Room 1 – Start (myindex.html)

**You wake up in a dim room. >>** <div id="start">

There are subtle shapes of furniture covered in sheets not far from the walls>>

You push yourself off of the floor, and you feel the cold bitter of a stone floor>>

the cobbles beneath you make standing hard >>

fumbling along the walls, your hand brushes against something warm>>

Investigate the warm feeling>(<div id="investigateWarm"> )> **or**

You realize the fabric is fur lining the walls>>

You follow the fur>>

The fur ends>>

Your hand goes back to the fur, you are confused by its warmth>>

You realize the fur is a part of a hanging deer, still warm from the hunt>>

You begin to hear the dripping of the blood onto the floor>>

Fear courses through you, you are alone in this room with the dead deer>>

Panicked, you quickly move to the other side of the room to try to find a door>>

keep moving on> <div id ="keepMoving"> >

You continue to run your hands along the wall, hoping to find a knob>>

You hand touches a handle>>

you try to push and pull, but the door does not budge>>

Continue to search for another way> *(continueSearch)*> OR

You feel around the handle for a key hole>>

Instead you feel hardware on the wall that holds an unlit torch>>

You recall you have a flint, you light the torch> *(lightTorch)*

(**[Button**]:Light Torch.]Show flint in Inventory)<div id ="flint">>

Now that the room is lit, you see before a plaque and three doors>>

The handle you first found was the first of three>>

Kick down the door> (kickDoor)

When you try to ram into the door, you hear it clank, but it remains closed>>

Almost immediately after, you hear metal clang to the floor beside you>>

You feel around the floor in the dark for the metal that fell>>

You find it—it a is a plaque>>

You search the walls for a torch to read the plaque>>

*(lightTorch)*

You touch the wall past the handle, you find an unlit torch>>

You recall you have a flint, you light the torch>>

(**[Button**]:Light Torch.]Show flint in Inventory)

*(plaqueDoors)*

Now that the room is lit, you see before a plaque and three doors>>

The handle you first found was the first of three>>

*(plaqueRead)*

“In this room of choices, beware the snare.  
Which door leads you free, without despair?  
Avoid the doom, take heed and be shrewd.  
Tell me, dear author, which door should be pursued?”

*(firstDoor)*

*Door 1>>*

This is not the door. >>

Opens to a long stairwell that gets colder as you go down the spiral of stairs. >>

You find an empty dungeon with a whistling wind. >>

You wonder why there is a wind coming from a dungeon.>>

You investigate.>>

In one of the cells, you see a dim light.>>

The cell is missing a rock cobble in the wall. This lets in a jagged hole of light.>>

Below the light source you see an iron pick on the floor.>>

You take it.>>

(**[Button**]:Iron Pick.]Show iron pick in Inventory) *(ironPick)*

You go back up the stairs since there is no exit or interest. >>

*(secondDoor)*

*Door 2>>*

This is not the door. >>

When you rattle the door handle this time, you hear chains clinking behind the door, followed by the rustling of dogs that begin to howl and bark ferociously. >>

Time to choose another door. >>

*(thirdDoor)*

*Door 3>>*

This is the door. >>

When you rattle the door, the age of the lock stops you from opening it the first time. You try one more time, and the hinges creak. >>

You step through the doorway, leaving the darkness behind with your torch in hand, and you enter a gray-ish lit hall. >>

Room 2 – Courtyard (courtyard.html) change to entrycourtyard.html

With the grayish natural light, you no longer need the torch. Shaking it until there are no more flames, you concentrate on your left.>>

The right is only a stone wall.>>

You walk forward.>>

The left wall is only a railing, and down below is an open courtyard, a fountain flowing with water, surrounded by flowers that are in the turning to fall.>>

Through the dry branches you see the ground below littered with the petals and leaves, and you realize this is where the rustling comes from.>>

You take a few more steps forward, and more of the castle comes into view.>>

You see the grandeur of the castle, towers in each corner of the length of each wall, the high walls, the stained glass windows…>>

With the grandeur of the castle, you realize there is likely a lot of wealth hidden in each of the different rooms. You want to find these trinkets.>>

