README

The game begins with you being trapped inside an abandoned asylum.
You have previously messaged a friend to come to your assistance and rescue you. The problem is,
Although they are on driving up to assist you, you must find your way through the asylum via the dining hall by using intuition and holding your nerve before that can happen.

You can explore the area by opening cupboards, drawers and doors. Finding keys and avoiding death.

Have fun.... if that's possible, suggesstions for additional features are welcome just email me at info@buildandrun.tv

Diego

