

ESCAPE TALES

LOW MEMORY

File: 03

Name: Black_Princess

**Don't open this file until
you have fully completed File: 01 and File: 02**

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120. *Conflict of interest*

File: 03

Name: Black_Princess

Your name is Black_Princess and you are one of the Legion. You had a different identity in another life, but you were able to shed it. You staged your own death and forged documents to hide from Big Brother's watchful eye. You've met many people like you – together you took part in rallies and guerilla operations, fighting a war against the corporations.

Six months ago, you came upon leaked secret data belonging to Neuro Corp. Their project was to change law enforcement forever. The research indicates that the corporation is planning to trial people based on simulations of actions in various situations. They would tap into the defendant's brain to check which version of events is the most probable and pass judgement based on the outcomes of those simulations. This may lead to the judicial system being moved into the hands of a single corporation. The data was leaked by P4ndaSt0ner, one of the few Legionaries you've met in person.

Soon after the publication P4ndaSt0ner stopped logging in. All communication channels have gone dark. You decided to finish what your friend started and infiltrate Neuro Corp.

Using a false identity, you took up residence in the vicinity and started to blend in with the crowd. You didn't need a lot of time to find a job as cleaning staff in the corporation's headquarters. Day by day you've built other employees' trust and discreetly gathered information.

You found out about the experiments in the basement on your first day, when you were told that the location is off limits to you. Hacking people followed: you became friendly with the secretaries, gaining access to office gossip. You even initiated a short affair with a new security guard (making his computer practically yours). You've been flirting with the techs and cozying up to other personnel.

Up until today, you've been waiting for the right time. Right at the entrance an excited secretary told you that the security level has been raised due to opening of a new program in the basement. To her this was merely a distraction from the mundane. To you it was the signal to act. You hid your excitement pretending to be tired, took your cleaning supplies and went for the elevator. This time, however, instead of going up, you needed to get to the basement! On your phone you have a recording stolen from the CCTV of employees logging in while riding the elevator. This may be very useful. You must be quick, as Neuro Corp will be quick to find out about your unwanted basement activity. If you are to stop this, you need to reach the central unit as fast as you can.

Take cards **C096** and **C006**

P300
P301
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P303
P304

P300

The door to Elizabeth's room – or at least to the room occupied by what's left of Elizabeth. You hope never to return to this horrid place.

P301

You find the file of a patient by the name of John Barns. According to the file, he cooperated with the Police and Neuro Corp on multiple occasions. He helped repress peaceful manifestations – including some you took part in. What's even worse, he went undercover infiltrating the Legion! That was not successful, as your organization was always treated like a bunch of terrorists. What they could not understand is that the Legion never had a formal leader, and decisions were decentralized. You put the file away. You would like to know why Neuro Corp is keeping this man in a coma. Are they planning to use him as a subject for their algorithm testing?

P302

You boot up the computer. No keyboard and no mouse anywhere nearby. The screen does not respond to touch, and it keeps displaying one message.

Take card C136.

P303

After setting the switches you hear a loud hiss. It looks like you started some sort of a mechanism in the neighboring room. You clench your teeth. The sound is so loud that it can probably be heard on the entire floor. This means you can expect company any time now...

Discard cards C033 C136.

Take a Progress Token and place it on card L11.

P304

You twist your mouth in a mocking smile. You feed the system with data you wouldn't be able to combine even in your wildest dreams. You wonder how the system will deal with this mash. You don't have to wait long for the effects. While monitoring the system resources you notice how much memory is depleted. The computer starts dumping the less used memory areas to the disc to free up more computing space. You manage to capture the process called "service protocol". You attach it to the stack and wait until the script starts with superuser privileges. Suddenly you hear the wall behind you slide aside, and the sight makes you disbelieve your eyes. In a room behind bars you see a skinny P4ndaSt0ner! He looks at you, and you catch a glimmer of hope in his eye. You hear a simple command: "192.168.1.72. Destroy them."

You shake off the surprise and immediately make for the central unit. You still have time, which you use to authorize access from the machine with the 192.168.1.72. address as admin. You connect to the Legion social media gateway and start streaming data. You record the room: Elizabeth's brain, John lying down, and – of course – P4ndaSt0ner. You introduce yourself using your real name and you explain how Neuro Corp tried to create an algorithm that would extract confessions. At the same time, P4ndaSt0ner cleans out the corporation data.

