

# ESCAPE TALES

LOW MEMOIR

File: 01

Name: Elizabeth Weber



# Tutorial

As every week, you are cleaning up your house. Nobody is here, so there will be no distractions. It's best to start from Ben's office. Ben is your husband and a security systems specialist. The moment you enter, the door slams shut behind you, and all security systems go online. Ben has warned you that this could happen. Unfortunately, you left your phone in the living room, so there is no way for you to call him. However, you still remember him saying: "To leave the office you'll have to shut down each of the machines there and unlock the security measures. The lasers will power down, and you'll be able to leave without a problem."

Read paragraph **P015**

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If you want to skip Tutorial, go to page 7.

- P001**
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## P001

The levers for Ben's mechanism. He's very modern but sometimes he still likes obsolete technologies.

Sometimes you will not receive any cards. However, there might be some helpful information in the text itself.

## P002

You find the digital key in Ben's cup.

Take card C148.

It is an item with an icon in the bottom left corner. Use it when it is needed in the game.

## P003

Another example of Ben's sentimentalism - his journal, where he writes down all dates: from children's birthdays to visits to the mechanic... You doubt if it can be useful to you now.

Sometimes you will not receive any cards. However, there might be some helpful information in the text itself.

## P004

Ben's computer. It's a good thing that he set up an account for you. Still, maybe it's better to log on to his account? You must decide which account to choose. Knowing your husband, you'll find something that will help you open the safe on his computer.

Take card C063.

This is a Puzzle Card - find its symbol in the app.

## P005

This robot has always made you laugh, but this time it's looking very serious. Its defense mode is on and you feel it's probably a good idea to turn it off.

Take card C084.

This is a Pending Card. You must first find an item with the correct icon to read the Pending Card's paragraph.

## P006

You managed to turn off the robot with the security key.

Discard cards C084 C148.

Place one of the Progress Tokens on card C001.

## P007

Ben's system is displaying some schematics on the wall desktop. These should help you turn off the 3D printer.

Take card C101.

## P008

Unfortunately, you cut the wrong wire and were electrocuted. You're also lucky, as the printer went offline due to the short circuit.

Discard one Action Token. If you have no more Action Tokens take a Stress Card to receive new Action Tokens - and discard an Action Token.

Discard cards C050 C101 if you have them.

Place one Progress Token on card C001.

## P009

You managed to shut everything off. Lasers have deactivated, and the door is now open. You start looking for a phone to call Ben and tell him you're upset. All of this simply cannot work the way it does now. You don't even want to imagine what would have happened if your daughter entered here!

Congratulations! You have finished the tutorial! To start the game, read the introduction on page 7.

Discard all Location cards, all Puzzle cards and all Action and Progress Tokens you have.

## P010

You can forgive your husband a lot, but lasers are a bit too much.

Take card C001. You will be placing Progress Tokens in order to gain access to its text.

Now choose any part of the room you want to explore. To proceed place an Action Token on the chosen Area of the Map Card and read the paragraph it leads you to. You may repeat this multiple times as long as you have Action Tokens available. If you run of Action Tokens you may take a Stress Card. It will provide you with more tokens.

## P011

The anti-burglary shutters are closed. This is one of the security measures you will have to unlock.

Take card C058.

This is a Puzzle Card - find its symbol in the app.

## P012

Lasers... Just like in a movie. You only hope that it's a harmless prototype.

Sometimes you will not receive any cards. However, there might be some helpful information in the text itself.

## P013

A 3D printer with its serial number exposed. Very useful device. Using it Ben can fix almost anything without calling in any specialists.

Sometimes you will not receive any cards. However, there might be some helpful information in the text itself.

## P014

The shutters have finally opened! A bit of sunlight is seeping inside.

Discard card C058.

Place one Progress Tokens on card C001.

## P015

Your ears start to hurt from the alarm vibrating in the room. You must find a way to turn it off and get out of here!

Prepare the Game Board. Place it on the table with the gridded side face up.

Take the Location cards L01 L19.

Take the Map card C143.

Place Location cards on the Game Board according to the Map Card. The Map Card will help you place the elements of the room in their proper Areas.

Take 6 Action Tokens and place one of them in Area C3 on the Map Card. Read the proper paragraph: P010.

## P016

Phew... That was easy. All you have to do now is cut the right wire. Only, which one?

Discard card C055.

Take card C050.

This is a Decision Card. You must make a choice based on knowledge you've gained playing – or based on your gut.

