**Interactive Fiction**

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**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]**