A few minutes in your content is watched by a few million people, comments popping up like crazy. You're certain that Neuro Corp will never recover after this scandal you've just made public. When security storms the room, you react instinctively, by pointing the phone at their faces. You remain indifferent when you and P4ndaSt0ner are dragged off to the elevator. The chief of security awaits you on the ground floor, accompanied by his goons. He looks you deep in the eye just before he slams his fist into your ribs.

"You may have won the battle, but the war is far from over!" he hisses into your ear. "We'll get you yet! You won't be able to hide!" he adds, as he shoves you outside, into a crowd of people already gathered in front of the building. P4ndaSt0ner and you are welcomed as heroes.

You find out that the data sent out started a wave of protests. "The coolest part of the job is behind us" you hear P4ndaSt0ner remark ironically. You smile. One day was enough to start the revolution you've been working on for so long. All you and the Legion have to do now is make sure that the fire of defiance doesn't burn out too quickly...

The End.

P305

The door to the next room is locked. Next to it you see a keypad stained with icing. Somebody isn't bothered with keeping this place sterile.

Take card C061.

P306

You see a panel displaying some data. The markings tell you that it's the air composition, which is not right for the next room. You will have to even it out.

Take card C135.

P307

A few brain cross-section images hang on the machine. You see some areas of the brain are marked.

Take cards C012 C083 C102 C132.

P308

Next to the door you see a bunch of laboratory vials. Looks like they are used to decontaminate the air. Only why are half of them empty?

Take card C065.

P309

You could never work at a desk like that. Its color is enough to distract you. Still, you might find something useful here.

Take card C118.

P310

The door behind you opens with a bang and security guards rush into the room. They throw you on the ground, take your phone away and incapacitate you. After a few shots from a stun gun you slip into unconsciousness. You wake up in a hospital bed on the third floor of the Neuro Corp building. Neuro Corp's Chief of HR is sitting next to you. He has an unsympathetic smile.

"You really thought you could best us, Black_Princess? Oh, yes, we know your digital identity. We know more about you than you think. Still, we'll let you live."

It seems like those last words carry some horrifying promise.

"You delayed tests on Elizabeth and John. These two were not selected by accident. Their case was complicated enough to test the capabilities of the algorithm. Of course, there was more to this. Elizabeth and her husband were using our memory reconstruction machine. It's kind of amusing that a security specialist as great as Ben Weber himself underestimated the threat of us having the data we harvested from them. Same as you did, as you walked straight into our trap."

You fear that you know where this man is going with his story. He wouldn't be telling you all this if you were ever to leave this place.

"You will help us continue our research," he says with a cruel smile. "We're sure you have many valuable secrets to uncover."

The man the man leans over and stabs you with a needle of a syringe. Your body goes limp in a matter of seconds. With the cruel smile widening, the man shows you your own reflection. You're wearing a helmet with wires coming out of its surface – identical the one you had seen in the basement.

"Now, let's start with the day you joined the Legion."

The End.

P311

Green was never your favorite color, but it reminds you of a last colleague. P4ndaSt0ner always wanted to be green in all chat rooms. As if it made a difference to anyone.

Take card C086.

P312

Lab suit. Are they working with pathogens here? There's nothing to really indicate this, so you decide not to put on the suit. You must move fast. It's only a matter of time that security notices you!

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P313

You find some vials in the cabinet. Each of them has a label and a description, which means nothing to you.

Take card C109.

P314

The conference hall door is cracked open. The man on TV proclaims that in the near future no secret will stand in the way of justice. He promises limitless access to memories of suspects, ensuring security. You can't believe his naiveté! You're so nervous that you ignore the vibration of your phone. You forgot to set it on silent. You look at the screen. Perhaps analyzing the devices could provide you with a lead.

Take card C032.

P315

The neurology department door finally opens. You walk inside and close it behind you. You know that your sudden disappearance from camera view will soon alarm the building security. You must act quickly! Another door are closed, and according to the panel on the door, you should follow instructions. The only problem is that there are no instructions provided...

Discard cards C021 C032 C066 C070 C086 C093 C094 C118 C133 C139 if you have them.

Flip face-down Location Cards L06 L08.

Discard card C142 together with its tokens.

Reveal card C053.

Place token on area P324 on card C053 and read the appropriate paragraph.

