

Nyctophobia

'''

fall

playerName: 'Ollie'

--

{ambient sound: 'light'}

{embed image: 'http://jolineblais.net/nmd343/wp-content/uploads/2021/11/https___specials-images.forbesimg.com_imageserve_5ed68e8310716f0007411996_0x0.jpg'}

Your body feels weightless in the darkness you find yourself in, the only sound that your ears pick up being a faint static, while your eyes are left blind, searching for a light to focus on...

What is your ****name****? {text input for: 'playerName'}

[[→]]

→

A small light floats above your head.

As you eyes focus on the lure, the static in your ears fades as the beat of your heart grows to replace it. You reach out for the light, but you find your hand is no closer.

The heartbeat in your ears grows louder and louder, and no matter how much you struggle the light does not get any closer. You breath comes out in puffs and the sound in your ears continues to grow, ricocheting on the walls of your skull and pircing whatever surface it echos off.

oooo oo oo\☹️/oo oo oooo

[[reach]]

reach

You reach for the light again only to feel your hand ripped away by an invisible force.

It drags your arm to your side, grabbing your legs and clothes to pull you away from the light. As you struggle against it, it wraps its force around your neck, covering your eyes with dark hands.

It chokes you, cutting off your breath as gravity seems to push you into its embrace. No longer weightless, you fall into it, sinking. Suffocating.

Your heartbeat becomes painful, and you become lightheaded.

oooo oo oo\@/oo oo oooo

[[wake up]]

[[succumb]]

wake up

Your sleep crusted and heavy eyes open in a panic as you attempt to catch your breath. Your hand grasps at the front of your shirt, and you can feel your heartbeat slow from a rapid beat to a much slower patter.

oooo oo oo\@/oo oo oooo

[[breathe]]

succumb

Your breath leaves you, and the force grows rougher as you succumb to its unknown wishes.

Pulling you deeper and deeper into it as your heart beat becomes but a ringing in your deaf

ears.

oooo oo oo\☹️/oo oo oooo

[[wake up]]

breathe

dark: false

hasCandle: false

madeBed: false

foundSwitch: false

foundDoorway: false

lightbulbOff: false

bulbBroken: false

coward: false

--

You take a deep breath as your eyes begin to focus, and your breath begins to stabilise.

As the adrenaline slowly flows out of your body you find a small **light bulb** above your head. It was yellow and dim, and made a small humming noise, but lit up the bed you find yourself on, no pressure or unknown force to be felt.

You let out a relieved sigh and sit up.

oooo oo oo\☹️/oo oo oooo

[[focus]]

focus

[unless lightbulbOff]

You find yourself in a room. The **light bulb** hanging above the **bed** didn't do much to light it though, barely brightening the corner that it hung over.

The room is dim, seemingly filled with nothing but your bed and the bulb. The light doesn't

reach the ends of the room and the walls you see peel with a grey-patterned paper.

[if lightbulbOff]

Your **candle** only lights up a small area around you, but you can see the light outline of the **bed**, the **light bulb**, and the **doorway**.

[continue]

It's warm and smells of smoke.

[if coward]

Coward.

[continue]

oooo oo oobbb/oo oo oooo

[unless foundDoorway && foundSwitch]

[[explore the room]]

[if foundDoorway]

[[go to the doorway]]

[if foundSwitch]

[[go to the light switch]]

[continue]

[[examine the bed]]

explore the room

foundDoorway: true

--

The room was far too dark to wander in, so instead you run your hand along the peeling walls, leaving the soft glow of the bulb behind and passing over two corners of the room. You find what could be described as paneling for a **door**, but no door or hole to accompany it. Just more wall.

[unless lightbulbOff]

It's ****dark****, and you find yourself growing nervous.

[continue]

oooo oo oo 0000/oo oo oooo

[continue]

[[keep moving]]

[[focus]]

examine the bed

The bed looks old and is covered with white sheets and a single pillow. Its made out of wood, unnaturally blackened.

[if madeBed]

The bed is freshly made.

[unless madeBed]

The bed is currently unkept, you are not a sound sleeper.

[if coward]

Coward.