**Find treasures >> OR**

You want to find any treasures to take for yourself.>>

You know the courtyard is the center of the whole castle from what you see, so being in the courtyard will allow you to see the whole castle. You try to get down to the courtyard.>>

There is no staircase you see that goes down to the courtyard, so you need to scale the wall to slide down to the courtyard.>>

You look over the railing and try to find a way down.>>

*<<Insert Puzzle>>*

You finally make it over the wall, and now you can see the different points of the castle from the first floor. >>

The wall across the one you scaled only bears one set of double doors, twice your height. You can see that they used to be coated in varnish. >>

The wall to your left is the tallest of all the walls, and there in the center is a large alcove with a drawbridge filling the space. >>

There are two walls to your right.>>

You realize the five-sided castle is poorly protected at the back walls, where the walls on the right—the back of the castle--open into the stables and gardens. There is a likely a labyrinth with lots of secrets.>>

When you turn around, the wall you scaled down is lined with doors tucked away in the overhang. >>

These doors likely lead to a variety of chambers. >>

You go through the door immediately before you, not meeting resistance when you turn the doorknob. >>

This room, like before, is filled with furniture, all covered in white sheets, but you can see a semblance of a vanity, bed, and even another door in the back of the room. The light is filtered, but it is enough to see clearly. >>

You go to the vanity and search the drawers, in case of small wealthy trinkets like jewelry.>>

You know the courtyard is the center of the whole castle from what you see, so being in the courtyard will allow you to see the whole castle. You try to get down to the courtyard.>>

There is no staircase you can see that goes down to the courtyard, so you need to scale the wall to slide down to the courtyard.>>

You look over the railing and try to find a way down. >>

*<<Insert Puzzle>>*

You finally make it over the wall, and now you can see the different points of the castle. >>

The wall across the one you scaled only bears one set of double doors, twice your height. You can see that they used to be coated in varnish. >>

The wall to your left is the tallest of all the walls, and there in the center is a large alcove with a drawbridge filling the space. >>

There are two walls to your right.>>

You realize the five-sided castle is poorly protected at the back walls, where the walls on the right—the back of the castle--open into the stables and gardens. There is a likely a labyrinth with lots of secrets.>>

You are intrigued by the different possible options to explore in this strange castle.>>

**Explore Castle Courtyard >> courtyard.html**

*<<Choice between room 3-10, every time you finish a puzzle and fail it pushes you back to this room. Whenever you solve a puzzle it allows you to enter/continue/ complete the corresponding room.>>*

You want to find any treasures to take for yourself.>>

You know the courtyard is the center of the whole castle from what you see, so being in the courtyard will allow you to see the whole castle. You try to get down to the courtyard.>>

There is no staircase you see that goes down to the courtyard, so you need to scale the wall to slide down to the courtyard.>>

You look over the railing and try to find a way down.>>

*<<Insert Puzzle>>*

*(surveyYard)*

You finally make it over the wall, and now you can see the different points of the castle. >>

The wall across the one you scaled only bears one set of double doors, twice your height. You can see that they used to be coated in varnish. >>

The wall to your left is the tallest of all the walls, and there in the center is a large alcove with a drawbridge filling the space. >>

There are two walls to your right.>>

*(seeDoors)*

You realize the five-sided castle is poorly protected at the back walls, where the walls on the right—the back of the castle--open into the stables and gardens. There is a likely a labyrinth with lots of secrets.>>

When you turn around, the wall you scaled down is lined with doors tucked away in the overhang. >>

These doors likely lead to a variety of chambers. >>

Room 3 - Sleeping Chambers

*(bedroomFirst)*

You go through the door immediately before you, not meeting resistance when you turn the doorknob. >>

This room, like before, is filled with furniture, all covered in white sheets, but you can see a semblance of a vanity, bed, and even another door in the back of the room. The light is filtered, but it is enough to see clearly. >>

*(searchDrawers)*

You go to the vanity and search the drawers, in case of small wealthy trinkets like jewelry.>>