P316

The switch device is identical to the one on the other side. Looks like wires need to be attached to the right colors.

Take card C117.

P317

Behind the glass you see a human brain. It is signed as "Elizabeth Weber". Nervously, you clench your fists. You'd give a lot to get the bastard who did this to her.

P318

This leather couch looks like it's rarely used. You look away the moment you notice a camera looking at you. Yes, it seems that Neuro Corp doesn't like it when its employees take a sudden break from work.

P319

John's room door. Better leave it shut.

P320

Beside the door you see a trash bin with some barely bitten donuts. You recall the man you saw in the conference room. Whoever is in charge here is apparently not too bothered with keeping the environment sterile.

P321

You hear footsteps drawing near. Security guards rush into the room and quickly incapacitate you. You try to fight but there is no way to break free. You are taken out of the building and brought to a prison facility. For the next few days you are being interrogated by high ranking Neuro Corp officials and government agents. They all want to know about you and the methods of the Legion. You keep leading them astray, but you know you won't be able to do this much longer. After an exhausting interrogation you end up in your small cell. From the other side of the wall you can hear the voice of an anchorman, talking about a revolution in convictions started by Neuro Corp.

You find out that based on the evidence produced by Neuro Corp it was established that John killed Elizabeth in self-defense. The man was thus cleared of all charges. During trial, Elizabeth's depression was brought to light. Ben Weber has already announced an appeal. He believes that John Barns was in love with Elizabeth, and that he murdered her out of jealousy. Ben said that he would not rest until John ends up in behind bars. You crack an ironic smile. Poor stupid Ben will now dig up his wife's case to look for people he has right under his nose. He should definitely focus his rage on the corporation and not on John. You only wish you had a way to tell him that.

The End.

P322

You twist your mouth in a mocking smile. You feed the system with data you wouldn't be able to combine even in your wildest dreams. You wonder how the system will deal with this mash. You don't have to wait long for the effects. While monitoring the system resources you notice how much memory is depleted. The computer starts dumping the less used memory areas to the disc to free up more computing space. You manage to capture the process called "service protocol". You attach it to the stack and wait until the script starts with superuser privileges. Suddenly you hear the wall behind you slide aside, and the sight makes you disbelieve your eyes. In a room behind bars you see a skinny P4ndaSt0ner! He looks at you, and you catch a glimmer of hope in his eye. You hear a simple command: "192.168.1.72. Destroy them."

The sound of the door opening draws your attention away from the computer. You have mere seconds to react. Quickly you authorize access to the machine from the 192.168.1.72 address as admin. You snap a quick photo of P4ndaSt0ner and send it out to the collective with a short note. You try to point the phone at the face of the closest security guard, but he strikes the phone out of your hand. He spits on you, opens the bars and without a word throws you in together with P4ndaSt0ner. When the door closes behind you, you hear the silent chuckle of your friend.

"I deleted everything" he says. "Each and every copy. All they have in their main cluster is a bunch of panda videos. You did it! You stopped them!"

You nod, wondering what's going to happen to the two of you now.

Hours pass, and your hope of rescues starts waning. You fall asleep but wake up shortly after at the sound of strange voices. Has help arrived? Not quite. You see men in CIA uniforms. The agency gives you and P4ndaSt0ner a phony choice: either you are charged with espionage, or you start working for them at their cyber-infiltration division. You accept their offer happy with the knowledge that you have still done a lot. You saved the world from the influence of Neuro Corp. How many people can say that?

The End.

P323

You hear footsteps drawing near. Security guards rush into the room and quickly incapacitate you. You try to fight but there is no way to break free. You are taken out of the building and brought to a prison facility. For the next few days you are being interrogated by high ranking Neuro Corp officials and government agents. They all want to know about you and the methods of the Legion. You keep leading them astray, but you know you won't be able to do this much longer. After an exhausting interrogation you end up in your small cell. From the other side of the wall you can hear the voice of an anchorman, talking about a revolution in convictions started by Neuro Corp.

