Desert Room
- Object-based mechanic: the player must **collect** *a shovel* and keep in inventory to put into the box at endgame
- Memory test-based mechanic (remember what you saw): the player must **remember** *a shovel* and correctly select it from a set of presented options (perhaps on flashcards) at endgame
- Items in bold: red herring/dummy objects to potentially include in-room alongside other random objects
- Item in green: correct object

Scenario:
"No matter how hard I tried, I couldn't escape the sand. Trapped inside an **egg-timer**, it fell onto me as a continuous stream of responsibility and obligation. Keep everything going, keep the **wolf (toy wolf)** from the door. Make sure that you can stay on top of things. Sand, all-encompassing, like a desert without hope of an oasis. The more you try to wade through sand, the harder it becomes to move. I used **a shovel** to try and dig my way out, but I only found myself sinking deeper into the hot, dry wasteland. I tried to climb to the safety of the palm trees, but the sun burned me upon their leaves. The only way was back down. That's when I saw him circling, waiting for me to fall. The **black snake (statue of a black snake)**. He wanted me to give in to his hypnotic stare, but I hung on as long as I could. Eventually, he slithered away, but he'll be back. Thirst grew within me like a widening chasm, a thirst for escape as well as for sustenance. What I wouldn't have given for a cool, cleanse in the **waters (water bottle)** of a fresh start. Instead, the sand kept falling...burying me in the steady trickle-down of life's responsibilities. It's enough to make anyone sink under the surface."

Exterior visual prompt: wallpaper with silhouettes of a range of tools on it (including a shovel) on exterior walls of Desert Room.

Underwater Room
- Object-based mechanic: the player must **collect** *a starfish* and keep in inventory to put into the box at endgame
- Memory test-based mechanic (remember what you saw): the player must **remember** *a starfish* and correctly select it from a set of presented options (perhaps on flashcards) at endgame
- Items in bold: red herring/dummy objects to potentially include in-room alongside other random objects
- Item in green: correct object

Scenario:
"Sinking is the opposite of swimming, and yet that's where I found myself next. After all of that heat, the cool depths of endless waters surrounded me. The quiet was everywhere as I navigated kelp forests and **seaweed** fields that tried to strangle me as I tried to slip through unnoticed. The creatures of the deep don't sleep for long, especially when there's fresh meat

trespassing upon their domain. I had no need for an **oxygen tank**, but I wanted one all the same. A safety **net**, something from the world above to cling onto, to remind me of my sense of self. It was no use. The maw of **the whale** was opening, sucking everything around it into its hungry jowls. I grasped my way onto a coral reef, screwing my eyes shut as the fish and plankton around me vanished into the jaws of the great blue beast behind me. **Bubbles (bottle of blowing bubbles)** erupted in the space between my hands and the rocks, trying to force me out into the depths. Accept your fate, they laughed, tickling me with a mocking sweetness. I would not. I will not. My arms are tired, but my will is not yet broken. The whale ate its fill and sunk beneath me. A **starfish (maybe a bath toy)** brushed my hand as I let go of the coral and began to float upwards, ever upwards, what little breath I had left inside propelling my body out of the depths of the water and up, into a new frontier."

Exterior visual prompt: wallpaper of an underwater scene including silhouettes of sea creatures on exterior walls of Underwater Room. The door has **a starfish door knocker** on it.

Space Room
- Object-based mechanic: the player must **collect** *a pair of sunglasses* and keep in inventory to put into the box at endgame
- Memory test-based mechanic (remember what you saw): the player must **remember** *a pair of sunglasses* and correctly select it from a set of presented options (perhaps on flashcards) at endgame
- Items in bold: red herring/dummy objects to potentially include in-room alongside other random objects
- Item in green: correct object

Scenario:
"By now, the time of sinking to the depths was coming to an end. I felt a sense of relief at some of the **weights** being lifted from me. Soon though, I realised that floating aimlessly is just as tough as sinking. I found myself playing amongst the stars, chasing my way around the solar system without **an anchor** to tether me to the real world. Where had I gone? What was I doing? Here I was, bouncing around the universe without **a spacesuit** or **a rocket** to fly home in. I started to wonder what was happening to me. Why didn't I care anymore? Is this the true limit of one's sense of self; the point of true abandon? I tried to catch a star in my hand, only to find that it wanted to blind me. Imagine needing your **sunglasses** in the dark void of space...it's quite laughable, really. The silence was deafening up there; I longed for the sweet sound of birdsong and the whispers of the trees. A comet flew past me, on a collision course with a nearby **cluster of rocks**. Maybe we're all just rocks in space, occasionally crashing into one another, breaking apart and re-moulding ourselves into something new, just that little bit smaller each time something breaks us. **A ladder** back to reality is what I needed to find before I surrendered to the vastness of space forever."