There is nothing in this room.>>

*(bedroomsMisc)*

You continue to check the other rooms, going in and out of each door and finding a continued stream of beds, tables, bookshelves, vanities, and chairs.>>

In one of the last rooms, there is a stack of boxes on top of the sheets draping a small table. >>

You find this odd and choose to inspect these boxes.>>

*<<Insert Puzzle>>*

*(necklaceBox)*

You open this box and find a necklace with a jewel in the shape of a heart.>>

It is bright and clear, a diamond.>>

(**[Button**]:Diamond Necklace.]Show Necklace in Inventory)<div id ="necklace">>

*(nextBox)*

You choose to open the next box.>>

*<<Insert Puzzle>>*

*(clutterBox)*

You see the box open up to clutter, cheap wires and other pieces.>>

At the bottom is a fine locket, gilded gold with engraved leaves and vines.>>

You try to open the locket, but cannot.>>

(**[Button**]:Locket.]Show Locket in Inventory)<div id ="locket">>

*<<Insert Puzzle>>*

*(necklacePearls)*

You solve the puzzle and gain three necklaces crafted with fine pearls.>>

(**[Button**]:Pearls.] Show Pearls in Inventory)<div id ="pearls">>

You leave the rooms.>>

Room 4 - Stables

When you look to your right, there is a narrower wall than the others. >>

You follow it. >>

When you push through the doors to enter the stables, you smell hay and crud.>>

You explore the area, and although there are smells that suggest living animals, you do not see any. >>

You want to check outside in case the animals are in the backyard grazing.>>

As you pass through the stables, you hear rustling behind you. >>

When you turn around, there the noise stops before you can find the source.>>

The stable opens into an open field, and sure enough, there are a couple horses.>>

Once radiant and alive, you notice these horses are showing ribs and do not seem well-exercised or cared for.>>

You decide to bring the animals inside. They are troublesome and stubborn.>>

*<<Insert Puzzle>>*

*If user passes puzzle, then the animals comply and seem happy to be inside. You find a jewel-studded harness while bringing them in and keep it. You go back to the courtyard.*

*If you fail the puzzle, animals are mad at a new person and chase you out of the field.*

Room 5 - Armory

You are interested in seeing if any damage happened to the knights of this castle, and you figure the armory could give clues to this.>>

Getting closer to the drawbridge reveals a door in the side of the alcove’s walls.>>

You realize that if you were not looking for a door you would not find it, it is hidden in the shadows. The wooden door is coated gray, hiding it even more in the shadows of the cobble.>>

As you look closely, the paint is designed to look like the cobble, and there are knobs in the center of each shape. You realize that to unlock the door, you need to press the buttons in the correct order.>>

*<<Insert Puzzle>>*

Once you figure out the order, you walk into the room.>>

You see the walls are lined with maces, axes, broadswords, longswords, chains, and armor.>>

You keep searching for any clues.>>

In the corner, you see a pile of armor.>>

You inspect the armor and find it is filled with dead bodies, all of them collapsed on the floor.>>

You are surprised they are not fully rotted yet.>>

When you check the knights for signs of damage, you smell a musky smell that makes you scrunch your nose. It almost smells like a poison.>>

Concerned of their fate, you quickly turn out and leave the armory.>>

Room 6 - Drawbridge/ Front/ Forest

You begin to realize that you have no memory of your whereabouts before waking up in this castle.  
 You wonder if you will be able recall your memories if you leave the castle.

You see there is a lever you need to crank if you will have any successful attempt to open the drawbridge.

You succeed, the lever is smooth and pulls the gear so that you can now open the drawbridge.

You step outside, and you are met with the same cloudy sky like in the courtyard.

There is a large forest in front of you.

You step forward, trying to remember anything.

As you move forward, red eyes appear in front of you in the shadows.

You hear growls from the forest, growing closer each second.

You rush back into the castle, and you try to shut the drawbridge.