"We are now in front of the court building where the case of John Barns was being tried. It was established based on evidence produced by Neuro Corp that Elizabeth arranged her own death for the insurance money. The evidence against John was not substantial enough to convict him. Despite being found not guilty, Barns has already announced he would be appealing the sentence, based on flagrant disregard for judicial standards. John Barns is joined by Ben Weber who claims that Neuro Corp has been manipulating data to take over his company and that the data itself was obtained illegally. Weber claims to be in possession of testimonies of anonymous Neuro Corp employees' working in the so called Level Zero. They are said to have received funding and equipment allowing them to commit illegal experiments on human brains. This setup was to make it easy for Neuro Corp to disavow these employees – claiming they were in fact acting of their own volition – in case of a possible failure. Does Level Zero actually exist? Weber is committed to doing everything in his power to prove his claims."

You feel the satisfaction. It looks like Neuro Corp will be taken down by its own greed. You have set a legal machine in motion – one that may in the future identify and convict the people responsible for the cruel experiment you've witnessed. If Ben has enough conviction he should be able to drag the corporation right to the bottom. You realize that you are almost ready to cheer him on. He might not be one of the Legion, but he may yet help your cause.

The End.

P324

Elizabeth Weber, age 33. Cause of death: gunshot. You flip through the file and come upon a biography summary. You knew that you've heard the name before! Elizabeth's husband – Ben Weber – is the CEO of Sekurator, and one of the leading security experts in the world! The Legion has faced his systems on multiple occasions. Ben worked on new ways to make hackers' life difficult all the time. He always seemed to be a step ahead of the Legion. You wish a man with his abilities chose the Legion's side. With him, you could have changed so much!

P325
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P330

P325

You go into the dark room and turn on your flashlight. In the dim lighting you notice cameras under the ceiling and yet another door. Behind it is a room similar to the one you came from. A man in a coma lies there, wires attached to his head.

Discard card C061.

Reveal card L11, keeping any tokens on that card.

Reveal card L02.

Take card C104.

Take an unused Action Token and place it on area C1 from card C104 - the area is no longer available.

P326

You hear footsteps drawing near. Security guards rush into the room and quickly incapacitate you. You try to fight but there is no way to break free. You are taken out of the building and brought to a prison facility. For the next few days you are being interrogated by high ranking Neuro Corp officials and government agents. They all want to know about you and the methods of the Legion. You keep leading them astray, but you know you won't be able to do this much longer. After an exhausting interrogation you end up in your small cell. From the other side of the wall you can hear the voice of an anchorman, talking about a revolution in convictions started by Neuro Corp.

You find out that John was found guilty of Elizabeth's death and sentence for life in prison. You smile. The case was ambiguous, so you worked the data to frame him. He used to pacify Legion manifestations, and this was the only way to punish him! You are satisfied. Although you were unable to stop Neuro Corp, you at least influenced the sentence. The end of this story was not dictated by algorithms but by a human being.

The End.

P327

Air indicators are stabilizing, which opens the airlock. The next room does not look like a laboratory or a hospital. It's some sort of a sterile office with a bunch of strange devices.

Discard cards C027 C135.

Reveal card L02.

Take card C104.

P328

When you twist the knobs, you hear a loud hiss. Some chemicals are being pumped into the airlock. Looks like the knobs multiply the displayed factors.

Take card C027.

P329

You hear no footsteps as you check the access to the map of the building. You assume that the ventilations shafts should be somewhere close. Then you discover that one of them is located behind the screen in the main room. Yet another deception! You break the glass to uncover a closed hatch. Using your phone you break the code and crawl into the tight passage going down. You pray that the map is up to date. You slide down into absolute darkness and fall right on some concrete. You feel the impact did some damage to the bones of your right leg, but - fortunately - you are still able to walk. You find yourself at the underground parking garage of Neuro Corp. You see lights above change color. Emergency mode is on. They already know of the break in, but it's rather improbable that they also already know where to look for you. You enter a stairwell and almost rub shoulders with two alarmed security guards. Half an hour later you are already in a motel in the suburbs. You are alive. You change your location a few times during the next week and trace all news channels to make sure that you miss no pertinent information. Finally, your work is rewarded. You encounter a news coverage of the Elizabeth and John's case.

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The End.

P330

The schematic made with wires reminds you of a computer circuit. However, beside you see the instructions described as "Quantum System". Even though you know that quantum systems work under conditions different from these, you decide to follow the instructions. According to these, an electrical impulse can move through the same part of the system multiple times, but it can't move twice in a row through a gate with the same charge (+ or -).

Take card C019.