[continue]

oooo oo oo 0000/oo oo oooo

[unless madeBed]

[[make bed]]

[continue]

[[look under bed]]

begin

```
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config.style.page.link.font: "bold"  
config.style.page.link.color: "white"  
config.style.page.link.lineColor: "white"  
config.style.page.link.active.color: "black on white"  
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config.style.page.header.link.font: "small caps"  
config.style.page.footer.font: "14"  
config.style.page.footer.link.font: "small caps"
```

```
config.style.page.style: "none"
```

```
sound.ambient.light.url: 'http://jolineblais.net/nmd343/wp-content/uploads/2021/12/Sound-  
Effects-Ventilation-Noise-And-Light-Buzz-Ambience-Version-2-48000-2.wav'  
sound.ambient.light.description: 'lightsounds'
```

```
--
```

```
{embed image: 'https://64.media.tumblr.com/d0c64e52d387afdd0fcc78953c7d6d64/b33a24ef5dadf723-  
d8/s640x960/61ee333f1276c7853665e831bbbf5a4038f0f15e.png' }
```

```
[align center]  
[[fall]]
```

make bed

```
madeBed: true
```

```
--
```

You make the bed, smoothing out the sheets and rejusting the pillow. It definitely looks a lot nicer.

```
[if coward]  
*Coward.*
```

```
[continue]
```

oooo oo oo\o/oo oo oooo

[[examine the bed]]

[[look under bed]]

look under bed

You crouch down next to the bed and look under it.

[unless hasCandle]

It's dark, but you manage to pick out the shape of a ****candle****.

[if hasCandle]

There is nothing else under the bed.

[if coward]

Coward.

[continue]

oooo oo oo\o/oo oo oooo

[unless hasCandle]

[[take the candle]]

[[leave the candle]]

[if hasCandle]

[[focus]]

take the candle

hasCandle:true

--

You pick up the ****candle****, and stand up to look at it under the light.

Its unused and has seemingly never been lit. It has 6 tick marks on it's body, and is unaccompanied by any type of candle holder.

You currently don't have anything to light it, so you just hold it in your hand.

oooo oo oo\☹️/oo oo oooo

[[focus]]

leave the candle

You leave the ****candle**** under the bed and stand back up.

oooo oo oo\☹️/oo oo oooo

[[focus]]

keep moving

foundSwitch: true

--

[unless lightbulbOff]

You continue forward despite your nervousness.

[continue]

After passing another corner, your hands run over a ****light switch****.

[if coward]

Coward.

[continue]

oooo oo oo\☹️/oo oo oooo

[[flip the switch]]

[[keep going]]

[[go to the doorway]]

flip the switch

lightbulbOff: true

--

[unless bulbBroken]

You flip the switch, turning off the dim light. The room around you plunges into total darkness, and a soft, echoing voice fills the pitch black, whispering unknown words in your ears.

[unless hasCandle]

You become panicked in the ****dark****.

[if hasCandle]

The candle in your hands suddenly sparks to life and a small red flame illuminates you, as well as some of the area around you. The whispering grows quiet, but lurks in the dark.

[continue]

oooo oo oo\o/oo oo oooo

[unless hasCandle]

[[fall]]

[[reflip the switch]]

[if foundDoorway && hasCandle]

[[focus]]

[[reflip the switch]]

keep going

You pass over the ****light switch**** and make your way back to your bed.

oooo oo oo\🕯️/oo oo oooo

[[focus]]

reflip the switch

lightbulbOff: false

--

[unless hasCandle]

You turn the light back on, the whispers grow quiet, and you panic leaves.

[if coward]

Coward.

oooo oo oo\🕯️/oo oo oooo

[if hasCandle]

[[there's a loud pop]]

[unless hasCandle]

[[keep going]]

there's a loud pop

bulbBroken: true

lightbulbOff: true

dark: true

--

You attempt to turn it back on, but the light bulb bursts. The only light in the room now comes from your candle.

oooo oo oo\🕯️/oo oo oooo

[[keep going]]

go to the light switch

You walk over to where you remember the ****light switch**** to be, and your hand runs over it.

[if bulbBroken]

To be honest, you're not entirely sure why you're looking at it again. The light bulb is broken.

[if coward]

Coward.

[continue]

oooo oo oo⚡/oo oo oooo

[unless lightbulbOff]

[[flip the switch]]

[if lightbulbOff]

[[reflip the switch]]

[if bulbBroken]

[[flip the switch anyway]]

[continue]

[[focus]]

go to the doorway

[unless lightbulbOff]

You make your way back to the ****door**** paneling. There is still no door or hole to accompany it. Just wall.

