

ESCAPE TALES

THE AWAKENING

STORY BOOK

THE RITUAL OF AWAKENING

Your name is Samuel and you are 35 years old. Five years ago your wife Jennifer died, leaving you alone with your daughter Lizzy. It took you awhile to accept Jen's passing. Your only source of optimism has been the idea that nothing worse could happen. You were wrong...

Two months ago, Lizzy began to feel chronic fatigue and would fall asleep everywhere. You quickly took her to a doctor. According to the specialists, your daughter was completely healthy. However, her condition worsened as you prepared to head home - Lizzy lost consciousness and fell into a deep coma.

You spent every day by her bed, waiting for her condition to improve. All in vain. The doctors seemed helpless and you decided to look for help elsewhere.

You found a similar case in an old newspaper; a teenage boy in a coma for over 5 months before he suddenly woke. You decide to contact the boy's father, Mark, hoping to learn something more.

Mark invites you to his home. He tells you about his son's condition, insisting that his recovery was just a miracle. You feel that Mark is not being completely honest with you. You tell him how you lost your wife and how scared you are to also lose your daughter. Your words make Mark break:

- I did something... But I don't know if it will change anything in your case - he says hesitantly. He takes an old leather-bound book out of the desk drawer - When my son's condition was hopeless, I used this to carry out a ritual... I'll give you the book, but you have to be prepared. Awaking my son had a very high price - he adds quietly.

You try to get some more information out of him but Mark doesn't want to continue. You think you can see fear in his eyes. You take the book from him and you start to read.

The described Ritual of Awakening allows one to travel where lost human souls go. Another dimension, its inhabitants called the Keepers. They shape the world according to their own liking, feeding on or retaining old human memories.

A week later you visit Lizzy in the hospital. Her motionless, pale face brings to mind the worst. Her heart is still beating, but your daughter's condition is getting worse. She seems to be passing... You softly kiss her forehead and head towards the exit. You don't have a choice. You have to use the Book and try to save Lizzy with its help.

Read P159 to start the game.

P001
P002
P003
P004
P005
P006
P007
P008
P009
P010

P001

Standing next to the bathtub, you hear the shrill screech of the cuckoo. Your attention is drawn to the purple clock in the corner of the room. Its single hand seems to be too long.

Take card C060.

P002

Spring Puzzle - this is what Lizzy called this riddle. It took her a lot of effort to make it. You wanted to wipe it off the floor a couple of times but your daughter would never let you. For some reason, this riddle was important to her.

Take card C089.

This is a RIDDLE card - check the app.

P003

The number covered board shimmers in different colors. Red, yellow, black, green. You walk closer, wanting to analyze their layout more closely.

Take card C003.

P004

Lizzy loved word puzzles. In the past, when you both went to the basement to work in the workshop, she would run around the room and torment you with ever new charades. One of them, one that you could never solve, is still "decorating" your basement wall.

Take card C011.

This is a RIDDLE card - check the app.

P005

You feel that the passage in the refrigerator goes on forever. You shiver from the overtaking cold. You are surrounded by jars, fruits and preserves.

- Sam, can you, for once, throw out the old milk? I asked you so many times... Please clean that fridge and throw out everything that went bad. Can you?

Jen's tired voice reminds you of all your unnecessary arguments. You sigh and say - I'll do it in a second, darling

- Thank you. Now the eggs... You know they should be placed differently - Jen reminds you.

You frown and look at the eggs. At first, you have no idea how you're supposed to arrange them.

Discard C093.

Discard current location cards and map card together with its tokens.

Discard, if you have, cards C009 C048 C082.

Take the location card L08 and place it in front of you.

Do not explore the location, but solve its riddle.

P006

You press the buttons on the defibrillator in the combination shown on the monitor. The sound of the heartbeat becomes more intense. You think its rhythm stabilized completely.

- Whoever you are, thank you for your help. Now I can get up - you hear a faint voice.

You see a goblet in front of you, full of some kind of green liquid. The sound of the heartbeat in the room starts to fade. The last thing you hear is the sound of absorbed doctors and the scream of an unknown boy.

- Dad, I'm back!

Discard cards C002 C109.

Take card C084.

If you have a card with the  symbol, read P127.

P007

You look through the pieces of a broken vase. On its inner side you can see a drop of water with an equal sign drawn in white chalk.

P008

You present the solution but the wall doesn't seem to be happy. It remains silent for a while.

- I thought it would take you more time... but a contract is a contract.

The paint disappears from the gaps between the bricks, a few of them fall from the wall. In the newly created hole you find a business card of the doctor that was taking care of Lizzy's case.

Discard card C007.

Take card C103.

P009

You see an old, well-worn vision examination chart. For a second you have the impression that some of the letters become blurry, but after a moment the picture stabilizes and you can walk closer.

Take card C010.

P010

The darkness subsides and you immediately realize that you've found yourself in the attic. This time you are not alone. With horror, you notice two familiar figures chained to the wall. Jen and the doctor. At first, you try to walk to them. They are silent, but they roll their eyes as if they want to show you something. You follow their gaze. You see gargoyles in both corners of the room.

Discard current location cards and map card together with its tokens.

Discard, if you have, cards C001 C020 C043 C060 C108.

Take the location cards L02 L05.

Take card C046.

Set up the room according to the map card.

Take 1 Action Token.

P011

You lift the curtain, waiting to see the familiar mirror. Instead, on the wall you see symbols of vases and drops of water drawn with white paint.

- Guests! - It's been a while that I had guests - you hear the sound coming from the wall - if you want to pass, you'll have to prove yourself.
- Who are you? - you ask.
- Shush, I'm not the one you are looking for - says the wall - Solve the equation and I'll show you what's on the other side.

Take card C007.

P012

When you approach the skulls, they immediately turn towards you. There are colorful lights beaming from their eye sockets and nostrils.

- We don't know the order. Leave us! - yells one of the skulls.
- Yes, leave us. If we knew the correct order, we wouldn't be here - says another.
- I want to go first! Me! - says the third skull.
- No! I'm going first!

The skulls keep arguing loudly, completely ignoring your presence. You look around, trying to figure out how to silence them.

Take card C072.

P013

- My name is Lucian - the creature presents itself - I found this in the memories zone. I don't need it for anything but maybe you can use it for something. You must have lost it - Lucian grins, giving you a card from the Book.

- Are you a Keeper? - you ask.

Lucian shrugs as if the answer was obvious. He looks around the room.

- I'm looking for a friend. He should be somewhere around here...

Discard card C014.

Take the location cards L03 L10.

Take cards C039 C114.

Set up the room according to the map card.

Take 4 Action Tokens.

Place one of the available Tokens on D2.

Got to P011.

P014

You decide to free the doctor. You turn the key and you see Jennifer vanish. The doctor gets up from the ground and lowers his head:

- I'm sorry, we couldn't save her - he says with pain in his voice. He gives you your wife's death certificate, slowly disappearing in the thin air. You try to stop him, screaming, but to no avail. You are alone once again.

