
Redundant!

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Section 1

The gentle breeze tickles your skin and ruffles your long hair. You smile.

Sitting on coarse, wet sand, your bums can feel every single granule. They massage you.

Your neck and shoulders are burning under the sun, the air is warm, light and smells of... oh, you'll never forget that smell!

Earlier, you watched the clouds for a long time, guessing what they look like (a dog, a tree, a lizard, a sandal...), but now there's something else attracting your attention: you are bent on a hole in the sand, with a plastic spade and a colourful bucket on your side. The hole is full of salty water.

At once, a huge mass of water strikes with immense power, dragging you away. You roll in the foam, immediately losing contact with the sand, salty taste in your mouth.

Laughing.

You flick your eyes open wide and inhale violently: it's like being punched awake.

In the stomach.

Just above your nose there's a flat, grey surface. There's not enough room even to roll on your stomach. You struggle to pass your hand on your face and bald head as your elbow clashes with the satinated surface.

You are confused.

The air is really stuffy and stinks. You feel like being closed in a coffin.

On the right side of the cubicle where you are laying, there's a wide rectangular opening and blinking light pours in.

You feel dizzy.

The HVAC is coughing, a noise that goes straight to your nerves, familiar and deeply annoying at the same time. More noise than air.

You tremble.

Your neck tie vibrates again and you feel better, almost ready to move.

You flex your muscles and listen the joints cracking, while you breath deeply,

You're sweat.

You always struggled to wake up. Maybe it's low blood pressure... and that disturbing childhood dreams, bogging you down even more...

You peer out of your sleeping cubicle, scratching under your neck tie: dark red, satin effect, "E-42" -your qualification and ID code- written on the left side, and "101" -the production site- on the right side.

In front of you, leaning on the stack of sleeping cubicles across the tight leeway, a neighbour: H-16, green neck tie. His cough is disgusting, as if he was about to puke.

H-16 regains control, breathes deeply, raises his face to you and stares for a long moment with hate in his eyes. Then, he turns around and goes to the shower cubicle, shaky.

You almost never speak between neighbours. You know very little of each other beyond what is written on your neck ties and rare eye contact usually reveals plain hate and despise. Such a long and deliberate stare straight in your eyes is really creepy.

You slide out of your sleeping cubicle and realize that the neighbour below you lies down with his eyes wide open and his mouth gaping in a silent scream. You recognize immediately the cause, but still want to make a check: you lift his arm up with no difficulty, then release it and it lowers down slowly, as if it was under water.

He "left".

You saw it plenty of times: colleagues can "leave" with no notice and fall in this sad state. Brain completely burned out, they become like broken marionettes of human meat, unable to make a move.

Surely his neck tie is now transmitting his state and position. In few minutes they'll quietly come and collect him.

To treat him, they say.

You never saw one coming back to work after "leaving".

Maybe they re-introduce them in another position in another site... maybe.

That must have been a malfunction of his neck tie: that's why you wear them night and day. At the start of each production cycle, neck ties take a scan and deliver the right amount of treatment, to prevent you from "leaving".

You have two main characteristics that represent your psychological balance: RAGE and FRUSTRATION. During your adventure, these scores can go freely up and down according to the indications of the text. Whenever your FRUSTRATION score becomes equal to or higher than your RAGE, you "leave": your brain burns out and you immediately lose control of your body, collapsing on the spot. In this eventuality you can only start again from Section 1.

Why did H-16 stare at you with so much hate in his eyes? Did he think that this colleague "left" due to your fault? His neck tie should have re-balanced him at wake up time, but clearly it didn't: this malfunction is the cause, not you!

If he "left" before wake up time, why accusing you? You were sleeping like everybody else in the bedroom! There was nothing you could do, as neck ties kept you all asleep!

Maybe you snored so loud that you caused him the last, decisive bit of frustration? You are all very stressed and sometimes even minor disappointments can make the difference. In the past you came close as well...

You shake your head, uncertain: should you ask directly H-16? You won't get any meaningful answer. Rather guard yourself from him in the future: you never know...

You hear a sound like a shot: the shower is in use.

You reach for the tap with your mouth, swipe the neck tie and receive your nourishing grey slurry straight into your throat. It's not a suspect any more: you are sure that they are slowly but progressively reducing it day by day.

Tasteless, sticky goo, but at least it's some energy into your body.

You hear the shower being activated again: a single, high pressure shot of water and disinfecting agents is sprayed from plenty of side nozzles to the body and immediately power dried away. Efficient and effective. Great water saving with no compromise on hygiene.

Hygiene is important, when so many people live in such a small place. Saving water too.

After the familiar shot of water, this time you hear an unfamiliar noise: a body hitting the walls of the shower cubicle.

Loud swearing.

During last few weeks one array of nozzles didn't function properly, so you had to lean on the opposite side, holding on to the handles with all your strength, to avoid being blown away by the unbalanced shots of water. In fact, water is high-pressure shot from all directions at the same time with such a power that, if an array of nozzles is not working, you're simply blown away.

Before going to bed last time, you noticed a new array of chrome nozzles installed, but you haven't tried them yet.

H-16 is swearing loud and with such a desperate tone in his voice that you jump back to your cubicle, just on time to avoid him coming out furious.

Face covered in blood, eyes wide open and full of rage, mouth bent on a side (did he dislocate his jaw already?), bloody foam in his mouth (bitten tongue?), punching the ceiling over his head (did he break his knuckles?), he kicks aimlessly in the small space. You hear his bones crack, his joints pop, his swearing blur into a primal scream, bubbling through the foam in his throat, eyes upturned.

In few seconds, he's on the floor, muscles flexing randomly like ropes under the skin.

Another one "snapped".

If at any point your RAGE score doubles your FRUSTRATION, you "snap": you lose control of your body, your muscles start flexing so unpredictably and violently that they dislocate your joints and, after a brief but painful struggle, you fall helpless on the floor. If this happens of course you can't progress with your adventure

any more and have to start over from Section 1.

Your initial FRUSTRATION score is 100 and your initial RAGE score is 150 (they are reset this way by your neck tie every time you wake up) and during the production cycle they can change freely until next production cycle (that's how you call the day!), when a new reset is made.

In fact, after your childhood, all your life was a fine balancing act between rage and frustration.

Make sure you track all the time your RAGE and FRUSTRATION in order to know if and when you risk "leaving" or "snapping". You can find an Adventure Sheet at the end of this adventure to support your tracking. If you want, you can make a copy and keep it always alongside while you read.

It is often difficult to say how much an action will influence your RAGE and your FRUSTRATION, as sometimes little things are disproportionately annoying, so you won't know exactly the effect of your actions on your scores in advance.

While H-16 "snapped", some neighbours came back from work to sleep in the vacated cubicles. They stepped back to avoid injury and now are moving to the sleeping cubicles. At the same time, other neighbours just woke up and are going to shower, leaving their cubicles free.

You recall your meeting schedule.

Take a note of it, as you'll have to check it several times during this adventure.

00:03 Meeting with your Mentor in room Ny-4 (Meetings area)

00:14 Meeting with your Manger in room Iota-4 (Meetings area)

00:18 Meeting with the Daily Planning Manager in room Kappa-4 (Meetings area)

00:23 Meeting with Line C Team (that you manage) in room My-4 (Meetings area)

00:27 Meeting with the Training Manager in room Theta-4 (Meetings area)

00:28 Meeting with Utilities Planning Team in room Lambda-4 (Meetings area)

00:30 Production re-start in Workshop 4 (Production area)

You focus on the lower left side of your vision and you can notice it's 00:00 for you!

During the first part of this adventure it's important to keep track of time as it will determine if you'll turn up late to your meetings or not.

In the Adventure Sheet at the end of this adventure you can find the TIME tracker: keep it updated, ticking the TIME boxes according to the indications given, so you will always know what the time is.

Don't forget that you can also decide to wait and let time pass, by ticking TIME boxes whenever you want, even if you are not specifically instructed to do so, for example to be spot on time for a meeting instead of being early.

00:00 is the starting time of your "production cycle".

You seriously risk being late!

You need to shower, wear a clean one-piece suite and go to the teleporter, but you're still in your sleeping cubicle (you went there in order to avoid the rage of H-16 while he was snapping) and etiquette requires that you give precedence to your neighbours already standing in the leeway.

At the end of each Section you'll be given some option about how to progress your adventure and you can choose as you prefer.

Each choice is linked to another Section and you'll have to turn to the new Section as indicated. This means that, after Section 1 you won't read Section 2, 3, etc. in numeric order, but you'll have to jump between the various Sections depending on which course of action you'll choose.

If you want to wait for your standing neighbours to go to the shower or to their sleeping cubicles first, turn to Section 17

If you want to jump out of your sleeping cubicle and do your best to get into the shower first, pushing everybody else out of your way, turn to Section 8.

Section 2

You are facing the EJ-161 at two or three steps from you, perfectly still. It seems coiled and ready to attack, but it might be just your impression.

Internal speakers repeat over and over the same words: "Lie down prone with your arms wide open, please"

If you want to lie down as instructed, hoping to play some trick later on, turn to Section 48

If you want to punch its face, turn to Section 9

If you want to throw a low kick, turn to Section 11

If you want to back pedal, turn to Section 94

If you want to turn around and run away, turn to Section 31

If you want to move sideways to your right, turn to Section 51

If you want to move sideways to your left, turn to Section 92

If you want to charge frontally, turn to Section 16

Section 3

You look down and nod, even if he mentioned a position that you never applied for and forgot to mention the position on site that you actually applied for.

Increase your FRUSTRATION score by 5 points.

Your Manager M-6 says: "OK, now let's review your main projects..." he touches his keyboard and the holo-projector generates a view of Project Grammikos Key Performance Indicators. You are particularly proud of how you are delivering this project as you are ahead of plan and below budget, due to some great initiatives you had and despite many problems and inconveniences that didn't depend on you.

M-6 shakes his head and says: "That's terrible: 61 out of 64 Key Performance indicators are red!... How can I present an acceptable performance review for you on next round?"

Increase your FRUSTRATION by 6 points and tick one TIME box.

If you want to look down and nod, turn to Section 96

If you want to politely highlight the fact that all red indicators are below target by a whisker (typically, by less than 0.5%, in some case even by 0.01%), but you are significantly ahead with project delivery percentage and resource usage, turn to Section 71

Section 4

"TEST AREA C"

If both boxes under this Section number are ticked, turn immediately to Section 78

If only one of the boxes under this Section number is ticked, then tick also the other one and turn immediately to Section 26

If no box under the Section number is ticked, then tick one box and read on.

As soon as you materialize in this area, you are immediately pushed away from the teleporter by coriaceous rubber limbs.

"Lie down prone with your arms wide open, please"

You recognize it: it is the metallic voice of an EJ-161, a very old robot designed to restrain humans in

case of riots, from a time when that was still a risk. Its purpose is not to kill, but to contain and incapacitate. It's a four-limbed, headless robot covered in rubber.

You thought they were scrapped ages ago, but clearly some are still stored at production site 101 and this seems perfectly functioning as well!

One of your first jobs on site, as a teenager, was to design improved containment measures for its positron battery... Positron battery! Exactly what you need to provide the power boost to the teleporter for accessing +z or -z coordinates, where safety exits are most likely to be!!!

Now you just need to "convince" this EJ-161 to give up its battery... easier said than done!

This EJ-161 won't allow you close to the teleporter unless you manage to de-activate it.