*<<Insert Puzzle>>*

*When you fail to crank the drawbridge, you see wolves creep out of the woods. Your only hope is to retry the lever and hope the wolves do not chase you. You do not fail to notice the wolves are coated in scars that are still fresh.>>*

*When you begin to crank the drawbridge, you see wolves start to creep out of the woods. The drawbridge pulls shut before the wolves can run forward.>>*

Room 7 - Kitchen/ Servant Quarters *Cannot access until Armory is done.*

You are curious to find out if there is an origin from the musky smell.>>

You decide the best idea is to search the kitchen.>>

You easily find the door to the kitchen opposite the armory door.>>

Immediately your nose is met with the smells of food, salt, and wine.>>

You pass three fires, all with empty pots hanging in each hearth.>>

There are lots of abandoned dishes, pots, and goblets, but no people.>>

And even more importantly, you cannot smell any musk.>>

You can either leave or check the cellar.>>

Leave.>> OR

Check the cellar.>>

You try to find the cellar.>>

There is a door in the back of the cellar behind a bunch of barrels that smell of wine and grain.>>  
 *<<Insert Puzzle>>*

When you answer the puzzle, you manage enough strength to move the barrels out of the way, leaving room to open the door. There are dirt steps going down to a cellar, and you cannot see the bottom.>>

You decide that a cellar is harmless. You go down the steps.>>

There is nothing her aside from the ordinary at first glance.>>

There are barrels on the floor, labeled with notches in the wood of what ingredient or wine it is.>>

While searching the cellar, you see in the darkest corner a line of hanging herbs.>>

You check each herb, seeing garlic, mint, and others.>>

You cannot identify a plant with dark bell-shaped flowers. They look purple.>>

Take some of the plant and leave.>> OR

*<<Insert Puzzle>>*

*If you solve the puzzle, you figure out the plant is nightshade. You hide the plant in the folds of the diary for later. You find it odd that the kitchen cellar is hiding a poisonous plant.*

Leave. >>

Room 8 - Throne Room/ Main Hall

Every castle has a throne room, and you have not found one yet.>>

You see the large double-doors and reason this the main hall with the thrones.>>

You head inside.>>

The main hall is much larger on the inside that you reckoned. The walls curve into the ceiling, and the back wall is gilded with reliefs of history.>>

Interested in this history, you walk to the back wall.>>

Passing the thrones, you realize they are not covered in sheets like the furniture in the tower was.>>

There is no dust on the thrones either, and you wonder how long this castle was empty.>>

You pocket this information away and continue reading the relief.>>

The history described the kingdom’s origin, from travelers fighting strange beasts to becoming the first royal bloodline. They established the kingdom and this castle.>>  
 The last image sticks in your mind.>>

It shows a man, kneeling down over a cauldron.>>

Behind him are a line of bodies. Two of the bodies are wearing crowns.>>

You are unsure if this is history or an explanation of what happened here.>>

*<<Insert Puzzle>>*

*If you pass, you see this last frame of the relief was recently completed, suggesting this is how the castle became empty.*

*If you fail, you are unsure if this is the past or if this suggests something else.*

You leave after you check the rest of the room does not have anything you can take or learn.>>

Room 9 - Labyrinth

With your newfound bravery from the events of today, you are feeling strong enough to go into the gardens in the back, near the stables.>>

As you come closer, you see the gardens are actually a labyrinth, hedges that rise over twice your own height. >>

When you step closer to the hedges, a breeze picks up from above, carrying the noise of birds…>>

…And the sound of voices. The voices sound like a mother and children, laughing and giggling while the mother calls out names you cannot here. >>

You follow the voices down the paths of hedges.>>

You are being pulled in now by the voices.>>

Before you can stop yourself, you have lost track of time, and you are now lost.>>

You attempt to find your way back through the hedges. >>

In front of you are two paths.>>

*Left* *<<Insert Puzzle>>*

In going left, you find another path that splits off. You keep left the entire time.>>

After a while, you find footsteps in the ground.>>

They are your footprints, and you have been going in circles for the past moment of time.>>

You try to find your way back and come onto a path that splits three ways.>>

Left *<<Insert Puzzle>>*

Center *dead end, turn back*

Right *dead end, turn back*

You find that left is the correct path, and you continue down this line for a few steps.>>  
 The path leads you back to where you started.>>

