

## Scenario 1

Blood-stained door opens into a square room with minimal lighting. As the player walks in the room, the door squeaks as it closes behind them, sounds of static can be heard as the door gets pixelated and disappears. The room is lined with windows of different sizes on all walls, and behind the windows the player can see the monster resembling a woman circling the room on the outside. The interior of the room is not that of a regular apartment, the walls are blank and in a corner there sits a loudspeaker, broadcasting a radio message warning of a dangerous being roaming the building, and advising everyone to seek safety wherever they can.

The player sees no doors in the room, and if they walk close to the windows and the monster, it will look directly at the player while making a low growling noise, growing in volume the longer the player looks at the monster, and after a while longer it will start moving closer to the glass. If the player looks for too long, the window cracks with a noise and the game ends.

Near one of the windows is a note that the player can pick up and read to find it out to be a scientific report of the pain levels of people in a vegetative state, detailing experiments conducted on comatose patients, in excruciating detail, to figure out if their perception of pain is different while in such a state. When the player puts the note down, they can see the monster looking at them from behind the window that the note was next to before growling again and walking away from sight. Then the player can hear noises of static again and a new door appears, leading out of the room and into the next one.