Storyline:

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

Police leads and your own research brought you to an 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…

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? Possibly, you thought to yourself as you remember that you were the lead investigator on the case of a possible serial child abduction which led you to this abandoned prison…

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: 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

* 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 strangly compelled to look underneath the bed...'

Button: 'Look underneath the bed'

* SetSurviveNode(6)