It's ****dark****, and you find yourself growing nervous.

[if lightbulbOff]

You go to the doorway and find that the wall between the paneling was no longer there...

[if coward]

Back again?

[continue]

oooo oo oo\☹️/oo oo oooo

[[go to the light switch]]

[[focus]]

[if lightbulbOff]

[[look closer]]

flip the switch anyway

It's still broken and doesn't turn on.

[if coward]

It's not going to go away.

[continue]

oooo oo oo\☹️/oo oo oooo

[[focus]]

[if foundDoorway]

[[go to the doorway]]

look closer

It was an inky black that not even the candle seemed to light.

This was kind of freaking you out.

[if coward]

Go.

[continue]

oooo oo oo\☹️/oo oo oooo

[[. . .]]

[[turn back]]

. . .

You hold the candle further in, and the candle starts to produce more and more smoke, the darkness almost haloing it. Its own flame illuminating the ghostly trails.

[if coward]

Keep going.

[continue]

oooo oo oo\☹️/oo oo oooo

[[. . . .]]

[[turn back]]

. . . .

The fire seems to suddenly flare, as the excess wax that was unable to fuel it drips down onto your hand. It burns.

oooo oo oo\☹️/oo oo oooo

[[let go of the candle]]

[[ignore the pain]]

turn back

coward: true

--

Everything gets to much for you, and you go back to the bed. fiddling with the lit candle in your hand.

Coward.

oooo oo oo\☹️/oo oo oooo

[[focus]]

let go of the candle

You attempt to let go of the candle, but the wax pools and solidifies around your burnt fingers.

oooo oo oo\☹️/oo oo oooo

[[fall...]]

ignore the pain

You ignore the burning of the was as it solidifies around your fingers, locking them in place.

oooo oo oo\☹️/oo oo oooo

[[fall...]]

fall...

The doorway you were standing in seems to evaporate, as the walls you couldn't see begin to close around you.

The air becomes suffocating as the smoke continues to billow off the burning candle. The wax covers your hand further, and you clench you teeth as the skin on your hand bubbles with blisters too red to possibly be from just the candle wax.

Your heart beat grows loud, echoing off the shrinking walls of the smoke filled room as the walls start to squeeze you at all sides.

○○○○ ○○ ○○○○ ○○ ○○○○

[[one beat]]

one beat

A whispering begins, not nearly as loud as your heart, but the voices are so high pitched compared to the deep bass of your heart beat that your brain feels as if it is melting.

Your nose leaks blood and the candle continues to pick at the flesh in your hand, leaving you with only one to cover your ears with.

○○○○ ○○ ○○○○ ○○ ○○○○

```
[[two beats]]
```

two beats

The smoke fills your lungs and you cough, the blood that your nose is draining from your head blocks any airflow that wasn't through your mouth.

○○○○ ○○ ○○○○ ○○ ○○○○

[[take a deep breath]]

take a deep breath

You breath in the smoke. Your head was light but your body was heavy, as the walls around you crush you in an unforgiving hug.

You cough.

○○○○ ○○ ○○○○ ○○ ○○○○

[[three beats]]

three beats

You hold your breath, and clench your teeth.

oooo oo o\o/oo oo oooo

[[four beats]]

four beats

"Breathe {playerName}"

oooo oo o\o/oo oo oooo

[[release]]

release

You fall asleep...

oooo oo o\o/oo oo oooo

[[fall.]]

fall.

Your body feels weightless in the darkness you find yourself in, the only sound that your ears pick up being a faint static, while your eyes are left blind, searching for a light to focus on...

What is your ****name****? {text input for: 'playerNameAgain'}

oooo oo o\o/oo oo oooo

[[→]]

→

[if playerNameAgain !== playerName]

Lair

Try again **{playerName}**

What is your **name**? {text input for: 'playerNameAgain'}

oooo oo oo\o/oo oo oooo

[[→]]

[if playerNameAgain === playerName]

[[Good. You remembered.]]

Good. You remembered.

A small light floats above your head.

As you eyes focus on the lure, the static in your ears fades as the beat of your heart grows to replace it. You reach out for the light, but you find your hand is no closer.

