

1) RUNAWAY

Objective

Find the fastest way to escape your past by exiting through A, B, C, D, E & F without dying

Mysterious Conditions - Logic

- 1) If player eats a ● , player become bigger
- 2) If player holds down x while moving, player goes through ●
 - The same move is used to activate a more advanced function
- 3) As levels increase, more conditions unlock

States

Lose (DEATH):

Player dies when a parasite infects him /

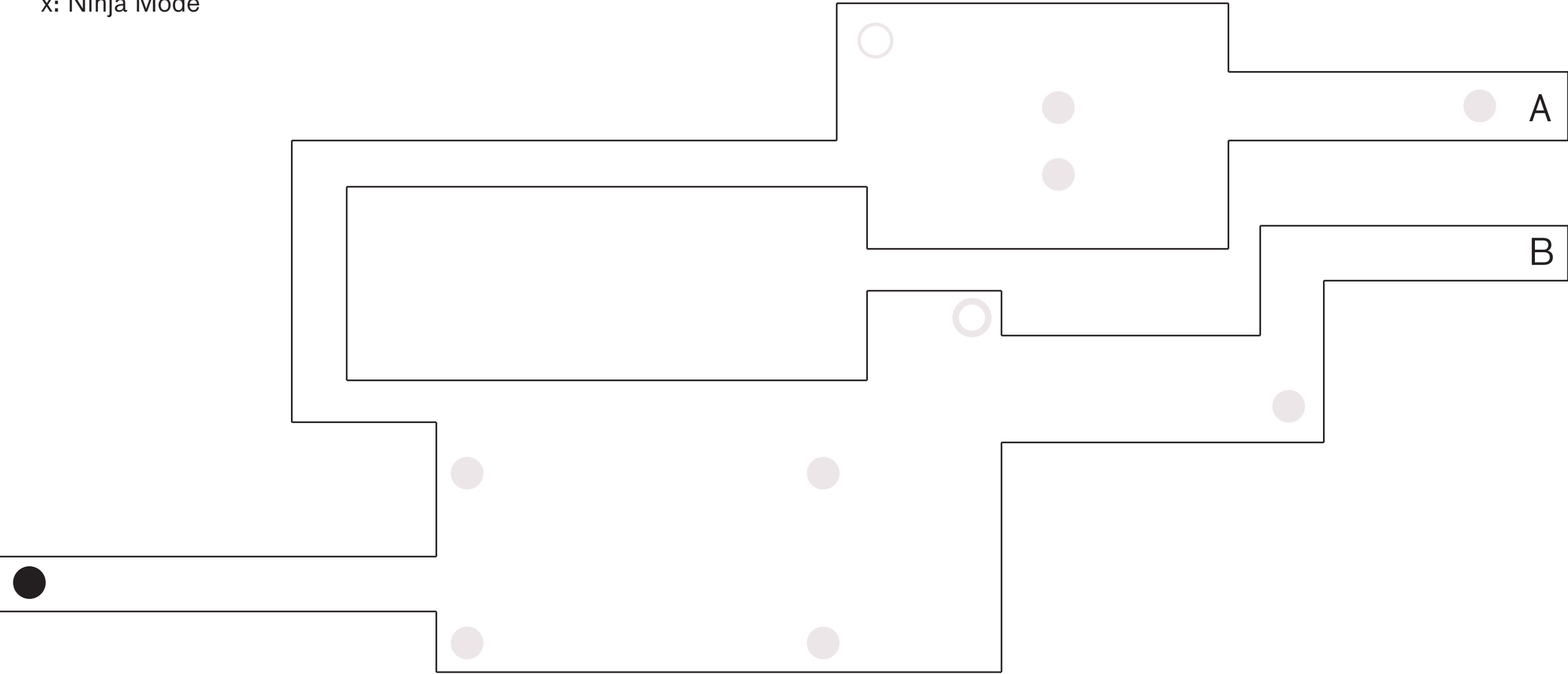
Player dies when he cannot fit through the maze

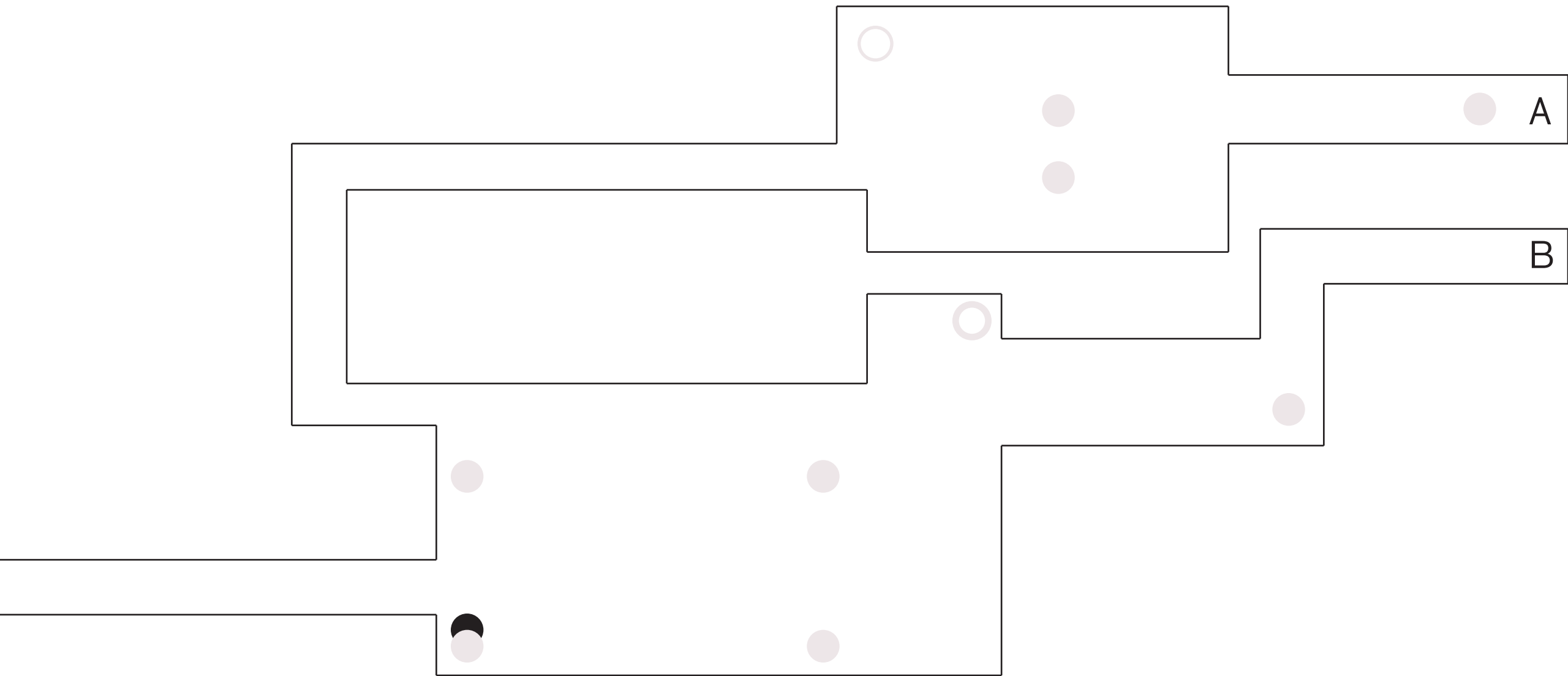
Win (SURVIVAL):

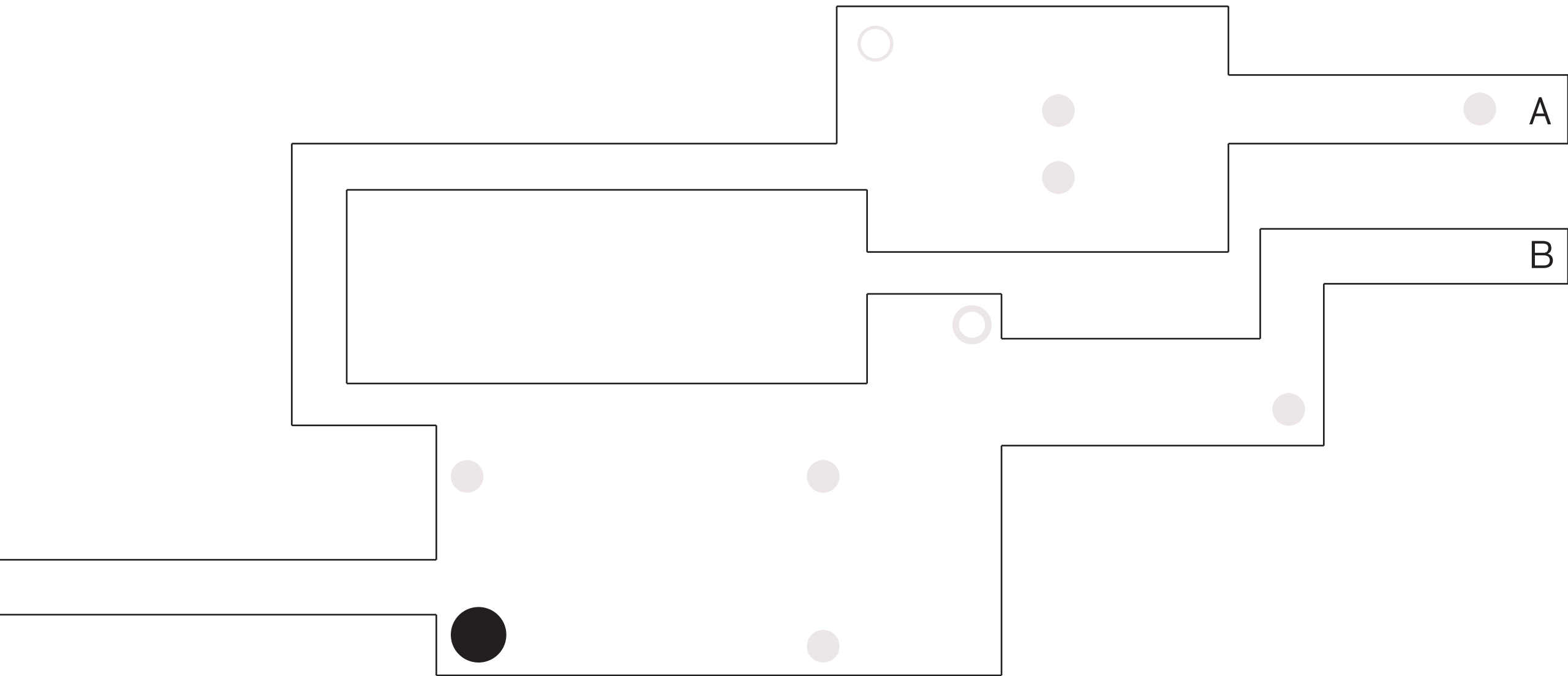
When player can exit through A and B (level up)

