

View is 3<sup>rd</sup> person for all cut scenes and can be toggled between first and 3<sup>rd</sup> person.

You awake from a dream, quickly sitting up in bed. We you see yourself in your room, everything is clean and bright, like it had never been used.

Males Voice (MV): "With every light there is shadow. To every day comes night. Like life to death here there are only absolutes."

You: "Who are you, where are you? How did you get into my house?"

MV: "I am the shadow to your light, this is our house, our world."

You get out of bed you can move freely, but although one side of the room is lit slightly by an ambient lighting the other side remains completely dark. There is a light switch on the wall.

Full control:

Trigger event: activate the light switch.

Cut scene:

The camera spins and we can see that the other side of the room is dead, it looks like a fire or flood had swept through it a hundred years ago. Everything is rags and broken boards. The windows are all boarded up. You jump in fear.

You: "Where am I?"

Males Voice (MV): "With every light there is shadow. To every day comes night. Like life to death here there are only absolutes."

You: "I'm getting out of here"

You walk over to the bed side table and grab you gun from the bed side table and look at it.

You: "That's weird, this is my gun"

New item: Gun, and 2 bullets.

You walk over and grab your jacket from the dark side of the room. It is a long brown leather coat that looks much like the side of the room, tattered and torn.

Full control:

Exit Puzzle: The door to the room is locked, you have to shoot the lock. To get out

After you exit the room you find out that that entire house is like this. The front door is just down the hall and is a good door on one side but part of the all has collapsed. You have to work your way through the maze. Eventually you make your way into the bathroom, it is on the dead side of the house. You look in the mirror and see yourself, but you look like you died a long time ago. Your flesh clings to your bones and your eyes are just black holes, your nose a forgotten feature.

Cut scene:

You see yourself and step back, you trip and fall into a puddle of dirty water. Everything goes black, and you find yourself out in front of your house but everything up to the roof tops is covering in water. There are fish swimming by, well you are standing on the bottom of the ocean. All houses are A frames.

A fish swims buy, turns and looks at you and asks

Fish: "Can you breathe under water?"

Full control

Mission: you must make it out of the water before you run out of breath; you have about 3 minutes of air.

When you get to the top of your roof you find that your chimney looks over sized and has a large door in it. You still have full control to explore but when you open the door a puff of black smoke fills your point of view.

When the smoke clears. You are back in your house.

Cut scene:

You are lying face down in a puddle of water all of a sudden you realize that the house is upside down and you are falling. You land flat on your back and the water drips on your head. You get up

MV: "Upsey daisy, Upsey downsey. If you live in a upside down world what is a dream of falling?"

You: "Who are you? Is this a dream?"

MV: "Does it feel like a dream?"

A Drop of water hits you right in the face.

You: "No"

Full control:

You get to explore your house it is upside down, but in normal condition not half live half dead like before. All of the furniture is nailed to the floor but anything moveable has fallen to the roof.

If you open the front door you will find that the entire world is upside down and if you step out the front door you will fall.

To exit this house you must step outside of the house and fall you fall.

Cut scene:

While falling.

MV: "Falling towards infinity. Does your life pass before your eyes? Do you think you'll fall forever?"

You: "This can't be real"

MV: "Why not?"

You: "Because this world doesn't exist, it can't exist"

MV: "Maybe it's always existed and you were just too insignificant or small to notice"

You find yourself splashing into a sink full of dishes.

Full control:

When you climb out you find that you are once again in your house, but you are only about an inch large. You can see a door, the front door, the same door that was on the chimney, but this time it is on the bread box on the other side of the room. It is not an easy walk to that location and you will have to explore to get there.

Trigger event. You open the door

Cut scene: You walk into this round room with 12 doors. The door slams behind you.

Every door is the same door, the front door but above each door is a symbol that represents each world. The game becomes a little more free form at this point. So I will simply number each door and create a description of some of the worlds and some puzzles.

All the doors that you walk through unless other wise specified (like the big word door in the bread box) all enter in one of 3 places: The same room the same door (ie mirror, trapped), Your front door facing into your house, Your front door facing out only the street..... 5

The floor of the room is an old fashioned clock face, it shows 12:15..... 5

**Door 1: Big world**..... 5

**Door 2: Black and White**..... 5

**Door 3: Water World**..... 6

**Door 4: Half Dead** ..... 6

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**Door 6: Exit** ..... 7

**Door 7: Tree**..... 7

**Door 8: Sound**..... 7

**Door 9: Upside down** ..... 7

**Door 10: Slit**..... 7

**Door 11: Trapped**..... 8

**Door 12: Time**..... 8

**Door 4: Half Dead Past**..... 8

All the doors that you walk through unless other wise specified (like the big word door in the bread box) all enter in one of 3 places: The same room the same door (ie mirror, trapped), Your front door facing into your house, Your front door facing out only the street.

The floor of the room is an old fashioned clock face, it shows 12:15.

### **Door 1: Big world**

Symbol: just a door, but larger than most of the symbols.

Key: Red

Description:

This is the door you just came though; everything in this world is far too big. You are like a rodent in scale.

If you re enter this word

MV: "Back for more? Now of the floor I see a rat and in it's hat what is that?"

If you look down you see a rat scurrying around wearing a paper hat with a RED key stuck in it.

Opening voice

MV: "You ever have one of those days where you feel rather small?"

