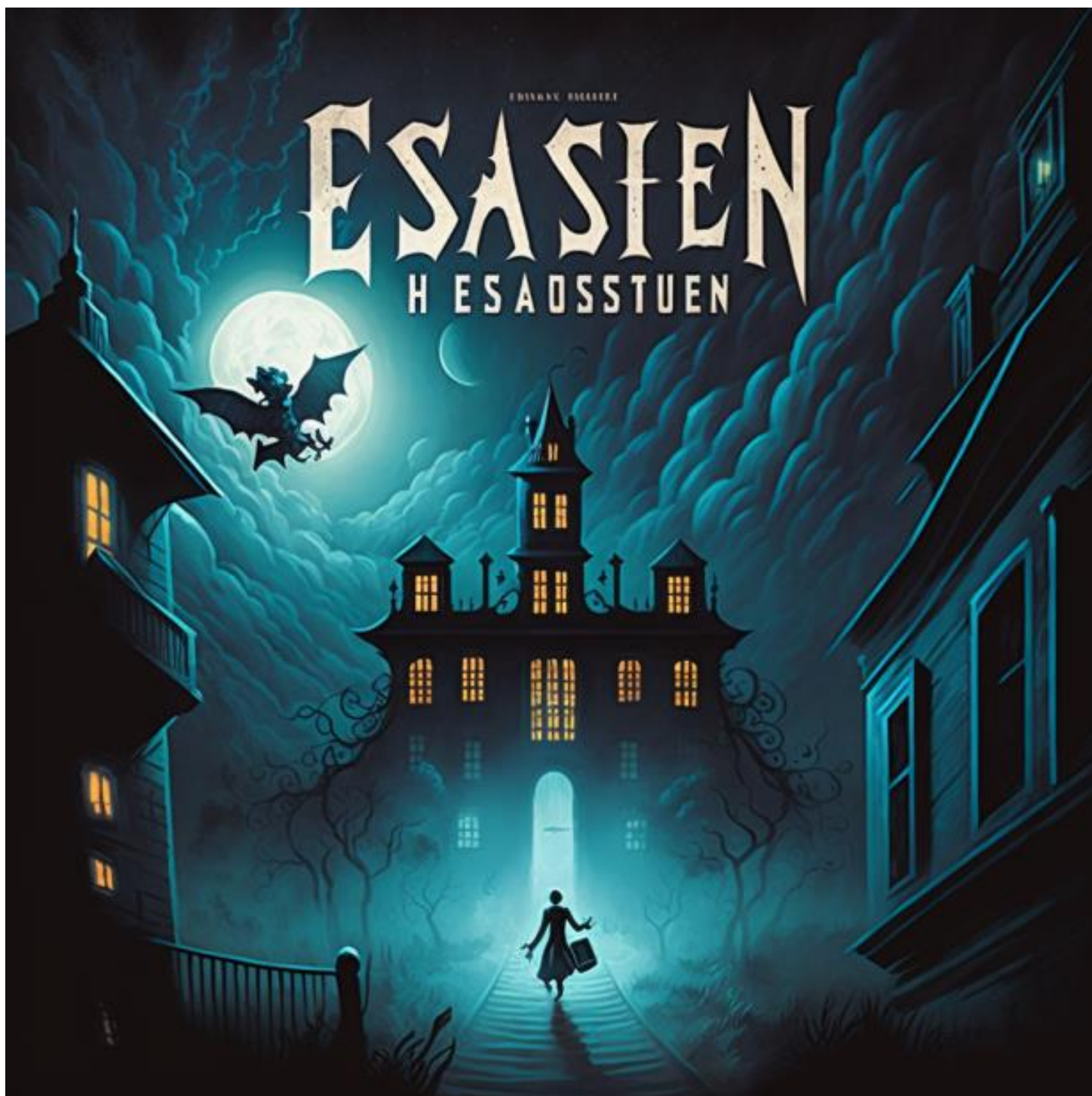


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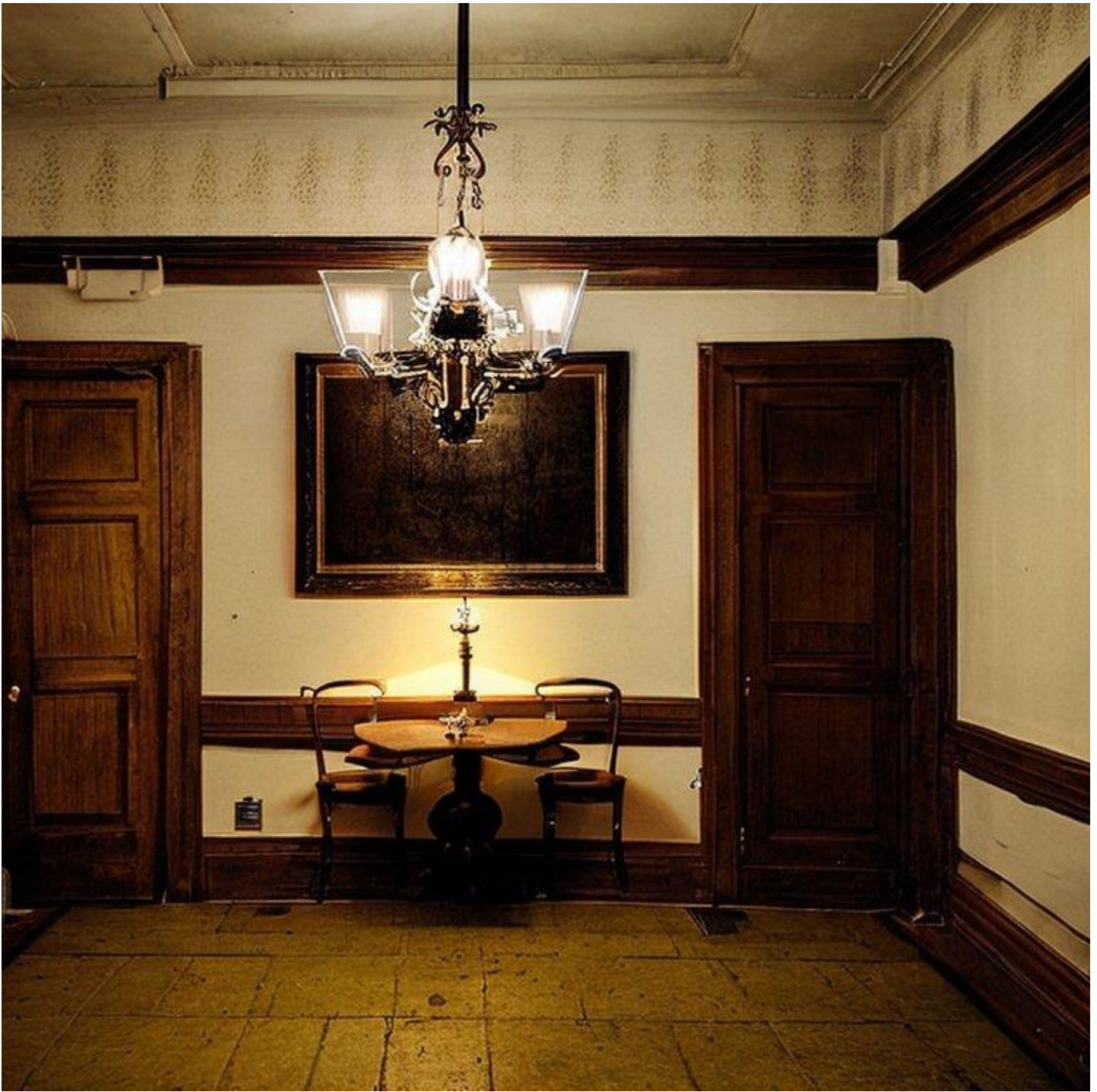


Cover Variation 2





Screen 1



Screen 2





Screen 3



Screen 4



Screen 5





Screen 6





Screen 7



Cover Variation 3



# "Escape the Haunted Mansion"

## Script

**Screen 1:** The player starts outside of an old, decrepit mansion. In the background, there is a full moon and a storm brewing. The player can see a sign that reads "Enter at your own risk."

- If the player chooses to enter the mansion through the main door, they will proceed to the next screen.
- If the player chooses to leave, the game will end.

**Screen 2:** The player is now inside the mansion's foyer. The room is dimly lit by a single candle on a table in the center of the room. On the table, there is a key.

- If the player chooses to take the key, they will add it to their inventory and can use it later to unlock the door to the library.
- If the player chooses to ignore the key, they will not be able to access the library.

**Screen 3:** The player is now in the living room of the mansion. The room is cluttered with old furniture and cobwebs. On the fireplace mantel, there is a painting of a man with a monocle.

- If the player chooses to examine the painting, they will notice that the man's eyes seem to follow them.
- If the player chooses to take the painting, they will add it to their inventory.

**Screen 4:** The player is now in the kitchen of the mansion. There is a pot of soup on the stove that is still hot.

- If the player chooses to eat the soup, they will regain some health.
- If the player chooses to leave the soup, they will not gain any health.

**Screen 5:** The player is now in the library of the mansion. There is a locked door leading to the basement, and a keyhole. On the desk, there is a book titled "The History of the Mansion"

- If the player uses the key from Screen 2 to unlock the door, they will proceed to the next screen.
- If the player chooses to read the book, they will learn a valuable clue that the combination to the lock on the basement door is the birthdate of the mansion's original owner, which is "03-15-1885".
- If the player chooses to ignore the book, they may struggle to solve the puzzle to open the door.

**Screen 6:** The player is now in the basement of the mansion. They can see a locked door that leads to the basement. The door is locked with a combination lock.

- If the player uses the clue from the book they read earlier, they will be able to enter the code "03-15-1885" and unlock the door and proceed to the next screen.
- If the player does not have the clue, they will not be able to unlock the door and will have to find another way to proceed.

**Screen 7:** The player is now in the final room of the mansion. The room is dark, and the only thing the player can see is a ghostly figure in the corner of the room.

- If the player chooses to fight the ghost, they will have to use the items they collected throughout the game to defeat the ghost and escape the mansion.
- If the player chooses to run away, they will be able to escape the mansion but will not be able to defeat the ghost and will not complete the game.