

To Seek & Find

Written by "Ina Izumi"

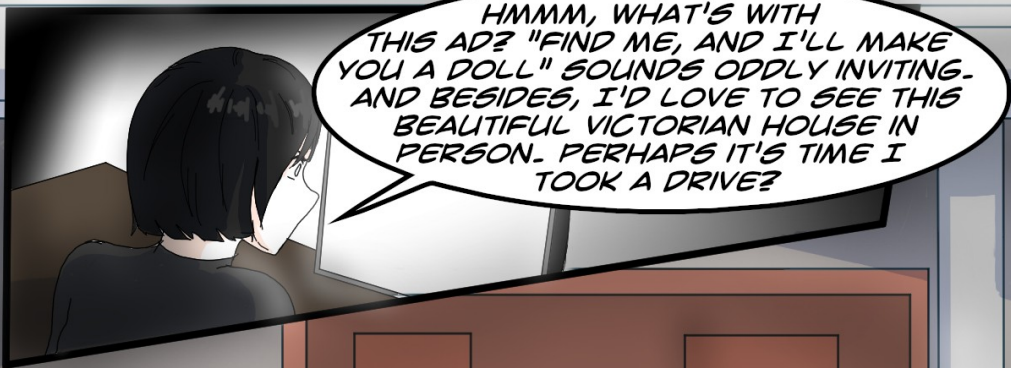
It seems to Dana that lately every day is the same. She likes to investigate the unknown, have incredible experiences, travel to exotic places and strong emotions, but these days have been very boring for her. Not knowing what to do, Dana started looking at a local urban legends bulletin board to find some off-limits or interesting place to go, and that's when an off-thread ad caught her attention. Said advertisement said, "Find me and I will make you a doll" and there were two photos: a photo of a handmade doll and another photo of an old Victorian house with an address.

A very peculiar announcement. Dana thinks from the statement, an announcement of a workshop of handmade dolls probably, or at least that's what she felt when she saw the style of the house, so old-fashioned but full of mysteries at the same time, very much in keeping with the place where an antique doll maker would live. Dana had never been to a place like this, plus she figured if they made a detailed, handmade doll based on herself, she might be able to resell it online for a higher cost, arguing that it's some sort of antique several centuries or even older. Just for the pure fact of being a handmade doll. Additionally, and after looking for the address of the place in a search engine, it seems that, fortunately for Dana, the place is in the same city as her, although a little far from her house, rather on the outskirts.

Dana wasting no time, started her adventure traveling to the city outskirts looking for the strange Victorian house

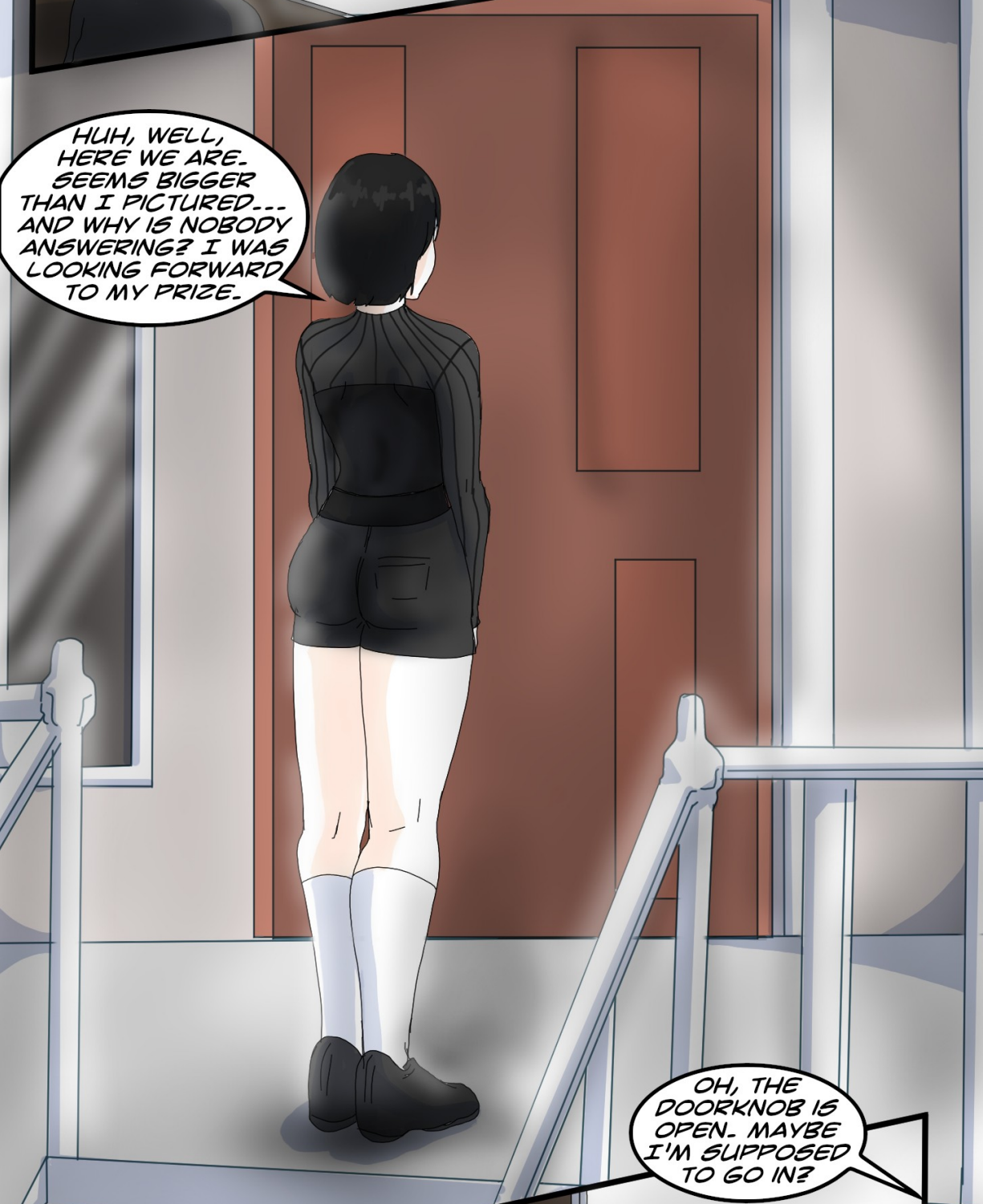
Once Dana arrived at the Victorian house, which was very large, yellowish and quite imposing, she was totally impressed. Dana thought without a doubt that it was a perfect place for a manufacturer of antique dolls, although she did not see anywhere any sign or anything that indicated where the access to the house was, there was only one door. Dana went over to knock on the door and, after half an hour knocking, it seems that no one was going to open it, so Dana, disappointed thinking that maybe it was an abandoned house or that there is no one there today to attend to her, tried one last thing: turning the doorknob to check if the door was locked.

