

YOU + the DARK + the DOOR

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**[LOOK AT**

**CALL TO**

**THINK ABOUT**

**USE]**

## THE ROOM

You wake up in **The Room**. It is dark. You have been in this DARKNESS for a while.

...

There are four WALLS and one DOOR. Otherwise, there is NOTHING, lots and lots of NOTHING.

...

You are alone.

...

### > USE DOOR

You try the handle, but the DOOR does not open.

### > LOOK AT DOOR

Hmm. There are scratches on this side.

### > LOOK AT scratches

...But that isn't a valid object here.

### > LOOK AT DOOR

The DOOR has a peephole, which is misty.

When you press your ear to the grain, you hear muffled voices.

### > CALL TO

What do you call to?

**> CALL TO DOOR**

...But NOTHING happens.

**> CALL TO WALLS**

...But they stand, unmoved.

**> CALL TO DARKNESS**

...But NOTHING happens.

**> CALL TO NOTHING**

...And NOTHING happens.

...

**> THINK ABOUT DARKNESS**

Brrr. It has been here a while. At least as long as you.

**> USE DARKNESS**

You curl into a ball. Like deep-sea, the DARKNESS fills between your folded arms, your collapsed legs, your curled toes.

You wait for it to sink up and swallow you, but there is just more NOTHING.

**> THINK ABOUT**

What do you think about?

**> THINK ABOUT anything, please, absolutely anything, anything outside this room**

...But that isn't a valid action here.

**> THINK ABOUT you**

...But that isn't a valid object here.

**> THINK ABOUT NOTHING**

The NOTHING stands rickety in your head, along with other thoughts. Soon, the other thoughts storm the NOTHING castle.

...

*Why can't I break down the DOOR? Why can't I call through the WALLS?*

*It's cold in here. It's so empty.*

**> LOOK AT DOOR THINK ABOUT freedom CALL TO outside**

...But that isn't a valid action here.

...

**> LOOK AT NOTHING**

...And NOTHING happens.

...

**> THINK ABOUT NOTHING**

The crumbled castle constructs once more. You have picked up these stones so many times before.

It is hard labour, and now you breathe, deeply. The breaths form a ragged shoreline around the castle.

They are your BREATHS.

...

> **THINK ABOUT BREATHS**

They are coarse but steady. They are a force that is deep-sea and buoyant. They are yours.

And since they are in this room, it must mean you are in this room.

You are still here.

YOU.

> **LOOK AT YOU**

Really, look at YOU: a shoreline.

YOU have gone so far, come so far, YOU really have.

And now YOU are in this room. **The Room** which has NOTHING and DARKNESS, and YOU, breathing.

**The Room** has NOTHING on YOU.

...

There is a way out, if YOU can only make it valid.

> **YOU LOOK AT DOOR**

YOU see the DOOR: the worn handle, the scarred wood, the misted peephole.

YOU hear the DOOR: the echoes of scratches made before, the muffled voices on the other side.

...

And there, finally: a key hole.

Which means there must be a KEY.

**>YOU THINK ABOUT KEY**

Which means the KEY must exist.

YOU feel a weight in your pocket.

**> YOU USE KEY**

Your BREATHS are shaky as YOU walk to the DOOR.

...

...

...

*"Click"*

...

**> YOU OPEN THE DOOR**