The heartbeat in your ears grows louder and louder, and no matter how much you struggle the light does not get any closer. You breath comes out in puffs and the sound in your ears continues to grow, ricocheting on the walls of your skull and pircing whatever surface it echos off.

What's happening?

oooo oo oo\000000/oo oo oooo

[[reach.]]

reach.

You reach for the light again only to feel your hand ripped away by an invisible force.

It drags your arm to your side, grabbing your legs and clothes to pull you away from the light. As you struggle against it, it wraps its force around your neck, covering your eyes with dark hands.

It chokes you, cutting off your breath as gravity seems to push you into its embrace. No longer weightless, you fall into it, sinking. Suffocating.

Your heartbeat becomes painful, and you become lightheaded.

It's familiar.

oooo oo oo\000000/oo oo oooo

[[wake up.]]

wake up.

Your sleep crusted and heavy eyes open in a panic as you attempt to catch your breath. Your hand grasps at the front of your shirt, and you can feel your heartbeat slow from a rapid beat to a much slower patter.

oooo oo oo\000000/oo oo oooo

[[breathe.]]

breathe.

firstCycleFinished: false

entityHappy0: false

entityNeutral0: false

entityAngry0: false

madeBed: false

foundBox: false

boxOpened: false

leaveBox: false

hasTakenFromBox: false

hasLighter: false

hasPaper: false

hasLighterAndPaper: false

turnedAround: false

panicked: false

entityGood: 1

entityNeutral: 0

entityBad: 0

foundExit0: false

--

You take a deep breath as your eyes begin to focus, and your breath begins to stabilise.

As the adrenaline slowly flows out of your body you find yourself back in the same bed you had previously woke up in. No pressure or unknown force to be felt, and no light above your head.

The only light that brightens the room comes from the **candle** still grasped in your hand... or melted to your hand.

You sit up.

oooo oo ooooo oo oooo

[[Try and open your hand]]

[[focus.]]

Try and open your hand

You attempt to open up your bistered hand, it hurts, and no matter how had you try the ****candle**** does not move.

You decide to leave it be.

oooo oo oö\☹/oo oo oooo

[[focus.]]

focus.

You find yourself at the end of what appears to be a narrow hallway, about the same width as your bed. It smells just as the last room did, and the wallpaper was the same, if not a bit scorched. It was warm and smokey, but not uncomfortably so.

The only light in the room comes from your ****candle****, but it does not reach the end of the seemingly unending hallway.

oooo oo oö\☹/oo oo oooo

[[examine the candle.]]

[[examine the bed.]]

[[walk down hallway.]]

examine the candle.

The candle was slightly melted past the first tic on it's side, it's wax melting down it's body and onto your hand. It still hurts, but definatly not as bad as when it first burned...

What was this place anyway?

oooo oo oö\☹/oo oo oooo

[[focus.]]

examine the bed.

The bed looks the same as the last one, old, covered with white sheets and a single pillow.
Its made out of wood, unnaturally blackened.

[if madeBed]

The bed is freshly made.

[unless madeBed]

The bed is currently unkept.

[continue]

oooo oo oo\o/oo oo oooo

[unless madeBed]

[[make bed.]]

[continue]

[[look under bed.]]

walk down hallway.

You walk down the hallway, leaving your bed behind. It's dark, but the light from the
****candle**** keeps you calm enough to continue.

oooo oo oo\o/oo oo oooo

[[keep walking]]

make bed.

madeBed: true

--

You make the bed, smoothing out the sheets and rejusting the pillow. It definitely looks a lot nicer.

[continue]

○○○○ ○○ ○○○○ ○○ ○○○○

[[examine the bed.]]

```
[[look under bed.]]
```

look under bed.

```
[unless foundBox]
```

Its dark, but when you hold your **candle** out you can pick out the shape of a **cardboard box**.

It has some writing on it, but you can't make it out from here.

```
[if foundBox]
```

You already looked under the bed.

```
[if leaveBox]
```

Plus, you already decided you didn't need the `**box**`.

```
[if boxOpened]
```

Plus, you already got what you needed from the `**box**`.

[continue]

○○○○ ○○ ○○○○ ○○ ○○○○

```
[unless foundBox]
```

[[take the box]]

```
[[leave the box]]
```

```
[if foundBox]
```

```
[[focus.]]
```

take the box

```
foundBox: true
```

```
--
```

You take the ****box****.