Write on your Adventure Sheet the codeword "Clubs".

If you want to lie down prone as instructed, hoping to have a chance to play some trick later on, turn to Section 48

If you want to fight the EJ-161 and win this way its positron battery, turn to Section 94

Section 5

"WAREHOUSE 12"

This room used to store plenty of potentially useful tools and components, but clearly it was hit by an electromagnetic blast, that is a military weapon designed to destroy all electronic and positronic equipments, so now the room is full of useless junk.

The teleporter is rebooting, with the aid of its emergency circuit, so at least you can leave the room.

What manual command do you want to activate?

For +x, turn to Section 19

For -x, turn to Section 52

For +y, turn to Section 6

For -y, turn to Section 68

Section 6



"WAREHOUSE DELTA"

If both boxes under this Section number are ticked, turn immediately to Section 78

If only one of the boxes under this Section number is ticked, then tick also the other one and turn immediately to Section 10

If no box under this Section number is ticked, then tick a box and read on.

As soon as you materialize in this warehouse you freeze, as you recognize the globe on the ceiling: it's an old safety device that shoots plasma impulses to all intruders. Everything in the room is covered by a special paint that is recognized by the sensors and any object or person that is not covered in that special paint is considered an intruder.

This safety device is now outdated, as plasma impulses require much more energy than the most recent laser beams.

You remember that the device is powered by two positron batteries in parallel and with three positron batteries you can power up the teleporter and access +z or -z coordinates, where you guess are the safety exits from this doomed site. Safety exits in fact are further away from production site 101, so the teleporter needs extra energy.

You analyse carefully the situation for a few minutes, covered by the teleporter cabin: there is a switch on the wall, approximately at the level of you arm fully extended upward. You can sneak under a small table in the room while maintaining the cover and then you can push it, still staying under cover, until you reach just below the switch. Then, reaching for the switch is the problem. The plasma impulse is faster than you, so you can't risk reaching out with your arm.

You can't think of many options to solve this problem: you can rip the shoes off your one-piece suite, throw one across the room (it will be blasted) and immediately after you can throw the other to the switch or reach out with your hand, while the plasma device is re-charging. Unfortunately, you have no idea of how long it will take to recharge the plasma rifle or if it can shoot two targets at the same time.

Losing your shoes isn't a practical problem (they are in awful conditions anyway and the floors on site are generally OK), but it's more a social acceptability issue.

If you think that the risk is too high, you can always go away, find something useful for this situation and come back.

If you still have both shoes and want to throw a shoe across the room (decoy) and another to the switch, turn to Section [86](#)

If you still have at least one shoe and you want to throw it across the room (decoy) and jump to switch off the safety feature, turn to Section [43](#)

If you prefer activating a manual command of the teleporter and going away:

for +x, turn to Section [74](#)

for -x, turn to Section [63](#)

for +y, turn to Section [50](#)

for -y, turn to Section [88](#)

Section 7

You have a meeting with Utilities Planning Team in meeting room Lambda-4 at 00:28.

What's the time? Check your adventure sheet at the last page and the related TIME ticked boxes that indicate the time.

If you ARE NOT early, turn immediately to Section [62](#)

If you ARE early, read on.

You swipe your neck tie and enter. In the room there is a middle-aged man with a grey neck tie, typing frantically. On the holo-screen you can see that he's preparing a presentation:

"New codes for manual hazards disabling during maintenance activities:

Mobile installations: 0011

Fixed installations: 0022"

Your entrance startled him. He blushes and mumbles something apologetically.

You reassure him: "No problem: I'm a bit early."

He has a sigh of relief and says: "Giving last touches to the presentation... thankfully there is still some time for last minute corrections..."

You retreat back to the corridor, nodding.

Tick one TIME box and reduce your FRUSTRATION by 14 points.

You check the time worried (*see your adventure sheet at the last page and the related TIME ticked boxes*) and then decide which meeting room you want to enter.

For meeting room Theta-4 turn to Section [38](#)

For meeting room Iota-4 turn to Section [56](#)

For meeting room Kappa-4 turn to Section 28

For meeting room My-4 turn to Section 83

For meeting room Ny-4 turn to Section 39

Section 8

You jump out of your cubicle and violently push everybody out of your way. You're not used to touch your colleagues and the contact with their soft, sweat bodies is disgusting.

They are similarly disgusted by you and unpleasantly surprised by your weird behaviour. Cursing you, they move out of your way, probably expecting you to snap in seconds.

The curses and the situation increase your RAGE score by 15 points, but you're not going to snap right now as they hope!

You reach in seconds the shower cubicle with the new array of chrome nozzles.

If you expect balanced shots of water from every direction around you and therefore you stand in the middle of the shower as normal, turn to Section 75

If you expect the new nozzles to be more powerful than the old ones and therefore you want to brace and lean towards them, to compensate for the imbalanced shots of water, turn to Section 15

If you expect the new nozzles still not working despite replacement and therefore you want to brace and lean towards the opposite side, to compensate for the imbalanced shots of water, turn to Section 22

Section 9

You throw a punch to the EJ-161 face and your fist finds only air.

What a stupid move! The EJ-161 doesn't even have a head! There is no face for you to hit!

Increase your FRUSTRATION by 8 points.

"Lie down prone with your arms wide open, please"

The robot tries to grab you with both arms around your chest. If it locks its hands behind you, it will force you into submission.

Toss a coin to check if you manage to roll away or not.

Head: turn to Section 48

Tail: turn to Section 46

Section 10

"WAREHOUSE DELTA"

Dim emergency lights and complete lack of noise suggest that this workshop had an electromagnetic blast: all electronic and positronic devices, including positron batteries, are now just useless junk.

There's nothing interesting any more, in this location.

Luckily, the teleporter is rebooting, after its fail safe interlock protected its circuits, and you can use it to get out of this room.

What manual teleporting command do you want to activate?

for +x, turn to Section 74

for -x, turn to Section 63

for +y, turn to Section 50

for -y, turn to Section 88

Section 11

You deliver a nice low kick, but the EJ-161 is too strong and heavy for you on this occasion. Your leg hurts!

Increase your FRUSTRATION by 2 points.

"Lie down prone with your arms wide open, please"

The robot tries to grab you with both arms around your chest. If it locks its hands behind you, it will force you into submission.

If you want to lie down prone as instructed, hoping to play some trick later on, turn to Section 48

If you want to back pedal, still facing the EJ-161, turn to Section 94

You can also try jumping on the EJ-161 and wrestling the positron battery away from it: you may succeed or you may have to disengage and roll away or you may be forced in a submission position by the robot. *If wrestling is your choice, toss a coin and turn to the relevant section as instructed below:*

if you had head, turn to Section 46

if you had tails, turn to Section 48

Section 12

"WAREHOUSE 12"

If both boxes under this Section number are ticked, turn immediately to Section 78

If only one of the boxes under this Section number is ticked, then tick also the other one and turn immediately to Section 5

If no box under this Section number is ticked, then tick a box and read on.

This area is clearly a safe warehouse, with the safety feature provided by a barrier of laser beams changing their trajectories every few seconds. They are clearly visible in the slightly dusty atmosphere.

On the other side of the laser fence you can see, amidst plenty of unknown components and spare parts, two positron batteries! Exactly what you need to provide the extra power boost required for the safe exits +z or -z!

The laser beams can easily cut you down to pieces, but you notice that there is a Utility keyboard to allow disabling the lasers.

Once disabled, typically the lasers will be replaced by led lights of the same colour, so that they'll look exactly the same, but are harmless. If the wrong code is entered, the lasers will be only temporarily replaced but when a presence will be detected, they will re-activate.

If you know the disabling code, you can add it to the number of this Section and go there.

In alternative, you can try using a shiny piece of metal that you found on the floor to deflect as many lasers as possible and make it to the other side of the laser web (*please notice that this counts as an object and if both your hands are already full you have to drop another object to pick up the mirror*).

Of course, you can always give up and go back to the teleporter.

If you want to activate the teleport with a manual command:

for +x, turn to Section 4

for -x, turn to Section 40

for +y, turn to Section 61

for -y, turn to Section 20

If you want to try passing through the laser web using the shiny piece of metal to deflect them, turn to Section 23

Section 13

You swipe your neck tie and enter, feeling unclean and foul smelling. Your Manager, wearing an immaculate one-piece suit, doesn't even look at you while you take a sit. He's checking something on the screen, scratches his bald head and says, keeping his eyes always on the screen: "You may already have the update from E-17 about your application for production site 066..."

You jump on the chair, as you never made an application for production site 066 and you'd never apply there in your right mind: everybody knows that site 066 is soon going to be made redundant! You actually made an application for an internal promotion.

"...the number and profile of applications for this position have been unusually high and I regret to communicate that on this occasion you were unsuccessful."

Tick one TIME box.

If you simply nod, turn to Section 3

If you say that you never applied to site 066, but rather for an internal promotion on site, turn to Section 65

Section 14

"WORKSHOP 6-B"

The pool of liquid is unpleasant and gives you some burning sensation, but it's bearable.

Eventually you reach the other side and find a safety shower that you use immediately. Your one-piece suite is at its worst: shameful!

There are two devices with a positron battery each and you easily extract them: they have the same lot number, ending in "009".

The retractable bridge on the return is in working conditions, so you can go back to the teleport with no problem.

If in this room you have in total three positron batteries available, you can try connecting them serially to power up the teleporter and enter a +z or -z destination: they are the most likely to lead to a safety exit, but also the most distant, hence the need for the extra power.

Which manual command do you want to activate on the teleporter?

for +x, turn to Section 68

for -x, turn to Section 61

for +y, turn to Section 52

for -y, turn to Section 4

for +z, turn to Section 54

for -z, turn to Section 25

Section 15

You quickly undress and, guessing that the new array of nozzles will spray water at higher pressure than the old ones, you lean towards the nozzles in order to compensate for this.

When you push the shower button, you violently crash to the side wall next to the new nozzles: they didn't work and all other nozzles hit you with such a power that they blew you away! Probably the new nozzles have been installed but not yet connected.

You are furious, while the quick power dry routine completes in a few seconds.

Increase your RAGE score by 15 points.

You check the box for your clean one-piece suite.

Nothing.

Laundry service is down again!

Your one-piece suite is simple and minimal: doesn't even have pockets!

During your normal working life, you don't need to bring objects with you. However, if in this adventure you'll decide to carry something, you can take only two objects in your two hands. If you find a third object that you want to take away, you'll have to drop something else. You'll be able to take back an object that for some reason you dropped momentarily, before leaving a room, but of course not if you are escaping!

Don't worry: even with objects in both hands you'll be able to enter simple codes in keyboards, using your knuckles. That happens often in Production.

You have to wear again the clothes you used during last few days. This underground hive is very warm, so cold temperatures are not a problem, but you are now dressed in rags, so worn that your skin is visible in too many places. Even worse, you feel unclean and the fact that most colleagues are in similar conditions doesn't make you feel better.

Being filthy, in an overpopulated society like this, is socially unacceptable and you feel even more furious about all these inconveniences.

Increase your RAGE by 12 more points.

You rush out of the bedrooms area where you belong and reach to the teleporters.

Tick one TIME box.

Teleporters are your usual transport between areas: they look like man-sized boxes with simple keyboards, where you can enter a code and be teleported to another identical box somewhere else.