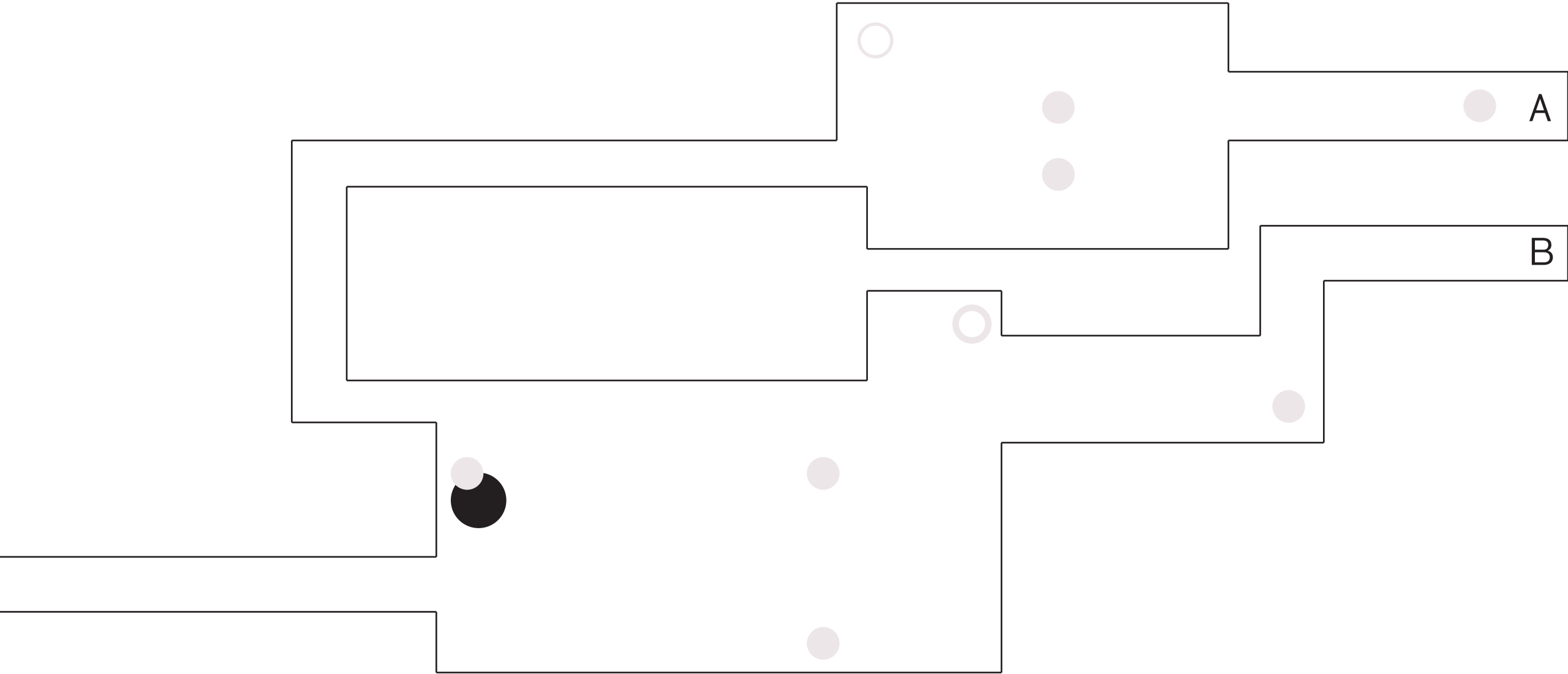
Keys

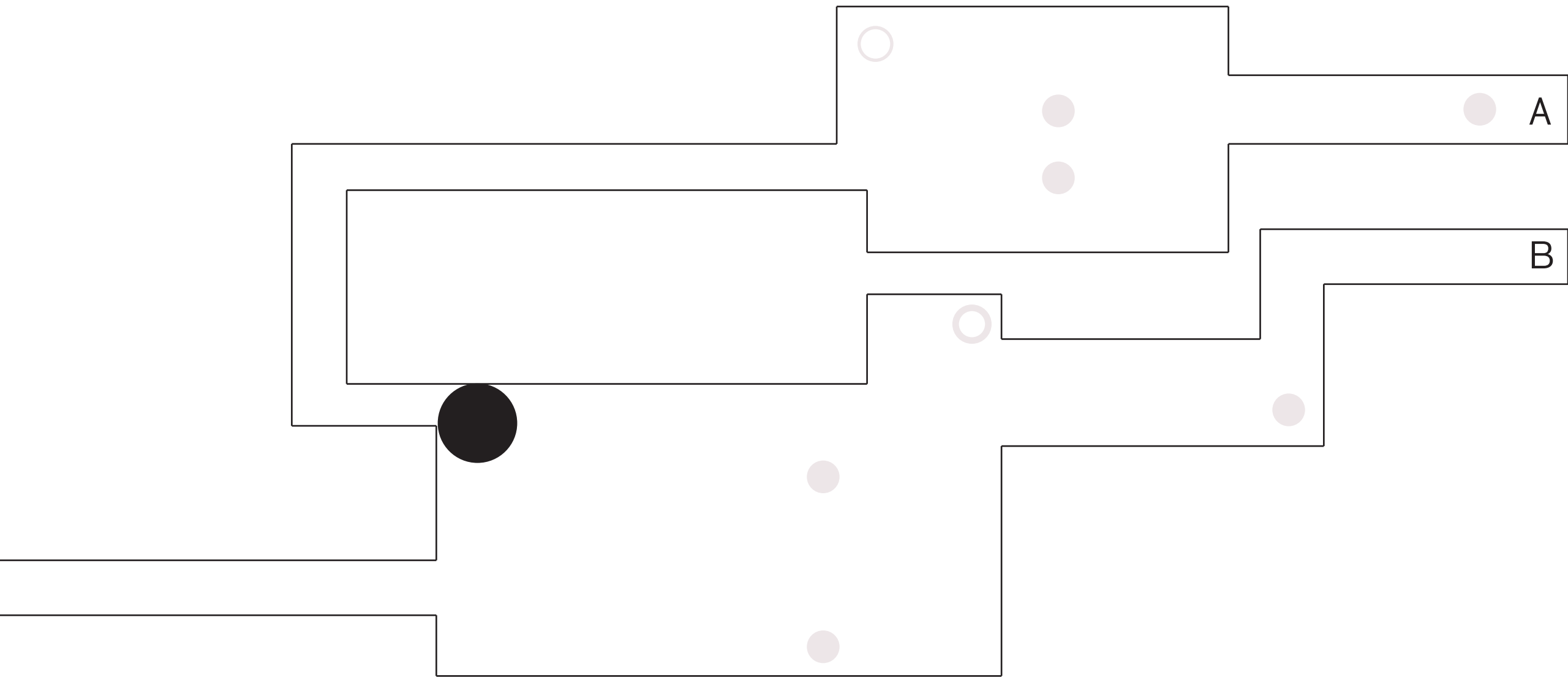
- Left: < Arrow
- Right: > Arrow
- Up:
- Down:
- x: Ninja Mode

