

Amee-J

Run, Michael, run!

AN EXTRAORDINARY STORY ABOUT A USUAL GUY

START THE GAME



Michael was depressed. He wasn't ready to move in with his girlfriend, so she left him.

And a after that he made a big mistake at work, so he was fired the next day.

He was sitting in a cozy bar and getting drunk slowly. He started to fall asleep...





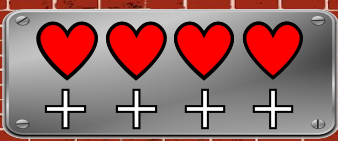
The next thing he sees is a prison cell with a light falling through a window above the floor.

Michael thinks it's just a bad dream that was caused by his stress. And he needs to wake up.

But it doesn't happen. He starts to feel the walls, when he suddenly clicks on something, and it turns out to be a door!



HEALTH POINTS



GAME
OVER

So, it looks like he has been kidnapped, right out of the bar where he was sitting. And even though Michael left the cell, he didn't feel relieved. The problem is that his way out lays through a tunnel with dangerous traps

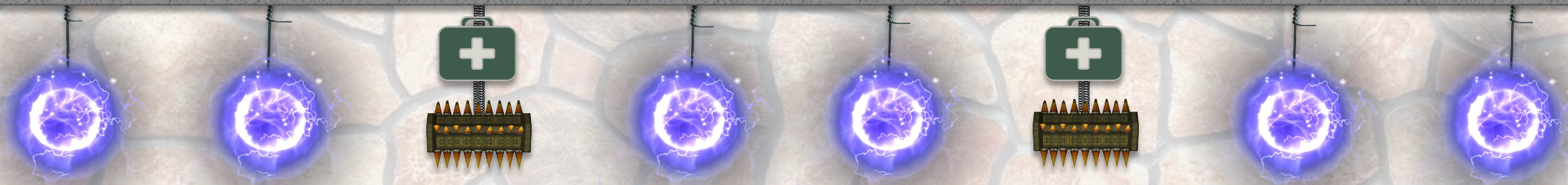
TASKS



HEALTH POINTS



**GAME
OVER**

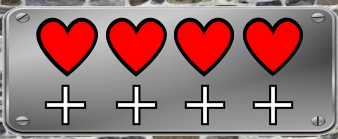


Michael has successfully passed the part with the spinning blades. He could even catch his breath after some time. And here is another deadly part to cross. Now it is with electricity.

TASKS



HEALTH POINTS



**GAME
OVER**

Michael is definitely near the exit. His way now is blocked not only by the traps, but by some sturdy guards and a scary dog as well. It's a high time for Michael to remember his parkour trainings and be really attentive.

TASKS





Michael moved the manhole and climbed up. It was late night, the city was quiet and peaceful.

Part of him wanted to rush to the police office and tell about his crazy escape.

The other part was telling him that nobody would believe him. Slowly, he started walking home...

THE END