## P017

You managed to cut the right wire! Good work!

Discard cards C050 C101 if you have them.

Place one Progress Token on card C001.

## P018

After typing the password to Ben's account, you see the following message: "Honey, did you really think that my password is that simple? Please always use your own account."

Discard 1 Action Token. If you have no more Action Tokens take a Stress Card and return to the app to input the correct password.

P010  
P011  
P012  
P013  
P014  
P015  
P016  
P017  
P018

**P019**  
**P020**  
**P021**  
**P022**

## P019

Ben's safe. You must get into it if you want to turn off the printer, as the off switch does not work. All the device's wires are hidden inside.

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Take card C044.

This is a Puzzle Card - find its symbol in the app.

## P020

Our darling pets - it's great that Ben has their photo.

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Take card C037.

This is a Puzzle Card - find its symbol in the app.

## P021

You open the safe with the fuse box. You'll have to insert the proper fuses in order to get into the printer wires.

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Discard cards C044 C048.

Take card C055.

## P022

You managed to log in to your account... You see some weirdly looking photos on your desktop.

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Discard cards C037 C063.

Take card C048.

This is a Puzzle Card - find its symbol in the app.

# File: 01

## Name: Elizabeth Weber

Your name is Elizabeth Weber, and at the age of 33 you have achieved success many can only dream of. You work as a researcher in a modern lab and live together with your husband and daughter in a mountain villa, which you often jokingly refer to as a digital fortress. Your beloved husband Ben is a renowned security specialist, which often makes your home a testing ground. However, this allows you to go on long holidays to paradise...

You finish packing your family and say goodbye to your husband. You promise to join them once you are done with a research project. You look at his autonomous vehicle leave the driveway of your mansion and disappear behind the trees. You smile, as you pack your work bag. This will be another normal day. At least that what you keep thinking... right up until the next morning.

Read **P121** to start the game

**P100**  
**P101**  
**P102**  
**P103**  
**P104**  
**P105**  
**P106**  
**P107**  
**P108**  
**P109**

## P100

You got into the game so much that you almost forgot about the threat from above. You should be more careful in the future!

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Discard card C018.

You lost precious time playing a game.

Discard 2 Action Tokens.

If you do not have enough Action Tokens to discard, draw a Stress Card.

## P101

You unlock the security system of the house and start browsing the logs. You discover that it was you who deleted yesterday's recordings. The only trace left in the system is the ID of the last memory played... It belongs to your husband.

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Discard card C078.

Take cards C016 C141.

## P102

Your husband's greatest treasure – his gaming kit. The true geek's keyboard seems somewhat atypical. It reminds you of something. Plus, there's this drawer always locked with an old letter padlock. You can't really think about his privacy. There might be something useful inside.

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Take card C107.

## P103

The ventilation shaft is covered by a grate. You could escape if only you were able to open it.

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## P104

It's so hot in here. I have to wipe my forehead with a tissue.

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## P105

My winnings are still not enough to cover my debt. Looks like I'm in for many similar, sleepless nights. I hope Elizabeth doesn't find out. She's so delicate... I'm afraid she could misconstrue the whole situation. Everything I do, I do for her...

You yank the helmet from your head at the sound of the alarm. Somebody has broken in! You quickly decide to get out of sight and go hide in the basement.

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Discard cards C020 C074.

Take card C017.

Read P143.

## P106

Next day the police enter Ben's residence. The alarm is still on. In the basement the investigators find the corpse of Elizabeth Weber. Primary inspection indicates that she was shot by an unknown assailant. A single shot to the head. Although no camera footage was found, the villa is filled with traces of unknown DNA. The police also find tracks of an autonomous vehicle on the driveway from a few hours ago. Finding the driver should not be difficult now.

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Take card C057.

This is the end of Elizabeth's story.

## P107

A printout of a screen from Ben's favorite childhood game hangs on the wall.

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Take card C030.

## P108

The dealer slides a pile of chips my way. The system has updated my debt. I look at how much more I have to pay back.

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Take card C020.

## P109

You check the instructions left by the assistant. Now you should be able to perform the test.

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Take card C121.

## P110

You move the dart board away and see the hole for Ben's digital key. You might find something useful here... You just need the key. You remember Ben always putting it in the living room safe.

Discard card C134.

If you have the card with this symbol : **O**, read P171.

## P111

"What's the most anybody have lost with you?" I ask. I come here often but I've never had the chance to talk to this dealer.