### **Door 2: Black and White**

Symbol: Just a door, But even the full sized door is different it lacks any color; it is in black and white.

Key: Green

Description:

A world in black and white, everything is grey scale except you and a bloody hand print on the wall. And a trail of blood that leads to the bedroom where you find yourself in bed, you have been stabbed to death and there is blood every where, your dead body is in color and there is a large knife in your hand. That you can pick up for use later. He is also holding the green key.

Voice over:

MV: "Here is a riddle for you, what is black and white and red all over?"

This door locks itself when you leave with the knife and green key

### **Door 3: Water World**

Symbol: Waves

Description:

This is the underwater world. As described before the entire neighborhood is flooded. You enter this world through a door on your chimney. If you try to swim beyond the local neighborhood there is just water and nothing but flooded grass on the bottom.

You will have to come back here to fill your bucket to water the tree in the past.

*(edit out)*

**Door 3, 9: Pass through**

Symbol: a tunnel

Description:

*When you open the door you see yourself opening the door in the same room. It is just a duplicate copy of the first room. No difference at all  
(end of edit out)*

### **Door 4: Half Dead**

Symbol: Yin Yang

Key: Grey

Description:

This is the door in and out of the first place you started. You now enter through the front door. You will be able to explore more of the house. You can see a grey key. It is inside a cabinet but the door has fallen off.

### **Door 5: Round world**

Symbol: A circle

Key: White

MV "Round and round the merry go round, where it stops no body knows. Do you know?"

You:

Description:

This is the ear just around your house, about 10 houses or so, your street and the park at the corner. But the street is round, its' wrapped around a relatively small sphere. You will stick to the ground like normal but you 5 houses down the street and you've walked around the world. There is a bird flying around and around. All the doors to all the houses are locked.

There is a car driving around and around down the street, but the driver is you but you are asleep at the wheel. Every time the car pulls in front of your house it stops and turns off. The driver wakes up turns the WHITE KEY to start the car and drives off.

The car has a green lock on the doors. If you go up to the car or stand in front of it the driver will yell "You can't have it's mine. I found it it's mine." And then drive on and continue around the world.

Puzzle key:

You will need the green key to open the car door.

### **Door 6: Exit**

Symbol: an Exit sign

Description:

This is the door to end game. You open the door and find a door on the other side with ten different bolt locks. Each lock needs a different key. You have all the keys, well not you, but different versions of you. You need to get a key of each of the different versions. How you do this is described in parts and when I am done I will build a walk through. There is a lot of free form so not very easy to build a walk through.

### **Door 7: Tree**

Symbol: A tree

Key: Brown

Description:

Again this is your house but it's a tree. Everything is made out of branches and leaves. Like a natural tree fort. There is a brown key hanging on a key-hook but unfortunately the floor between you and it has not grown yet and you can't get to the key until it does. (This is a puzzle you can solve in the past, keep reading)

### **Door 8: Sound**

Symbol: Your ear

### **Door 9: Upside down**

Symbol: an a frame house, upside down.

The door is upside down

### **Door 10: Slit**

Symbol: your head

Description:

Cut scene:

The first time you enter this room all you see is a copy of yourself opening an identical copy of yourself opening an almost identical door, at first it looks like a mirror. Then a 3<sup>rd</sup> copy of yourself comes up from behind and slits the 2<sup>nd</sup> copy's throat and closes and locks the door.

### **Door 11: Trapped**

Symbol: A clock

KEY: Blue

#### Description:

You walk into the room and it's just like the one you were in except that every lock has been shot on every door. There is writing on the walls that reads "There is no way out" "I can't get out" "You are going to die here." "Kill yourself now" They seem to all be written in blood. There is an older version of you sitting in the middle of the room. He is covered in scars and holding a knife. When he starts talking

Old you: "There is no way out you see. I've been here for years. You see, you can't get out. You see I've been here for years, there is nothing here, nothing alive." He gets up and starts walking towards you with the knife. "I'm not going to live like this but I can't kill myself, I've tried. You see, I've tried but I just can't die. The others got out easy. But I can't, I won't let this happen to you."

He charges at you and you are locked in the room with him. You have to kill him to survive.

When you kill him (shoot him or stab him) he collapses.

Old you: Don't you see I was just trying to help.

All the doors out of this room except for the one you came in are locked.

If you search the body you will find a second knife and a BLUE key.

### **Door 12: Time**

Symbol: The number 15

#### Description:

This is a door in time. When you step through it you step out of it into an almost identical room. The clock on the floor now reads 11:45 and the symbol above the door is now a 45. A lot of the other doors have changed. I will lay out these in the next few pages.

### **Door 4: Half Dead (Past)**

Symbol: same

Key: Black

Description:

This time when you go back it's the past so the new part of the house doesn't exist its' just white nothing ness, if you step off into it, you die. The half that was half dead is now normal looking.

Puzzle:

The cabinet that was broken in the present is now fully fixed and locked. You will need the grey key. To open the cabinet and get the Black key, you will replace it with the grey key automatically. Once the grey key is placed it can't be removed in the past.

**Door 7: Tree (past)**

Symbol: Same

Key: none

**On Death**

If you die after you reach the main room you simply wake up in the present time in central room:

First time:

MV: "Wake Up!!! You can't dream in my world"

You: "Your world, what is this place?"

MV: "It is"

You: "What? What is it?"

MV: "Center of the void"

After that:

MV: "Wake up!!!"