It was light, and small. The cardboard was old, and it had the words:

```
" {playerName}'s do not open! >:( "
```

```
oooo oo oo\☹/oo oo oooo
```

```
[[keep the box]]
```

```
[[put it back]]
```

leave the box

```
leaveBox: true
```

```
--
```

You decide to leave the ****box**** and stand back up.

```
oooo oo oo\☹/oo oo oooo
```

```
[[focus.]]
```

look in the box

```
boxOpened: true
```

```
--
```

You open the ****cardboard box****

Inside you find a **note** and a red **lighter**. The words are scratchy but the **note** reads:

You may only take one

The writing looks different than the handwriting on the **cardboard box**

You don't know what it means when it says "only take one" as there is only one item in the **box**, but you assume that the **note** is refering to itself... Maybe? You can't be sure.

oooo oo oo\@/oo oo oooo

[[take the note]]

[[take the lighter]]

[[take the lighter and the note]]

take the note

hasPaper: true

hasTakenFromBox: true

entityGood: entityGood +1

--

You take the **note**, leaving the lighter behind. It felt difficult, but you had your **candle**, you won't need the lighter, it's just another thing to carry.

oooo oo oo\@/oo oo oooo

[[what's with this note anyway?]]

take the lighter

hasLighter: true

hasTakenFromBox: true

entityNeutral: entityNeutral +1

--

You smile and take the red **lighter**, it seemed to be the only useful thing in the box.

Having it could be useful, like if the candle goes out, or if you needed another light source.

oooo oo oöøøøø/oo oo oooo

[[what's with this note anyway?]]

take the lighter and the note

hasLighterAndPaper: true

hasTakenFromBox: true

entityNuetrals: entityNuetrals +1

--

You chuckle and take the red **lighter** and the **note**.

It said to only take one, but there was nothing but the **lighter** in the **box**. Having both could be useful, like if the candle goes out, or if you needed another light source, or if you needed to write something down.

oooo oo oöøøøø/oo oo oooo

[[what's with this note anyway?]]

[[you don't need to rationalize it, you know why you want both]]

keep the box

You tuck it under your arm and stand up. It does say your name on it, but you can't recall ever having a box like this.

oooo oo oöøøøø/oo oo oooo

[[look in the box]]

put it back

leaveBox: true

--

You put the ****box**** back under the bed as you found it.

Better safe than sorry.

oooo oo oooo oo oooo

[[focus.]]

what's with this note anyway?

Did someone already take something? Maybe there used to be more in the ****box**** than just 2 items, but who would go into a ****box**** that had someone else's name on it?

You store the ****box**** back under the bed.

You have:

[if hasLighter]

one red ****lighter****

[if hasPaper]

one note

[if hasLighterAndPaper]

one note and one red ****lighter****

[continue]

oooo oo oooo oo oooo

[[focus.]]

refocus

You shake your head. Trying to keep your thoughts on track.

oooo oo o0\000/00 oo oooo

[[what's with this note anyway?]]

you don't need to rationalize it, you know why you want both

If you needed to you could light the paper on fire, it would burn for a short time but it would be so bright and warm.

Fire was comforting to you.

As you held it, it would dip closer and closer to your fingers, and you'd have to let the ambers fly at that point, if only to protect your hand from burning like the other.

No other reason. They would understand.

oooo oo o0\000/00 oo oooo

[[let your mind wander]]

[[refocus]]

let your mind wander

It might even get bigger if the floor was the right material, or maybe it would crawl up the dry paper walls, and encase them in fire's bright glow.

It would be so pretty, so bright. The dark wouldn't be able to get you.

oooo oo o0\000/00 oo oooo

[[keep the dark away]]

[[refocus]]

keep the dark away

It was getting too dark in this hallway. The light from the ****candle**** wasn't bright enough and the walls were too close.

Your breath suddenly spikes.

You panic and strike the lighter, lighting the paper in the same hand aflame.

It burns, engulfing the paper and forcing you to drop both it and the ****lighter****. You watch as it spreads from the paper to the dry floor, the fire grows, and you're are entranced.

