Storyline:

Storynode0:

You are an investigator following a case of possible child abduction in San Francisco.

Police leads and your own research brought you to abandoned prison in the middle of the sea with cold waters and strong currents, what used to be a maximum security federal prison on an island. You are here to gather leads as this prison is suspected to be the base of operation.

* Continue

Storynode1: You opened your eyes, feeling extremely disoriented about where you were or even what you were doing here… what were you doing on the floor? Did you pass out? You couldn’t tell how long you’ve been out for or if it was night or day…

Button: Stand up and start exploring

* setNode(Node0)

Node0: As you stabilize your footing and mind, you noticed a box of matches right by your feet. Do you want to take the matchbox?

Button: Take, Leave it

* setNode(1,17)

Node1 (item node): You picked up the matchbox, it looked really old and the smell is stale. You give it a shake and there seems to be 1-2 matches left in it… Walking aimlessly, you came to a stop when you see two doors infront of you… Do you want to enter the left or the right door?

Button: Left, Right

Matchstick set to true

* setNode(2,3)

Storynode2: Something calls you to the left door and as you entered, you find yourself in a ward with a badly stained bed with a rotting stench...There seems to be static sound coming from underneath the bed. You feel strangely compelled to look underneath the bed...'

Button: 'Look underneath the bed'

* SetSurviveNode(7)
* MomoDNode1

Node7 (item node): You picked up a walkie talkie from underneath a bed, which was the source of the static sound. The temperature of the room immediately dropped, you quickly exited the room and start shivering… why is it so cold? Do you want to lit your match to warm yourself with the flame?

Button: Yes, No

Satellitephone: true

* setNode(8,9)

orange: story

purple: game

yellow: momogen

green: item

darkgreen: storynodewithitemupdate

Node8 (item node): You fumbled with the matches and accidentally broke one of the matches. You tried a few more times before you successfully lit up a match… You calmed down… You jolted in shock as you thought you saw a black shadow darted into an unlit area about 30 feet away from you… Do you want to follow the figure?

Button: Yes, No

Matchbox: false

* setNode(Node8a, NodeD1)

Node8a (storynode): You followed the figure into the unlit area… your eyes couldn’t adjust to the darkness but you see a room with its door ajar.. You entered the room but there was nothing in it.. Except for a piece of polaroid photo on the floor.

Buton: Pickup photo

GameDeathNode1 (gameDeathnode): You wondered around the corridor and they started to look the same. Your head starts to spin…your vision fades as your surroundings fades into darkness…

Node9: You wondered around the corridor and they started to look the same. Your head starts to spin… Do you want to use your walkie talkie to call for help?

Button: Yes, No

* setNode(node9a, node11)

Node9a (storynode, itemnode): “bzzzz” the radio in your backpocket sounded, breaking the silence of the place. “base…men..t..” a choppy transmission was heard…”basement?” you thought to yourself… You weren’t sure who was on the other end of the radio but you decided to go down to the basement…

Option: go down to basement

* setNode(gameNode1a)

node11 (itemnode): ‘Hello, is anyone here?’ You repeated your message while holding down on the broadcast button. There doesn’t seem to be any response at all… You noticed a shadowy corner 30 feet away from you, it’s eerily unlit even though there is a florescent tube right above it… Do you want to explore the unlit area?

Button: Yes, No

* setNode(gameNode1a, momonode2DNode)

momonode2DNode (storyNode): You wondered around the corridor and they started to look the same. Your head starts to spin…your vision fades as your surroundings fades into darkness…

Node 3 (itemNode): Something calls you to the right door and as you entered, the walkie talkie in your backpocket sounded ‘…bathroom…spotted’… which sent shivers up your spine. You did not remember bringing a walkie talkie with you..where did it come from? You noticed that in the bathroom that you stepped into, there is a gigantic rat on the floor drowning in a pool of what seems like a sticky black fluid. Do you want to inspect the rat?

Button: Yes, No

* setNode(node15,node5)

Node 15 (nodewithmomogen2): You inspected the rat and there seems to be a shiny object stuck inside its mouth… You pulled out a silver key that has been forcibly jammed into the rat’s mouth… Do you want to keep the key?

Button: Yes, No

* setSurviveNode(node12)

node12 (storynode+itemnode=newnode): you quickly leave the bathroom as the air got thick without warning and you found it increasingly hard to breathe. You got paranoid as your surroundings got darker… You use your match and managed to start a small flame… You calmed down…

Button: Continue exploring

* setNode(node13)

node13 (nodewithmomogen2): You stumbled upon a locked door with a keyhole. You instinctively pulled out the key you got from your backpocket, it is still slimey and you almost puked from the scent when you brought it close to the keyhole. Knowing full well that in a prison, using the wrong key could set off an alarm… what do you want to do?

Button: Insert key, Look into keyhole

* setSurviveNode(gameNode1a) -> this is for surviving momogen
* setNode(gameNode1a) -> this is for choosing the node without momogen

node10 (normalnode): What a horrifying sight, you can’t bear to stick your fingers inside the rat to withdraw the key… As you stood up, the reflection in the stained mirror caught your attention. Somehow, you can’t seem to figure out but the reflection in the mirror looks odd… Do you want to inspect the mirror?

Button: Inspect, Ignore

* setNode(gameNode2, node5)

\*need to edit gamenode2 to lead to node24

Node24(storynode): The face in the polaroid changes to a word…’basement’… Is there a basement in this prison?

Button: explore basement

* setNode(node24a)

gameNode1a (storynode) You explored and reached an intersection which indicated ‘Basement Level’. You placed your fingers on the wall and carefully follow along the long corridor… you eventually reached the end of the corridor with its door ajar…

Button: Enter room

* setNode(gameNode1main)

gameNode1main (gamenode): 'You walked to a table full of newspaper cutouts and letters... There were reports of missing childrens and ghastly sighting...which all supposedly happened in this prison...',

setNode(gameNode1b)

node5(nodewithmomo2): You leave it. There wouldn’t be anything useful about it anyway… The fluorescent light tube on the ceiling suddenly dims and it goes out. You’re surrounded by darkness. Do you want to use your matches to lit the room or wait till your eyes adjust to the darkness before moving as the matches could prove useful later…

Button: Light matches, Wait

* setNode(node4, momodeathnode())

node4(storynode): You fumbled with the matches and accidentally broke one of the matches. You tried a few more times before you successfully lit up a match… You calmed down… “bzzzz” the radio in your backpocket sounded, breaking the silence of the place. “base…men..t..” a choppy transmission was heard…”basement?” you thought to yourself… You weren’t sure who was on the other end of the radio but you decided to go down to the basement…

* setNode(node9)

Gamenode 1: typing Alcatraz into typewriter opens a secret chamber that leads you out of the building

Gamenode2: the photograph hints at a basement where you start gamenode1

Gamenode3: open safety deposit box and obtain map to exit and escape

escapeNode

gameDeathNode