

The game starts with the player (having been abducted) waking up in a house having no idea where they are or how they got there. A dead body is found and there are a couple of clues in the house telling who he is and how he got there. The game ends when either the player is killed or is able to escape out the front door (which the player has to figure out how to unlock). Along the way there are some clues but in the end the player needs to take a bottle that they have picked up and place it on a scale that unlocks the door.

Objective of the Game: Escape the house alive!

You wake up in a room lying on your back. Your head is pounding and you have no idea where you are or how you got here. In your right hand you are clutching a piece of light blue fabric with a name tag pinned to it. The name tag says "Brandon."

ROOM: Basement

Look: The room is long and narrow with a doorway located at the far end. To your right the wall looks like something from an old mausoleum. One of the doors has been pried off and you see a pair of feet sticking out of where the door once was.

Walk through doorway: Takes you to Stairway/Courtyard.

Look into crypt You see what appears to be, by his clothing, a young male lying on his back in the crypt. From the looks of it he has been dead for quite some time now. The material from his shirt is missing over his left breast ... matching the size and style of the fabric you woke up with in your right hand.



ROOM: Stairway/Courtyard

Look: To your left is a stairway. In front of you is a doorway leading to an outdoor courtyard.

Walk up the stairs: Takes you to the foyer.

Walk into the courtyard: As you step through the doorway to the courtyard you fail to see the man step out of the second courtyard doorway to your right. The ground rushes up toward your face shortly after the sharp pain in your back. The ground ends up being the last thing you see ... ever.



ROOM: Foyer

Look: Straight ahead of you is what appears to be the front door to the house. To the left and to the right of you are doorways to other rooms.

Open door: (the only method of escape)

To open the door the player needs to first pick up a bottle and then place it on a scale that is located in a room upstairs.

Walk through the doorway to the left: Takes you to the office.

Walk through the doorway to the right: Takes you to the stairway.



ROOM: Office

Look: You are standing in what looks like it used to be a personal office. Pushed against one of the walls is a desk with an old typewriter on it.

Walk over to the desk: You see that one of the drawers is ajar. The typewriter on the desk is an old "Smith Corona." You notice that the keys for "A", "C", "E", "L", and "S" are all missing.

Rearranging the letters spells S-C-A-L-E.

Open the desk drawer: You open the desk drawer and find an old revolver. Upon closer inspection you find that it's only has two bullets.

Pick-up the gun: Locked and loaded! Kind of ...

Fire gun (anywhere in the game): The gun jams!

The gun was just to have a weapon. The player never has a chance to really use it. I figure if they try and fire it the gun can just jam.

Examine Desk?
Look on Desk?

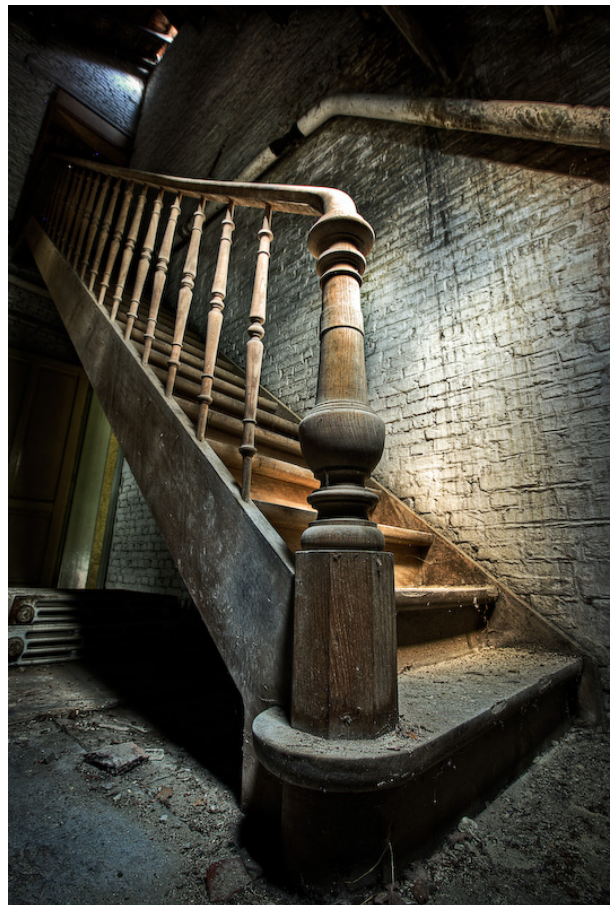


ROOM: Stairway

Look: Before you is a stairway leading upstairs. You also notice a little farther down, just underneath the stairs, is another doorway.

Go up the stairs: Takes you to the scale room.

Walk through the doorway under the stairs: Takes you into the storage room.



ROOM: Storage

Look: This room appears to be a storage room full of bottles and jars. Two items stand out to you. A bottle sitting on a chair in the middle of the room and a jar that is precariously balanced on a piece of wood to your right.

Pick up bottle: You pick up the bottle. The label says “Smith Corona” and, rather oddly, the bottle is corked and has what looks to be five typewriter keys in it.

Pick up the jar: You pick up the jar and through the liquid inside you can see what looks like a house key lying on the bottom of the jar.

Open the jar: You pick up the jar and unscrew the lid. You smell a strange odor as the room begins to spin. You eventually wake up to find yourself in complete darkness, your new roommate is Brandon. Other than the owner of the house, nobody ever hears your screams ...



ROOM: Scale (*this room needs a better name*)

Look: At the top of the stairs you find yourself standing in a room with a doorway to your left and a doorway to your right. In the middle of the room is a scale that appears to many, many years old.

It's in this room that the player can take the bottle they found in the storage room and place it on the scale. This unlocks the front door.

Walk through the doorway on the left: Takes you to bedroom #1

Walk through the doorway on the right: Takes you to bedroom #2



ROOM: Bedroom #1

Look: You are standing in someone's bedroom. Yesterday's clothes appear to be laid on a chair next to the bed. On the bed is a newspaper next to a bottle of whiskey.

Pick-up the bottle of whiskey: You pick up the bottle of whiskey.

Drink from the bottle of whiskey: Seriously? You think this is a good time to drink? Ok, maybe it is.

Pick-up newspaper: You pick up the newspaper.

Read newspaper: The newspaper is from The Harrodsburg Herald, which you have never heard of and have never been to. Dated January of this year, an article just below the fold on the front page catches your eye. In it the article tells the story of Brandon Lawson and how he disappeared without a trace five years ago.



ROOM: Bedroom #2

Look: You are standing in what is a bedroom but it doesn't seem that anybody is using it anymore. Other than a rancid odor, you notice a book lying on the floor and a tie running from the top of a blood stained mattress to the floor.

Pick-up the tie: Nope. Doesn't go with what you are wearing.

Pick-up book: You pick up the book and notice a bookmark marking a place in the book.

Read book: You open the book where the bookmark is marking the place of whoever was last reading it. There are three columns of text. The first column of text contains names of people, while the second and third columns contain dates. At the bottom of the first column you are surprised to see your name with a today's date next to it. It's only then that you notice that the first column is labeled "guest," and the second and third columns are labeled "date abducted," and "date interred" respectively.