The fire reflects beautifully off your eyes {playerName}

oooo oo oo\o/oo oo oooo

[[burn]]

burn

entityAngry0: true

firstCycleFinished: true

--

The fire spreads on the floor, licking the walls before it climbs up them. It surrounds you by the time you can refocus. All you can see is light, and your panic leaves.

The warmth is comforting, nothing can hide behind it.

The ****candle**** in you hand flares up, burning hot and bright like it did before you found this hallway. The wax melts to the second tick mark, and you fall.

You fall asleep before the light disapears.

oooo oo oo\000000/oo oo oooo

[[Fall]]

Fall

Your body feels weightless in the darkness you find yourself in, the only sound that your ears pick up being a faint static, while your eyes are left blind, searching for a light to focus on...

Where did it go?

oooo oo oo\000000/oo oo oooo

[[Chapter 1 over!]]

Chapter 1 over!

This was the first part of the game, but there are 5 more chapters to explore, each with increasing difficulty! They just don't exist at the moment. Consider this a demo.

Thank you for playing! Let me know if there are any bugs.

Play again?

oooo oo oo\000000/oo oo oooo

[[begin]]

keep walking

You keep walking, watching the walls for any change and listening for anything that might be lurking behind the viels of black.

It's unnerving.

oooo oo oo\☹️/oo oo oooo

[[go back to your bed]]

[[go further]]

go back to your bed

You stall, not ready to continue.

You turn on your heel, and walk until you ****candle**** finds the bed at the end of the hallway.

You let out a breath you didn't know was stuck in your throat

oooo oo oo\☹️/oo oo oooo

[[focus.]]

go further

You go further, your bare feet silent on the wooden floor.

[[You walk.]]

You walk.

[[And walk]]

And walk

[[And walk...]]

And walk...

This hallway felt neverending, surely you should have found something by now?

You breath suddenly feels too loud, and your heart rate is faster than it should be.

oooo oo o\~e/oo oo oooo

[[go back]]

[[pick up the pace]]

go back

turnedAround: true

--

You turn around in a hurry. This was becoming too much. You feel like something is watching you. The candle-light was too dim. The dark was closing around you and you were sufficating.

It felt like those invisible hands from your nightmares were at your throat. Clawing at any breath you desperately try to keep, trapping you in their dark box, and suffocating you with the terrifying inky black.

You're panicked, and there's a loud thump.

oooo oo o\~e/oo oo oooo

[[what was that noise?]]

pick up the pace

You speed up you steps. This was becoming too much. You feel like something is watching you. The candle-light was too dim. The dark was closing around you and you were sufficating.

It felt like those invisible hands from your nightmares were at your throat. Clawing at any breath you desperately try to keep, trapping you in their dark box, and suffocating you with the terrifying inky black.

Your bed felt too far, and you want to turn back, but the thought of being trapped at the end of the hallway was too frightening.

You're panicked, and there's a loud thump.

oooo oo oo\@/oo oo oooo

[[what was that noise?]]

what was that noise?

panicked: true

--

You freeze. Something was there.

oooo oo oo\@/oo oo oooo

[[run]]

[[stay put]]

run

[if turnedAround]

It feels as if a bolt of lighting struck your body, and you run.

You go back in the direction of your bed. Where your light hit 3 walls instead of 2.

Your breathing goes rough, and your footsteps are loud on the echoing walls. You run as fast as your body allows you too,

[unless turnedAround]

It feels as if a bolt of lighting struck your body, and you run.

You couldn't tell if the sound came from behind or infront of you, but you were too scared to

do anything but get away

Your breathing goes rough, and your footsteps are loud on the echoing walls. You run as fast as your body allows you too,

[continue]

oooo oo oo\000000/oo oo oooo

[[something was after you, something must be]]

stay put

You stay as still as possible, waiting for another sound other than your breathing. Hoping that whatever made the noise would forget your presence. That maybe you imagined it. That you were making things up.

Your feet wouldn't move.

oooo oo oo\000000/oo oo oooo

[[try and calm down]]

something was after you, something must be

[if turnedAround]

You keep running, but your bed was nowhere to be found. The hallway felt longer than before, you didn't walk this far.

[unless turnedAround]

You keep running, looking for anything other than darkness.

