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: You entered into what seems like a warden office...there is a photo of a young man... You saw a matchbox under the lamp, 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

Node3(storynodewithvideoAndItemsUpdates): 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?

Button: continue

Walkie-talkie set to true

* setNode(node4)

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): You decided to not use your walkie talkie to stay stealthy…“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 (storyNode): 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?

* setNode(node4)

node4 (node): 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

* yes -> setSurviveNode(node12)
* No -> node 10

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: Try entering, Look into keyhole

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

node13a (story): You see a warmly lit room which seems like an office, peculiarly poshed in this abandoned prison… it felt like someone had been here not long ago…

Button: Explore the office

* setNode(gameNode1)

node10 (normalnode): A certain fear crept over you as you held the key in your hands…You dropped the key and 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(gameNode1a)

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...' You saw a chunk of morse code on an envelope… and a typewriter next to it… Is this a riddle? What could the morse code mean?

setNode(gameNode1b)

node6(story): As you walked towards the mirror, the mirror starting shaking and swing outwards, revealing a cabinet behind it… You see a piece of polaroid inside the cabinet…

Button: Inspect polaroid

* setNode(gameNode2)

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, MomoDNode5)

node5a(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…

* setNode(node9a)

node17: 'You probably won\'t need the matchbox, you thought to yourself... you walked away from the matchbox and heard a strange whirrling sound coming from within a room... the door is ajar but you can\'t seem to see what is inside. Do you want to knock on the door or sneak in quietly?'

* setNode(node18, node17a)

node18 (storynodewithvideo): 'You knocked on the door with three thumps and nothing happens...then the door slowly swings open... You took peanut steps, cautiously entering the room and observing the surrounding...it seems to be a sort of... children\'s playroom? There were toys scattered on the floor and as you look up to the only source of light, a window, you noticed a robodog that is producing a whirring noise.',

Button: take robodog

setNode(node18a)

node18a (storynodewithitemupdate): ‘Where the robodog stood, there is also a piece of polaroid… You leaned forward and pick up the polaroid, bringing it close to your face…’

Button: continue

setNode(gameNode4)

gameNode4: (gameNodewithGameDeathNode):

setSurviveNode(node19)

node19 (nodewithvideoanditemupdate): 'dep..osit..box... seems like you have to find a safe deposit box somewhere in the prison... Do you want to use your robodog or try to find it by yourself, saving your robodog for later?',

Button: use the robodog, find it yourself

Itemupdate: robodog, true

setNode(node19a, MomoDNode4)

node19a (story): Your robodog detected a room with a safety deposit box and came back with this footage

Button: Explore the discovered room

setNode(node19b)

node19b (storynodewithitemupdate): You followed the robodog into the room and there is indeed a safe deposit box... you picked up a flashlight on the table and you inspected it... the safe seems to be locked...How do I unlock this?

Button: look around for clues

Itemupdate: flashlight, true

setNode(gameNode3)

gameNode3 (storywithvideo): You looked around and see a whiteboard...a clue! The key to unlocking the safe lies in the code word RUN... How do I get the 6 digit safe code from the word RUN?'

setSurviveNode(gameNode3a)

gameNode3a (story): 1..8.2…1..1..4 you carefully turned the dial on the safety box…

button: unlock

setNode(gameNode3b)

gameNode3b (storynodewithitem): The safe opened up and you see some medicine and a first aid kit… Evidences! You found stacks of photos of victims whose faces you recognized. You took the evidences and tucked it in your jacket…These will be helpful in your case…There seems to be a papyrus map of some sort as well…

button: unroll map

setNode(gameNode3c)

gameNode3c (storynodewithitem): A map of the island! On the map there is a prominent area marked X somewhere in this building which leads to a tunnel and an exit where ships could dock... this could be your way out!

button: Follow map

setNode(gameNode1a)

node17a (storyNode): 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 for protection. Do you have a matchbox?

Button: No

setNode(MomoDNode6)

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