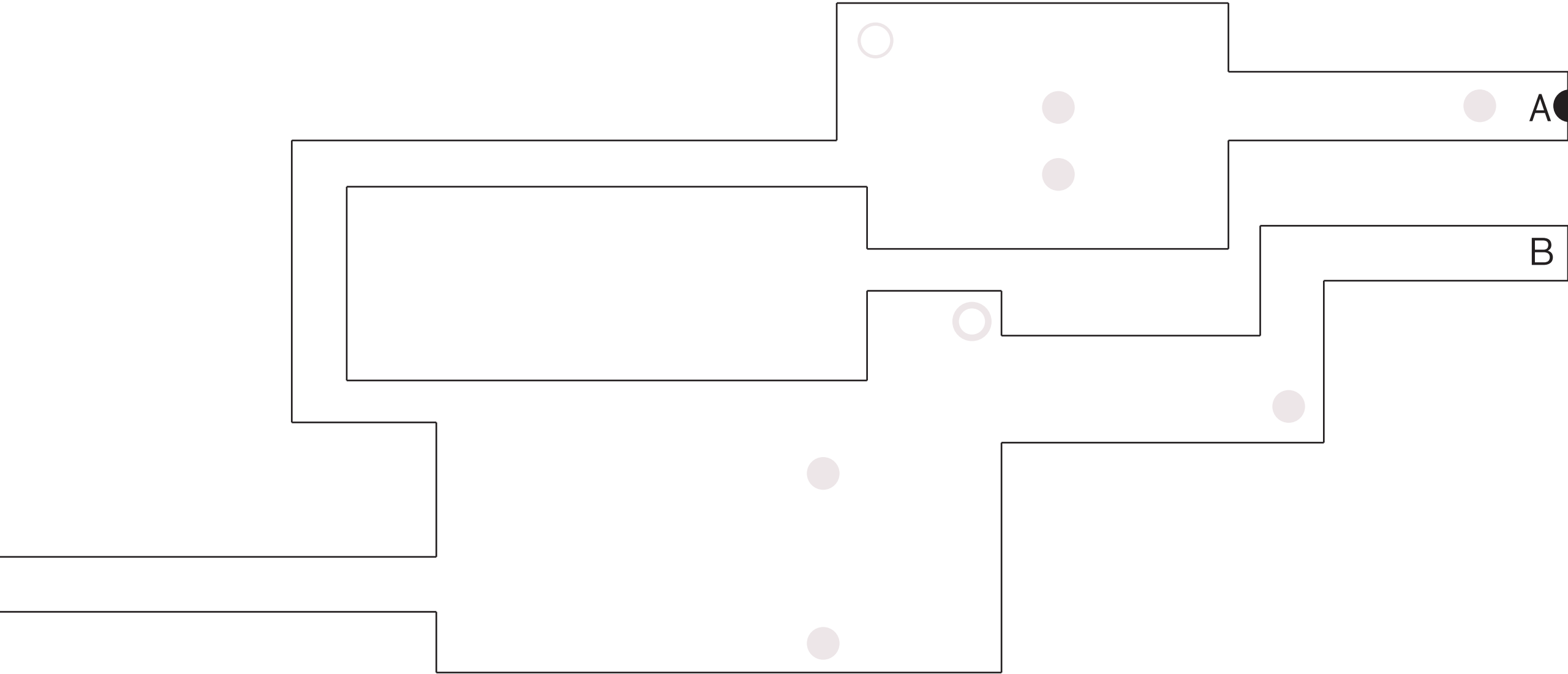


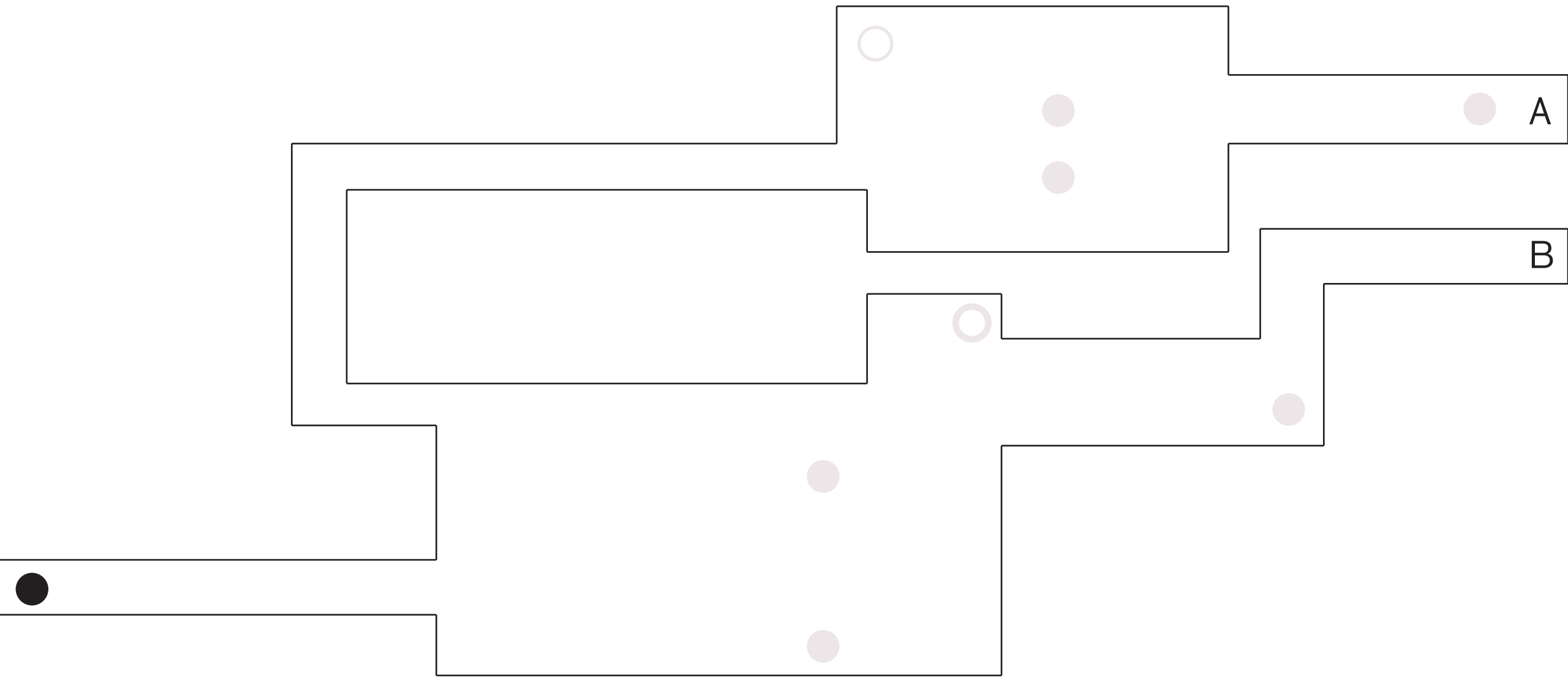


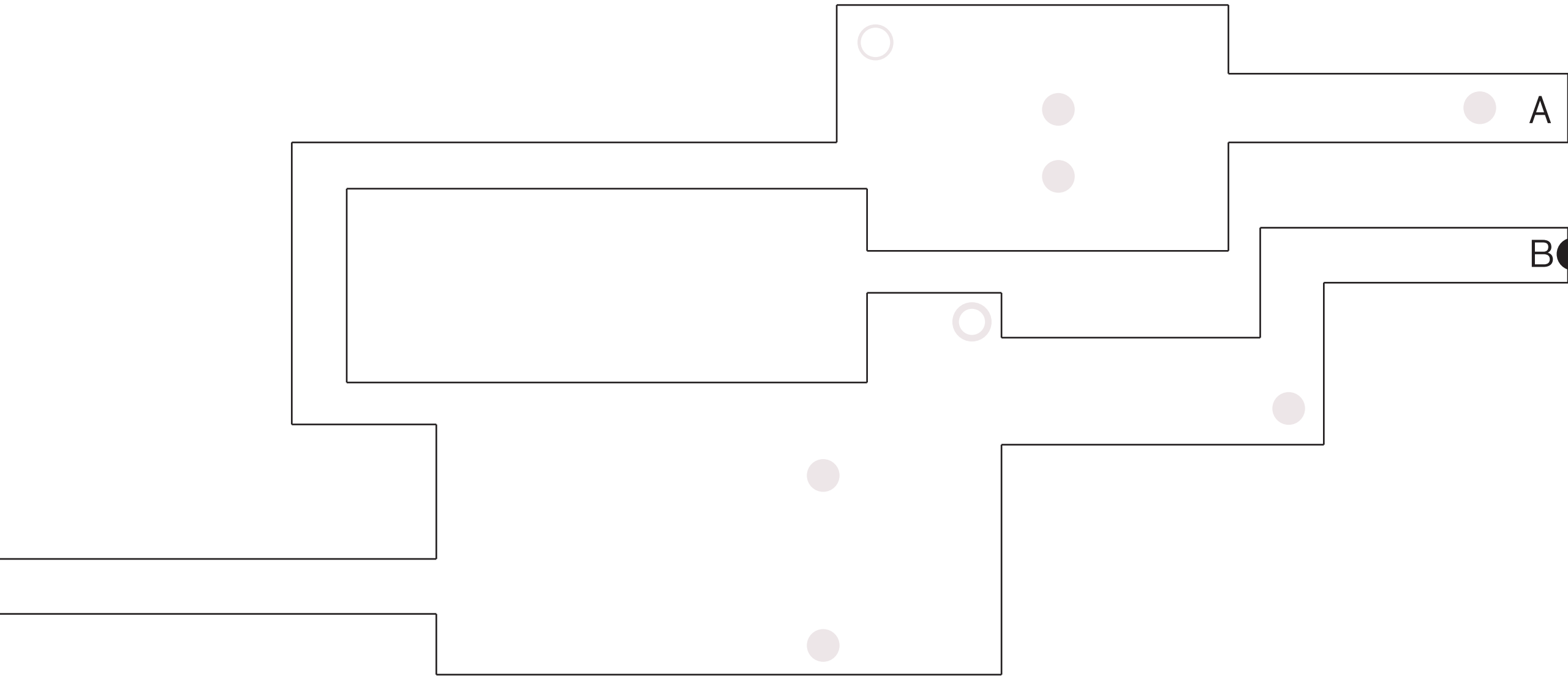