[continue]

You're terrified.

oooo oo oo\000000/oo oo oooo

[[you hear a voice]]

try and calm down

You curl in on yourself and focus on your ****candle****, letting the light and warmth wash over you. You can feel tears behind your eyes.

breath {playerName}

oooo oo o\~e/oo oo oooo

[[you take a deep breath]]

you take a deep breath

panicked: false

--

The candle-light flickers with each shakey breath, but grows brighter the longer you focus on it.

You take another breath, and with each one it levels out with the ****candle****

You sit until your breath is normal again, but you still can't find the energy to move yet. Your eyes don't break contact with the ****candle's**** flame. You were too scared, and tears run free down your cheeks.

It was behind you.

You sob.

oooo oo o\~e/oo oo oooo

[[. . .]]

. . .

??: "{playerName}?"

Your shaking stills, and you try to muffle your sobs with your hand when a hand touches your back.

It was warm.

You wanted to go back to bed. To hide.

oooo oo oo\☹/oo oo oooo

[[turn around]]

you hear a voice

You stop in your tracks. It felt like you were doused in cold water and you freeze despite your need to run.

It came from behind you, but you can't turn around.

oooo oo oo\☹/oo oo oooo

[[stay put]]

turn around

You turn your head to meet the face of a spectral man.

He was transparent, and his features were distorted, but neutral.

He emitted a soft light and you couldn't speak.

oooo oo oo\☹/oo oo oooo

[[. . .]]

. . .

???: "Are you alright?"

His expression looked concerned.

oooo oo oooo oo oooo

[[don't respond]]

["Who are you?"]]

["Get away from me."]]

don't respond

entityGood: entityGood +0

entityNuutral: entityNuutral +1

entityBad: entityBad +0

--

He removes his hand.

???: "What's got you troubled?"

He sits down next to you, and his light washes over you. It's warm, but you find it hard to relax. You don't know who this person (thing?) is.

oooo oo oooo oo oooo

["I'm lost, and I don't know where I am."]]

[[stay quiet]]

"Who are you?"

entityGood: entityGood +1

entityNuetrals: entityNuetrals +0

entityBad: entityBad +0

--

"Who are you?" You ask. Your voice was weak.

He smiles, and removes his hand.

???: "I'm just someone looking out for you. What's wrong?"

He sits down next to you, and his light washes over you. It's warm, but you find it hard to relax.

oooo oo oo0000/oo oo oooo

[["I'm lost, and I don't know where I am."]]

[[stay quiet]]

"Get away from me."

entityGood: entityGood +0

entityNuetrals: entityNuetrals +1

entityBad: entityBad +0

--

"Get away from me."

You try to spit the words. Maybe it would make him go away, but your voice was too weak.

He chuckles.

???: "You don't need to be afraid. I'm only here to help."

You're not sure if you believe him, but his glow is nice.

oooo oo oo\☹️/oo oo oooo

["Get your hand off me."]

["Who are you?"]]

"Get your hand off me."

entityGood: entityGood +0

entityNuutral: entityNuutral +1

entityBad: entityBad +0

--

He hums and removes his hand.

???: "What's got you so uptight kiddo?"

He sits down next to you, and his light washes over you. It's warm, but you find it hard to relax. You don't know who this person (thing?) is.

oooo oo oo\☹️/oo oo oooo

["I'm lost, and I don't know where I am."]

["What makes you think I'm uptight?"]]

[[stay quiet]]

"I'm lost, and I don't know where I am."

entityGood: entityGood +1

entityNuutral: entityNuutral +0

entityBad: entityBad +0

--

"I'm lost, and I don't know where I am."

???: "Ah, I see. I can explain if would like?"

oooo oo oo\☹️/oo oo oooo

["Tell me your name first."]

stay quiet

entityGood: entityGood +0

entityNuetral: entityNuetral +1

entityBad: entityBad +0

--

He's quiet while he waits for your response, but once he realises you're not going to answer he talks again.

???: "I'm sorry you find yourself here, but I'm here to help you if you'll let me."

oooo oo oo\☹️/oo oo oooo

["I'm lost, and I don't know where I am."]

"What makes you think I'm uptight?"

entityGood: entityGood +1

entityNuetral: entityNuetral +0

entityBad: entityBad +0

--

"What makes you think I'm uptight?"

He laughs.

???: "You're a funny kid. Now, can you tell me what's going on?"

oooo oo oo\☹️/oo oo oooo

[["I'm lost, and I don't know where I am."]]

[[stay quiet]]

"Yes."

