

Pick up matchbox

You see 2 pathways, left or right

See a worn out bed with chunks of feather... there seems to be static noise from underneath the bed. You look under the bed.

Momo appears as jump scare. Dies

You find a radio set, do you want to keep it?

No, loops to fluorescent node.

You keep the radio. You exited the room as you felt it was getting colder and colder. Do you want to lit up your match to warm yourself with the fire?

No, you wandered around the cave but can't seem to find any exits. Do you want to use your radio to call for help?

60% chance you get rescued. You win.

There doesn't seem to be a signal, you look around and noticed a dark small corner 10 feet away from you. Do you want to explore it?

No, you die. As you lose your way in the cave and can't find any exit.

Yes. Run momo gen. can die here too. You entered the dark small corner and crawl through 10 mins and escaped out of the cave.

No, the radio static attracted momo. You die.

Yes. You entered the dark small corner and crawl through 10 mins and escaped out of the cave.

escape

You see 2 pathways, left or right

Again, you entered bathroom with a rotting bathtub. There seems to be a rat floating in black gooey substance. Do you inspect the rat or not?

You inspected the rat and there seems to be something inside its mouth. You took out a piece of key. Do you want to keep the key?

Yes. Run momo generator.

You die. Nobody messes with momo's food.

No momo. You quickly leave the bathroom as the air gets thicker and you find it hard to breathe. You get paranoid as the surrounding gets darker. Do you want to use your match to lit your surroundings?

Yes. You found a door with a keyhole. Use your key to open the door?

Escape

No, barge open the door

Runs momo gen twice. Barge sound attracted momo

Escape if momo did not show up

No. You dropped the rat back into the bathtub and looked around the washroom. The mirror looks odd. Do you want to walk up and inspect the mirror closely?

Yes. Run momo gen. if survives, loop to small corner arc and run momo gen again.

No. loops to fluorescent node.

You leave the fluorescent light tube goes out and you are in darkness. Do you want to use your matchbox to lit the room or make a run out of the toilet?

You lit up the match. Loop to black figure darted node.

You run but slipped and fell to the ground, the door creaks open and momo appears. You die.

No, you struggle to stand up, and walk towards a source of dimly lit room. Do you knock on the door or sneak in?

Knock on door. You heard low rumbling noise from the inside. You push open the door slowly. You realize you're in a kids toy room. You found a robodog in the corner. Do you want to keep it?

You kept the robodog.

You exited the room and smell something sweet, do you want to follow the scent with your robot dog or do you trust your olfactory?

Follow the scent. You stumbled onto a cooking pit with a riddle on the wall. Solve the riddle

Correct answer

The wall opens up. You find a map and took it. You see that there are two locations, a blacked out area labelled exit and a spot marked x. where do you choose to go?

Loop to exit. Add treasure.

You choose the exit.

You chose the spot marked x. you followed the path and you found treasures, lots and lots of them. Do you take them?

momo gen.

die

Wrong answer

Run momogen twice.

die

You see human footprints leading into a dark small corner, do you follow the footprint?

escape

die

Sneak

You sneaked in and the door let out a small creak. You slowly close the door behind you. You hear a quick rufflings of feather closing in on you, you ransack your backpack to find a light source. Do you have a matchbox? Only show no.

You can't see anything and the ruffling gets louder. Momo appears and you die.

olfactory

You followed the scent with your nose and trip into a pot of boiling oil. the lid closes and you hear the scurrying of feet with intense laughter as you lose consciousness from the intense heat.