To Dana's surprise, the door was open, and that half hour of waiting in front of the door had been in vain. Dana, perhaps somehow reckless in her actions, went inside the house to see if someone was inside. If it's an abandoned house, it will surely be an interesting adventure, although Dana hopes that, in case the house is abandoned, it is not inhabited by someone willing to shoot her for trespassing on their private property, although perhaps someone is waiting inside and that is why they left the lock on the open door, and, well, what's the worst that could happen anyway? Dana thinks. What's the worst that could happen? Dana thinks.



HMMM, WHAT'S WITH THIS AD? "FIND ME, AND I'LL MAKE YOU A DOLL" SOUNDS ODDLY INVITING. AND BESIDES, I'D LOVE TO SEE THIS BEAUTIFUL VICTORIAN HOUSE IN PERSON. PERHAPS IT'S TIME I TOOK A DRIVE?

HUH, WELL, HERE WE ARE. SEEMS BIGGER THAN I PICTURED... AND WHY IS NOBODY ANSWERING? I WAS LOOKING FORWARD TO MY PRIZE.



OH, THE DOORKNOB IS OPEN. MAYBE I'M SUPPOSED TO GO IN?



Once Dana entered that mysterious Victorian-style house, she began to be fascinated by the oddities she found inside the house. In the main room, which is the hall in a certain way, there seem to be dolls sitting everywhere adorning the house, in showcases, on furniture, on pedestals, as if it were an ancient and very complete doll museum. The dolls that are in that place are so beautiful and so detailed, so realistic, that for a moment Dana thought that maybe they were people in costumes and that it was all maybe some kind of social experiment or, maybe a reality show.



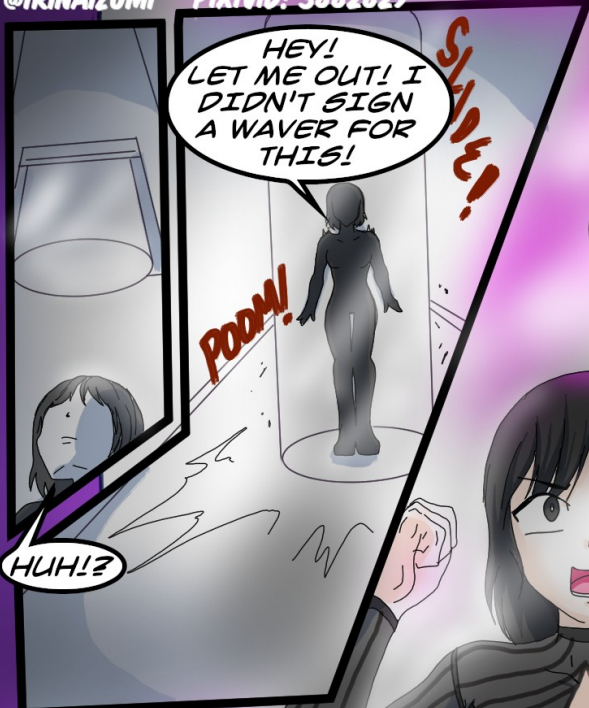
Dana kept going through the house, until finally, Dana maybe got too far and, just as curiosity killed the cat, suddenly something comes off the roof of the house and that's when Dana is surrounded by a strange glass wall... It's a cylindrical glass wall, like a huge giant test tube that has automatically descended right on top of her after passing through the next door. Could it be some kind of trap for thieves?