Cyrus: "Wonderful."

He smiles, and stands up, holding out a hand for you to take.

Cyrus: "Walk with me."

oooo oo oo\☺/oo oo oooo

[[Take Cyrus' hand]]

[[Don't take Cyrus' hand]]

"Tell me your name first."

"Tell me your name first."

???: "My name is Cyrus. Now, would you like an explanation {playerName}?"

You don't know how he knows your name, but that's not you're biggest concern at the moment.

oooo oo oo\☺/oo oo oooo

[["Yes."]]

Take Cyrus' hand

entityGood: entityGood +1

entityNeutral: entityNeutral +0

entityBad: entityBad +0

foundExit0: true

--

You take his extended hand, getting on your shakey feet.

His smile grows, and you begin to walk down the hallway again. It's silent for a bit before he begins to speak.


He points to your **candle**.

Cyrus: "Let that be your guide. All you need to know is that your choices matter. You're not in a friendly place, but if you take the right paths, you'll end up where you need to be. You're doing just fine already, so keep it up. Explore if you can."*

He stops in front of a door, lets go of your hand and begins to walk away, and the further he gets from the candle, the more his light fades.

Cyrus: If you ever find yourself panicking again take a moment and focus on your light, just like you did before. Just be careful, you might not always have the time to calm down."

He waves, as he begins to fade.

oooo oo ooooo oo oooo

[[Wave back]]

[[Don't bother]]

Don't take Cyrus' hand

entityGood: entityGood +0

entityNeutral: entityNeutral +1

entityBad: entityBad +0

--

He lets his hand fall, but his smile doesn't waver. If anything it looks amused.

Cyrus: "You're lucky you met me first, you won't be able to get away with some of this in

the future."**


He points to your **candle**.

Cyrus: "Let that be you're guide. All you need to know is that your choices matter. You're not in a friendly place, but if you take the right paths, you'll end up where you need to be. Explore if you can."

He begins to walk away, and the further he gets from the candle, the more his light fades.

**Cyrus: If you ever find yourself panicking again take a momment and focus on your light, just like you did before. Just be careful, you might not always have the time to calm down."

He waves, as he begins to fade.

oooo oo ooooo oo oooo

[[Wave back]]

[[Don't bother]]

Wave back

entityGood: entityGood +1

entityNuetral: entityNuetral +0

entityBad: entityBad +0

--

His smile grows, as he completely disapears from your sight.

Cyrus: "Good luck!"

His voice echos.

[if hasLighter]

Cyrus: "Basic choice with the lighter though!"

[if hasPaper]

****Cyrus: "I bet you thought you were clever with choosing the Note though!"****

[if hasLighterAndPaper]

****Cyrus: "Remember to follow directions! You picked up two items from that box, not one!"****

[unless boxOpened]

****Cyrus: "Explore a little more next time!"****

[continue]

oooo oo oöºººººººººººº

[unless foundExit0]

[[Continue forward]]

[if foundExit0]

[[Examine doorway]]

Don't bother

entityGood: entityGood +0

entityNeutral: entityNeutral +1

entityBad: entityBad +0

--

You don't bother waving as you watch him go, completely disappearing from your sight in the dark.

****Cyrus: "Good luck!"****

His voice echos.

[if hasLighter]

****Cyrus: "Basic choice with the lighter though!"****

[if hasPaper]

****Cyrus: "I bet you thought you were clever with choosing the ****Note**** though!"****

[if hasLighterAndPaper]

Cyrus: "Remember to follow directions! You picked up two items from that box, not one!"

[unless boxOpened]

Cyrus: "Explore a little more next time!"

[continue]

oooo oo oö\@e/oo oo oooo

[unless foundExit0]

[[Continue forward]]

[if foundExit0]

[[Examine doorway]]

Continue forward

You don't know what to make of what just happened, but you follow the direction he went in. Walking until you eventually find a door.

The dark still made you nervous, but it was a lot easier continuing now.

oooo oo oö\@e/oo oo oooo

[[Examine doorway]]

Examine doorway

The doorway you find yourself in front of was open, just like the last door you fell through.

You hope it will be a little better this time around. Maybe when you wake up again you'll be able to process everything that man told you. Maybe this time the nightmares won't be as violent.

You doubt it.

But for now you enter the doorway and [[Fall]].