"You've never seen that much money, I assure you." He cracks a practiced smile.

"You have no idea how much I've seen" I strike back.

The dealer nods and gives me a serious look.

"You're right" he says. "But I know how much you can lose".

## P112

The screen displays a paused game. Ben probably forgot to turn it off. Intrigued, you sit down in front of the computer. You must guide the hedgehog from the start to the apple moving from one item to another, as indicated by arrows you choose. Count the quantities of different items you take on your way to the apple.

Take card C018.

## P113

The tablet displays the Casino's logo, painfully reminding me of my debt. Even with today's winnings, it's still an exorbitant sum. I have to authorize access to see how much more I need to pay back.

Take card C074.

## P114

You grab the screwdriver and start to unscrew the grate. Your time is running out. You can hear the door giving way. One of the bars falls to the floor. Somebody's shadow grows behind you. You turn back when suddenly... somebody grabs you by the leg.

Discard card C126.

Read P137.

## P115

You hear the sound of a armed weapon, and then you see an intruder. You have mere seconds to hide.

## P116

This game used to be easier. A few hands of Texas Hold'em and you could set yourself up on Hawaii. Now everything is different. I sit at the table and start the rule randomization module. That's how the casino protects itself from different con artists able to use new technologies. After a moment, the rules of my game pop on to the screen.

1. The highest card from a given row is always lower than the highest card from the row above.
2. All cards must be different and come from a set of 1 to 10.
3. The sum or the difference of the cards in the lower row of the small pyramid must always be equal to the value of the card above.

Take card C097.

## P117

Usually, you trust your husband enough not to enter his memories. Yesterday, however, something serious enough must have happened to make you break this rule. You wait for a moment, until an unfamiliar memory becomes clearer and adapts to your perception. It feels like you're in Ben's head – a place that is strange to you. Casino? That's a side of your husband you've never known.

Discard cards C025 C030 C042 C078 C088 C103 C108 C115, if you have them.

Discard Location Cards L13 L18 and the Map Card C026 together with any tokens on it.

Take Location Card L07.

Take card C081.

Set up the location according to the Map Card.

Take 3 Action Tokens.

## P118

You manage to unlock the system using your citizen ID. Another protection appears on the screen.

Discard cards C025 C042.

Take card C078.

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P111  
P112  
P113  
P114  
P115  
P116  
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P118

**P119**  
**P120**  
**P121**  
**P122**  
**P123**  
**P124**  
**P125**  
**P126**  
**P127**  
**P128**

## P119

You discover that your memory is incomplete. Looks like the device is low on memory. You will have to play the first part of the memory to load its missing fragments.

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## P120

Your husband might be smart, but you are smarter! You open the padlock and find a small key in the drawer.

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Discard cards C073 C107.  
Take card C046.

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## P121

You wake up on the sofa in your living room with a splitting headache. The room is a mess as if somebody broke in. What happened here? Even though you try hard, you can't remember yesterday. Anxious, you look around the room. You have to find out what happened here as fast as possible!

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Place the Game Board on the table with the gridded side face up.  
Take Location Cards L13 L18.

Take card C026.

Set up the room according to the Map Card.

Take 5 Action Tokens.

Take card C105. This is a Narrative card. You will be gathering cards like these throughout the story.

Decide where you want to go, place the Action Token on the selected area of the Map Card and read an appropriate paragraph.

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## P122

You prepare all the necessary DNA material and make it undergo computer analysis. It's time to check the results on the terminal.

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Discard cards C119 C121.

Take card C100 and move all the Action Tokens to it, excluding the tokens from areas B1 and B2.

Discard card C041.

Take card C098 and place it on the Game Board according to the Map Card.

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## P123

You look at the message on the DNA test screen.

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Take card C015.

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## P124

You look at the messed-up bed cover and pillows and see a familiar blink under them. Your smart watch! It must have slipped off your hand while you were sleeping.

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Take card C115.

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## P125

You stand in front of the main home system control. Your husband loves digital solutions but here analogue is king. You slide your finger on the push padlock on the cupboard door. You wonder what the code could be.

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Take card C060.

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## P126

The dealer probably thinks I will lose this hand as well. The guy has no idea who he's dealing with!

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## P127

On the memory machine controller you notice that yesterday you focused only on two memories. One belonging to you, and one to Ben. However, in order to see them again – and find out what they contain – you need to input their identifiers. They should be on your personal devices. After inputting the right code into the device, you will immediately be taken to the selected memory.