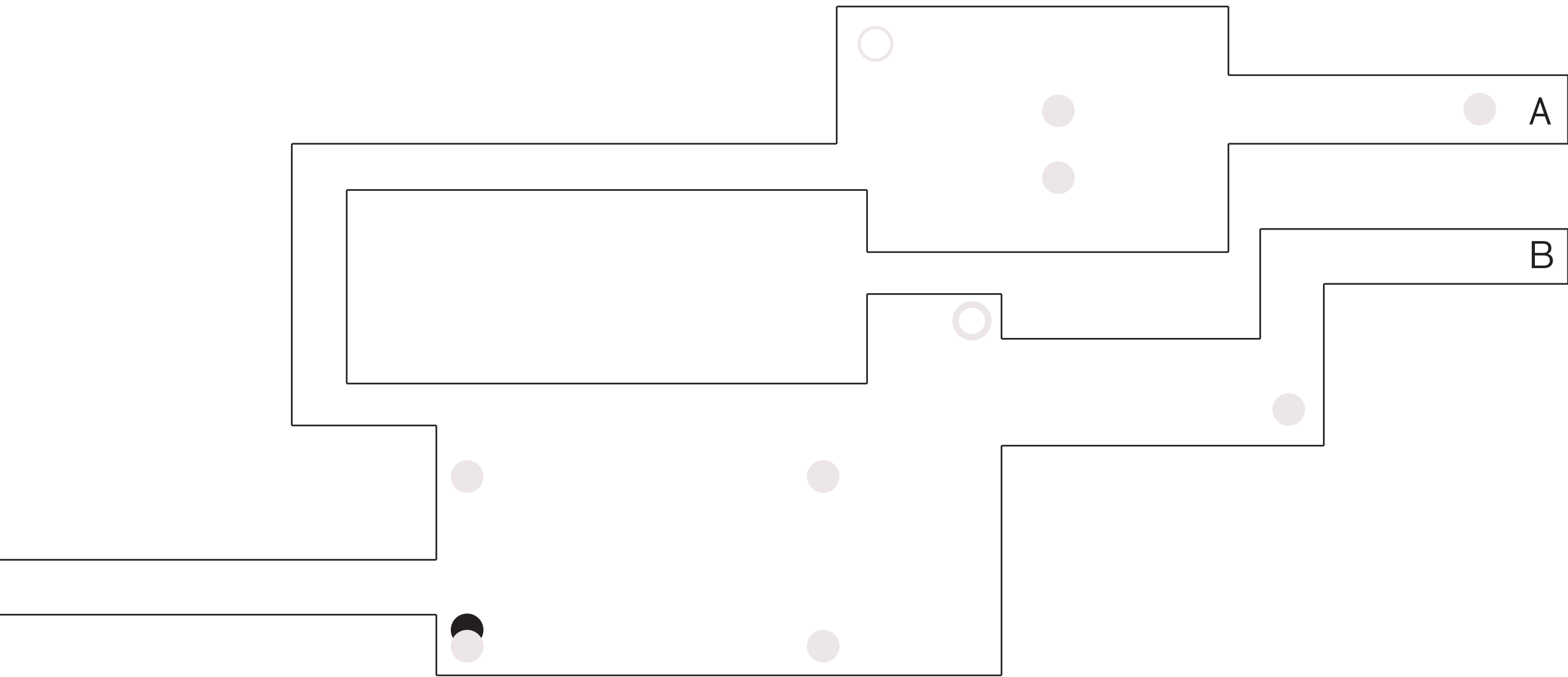


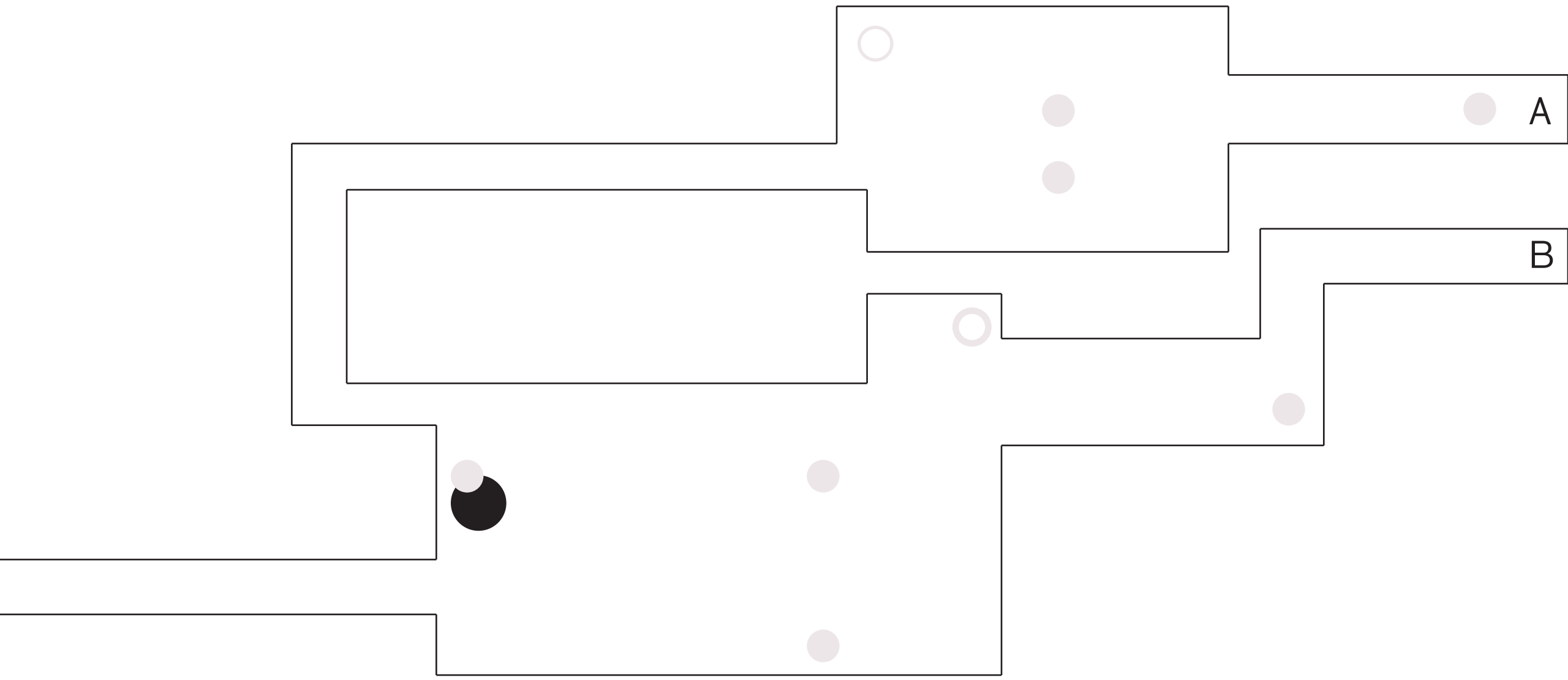


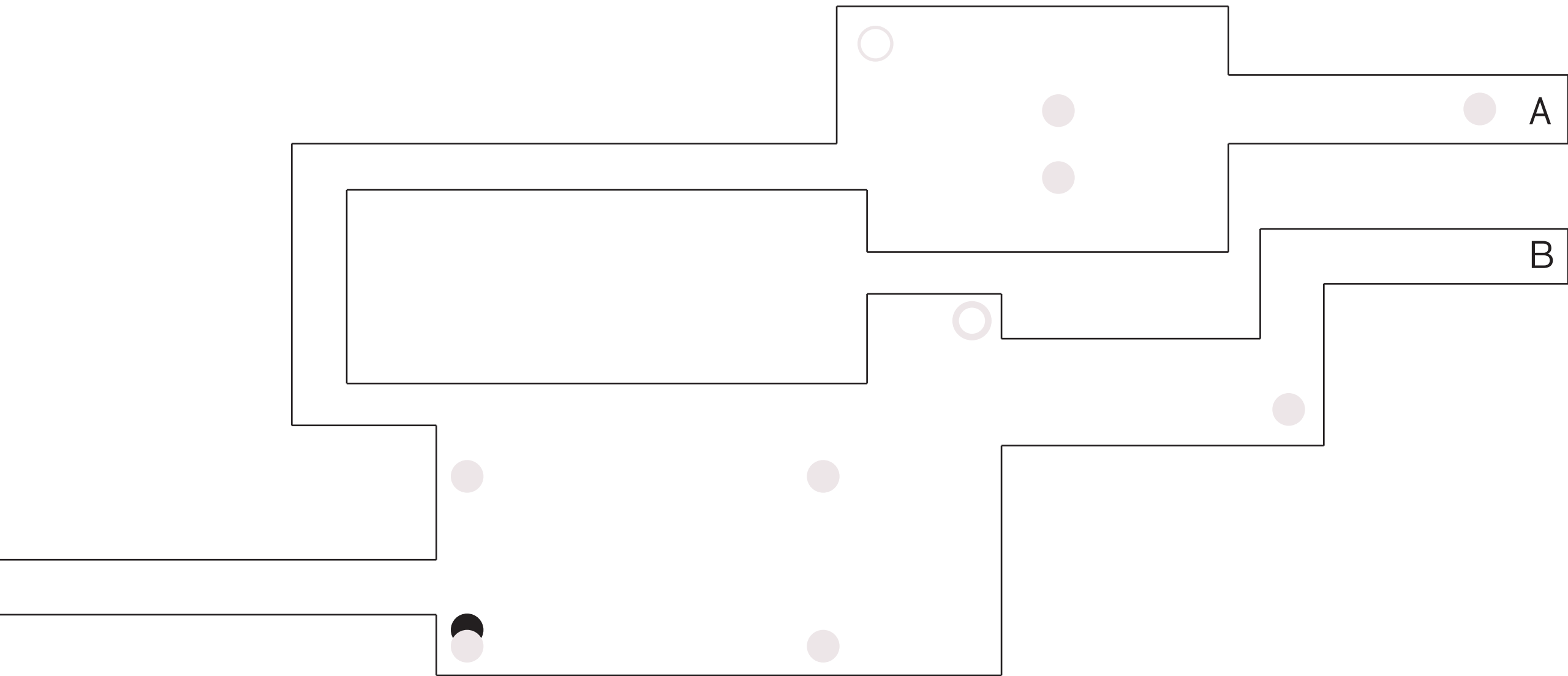


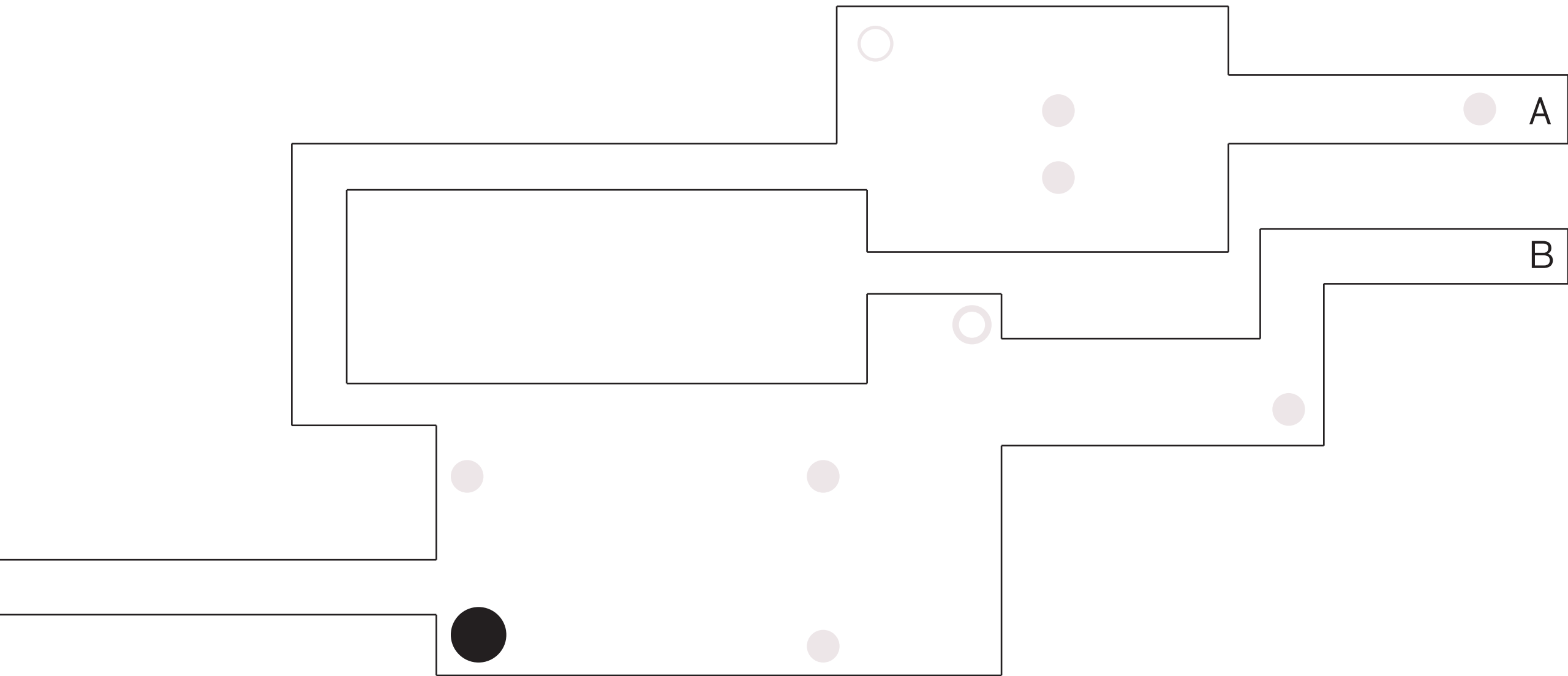


