

Disclaimer: this story contains strong language, violent scenes, and upsetting imagery.

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Word Count: 2139

A Room

Starting up game:

Game files successfully loaded.

Options:

<NEW GAME>

<LOAD GAME>

<SETTINGS>

<CREDITS>

<EXIT>

New game

ERROR: command not recognised.

Hint: if you want to type a command, use < and >.

<*New game*>

Loading new game:

You walk into a room.

The room is dimly illuminated by a lightbulb hanging from the ceiling. You see that it is filled with boxes, opened and unopened alike. They're strewn about and stacked on top of one another, towers reaching to the ceiling. Three doors present themselves: to the east, to the west, and to the north. On the east side of the room, you see a small stack of boxes with a key gracing its summit; to the west, a shovel.

<Examine key>

You walk over to the key and pick it up. It seems like a normal key; several jagged teeth adorn its slender shaft. It is a burnished copper in colour, stained in places.

<Take key>

You pocket the key. Having done this, you return to the centre of the room.

The room is filled with boxes; there are doors to the east, west, and north. To the west is a shovel.

<Examine box>

ERROR: chosen object cannot be acted upon.

<Examine shovel>

You walk to your left and pick up the shovel. It's a hefty instrument; the metal head adds a nice weight to it. It might come in useful if you want to dig something up later on.

<Take shovel>

You decide to take the shovel with you. As big as it is, it's a little difficult to carry around. Maybe you will find something later that will make it easier to take with you. Shovel in hand, you return to the centre of the room.

The room is filled with boxes; there are doors to the east, west, and north.

<Examine west door>

You walk to the western door. It would be unremarkable were it not for the light shining through the cracks. Open it?

<No>

You decide to leave it for now and return to the centre of the room.

The room is filled with boxes; there are doors to the east, west, and north.

<Examine east door>

You walk to the eastern door. It is an unremarkable door. Open it?

<Yes>

You open the door. On the other side it's completely dark. Enter?

<No>

You decide to wait. Closing the door, you return to the centre of the room.

The room is filled with boxes; there are doors to the east, west, and north.

<Go through west door>

ERROR: invalid command. For a list of possible commands, type *<help/commands>*.

<Help/commands>

Possible commands:

<COMBINE [object] AND [object]>

<DROP [object]>

<ENTER [direction] [door]>

<EQUIP [large object]>

<EXAMINE [object]>

<EXIT>

<HELP>

<INVENTORY>

<SAVE>

<TAKE [object]>

<USE [object]>

<Enter west door>

You open the western door and walk through it.

You walk into a room.

The room is dimly illuminated by a lightbulb hanging from the ceiling. You see that it is filled with boxes, opened and unopened alike. They're strewn about and stacked on top of one another, towers reaching to the ceiling. Four doors present themselves: to the east, to the west, to the north, and to the south. On the east side of the room, you see a small stack of boxes with a flashlight gracing its summit; to the west, a sledgehammer.

<Examine flashlight >

You walk towards the stack of boxes and pick up the flashlight. It's pretty old, but still seems to be working. You flick it on and flood the room with light.

<Take flashlight>

You pocket the flashlight and return to the centre of the room.

The room is filled with boxes; there are doors to the east, west, north, and south. To the west is a sledgehammer.

<Examine sledgehammer>

You approach the sledgehammer and admire it. It's enormous, almost as tall as you are. The metal head looks as though it could do some serious damage.

<Take sledgehammer>

ERROR: insufficient Large Object carrying capacity.

Hint: you can increase how many Large Objects you can carry by COMBINING them with certain objects.

<Inventory>

Inventory:

Flashlight

Key

Shovel (Large Object) (equipped)

<Combine shovel and flashlight>

ERROR: [shovel] and [flashlight] cannot be COMBINED.

<Combine shovel and key>

ERROR: [shovel] and [key] cannot be COMBINED.

<Enter east door>

You turn around and enter the door you came in through.

You walk into a room.

The room is filled with boxes; there are doors to the east, west, and north.

<What are you saying?>

ERROR: invalid command. For a list of possible commands, type <help/commands>.

<Question how many times do I have to say this damn line>

ERROR: invalid command. For a list of possible commands, type
<help/commands>.

<Help/commands>

Possible commands:

<COMBINE [object] AND [object]>

<DROP [object]>

<ENTER [direction] [door]>

<EQUIP [large object]>

<EXAMINE [object]>

<EXIT>

<HELP>

<INVENTORY>

<SAVE>

<TAKE [object]>

<USE [object]>

<Help>

<BACK>

<COMMANDS>

<CREDITS>

<RESET>

<SETTINGS>

<Back>

The room is filled with boxes; there are doors to the east, west, and north.

<Enter east door>

You open the eastern door and walk through it.

You walk into a room.

Darkness swallows the room; you cannot see a single thing.

<Use flashlight>

You take the flashlight out of your pocket and flick the switch. A beam of light shows a room full of boxes, opened and unopened alike. They're strewn about and stacked on top of one another, towers reaching to the ceiling. Four doors present themselves: to the east, to the west, to the north, and to the south. On the east side of the room, you see a small stack of boxes with a ball of string gracing its summit; to the west, a crowbar.

<Examine crowbar>

The crowbar looks compact and well-made. Scratch-marks on the hook and edge show that it's been used before. It might come in useful if you need to pull something apart.

<Take crowbar>

ERROR: insufficient Large Object carrying capacity.

Hint: you can increase how many Large Objects you can carry by COMBINING them with certain objects.

<Examine string>

You pick up the ball of string. It's made up of strong cords of fibre; maybe you could use it as a rope, or to carry something heavy?