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Take card C072.

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## P128

The padlock gives way, and you see the security console. You'll need the key to start it.

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Discard cards C060 C091.

Take card C082.

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## P129

You stand armed with the crowbar, trying to ignore your hands shaking. You see the shadow of a strange man on the wall. You wrap your fingers around cold metal. Now or never... You take a swing and strike!

Discard card C126.  
Read P106.

## P130

What a mess! That's very much not like you. You look at a pile of crumpled clothes. Between them you find your citizen ID.

Take card C042.

## P131

The colorful drinks are tempting, but I must focus on the game now. There will be time for pleasures yet.

## P132

The familiar dart board. This is the only analogue game your husband really likes – and the only game you sometimes best him at.

Take card C134.

## P133

You unlock the phone, but the battery is almost dead. A notification from the machine pops up on the screen. You must have had looked into one of your memories. Its code might come in handy.

Discard card C108.  
Take card C137.

## P134

You see a construct made up from containers you use to prepare tests. Usually your assistants use them, but today you are on your own. You will need some instructions to prepare the proper reagents.

Take card C119.

## P135

A simple DNA model hangs on the wall. The basis of each research conducted here.

## P136

System Error! Memory too low to load complete Ben's memory. You will have to play the first part of the memory.

## P137

Next day, tabloids inform of a murder in a secluded mansion: Yesterday morning the police found the body of Elizabeth Weber, wife to Ben Weber, a leading security specialist. The investigators suspect that the woman was killed when trying to stop a burglar from stealing valuables... DNA experts on site are trying to establish the identity of the perpetrator. Was it somebody Elizabeth knew? According to our expert, most murders in the country are committed by family members or close friends. Was this the case this time? We should find out shortly when the police have more details. We will keep you posted.

Take card C095.  
This is the end of Elizabeth's story.

## P138

You see red wine stains and a broken bottle on the floor. Weird, you don't remember drinking yesterday.

## P139

The foosball table has been gathering dust here for years. You don't recall Ben using it even once.

Take card C014.

## P140

You pick up your phone from the floor, surprised to discover that it has been locked. You'll need a smart watch to unlock it.

Take card C088.

**P129**  
**P130**  
**P131**  
**P132**  
**P133**  
**P134**  
**P135**  
**P136**  
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**P141**  
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**P148**  
**P149**

## P141

You select working mode and turn on the basement door blockade. Mere moments later, the burglar gets to the door and starts trying to break it down. You don't have much time. Over the central unit there's a tool shelf – perhaps something stowed there can help you? You find a crowbar and a screwdriver inside. You must make a snap decision. Is it better to try to escape or to fight?

Discard cards C014 C047 C064.  
Take card C126.

## P142

You look at your own test results with utter disbelief. You have a rare lethal genetic disease, with no known cure... You're about to get into its details when you hear the alarm. The image fades and you are once again here and now in your home. The alarm is still sounding around you, and it looks like somebody has broken into your villa.

Discard cards C015 C077.  
Take card C003.  
Read P143.

## P143

You run down the rickety stairs to the basement. It's much older than the rest of your house. Your husband calls it his command center. He never grew out of his childhood games love and out of his compulsion to control everything. You try to close the door behind you, but there's an electric lock on it. You'll have to access the main security system to lock it.

Discard all Location and Attachment cards from the board.  
Discard the Map Card with and all tokens on it.  
Take Location Cards L04 L16.  
Take card C036.  
Place cards according to the Map Card.  
Take 4 Action Tokens.  
Place 1 token on area A2 and read P125.

## P144

You look at your own name displayed on top of the interface. No matter how much you try, you cannot remember anything from that day in the laboratory. You'll need to trust the machine's memory.

## P145

The broken neon hisses loudly... You need to fix it so that the burglar can't find you. You could use the wires from the broken TV in the living room.

If you have the card with the symbol , read P163.

## P146

In your pocket you find two pills. Both of them are red, so you just take one of them.

Take card C068.

## P147

You have become a puzzle for yourself. You can't remember why you looked into your memories yesterday, and why you deleted the CCTV history. None of this fits your organized lifestyle. You go back to the past...

The image before your eyes explodes with colors. You recognize your lab. This is where you've been working on researching DNA.

Discard cards C025 C030 C042 C078 C088 C103 C108 C115 if you have them.

Discard Location cards L13 L18 and the Map Card C026 with all Action Tokens on it.

Take Location card L05.

Take card C041.