You haven't worked on teleporters insofar, so you don't know in detail how they work, but they are very safe transports. Teleporters are power-thirsty and delicate as well. They often fail their internal health checks and go out of service. Using an out of service teleporter can be very dangerous, as part of your body may be teleported and part stay behind, killing you straight away.

What hits you every time you teleport, is the terrible stink of the place where you materialize: every area has a characteristic smell and it takes a while to get used to it. For example, bedroom areas stink like acid sweat, meeting rooms like rotten mould, each production areas has a different chemical zing and so on. After a life of teleportations, it's still a shock every time.

As far as you know, there isn't actually a walkable route connecting all the various areas of the site. Perhaps there is some Utilities connection, such as HVAC pipework or electric cables, but you never worked in Maintenance or Assets, so you can't know it for sure. Theoretically, sleeping areas could be at huge distances from production areas and offices (even in different planets!), but it wouldn't make sense, as long distances require huge amounts of energy for teleporting between them and wouldn't be really practicable.

Unfortunately, today five teleporters out of six are out of order, so the queue for the only working one is massive. On top of this, the colleague currently in front of the queue (a blue neck tie, O-86) seems in difficulty and is taking more time than necessary.

If you want to wait patiently for your turn, tick 3 TIME boxes in your Adventure Sheet at the end of this adventure and turn to Section **29**

If you want to help your struggling colleague, turn to Section **24**

If you want to jump the queue, kick him away and teleport yourself to your office area, turn to **42**

Section 16

You charge frontally the EJ-161, but the robot is too hard and heavy for you to wrestle.

Increase your FRUSTRATION by 5 points.

"Lie down prone with your arms wide open, please"

The robot tries to grab you with both arms around your chest. If it locks its hands behind you, it will force you into a submission position.

Toss a coin to see if you manage to roll away in time or not.

Head: turn to Section [48](#)

Tail: turn to Section [46](#)

Section 17

Waiting for your turn at the shower is very boring, especially knowing how little time you have before your first meeting.

Raise your FRUSTRATION by 10 points and tick 2 TIME boxes.

You hear the colleagues in the shower sometimes crashing on the side walls, sometimes not. When they come out of the shower, after the high-pressure shot of water and the power drying, they look so upset that nobody dares talking to them. Some bleed, some are uninjured, but anyway furious.

The shower takes just a handful of seconds to wash and dry a person, so it will soon be your turn.

If you want to ask them for information about the shower, go to Section [21](#)

If you don't want to ask for information, eventually you reach the shower cubicle with the new array of chrome nozzles.

If you want to stand in the middle of the shower as usual, expecting the due balanced shot of water from every direction, turn to Section [75](#)

If you expect the new nozzles to be more powerful than the old ones and therefore you want to brace and lean towards them to compensate for imbalanced shots of water, turn to Section [15](#)

If you think that the new nozzles are still disconnected and therefore you brace and lean to the opposite side to compensate this way for imbalanced water pressure, turn to Section [22](#)

Section 18

"TEST AREA H"

You finally take into your hands the positron battery, while the EJ-161 goes idle on the floor! The lot number of your battery finishes with "009".

Score the codeword "Hearts" from your Adventure Sheet. If you don't have any other codeword on your Adventure Sheet (even scored off), you can choose to increase or reduce either your RAGE or your FRUSTRATION score by up to 18 points.

If you want to take with you the battery, please remember that you can only carry two objects at the same time (in your hands), so you may have to drop something else. In alternative, if you have two more positron batteries with you (this one would be the third), you can try activating the commands +z or -z (the most likely to take you to a safety exit) on the teleporter in this room.

Teleporting to coordinates +z or -z requires an extra energy shot that isn't currently available in the power grid, as they usually redirect to safe locations further away than current range. However, with three positron batteries, you can make a serial connection and provide this way the extra power required for +z or -z.

What manual command do you want to activate on the teleporter?

for +x, turn to Section [20](#)

for -x, turn to Section [6](#)

for +y, turn to Section [40](#)

for -y, turn to Section [19](#)

for +z, turn to Section [54](#)

for -z, turn to Section [25](#)

Section 19

□ □

*"WAREHOUSE 19"**If both boxes under this Section number are ticked, turn immediately to Section 78**If only one of the boxes under the Section number is ticked, then tick also the other one and turn immediately to Section 70**If no box under the Section number is ticked, then tick one box and read on.*

This room is clearly a safe warehouse and the safety feature is provided by a row of four wheeled robots equipped with some artificial intelligence and laser rifles. From the leds on their bodies, you can see that they are idle, but ready for action as soon as an intruder enters their patrol zone (there are hi-visibility warning lines drawn on the floor). Old models, but very reliable ones.

On the other side of the robots you can see, amidst plenty of unknown components and spare parts, two positron batteries! Exactly what you need to provide the extra power boost to access the safety exits at coordinates +z or -z!

The laser beams can easily cut you down to pieces, but you notice that there is a utility keyboard to allow disabling the anti-intrusion function of the guardian robots.

If you know the disabling codes, you can add them to the number of present Section and turn to that Section.

In alternative, you can try making a long jump from side to side of the hi-visibility warning lines, hoping that the robots are alerted by pressure plates between the hi-visibility lines. The distance should be just within your reach.

If you want to jump beyond the hi-visibility lines, turn to Section 41

Of course, you can also give up and go back to the teleporter.

Which manual command do you want to input?

for +x, turn to Section 37

for -x, turn to Section 88

for +y, turn to Section 74

for -y, turn to Section 81

Section 20

□ □

*If both boxes under the Section number are ticked, turn immediately to Section 78**Otherwise, tick one box and read on*

You materialize in a tiny room: in fact even the teleporter can just fit in!

You feel breathless and panicky!

You notice that the manual controls of this teleporter are operative: you frantically punch in the keyboard the manual code for your next destination.

For coordinate +x, turn to Section 63

For coordinate -x, turn to Section 74

For coordinate +y, turn to Section 12

For coordinate -y, turn to Section 37

Section 21

You are not used to talk with your colleagues outside work, so asking information as they come out of the bathroom requires some effort.

They don't seem to appreciate it and reply with quick glances of rage and hate. Not a single word.

Raise your FRUSTRATION score by 2 points.

Eventually, it's your turn for the shower cubicle.

If you want to stand in the middle of the shower as usual, expecting the due balanced shot of water from every direction, turn to Section 75

If you want to brace and lean towards the new nozzles, expecting them to be more powerful than the old ones and you compensate this way for the imbalanced shot of water, turn to Section 15

If you want to brace and lean towards the opposite side to the new nozzles, expecting them to be out of order and you compensate this way for the imbalanced shot of water, turn to Section 22

Section 22

You quickly undress, guessing that the new array of nozzles is possibly installed but not yet connected, so you lean to the opposite side in order to compensate for this.

When you push the shower button, you find that the unbalanced water shots and your leaning away from the new nozzles compensate each other.

You got it right!

This reduces your FRUSTRATION by 15 points.

You reach for the box with your clean one-piece suite.

Nothing.

Laundry service is down again!

Your one-piece suite is simple and minimal: doesn't even have pockets.

Usually you don't need to carry objects with you, but if you'll decide to take something you during this adventure, you can use only your two hands. This means that you can carry maximum two objects. If you find another one, you'll have to choose which one you want to take with you. If you drop an object in a room, you'll be able to take it back before leaving the area if you have a free hand, but not if you are escaping, of course!

Even with objects in both hands, you'll still be able to enter simple codes in keyboards using your knuckles.

You wear again the clothes that you used during last few days. The temperature in this underground hive is high, so cold conditions are not a problem, but you, like many other colleagues, are now dressed in rags, so worn that patches of your skin are visible here and there. Even worse, you feel unclean.

Being filthy, in an overpopulated society like this, is socially unacceptable and you feel humiliated by this inconvenience.

Increase your FRUSTRATION by 15 points.

Finally, you rush out of the bedrooms area and go to the teleporters.

Tick one TIME box.

Teleporters are your usual transport: they look like man-sized boxes with simple interactive keyboards, where you can enter a code and materialize into another teleporter somewhere else.

You haven't worked on teleporters insofar, so you don't know in detail how they function, but they are very reliable transports. Unfortunately, they are quite delicate as well and often out of service. Using a malfunctioning teleporter can be very dangerous: part of your body may be teleported and part may stay behind, killing you straight away. Of course there are plenty of self-diagnostic routines and fail safe features.

What hits you every time you teleport, is the terrible stink: every area has a characteristic smell and

it takes a while to get used to it. For example, bedroom area stinks like acid sweat, meeting rooms like rotten mould and so on. After so many years of teleportations, it's still a shock every time.

As far as you know, there isn't actually a walkable route that connects all areas of the site. There may be some Utilities connection, such as HVAC pipes or electric cables, but you never worked in Maintenance or Assets, so you can only guess. Theoretically, areas could be at huge distances from each other (even on different planets!), but it wouldn't make much sense, as teleporting energy requirements increase disproportionately with distance and too long ranges wouldn't be really practicable.

Unfortunately, today five teleporters out of six tripped, so the queue for the only working one is massive. Moreover, the colleague currently in the only working teleporter (O-86, a blue neck tie) is in difficulty and wasting everybody's time.

If you want to wait patiently for your turn, tick 3 TIME boxes in your Adventure Sheet at the end of this adventure and turn to Section **29**

If you want to help the struggling colleague, turn to Section **24**

If you want to jump the queue, kick the moron away and access immediately the teleporter, turn to **42**

Section 23

"WAREHOUSE 12"

Your plan is a complete failure: while you try walking through the web of beams, they all change directions and cut your body in pieces.

Lasers cut your body neatly and relatively painlessly. Before losing consciousness, you manage to smell your own burnt flesh: sweet and disgusting.

You won't forget it until you die.

Section 24

O-86, very embarrassed, is fumbling with the keyboard as he's holding back everybody else. Hate is thick in the air.

You dare speak: "Can I help you?"

"No, thanks." he replies with a tense voice.

"But..." -you try to say- "NO THANKS!" he replies, full of frustration "let me finish this without further delay. Go back to your place in the queue!" he's very red-faced, almost purple.

All the colleagues in the queue pretend they are not looking at you, but you see they hate you even more than the blue collar.

Tick one TIME box and increase your FRUSTRATION by 7 points.

At this point you can either go back to the start of the queue and wait patiently until it's your turn to teleport (*tick 4 TIME boxes*) by turning to Section **29**

or you can release your anger and kick that moron out of the teleporter by turning to Section **42**

Section 25

In order to activate the option -z in the teleporter, you need to provide a power boost with three positron batteries serially connected. If you have less than three positron batteries, you shouldn't be reading this Section.

If two or three positron batteries have the same lot number, turn immediately to **66**

If the three positron batteries have three different lot numbers, turn to **100**

Section 26

"TEST AREA C"

There is no noise and no movement in this area any more. Clearly the area had an electromagnetic blast and all electronic and positronic devices are now useless junk.

Luckily, the teleporter is rebooting, after the fail safe interlock protected its circuits, and you can use it to get out of this room.

Which manual command do you want to trigger?

for +x, turn to Section [50](#)

for -x, turn to Section [12](#)

for +y, turn to Section [67](#)

for -y, turn to Section [63](#)

Section 27

M-6 scratches a scar above his left ear and seems to concentrate. You recognize that expression after so many years: he's wired in!