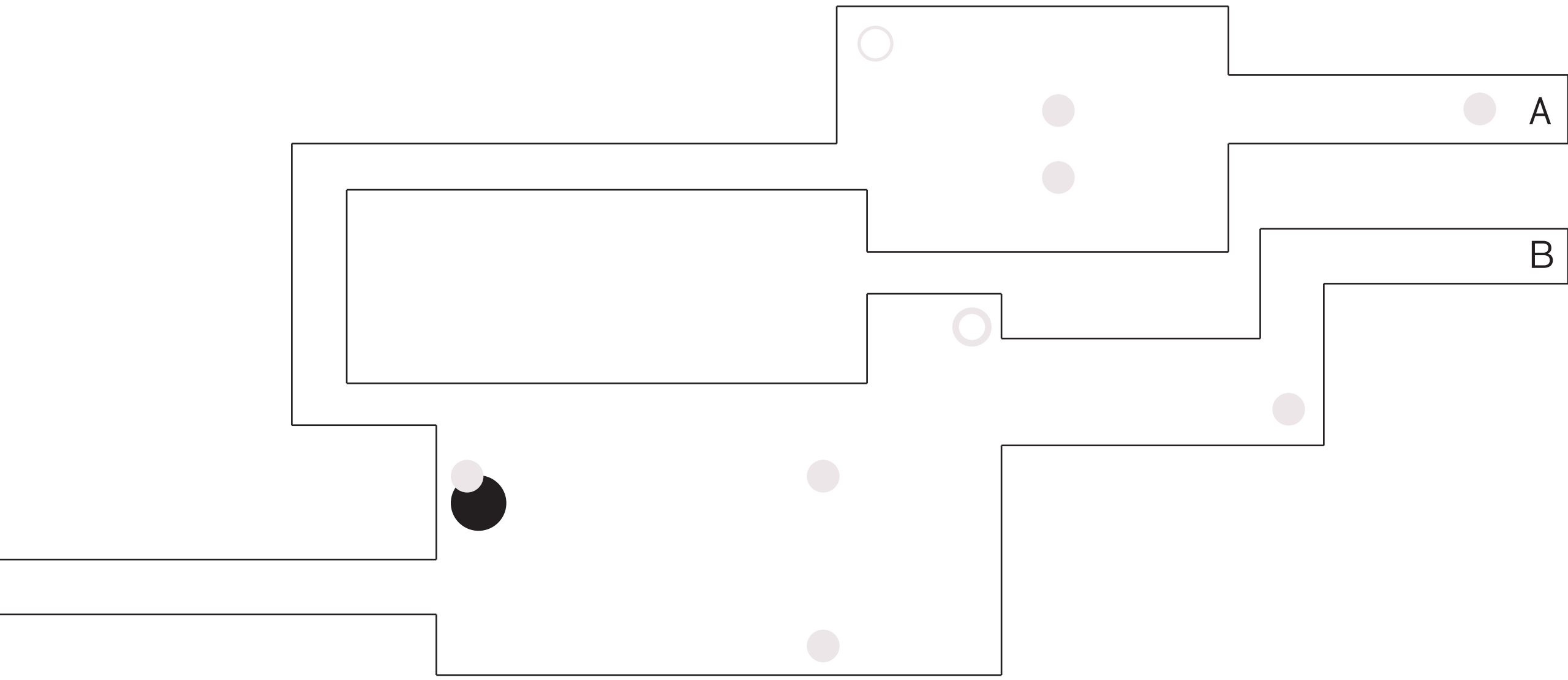


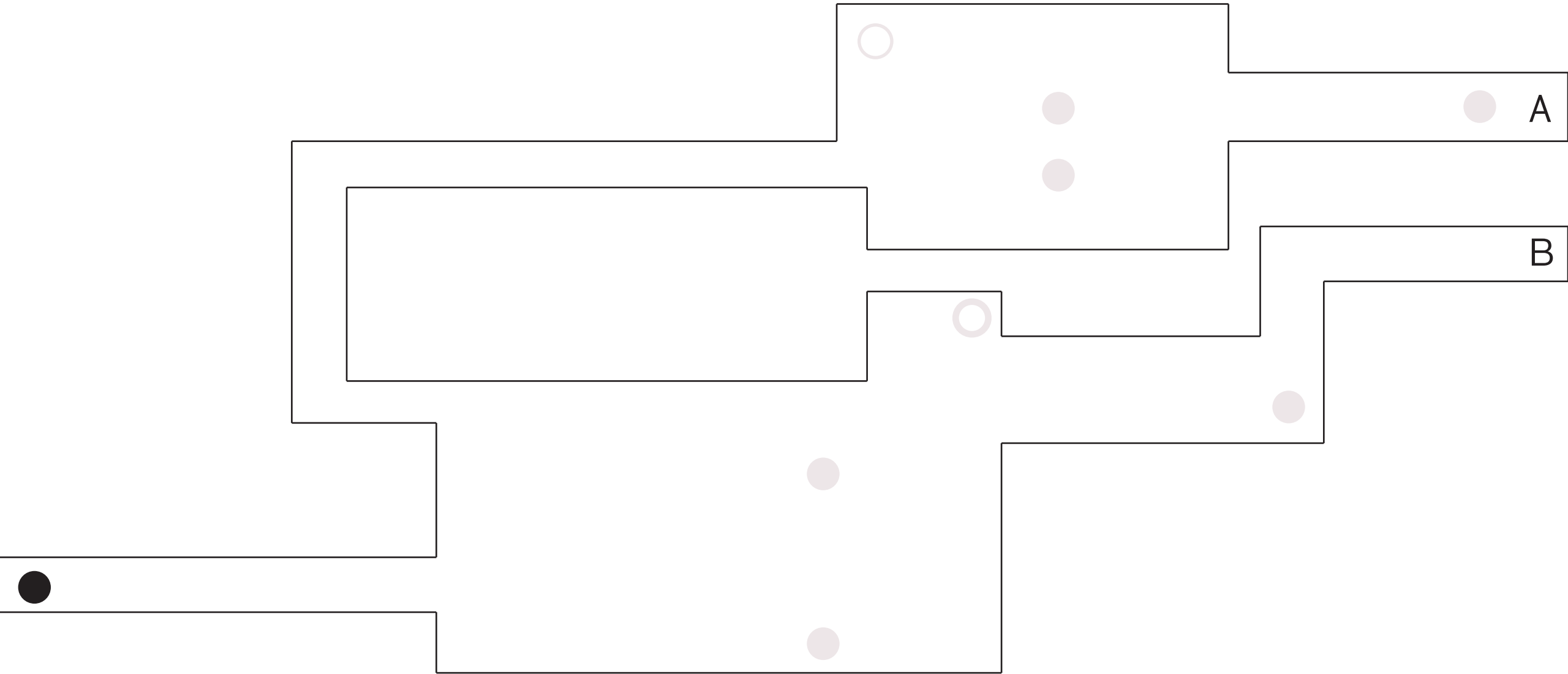


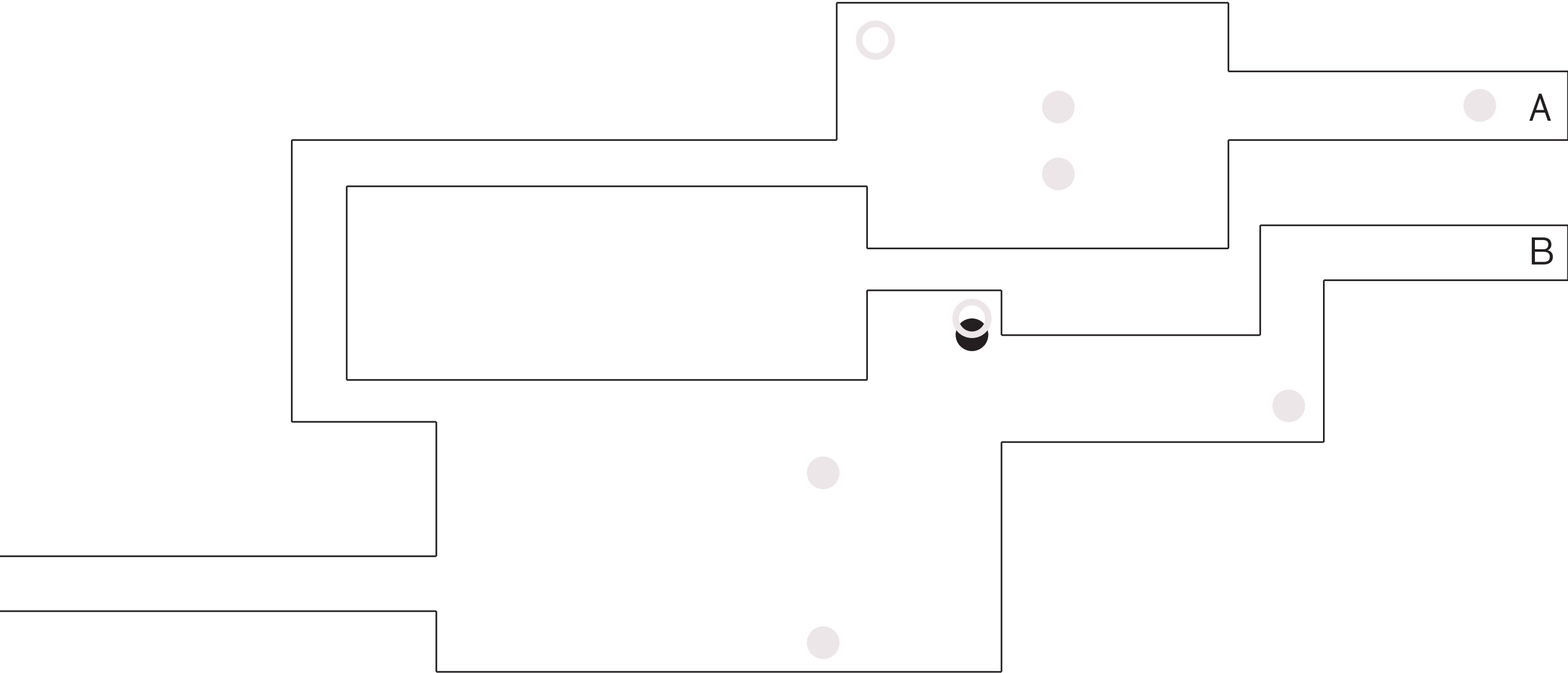