Set up the room according to the Map Card.

Take 3 Action Tokens.

## P148

Cold seeps into the room through the cracked glass. You notice that the window is not only partly broken but also cracked open. You close it, and it becomes a bit warmer inside.

## P149

Different modern devices are available in your laboratory. You spend long hours here, performing prognostic tests. Your research is essential in early detection of cancer and symptoms of many diseases. You look around. You are all alone in the room. You must have stayed here after hours. You wonder what you had been working on for such a long time...

## P150

I'm happy as a kid when I take the whole pot. I take my winnings and cast a glance at the screen to check my debt with the casino.

Discard cards C097 C144.

Take card C049 and place on it all Action Tokens apart from the ones in areas C1 and C2.

Discard Map Card C081.

Take card C022 and place it on the board as shown by the new Map Card.

## P151

You sit down comfortably in the memory chair and carefully put on the helm. You will see your memory in a moment. You're afraid of what you will find but you know you must continue.

Discard cards C016 C072 C137 if you have them.

Read P147.

## P152

The neon was a gift from some friends of Ben. They used to run a gamer pub. The place was shut down, and shortly after, the huge neon ended up in your basement.

## P153

Gloves are a must in lab work. Good thing you always remember that.

## P154

Your husband loves computers. He buys the newest models, but also some truly antique ones. You look at an uncommon keyboard of one of the PC's. It reminds you of something.

Take card C073.

## P155

You look at the sensor-ridden helmet. You bought a Neuro Corp memory machine when it was still new on the market. You can't imagine living without it now.

## P156

You look at the security notice of your smart home. Looks like something triggered the alarm when you were sleeping.

## P157

The dealer once again reveals only one card and adds chips to the pool.

Take card C144.

## P158

If not for the interface data, you'd never believe that your husband is a gambler. You wonder what else he's hiding from you.

## P159

One of the DNA terminal screens has just finished loading data.

Take card C077.

## P160

Ben's beloved game collection. You remember the time when you tried to organize them your way, and it made him mad. You never found out why Ben was so meticulous about the particular order.

Take card C047.

## P161

Behind the moved picture you find Ben's safe. It looks like somebody has been messing around with it, but was unable to open it. You try your husband's birth date as the password, but nothing happens. You will have to work harder to break the code.

Take card C103.

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**P162**  
**P163**  
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**P165**  
**P166**  
**P167**  
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**P169**  
**P170**  
**P171**

## P162

You sit down in the memory chair comfortably and carefully put on the helm. In a moment you will see Ben's memory which you played yesterday. It's the second time you're so disloyal to your husband, but if you looked into his memories yesterday... You know yourself. You had to have a really good reason.

Discard cards C016 C072 C197 if you have them.  
Read P117.

## P163

You manage to connect the wires. The light is no longer flickering, and the hissing sound from the neon light is gone as well. You feel more confident already.

Discard card C059.  
Take 3 Action Tokens.

## P164

The screen asks for authorization. Your husband thought of everything, as always. To move forward, you will have to touch the screen with your citizen ID.

Take card C025.

## P165

The carpet Ben brought from one of his business trips. You never understood what it was about it he liked so much. As you look closely you begin to notice shapes you've seen before.

Take card C091.

## P166

Curious, you look inside the safe. Instead of valuables you find a digital key and a handwritten message from Ben:  
"Honey, you know I have nothing to hide. I love you, and I knew you would break my code one day."

Discard cards C030 C103.  
Take card C039.

## P167

You look at your smart watch. You walked 1845 steps today, you received no new notifications, and the weather forecast is for 68°F and high level of smog. You turn your eyes away. Seems like your smart watch won't be able to help you now.

## P168

You turn on the console. The welcome screen asks you for the password. Ben never had a good memory for passwords. He must have hidden some helpful reminder here.

Discard card C046 C082.  
Take card C064.

## P169

Double login protection is a true and tested measure, especially if you have kids at home. All you have to do now is get the green "cart" into the green space by pushing the right letters. Letters always slide the whole cart on which they are present towards the end of the available space in the row or column. It's easy!

Discard cards C088 C115.  
Take card C108.

## P170

The TV screen is all cracked up. You find some torn wires next to it.

Take card C059.

## P171

You can feel the satisfaction as you open the hiding place. Ben is a master of security but every man has their weaknesses. Inside, you find a hidden gift for Joan. Thoughts of your family motivate you. You must do it for them!

Discard card C039.  
Take 3 Action Tokens.



