

Recurring Nightmare

A Text Adventure

You're having one of those nights. Fits of sleep full of wild dream worlds. This will be one to remember. Welcome to *Recurring Nightmare*.

Note to GM: It's important you state only the highlighted numbers throughout the game; avoid using any other numbers. Finding the pattern is hard enough!

Classroom

> You are alone in a small classroom. You have nothing on except your boxers and a pair of socks.

EXITS ARE: NORTH

Inspect Room: The room is empty except for the table you are seated at, the blank whiteboard on the wall, and a few posters about math. You can make out bits relating to number sequences.

Inspect self: You're feeling awfully strange. You have an overwhelming sense of desperately needing to find a bathroom.

Hallway South

> You are in an impossibly long hallway with a polished wooden floor.

EXITS ARE: NORTH, SOUTH, EAST, WEST

Inspect Hall: It's a very long hallway that you can't wrap your head around. All you can see are the two doors on either side of you, and the one you just came from.

Lecture Hall

> You walk into a large lecture hall where an instructor is standing at a whiteboard. Annoyed, she calls out "Mr. Jones, take a seat. You've been late 5 times already."

EXITS ARE: WEST

Inspect Room: The room has stadium-style seating with a large whiteboard up front. You have the distinct feeling that you should either sit down or leave. Everyone is looking.

Sit Down: You take a seat near the back and slide down, trying to make yourself as imperceptible as possible. The instructor's words are indistinct, except for talk of rabbits. Suddenly the room is empty and you have a sheet of paper in your hand with **Exam Solutions** written across the top. The instructor appears next to you and says "Mr. Jones, why don't you stay a moment."

The exam solutions allow the player to get through the Gym maze. They must choose to leave immediately to keep the solutions.

Stay in room: The instructor sits down next to you and pats your leg, a soft smile on her face. You wake up, and your bed is wet. Game over.

Gymnasium

> You are in a large gymnasium. It smells of sweat, and you faintly hear the echos of frustrated yelling.

EXITS ARE: EAST

Inspect Room: You take a look around the gym when the lights go off. A few seconds later, a large light in the middle of the ceiling casts a pale glow around a maze of wrestling mats. The door behind you is gone, and you know you're being chased.

Navigate maze: (*If no solutions, give a few random direction options. Then:*) Suddenly you see a large centaurian gym coach chasing you down. You wake up with your bed wet. Game over.

(If they use solutions:) Behind you is an 8 foot tall centaurian gym coach chasing you down. However, you deftly navigate the twists and turns, turning the exam key into perfect directions, dive out the door you reach, and slam it shut. A flash of light later, you're back in the classroom.

Hallway Mid

> You are in an impossibly long hallway with a polished wooden floor.

EXITS ARE: NORTH, SOUTH, EAST

Inspect Hall: The hallway runs in front of and behind you beyond your vision. There is only one door to the East.

Bathroom

> You see the bathroom sign outside the door. However the door is locked with much more than a key.

EXITS ARE: WEST

Inspect Lock: It's a 4-digit lock, where each dial only has 4 digits. (1, 2, 3, 4), (3, 4, 5, 6), (5, 6, 7, 8), (7, 8, 9, 0).

Brute-force: (*If players try to guess every combination:*) While testing the combinations, the anticipation gets to you. You wake up with a wet bed. Game over.

Enter 2358: You set the lock to 2358 and give it a tug. It clicks open, revealing a keypad and a small digital screen that can hold two digits.

The 4-digit code has the Fibonacci numbers: 2+3=5, 3+5=8. So, the final code for the digital screen is 5+8=13.

Enter 13: You type 13 into the keypad and the door swings open. You wake up and sprint to the bathroom. You've won!

Hallway North

> You've somehow reached the end. There is a door on either side of you.

EXITS ARE: SOUTH, EAST, WEST

Inspect Hall: It's a very long hallway that you can't wrap your head around. All you can see are the two doors on either side of you, a wall in front of you, and impossible distance behind you.

Pool

> You open the door and take a step. Suddenly you are falling into inky, endless blackness.

EXITS ARE: NOWHERE

Make choices: Give the player binary choices as things show up while falling (Chocolate/Vanilla, Baseball/Basketball, Happiness/Wisdom). Go quickly. Finally: Red Pill or Blue Pill?

Blue Pill: You take the blue pill and suddenly splash into a small pool, unharmed. You let your bladder go and wake up to a wet bed. Game over.

Red Pill: You take the red pill and have a sudden moment of lucidity. You're standing in an empty pool, in the shallow end by the 3 foot marker.
EXITS ARE: WEST

Cafeteria

> You walk into a bustling cafeteria, although you can't make anyone out. You're at the front of the line.

EXITS ARE: EAST

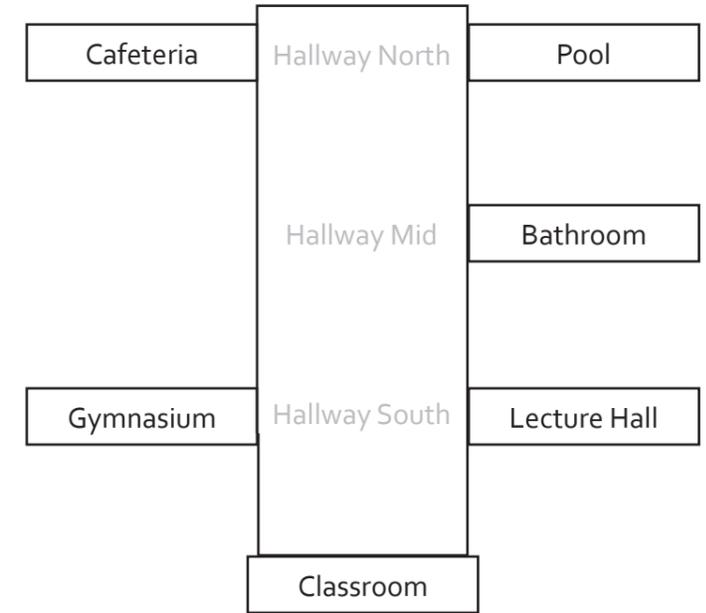
Inspect Food: There's burgers, and copious tubs of yogurt. As you eye the tasty food, a horrible numbness envelops your face as your teeth begin to fall out.

Take Food: (*Burgers:*) You take a burger. The lunch lady says "Oh, not many people like rabbit!" You give her a look, as the sound of pouring lemonade catches your attention. You wake up with a wet bed. Game over.

(*Yogurt:*) You take a tub of yogurt and head over to the lunch lady. She says, "Why don't you take 2, dear?" You give her a toothless grin. A flash of light later, and you're back in the classroom.

Space for Notes

Map



Scoring Recurring Nightmare

It's simple. Start at 100 points, and subtract 2 points each time they wet the bed.