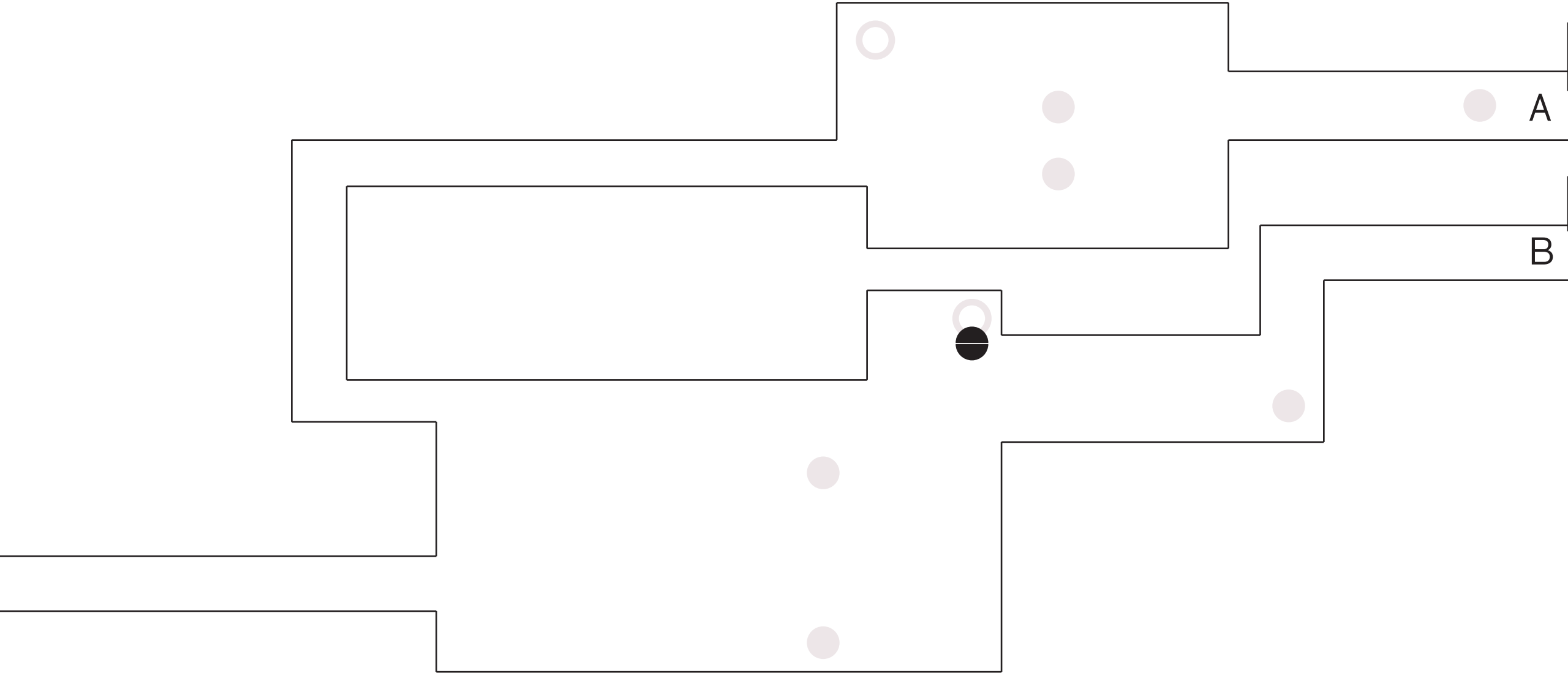


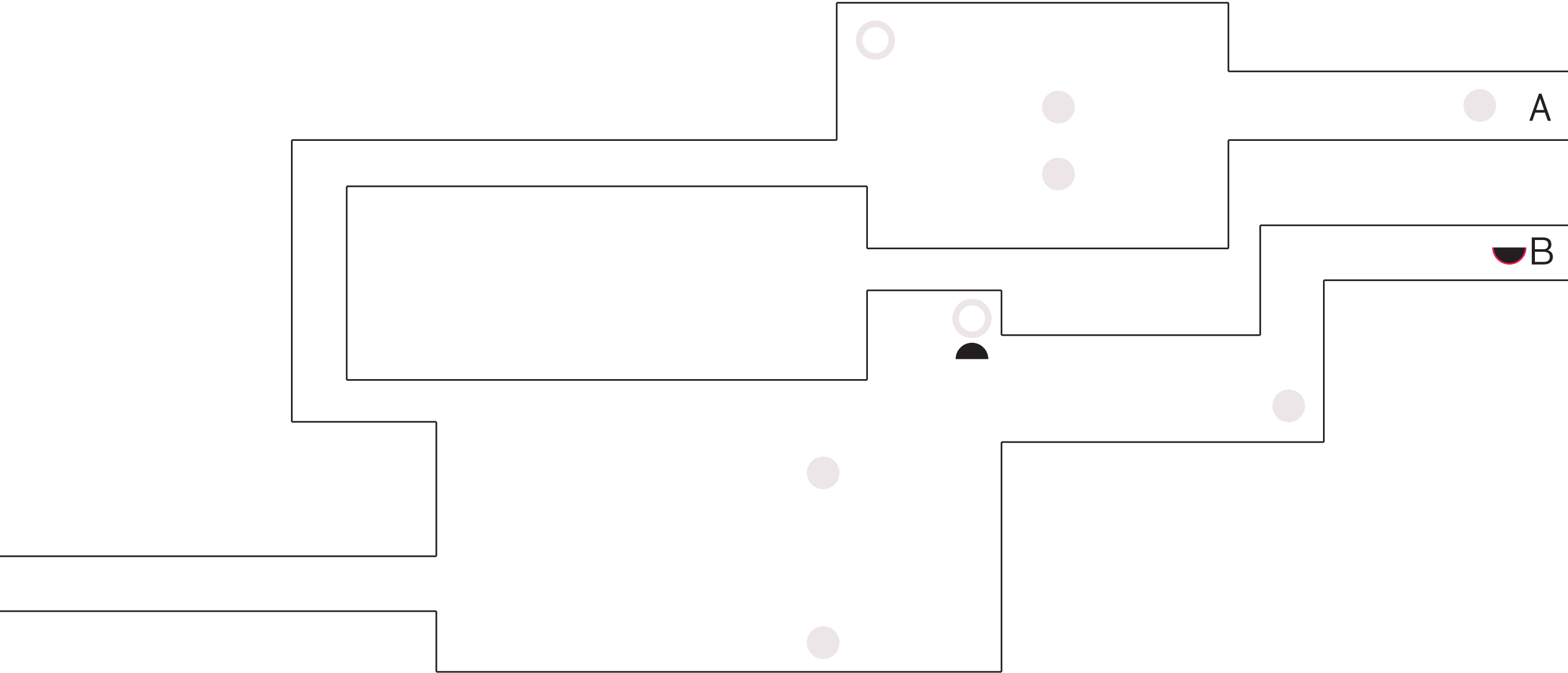




A

B





A

B

2) FIND EMMA

You are a counselor.

