ACT I

Over many years the plague devastated the country. A terrible plague with gruesome symptoms that has swept over the land. Victims are afflicted by sharp pains, sudden dizziness, hematidrosis and die within half an hour.

ACT II

At the abbey lives the happy, dauntless and sagacious Prince Prospero who propose himself to defeat the plague. Prospero and thousand other nobles have taken refuge in this walled abbey to escape the Red Death.

Prospero and his court are indifferent over the population suffer. They intend to await the end of the plague in luxury and safety behind the walls of their secure refuge, having welded the doors shut.

ACT III

One night, Prospero holds a masquerade ball to entertain his guests in seven colored rooms of the abbey. Each of the first six rooms is decorated and illuminated in a specific color: blue, purple, green, orange, white, and violet.

*Puzzle - Inserir em algum lugar exigido naquele cômodo, “pedras || jóias” coloridas que representam cada cômodo da casa, com intuito de abrir a porta para encontrar o convidado. (A solução para o puzzle só será resolvida se o jogador lembrar as cores de todos os cômodos existentes no castelo, terá mais velas do que o necessário, causando dificuldade)*

The last room is decorated in black and is illuminated by a scarlet light, "a deep blood color" cast from its stained glass windows.

*Puzzle - (\*Salão Musical****)*** *Ideia para puzzle musical: Máscara deixa pista de letra que inicia nome de instrumento exemplo, manchar sangue com letra v e o personagem deve interagir com todos os instrumentos V (violino violaocelo, etc) pode ser um objeto com a inicial da letra;*

*As letras podem estar escritas na janela e só serem reveladas quando trovejar e a luz dos raios iluminar o cômodo.*

The last room is decorated in black and is illuminated by a scarlet light, "a deep blood color" cast from its stained glass windows.

ACT IV

At the chiming of midnight, the revelers and Prospero notice a figure in a dark, blood-splattered robe resembling a funeral shroud. The figure's mask resembles the rigid face of a corpse and exhibits the traits of the Red Death. Gravely insulted, Prospero demands to know the identity of the mysterious guest so they can [hang](https://en.wikipedia.org/wiki/Hanging) him. The guests, too afraid to approach the figure, instead let him pass through the six chambers.

ACT V

Main End

The Prince pursues him with a drawn dagger and corners the guest in the seventh room. When the figure turns to face him, “Do you think you and your court have been forgiven? Do you think you have been forgotten?, Prospero I can save you. Do you wanna live? ”.

-Yes

The enraged and terrified revelers surge into the black room and forcibly remove the mask and robe, only to find to their horror that there is nothing underneath. Only then do they realize the figure is the Red Death itself, and all of the guests contract and succumb to the disease except for Prospero. The final line of the story sums up, "And Darkness and Decay and the Red Death held [illimitable](https://en.wiktionary.org/wiki/illimitable) dominion over all".

Alt end

-No

The Prince lets out a sharp cry and falls dead. The enraged and terrified revelers surge into the black room and forcibly remove the mask and robe, only to find to their horror that there is nothing underneath. Only then do they realize the figure is the Red Death itself, and all of the guests contract and succumb to the disease. The final line of the story sums up, "And Darkness and Decay and the Red Death held [illimitable](https://en.wiktionary.org/wiki/illimitable) dominion over all".

Prospero’s Short Dialogues

Welcome to Prince Prospero's abbay.

This door is locked.

What am I doing?

Who are you?

I need the key

This candle light may help me

What I can do now?

You are not my guest!

Wrong moviment

Try again.