You mechanically scratch a couple of scars on your head as well: your implants have been searching for network for so many years that you don't pay attention to the "disconnected" error message any more! You assumed that the same happened to everybody... obviously not. Probably they changed network standards so that only high level neck ties can connect. Maybe it's a consequence of radiation disruptions on communication; maybe it's just a way to control information...

He shakes his head: "Production site 013 is perfectly aligned or ahead of target for all intermediate parts deliveries."

You can't avoid replying: "But they didn't deliver to this project!"

Head shaking doesn't stop: "Obviously that missed delivery must be compensated by other deliveries ahead of plan... there's no point in filing a complaint against a production site with such a good service record: it would be surely rejected. YOU have to find a workaround... Can you assemble all the other components, apart from the one from 013?"

"Yes, but..." you start, and he immediately interrupts you: "You see?!? You see?!? YOU are the roadblock! DO THAT, instead of blaming the world, as usual!"

He didn't let you say that you can assemble all the other components, but without the support beam the vibration level would prevent any kind of meaningful testing.

Increase your FRUSTRATION by 21 points.

M-6 is again scratching his head, this time on the back. He seems worried by some very urgent issue: "I have to leave urgently... Sounds like we have again a problem with same-batch positron batteries in serial connection... Wait here until I come back."

You are left alone in the room, with the KPIs up on the holo-projector for five minutes.

Tick five TIME boxes.

Three colleagues with green neck ties enter the room, look at you and state impersonally: "Please vacate this room. As you can check, it's booked for us."

If you want to nod and vacate the room, turn to [62](#)

If you want to stay and forcibly occupy the room, turn to [60](#)

Section 28

You swipe your neck tie and enter. The room is empty and the holo-screen is showing a presentation: "Evidence of repeated catastrophic failures in serial connections of positron batteries with the same batch number".

You never heard about this before, but your experience with positronic devices is quite limited.

There is nothing for you to do here, so you turn back to the corridor. Unfortunately, you find that the door is stuck!!!

You make your best efforts to open the door, unsuccessfully. Finally, somebody hears you through the noise-proof door and opens from outside.

What a nightmarish experience! You are sweat and furious.

Increase your RAGE score by 25 points.

You check the time worried (*see your adventure sheet at the last page and the related TIME ticked boxes*) and then decide which meeting room you want to enter:

for meeting room Theta-4 turn to Section 38

for meeting room Iota-4 turn to Section 56

for meeting room Lambda-4 turn to Section 7

for meeting room My-4 turn to Section 83

for meeting room Ny-4 turn to Section 39

Section 29

You are in a corridor with several doors: they are the meeting rooms that you can access.

Plenty of busy colleagues are rushing from door to door, carefully avoiding touching each other or making eye contact by mistake, like in a crazy ballet. You don't know most of them (the colours of their neck ties are all that you need to know) and the few that you know, you'd rather not: you don't want to speak nor make eye contact with them.

You check the time worried (*see your Adventure Sheet at the last page and the related TIME ticked boxes*) and then decide which meeting room you want to enter:

for meeting room Theta-4 turn to Section 38

for meeting room Iota-4 turn to Section 56

for meeting room Kappa-4 turn to Section 28

for meeting room Lambda-4 turn to Section 7

for meeting room My-4 turn to Section 83

for meeting room Ny-4 turn to Section 39

Section 30

"WAREHOUSE 19"

You feel very tense, as you can't be absolutely sure that your code is correct, but you manage to walk safely through the hi-visibility lines unharmed and reach the two positron batteries!

They are both from the same batch, with a number ending with "042". You breathe a sight of relief: this could really help you escaping the doom of production site 101.

You can choose to reduce either your RAGE or your FRUSTRATION by 25 points.

If you don't want to use the positron batteries immediately in this room, you can choose to carry with you one or both of them, as long as you remember that you can only carry two objects at the same time in your hands, so you may have to drop something else.

Teleporting to coordinates +z or -z requires an extra energy shot that is currently not in the system, as they redirect to locations that are further away than the others. However, if you have three positron

batteries available for you in this room, you can make a serial connection and provide this way the power required for activating commands +z and -z.

Which command do you want to activate in the teleporter?

for +x, turn to Section 37

for -x, turn to Section 88

for +y, turn to Section 74

for -y, turn to Section 81

for +z, turn to Section 54

for -z, turn to Section 25

Section 31

You turn around from the EJ-161 and run away.

"Lie down prone with your arms wide open, please"

A rubbery limb taps the side of your ankle, causing you to trip and fall headlong on the floor.

Increase your FRUSTRATION by 6 points.

The EJ-161 immediately tries to force you into a submission position.

Toss a coin to see if you manage to roll away in time or not.

Head: turn to Section 46

Tail: turn to Section 48

Section 32

"TEST AREA S"

There is no noise and no movement in this area any more. You have no doubt now: the area had an electromagnetic blast and all electronic and positronic devices turned into a pile of useless junk.

Luckily, the teleporter is rebooting, after its fail safe interlock protected its circuits, and you can use it to get out of this room.

Which teleporter command do you want to enter?

for +x, turn to Section 67

for -x, turn to Section 81

for +y, turn to Section 37

for -y, turn to Section 12

Section 33

What's the time? You can check it in the Adventure Sheet on the last page of this adventure: the number of ticked TIME boxes will give you the corresponding time.

Your meeting with your Mentor E-17 was planned to be held between 00:03 and 00:14.

How late are you?

If 00:14 are passed already, tick one TIME box and turn immediately to 53

If it's not 00:14 yet, read on.

You swipe your neck tie and enter, but the meeting room is empty.

Probably your Mentor came in spot on time as usual and then immediately left, as you didn't turn up.

At last meeting your Mentor took the action of discussing with the relevant Recruitment Manager about your application for an internal promotion that you are very keen on.

Your Mentor is always very busy and it will be difficult re-scheduling this meeting any time soon.

Increase your FRUSTRATION score by 12 points and tick one TIME box.

Now you can only go back to the main corridor by turning to Section 29.

Section 34

"WAREHOUSE 12"

You feel very tense while you walk through the laser web and reach the two positron batteries unharmed!

Both batteries are from the same batch, with a number ending with "018". You breathe a sight of relief: this may really help you escaping the doom of this site!

You can choose to reduce either your RAGE or your FRUSTRATION by 25 points.

If you don't want to use the batteries right now, you can take one or both of them with you, as long as you remember that you can only carry two objects at the same time in your hands, so you may have to drop something else.

Teleporting to coordinates + or - z requires an extra energy boost, as the power grid is now very low and teleportation to far safety exits requires plenty of energy.

If you have three positron batteries available for you in this room, you can make a serial connection and provide this way the power required for activating commands +z and -z.

Which command do you want to activate?

for +x, turn to Section 4

for -x, turn to Section 40

for +y, turn to Section 61

for -y, turn to Section 20

for +z, turn to Section 54

for -z, turn to Section 25

Section 35

Your low swing is nicely executed, hits the bend of the knee again and sends the EJ-161 down on four legs.

However, the internal speaker doesn't falter: "Lie down prone with your arms wide open, please"

Increase your RAGE by 6 points.

If you want to hit again with your metal bar, trying to crush the robot to the floor, turn to Section 82

If you want to kick the side of the robot, turn to Section 85

If you want to throw the metal bar away and jump on the robot, trying to wrestle the positron battery away from it, turn to Section 87

If you want to take the chance, throw the metal bar behind your shoulders and run for the teleporter, turn to Section 99

Section 36

"WORKSHOP 6-B"

The dim emergency lights and the complete lack of noise suggest you that this workshop had an electromagnetic blast: all electronic and positronic devices, including positron batteries, are now useless junk.

Luckily, the teleporter is rebooting, after its fail safe interlock protected its circuits, and you can use it to get out.

Which command do you want to trigger?

for +x, turn to Section **68**

for -x, turn to Section **61**

for +y, turn to Section **52**

for -y, turn to Section **4**

Section 37

□

"BIO-UNIT K-6 - biohazard"

*If the box under the Section number is ticked, turn immediately to Section **78***

Otherwise, tick the box and read on

When you materialize in this room, the smell of disinfectants makes you sneeze for a while. When you get used to the stinky smell, you look around and realize that this must be a hospital. You have been in some hospital to visit relatives when you were a child and lived on the surface, but never underground.

There is a big hospital bed and on a side of it there is a fat female face, watching you with watery eyes. The nose and mouth are connected to tubes and cannules. More tubes and cannules end up under the abundant bed linen.

You haven't seen such a fat face in ages, as site inhabitants are all bone skinny.

You look for a moment under the bed linen and jump back, fighting an urge to vomit: in the bed there is an incredibly long and swollen body with no limbs! Several tubes and probes find their way in it and the skin is tortured by numerous surgical scars.

You interrogate the local system for some explanation: leaving aside medical jargon, the colleague is a genetically engineered low-reject kidney donor. Her specialized body regenerates kidneys over and over, so they can be transplanted with no big problem.

While you read, you hear drilling noises and immediately all the lights switch off at once: an electromagnetic blast! All electronic and positronic devices in the room are annihilated, including, if you have any, all your positron batteries!

Increase your FRUSTRATION by 5 points for each positron battery that was spoilt.

When the dim emergency lights kick in, you see her eyes staring wider and wider at you, until she passes away. Her life support equipment failed and there's nothing you can do.

Now you can only go back to the teleporter.

Which command do you choose?

for +x, turn to Section **52**

for -x, turn to Section **19**

for +y, turn to Section **63**

for -y, turn to Section **61**

Section 38

□

*If the box under this Section number is ticked, turn immediately to Section **53***

Otherwise, tick the box and read on.

You swipe your neck tie and enter. You see the greyish bald head of E-17, that took over one of your projects because your common Manager was unhappy with your delivery. The project hasn't progressed much after the handover, but now your Manager never mentions it at public meetings as an example of incompetence, while before it happened way too often.

E-17 smiles and waves to you.

Oh, no! he always asks for something. "I was wondering if you can complete your intermediate report including the analysis of last week data..." Slippery and double-faced!

You ask: "Have you submitted that variation that is holding up project Myrm?"

"Sorry, but I'm way, way too busy at this time! I have to focus only on the highest priorities..."

Of course he didn't! You prepared all the documentation for him, he had only to push a button... and he didn't have time!

You can't believe it: "You know that my new job role prevents me from submitting that variation..."

You did similar submissions in the past and you know that it's a 30 seconds job... maybe even 25 seconds! He didn't have 25 seconds for you but is asking you to add last week data to an intermediate report that you closed years ago?!?!

He keeps asking everybody for similar things all the time, shamelessly... you wonder if he ever actually accomplished anything in his life...

Knowing that he's a Management favourite, you control yourself and try to keep the discussion professional even if your hands shake, but there's no way you're going to do anything for him before your variation is approved...

Raise your RAGE by 11 points and TICK four TIME boxes.

You check the time worried (*see your adventure sheet at the last page and the related TIME ticked boxes*) and then decide which meeting room you want to enter:

for meeting room Iota-4 turn to Section **56**

for meeting room Kappa-4 turn to Section **28**

for meeting room Lambda-4 turn to Section **7**

for meeting room My-4 turn to Section **83**

for meeting room Ny-4 turn to Section **39**

Section 39

You are in front of meeting room Ny-4.

What's the time? Check your adventure sheet at the last page and the related TIME ticked boxes that indicate the time.

At 00:03 you have a meeting with your Mentor E-17 in this meeting room.

