

7 HOURS

THE GAMEBOOK



DIRECT SALES



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RATED T TEEN JUNE 2013



Story & Art & Letters : VISHNU.E.V

7 HOURS

How to play????

The story is read through a series of comic sections, and at the end of the section, the reader is usually presented with a choice of narrative branches that they may follow, with each option containing a reference to the number of the paragraph that should be read next if the option is chosen. The reader may eventually reach a concluding paragraph which will bring the narrative to an end. Concluding paragraphs will end the narrative with a "successful" ending, with the others ending the narrative with a "failure" ending.

Renwick Asylum, Sacramento U.S.A, time: 11:30 pm.



In a room enveloped by darkness, Anna Jameson, seemed to be in deep slumber, when suddenly....





This looks like a prison cell...



Renwick Asylum!!!

God!!!

How did this happen!
I need to get out of
here and fast!!

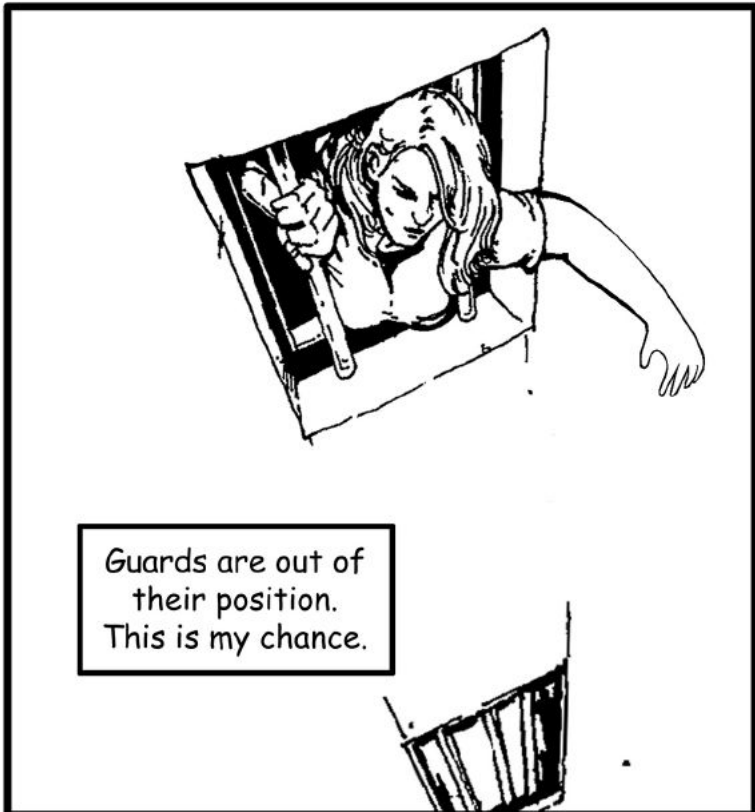
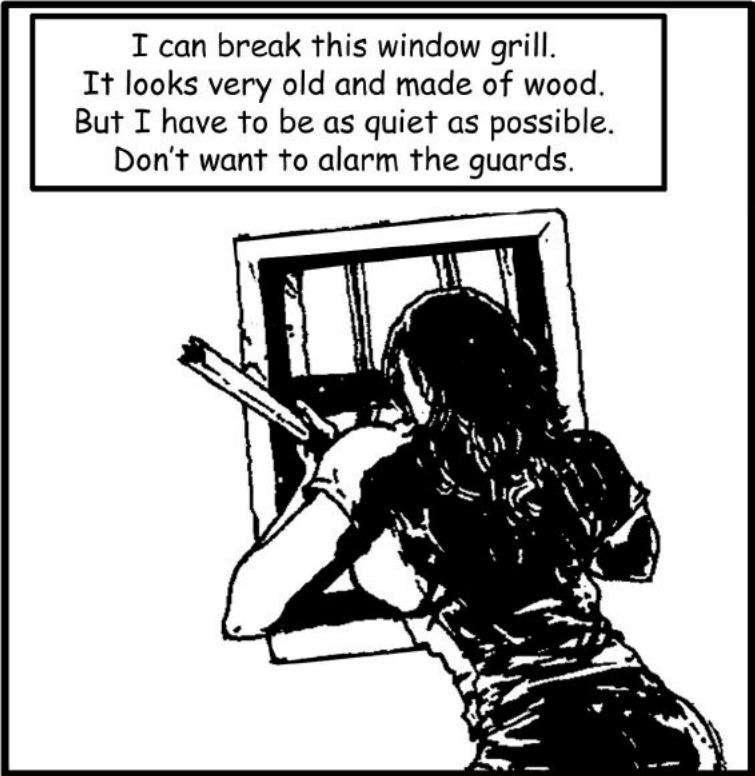
RENWICK



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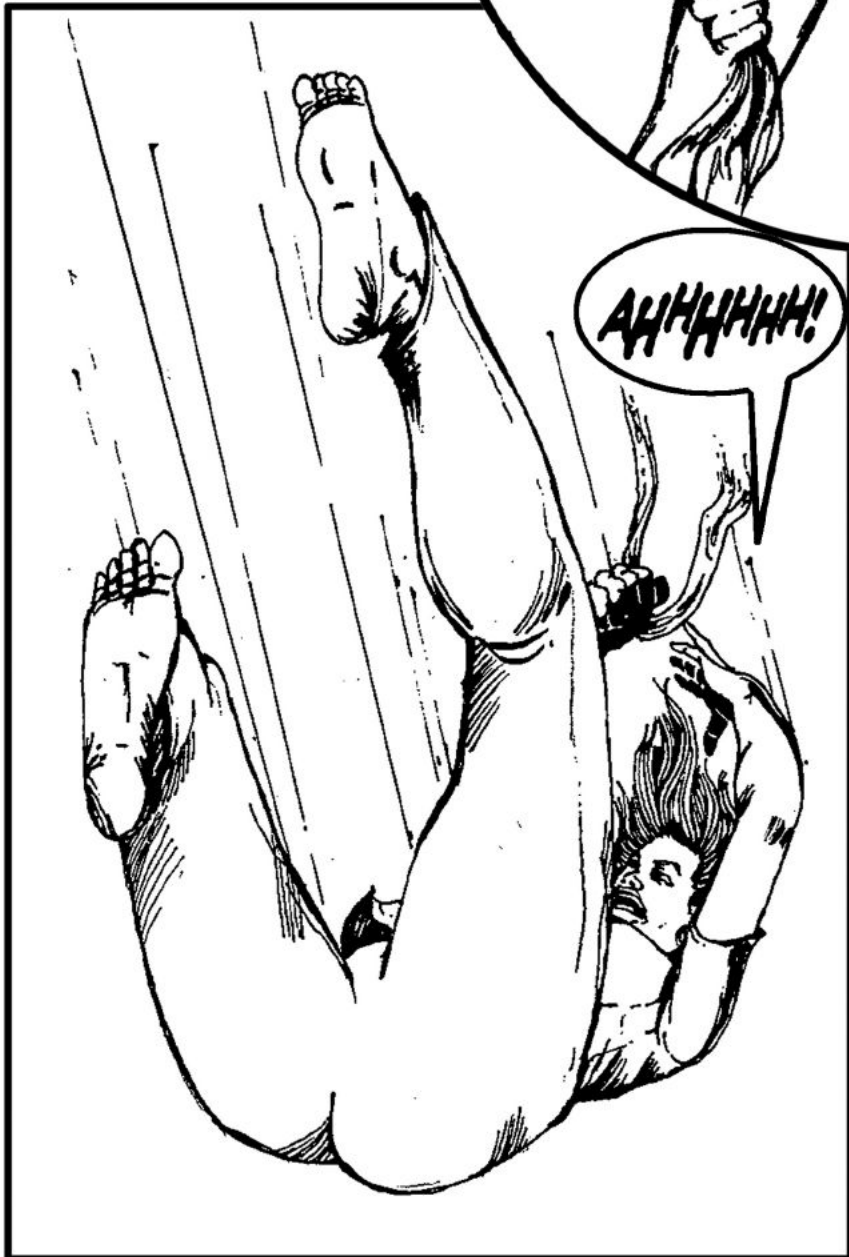


There are guards guarding the perimeters
I have to be careful.
There has to be something in this room
I can use to get out of this place.





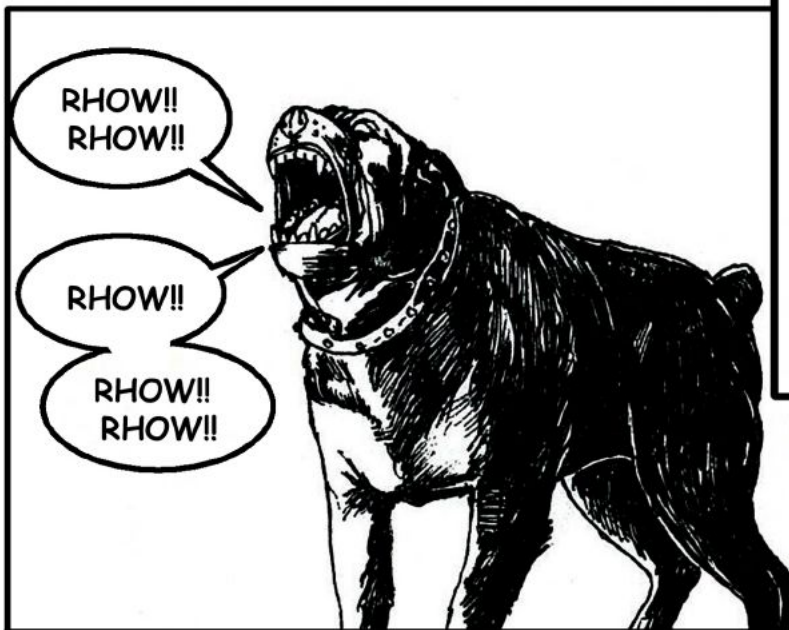
Just a few more steps to go.
Come on Anna, You can do this...



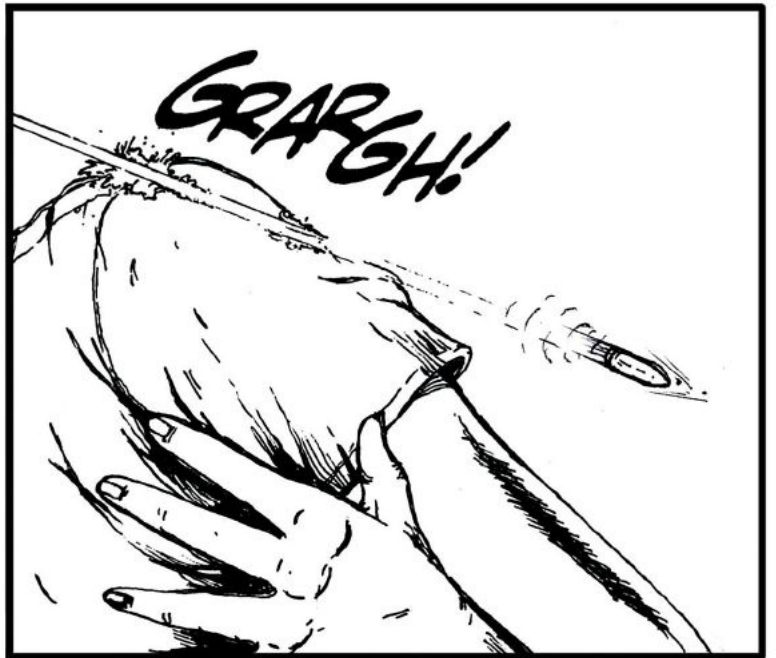
АИИИИИ!



КА-РОВА!



- OPTIONS:
- 1# Run out of the garbage box.(Turn to page 25)
 - 2# Stay in the garbage box.(Turn to page 36)



I'll get on that trunk and try to jump off that wall to the other side....



Anna running towards the wall.



Oh-no!!



Arrrhhh!!! Arrrhh!!!
This wall is too high for me.
Not able to pull myself up
...arhh!!!



You're going nowhere!!!