P331

The door to the anesthesiology department opens, you enter, and close it behind you. Your sudden disappearance from camera view will soon alarm the building security. You should hurry! You are now in hygienic sluice. The next door is locked. The information displayed on the panel makes it clear that in order to open the door, you will have to follow the instructions. The only problem is that there are no instructions provided...

Discard cards C021 C032 C066 C070 C086 C093 C094 C118 C133 C139 if you have them.

Flip face-down Location Cards L06 L08.

Discard card C142 together with its tokens.

Reveal card C028.

Place token on area P301 on card C028 and read the appropriate paragraph.

P332

You walk into a dark room and light a flashlight. In the dark you see cameras under the ceiling and another door. Behind it there is a room similar to the one you came from. Through the glass in the door you see a human brain hooked up to some sort of a machine. "Elizabeth Weber" you manage to read. What did those psychos do to her?

Discard card C124.

Reveal card L11, keeping any tokens on the card.

Reveal card L03.

Take card C007.

Take an unused Action Token and place it on area D1 from card C007 - the area is no longer available.

P333

You hear no footsteps as you check the access to the map of the building. You assume that the ventilations shafts should be somewhere close. Then you discover that one of them is located behind the screen in the main room. Yet another deception! You break the glass to uncover a closed hatch. Using your phone you break the code and crawl into the tight passage going down. You pray that the map is up to date. You slide down into absolute darkness and fall right on some concrete. You feel the impact did some damage to the bones of your right leg, but – fortunately – you are still able to walk. You find yourself at the underground parking garage of Neuro Corp. You see lights above change color. Emergency mode is on. They already know of the break in, but it's rather improbable that they also already know where to look for you. You enter a stairwell and almost rub shoulders with two alarmed security guards. Half an hour later you are already in a motel in the suburbs. You are alive. You change your location a few times during the next week and trace all news channels to make sure that you miss no pertinent information. Finally, your work is rewarded. You encounter a news coverage of the Elizabeth and John's case.

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The End.

P331
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P333

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P334

You clean the dust from under the furniture hoping to find some “treasures” left by the employees. You know people. Although it seems everybody knows that keeping your password on a piece of paper on your desk is a bad idea, employees of the corporation still often do it. Unfortunately, no luck this time. Looks like the cleaning staff on this floor treats its job really seriously.

P335

You hear no footsteps as you check the access to the map of the building. You assume that the ventilations shafts should be somewhere close. Then you discover that one of them is located behind the screen in the main room. Yet another deception! You break the glass to uncover a closed hatch. Using your phone you break the code and crawl into the tight passage going down. You pray that the map is up to date. You slide down into absolute darkness and fall right on some concrete. You feel the impact did some damage to the bones of your right leg, but – fortunately – you are still able to walk. You find yourself at the underground parking garage of Neuro Corp. You see lights above change color. Emergency mode is on. They already know of the break in, but it's rather improbable that they also already know where to look for you. You enter a stairwell and almost rub shoulders with two alarmed security guards. Half an hour later you are already in a motel in the suburbs. You are alive. You change your location a few times during the next week and trace all news channels to make sure that you miss no pertinent information. Finally, your work is rewarded. You encounter a news coverage of the Elizabeth and John's case.

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The End.

P336

The door to next room is locked. Next to the door you see a keypad with some icing stains. Somebody has been ignoring the requirement to keep the place sterile.

Take card C124.

P337

Lab suit. Are they working with pathogens here? There's nothing to really indicate this, so you decide not to put on the suit. You must move fast. It's only a matter of time that security notices you!

P338

You hear footsteps drawing near. Security guards rush into the room and quickly incapacitate you. You try to fight but there is no way to break free. You are taken out of the building and brought to a prison facility. For the next few days you are being interrogated by high ranking Neuro Corp officials and government agents. They all want to know about you and the methods of the Legion. You keep leading them astray, but you know you won't be able to do this much longer. After an exhausting interrogation you end up in your small cell. From the other side of the wall you can hear the voice of an anchorman, talking about a revolution in convictions started by Neuro Corp.

“John Barns was just convicted for being an accessory to murder of Elizabeth Weber, wife of one of the world's leading security experts. According to the police, Elizabeth's death was part of a scheme to secure her life insurance payout. The woman was to use her ex-lover to obtain an illegal weapon and fake her own death. Her husband has refused to comment on the case but unofficial channels claim that he might be involved in the case. The price of his company shares has dropped rapidly after an unknown source leaked the data from his memory recording machine, indicating that Ben Weber was in catastrophic debt. A few hours later Neuro Corp became the main shareholder of his company.”