If you are early, but you still want to enter, turn to Section **80**

If you are perfectly on time (or if you are early and want to wait outside, ticking all the TIME boxes until it's exactly 00:03 before entering the room), turn to Section **57**

If you are late but you still want to enter the meeting room, turn to Section **33**

If you changed your mind and want to consider entering some other room, turn to Section **29**

Section 40

"WAREHOUSE BLUE - biohazard"

*If all three boxes under this Section number are ticked, turn immediately to Section **78***

Otherwise, tick one box and read on.

This place stinks terribly! it's the most revolting smell you encountered in your life!

Around you, under the dim, green emergency lights, there are lots of cupboards with transparent plastic doors and other attached devices, such as pumps, heat exchangers and similar. Everything idled. Inside, there are plastic blisters filled with a viscous, dark liquid. Every blister is labelled with a coding standard that you never saw before.

You check carefully the room, but nothing seems in working order, here.

Probably this room was hit by an electromagnetic blast that caused critical failures to all electronic and positronic circuits.

The teleporter is rebooting, thanks to its fail safe interlock, so you can use it to go away from this stinky place, but just the manual system is in operation.

What manual command will you choose?

for +x, turn to Section 12

for -x, turn to Section 50

for +y, turn to Section 81

for -y, turn to Section 74

Section 41

"WAREHOUSE 19"

Your plan is a complete failure: while you try to fly through the danger zone, volumetric detectors activate the lasers on the wheeled robots and your body is swiftly cut to pieces.

Lasers cuts are neat and relatively painless. Before losing consciousness, you manage to smell your burnt flesh: horribly sweet.

You won't forget it until you die.

Section 42

You can't restrain your anger any more and push O-86 to the floor, outside the teleporter.

Increase your RAGE score by 16 points.

He's scared and rolls away cowardly. All other colleagues in the queue automatically take a step back, probably expecting you to snap any second.

The teleporter is yours!

You step in the teleporter, enter your code under your useless colleagues' angry eyes and step out of the identical device in the meeting rooms area.

The rotten stink of this area hits you like a punch. It takes a while to adapt to it.

Plenty of busy colleagues are rushing from door to door, carefully avoiding touching each other by mistake or making eye contact. Looks like a pathetic ballet.

You check the time worried (*see your adventure sheet on the last page and the related TIME ticked boxes*) and then decide which meeting room you want to enter:

for meeting room Theta-4 turn to Section 38

for meeting room Iota-4 turn to Section 56

for meeting room Kappa-4 turn to Section 28

for meeting room Lambda-4 turn to Section 7

for meeting room My-4 turn to Section 83

for meeting room Ny-4 turn to Section 39

Section 43

"WAREHOUSE DELTA"

Success! Clearly the plasma blaster didn't re-charge quickly enough to hit your shoe (*take note of this loss of equipment in your Adventure Sheet*) and, immediately after, to hit you, so you switched off the system!

This relief reduces your FRUSTRATION by 9 points.

You quickly scavenge the two positron batteries: they both come from a lot number ending in "074". Nothing else in the warehouse is of any use for you.

You breathe a sight of relief: these batteries could really help you escaping the doom of production site 101!

If you don't want to use them immediately in this room, but prefer taking them away with you, please remember that you can carry maximum two objects at the same time (one in each hand), so you may have to drop something else.

Currently the power grid can't provide enough energy to teleport you to +z or -z locations, where you guess the safety exits are, as their higher distance requires more energy. However, if you have three positron batteries available for you in this room, you can connect them in series and provide this way the power for activating commands +z and -z.

Which manual command do you want to activate on the teleporter?

for +x, turn to Section 74

for -x, turn to Section 63

for +y, turn to Section 50

for -y, turn to Section 88

for +z, turn to Section 54

for -z, turn to Section 25

Section 44

M-6 stares at you, horrified: "I can't think of a worse example against our core values! I'm trying to do my very best to help you, but you never let me... Soon you'll see what you're bringing upon yourself."

You bite your tongue in anger: when it's against you, he looks only at KPI spreadsheets appearance, but when it's favourable to you, KPI spreadsheets become "against our core values"... usual damn double standards!

Increase your RAGE by 23 points.

M-6 scratches a scar on the back of his head and seems to concentrate. You recognize that expression after so many years: he's wired in!

You scratch a couple of scars on your bald head as well: your implants have been "searching for network" for so many years that you don't pay attention to the "disconnected" error message any more! You assumed that the same happened to everybody... obviously not! Probably there are new network standards that can only be accessed by high level neck ties...

Maybe this was forced by the impact of radiations on communication, maybe it's just a way to control information...

M-6 seems worried by some very urgent issue: "I have to go for a couple of minutes. Sounds like we have again a problem with same-batch positron batteries in serial connection... Wait here until I come back."

You are left alone in the room, with the KPIs up on the holo-projector for five minutes.
Tick five *TIME* boxes.

Three colleagues with green neck ties enter the room and state impersonally: "Please vacate this room: we booked it. You can check it if you want."

If you want to nod and vacate the room, turn to 62

If you want to stay and forcibly occupy the room, turn to 60

Section 45

"WORKSHOP 77"

You greet your colleague, possibly the only other survivor of the site, but as soon as he comes close enough, he head butts you with great violence and everything turns black.

When you regain consciousness, you are alone and the workshop around you is flooded with dim emergency lights.

You are in pain and covered in blood: probably your nose is broken. You spit a tooth as well.

If you were carrying objects, you are empty handed now.

Increase your FRUSTRATION by 8 points, plus 5 extra points for each positron battery you were carrying with you and that you lost in this area.

The room is perfectly still and silent so you realize that it received an electromagnetic blast: all electronic or positronic equipment was wiped out, apart from the teleporter, whose circuits luckily are protected by a fail safe interlock.

In fact the teleporter is rebooting and manual controls are healthy. After checking carefully the room, you find nothing really useful so you decide to leave.

Which manual command do you want to give to the teleporter?

for +x, turn to Section 6

for -x, turn to Section 20

for +y, turn to Section 4

for -y, turn to Section 52

Section 46

After your last action, you manage to stand and face the robot, but you realize that right behind you there's a hard metal wall!

Increase your FRUSTRATION by 2 points.

The EJ-161 is at several steps in front of you, running in your direction.

Its internal speakers are driving you mad: "Lie down prone with your arms wide open, please"

If you want to lie down prone as instructed, hoping to play some trick later on, turn to Section 48

If you want to punch its face, turn to Section 9

If you want to throw a low kick, turn to Section 11

If you want to jump in your place, as high as you can, turn to Section 95

If you want to dodge, trying to get out of this position with your back to the wall, turn to Section 2

Section 47

"TEST AREA D"

The positron battery is finally in your hands and the EJ-161 goes idle on the floor!

You check the positron battery: its lot number finishes with "018".

Score the codeword "Diamonds" from your Adventure Sheet. If you don't have any other codeword on your Adventure Sheet (even scored off), you can choose to increase or reduce as you prefer either your RAGE or your FRUSTRATION score by up to 18 points.

If you want to take with you the battery, please remember that you can only carry two objects at the same time (in your hands), so you may have to drop something else. In alternative, if you have two more positron batteries with you, you can try activating the commands +z or -z (the most likely to take you to a safety exit) on the teleporter in this room.

Teleporting to coordinates +z or -z requires an extra energy shot that is currently not available, as they redirect to safe locations that are further away and therefore require more energy. However, you can make a serial connection with three positron batteries and provide this way the extra power required.

Which command do you want to activate?

for +x, turn to Section 19

for -x, turn to Section 52

for +y, turn to Section 6

for -y, turn to Section 68

for +z, turn to Section 54

for -z, turn to Section 25

Section 48

You lie down prone in front of the EJ-161 and the robot forces you into a submission position for a long long time. You can't escape its grip.

Increase you FRUSTRATION by 6 points.

At once, you hear some drilling noise from the ceiling, followed by a dusty cloud. A probe is inserted in the room through that hole and all lights turn off at once.

After few seconds, the emergency light kicks in.

The EJ-161 is now idle, and you can escape from it with no problem.

You guess that this area just received an electromagnetic blast, that destroyed all electronic and positronic devices, including all positron batteries, even that powering the EJ-161 and ones that you may be carrying.

Increase your FRUSTRATION by 5 points for each positron battery you took with you in this area, as they are now useless.

Check if in your Adventure Sheet you have one of these codewords and turn to the related Section:

"Spades": turn to Section 32

"Hearts": turn to Section 72

"Diamonds": turn to Section 93

"Clubs": turn to Section 26

If you have none of these codewords, turn to Section 78

Section 49

You poke the EJ-161 as hard as you can, trying to penetrate its coriaceous outer layer, but it's so hard that the metal bar is dislodged from your hand!

As the metal bar rolls away from you, internal speakers continue their litany: "Lie down prone with

your arms wide open, please"

If you want to lie down prone as instructed, hoping to play some trick later on, turn to Section [48](#)

If you want to punch its face, turn to Section [9](#)

If you want to try a low kick, turn to Section [11](#)

If you want to back pedal, still facing the EJ-161, turn to Section [46](#)

If you want to turn around and run away, turn to Section [31](#)

If you want to go sideways to your right, turn to Section [51](#)

If you want to go sideways to your left, turn to Section [92](#)

If you want to charge the robot, turn to Section [16](#)

If you want to jump in your place, as high as you can, turn to Section [97](#)

Section 50

"BIO-LAB BLACK - biohazard"

If all three boxes under the Section number are ticked, turn immediately to Section [78](#)

Otherwise tick a box and read on.

This area is very dimly lit by emergency lights and has a strange, slightly acidic smell. Looks like a storage area for small components: racks of small boxes, mostly open and empty. The floors are covered by a coarse layer of shiny black, lose material. You check better and jump back: they are small dead animals!

In so many years underground you never encountered an animal before entering this room and you have to go back to your childhood memories to recall their name: scorpions!

All the room is covered by a thick layer of dead scorpions!

If you are not wearing both shoes, turn to Section [91](#)

If you are wearing both shoes, you turn in horror back to the teleporter, as you remember vaguely that scorpions are dangerous. Unfortunately, the system crashed and it will teleport you randomly.

In order to understand where you will end up, toss a coin twice and, depending on the results, turn to the related Sections:

head-head: turn to Section [81](#)

head-tail: turn to Section [67](#)

tail-head: turn to Section [12](#)

tail-tail: turn to Section [37](#)

Section 51

You are facing the left side of the EJ-161, perfectly still at two or three steps from you. It seems coiled and ready to attack, but it might be just your impression.

Internal speakers repeat endlessly: "Lie down prone with your arms wide open, please."

On the floor you notice a metal bar longer than your forearm.

If you want to lie down prone as instructed, hoping to play some trick later on, turn to Section [48](#)

If you want to punch its face, turn to Section [9](#)

If you want to try a low kick with your left leg, turn to Section [11](#)

If you want to try a low kick with your right leg, turn to Section [55](#)

If you want to back pedal, still facing the EJ-161, turn to Section [46](#)

If you want to turn around and run away, turn to Section 31
 If you want to move sideways to your right, turn to Section 92
 If you want to move sideways to your left, turn to Section 94
 If you want to charge the EJ-161, turn to Section 16
 If you want to pick up the metal bar from the floor, turn to Section 89

Section 52

□ □

"BIO-LAB OMEGA - biohazard"

If both boxes under this Section number are ticked, turn immediately to Section 78

Otherwise, tick a box and read on.

As you materialize, you are surprised by the aseptic smell.