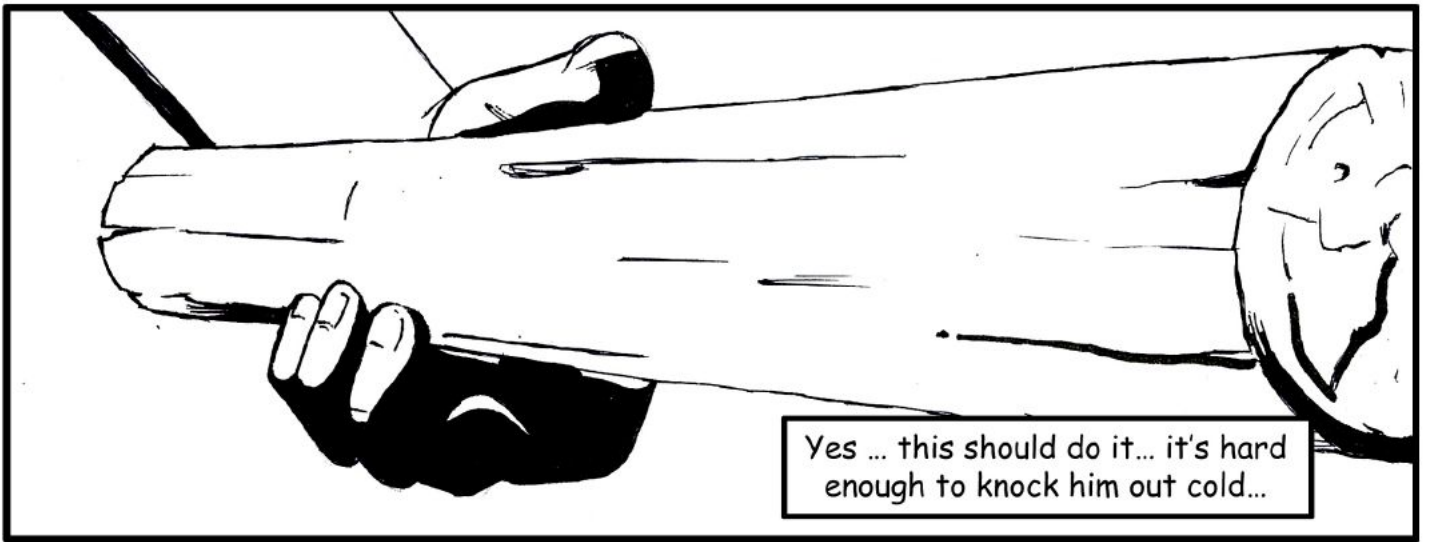
The cops are closing by...
what should I do??



OPTIONS:

1# Keeps trying to get on the wall and jump on the other side. But Hurry!!! Because the cops are closing on you.(Turn to page 51)

2# Get down the trunk; stop wasting time and Run Away!!! (Turn to page 31)



Yes ... this should do it... it's hard enough to knock him out cold...



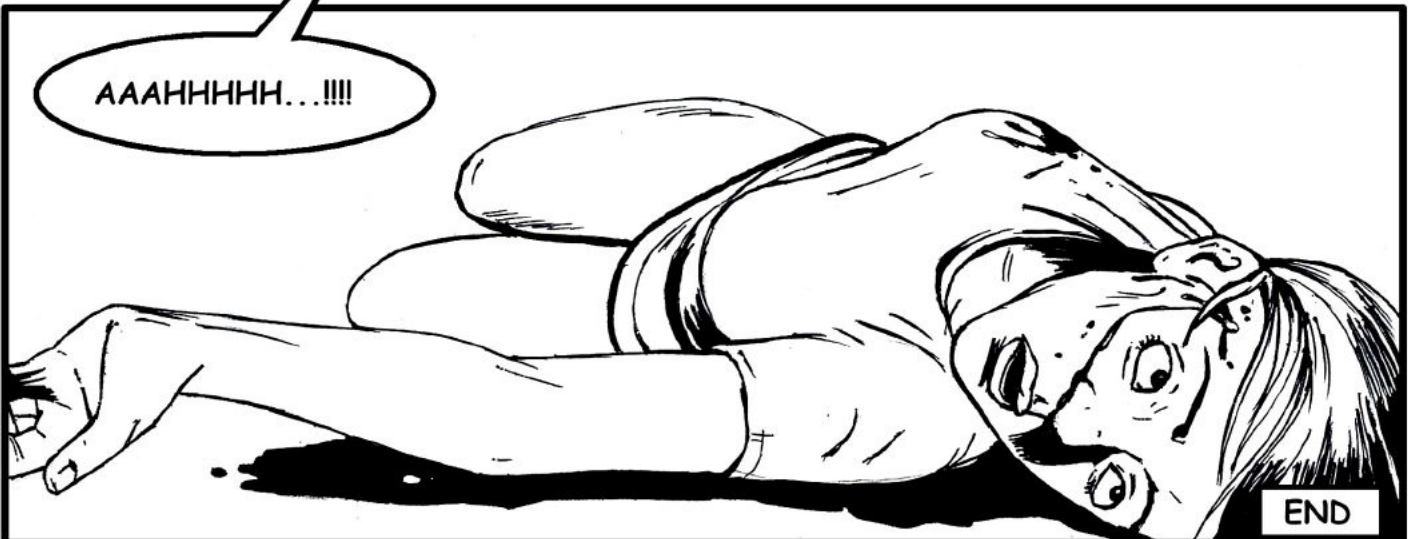
I have to be careful not to wake him up

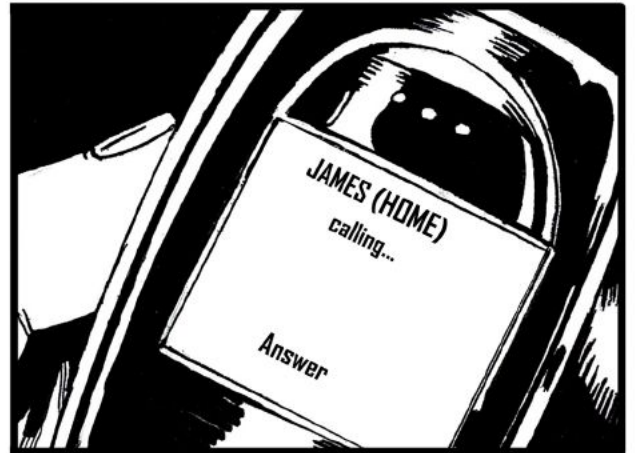


BRAN



Huh....
What's that???







Uncle please helps me...
Somebody killed Dad.
The cops are searching for me...
I don't have anywhere to go.
I have to see you right now...



Don't worry my child. Just stay where you are.
No matter what you do,
DO NOT COME OUT of the house,
I'll send in a car to pick you up.

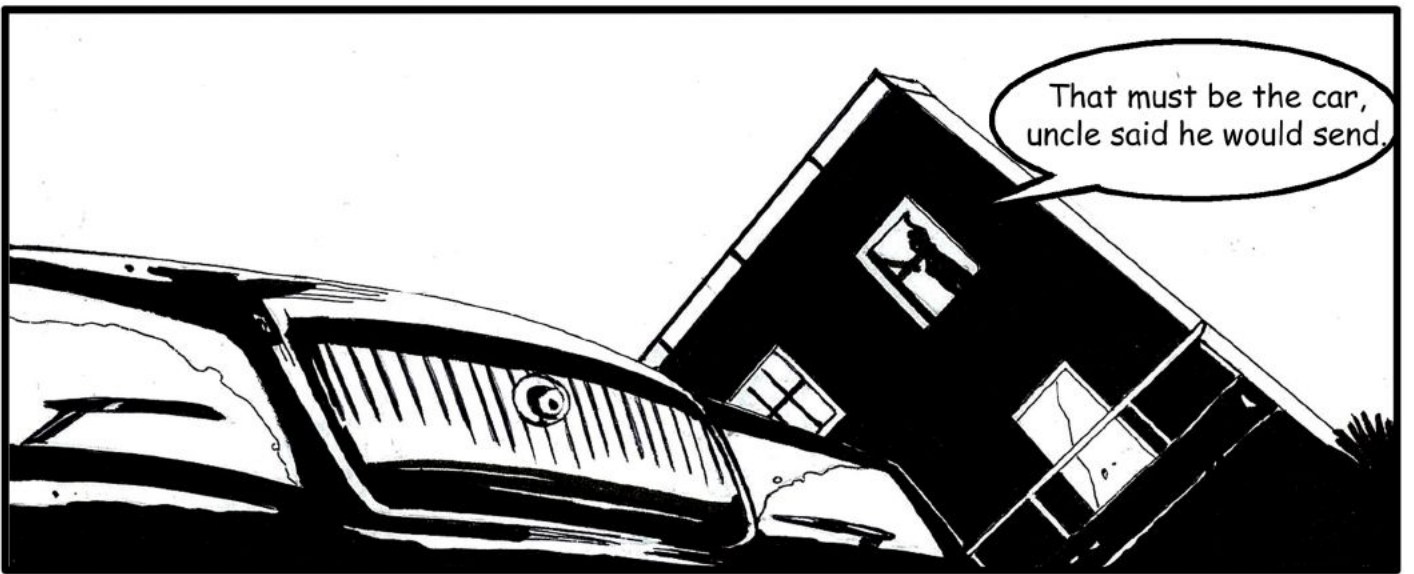


Everything is going to be OK...



OK..Uncle!!





Time: 4:15 am

She looking out the car window,
wind was lurking on the ordeal.



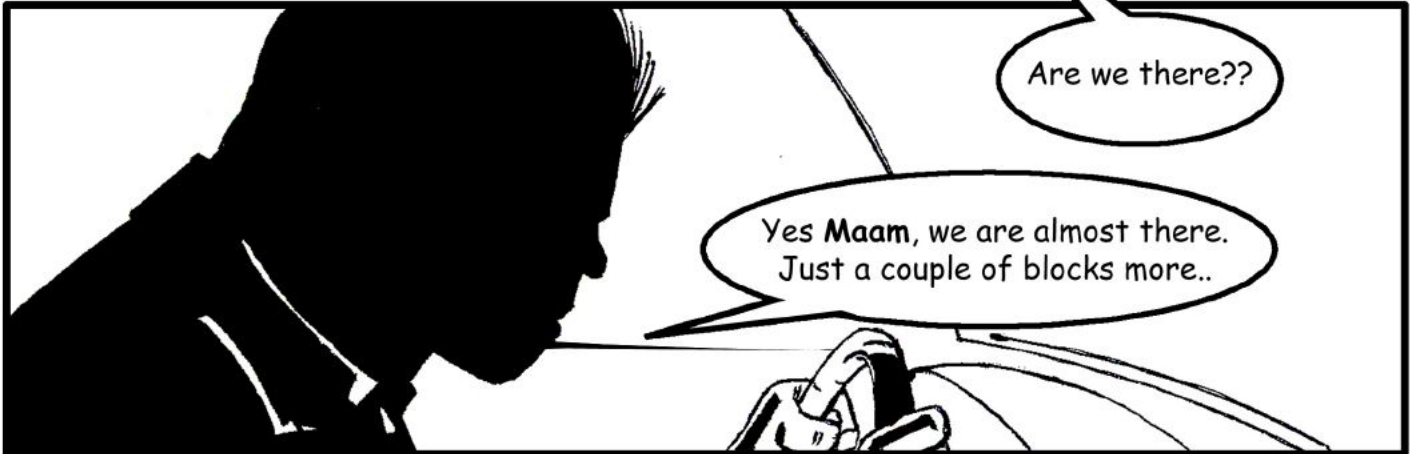
she has been through. Thinking of
the pain and despair she's suffering,

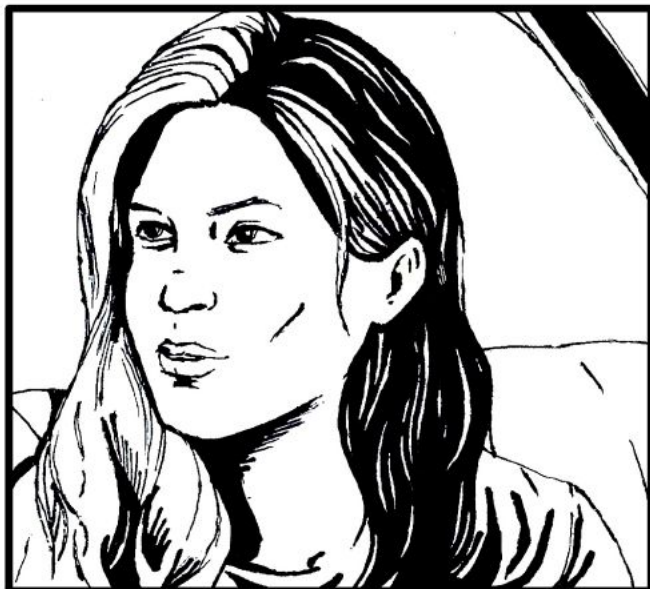
she seeks comfort in her uncle.