Discard cards C026 C092.

Take card C104.

P015

You see that the basement has transformed. You are surrounded by medical equipment and Lizzy's hospital bed. She decided to lay down after another round of useless tests and fell asleep for a moment when she felt weak. Who could have known then that she wouldn't wake up? You walk closer. Next to the bed you notice the patient's chart with the name of your daughter.

Take location cards L13 L15.

Take card C024.

Set up the room according to the map card.

Take 5 Action Tokens.

Place one of the available Tokens on C3.

Go to P028.

P016

You read the password, the room becomes shrouded in mist. In the mist you notice Jennifer and Lizzy's memories. Playing together, picking up the girl from kindergarten, the first not so successful cooking lessons. The memories go away but the smile stays on your face.

Discard cards C009 C048 C082.

Take 3 Action Tokens.

P017

You hold a vial that you got from Jennifer. The Keeper looks at it and nods approvingly.

- If you drink that, I will wake up Lis.

- Lizzy - you correct the creature. The Keeper shrugs as if the name of your daughter didn't matter. He becomes visibly impatient - Drink, we don't have much time.

You remember Jen's words and drink the whole vial. Your heart starts to pound like crazy. You clutch at your stomach and hold the Keeper's arm not to fall. You feel as if you're going to faint in a moment.

Go to P063.

P018

At first the clock seems broken. The doors to the mechanical cuckoo are closed and the numbers on the face are out of order.

Take card C108.

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P019

- I know I failed you, I know that what I did was wrong - says Jen - I left you alone, but please understand Sammy, I did all of that for the both of you. I sacrificed myself because I thought it would change something... Do you understand?

You say nothing. You made your decision already, and even the visible disappointment on your wife's face is not going to change anything.

- You are making a huge mistake, Sammy. We could have been happy, and now... - Jen opens her hand. She is holding the pills from Lizzy - take them. I won't need them anymore.

You reluctantly take the pills, guessing how your wife died. You want her to finally confirm your grim guesses but Jen falls silent, plunging into catatonia.

Discard card C006.

Take card C081.

P020

You raise your head and see the key to the drawer hooked high up against the ceiling. You can't reach it by hand. Your attention goes towards the tools on the wall. Unfortunately, the collection is incomplete. You yourself have hidden a lot of the tools from Lizzy, afraid that the girl could hurt herself. You don't see anything that could help you get the key.

Take card C037.

P021

The prie-dieu in the kitchen takes you completely by surprise. Jen was never overly religious. When you get closer, you see colorful circles and math symbols.

P022

The tools board has always played a double role. It not only helped you keep your basement in order, but sometimes you also used it to encrypt information. You look at it for a while. The tools are not arranged in the way you would expect. You clearly had a reason to arrange them this way.

Take card C098.

This is a RIDDLE card - check the app.

P023

You give the correct year. A broken key falls from behind, off the family tree board.

Discard card C004.

Take card C092.

P024

You hear Jen's happy laughter coming from the manhole. You run closer. You try to lift the manhole cover but it's too heavy to even move it. After a while, the laughter dies, and you have to face the depressing silence again.

P025

You look discreetly at the green stains on Lucian's pants. The green stains remind you of dried wood paint.

P026

Among the vegetation, you see peculiar hunting trophies, as if belonging to a completely different world. Their heads are moving, gazing ominously at you. Only after a moment you notice that they aren't looking at you but at the other corner of the room.

P027

Lizzy's favorite hat! When you got it for her, she would wear it constantly. She wouldn't take it off in kindergarten, sometimes she would even wear it to bed. You pick it up. You have no idea how it got to this realm.

Take card C113.

P028

Lizzy's medical history chart is filled with a list of items and some numbers. There is a red circle with the words ADD UP! in the bottom right corner. You input the total value of all the items but the value disappears. You look around the room, looking for a clue, holding the medical history chart in your hand. Surprised, you notice it doesn't reflect in the mirror.

Take card C044.

Place one of the available Tokens on A2.

Go to P135.

P029

You pull on a handle attached to one of the tiles. Under it you find a complicated hydraulic system described with numbers. Interestingly, the pipes turn.

Take card C001.

P030

You bend down and open the cupboard with pots and pans. Between them you notice a protruding piece of a torn rope. You grab it and slowly pull it towards you. From between the pots you see the other end finished with a noose.

Take card C030.

P031

Behind you, you hear the sound of a key turning in the lock. The padlock at the cabinet through which you entered the bedroom suddenly falls to the floor. The door opens with a painful creak. Inside the cupboard you see another portal. You have to decide once again if you want to continue forward.

Discard card C121.

Take card C071.

P032

A masterfully made mirror standing in the corner of the room has long been covered with dust. You have a vague memory of dragging it to the basement shortly after the death of your wife. She liked to look at herself in it and you couldn't bring yourself to throw it out.

P033

The bed that you've been sharing with Jen reminds you of all her sleepless nights. There were times when she had trouble sleeping due to headaches that no pills could help.

P034

- You mentioned that you're looking for a friend. What does he look like?
- you ask, approaching Lucian.

- Short, with horns. He has sewing marks on his stomach. Oh, and he's plush - adds Lucian, as if this fact was of no importance at all - Have you seen him anywhere, maybe?

If you have card C016 and you want to inform Lucian about it, read P130.

P035

You take out of your pocket the picture that Jennifer gave you. The Keeper glances at it and smiles mysteriously.

- The best dad in the world, yes? Give me this memory and I will release your daughter from the sleep - he says gravely.

You give him the picture and Lizzy immediately opens her eyes.

- Lizzy! - you call, but the girl doesn't seem to hear you. Her room fills with surprised doctors. You want to join them, you start to run but you have to stop. You feel a weird burning in your chest. You turn and look terrified at the Keeper...

Go to P149.

P036

You look at the stool standing next to the padlocked grate. When you examine it closer, you notice some kind of writing.

Take cards C079 C111.

P037

You flip through all the objects on Lizzy's old desk, but you do not find any chalk among them. You notice that one of the desk's drawers is locked with a padlock. Maybe that's where the chalk box is?

Take card C122.

P038

There is a locked jewel case on the dresser, where Jen used to keep her jewelry. Under it are geometric figures with cut holes. You look around and you wonder if you had seen similar shapes before.

Take card C064.

P039

One of the gargoyles looks away from the book in his paws and starts looking at you.

- Boring, so boring. So many pages and nothing happens. Maybe you have something better for me to read? I will repay you greatly for every gift.

You can discard any cards with a  symbol.

For every card discarded this way take 3 Action Tokens.

P040

You enter the code, the lock opens and all the chains immediately disappear. You slide the cabinet from under the table. Both pieces of furniture can still be useful to you.

Discard card C083.

Take cards C015 C038.

P041

A solid and massive safe in the corner of the room does not match the rest of the surroundings. You would never put a safe in the wall of your daughter's room. You walk closer. You can see geometrical figures on the safe door.

Take card C087.

