

- A. 1) Remain in your seat → ~~1, 2, 3, 4~~
- A. 2) Go and investigate
- B. 1) Investigate → 3
- B. 2) Remain where you are
- 3. 1) Head to driver → 4
- 3. 2) Return to yr carriage
- 4. 1) Knock → 5 (acted as if I tried to break it)
- 4. 2) Try & break it
- 4. 3) Return to yr carriage
- (19) 5. 1) Try knocking → 6
- 5. 2) Return to carriage → (doesn't work)
- (17) 6. 1) Try & break the door down → 5
- 6. 2) Return to yr carriage → (26)
- (26) 1. Go & find the train driver → (27)
- 2. Leave for Glibresha
- 3. Stay
- (27) 1. Knock → (28)
- 2. Leave
- 3. Return
- (28) 1. Call to the driver → (29)
- 2. Break
- 3. Leave
- 4. Return
- (29) 1. Break (30); 2. Leave; 3. Return
- (30) 1. Leave (34); 2. Return
- (34) 1. Hotel; 2. Phone (35)
- (35) 1. Follow; 2. Ask who (47); 3. Bar
- (47) 1. Tell (48); 2. Ask who
- (48) 1. I think... (154); 2. What works?
- (154) 1. Driver; 2. Phone (156); 3. Wait
- (156) 1. Driver (158); 2. Wait
- (158) 1. Train (160); 2. Walk; 3. Wait
- (160) 1. Driver; 2. Carriage (165)
- (165) 1. Explore (166); 2. Wait
- (166) 1. See; 2. Hide (169)
- (169) 1. Escape (177); 2. Call; 3. Wait
- (177) 1. Smash (179); 2. Pick; 3. Call
- (179) 1. - (180); 2. - (777)
- (180) 1. Try again (181); 2. Pick; 3. Call
- (181) 1. Pick (178); 2. Call
- (178) 1. Smash (179); 2. Call

- (777) 1. Listen (791); 2. Attack
- (791) 1. Kill (187)
- (187) 1. How (188); 2. None
- (188) 1. Agree; 2. Forget it (190)
- (190) 1. Attack; 2. Use
- 3. Nothing; 4. Flee
- ~~THE END~~
(win)