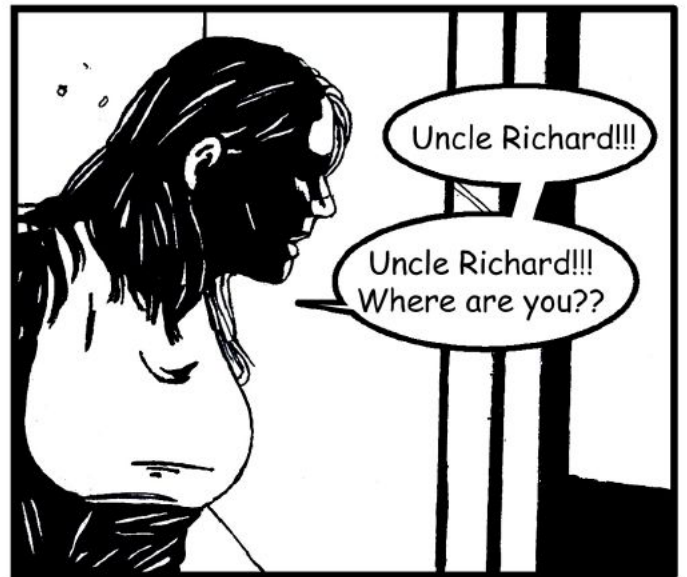
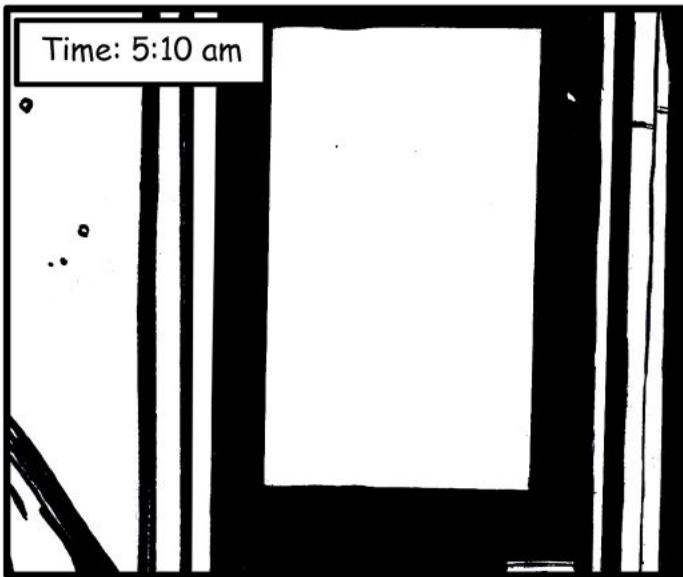


Are we there??

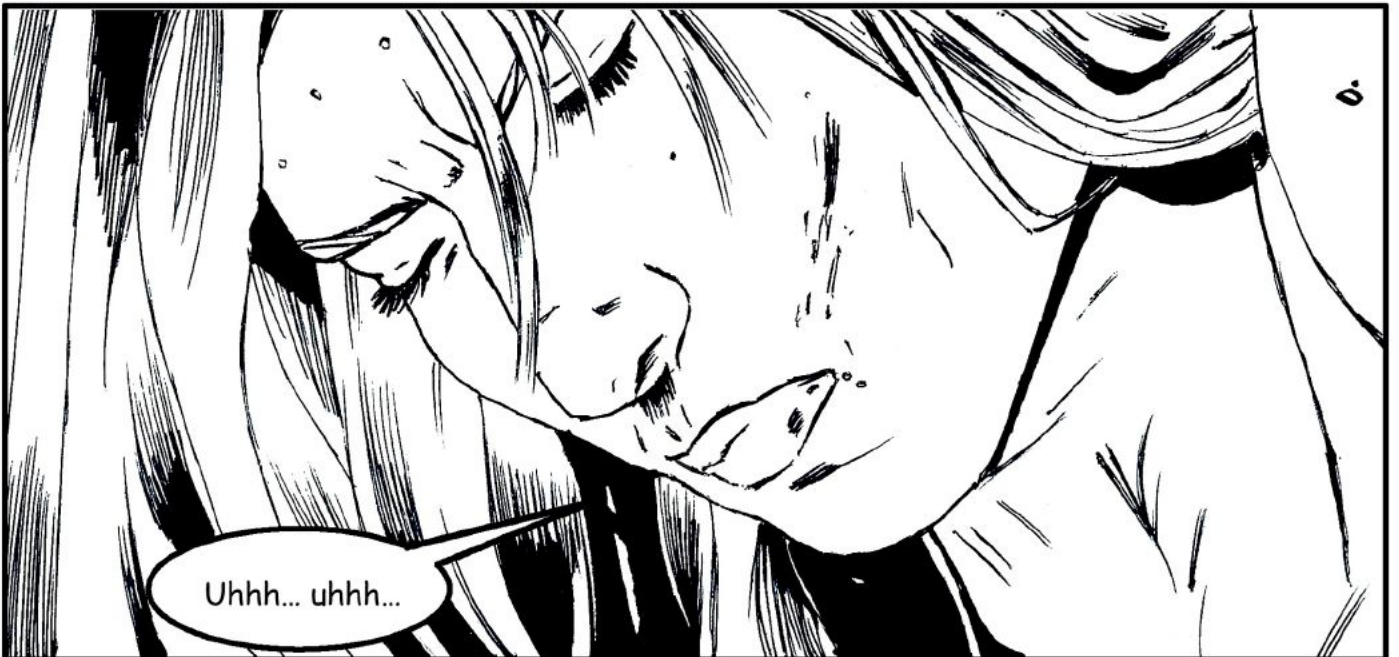
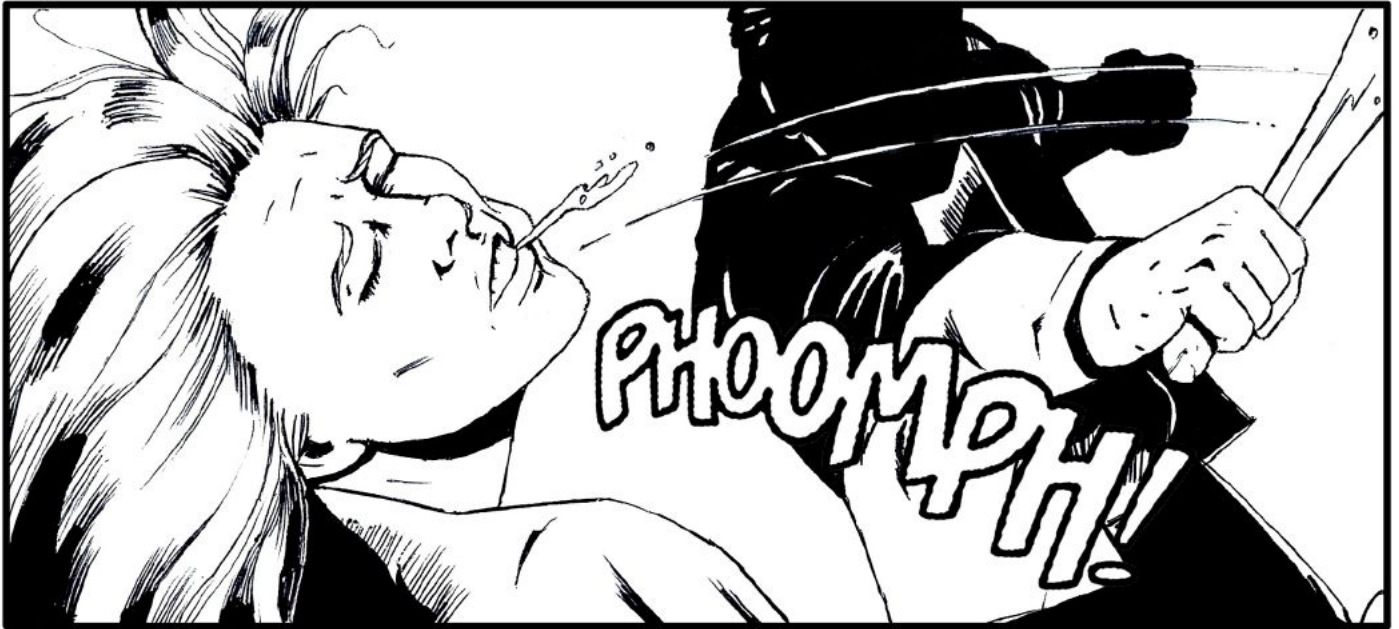
Yes Maam, we are almost there.
Just a couple of blocks more..











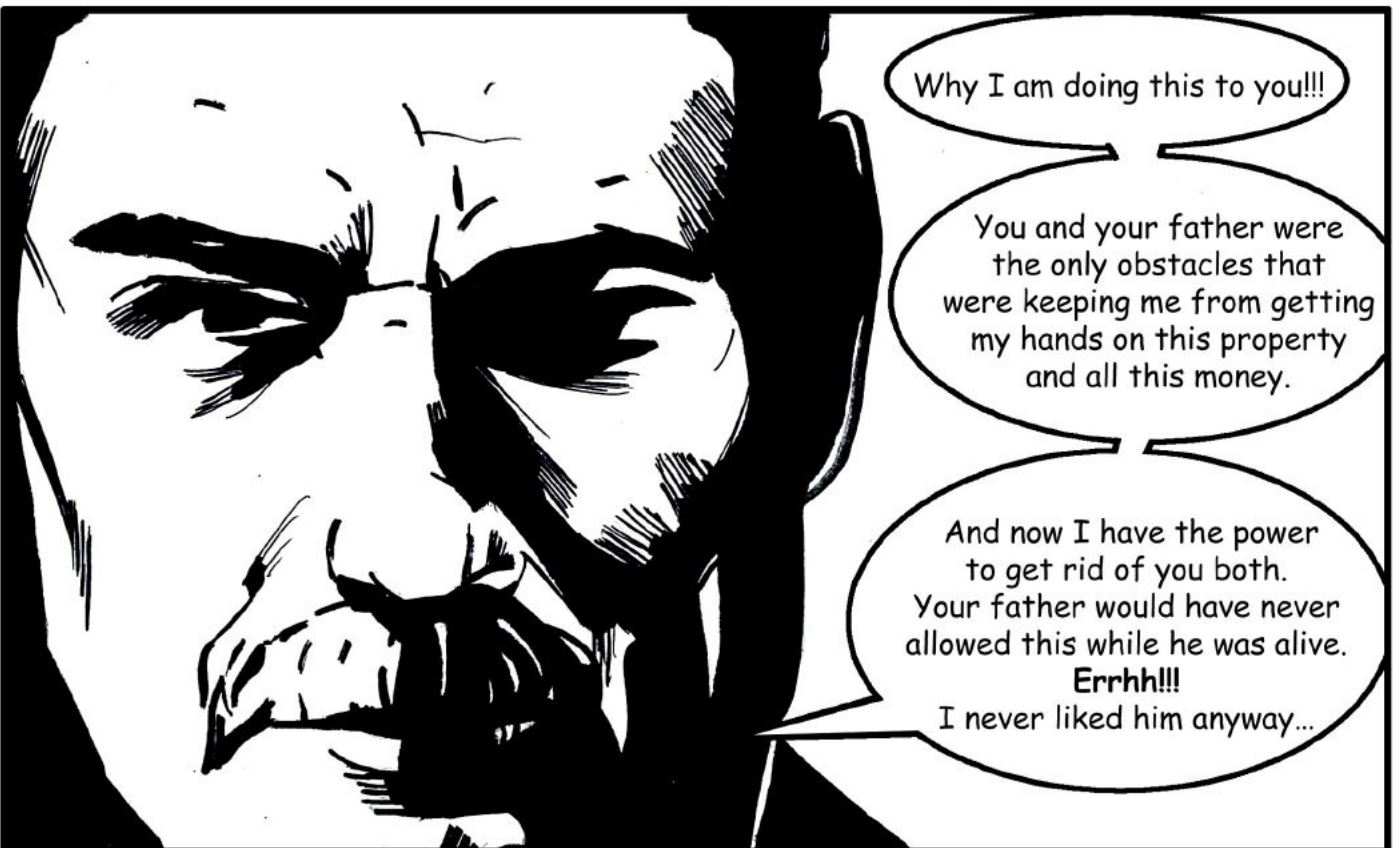




Wha--??



Ba... But...why are you doing this to me?
I don't understand anything...
what's happening..??



Why I am doing this to you!!!

You and your father were the only obstacles that were keeping me from getting my hands on this property and all this money.

And now I have the power to get rid of you both. Your father would have never allowed this while he was alive.

Errhh!!!

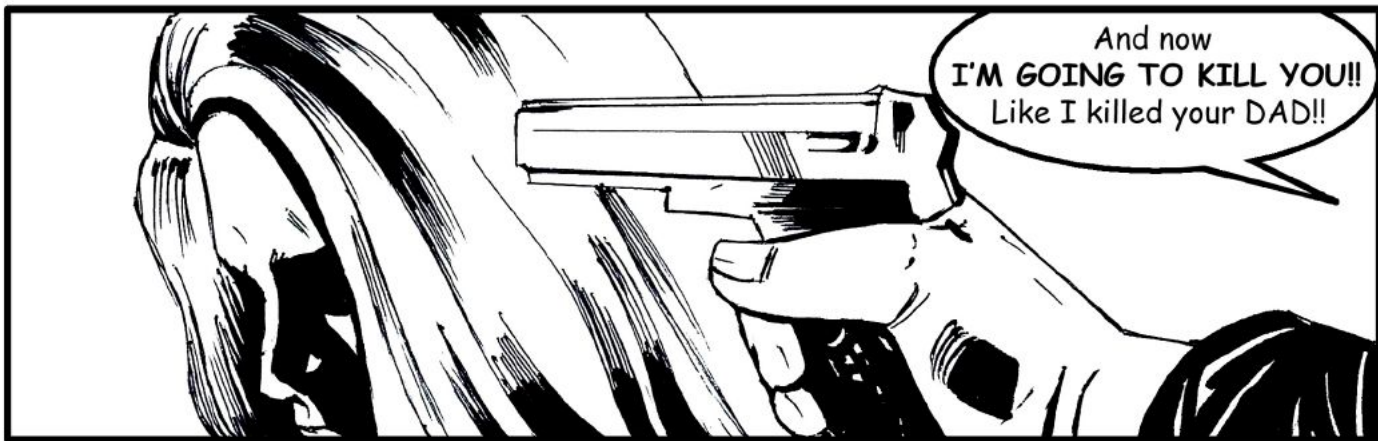
I never liked him anyway...