P042

The spider in the middle of the cobweb is huge, but despite the fear you decide to look closer.

- Foooooood... - you hear a faint moan, from the spider it seems.

It seems weird, especially given the number of flies caught in the web.

After a moment you notice the problem - some parts of the web are so weak that they will not hold the spider, and the rest of them will definitely break when it moves along them. You know now why the spider can't manage to eat all the flies.

Take card C018.

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P043

You notice some scratches on the door above you. It's too high for you to reach it with your hand. You look around for something to climb on.

P044

The melody fades away when the refrigerator door closes for good.

- You wanted to talk - you say.

The doctor nods slightly.

- Walls have ears here, we should talk somewhere else - he says, going back towards the refrigerator. He effortlessly lifts the cover of the drain, as if it did not weigh anything. You notice a ladder going down the drain.

- Follow me.

You look down at the descending doctor and you wonder what to do.

Discard card C062.

Take card C119.

If B1 is empty, take additional Token and place it there. This spot is blocked.

P045

The mirror reflection is confusing your senses. At first glance, everything seems normal, but it's not. The scratches on the table look completely different in the reflection.

Take card C091.

P046

You look at the holes in the wall from which the heads of animals are shyly emerging from time to time.

P047

There is a rolled carpet with embroidered symbols on the floor.

Take card C069.

P048

You have all the elements required to carry out the ritual. You draw around you the symbol presented in the book and place the candles in the right spots. You stand in the middle of the symbol with the chosen toy and you start the incantation of the spell. After a moment the candles start to burn. They burn with a blue flame.

If you have card C107, read part P098.

If you have card C045, read part P082.

P049

You approach the refrigerator and grab the handle. You pull at it with all your might, but the door is locked. Your attention goes towards three knobs marked with numbers, next to which are some symbols.

Take card C086.

P050

You built your daughter's crib yourself, well before she was born. You spent many hours in the basement, piling the boards and painting them in purple. You touch one of the sides of the crib. The paint has peeled off, unveiling a few colorful lines that you definitely didn't plan.

Take card C068.

P051

You approach the safe and enter the code but nothing happens. You try to remember the correct combination but it seems you changed it, fearing Lizzy's safety. The curious girl likes to look where she shouldn't. With a sigh, you look around the basement. You never had a good memory, so you had to hide the code to the safe somewhere nearby.

Take card C076.

This is a RIDDLE card - check the app.

P052

There are several scratches with peculiar shapes on the table.

Take card C052.

P053

There's a creepy picture above the bed, it reminds you of the last Halloween that the three of you spent as a family. You took Lizzy on a trip, and when you got back you found an occult symbol on your door - the same as the one decorating the cover of the book. For you, it was just a prank, but Jennifer was shaken. She couldn't recover for a couple of days.

P054

You stand next to a window with bars painted in different colors. You see a keypad behind it.

Take card C116.

P055

You go through another passage, Lizzy's hospital room appears to your eyes. A creature similar to Lucian is standing in front of you, bending towards the girl.

- You want to go back to your father? - it whispers.

Lizzy doesn't reply. You try to run towards her but your legs don't work. You feel as if you were deep in some kind of invisible, sticky goo, paralyzing your every movement.

- If you want to take her away from us, you have to make a sacrifice - says the Keeper, stretching his greedy hand towards you.

Take location card L06.

P056

The hospital equipment reminds you of all the tests that Lizzy had to go through. A psychologist's visit, MRI, blood tests... And what if you're only deluding yourself and there is no hope for Lizzy?

P057

You wake up in your house inside of the ritual circle. You immediately run outside and, full of hope, go to the hospital.

- Lizzy! - you scream as you reach her room, but your daughter is still in a coma and doesn't reply. However, there is a blissful smile on her face. You remember it from the past. That's the smile Lizzy had when her mom was next to her... Tears begin to flow down your face. You gave Lizzy to the care of your deceased Jen. Will your wife ever return her to you?

End of game.

P058

Once you know the safe path that would allow the spider to eat all the flies, you read it out loud.

- Thank you guide! - says the spider - behind my web you will find something that will reward your efforts.

Indeed - when you reach behind the web, you find a piece of paper with an alchemical recipe.

Discard cards C018 C067.

Take card C085.

P059

In the middle of the room lies the cracked half of a Ouija board. You look at the masterfully carved letters, wondering who used it last.

If you have card C033, you can read P066.

P060

You circle around a decorative vase in the central part of the room. On its wall you can see a few symbols and red lines forming a number.

P061

You pull out the previously found toilet plunger and place it next to the skulls...

- Yes! Finally! The king's lost scepter! - one of them yells - come closer to get your reward.

You stand over the toilet. You see a kind of vision in the water. You see Lizzy leaving the hospital and hugging you.

Discard card C051.

Take 2 Action Tokens.

P062

You stack the furniture, being careful not to fall. The structure wobbles, but it is stable enough to carry your weight. You can reach the door now.

Discard cards C015 C032 C038 C102 C111.

Take card C096.

P063

- What... What have you done to me? - you ask the Keeper staggering on your feet.

- Me? Nothing. - The question is what have YOU done. You made wrong decisions, you trusted the worst of the Keepers. You failed Lizzy and yourself. You don't deserve to live. Therefore, none of you will ever wake up.

- No, you promised me... - you still try.

- Sweet dreams Sammy!

Your vision goes dark. Even if the Keeper says something, you cannot hear it anymore. You feel as if your body was drowning in the darkness, a moment later you feel nothing.

End of game.

P064

You search your pockets for something that would satisfy the Keeper.

- You have nothing that you would be able to offer. I know, I know - the Keeper answers with disdain.

- I beg you, there has to be some other way...

- Without the sacrifice the ritual cannot be completed. I'm sorry, I told you this about a thousand times already. You start to bore me, you know? - the Keeper snaps his fingers and the hospital vanishes...

Go to P102.

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P065

The sink looks unusual, mainly due to the number of taps and drains. You turn on one of them. You hear the sound of water in the pipes but nothing happens. You try to turn other taps but the result is identical.

Take card C115.

P066

The pattern of the crack is the same as the Ouija board found earlier. You take it out and combine both halves together. The room is filled with hundreds of voices, begging for help and rescue. Between them, you hear Lizzy's clear voice. Now you know that you are on the right track.

Discard card C033.

Take 2 Action Tokens.

P067

You approach the sink, noticing a gaping hole in the floor. It looks as if someone ripped out one of the tiles.

P068

Next to the safe with the colorful mechanism is a chair covered in cobwebs. You wipe it and notice something written on it.

Take cards C102 C110.

P069

You try to move the grate but it turns out to be locked with a coded padlock. Directly behind it is a sewage tunnel. You try to get your vision used to the darkness but you fail. Whatever is there, it has to be hidden in deep darkness.

P070

Jennifer is turned with her back to you. You notice that she is wearing the pink dress that you got her for your anniversary. The same one she was wearing when you found her dead...

