.

1d. [Go] back to the other room.

2d. [Try] all the keys in hopes that you'll escape.

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1c.

You arrive at the castle and meet your soulmate, the ruler of the Red Kingdom. He/She locks you up in the castle forever.

[GAME OVER]

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2c.

After you enter the dirt tunnel again, the entrance to Wonderland seals itself up. You make your way back up the tunnel to the door and find that it is locked. The earth starts to rumble and you suffocate from the pressure of the dirt tunnel collapsing on you.

[GAME OVER]

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3c.

As you approach the flowers, you realize they are larger than you. You interrupt their conversation and as they smile at you, you realize they all have mouths full of sharp teeth. You are dismembered and shredded by several of these man-eating flowers.

[GAME OVER]

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1d.

\*starts over at slide 1\*

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2d.

You are at your last key and hope that it will lead you to freedom. As you turn it in the keyhole, you wake up in bed gasping for air.

[GAME OVER]