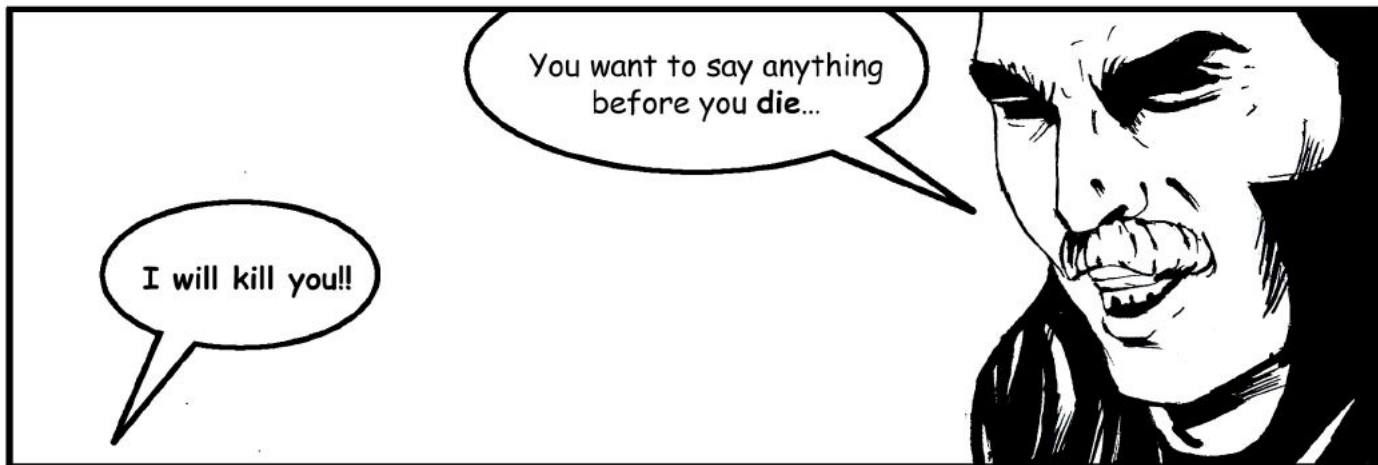
It's you who put me in the Asylum...
You **KILLED** my father.



Yes my child...



And now
I'M GOING TO KILL YOU!!
Like I killed your **DAD!!**



You want to say anything
before you die...

I will kill you!!

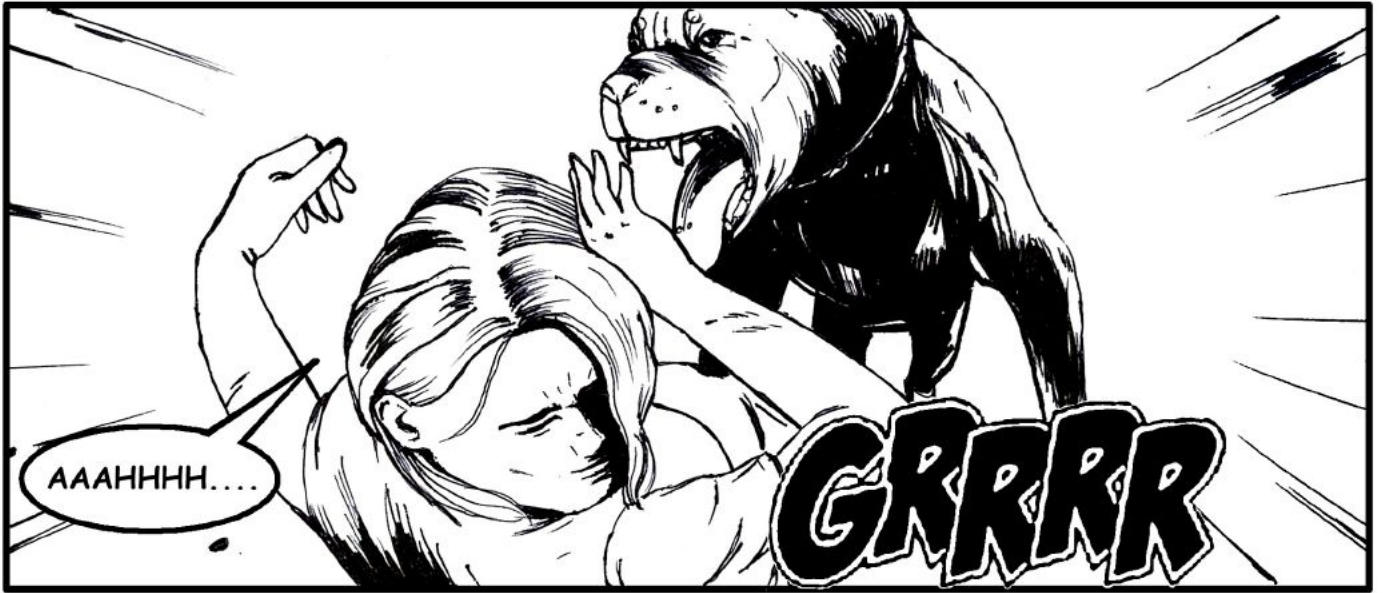


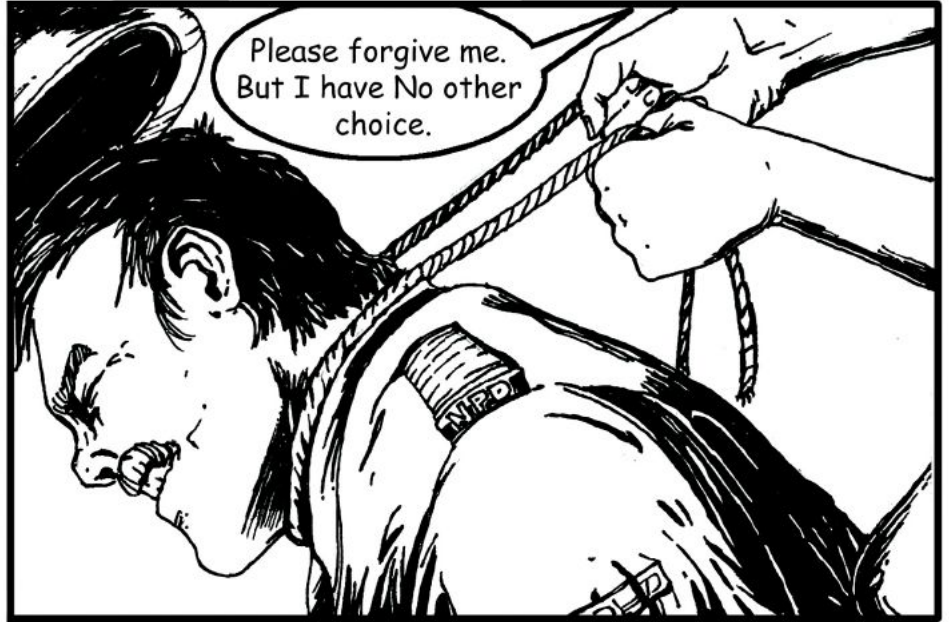
OPTIONS:

1# Don't bother untying yourself and try reaching the gun without wasting time.
(Turn to page 39)

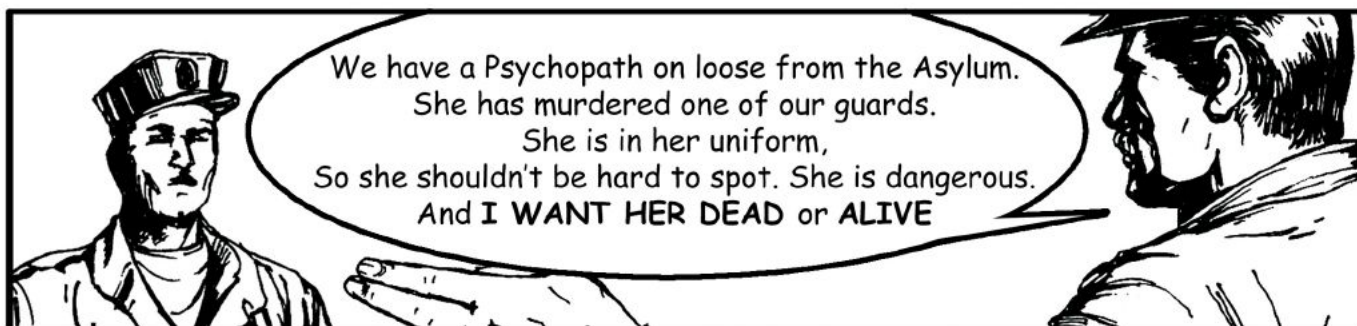
2# Try to untying yourself and reach the gun. But risk running out the countdown.
(Turn to page 41)



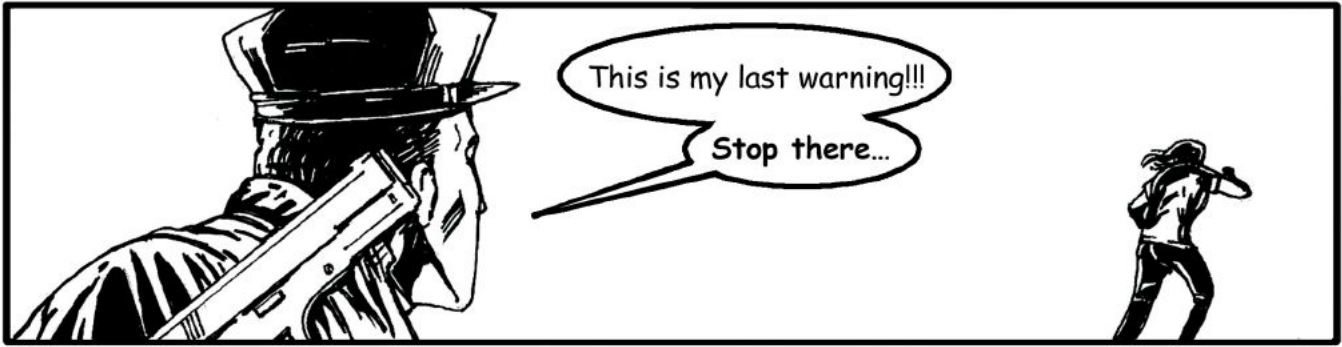




Time: 1:00 am, Sacramento City.