P071

You wake up in your basement and you immediately run upstairs and call the hospital. You introduce yourself and, terrified, ask about your daughter.

- We are very sorry, but Lizzy's condition remains unchanged. We are doing whatever we can to wake her up - the doctor informs you.

Resigned, you go to the bedroom and suddenly stop dead. This can't be your bedroom... and this framed picture of a couple! You look at the smiling woman in the picture, the one hugging you. You see a wedding band on her finger.

You shake your head dubiously. This is a joke! Even though you try for a long time, you cannot remember anything about the woman in the photo.

End of game.

P072

When you place all the antlers in the correct positions, something falls from the moose's mouth. You find a golden dial covered with numbers on the floor, reminiscent of an unusual clock.

Discard card C058.

Take card C097.

P073

There is a pink piece of paper attached next to the toilet handle. It reminds you of a multiplication table. You look at the presented system, trying to understand the relationship between individual cells.

Take card C053.

P074

You unravel the carpet with drawn squares and a diagram ready to fill. This is one of Lizzy's favorite puzzles. It's called "jumping squares". You look at the black fields, thinking about the rules of their movement. You regret not paying more attention when your daughter was solving this puzzle.

Take card C056.

P075

You use the metal bar to drop the key hanging from the ceiling. You manage to do it on the first go. You pick up the brass key and immediately recognize it. It's the key to the drawer of Lizzy's desk.

Discard cards C037 C057.

Take card C012.

P076

Looking at the mechanism on the wall you notice that it's missing a few elements. Some of the missing gears left only a shadow.

Take card C041.

P077

The board on the wall seems old. It presents lines arranged at different angles and the numbers assigned to them. The whole of it creates a network of connections that you don't understand. You'll need something more to solve this puzzle.

Take card C067.

P078

You get closer to Jen. On the floor you see a vial of Lizzy's medicine that she used to take when she was younger.

- I really didn't want to do this Sammy - your wife suddenly whispers. You see sadness in her eyes, as well as determination - we were supposed to be happy together... That's what the book promised me. And finally, the ghosts will have to keep their promise - she says with a non-typical firmness. She looks at you and takes something out of a pocket.

Take card C006.

P079

You walk towards the bars in the wall and you look at the stool next to it. There is something written on the seat.

Take card C111.

P080

You open the lock and you save Jennifer, the doctor and the key disappear. Jennifer throws her arms around you.

- Happy birthday. This is from me and Lizzy. Our mutual gift.


She lets you go and gives you a small pink box tied with a green ribbon that says HAPPY BIRTHDAY DAD! You accept the box and want to say thank you but Jen disappears, leaving you alone.

Discard cards C026 C092.

Take card C021.

P081

You approach the gargoyle holding a pot in its paws. Your attention is drawn by the gently moving tongue of the stone creature. It looks as if it was licking its chops. You're just about to turn around when the movement of one of the paws stops you. The gargoyle moves the spoon towards you asking for some food.

You can discard any cards with the  symbol
For every card discarded this way take 3 Action Tokens.

P082

You finish reciting the incantation, you see colorful pictures before your eyes. Some of them could belong to Lizzy. The flood of colors and shapes make your head hurt for a moment. You close your eyes to control the chaos for a while, and when you open them ... You find yourself in a completely unknown place.

Discard unused Action Tokens. Don't worry - in future locations you will keep them.

Discard cards C017 C025 C045 C047.

Discard current location cards and map card together with its tokens.
Read P015.

P083

Holding the key in your hands you wonder whom you should free. Should you trust Jen, or Lizzy's doctor?

Discard card C054.

Take card C026.

P084

The air around you suddenly becomes thick. Someone touches your arm, but when you turn around you notice only contours of a disappearing shadow. The figure is holding something. Lizzy's things! Terrified, you look around. Whatever it was it didn't get a chance to take Mr. Cuddy... At least that's what you think.

Discard cards C063 C077 C113.

Take card C016.

If you have a card with the  symbol, read P127.

P085

You walk slowly towards Jennifer. Her eyes are absent. You place a hand on her shoulder:

- Jen, is it really you?

She shudders. She looks like she just saw a ghost.

- Sammy, what's going on? You shouldn't be here... You carried out the ritual, don't tell me that you... - she shakes her head nervously. Her eyes fill up with tears. You want to say something, but Jen goes first.

- It's all my fault. I carried out the ritual from the book... I asked for something... And requests have their prices. Do you remember when I started to have my migraines? It's all because of the ritual. The Keepers failed me and...

You calm her down as you used to, caressing her hair. Jen looks you in the eye:

- I'm sorry Sammy...

Take card C066.

P086

A familiar stuffy - Mr. Cuddy looks at you from the shelf. Lizzy got this toy from Jennifer for her 4th birthday. Since then, it was her favorite toy, and at the same time the most important memento she retained after Jen passed. You reach for the toy, smiling. It's nice to see a familiar "face".

Take card C077.

P087

You look at the goblet closely, carefully smelling the suspicious looking contents. For a moment, you have the impression that something has taken control of your hands. You raise the goblet to your lips and start to drink greedily... Your strength is coming back immediately.

Discard card C084.

Take 2 Action Tokens.

P078
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P080
P081
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P083
P084
P085
P086
P087

P088
P089
P090
P091
P092
P093
P094
P095

P088

You wake... In a weird circle. You have no idea who or why they drew it. You go out into the corridor, indifferently passing by someone's nursery. The situation is beginning to overwhelm you. Whose house is this and why are you here? You ignore the ringing phone. You are about to go outside when you hear someone's feverish voice being recorded on the answering machine.

- Mr. Kowalsky, please come to the hospital immediately. Your daughter... She woke up! I'll give her the phone... Lizzy, your dad isn't home at the moment but maybe you want to tell him something?

- Daddy, I love you - you hear an unknown child's voice.

You shake your head.

For a moment you regret not ever having a child.

End of game.

P089

You open your eyes and you see that you are back at your basement in the middle of the ritual circle. You immediately leave to get to the hospital as soon as possible. You enter your daughter's room and you notice her sitting, awake on the edge of the bed. You run to her and grab her in your arms. You look straight into her eyes. You have never seen her so happy.

- You saved me. I remember everything Daddy... I know what happened.

You look at her disoriented.

- What exactly do you mean honey?

- Everything! Mom! You and what you had to go through. Even you giving away Mr. Cuddly.

The words are escaping you, you don't know what to say and how to react to all of this, but your daughter is not done.

- Dad... I'm safe. But we have to go back for Mom!

End of game.

P090

You walk to the doctor and your wife. Both are chained to the wall, silent but not gagged. You try to release them but you don't have enough strength to break the chains. You have to find another way.

Take card C054.

P091

You dial a number and you hear your own voice on the phone.

- Hey honey, I'm worried about our little girl. She says she doesn't feel very well. Can you take her to the doctor today? I love you! Bye.

You remember how, even as a little kid, Lizzy used to have sudden attacks of fatigue. This was even before Jen had passed. How could you forget about that? Suddenly your thoughts are interrupted by the sound of the wind. It looks as if the grate in the window opened.