You guide the girls of Tum Junior High.

Objective

Find Emma! And everyone else you mistake for Emma.

Logic

- 1) If you mistake another girl to be Emma, you have to find Emma and all the others you mistake to be her.
- 2) Level up means more girls.

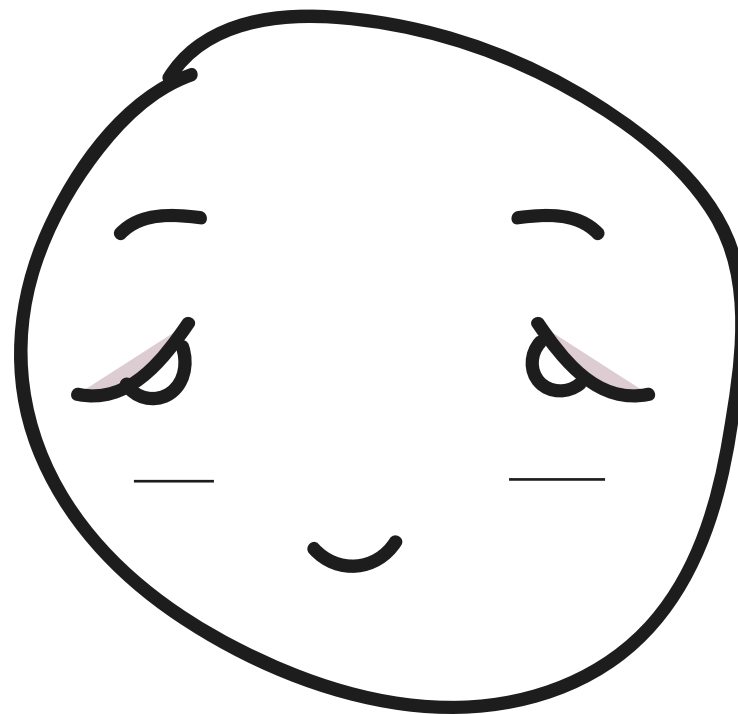
States

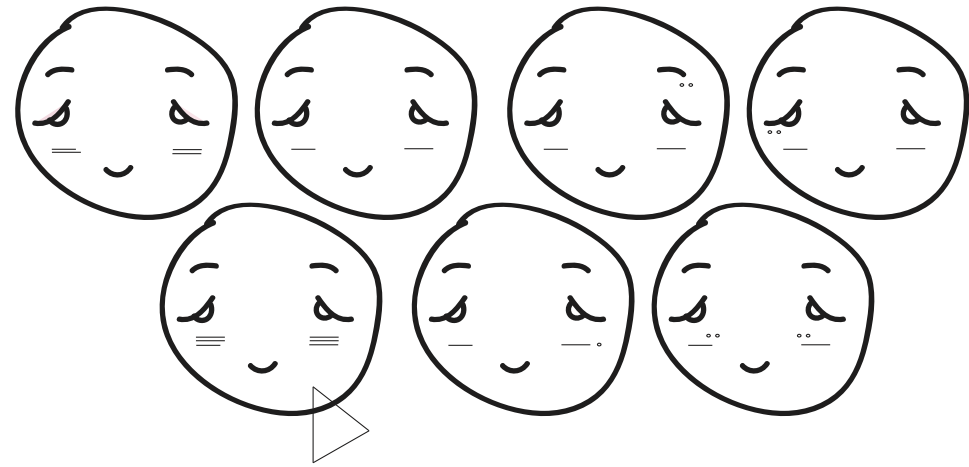
Lose (YOU'RE FIRED + EMMA WILL BE DEPRESSED):
If you don't find Emma, she won't feel spe

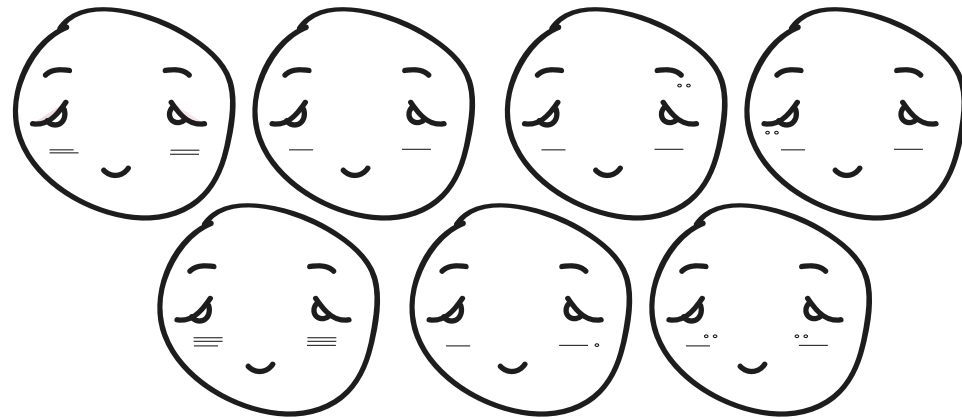
Win (YOU'RE THE BEST COUNSELOR):
Emma feels special!

**This is Emma.
She thinks she's special.**

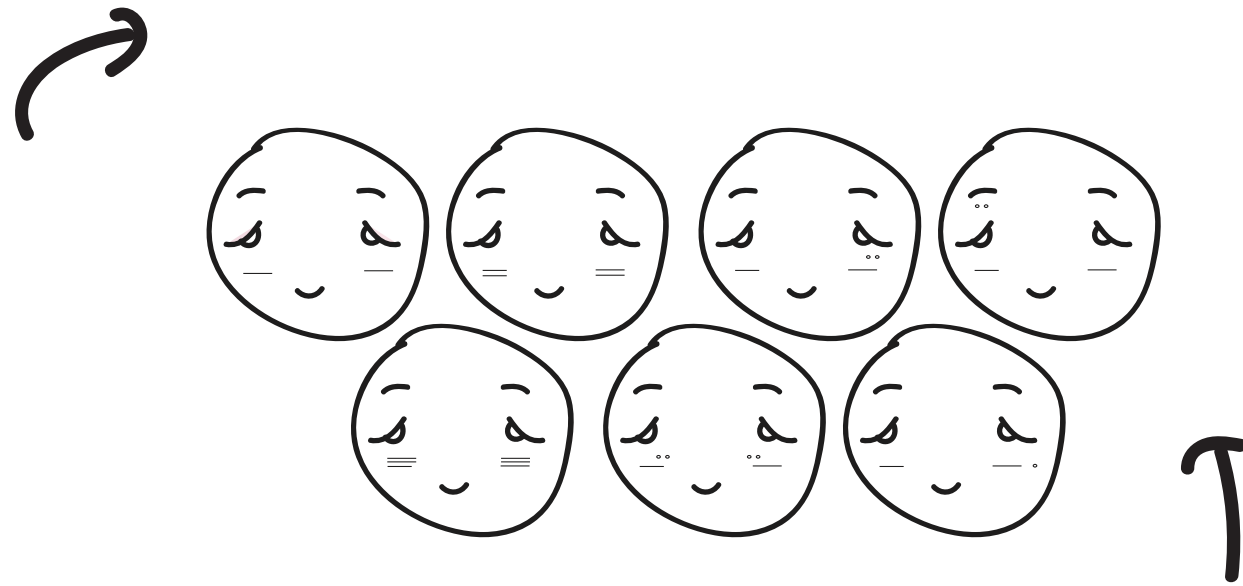
**So does the Ayda, Lorrie,
Margie, Sally, Cindy and
everyone in Tum Junior High.**