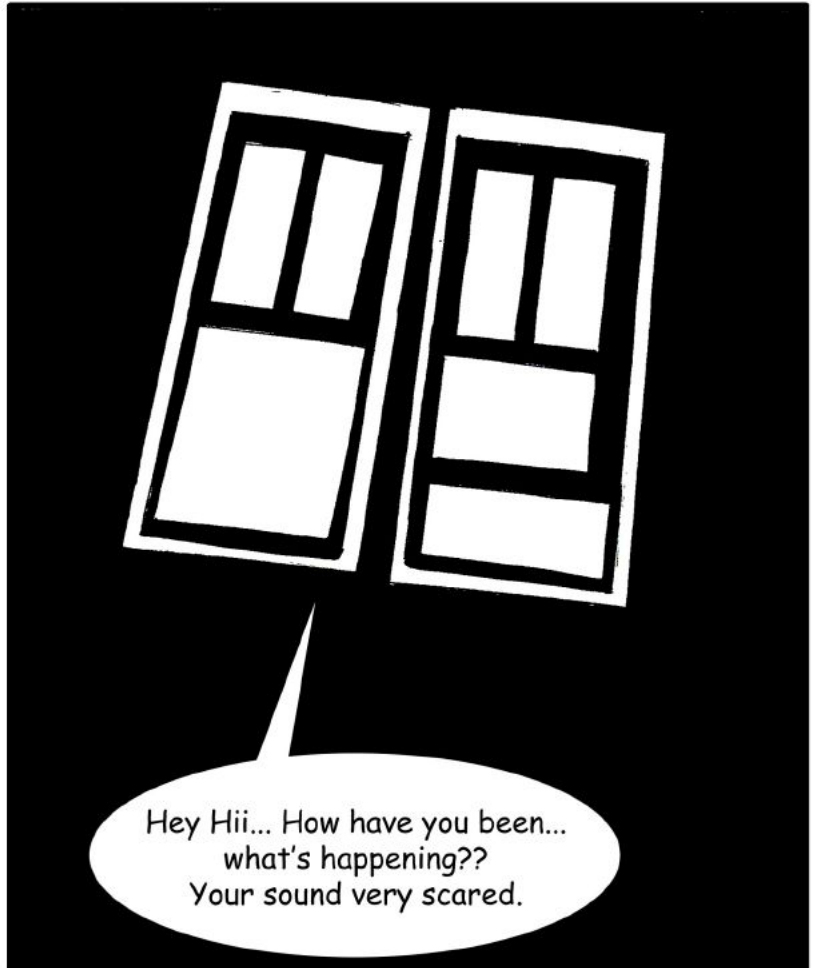
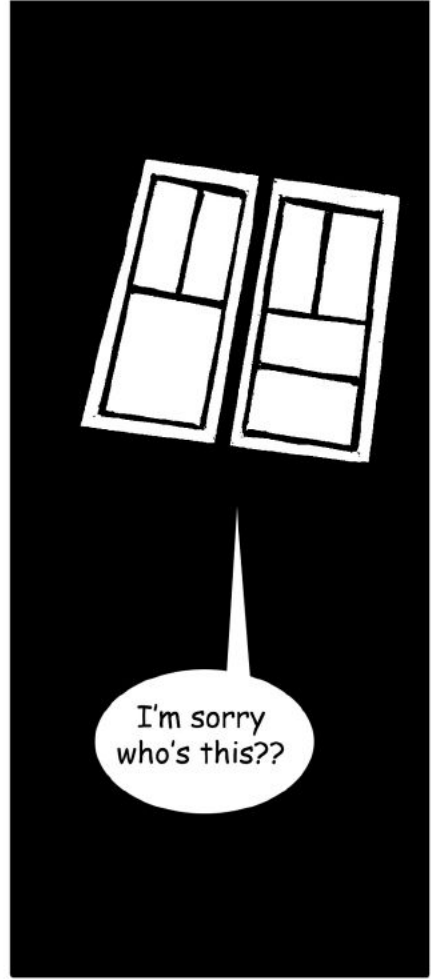
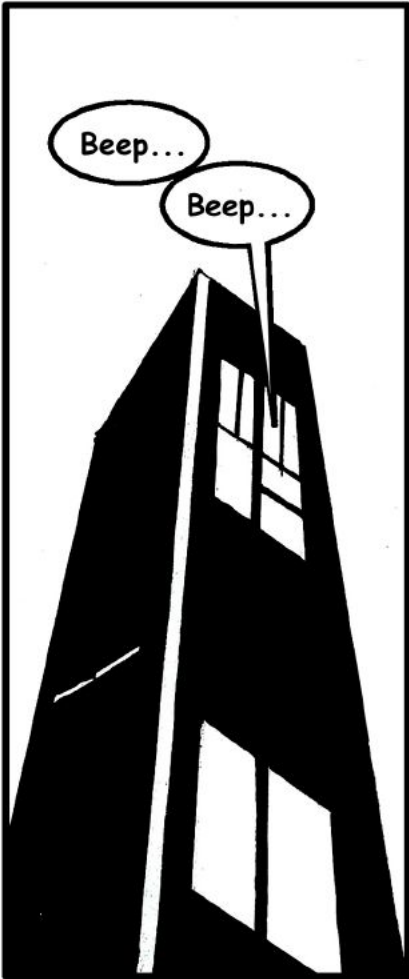
OPITIONS:

1# Turn Left.(Turn to page 35)

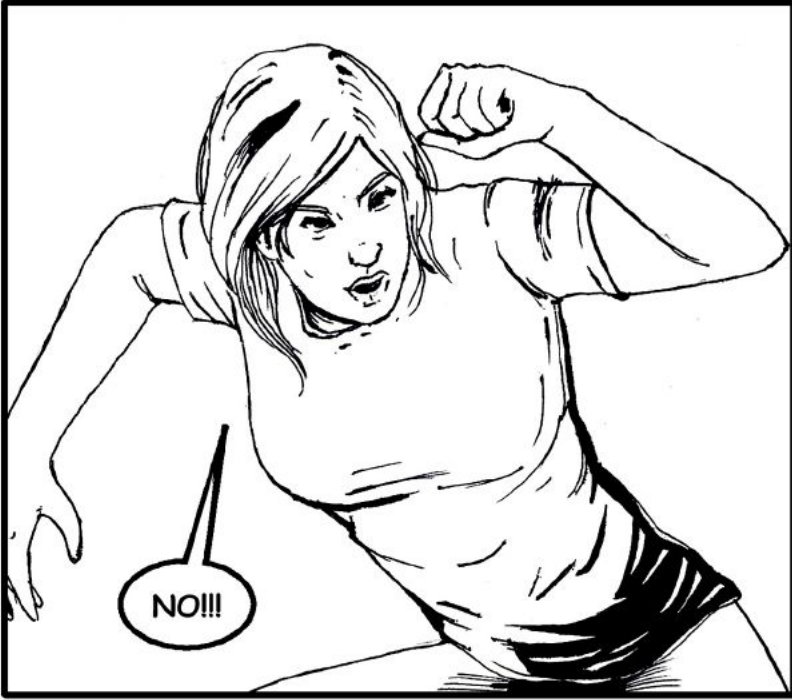
2# Turn Right.(Turn to page 8)



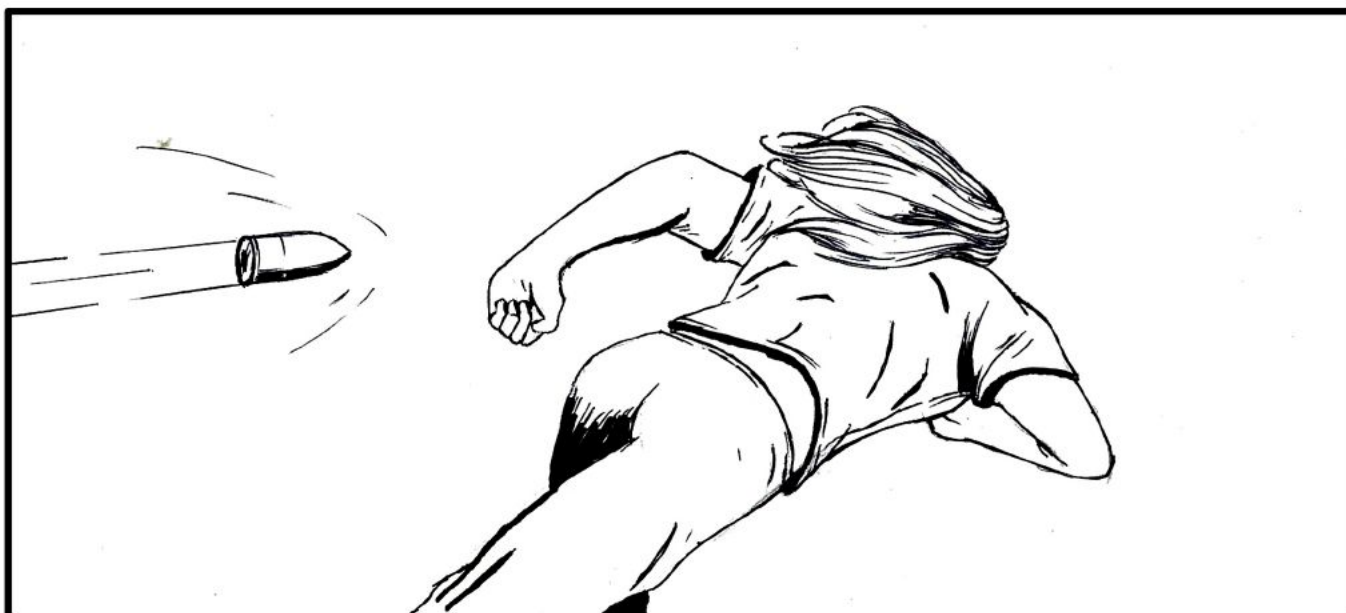
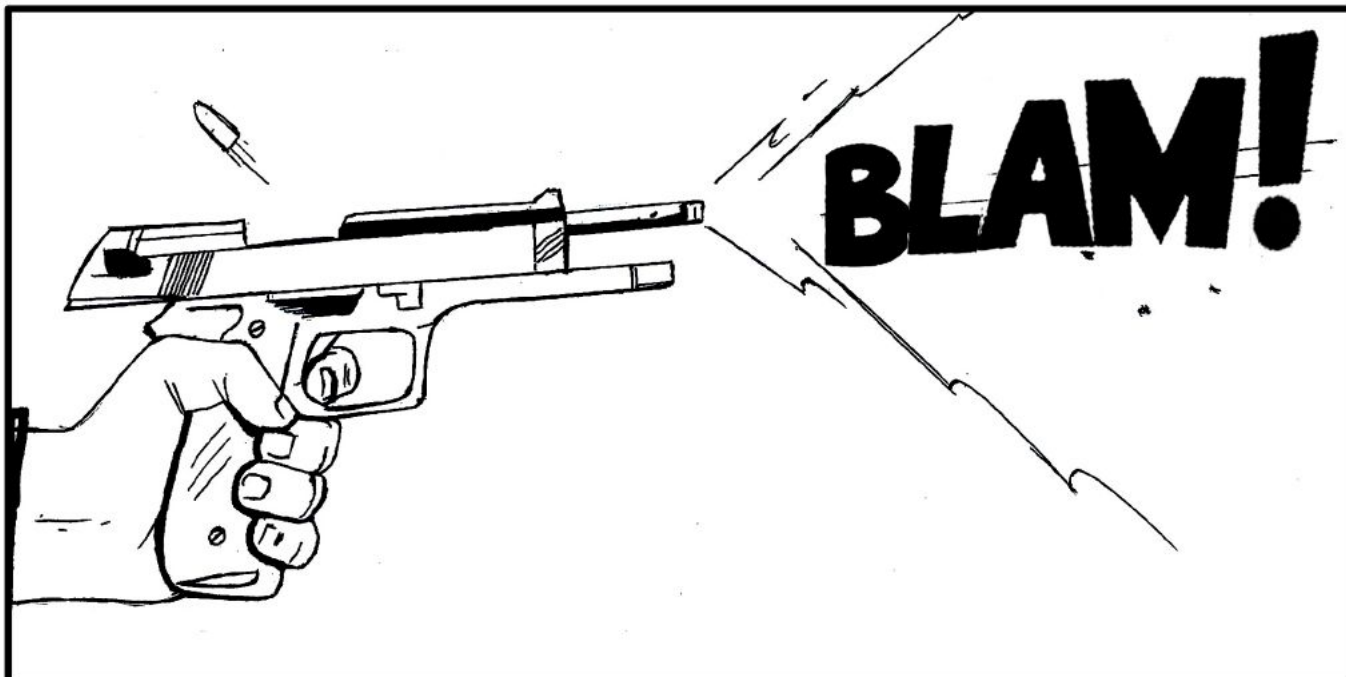
Start from page 28







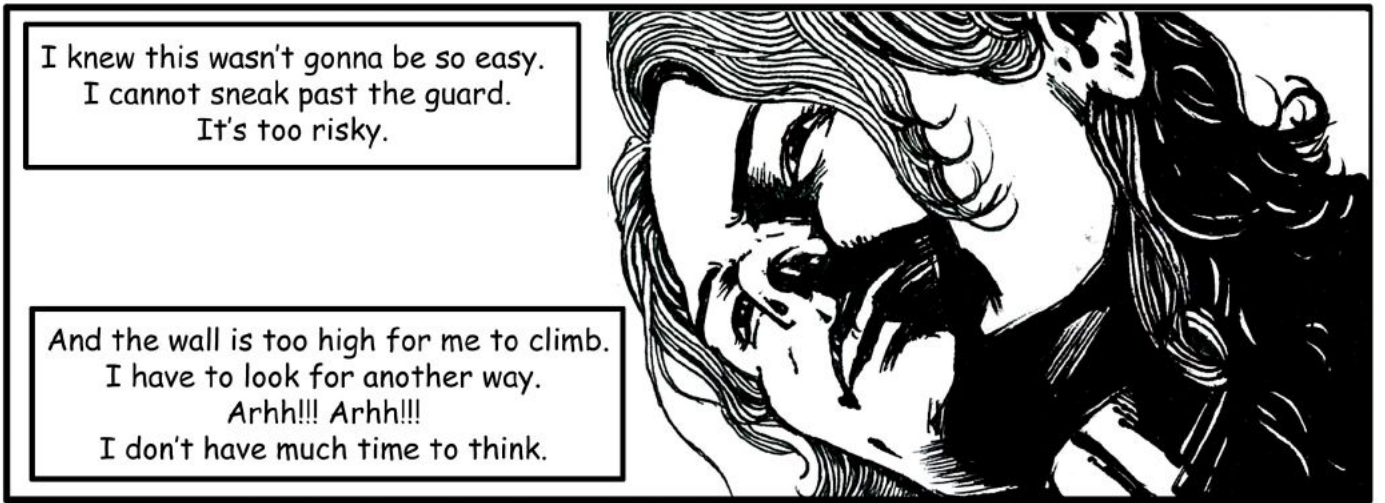
Start from page 28



END







I knew this wasn't gonna be so easy.
I cannot sneak past the guard.
It's too risky.

And the wall is too high for me to climb.
I have to look for another way.
Arhh!!! Arhh!!!
I don't have much time to think.