Discard cards C013 C103.

Take card C028.

P092

Jennifer immediately throws herself into your arms and hugs you as tight as possible.

- I made a mistake, but we can still fix everything - she says trying to push away the sadness. She takes Lizzy's small bottle out of her pocket - this is the last thing I have of her. Take it, please.

You accept the bottle. You want to thank Jen, but her eyes become suddenly absent, as if she gave a piece of herself with the item. She doesn't react to anything, she just looks absentmindedly into the mirror.

Discard card C066.

Take cards C090 C106.

P093

You turn more pages of the Book. You will need a few things for the ritual: something to draw the circle on the floor, candles, and an item of great importance to the person you want to find. The first two things are not a problem for you. The chalk should be somewhere around the desk. The candles should be in the safe. But the last item... What would Lizzy have that is so important to her?

Take card C017.

Decide where you want to go - place an action token on the chosen field and read the corresponding paragraph.

P094

The darkness subsides and you immediately realize that you have found yourself in the attic. This time you are not alone. With horror, you notice two familiar figures chained to the wall, Jen and the doctor. At first you try to walk to them. They are silent, just rolling their eyes as if they want to show you something. You follow their gaze. You see gargoyles in both corners of the room.

Discard current location cards and map card together with its tokens.

Discard, if you have, cards C068 C090.

Take the location cards L02 L05.

Take card C040.

Set up the room according to the map card.

Take 1 Action Token.

P095

The toilet is on a raised platform, as if it were a throne. There are skulls on both sides.

- Ah, it's you. I might have known. No one else would check this memory.

- Shush! Don't talk to the human, you will get the Keepers upset! - another skull screams with obvious irritation. The first skull ignores its outburst. It addresses you calmly:

- We lost the king's scepter. Have you seen it anywhere?

If you have card C051, read P061.

P096

Colored liquids leak from the overturned bottles, flowing into the interior of the soiled bathtub. You try to stand the bottles upright, but a sudden gust of wind causes them to drop again. You have the impression that the liquids will never stop spilling out of them.

Take card C088.

P097

You move the hands and all the clocks start to work. Mechanical cuckoos come out of them. The last clock, however, doesn't have a cuckoo. Instead, a small book falls out of the open door.

Discard cards C020 C043 C060 C108.

Take card C112.

P098

You finish reciting the incantation, feeling that the air around you is getting heavier. You have the impression that the temperature in the basement is increasing. You notice blurry shapes of strange creatures approaching you. You blink and the image disappears in the split of a second, leaving you alone... in an unknown place.

Discard unused Action Tokens. Don't worry -- in future locations you will keep them.

Discard cards C017 C025 C047 C107.

Discard current location cards and map card together with its tokens.

Take 1 Action Token.

Read P015.

P099

You reach for Lizzy's favorite crayon. The girl used it to draw her first picture, which you accidentally destroyed by spilling some juice. You still remember the little girl's tears and her angry look. You have never seen your daughter so upset. To appease her you bought her a whole set of crayons, but she always preferred to draw pictures with this one crayon.

Discard card C117.

Take card C045.

P100

You take out a brown vial with your daughter's pills. Maybe you should trust in medicine just one more time. The Keeper looks at the pills curiously.

- Give them to me and I will become your daughter's doctor.

He takes the pills from you and walks toward Lizzy. He opens the vial and spills a few pills into his hand. He leans Lizzy's head back and opens her mouth. He puts one of the pills in her mouth and massages her throat to make her swallow it. You look at your daughter hopefully, waiting for a change.

- Why isn't she reacting? - you ask the Keeper.

- Medicine needs time! As well as proper care... Your daughter is lucky that you didn't trust the false mother. She will need the help of the true one - he says, pointing at Jen as she leans towards Lizzy.

- You can wake up now, Lizzy. In this realm, everything will be fine - you hear your wife's voice as you lose consciousness.

Go to P057.

P101

The defibrillator lying on the floor looks like typical paramedical equipment. The EEG chart frozen on the screen fits the barely audible heartbeat. You move your hand over the buttons of the device. You have the impression that the heartbeat stabilized a little.

Take card C002.

P102

You feel like you're falling in the blackness.

- You won't be alone, many more failed as well. The wretched souls endlessly wander in their memories, contemplating what they've done wrong. Then they forget everything, and begin again to commit exactly the same mistakes, doing so without an end - you hear the Keeper's voice.

As he begins to leave, you try to catch up with him, but your body is too heavy, you're being pulled down.

- No, wait, I'll find something... I'll go back in my memories and make a sacrifice! - you scream. But no one replies.

You have a feeling of déjà vu. As if this happened many times before...

End of game.

P103

You enter the code and slowly open the massive safe door. There is another passage inside. You look behind you towards Jennifer, she is still looking at the mirror and humming a lullaby. You are not sure what to do. Should you leave her and keep going?

Discard cards C005 C008 C065-C080 C087.

Take card C036.

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P110
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P112
P113

P104

You enter another tunnel. You see blue and red lights in front of you, they remind you of ambulance lights.

- You found her like this? Did she take anything? - you hear a doctor's voice in the darkness.

- Migraine pills. She had problems... Could she have overdosed, doctor?

The question is left hanging in the air, and you remember when you found Jen on the bathroom's floor... Meanwhile, the tunnel ends, sounds disappear and you find yourself in a room that is confusingly similar to your kitchen. You look at the spot that you came from, but instead of a passage you see a small staircase in the cupboard under the sink.

Discard card C071.

Discard current location cards and map card together with its tokens.

Discard, if you have, cards C013 C028 C058 C064 C103.

Take location cards L04 L11.

Take card C100.

Set up the room according to the map card.

Take 3 Action Tokens.

P105

The green goo on the floor is everything that remains of the Keeper. You wonder for a while if you haven't seen a similar substance... and what you could do with it.

If you have card C084, read P087.

P106

The family tree, drawn by a child's hand, is missing one person. For some reason they were burned out with the death year.

Take card C004.

P107

In the corner of the room rests a closed coffin. You try to open it but the lid won't move. On closer inspection, you see small cracks in the wood.

Take card C120.

P108

Your attention is drawn to the yellow sticky notes stuck to the wall. You used to use similar ones to leave messages for Jen on the fridge. These notes, however, are empty; and for some reason they are arranged in the shape of a pyramid.

Take card C061.

P109

- Daddy? - you hear a quiet voice.

You are in the hospital room together with the Keeper. Lizzy is looking at you from the edge of the bed. She rubs her tired eyes. You run to her and grab her in your arms.

- Daddy, what happened... How long have I been asleep? Jen? Mommy!

Surprised, you notice Jen next to you. Something is wrong... She is dead after all, and Lizzy... Why is she nine years old again?

- You paid enough to stay with your family, but not enough to live with them. You gave away too precious of a memory, that is why you all will stay in our world - reveals the Keeper, presenting the hospital wall with his hand. You see another vision, your body laying inside the ritual circle.