<Combine shovel and string>

ERROR: [string] not in inventory.

<Take string>

You take the ball of string. Having done so, you return to the centre of the room.

The room is filled with boxes; there are doors to the east, west, north, and south.

<Combine shovel and string>

You unravel the string and repeatedly tie it around both ends of the shovel, making a strap. You can now carry the shovel on your back.

<Take crowbar>

You grab the crowbar and hold it firmly in your hand before returning to the centre of the room.

The room is filled with boxes; there are doors to the east, west, north, and south.

<Save>

Saving game. Please do not turn off your computer.

Game saved.

<Exit>

Exiting:

Loading save file:

Save file successfully loaded.

The room is filled with boxes; there are doors to the east, west, north, and south.

<Fuck you>

ERROR: invalid command. For a list of possible commands, type <help/commands>.

<Fuuuck you>

ERROR: invalid command. For a list of possible commands, type <help/commands>.

<Enter west door>

You turn around and enter the door you came in through.

You walk into a room.

The room is filled with boxes; there are doors to the east, west, and north.

<Examine north door>

You examine the northern door. It is boarded up; you can just see the handle through the gaps in the planks. Maybe there's a tool that can help you?

<Use crowbar>

You grip your crowbar and use it to pry the boards from the doorframe. It's hard work, and before long you're sweating from the exertion. You eventually remove all the boards.

The door stands before you, now accessible.

<Enter door>

The door is locked.

<Use key>

ERROR: [key] cannot be used on this object.

<Use crowbar>

Fucking idiot
ERROR: [crowbar] cannot be used on this object.

<Enter west door>

You open the western door and walk through it.

You walk into a room.

The room is filled with boxes; there are doors to the east, west, north, and south. To the west is a sledgehammer.

<Take sledgehammer>

ERROR: insufficient Large Object carrying capacity.

Hint: you can increase how many Large Objects you can carry by COMBINING them with certain objects.

<Help/commands>

Possible commands:

<COMBINE [object] AND [object]>

<DROP [object]>

<ENTER [direction] [door]>

<EQUIP [large object]>a

<EXAMINE [object]>

<EXIT>

<HELP>

<INVENTORY>

<SAVE>

<TAKE [object]>

<USE [object]>

<Drop crowbar>

You drop the crowbar on the floor.

<Take sledgehammer>

You grab the sledgehammer with both hands. It feels good. It feels deadly.

Sledgehammer in tow, you return to the centre of the room.

The room is filled with boxes; there are doors to the east, west, north, and south.

<Enter east door>

You turn around and enter the door you came in through.

You walk into a room.

The room is filled with boxes; there are doors to the east, west, and north.

<Examine north door>

You approach the northern door. Bereft of its boards, its stands bare and vulnerable before you.

<Use sledgehammer>

You heft the sledgehammer onto your shoulder and with a grunt bring it down on the doorhandle. It connects with a resounding **thud**. Splinters fly and the handle buckles slightly. You bring it down again, and again, and again. Blood is rushing through your veins, you can feel the raw violent potential of the weapon in your hands fucking destroy that door smash it to pieces make it feel pain **like it's never felt before in its miserable little li**

The door is unlocked.

<Ext>

ERROR: invalid command. For a list of possible commands, type
<help/commands>.

<Exit>

ERROR: you must save before exiting.

<Exit>

ERROR: you must save before exiting.

<Save>

Saving game. Please do not turn off your computer.

Game saved.

<Exit>

Exiting:

Loading save file:

Back for more are we?
Save file successfully loaded.

The room is filled with boxes; there are doors to the east, west, and north.

<Enter north door>

You open the northern door and walk through it.

You walk into a room.

The room is dimly illuminated by a lightbulb hanging above. You see that there is nothing inside of it. Four blank walls and an earthen floor. On the east side of the room, you see nothing; to the west, nothing.

<Enter south door>

ERROR: there is no door.

<Enter south door>

ERROR: there is no door.

<Help>

<BACK>

<COMMANDS>

<CREDITS>

<RESET>

<SETTINGS>

<Reset>

ERROR: there is no escape.

<Help/reset>

ERROR: there is no escape.

<HeLp>

ERROR: there is no escape.

<COMMANDS>

<CREDITS>

<RESET>

<SETTINGS>

<Exit>

ERROR: there is no escape before exiting.

<Save>

Ending game. Please do not turn off your computer.

Game saved.

<Exit>

ERROR: there is no escape.

<EXIT>

ERROR: there is no escape.

Turning your computer off won't work either kid

You're stuck here

<Inventory>

ERROR: there is no escape.

Flashlight

Key

Shovel (Large Object) (Shouldered)

Sledgehammer (Large Object) (Equipped)

<Equip shovel>

ERROR: the shovel is too heavy and hold it in both hands.

<Use shovel>

What the fuck do you think you're doing? You drive your shovel into the earth and desperately start digging. You have to find a way out of here, and this seems like your only hope.

You dig until your arms start to burn and you feel faint, but you keep on going. **Stop that** You can't stop; you've no idea whether this room has ventilation or not, so for all you know you have minutes to live.

Your hard work is rewarded as the head of your shovel hits something solid. **I SAID FUCKING STOP THAT** By this point you're close to hysteria, frantically gulping in huge mouthfuls of air. Close to tears, you drop down to both knees and scabble at the dirt floor. The earth yields beneath your fingers to reveal a keyhole.

<Use key>

You fumble with the key, almost dropping it before inserting it into the keyhole. It's a perfect fit. You turn it anticlockwise and hear a loud **click**, as though of a door opening. Sobbing, you turn around to face salvation.