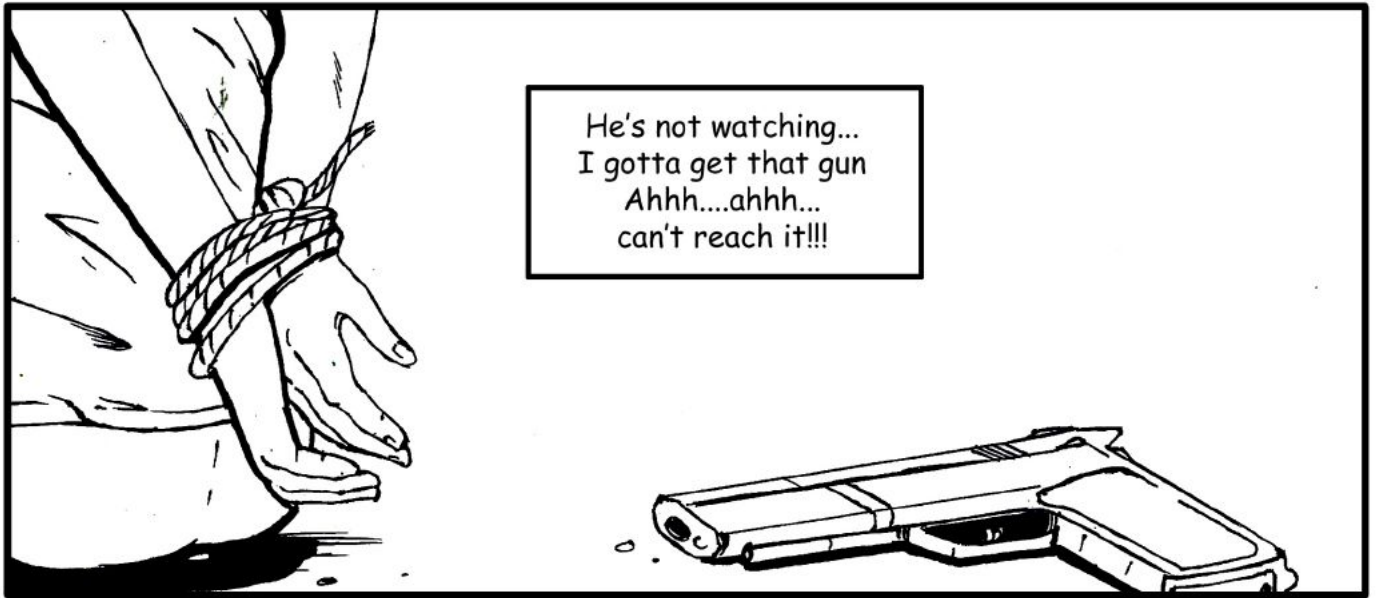


I guess there's only one way out.
I have no other choice.
If I wanna get out of here alive.

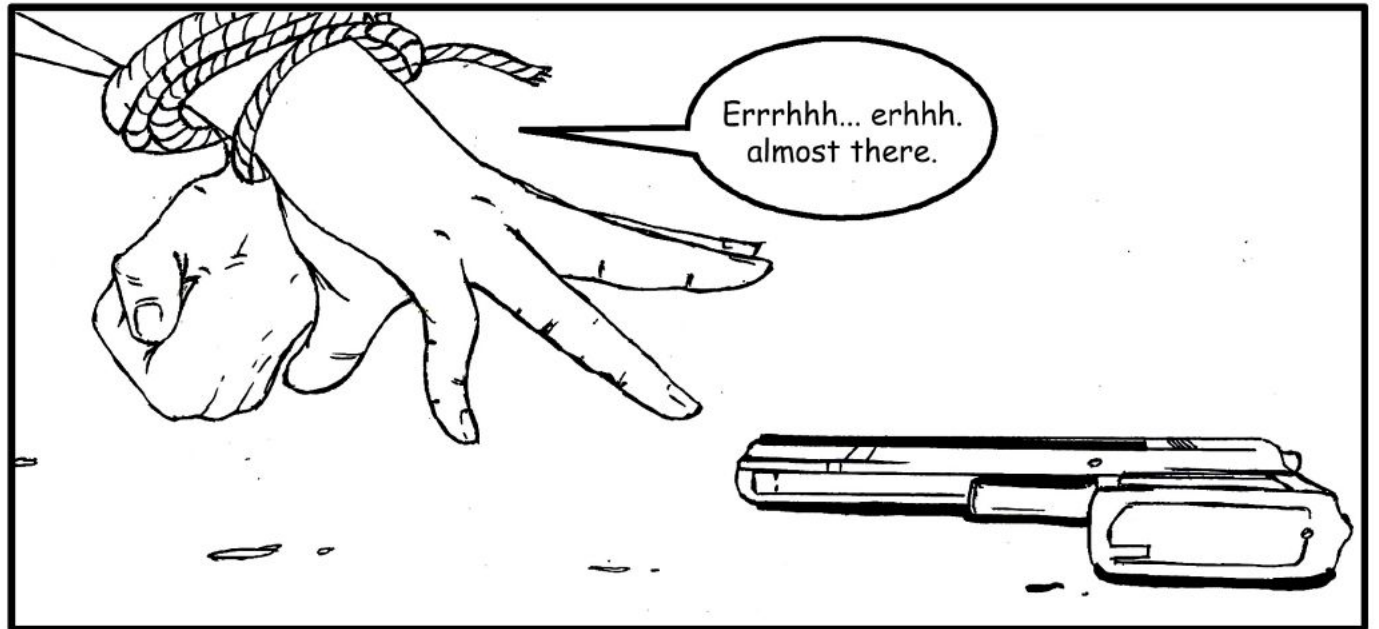
OPTIONS:

1# You see a rope on the ground. Use the rope. (Turn to page 27)

2# You find a wooden club resting on the wall. Pick up the club. (Turn to page 10)



He's not watching...
I gotta get that gun
Ahhh...ahhh...
can't reach it!!!

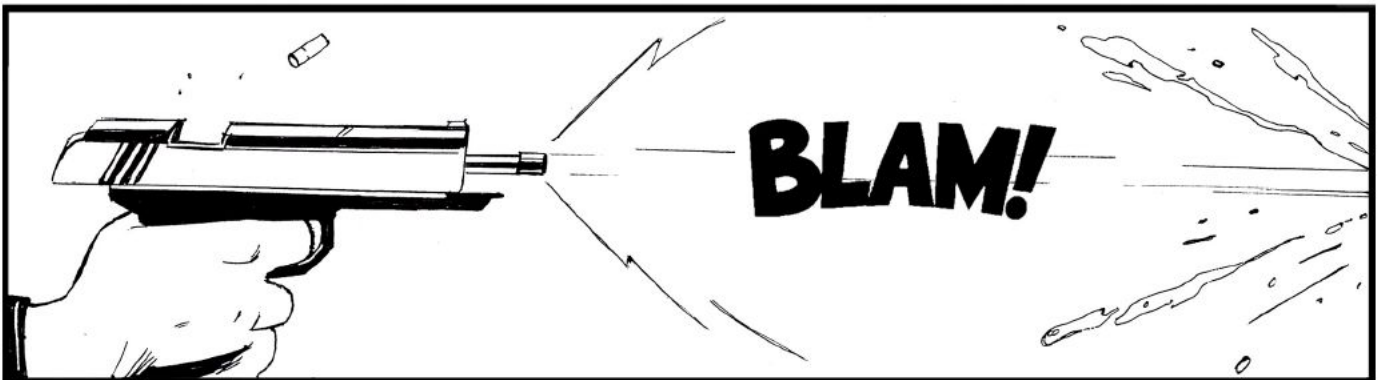


Errrrhhh... erhhh.
almost there.

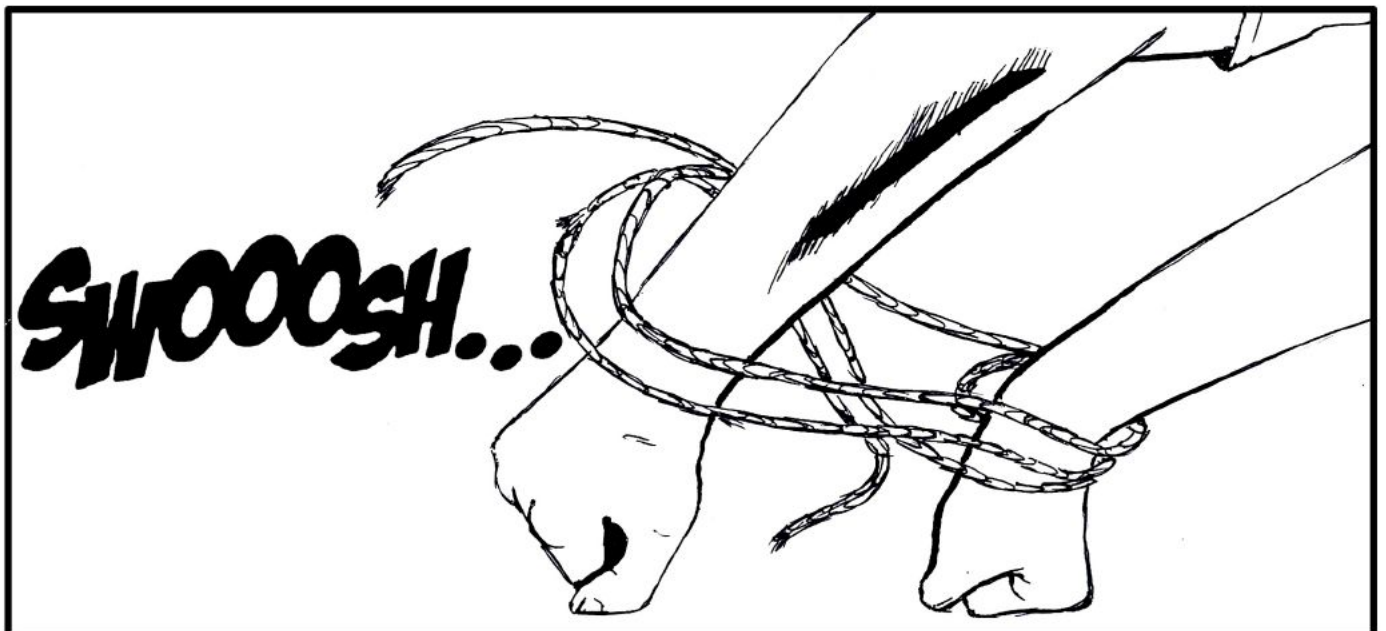


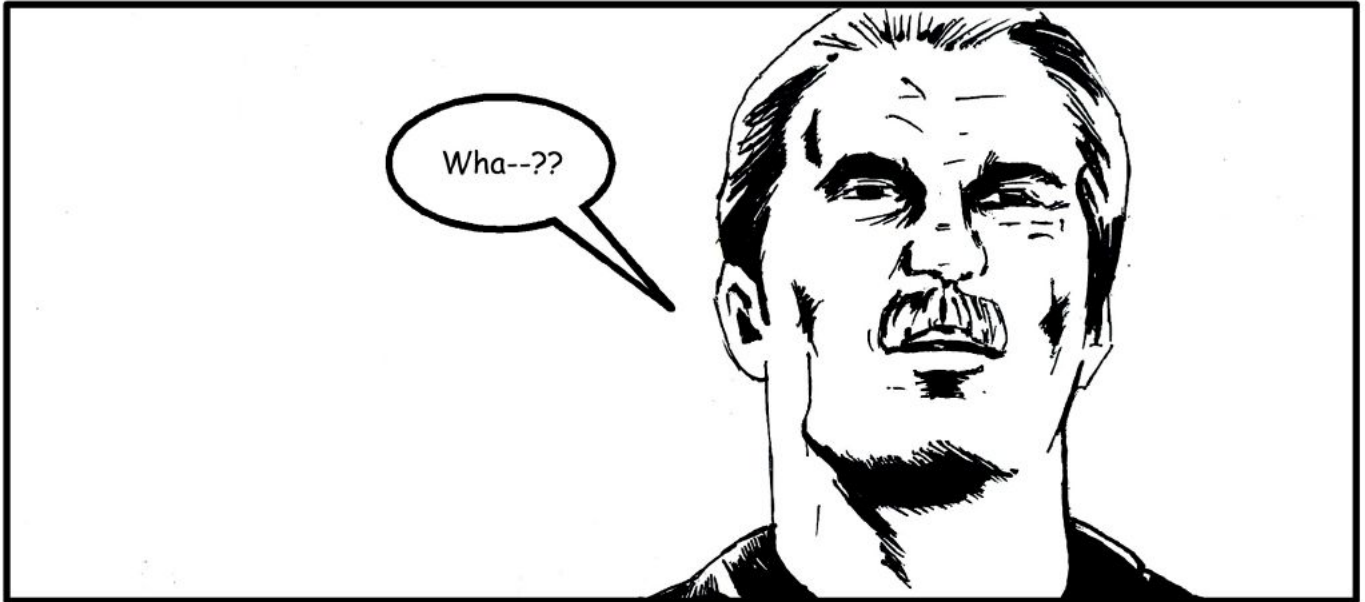
Unnfff!!!