- No, no, - you try to protest, but Jen grabs your hand. Lizzy grabs your other hand. You feel the warmth of her fingers and you don't want to protest anymore.

Maybe in this world you all will indeed be happy.

End of game.

P110

Wide stripes of ornaments run around the vessel, creating rows of repeating geometric patterns. You look at them for a while. You think you can see a number between them.

P111

You remember that you saw a similar object somewhere. The bottle with Lizzy's medicine, wasn't it among your wife's spilled pills?

- You have to take it and drink it when the right moment comes - says Jen.

- What is it? - you ask hesitantly.

- Trust me Sammy. I would tell you everything if I could... but they can hear us.

Jen looks around nervously, as if she was expecting someone to actually be eavesdropping. Suddenly, she freezes, and does not speak anymore. It looks as if she fell asleep.

Take card C050.

Discard card C006.

P112

The joyful twittering of the birds suddenly fills the bathroom. You guess that it's coming from one of the clocks. Its face is far from indicating the time.

Take card C020.

P113

The vials on the shelves and on the countertop look like those from a small chemistry set that you and Lizzy used to play with when she was younger. Each of them has labels that are incomprehensible to you.

If you have card C085, read P142.

P114

You look out the window, letting you see the night sky illuminated with stars. Is it really night already? The clouds in the firmament do not move, and on closer inspection they look to have been drawn. Moving away from the window, you also notice a hole for the handle. Interesting... What would you see if you could open it?

If you have card C042, go to P156.

P115

You pull out the gift from your pocket. The Keeper nods, visibly pleased with what he sees.

- You are giving me your birthday gift? That's a generous gesture, very generous. This is your reward!

He points at your daughter's hospital bed. The girl slowly opens her eyes and looks around.

Go to P170.

P116

There is something glittering between the trash. You walk closer and pick up a cog from the pile. You wonder what use it could have.

Take card C105.

P117

You open the locked drawer with the acquired key. As you suspected, inside is a box with the white chalk that you will need for the ritual.

Discard cards C012 C122.

Take card C047.

P118

The second bed belongs to John. The boy is Lizzy's age and he came to the hospital shortly before your daughter. They quickly became friends and used to spend hours talking about their favorite books. John would regularly visit Lizzy even after he left the ward.

P119

You say the password out loud, which opens the secret cache hidden behind the crib. You reach inside and take out a package with baby food.

Discard cards C068 C090.

Take card C049.

P120

You check the open drawer, it's empty. You grab at the other drawer but the phone rings. You pick it up.

- Yes?

You hear a buzzing sound. Is the phone working? You look at the phone's dial with the eye symbol drawn on it. You take out Lizzy's doctor's business card. You dial the number, but instead of the desired voice, you hear that the number you've dialed does not exist.

Take card C013.

P121

You fall through the small door of a cupboard into the next room. The door's padlock locks itself behind you. The room seems to be the combination of two bedrooms: yours and Lizzy's. You have the impression of your shadow comforting Jen's shadow on the bed. You recall all the times you tried for a baby without success. When your wife finally got pregnant, the doctors were astonished. According to them, your wife was infertile.

Discard card C023.

Discard current location cards and map card together with its tokens.

Discard, if you have, cards C003 C018 C067 C072.

Take location cards L12 L17.

Take card C074.

Set up the room according to the map card.

Take 4 Action Tokens.

Place one of the available Tokens on B3.

Go to P074.

P122

The sound of cracking wood resonates throughout the room. You see more and more noticeable cracks on the coffin. The lid breaks in two, displaying a dark tunnel leading to the next portal. You can remain in the room or continue with your journey.

Discard card C120.

Take card C023.

P123

The empty gallows under the ceiling arouse anxiety. One of the nooses is broken, as if something tore it down.

Take card C073.

P124

You enter the code into the safe mechanism. Inside you can see a small ladder in its depths.

Discard, if you have, cards C069 C070 C079 C095 C110

Take card C032.

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P125

You pick up Mr. Cuddly, your daughter's favorite stuffy. She got it for her fourth birthday from her mom. Mr. Cuddly accompanied you on every trip and on all the walks. When Jen left you, Lizzy got even more attached to the toy. You wonder... Why did he suddenly end up in the chest?

Discard card C117.
Take card C107.

P126

The ritual circle looks untouched. A book rests in its center. You have the impression of its pages being gently moved by an invisible wind. You bend over and touch one of the trembling pages. Yet nothing happens.

P127

You look at Lizzy's hospital bed, aware that your journey has just begun. You feel a gust of wind behind you. You turn around and see a portal where the mirror used to be. Unfortunately, you don't see what is on the other side. You read about similar passages in the book, and know that if you cross one, there is no turning back. Should you go forward, or stay here a bit longer?

Discard card C022.
Take card C094.

P128

You tear off a note attached to the wall, it reads "Don't trust them". You recall the conversation you recently had with one of the Keepers. Maybe it's good that Keeper left you here alone?

P129

You can see chalk written equations on the wall. It's your own handwriting, so you had to use this code to hide something from Lizzy. You smile under your nose. Your daughter stopped having problems with math at school, when you entered the numbers into her puzzles.

Take card C035.
This is a RIDDLE card - check the app.

P130

You show Lucian the deformed version of Mr. Cuddly. The creature smiles appreciatively.

- I knew he had to be somewhere nearby. It's so good you found him!
Lucian takes Mr. Cuddly from you. He looks at the toy as if he expected it to come alive at any moment.
- He fell asleep, he's been in this memory for too long, it will take him a while to wake up. Toys are just that way... And so are humans - Lucian stares at you for a moment - Keep looking, you are on the right track - he adds and then vanishes into thin air, taking Mr. Cuddly with him.

Discard card C016.
Take 2 Action Tokens.

If B2 is empty, take additional Token and place it there. This spot is blocked.

P131

Garden tools leaning against the wall have their best years long behind. You planned to fix them and buy new ones, but nothing came out of those plans. You take a solid looking shovel but the handle turns out to be broken. One half of the tool falls to the floor with a clank.

P132

You enter the code and you hear a rattle of metal. The drawer next to the phone flies open. You find a window handle inside. You look at the grate, but there is no place that you could use it.

Discard cards C028 C116.
Take card C042.

P133

You pull out Lizzy's bottle. Staring at it, you remember Jennifer's words. It was supposed to be useful. Is this what she meant? You look at the Keeper who is devouring the bottle with his eyes.

- If I give it to you, will you give me back my daughter?
- You will get what you have never lost - he says mysteriously - You will be happy, I promise.
You give the bottle to the Keeper. You immediately feel as if the hospital around you became sharper, became more real.

- To give away a memory of someone's childhood, about a mother that fed Lizzy, about you when you inaptly tried to console a crying baby... Such a gift requires great courage... - you hear the quieter voice of the Keeper - but it's crazy... To give us the care of your whole family!

Go to P109.