You shake your head in disbelief. It looks like the corporation found a way to profit from the sentence you've procured. If you could only turn back time and make different decisions.

The End.

P339

The pleasant color encourages you to relax, but you have no time for that. When was the last time you went for a vacation? You can't even remember. You make a solemn promise that once you're done with Neuro Corp, you will go for a long vacation, far away from technology.

Take card C066.

P340

You hear no footsteps as you check the access to the map of the building. You assume that the ventilations shafts should be somewhere close. Then you discover that one of them is located behind the screen in the main room. Yet another deception! You break the glass to uncover a closed hatch. Using your phone you break the code and crawl into the tight passage going down. You pray that the map is up to date. You slide down into absolute darkness and fall right on some concrete. You feel the impact did some damage to the bones of your right leg, but – fortunately – you are still able to walk. You find yourself at the underground parking garage of Neuro Corp. You see lights above change color. Emergency mode is on. They already know of the break in, but it's rather improbable that they also already know where to look for you. You enter a stairwell and almost rub shoulders with two alarmed security guards. Half an hour later you are already in a motel in the suburbs. You are alive. You change your location a few times during the next week and trace all news channels to make sure that you miss no pertinent information. Finally, your work is rewarded. You encounter a news coverage of the Elizabeth and John's case.

"John Barns was just convicted for being an accessory to murder of Elizabeth Weber, wife of one of the world's leading security experts. According to the police, Elizabeth's death was part of a scheme to secure her life insurance payout. The woman was to use her ex-lover to obtain an illegal weapon and fake her own death. Her husband has refused to comment on the case but unofficial channels claim that he might be involved in the case. The price of his company shares has dropped rapidly after an unknown source leaked the data from his memory recording machine, indicating that Ben Weber was in catastrophic debt. A few hours later Neuro Corp became the main shareholder of his company."

You shake your head in disbelief. It looks like the corporation found a way to profit from the sentence you've procured. If you could only turn back time and make different decisions.

The End.

P341

With the "quantum impulse" properly guided, the exit diode starts blinking. The signal is allowed to pass through.

Discard card C019.

Take a Progress Token and place it on card L11.

P342

Next to the airlock entrance you locate a trash bin. Inside you notice a few bags sticky with icing. So much for sterile conditions. Looks like everything creates an illusion of security designed to keep people out. Why would anyone put so much effort into all this?

P343

A group of nerds is listening to a speech made by somebody you've never seen before. Maybe you'd be able to hear what he's talking about through a gap in the door.

Take card C139.

P344

You input the code and the screen begins to flicker. You see liquids mixing inside the machine. Diodes light up. From the next room you hear the sound of a computer booting up and something more.

Discard card C125.

Take a Progress Token and place it on card L11.

P345

After calibrating all the central systems, the light goes on in the room. Whoever designed this system did it with one goal in mind: to keep their employees at a distance. Was that a way to cut costs? Perhaps the designer knew that fakes can scare off intruders the same way as security measures worth millions?

Discard card L11 with any tokens on it.

Instead, place card L09.

Take card C075.

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P346

Anesthesiology? Here? You can't figure out what programmers and a dude eating donuts have to do with anesthesiology.

Take card C133.

P347

A futuristic looking metal case has a few switches. You will probably have to deal with them by hand. All the switches are by default in the OFF position.

Take card C033.

P348

The screen displays the brain's activity chart. Looks like the final analysis was never finished, and it's still needed to unlock the data transfer.

Take card C056.

P349

You have no idea who in their right mind would work at a red desk! The color of aggression and passion does not seem like one that enhances a corpo-rat's effectiveness. You decide to take a closer look at the items on the desk.

Take card C021.

P350

You select a stream and pipe it through your device. You hold the data before sending it to gain control and feed it to the system already modified.

Immediately you notice that inside the binary stream there is also an audio/video stream. You play it on fast forward. You see a day in the life of two people – Elizabeth and John – from both of their perspectives. It looks like this is an attempt to recreate the events leading to Elizabeth's death based on different environment data taken from cameras, sensors and personal devices.

