Interactive Fiction
By - Andrew & Jove
Locations and options:

Start

You are inside a closed room. There are 5 places you can explore:

The **corner**
By the **door**
On the **table**
In the **light**
Under the **bed**

Alternatively, the **window** is open.

corner

You do not find anything here.

Return to Start[start]

bed

You find a note with a code

Return to Room[start2]

Start2

You are inside a closed room. There are 5 places you can explore: the corner, by the **door[door2]**, on the table, in the light, and under the bed.

statue

There is a hidden lever on the side of the statue. Pulling it reveals a door in the wall.

Walk to the Door[door]
Return to Courtyard[door2]

light

There is nothing.

Go Back[Start]

table

You find a note with a code on it.

Return to Room[Start3]

manhole

It is very dark down there. You walk and find yourself **here**.

door2

You input the code… the door opens. You walk down a hallway and turn the corner and find yourself in an enclosed courtyard. There are more options:

Check the **fountain**
Go down the **manhole**
Look at the **statue**

door3

You made it out! If you found incorrect paths, you might have mixed emotions about coming here, but that was the point.

door

The door is locked.

Try Something Else[Start]

Start3

There are 5 places you can explore:

The corner
By the **door**
On the table
In the light
Under the bed

fountain

nothing here.

Back to Courtyard[Door3]

window

The window is jammed.

Break the window?

window2

The window shatters - You are in another room with no exits.

Go Back[Start]