P134

- I cannot forgive you, I'm sorry - you say, feeling as if you were losing a piece of you with each spoken word.
- I understand... I'm sorry that I couldn't do it differently. I wanted all of us to be happy - she says to you. There are tears going down her cheeks again. She steps back and you feel as if she was in another realm again.
- I tried to raise her as best I could... But she always loved you more. Take this - Jen gives you a picture signed by Lizzy "best daddy in the world". You try to thank her, but Jen doesn't hear you anymore. She acts as if dead, looking motionlessly at the mirror in front of her.

Discard card C066.
Take cards C027 C090.

P135

The reflection in the mirror makes you feel uneasy. You don't see yourself, only the objects surrounding you. As if you didn't exist here. You walk closer to the mirror. There is something wrong with the surroundings as well.

Take card C029.

P136

You reach the other side of the portal. You find yourself in Lizzy's nursery. Jennifer is standing in the middle and is still humming a lullaby. You clench your teeth. When Lizzy was a couple of months old, all her care was on Jen's head. So often you were too busy to even look in the nursery...

- Jen...

You try, but your wife doesn't seem to hear you.

Discard card L08.
Take location card L09.
Take cards C019 C055.
Set up the room according to the map card.
Take 2 Action Tokens.

P137

The chains entwine the table and cupboard so tightly that there is no chance for you to even move them. There is a note with some symbols next to the padlock on the chains.

Take card C083.

P138

You look inside the cupboard that you left and you realize that there is no going back. The stairs leading down turn out to be a child's drawing on closer inspection. You touch the wall's surface but it doesn't seem to talk to you or let you through this time.

P139

The pills on the floor remind you of the circumstances when you found Jen. She was laying on the floor, surrounded by many colorful pills... Probably for chronic migraines. They had to have fallen out of the bottle before she lost consciousness.

P140

This has to be an illusion! On the wall before you is Lizzy's first drawing done with her favorite crayon. You destroyed it when rushing to work, after you accidentally knocked over a box of juice. You wonder what of your daughter's other belongings you'll find here.

Take card C063.

P141

You give Mr. Cuddly to the Keeper. The creature examines the toy from each angle as if trying to determine its value.

- You will give this to me in exchange for waking Lis?

- Lizzy - you correct the Keeper.

- Yes, Lizzy, of course - the Keeper fixes his mistake quickly - it's a very important toy for her, you know? She will never have anything as valuable again. But this is your decision - he says, snapping his fingers.

Go to P089.

P142

Thanks to the recipe you have, you can decode the markings on the vials. You take two of them and carefully mix them together. The blueish substance smells nice, tempting you to try it. You taste Lizzy's favorite candy.

Discard card C085.
Take 2 Action Tokens.

P143

When you cross the passage, your stomach twists. However, you recover quickly. Surprised, you realize that you are standing in the ritual circle again. The surroundings start to ripple subtly, getting blurry.

- Is it your first trip between memories?

You hear a voice behind you. Someone is coming out from behind the black curtain. They materialize slowly, you notice only the shape of a figure for now.

- I think this belongs to you - says the stranger. You look at the note in his hand. You recognize that it was torn from the Book.

Discard card C094.
Discard current location cards and map card together with its tokens.
Discard, if you have, cards C002 C010 C061 C063 C109 C113.
Take card C014.

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P153

P144

You see a repeating signal on the EKG monitor. It looks as if someone's heart has been beating for an eternity. You feel uneasy while looking at the colorful charts. The device is not connected to anyone. What's more, the monitor's cable has been cut in the middle.

Take card C109.

P145

The creature looks at you. You see surprise on its face.

- Oh, so you've been warned to not trust the Keepers. Good, those creatures can be really mean - he says, crumpling a page from the Book, it turns into nothingness in front of your eyes - I'm looking for a friend, but my understanding is you'd rather not help me, huh?

You say nothing. The Keeper shrugs.

- That's what I thought. I'm leaving then... Oh, give my regards to Jennifer!

You open your eyes wide and you want to shout back. But the figure disappears behind the black curtain, leaving you alone. All that's left is for you to follow it.

Discard card C014.

Take location cards L03 L14.

Take card C031.

Set up the room according to the map card.

Take 4 Action Tokens.

Place one of the available Tokens on D2.

Got to P011.

P146

The full moon you see from the window reminds you of the passing time. How long have you been here? Hours, days, maybe years? You remember that the Book mentioned that time can flow differently in other dimensions.

P147

You hear a creak of door slowly opening from the corner of the bathroom. The cuckoo inside one of the clocks is trying to get out, in vain.

Take card C043.

P148

You press the proper combination and you release the padlock. The chest contains Lizzy's favorite childhood toys. The girl was emotionally attached to each of them. She barely ever allowed grown-ups to touch her things. All the more, you are not sure which item you should choose.

Discard cards C011 C089 C101.

Take card C117.

P149

- You weren't really that good of a father - says the Keeper.

- Give her back to me! - you yell.

- Lizzy is free - you bought her out from my power in exchange for your image... You are staying here, Sam. You and your memories belong to this place.

You want to protest but there are no words coming from your lips. The hospital disappears and you find yourself back in the portal. You feel like you're falling down an endless pit. You fall deeper and deeper... Into a foreign demonic world.

End of game.

P150

The carpet on the floor is decorated with colorful, incomprehensible symbols. Have you seen something similar before?

Take card C070.

P151

You take out Jen's death certificate. The Keeper looks at the document for a while, as if he didn't know what to do with it.

- She conducted the ritual before, didn't she? I've seen her memories. She couldn't get pregnant... She thought that a child would bring you happiness so she decided to carry out the ritual. She was lost, like so many before her. She gave us her dream, went insane, and decided to kill herself. And you are giving us her death certificate? It's a very important memory. If someone died, they had to live first...

- Will this be enough to save Lizzy? - you ask anxiously.

- Don't you worry about Lizzy. She is in the hands of the living. And so are you. Your wife however... You gave the memory of her life - says the Keeper, snapping his fingers.

Go to P071.

P152

There is a chair covered with cobwebs next to the safe. You wipe it and see writing on the top.

Take card C102.

P153

Lizzy loved to look at the carousel in her room. The spinning horses and butterflies would help her fall asleep faster. Terrified, you notice that there are razor blades instead of butterflies now.

Take cards C005 C008 C065 C080.

P154

You decide to follow the doctor deeper in the drain. After a couple of steps you feel ground under your feet again. You find yourself in your bathroom. In front of you Jen is sitting on the floor, there are pills surrounding her. You have the feeling of déjà vu. As if you were reliving the moment preceding her death.

- Jen, is it really you? - you say softly, but your wife doesn't seem to hear you.

Discard card C119.

Discard current location cards and map card together with its tokens.

Discard, if you have, cards C009 C048 C082.

Take card C059.

Take location cards L07 L16.

Set up the room according to the map card.

Take 2 Action Tokens.

P155

You pull out the found skull and attach it to the lower jaws that crown the fountain. The water surface glows, presenting you with a vision. You see Lizzy in a hospital bed. For a moment you feel as if she was smiling in her sleep.