In front of you there is a curved wall with sight glasses at regular intervals. You peer into one of them and stop, petrified.

You are staring into a big enclosed area that looks like the inside of a massive stainless steel bowl with an upside down funnel over it as a cap.

The bowl is full of naked human bodies, covered by pale mushrooms and lichens.

They look all very skinny, grey, sad, tense faced.

You never really saw dead colleagues before coming here. Piled up all together in big numbers like that, they look more like "things".

However, as you look at the faces and the grasping hands, you can see how they struggled, hanging on to life, before passing away. You try to imagine, one by one, their lives: how many of them, in their childhoods, used to play on the beach like you?

There is nothing useful for you here, so you go back to the teleporter.

Which command will you choose?

for coordinate +x, turn to Section 88

for coordinate -x, turn to Section 37

for coordinate +y, turn to Section 63

for coordinate -y, turn to Section 67

Section 53

You swipe your neck tie and enter. There are plenty of people that you don't know in this room! An important looking colleague, golden-threaded neck tie, waves you angrily away.

You clearly interrupted some important meeting!

While you shut the door, blushing, you see for a second the ugly faces of a young and mean colleague laughing at you. You clearly made a fool of yourself!

Increase your FRUSTRATION score by 12 points and tick one TIME box.

You check the time worried (*see your adventure sheet at the last page and the related TIME ticked boxes*) and then decide which meeting room you want to enter:

for meeting room Theta-4 turn to Section 38

for meeting room Iota-4 turn to Section 56

for meeting room Kappa-4 turn to Section 28

for meeting room Lambda-4 turn to Section 7

for meeting room My-4 turn to Section 83

for meeting room Ny-4 turn to Section 39

Section 54

In order to activate the option +z in the teleporter, you need to provide a power boost with three positron batteries serially connected. If you have less than three positron batteries available in this room, you shouldn't be reading this Section.

If two or three positron batteries have the same lot number, turn immediately to 66

Otherwise, add the lot numbers of the three batteries and turn to that number. If the total is bigger than 100, turn instead to 98

Section 55

Your kick is neat and you hit right on the bend of the joint. The EJ-161 momentarily loses its balance and is forced to lean forward, extending its arms.

A sign of difficulty!

The speakers are really boring: "Lie down prone with your arms wide open, please"

Increase your RAGE by 2 points.

You kept an eye on the metal bar on the floor.

If you want to punch its face, turn to Section 9

If you want to try another low kick, turn to Section 11

If you want to turn around and run towards the teleporter, turn to Section 31

If you want to jump on the EJ-161 and wrestle the positron battery away from it, turn to Section 16

If you want to pick up the metal bar from the floor, turn to Section 90

Section 56

You are in front of meeting room Iota-4.

What's the time? Check your Adventure Sheet on the last page of this adventure and the related TIME ticked boxes will indicate you the time.

At 00:14 you have a meeting with your Manger M-6 in this meeting room.

If you are early and want to enter the meeting room ahead of time, turn to Section 53

If you are perfectly on time (or if you are early and wait outside, ticking all the TIME boxes until it's exactly 00:14 before entering the room), turn to Section 13

If you are late, but still want to get into the room, turn to Section 73

If you changed your mind and want to consider entering some other room, turn to Section 29

Section 57

You swipe your neck tie and enter room Ny-4 for your meeting with your Mentor E-17. You are spot on time: 00:03. You can check this by looking in a peripheral area of your vision, where the current time is always blinking discreetly.

There is nobody inside, which is quite annoying, considering the effort you made to be spot on time. You're expecting from her an important feedback about your application for an internal promotion. At last meeting she took the action to discuss your position with the Recruiting Manager on the job.

Increase your FRUSTRATION score by 8 points.

She is always spot on time, so you realize that she won't turn up on this occasion. Possibly the meeting was rescheduled but somehow the communication didn't reach you.

Where do you want to go, now?

for meeting room Theta-4 turn to Section 38

for meeting room Iota-4 turn to Section 56

for meeting room Kappa-4 turn to Section 28

for meeting room Lambda-4 turn to Section 7

for meeting room My-4 turn to Section 83

Section 58

You swipe your neck tie and enter. There is nobody inside this meeting room!

You shake your head and go back to the main corridor. You learned to expect this from your team.

Tick one TIME box and increase your FRUSTRATION by one point.

Check the time (*see your adventure sheet at the last page and the related TIME ticked boxes*) and then decide which meeting room you want to enter now:

for meeting room Theta-4 turn to Section 38

for meeting room Iota-4 turn to Section 56

for meeting room Kappa-4 turn to Section 28

for meeting room Lambda-4 turn to Section 7

for meeting room Ny-4 turn to Section 39

Section 59

"WORKSHOP 77"

The workshop is illuminated by emergency lights.

It's perfectly still and silent, so you realize that the room must have received an electromagnetic blast that wiped out all electronic and positronic equipment.

Luckily the teleporter was protected by its fail safe interlocks and is now rebooting. After checking carefully the room, you find nothing really useful and you decide to leave.

Which manual command will you give to the teleporter?

for +x, turn to Section 6

for -x, turn to Section 20

for +y, turn to Section 4

for -y, turn to Section 52

Section 60

You take your defiant stance: your Manager told you to wait for him here and you will do that.

You feel a bit uncomfortable saying this, as your Manager never really inspired you so much blind loyalty and, after all, the colleagues booked the room. Probably you aren't very convincing when you state your "firm" purposes: they laugh and push you out of the room without delay. They are three (and quite strong, you find) while you are alone: there's not much you can do.

Increase your FRUSTRATION by 7 points.

Turn to Section 62

Section 61

"TEST AREA S"

If both boxes under this Section number are ticked, turn immediately to Section 78

If only one of the boxes under the Section number is ticked, then tick also the other one and turn immediately to Section 32

If no box under the Section number is ticked, then tick a box and read on.

As soon as you materialize in this area, you are immediately pushed away from the teleporter by coriaceous rubber limbs.

"Lie down prone with your arms wide open, please."

You recognize it: it's the metallic voice of an EJ-161, a very old robot designed to restrain humans in case of riots. Its purpose is not to kill, but to contain and incapacitate. It's a four-limbed, headless robot, completely covered with a thick layer of rubber.

The risk of riots has been non-existent for plenty of years and you are surprised to find a perfectly working EJ-161! One of your first jobs on site was to design improved containment measures for its positron battery... Positron battery! Exactly what you need to provide the power boost to the teleporter for accessing +z or -z coordinates, where safety exits are most likely to be!!!

Now you just need to "convince" this EJ-161 to give it up its battery... easier said than done.

This EJ-161 won't allow you getting close to the teleporter until you manage to de-activate it.

Write on your Adventure Sheet the codeword "Spades".

*If you want to lie down prone as instructed, hoping to play some trick later on, turn to Section 48
If you want to fight the EJ-161 and win this way its positron battery, turn to Section 2*

Section 62

The holo-screens in all the rooms and corridors transmit at once the "announcements" jingle.
Everybody freeze.

The speaker smiles professionally and, after the usual greetings, the "movers and leavers" frame appears around her face. With your greatest surprise, a list of high profile colleagues, including M-6 and E-17, respectively your Manager and your Mentor, are moved with immediate effect to production site 066, the site that everybody knows is soon going to be closed!

Immediately after, the "network announcements" frame appears around the speaker's face ("network announcements" during last several years have always been headcount cuts and site closures). You feel sad for your Mentor, because you guess they'll announce site 066 closure.

You follow closely the lips of the speaker: "...it is with regret that we have to announce that production site 101 is leaving the manufacturing network and all headcount is made redundant with immediate effect..." you lean to the wall, shaky, as you see your meaningless life passing in front of you in a second: your happy childhood on the surface, your parents' pathetic lies when you went underground never to see them again, the broadcasting of the nuclear blasting of your home place, your education as a technologist, your work on site, the many times you saved the day for all... "This decision doesn't reflect site performances, but is an unavoidable consequence of the challenging competitive conditions on the surface..."

Redundant!

It's not a secret that, in practice, redundancy means doom, in this working environment.

The speaker smiles professionally again and disappears.

You're still leaning on the wall, useless, but the colleagues around you scream, push, punch, cry, bleed, bite and rush to the teleporters... lots of them are "leaving" or "snapping" as well. Your feelings are very confused and contrasting, weaving from one extreme to the other.

Toss a coin:

head: increase your FRUSTRATION by 35 points,

tail: increase your RAGE by 35 points.

From now on, you don't need to keep track of TIME any more: there is no meeting schedule, no production schedule, no project deadline, nothing: you are redundant, now.

You get yourself together and rush to the teleporters as well: "Error 22 - Teleporter system out of order - do not use - system diagnostics running - wait please".

Everybody is standing back, but you know what "error 22" means in this context: the redirection system has been remotely disabled and the power in the grid cut down to bare minimum. This doesn't mean that the teleporters will kill you if you use them: they will instead teleport you randomly within a limited matrix of closely related destinations, not too far from here. Of course you haven't got the slightest idea of where the related destination teleporters are: they could be anywhere. In so many years you visited just a tiny part of the site.

You also know that teleporters have emergency exits, so you may be able to find an escape from this doomed site. Emergency exits are usually quite distant from departure places and, with the power grid at its lowest, you'll need to provide an extra energy boost locally, by serially connecting three positron batteries... and crossing your fingers.

At the moment you can't imagine any other possible escape.

If you want to wait for system diagnostics completion, turn to 78

If you accept being teleported randomly, toss a coin twice and follow the indications:

head-head: turn to Section 40

head-tail: turn to Section 20

tail-head: turn to Section 52

tail-tail: turn to Section 68

Section 63

□ □

"WORKSHOP 77"

If both boxes under this Section number are ticked, turn immediately to Section 78

If only one of the boxes under the Section number is ticked, then tick also the other one and turn immediately to Section 59

If no box under the Section number is ticked, then tick a box and read on.

This room looks like a heavy engineering workshop, with plenty of huge lifting facilities and mechanical parts. You are very surprised to see, about twenty steps away from you, a colleague coming towards you at a fast, resolute pace.

His face seems hard and he's looking straight into your eyes, while he closes quickly the distance between you.

He wears a blue neck tie: O-86.

If you want to greet him and propose to work together to get out of this doomed site, turn to 45

If you want to pretend greeting him, actually planning to surprise him with a head butt as soon as he comes close enough, turn to 77

Section 64*"WORKSHOP 6-B"*

You jump in the pool labelled "Nitric solution" and immediately you feel a terrible burning sensation all over your skin!

You scream in pain, but the highly evaporative acid simply finds a better access to your mouth and your lungs, burning them.

Your body dissolves quickly and the only thing left is your neck tie floating on the surface.

Section 65

Your Manger is surprised for a moment, then turns to you with a wolfish smile: "You must be very happy, then."

That smile is disturbing and you are not sure if it upsets or flattens you.

You can choose to increase either your RAGE by 12 points or your FRUSTRATION by 12 points.

M-6 says: "Now let's review your main projects..." he touches his keyboard and the holo-projector generates a view of project Grammikos Key Performance Indicators. You are particularly proud of how you are delivering this project as some great initiatives on your side put you ahead of plan and below budget despite many problems and inconveniences that didn't depend on you.

M-6 shakes his head and says: "That's terrible! 61 out of 64 Key Performance Indicators are red!... How can I present an acceptable performance review for you on next occasion?..."