No..No..No!!



Start from page 28





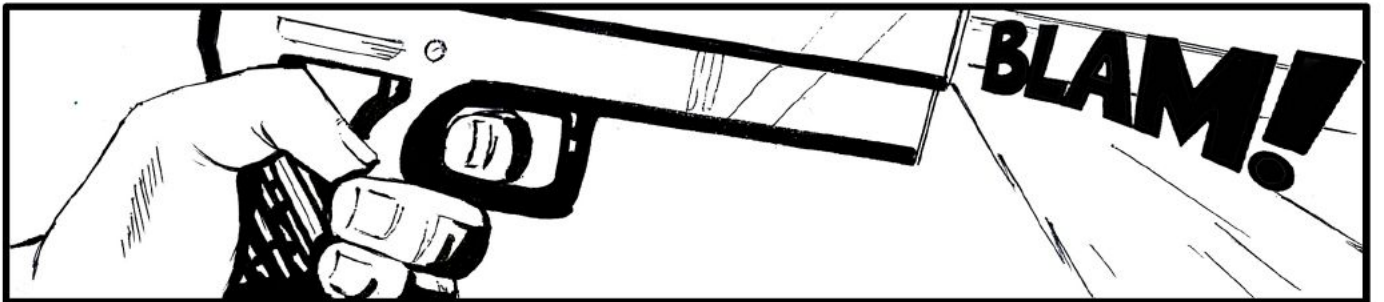
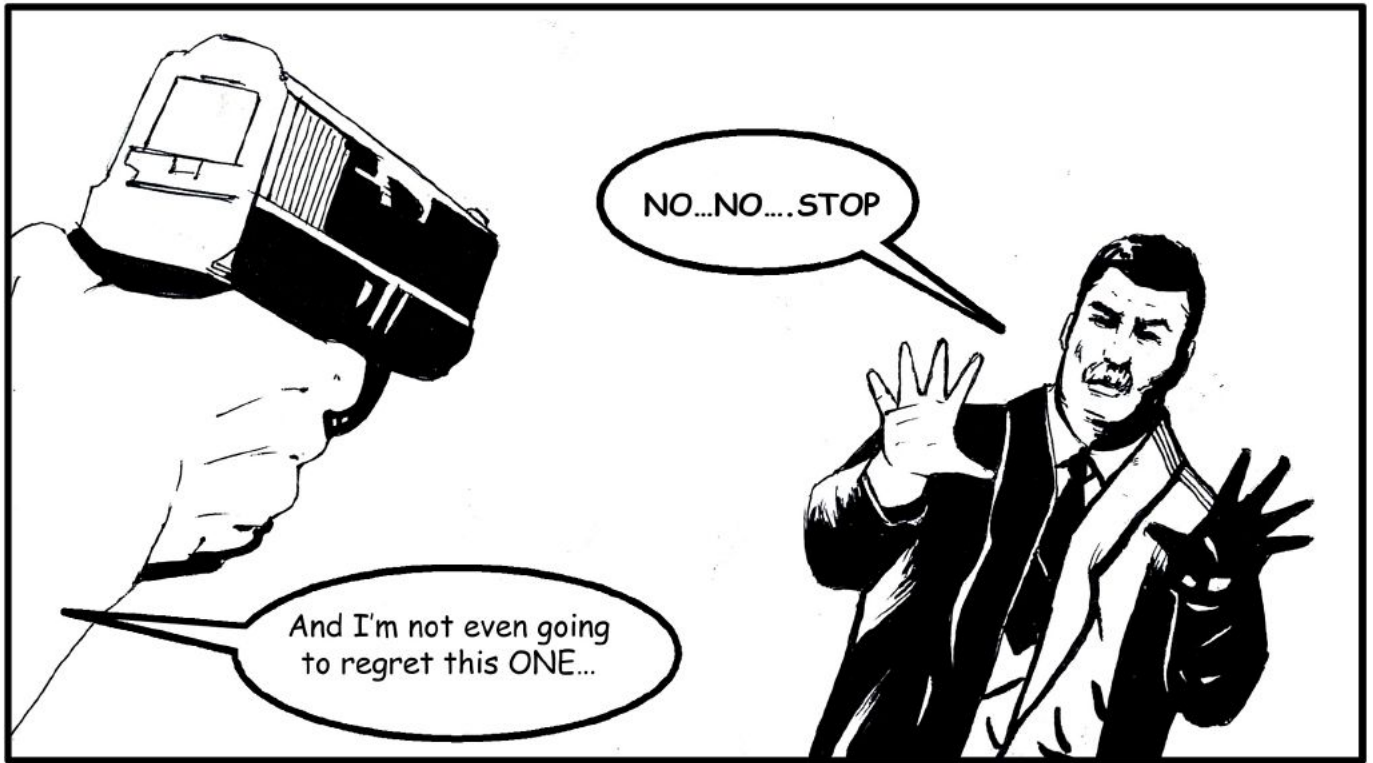
Wha--??



Huhh...huhh!!

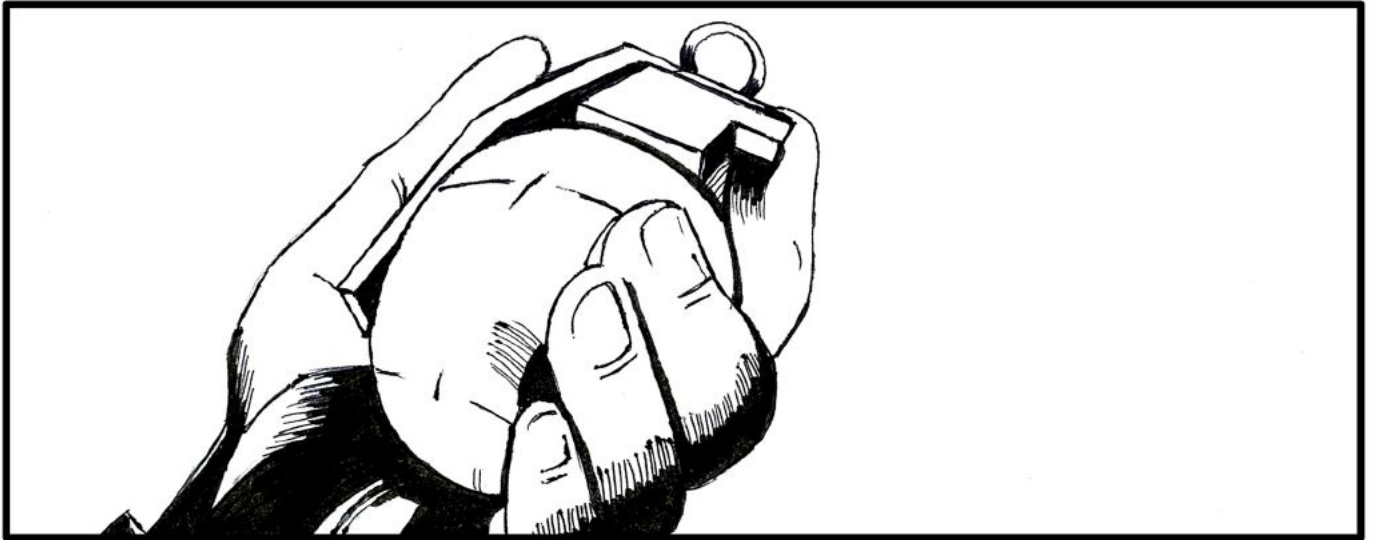


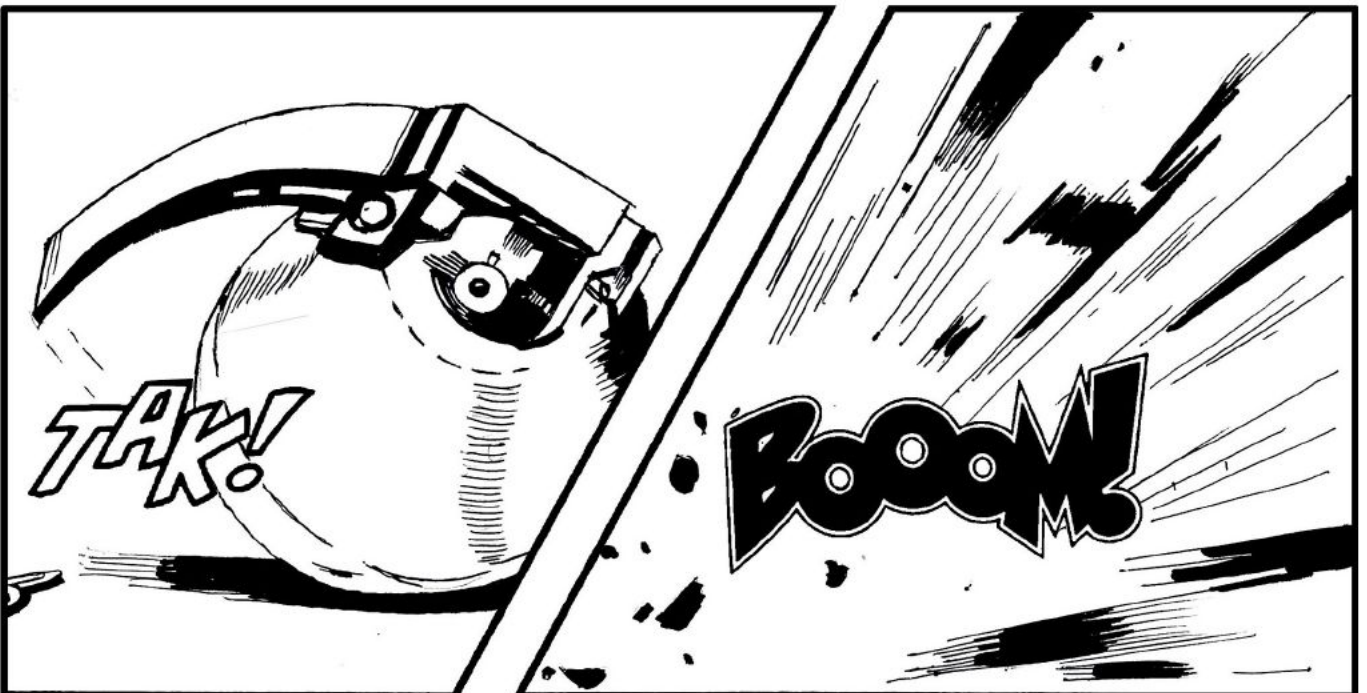
You just made the biggest mistake of your life...
And now you DIE!!