Discard card C078.

Take 2 Action Tokens.

P156

You take out the handle and put it in the hole. You feel a slight breeze coming through the open window.

You hear Lizzy's whisper coming from afar.

- Daddy, you can't be upset with Mommy. She did it for us!

You want to look outside but a sudden gust of wind slams the window shut. You cannot open it again. Despite that, your daughter's voice gives you a little bit of comfort.

Discard card C042.

Take 2 Action Tokens.

P157

You enter the code to the padlock on the grate and open it. You start crawling through a narrow tunnel. In front of you, in the distance, you can see another portal. However, you stop in the middle. You hesitate, wondering if you should leave Jen alone or if you should go back to her.

Discard cards C053 C088.

Take card C075.

P158

Under the cobweb, you find three cork boards wrapped with twine and marked with letters. It looks like the creation of a total madman. You take the boards from the wall, trying to place them on the floor in the same way as they were hanging. You are careful not to tangle the crossing twine.

Take cards C009 C048 C082.

P159

Ready to do everything to make Lizzy better, you reach your house in the suburbs. Quickly, you go to the basement and open the Book. You will need a lot of space, silence and several items for the ritual.

Take location cards L01 L18.

Take card C099.

Set up the room according to the map card.

Take 6 Action Tokens.

Place one of the available tokens on B2.

Go to P093.

P160

You sit on the edge of Lizzy's bed. It looks just like you remembered - with one exception. The metal finishing is unusual. When you look closer, you notice that some of the decorations form digits.

P161

At the last moment, you grab the refrigerator door and push at it with your whole body. It resists, but somehow you manage to open it. Inside you see another passage. You quickly turn to the doctor.

- I'm sorry, we can talk now - you say, but there is no one in the room to hear you. But Jen's hypnotic singing from the refrigerator gets louder and louder.

Discard card C062.

Take card C093.

P162

The effect of the lights coloring the water reminds you of something. You've seen a similar fountain during your trip to the theme park. Lizzy couldn't stop looking at it. The fairytale fountain was topped with a statuette of a smiling character. The one in front of you, however, is decorated differently. There is a golden lower jaw on the top.

If you have card C078, read P155.

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P172

P163

The wooden chest with Lizzy's toys hasn't been opened in years. Right next to it, you see one of her fancy puzzles. Clever girl, that's probably the way she hid the code to her treasures. You pull on the padlock but you can't open it. You have to find another way.

Take card C101.

This is a RIDDLE card - check the app.

P164

You enter the code obtained at the tool cabinet and turn the knob. The door opens with a quiet creak. Inside you find candles and next to them, a gun. You almost forgot you had it.

Discard cards C035 C076 C098.

Take card C025.

P165

You see the familiar antlers that once hung at your parents' house. It was your father's souvenir from the times you went hunting together... At least that's what you think at first glance. Someone screwed additional antlers with loose bolts to the original head and described their „work“ with numbers. As if that wasn't enough, there is an occult symbol on the animal's skull.

Take card C058.

P166

The padlock has an unusual construction. It doesn't have a keyhole or number dials. You look at it from all the angles. You have no idea how you would open something like this.

Take card C121.

P167

You manage to open the grate with a code. You enter a dark tunnel. At the end you see a ladder with some writings on it. You pull it into the room.

Discard cards C069 C070 C079 C095.

Take card C032.

P168

Next to the basement door you see a long rod. It used to be the leg of your decorative table in your living room, which you destroyed in fury when you learned about your wife's death. You never managed to fix it. You wonder what you could use it for.

Take card C057.

P169

You place the knobs in the correct positions, the fridge door bounces open. A wider and wider stream of white light seeps through the crack in the door. You hear a familiar melody coming from the refrigerator. Jennifer humming Lizzy's favorite lullaby! You see someone's hand on the door and fluttering medical coat. Your daughter's doctor comes out of the refrigerator and the door behind him slowly closes...

Discard cards C030 C052 C073 C086 C091 C115.

Take card C062.

P170

- Lizzy, it's me! - you yell and try to run to her, but she doesn't react to your presence in any way. You realize that you are still in the other dimension.

- Take me to her! - you beg the Keeper, but he just shakes his head slowly.

- You gave me your own gift... The memory of you. You think it's possible to live without that? You are staying here Sam... Between the worlds.

- No, you won't do that to me! - you yell. You try to grab the Keeper but he disappears, leaving you alone with the vision of your daughter.

Trapped in a nothingness, you follow the everyday life of the world. You observe from another realm how Lizzy leaves the hospital, goes back to school, searches for her missing father... You see all that and you can't stop crying.


End of game.

P171

Something next to you suddenly hits the floor. Under the vision test board, you find half a Ouija board. You remember that similar objects can be used during spiritual seances. There are letters printed on the board, allowing the ghosts to answer questions of the living.

Discard cards C010 C061.

Take card C033.

If you have a card with the  symbol, read 127.

P172

You complete the layout and immediately see how the carpeted surface begins to change, as if someone was working on it with an invisible needle. After a while, embroidered figures and colorful patterns appear on the fabric.

Discard card C056.

Take card C095.

P173

You read the code out loud, in the hope of silencing the skulls. In response to your words, they all fall silent and look your way.

- I knew I'd be first! You can take me, you deserve it - says one of the skulls, then it turns gold. You pick it up from the ground. It's heavy, but you feel it will be useful.

Discard cards C003 C072.

Take card C078.

P174

You hear a quiet grinding noise coming from the mirror. You think it's slightly tilted. Its surface got covered in mist, as if you were suddenly in a sauna. You try to wipe it, but to no avail. The image, reflected in the mirror, is still blurry.

Discard cards C029 C044.

Take card C022.

If you have a card with the ☂ symbol, read P127.

P175

You open Jen's jewelry box. Inside, instead of expensive jewelry, you find... A toilet plunger.

Discard card C064.

Take card C051.

P176

After placing the gears in the correct places, you turn them several times. The wall in front of you flashes as if someone was projecting a movie on it. The colorful figures change shapes and colors. You notice that what you are looking at is the image of Lizzy's toy kaleidoscope.

Discard cards C041 C097 C105.

Take 4 Action Tokens.

P177

You take out a page from the Book with the description of the ritual. The Keeper looks at it indifferently.

- You give me the memory of the conducted ritual? Well, let it be that way - it takes the page of the Book from you. It immediately turns to dust.

- And Lizzy? - you ask.

- Who? - The Keeper seems to be surprised, as if he really forgot who you are talking about.

- My daughter - you explain.

- Ah, the mysterious stranger? The one you performed this ritual for in the memory you've given me? She will wake up. I promise - he says, opening the portal in front of you. On the other side you see the well-known inside of your basement - Go and forget about everything.

Go to P088.

P178

You move some of the pipes and the water in the sink starts to flow again. Only now do you notice a blue book under the sink.

Take card C034.

P173
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P175
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P178