The stream tags suggest that the final and most probable version of events is ready. After sending it to the machine it will be made into a single, consistent story which will in turn... serve as proof in a court case! You figure out that this is merely the beginning! If you do not stop this madness there will be more victims of such experiments!

You take a closer look at the data stream. In order for the algorithm not to find the intervention into the stream, you can only use already generated simulations. However, you don't have to send all of the data to the system. Inconsistent information may interfere with computer's functions and falsify the outcome, but some deliberately chosen parts of the story may guide it in the direction you choose. You have little time to make the decision.

Take cards C085 C147.

Choose the version of Elizabeth and John's story the central unit will receive. The success of the experiment and the guilty party will be determined by your decision.

Select one card with each of the symbols you were gathering throughout play to create a version of the story. Input them into the App using the console that appeared after solving the last puzzle.

P351

After setting all of the wires you hear a silent hum from the central unit, and a voice message:

“Simulation complete. Generating final report.”

A console in the computer’s casing turns on, and a standard keyboard slides out.

The console displays the information of available binary streams. Your attention is drawn to one of them. It has the digital signature of P4ndaSt0ner. He made it specifically so that his friends could recognize his programs. Back then you didn’t know why he was messing around with compilers so much, but now it makes sense. You know you’re looking at his work.

You hook up your phone to the device and you sign in with one of the keys to the communication channel with P4ndaSt0ner. The screen transforms into a simple interface allowing for data capture between external systems and the computer. You have little time to choose one of the streams.

Discard cards C111 C117 C127.

Take card C067.

P352

You see two rows of colorful lights on the walls. At each row there is a diode. Regrettably, only one of them works.

Take card C127.

P353

Neurology department located so far underground? You start to wonder about what the corporation might be working on here.

Take card C070.

P354

The screen is connected to some odd-looking machinery. You don’t know their function. Next to the screen there is a numerical keypad. You can only type the data of the last factor. Those machines may be so smart, and yet they can’t calibrate on their own.

Take card C125.

P355

The elevator is gone, and it’s definitely not yet the time to call it back. First you must find out more about Neuro Corp’s mysterious project. Don’t waste a moment!

P356

A switch unit. Colors of switches correspond to those from the wall. Perhaps these wires need to be organized properly?

Take card C111.

P357

Behind the glass you see a hospital bed and a man sleeping in it, a web of thick wires connected to his head. You read the name on the plate: “John Barns”.

P358

Very impressive casing. Still, after what you’ve seen here you are convinced that it is merely an appearance. Inside one would probably find a regular computer.

P359

You did it! The elevator is moving down. The door opens, and you pull your cap over your head. You start to clean up, trying to ignore the ubiquitous cameras, and doing your best not to draw unwanted attention. You know that the employees of this department are extremely antisocial, so your data on them comes from gossip. Each of these people is weird in their own way. Each of them likes a different drink, a different snack, and each has a different favorite animal. It’s like a regular mad house. You must find out who is who quickly, so that you can move on to other rooms. The info at each door tells you who has access.

Discard cards C006 C096.

THIS TIME WITHOUT LOOKING AT CARDS TAKEN!

Take Location cards L02 L03 L06 L08 L11.

Take cards C028 C029 C053 C094 C142.

Reveal card C029 and set up face-down cards according to the drawing.

Reveal cards L06 L08 and C094 C142.

Take 20 Action Tokens. Be careful. In this story you do not receive new Action Tokens when proceeding to new rooms. Conserve your Action Tokens and avoid too much exploration.

Take the Game Board and set it aside – you will use it later.

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P360

The photo of the two team leaders probably comes from an integration trip. At least now you know how the employees look like.

Take card C093.



P361

Carefully, you pour the liquids into the vials and watch as they start to evaporate. Within moments, a thin mist fills the room. You try to hold your breath, afraid that you created a toxic concoction. You then relax at the sound of a door opening. Steam escapes via the ventilators on the ceiling, revealing a horrifying image. A human brain with a plaque saying "Elizabeth Weber", hooked up to some thick wires. So this is what those bastards are calling neurology!

Discard cards C065 C109.

Reveal card L03.

Take card C007.



P362

After filling in the information from the brain scan the screen displays the "Synchronization Complete" message. You hear a sound resembling a 20th century modem coming from the next room.

Discard cards C012 C056 C083 C102 C132.

Take a Progress Taken and place it on card L11.