Dana can't stop thinking about how terrible it would be to be in jail for a few days or weeks for trespassing on private property, so her first reaction, in addition to surprise and fear, was to hit hard on those glass walls, a glass that Dana will soon discover that even though it looks so delicate, it's made from armored crystal or resin, really sturdy

Dana spends the next few hours screaming and hitting the walls with all her might and even trying to climb them up, even though the wall is so slippery that it's less than impossible and even if she could, right above her is the ceiling. On the other hand, Dana begins to wonder how it is that after several hours of struggling the oxygen inside has not run out, thinking that perhaps there are some imperceptible holes in the ceiling that allow air to pass through, since the wall of the tube of glass that surrounds it seems so smooth and perfect that it doesn't seem to have any openings inside.

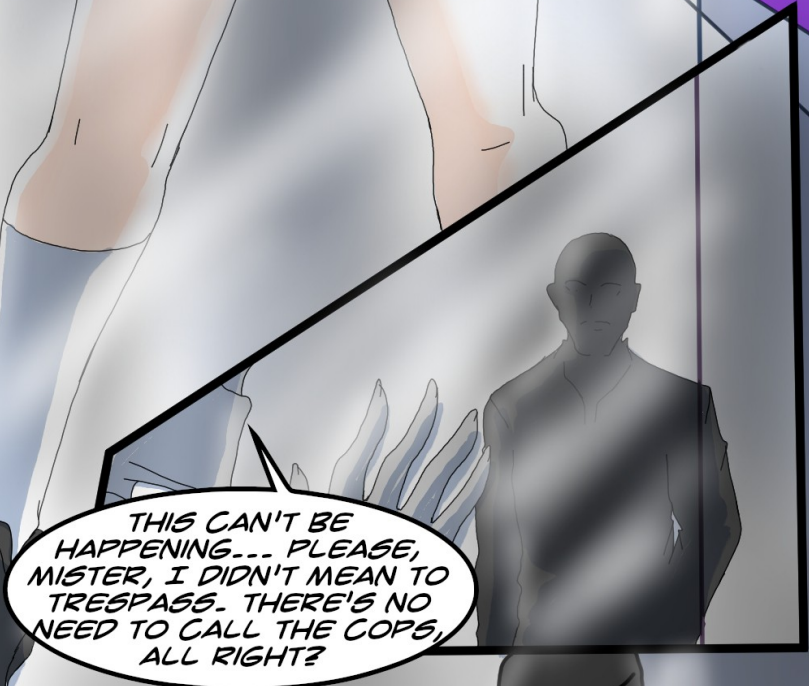
Tired from struggling trying to get out of that huge tube, Dana leans her back on the test tube, giving herself up and accepting that she may not be able to escape until the owner of the house arrives. Dana thought that her bad luck was over and that she might have to spend a few days in jail, in prison, or pay a large fine, but Dana's bad luck hasn't ended.

Dana realizes that fate does not hold good things when she sees how a fuchsia gas begins to come out of the ceiling inside that huge tube. Dana's vision grows dimmer and dimmer, faster and faster, until the last thing she sees is a strange, unfamiliar figure approaching her. Finally, her world went dark in less than a breath.



HUH!?

WAIT,
WHAT IS THAT
SMELL? AND
WHO ARE
YOU?



Dana wakes up. The first thing she thinks as soon as the light hits her eyes and she dimly remembers what happened before as if it was a bad dream or nightmare, and that would have been the best thing for her to think, if she hadn't realized what had happened. Suddenly Dana realizes that she can't walk, or worse yet, she can't even move, she can't move a single muscle on her face or the rest of her body, other than her eyes, and with that at least look at your surroundings. Dana quickly realizes that perhaps this strange dream has not ended, since it seems that she is inside a showcase and, from what she can see in the reflection of the glass that protects her, she is dressed as a Victorian bride. Dana can't help but get a little excited for some reason, but maybe there's nothing more she can do. Meanwhile, she sees a man on the other side of the glass, with a silhouette similar to the shadow that approached her before, who from his looks may be the doll maker and, well, now, in a certain way, the creator of her current state, on the other side, there is a nice woman who talks with him. Dana wonders if that woman will be the next victim, or perhaps the future main owner of her, while she looks around nervous and excited suffering but at the same time for some reason enjoying this exciting and unexpected adventure.