Increase your FRUSTRATION by 6 points and tick one TIME box.

If you want to look down and nod, turn to section **96**

If you want to politely highlight the fact that all the red indicators are below target by a whisker (typically, by less than 0.5%, in some case even less than 0.01%), while you are very significantly ahead with project delivery percentage and resource usage, turn to section **71**

Section 66

You make a serial connection of the three positron batteries that you found and activate the teleport, hoping to reach a safety exit from production site 101.

The batteries with the same lot number emit some spark and then a foul smelling smoke.

The teleporter has a critical failure and can't be restarted.

You are stuck in this area for several hours, until a number of small, rotating metallic cones drill through the ceiling amidst dusty clouds.

You recognize the devices that are hidden just behind the drill bits: microwave generators. Past generation devices, in fact. You helped delivering a small but significant design improvement on that component, optimizing energy consumption and considerably reducing maintenance requirements.

A red led blinks and you freeze, hopeless, as you know what it means.

The whole room is radiated with high energy microwaves that no human can survive. Great weapon, but why was it used against you?

Your eyes pop and you die with a bitter smile on your face, like a rictus.

Section 67

□ □

*"WORKSHOP 6-B"**If both boxes under this Section number are ticked, turn immediately to Section 78**If only one of the boxes under the Section number is ticked, then tick also the other one and turn immediately to Section 36**If no box under the Section number is ticked, then tick a box and read on.*

An acrid smell welcomes you in this area, that is clearly some kind of heavy chemical manufacturing unit. The area is full of pipework, valves and vessels, so it takes a while to explore it all. At first you can't find anything useful but, when you're about to give up, you notice a couple of devices that you know: you worked on a related component, years ago and you're sure that their back up source of energy is a positron battery! That may be exactly what you need to provide the extra power required to teleport to a safety exit out of this doomed site!

Unfortunately, between you and that devices there are two long pools side by side, about five meters below you. There is a retractable bridge, but it doesn't work: probably the area with the positron batteries wasn't accessed often and nobody maintained the bridge in function. You look around everywhere, to see if you can find anything to help you avoiding the bubbling pools (the only useful item that you can find are water proof safety goggles, that you immediately wear), but at the end you have to choose between swimming through one of these pools of chemicals or go back to the teleporter.

If you want to jump in the pool with the signage "Citric solution", turn to Section 14If you want to jump in the pool with the signage "Nitric solution", turn to Section 64

If you want to go back to the teleporter, choose the manual command that you want to activate:

for +x, turn to Section 68for -x, turn to Section 61for +y, turn to Section 52for -y, turn to Section 4**Section 68**

□ □

*"BIO-LAB ORANGE - biohazard"**If both boxes under the Section number are ticked, turn immediately to Section 78**Otherwise, tick one box and read on.*

Emergency lights illuminate a very wide structure. The bad smell leaves you breathless, as if there was no Oxygen left in this area. You feel quite light headed.

The floor is covered by layers upon layers of some brown crumbly stuff that you struggle to recognize.

You pick up some of that stuff: they are very delicate sheets of matter that immediately turns to dust and leaves behind a delicate web-like structure.

You are puzzled, but after some time you realize what they are: dry leaves!

Unbelievable, underground.

This area must have been a vegetable growing facility, long time ago: huge halogen lamps (but the generators have been removed, probably scavenged to keep alive some other project...), compost pots (very dry and dusty), watering pumps and pipework (with no water supply connected any more),

warehouses for fertilizers or maybe seeds (empty).

Nothing really useful for you, so you go back to the teleporter.

What command will you enter?

for +x, turn to Section **81**

for -x, turn to Section **67**

for +y, turn to Section **88**

for -y, turn to Section **50**

Section 69

As soon as you materialize, your senses are assaulted all at once.

You have to cover your eyes as the light is way too strong, a massive noise hurts your ears, wild odours make you sneeze and cough, your skin is blasted by airwaves that force you to the ground, there's a a terribly salty taste in your mouth!

It takes a long time to adapt and realize what reality you have been thrown into.

You are ON THE SURFACE!

The sun is high and blinds you, the wind whips you, the crushing noise of heavy machinery hits your ears.

Big war robots (old generation ones, but still good working donkeys) are digging deep in the ground. OUR war machines.

Now you really know what a site redundancy looks like.

You watch, mesmerized, for a while, before turning around and walking away. Nobody seemed to notice you.

The landscape is made of piles of rocks. You have been told so many times that the surface is now a radioactive desert, however, in the small valleys between the rocky hills there are green patches of vegetation. You slowly make your way down, your senses in turmoil and your feet untrained to the uneven ground.

Plenty of grass and several small trees. Are they mutant threads, devastated by radiation?

The branch in front of you bears a roundish, red fruit about the size of a fist. You don't remember it, but such a long time has passed since last time you actually touched a fruit: you had grey, sticky goo for so many years... A bell rings in your head: you pick up the fruit and bite it.

Argh! you curse in pain and spit your front teeth. They didn't encounter solid food for such a long time: you just managed to cut the skin of the fruit!

Warm blood drips down your chin.

You extend the cut on the fruit with a sharp stone and find a kind of whitish connective tissue protecting a hive of pinkish, soft, translucent lumps, a bit like jelly. You pick one of them with two fingers and put it on your tongue. A tempest sweeps your senses and your memory. Big tears drop from your eyes.

A pomegranate!

Tastes sour and sweet and... salty tears and blood.

Your legs take you to other hills and valleys, re-discovering crickets and bees, flowers and butterflies.

When you are far enough from the noisy robots, you hear a new sound. Huge and deep, with a slow rhythm, like a big breath.

You climb next rough hill and feel breathless as you see where that sound comes from: the sea!

THE SEA!!!

You heard the call of the sea from the bowels of the earth for such a long, long time...

There is a family playing on the beach: they have tanned skins, extravagant clothes, long hair. None

of them wears a neck tie. The parents are laughing and eating grapes. The little one is naked and plays next to a hole in the sand with a blue plastic spade and a fancy coloured bucket. There is another small girl with her feet in the water, expecting for the waves to return her fuchsia ball that just rolled into the shallow sea.

You take off your neck tie and feel pleasantly uncomfortable: you had it on since when you were a teenager. It was your intimate connection with the rest of the organization.

Your steps take you to the seaside.

Such a long wait!

You finally drop your neck tie on the sand and take some more steps forward, with bright stars in your eyes.

Smiling.

Section 70

"WAREHOUSE 19"

This room used to be a safe warehouse with plenty of potentially useful tools and components, but clearly it was hit by an electromagnetic blast, that is a military weapon designed to destroy all electronic and positronic equipment, so now the room is full of useless junk.

The teleporter is rebooting, due to of its fail safe interlock, so luckily you can still leave the room. Which command will you choose?

for +x, turn to Section [37](#)

for -x, turn to Section [88](#)

for +y, turn to Section [74](#)

for -y, turn to Section [81](#)

Section 71

"Excuses, excuses, always excuses! If for every excuse you'd hit a target, we'd won the war! KPIs are either green or red: being red by a whisker doesn't make any difference – it's still RED!"

Increase your FRUSTRATION by 21 points.

He's now reviewing project Groolisma, fundamentally a project that never really started because you never received some crucial component from production site 013. However, you remember that the vast majority of the KPIs are green, apart, of course, project delivery percentage and a couple of others. You feel a bit hopeful.

M-6, after some careful review, jumps on his seat: "What are you doing here?! Do you think we are all stupid!? This is shameless KPI massaging, trying pathetically to mask the reality that you didn't accomplish anything on this project!!!" He's screaming now, that's not a good sign.

"Do you realize how hard is the environment out there? The surface of this planet is a radioactive desert and you seat here, thinking only about covering your ass in this safe hole in the ground, instead of doing all that you can to support our guys fighting for you!"

It's a bit of a shock, but you have all the arguments to clarify this issue.

Increase your FRUSTRATION by 6 points and tick one TIME box.

If you want to highlight that you didn't receive the support beams from production site 013 and therefore there was nothing you could assemble and test, turn to Section [27](#)

If you want to highlight the fact that in project Grammikos, previously examined, you actually did the right thing for supporting our guys in the front row, not letting bureaucracy and petty issues prevent you from beating all plans and forecasts, turn to Section [44](#)

Section 72*"TEST AREA H"*

This area is perfectly still and silent. You have no doubt now: it was an electromagnetic blast and now all electronic and positronic devices, including positron batteries, are just useless junk.

Luckily, the teleporter is rebooting, after its fail safe interlock protected its circuits, and you can use it to get out of this room.

Which command will you activate?

for +x, turn to Section 20

for -x, turn to Section 6

for +y, turn to Section 40

for -y, turn to Section 19

Section 73

You swipe your neck tie and enter, feeling unclean and foul smelling. Your Manager, wearing an immaculate suit, briefly stares at you, speechless, then he lowers his head, slowly shaking it. He's reading something on his screen.

You would like to say something, apologize for being late, but he remains icy quiet and you don't dare breaking the uncomfortable silence.

Tick five TIME boxes and increase your FRUSTRATION by 12 points.

He scratches an eczema on his bald head and finally says something, keeping his eyes always on the screen: "You may already know from E-17 about your application for production site 66..."

You jump on your chair, as you never made an application for production site 066 and you'd never apply there in your right mind, as everybody knows that soon the whole site 066 will be redundant! You made an application for an internal promotion.

"...the number and profile of applications for this position have been unusually high and I regret to communicate that your application was unsuccessful on this occasion."

Tick one TIME box.

If you want to look down and nod, turn to Section 3

If you want to say that you never applied to site 066, but rather for an internal promotion on site, turn to Section 65

Section 74*"TEST AREA H"*

If both boxes under this Section number are ticked, turn immediately to Section 78

If only one of the boxes under the Section number is ticked, then tick also the other one and turn immediately to Section 72

If no box under the Section number is ticked, then tick one box and read on.

As soon as you materialize into this room, you are immediately pushed away from the teleporter by coriaceous rubber limbs.

"Lie down prone with your arms wide open, please"

You recognize it: it's the metallic voice of an EJ-161, a very old robot designed for restraining humans in case of riots, when riots were still considered a possibility. Its purpose is not to kill, but to contain and incapacitate. It's a four-limbed robot completely covered with a thick layer of rubber and its main design feature is that, despite being humanoid-shaped, it doesn't have a head.

You wouldn't imagine why they kept in function this machine, after so many years with no use. One of your first jobs on site, when you were a teenager, was to design improved containment measures for its positron battery... Positron battery! Exactly what you need to provide the power boost for accessing +z or -z coordinates, where safety exits are most likely to be!!!

Now you just need to "convince" this EJ-161 to give it up its battery... easier said than done.

This EJ-161 won't let you close to the teleporter, unless you manage to de-activate it.

Write on your Adventure Sheet the codeword "Hearts".

If you want to lie down prone as instructed, hoping to play some trick later on, turn to Section **48**

If you want to fight the EJ-161 and win this way its positron battery, turn to Section **92**

Section 75

You quickly undress and stand as usual in the middle of the shower, expecting balanced high pressure shots of water from all sides.

When you push the shower button, you are violently thrown against a side wall: the new array of nozzles didn't work at all and the unbalance blew you away!

While the power vacuum routine quickly dries you up, you touch a painful lump on your forehead.

Increase your FRUSTRATION score by 20 points.

You reach for a clean one-piece suite in your box.

Nothing.

Laundry service is down again!