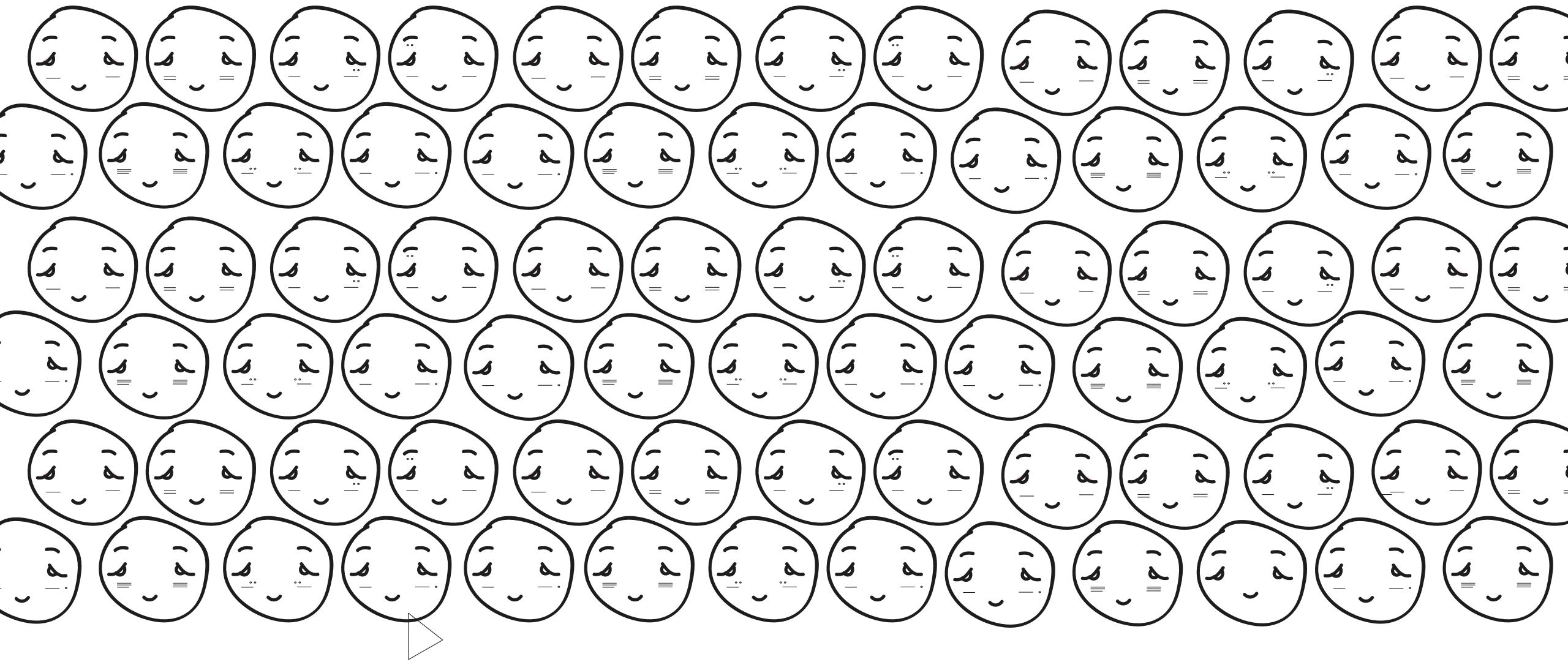




This is Ayda.



Where is Emma?
Where is Adya?



Where is Emma?

Where is Adya, Sally, Marie, Claire?

3) MONAGOMOUS MADLIB

Objective

Your fate is in your hands. Fill the blanks with words that begin with the letter (x).

Rules

You only think in words that begin with the letter (x) that is indicated.

States

Lose:

You will have no story if you do not comply to the rules

Win:

Have a happy life

t

Noun (Plural)

Terrorists

GO

Place

Texas

GO

Noun

Tape

GO

Noun (Plural)

Tonsils

GO

Noun

Truffle

GO

Adjective

Tangled

GO

Verb

Transfer

GO

Number

Two thousand

GO

Adjective

Tedious

GO

Body Part

Toes

GO

Verb

Think

GO MAD !

**ROMEO
AND JULIET:
PROLOGUE
MAD TAKE**

—

Two Terrorists, both alike in dignity,

—

**Two Terrorists, both alike in dignity,
In fair Texas, where we lay our scene,
From ancient Tape break to new mutiny,
Where civil blood makes civil hands unclean.**

Two Terrorists, both alike in dignity,
In fair Texas, where we lay our scene,
From ancient Tape break to new mutiny,
Where civil blood makes civil hands unclean.
From forth the fatal loins of these two foes
A pair of star-cross`d Tonsils take their life;
Whole misadventured piteous overthrows
Do with their Truffle bury their parents` strife.
The fearful passage of their Tangled love,
And the continuance of their parents` rage,
Which, but their children`s end, nought could Transfer,
Is now the Two Thousand hours` traffic of our stage;
The which if you with Tedious Toes attend,
What here shall Think, our toil shall strive to mend.

4) LOST TIMMIE THUMB

Objective

Baby Timmie Thumb needs to find his mom, otherwise he dies.

Rules

Be careful in the forest! It's not a safe place.

States

Lose:

Baby Timmie Thumb dies.

Win:

Baby Timmie Thumb lives! He can have a future.

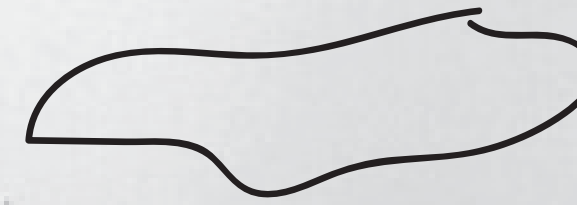
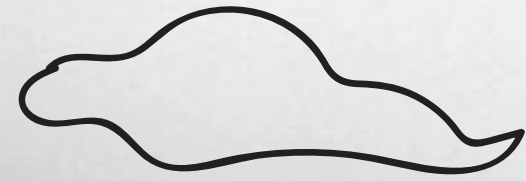
Keys

Left: < Arrow

Right: > Arrow

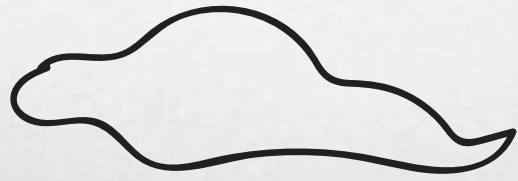
Jump: Up arrow

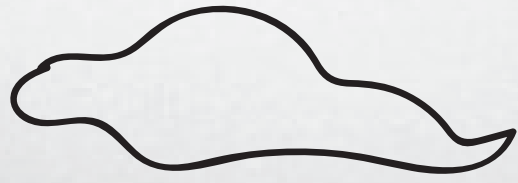
Bend: Down arrow











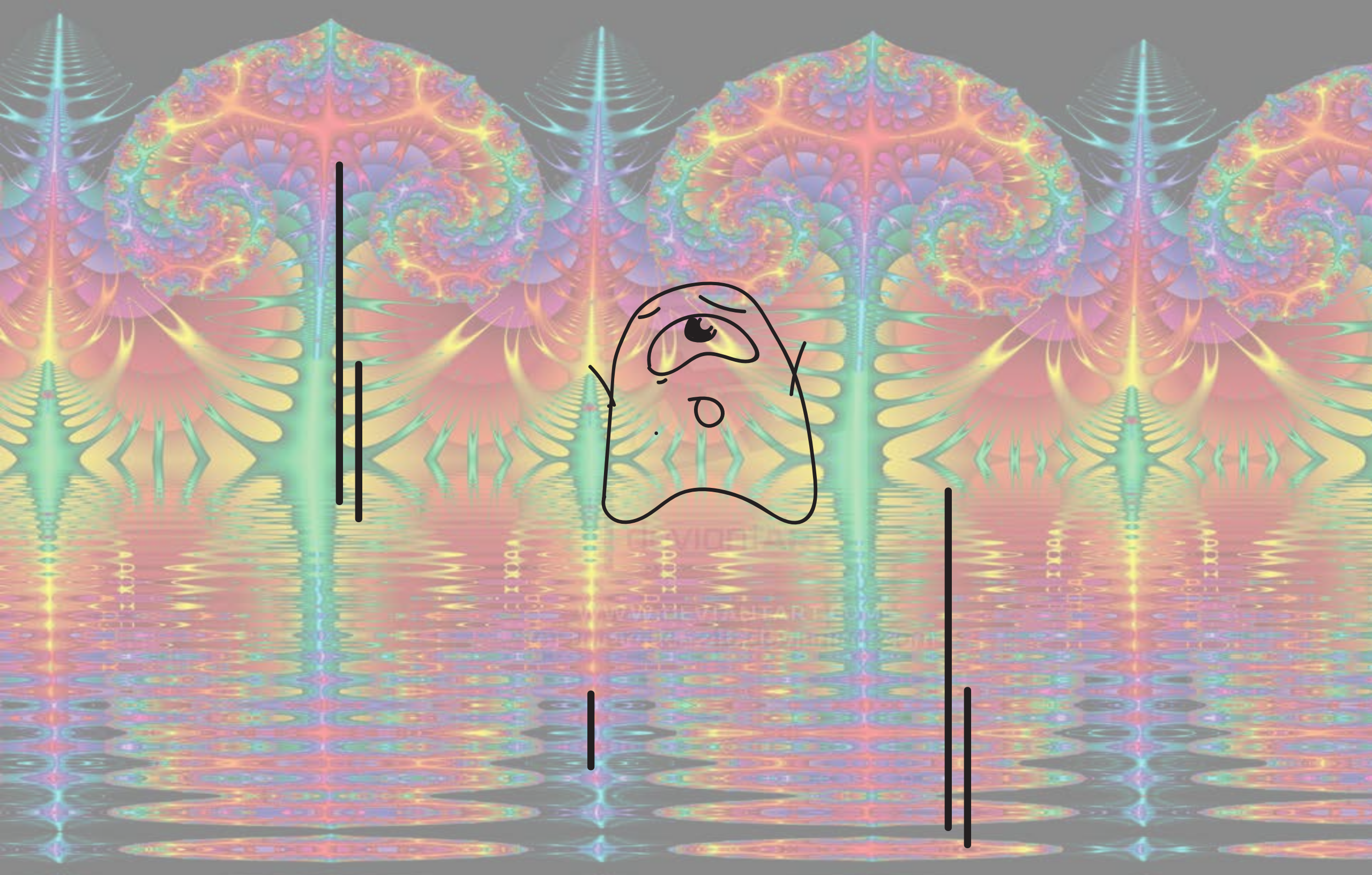







Careful, it's a scary world out there son... Anything can happen...





A dark, atmospheric photograph of a forest. The trees are tall and thin, with their trunks leaning slightly. The background is misty or foggy, creating a sense of depth and mystery. The overall tone is dark and somber.

Timmie Thumb was never
to be seen again