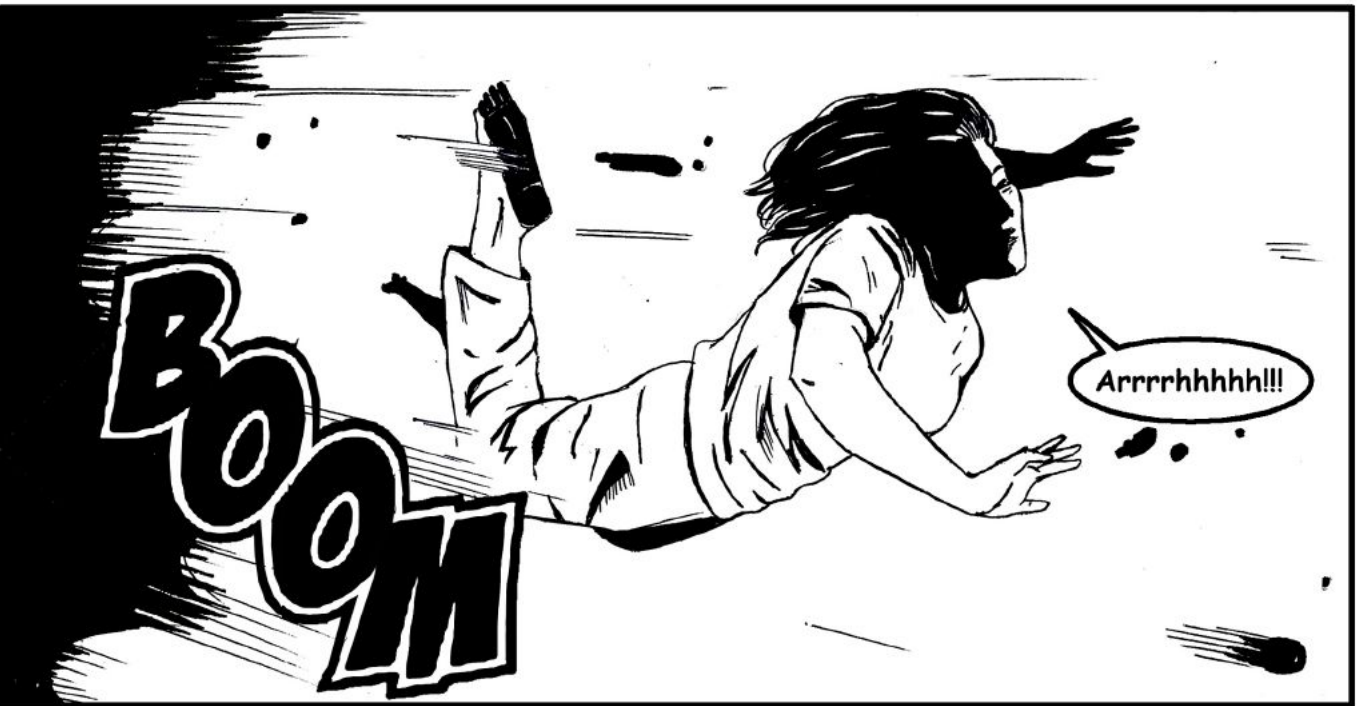
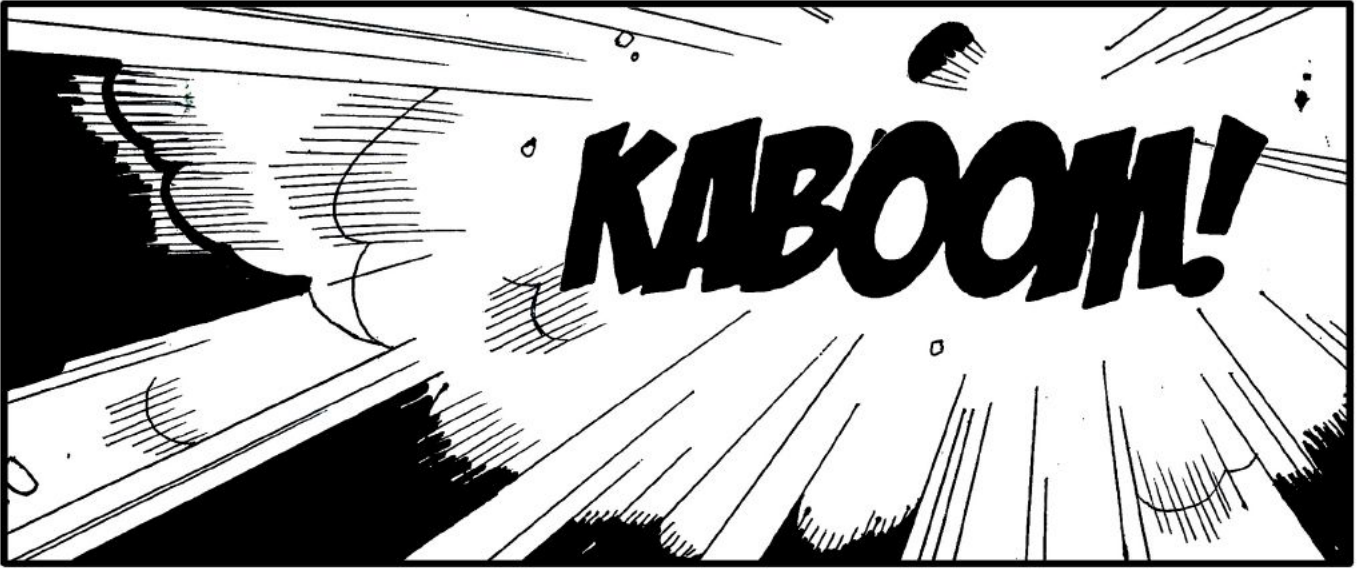


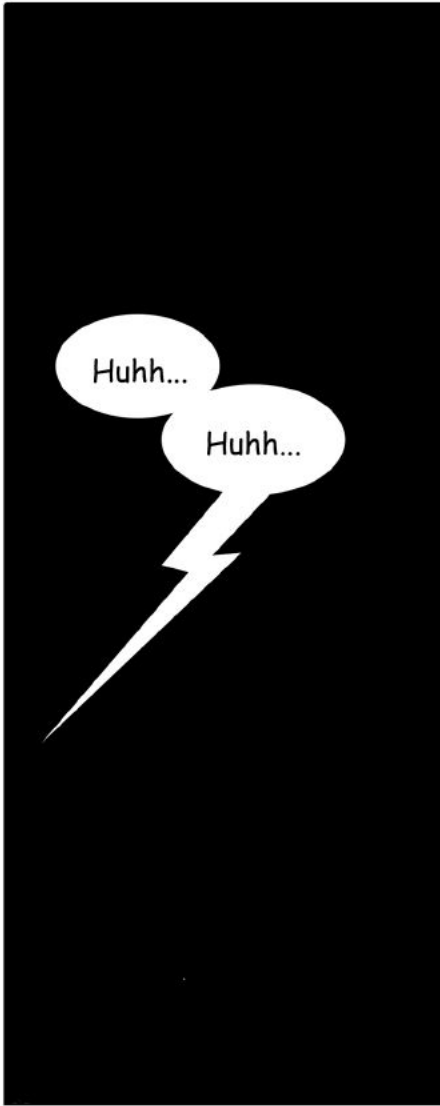






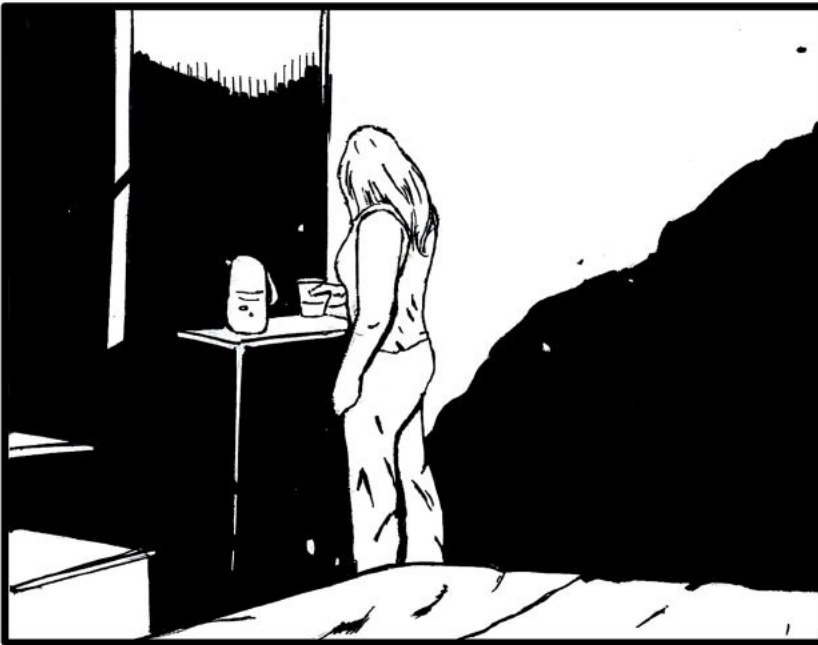






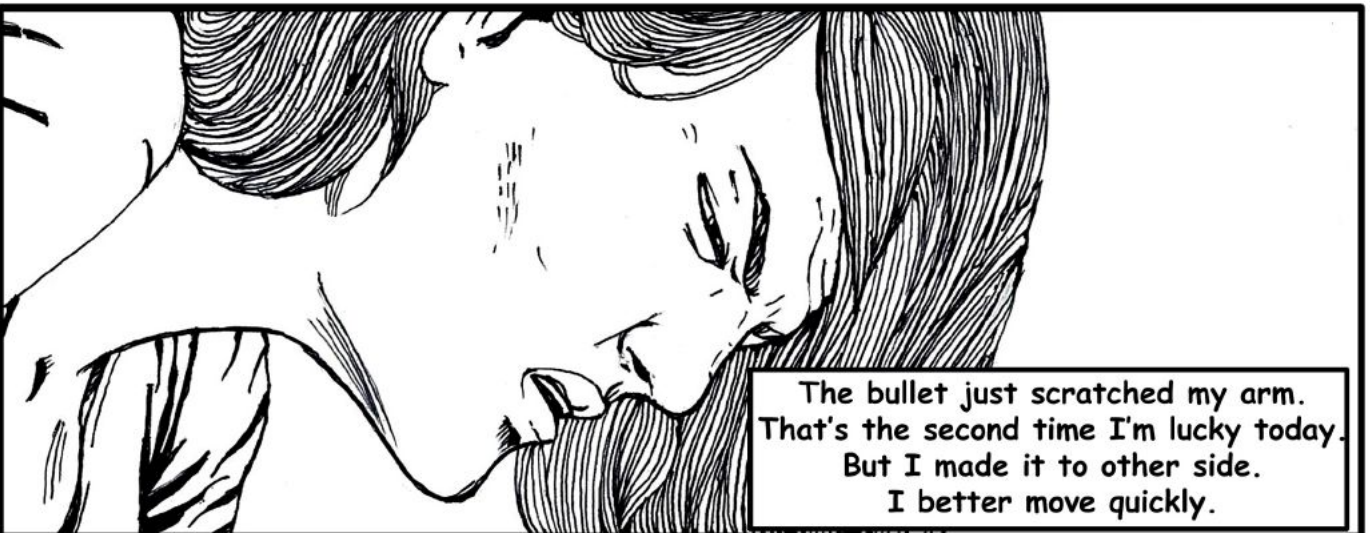
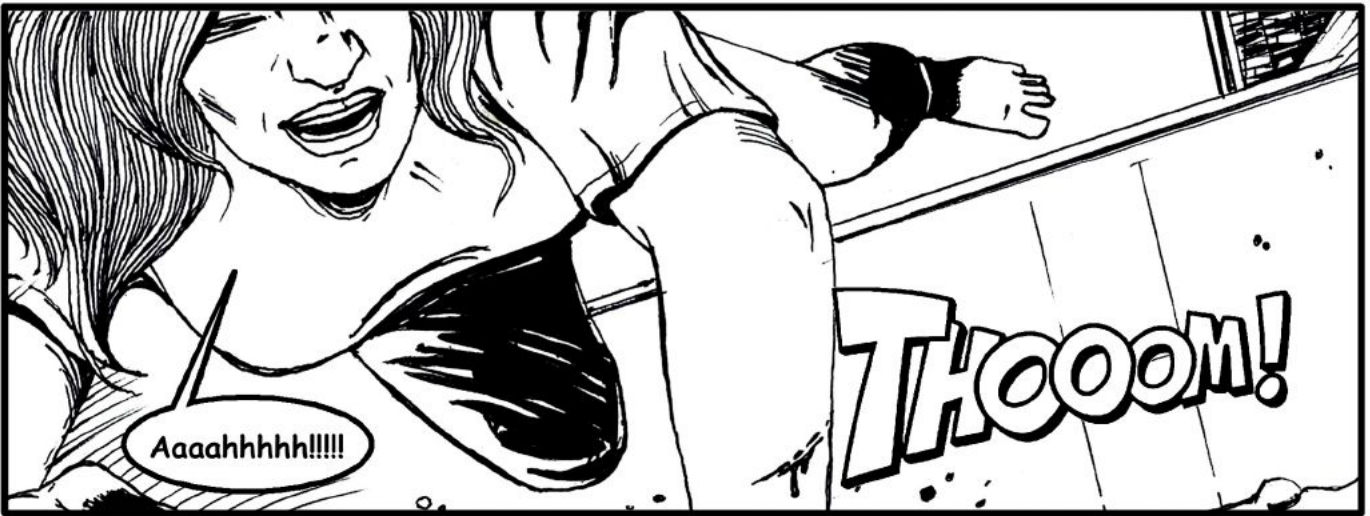
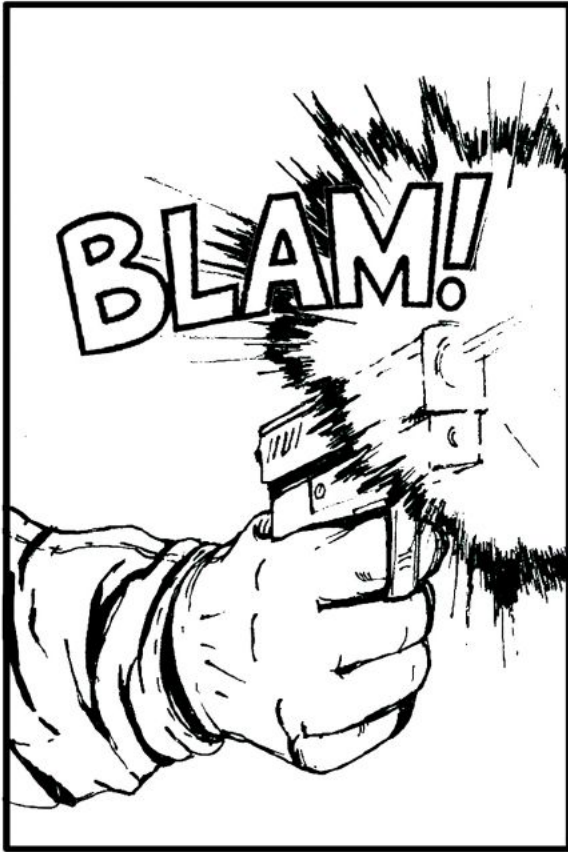


I need some water...



Never thought a Dream can ever
FEEL SO REAL...

END







OPTIONS:

- 1# Call up your uncle and seek help.(Turn to page 12)
- 2# You can call up your friend.(Turn to page 32)