Exterior visual prompt: wallpaper of astronauts getting ready to head off into space on exterior walls of Space Room. One of the astronauts has a pair of sunglasses embroidered on his uniform *(or something else if this is difficult to do)*.

Forest Room
- Object-based mechanic: the player must **collect** *a tiger* and keep in inventory to put into the box at endgame
- Memory test-based mechanic (remember what you saw): the player must **remember** *a tiger* and correctly select it from a set of presented options (perhaps on flashcards) at endgame
- Items in bold: red herring/dummy objects to potentially include in-room alongside other random objects
- Item in green: correct object

Scenario:
"The bottom rungs of the ladder merged into rope as I found myself atop a giant treehouse. I skidded on its rickety roof as I made it back onto the dried branches of its wooden floor. Except there was nothing dry about this place; a rainforest, thick with humidity and filled with the repetitive cries and creaks of a thousand **insects**. Probably more, if I'd wanted to stop and count the sounds. After the silence of the universe above, the calls of the world's creatures caused a form of sensory overload; I had to get out of there. Anyone else would've marvelled at the cornucopia of **flora (various flowers and plants)** and fauna that surrounded me. Me? I found myself deadened to the beauty of it all. The lush ecosystem that provided a home to **bats**, **bananas** and brazen **eagles**. The fruits and vines of the natural world. So much life, so much to be thankful for. Who was I to enter such a realm? A **tree frog** stared at me, perplexed by my panic. Perhaps it thought me arrogant. I didn't blame it. Even the most startlingly beautiful aspects of life can have no impact on those who've been cut off from it for so long. Isolation can do that to a person, and I know isolation far too well. The growls of the **tigers** on the forest floor spurred me on; after so long alone, it hurt to be around the audacity of so many living creatures."

Exterior visual prompt: tiger-patterned wallpaper on exterior walls of Forest Room. Silhouettes of other rainforest creatures on top of the tiger stripes.

Icescape Room
- Object-based mechanic: the player must **collect** *a model of a castle/fort* and keep in inventory to put into the box at endgame
- Memory test-based mechanic (remember what you saw): the player must **remember** *a model of a castle/fort* and correctly select it from a set of presented options (perhaps on flashcards) at endgame
- Items in bold: red herring/dummy objects to potentially include in-room alongside other random objects
- Item in green: correct object

Scenario:
"And so, I came back to myself in the precursor to my current state. The realm of isolation, where I ruled supreme against the freezing wastes of an icy world. The walls of my **igloo** had

been constructed hurriedly in the first time of banishment. The second time, I wandered amongst the glaciers and built myself **snow-friends (snowmen)** for company. I think by then, my sense of self was beginning to waver. Enforced loneliness gives rise to adaptation; my hunger became relentless as the nights darkened. I used my **gloved hands (pair of gloves)** to smash a hole in the ice one day, and in a moment of starvation I bit the head off **a fish** that I'd caught with my hands. My gloves soaked, I knew that next time I'd have to use **a fishing pole** at the very least. The third time I found myself relegated to the land of ice, I felt more prepared. An **icepick**, **bucket** and a crate of **wooden logs** came with me, but my stash of tools only allowed me to construct **a fortress (a model of a castle/fort)** of true solitude. No one comes in, no one goes out. It's peaceful here, even with the bitter winds outside searching for their next victim. I have no way out, I know that now. Not until it's safe to come back to the world. Not until the world is safe enough for me to trust it again. Not until someone can help me melt these castle walls for good."

Exterior visual prompt: wallpaper depicting an icy scene with a range of igloos, castles, cliffs and snowflakes in silhouette. **Door knocker looks medieval** (to mimic the model castle/fortress).