*Right* *<<Insert Puzzle>>*

Going down this path brings you down a path where you hear the voices again.>>

Wondering why the voices come back only now, you follow the sounds, and this determines each direction.>>

You stub your foot.>>

When you look down, there is a journal scuffed in the dirt.>>

You sift through the pages of the journal, and you realize it is a diary.>>

The pages are filled with entries sharing stories of children, politics, and tragedy.>>

You realize this is the diary of the queen of this castle.>>

You flip to the last page to try and understand what happened to this castle, why it is so empty…>>

The last page is a scribble, starting off with only one sentence as the last line of ink drags across the rest of the page before falling off completely.>>

*He arrived, he has been here all along, and we were so blind we did not even see…*

None of your questions are answered except for one.>>

A traitor brought this fate onto the whole castle. >>  
The fate of this castle piques your interest even more, and you keep the diary in the fold of your coat until you need it to learn more. >>

You are able to find your way out of the labyrinth as you continue to follow the voices.>>

They are more faded now that you have the diary, but they still lead you out of the hedges.

Room 10 – Healer’s Room – *Cannot access until Throne Room and Labyritnh are done.*

You decide to flip through the pages of the diary, in hopes if there are anymore clues to why you lost your memory.>>

One particular entry catches your eye.>>

*<<graphic with text?>>*

“It is strange to see how our staff has been slowly losing their pallor, despite the bright summer sun warming the fields this season. I watch servants cross paths, walking in the sun all day, squires working with the horses in the fields, and yet, they grow weaker everyday. Their skin becomes paler, and they are fatigued all day. I have approached our healer multiple times, but he says he is unable to provide an antidote. I worry that for the first time he has been this castle’s healer he rejects the idea of an antidote so easily. Does he know something we do not? Is he withholding from telling us there *is* no antidote? What is he hiding from us? Why is he hiding it from me and His Majesty?”>>  
 You realize you have not seen any place where a healer could work. You try to figure out where there could be a healer’s room.

Keep reading diary.>> OR

You keep reading the diary, looking for any directions or drawings.>>

You find nothing in the diary that helps.>>

You decide to instead try to search the castle grounds for the healer’s room.>>

Search the castle grounds for the healer’s room.>>

You go search the grounds again and fail to see anything different.

You remember you never found a staircase from the top floor to the bottom floor. You try to search for the stairs.>>

If you can find the stairs, you might be able to find another room.

*<<Insert Puzzle>>*

*When you succeed, the stairs lead you back to the room you started in.*

*When you fail, you do not have anymore ideas for how to find the room. You check again.>>*

On the way back up the stairs, you pick up the torch you left when you left the dark room.>>

You are now back in the room you awoke in. after relighting the torch, you try to find other torches to brighten the room.>>

While searching the room, last time the sheets looked to be covering furniture.>>

You pull the sheets back.>>

What is uncovered are tables lined with vials, potions, and a lots of other related equipment. Mortar-and-pestles are filled with a carmel-brown powder, and waving the sheets back brings the same musky smell you smelled on the dead knights.>>

You have found the healer’s room.>>

You are confused why you woke up in this room in the first place.>>

You hear the dripping sounds from when you first woke up.>>

You see the deer hanging upside down in the back of the room again.>>  
 You see a torch on the wall beside the deer. You light it.>>

Seeing the deer fully tickles your memory.>>

*The deer… I wanted to see if I could make myself an antidote…*>>

You remember hating being confined to a tower, all alone.>>

You hated hearing the screams from the dungeon down below when the king asked you to interrogate prisoners.>>

You wanted to be the one to call the shots, make the orders…>>

You are becoming dizzy.>>

You realize there is a musky smell in the room. The smell is intoxicating, growing stronger.>>

You are remembering more and more details as the smell grows stronger.>>

*Working all day, all night, trying to sneak the poison into everyone’s food. Hiding the powder during meals, melting the powder down and experimenting how to create more forms of the poison. Breathing in the fumes with every experiment, becoming dizzy from the darkness and the smells…*

Just like now.>>

You collapse and fall asleep.>>

You remember one last thing: You were the healer that caused it all.>>