

## Lina (9), Hendrik (7) and Joaquín (5) Wrote Another Dungeon

1 You fall through a hole into this room. For example, if you go for a walk in Berlin and don't respect certain signposts around construction sites or while watering flowers in your garden.

2 Eerie black and white photographs hang on the walls. A man with a hat. Four children. A doll. When it is dark, the pictures look like ghosts. In a corner of the room is a rocking chair.

3 An empty room with trap doors.

4 A window is painted on the wall. You can see a street and a field. If you stand there and look out of the window, it gives you the creeps. Because of the street. And the noises.

5 A monster with two heads. It destroys everything that comes close. Stones are scattered on the floor. The monster throws them at you.

6 A little animal with green fur. It looks harmless, but if you try to feed it, it bites and you might catch the rabies and die a couple of months later.

7 A mirror maze. It's hard to get out without banging against the glass. If you take the wrong door, you return to room 1.

8 There are goblins and ghosts in this room who destroy furniture with knives and try to summon a giant by piling up the pieces. You have to prevent this.

9 Schleimi is evil. He can turn you into slime. Because he has slime powers.

10 There is a hole in the ceiling. A rope lies on the floor. A book shelf stands next to the wall.