Your one-piece suite is simple and minimal: doesn't even have pockets!

Normally, you don't need to carry objects with you, but if in this adventure you'll decide to take something, you can do it only with your two hands, so you can carry just two objects. If you want to pick one more, you'll have to drop something else. Of course, if, for some reason, you drop an object in an area, you'll be able to take it back before leaving, but not if you are escaping, of course!

By the way, even with objects in both hands you'll be able to enter simple codes in keyboards using your knuckles. You do it often at work.

You wear again the clothes you used during last few days. This underground hive is even too warm, so you don't need protection from cold temperatures, but now, like most colleagues, you are covered in rags and feel unclean.

Being filthy, in an overpopulated society like this, is socially unacceptable and this situation is humiliating.

Increase your FRUSTRATION by 15 more points.

You rush out of your bedrooms area and reach for the teleporters.

Tick one TIME box.

Teleporters are your usual transport between areas: they look like man-sized boxes with simple command keyboards and can teleport you to some connected devices in other areas.

You never worked on teleporters insofar, so you don't know in detail how they function. They are very reliable when they are healthy but quite delicate as well: they often fail their internal health checks and go out of service. Using an out of service teleporter can be very dangerous, as part of your body may be teleported and part or stay behind, killing you straight away.

What hits you every time you teleport, is how terribly the place where you materialize stinks: each area has a characteristic smell and it takes a while to get used to it. For example, bedroom areas stink like acid sweat, meeting rooms like rotten mould and so on. After so many years and so many teleportations, it's still a shock every time.

As far as you know, there isn't actually a walkable route connecting the various areas. Maybe there is some Utilities connection, such as HVAC pipework or electric cables, but you never worked in Maintenance or Assets, so you can't know for sure. Theoretically, sleeping areas could be at huge distances from production and meeting areas (even on different planets!), but it wouldn't make sense, as teleporters require more and more energy as you increase the distances and teleporting so far away wouldn't be really practicable.

Unfortunately, today five teleporters out of six are out of order, so the queue for the only working one is massive. On top of this, the first colleague on the queue (O-86, a blue collar) seems in difficulty and is wasting everybody's time.

If you want to wait patiently for your turn, tick 3 TIME boxes in your Adventure Sheet at the end of this adventure and turn to Section [29](#)

If you want to help your colleague to get teleported away, turn to Section [24](#)

If you want to jump the queue, kick O-86 away and teleport yourself to your office area, turn to [42](#)

Section 76

You draw an arch in the air with the metal bar and hit the EJ-161 with all your strength.

The hit on the rubbery surface of the robot is so violent that dislodges the metal bar from your hands, but the robot looks normal and swiftly turns to face you, while the metal bar rolls away.

Increase your FRUSTRATION by 2 points.

Internal speakers repeat over and over the same phrase: "Lie down prone with your arms wide open, please."

If you want to lie down prone as instructed, hoping to play some trick later on, turn to Section [48](#)

If you want to punch its face, turn to Section [9](#)

If you want to try a low kick, turn to Section [11](#)

If you want to back pedal, turn to Section [94](#)

If you want to turn around and run away, turn to Section [31](#)

If you want to move sideways to your right, turn to Section [51](#)

If you want to move sideways to your left, turn to Section [92](#)

If you want to charge the robot, turn to Section [16](#)

Section 77

"WORKSHOP 77"

You try to smile as nicely as you can, opening your arms in a welcoming gesture. Then, when your colleague comes close enough, you deliver a neat and powerful head butt, as if you didn't anything else in all your life.

O-86's eyes roll and he falls to the floor without a word. You guess you broke his nose, as he's spilling blood all over.

You quickly look around for something useful, but can't find anything and decide you better get out of here.

What command will you choose in the teleporter?

for +x, turn to Section [6](#)

for -x, turn to Section [20](#)

for +y, turn to Section [4](#)

for -y, turn to Section [52](#)

Section 78

You hear cracking and drilling noises and raise your eyes to some rotating cones drilling through the ceiling amidst dusty clouds.

You recognize the devices that are just behind the drill bits: microwave generators. Past generation devices, in fact. You helped delivering a small but significant design improvement on that component, optimizing energy consumption and considerably reducing maintenance requirements.

A red led blinks and you freeze, hopeless, as you know what it means.

The whole room is radiated with high energy microwaves that no human can survive. Great weapon, but you don't understand why it is used against you.

Your eyes pop and you die with a bitter smile on your face, like a rictus.

Section 79

"TEST AREA C"

You finally have in your hands the positron battery and the EJ-161 is idle on the floor!

You check the battery: its lot number finishes with "042".

Score the codeword "Clubs" off your Adventure Sheet. If you don't have any other codeword on your Adventure Sheet (even scored off), you can choose to increase or reduce either your RAGE or your FRUSTRATION score by up to 18 points.

If you want to take with you the battery, please remember that you can only carry two objects at the same time in your hands, so you may have to drop something else. In alternative, if you have two more positron batteries with you, you can try activating the commands +z or -z (the most likely to take you to a safety exit) on the teleporter in this area.

Teleporting to coordinates +z or -z requires an extra energy boost that is currently not in the power grid: far distances require much more energy than normal.

However, with three positron batteries, you can make a serial connection and provide this way the extra power required.

Which teleporter command will you choose?

for +x, turn to Section 50

for -x, turn to Section 12

for +y, turn to Section 67

for -y, turn to Section 63

for +z, turn to Section 54

for -z, turn to Section 25

Section 80

You swipe your neck tie and enter meeting room Ny-4 even if you know you are early. As you expected, you find nobody inside, but you really hoped for your Mentor to be a bit early like you.

Increase your FRUSTRATION score by 1 point.

If you want to come back at 00:03, that is the time of your meeting with your Mentor E-17, tick the related TIME boxes in your Adventure Sheet and turn to Section 57

If you want to go back to the corridor, tick one TIME box and turn to Section 29

Section 81

□ □

"WAREHOUSE WHITE - biohazard"

If both boxes under this Section number are ticked, turn immediately to Section 78

Otherwise, tick a box and read on.

In this warehouse a rack fell on the floor, the kegs from the rack opened up and spilled all over white pills that were widely used as sedatives or antidepressants ages ago. Nowadays the same effects are delivered remotely, through the neck ties.

From what is written on the kegs, half of the pills on the floor are sedatives, the other half are antidepressants and there is no way for you to say which is which.

If you want to pop a pill, toss a coin: on head it will decrease your FRUSTRATION by one point and on tail it will decrease your RAGE by one point. You can pop as many pills as you want, until you "snap", "leave" or decide that it's time to go back to the teleporter.

When you decide it's time to leave, choose a command for the teleporter:

for +x, turn to Section 61

for -x, turn to Section 68

for +y, turn to Section 19

for -y, turn to Section 40

Section 82

You hit the EJ-161 with all your strength.

The hit on the rubbery surface of the robot is so violent that dislodges the metal bar from your hands, but the robot looks normal and turns to face you, while the metal bar rolls away.

Increase your FRUSTRATION by 4 points.

Internal speakers keep repeating: "Lie down prone with your arms wide open, please"

If you want to lie down prone as instructed, hoping to play some trick later on, turn to Section 48

If you want to punch its face, turn to Section 9

If you want to try a low kick, turn to Section 11

If you want to back pedal, turn to Section 94

If you want to turn around and run away, turn to Section 31

If you want to move sideways to your right, turn to Section 51

If you want to move sideways to your left, turn to Section 92

If you want to charge the robot, turn to Section 16

Section 83

You have a meeting with the team that you manage in room My-4 at 00:23.

What's the time? Check your adventure sheet at the last page and the related TIME ticked boxes that indicate the time.

If you are early, turn to Section 53

If you are not early, turn to Section 58

Section 84*"TEST AREA S"*

Finally you manage to extract the positron battery and the EJ-161 goes idle on the floor!
You check its lot number: it finishes in "074".

Score the codeword "Spades" from your Adventure Sheet. If you don't have any other codeword on your Adventure Sheet (even scored off), you can choose to increase or reduce either your RAGE or your FRUSTRATION score by up to 18 points.

You can take with you the battery, but remember that you can only carry two objects at the same time in your hands, so you may have to drop something else.

If you have two more positron batteries with you, you can try activating the commands +z or -z (the most likely to take you to a safety exit) on the teleporter in this room.

Teleporting to coordinates +z or -z requires an energy boost as currently the power grid is at its lowest, because safe locations are usually further away and long range teleporting requires plenty of energy. However, with three positron batteries, you can make a serial connection and provide the extra power required.

What command do you want to activate on the teleporter?

for +x, turn to Section 67

for -x, turn to Section 81

for +y, turn to Section 37

for -y, turn to Section 12

for +z, turn to Section 54

for -z, turn to Section 25

Section 85

You kick the EJ-161 as hard as you can, but the result of your action is that you hurt your foot and, in pain, you release the grip on the metal bar, that falls to the ground near you.

Increase your RAGE by 2 points.

The EJ-161 hasn't fully recovered its balance yet, but it won't take long. At least, you managed to keep an eye on the metal bar, on the floor nearby you.

If you want to punch its face, turn to Section 9

If you want to try another low kick, turn to Section 11

If you want to turn around and dash to the teleporter, turn to Section 31

If you want to jump on the EJ-161 and wrestle the positron battery away from it, turn to Section 16

If you want to pick up the metal bar from the floor, turn to Section 90

Section 86*"WAREHOUSE DELTA"*

Your plan sounds good in theory, but in practice doesn't work. The shoe that you throw across the room is blasted as you expected, but the shoe that you throw to the switch can't turn it off and is blasted on its turn before reaching the floor. Throwing a shoe at a switch doesn't usually turn it off!

Take note in the Adventure Sheet that now you have no shoes any more.

You can only go back to the teleporter: maybe you'll find something useful for this situation in another area.

What command will you input?

for +x, turn to Section 74
 for -x, turn to Section 63
 for +y, turn to Section 50
 for -y, turn to Section 88

Section 87

Check if in your Adventure Sheet you took note of one of these codewords and turn to the related Section:

"Spades": turn to Section 84
 "Hearts": turn to Section 18
 "Diamonds": turn to Section 47
 "Clubs": turn to Section 79

If you can find none of these codewords, turn to Section 78

Section 88

"TEST AREA D"

If both boxes under this Section number are ticked, turn immediately to Section 78

If only one of the boxes under the Section number is ticked, then tick also the other one and turn immediately to Section 93

If no box under the Section number is ticked, then tick one and read on.

As soon as you materialize into this room, you are immediately pushed away from the teleporter by coriaceous rubber limbs.

"Lie down prone with your arms wide open, please."

You recognize it: it's the metallic voice of an EJ-161, a very old robot designed to restrain humans in case of riots, when riots were still thinkable. Its purpose is not to kill, but to contain and incapacitate. It's a rubber-lined, four-limbed android with an uncommon feature: it doesn't have a head.

Why they kept it in function after so many years is a mystery for you. One of your first jobs on site, when you were still a teenager, was to design improved insulation for its positron battery... Positron battery! Exactly what you need to provide a power boost to the teleporter!! This will allow you accessing +z or -z coordinates, where safety exits are most likely to be.

Now you just need to "convince" this EJ-161 to give it up its battery... easier said than done.

This EJ-161 won't allow you close to the teleporter unless you manage to de-activate it first.

Write on your Adventure Sheet codeword "Diamonds".

If you want to lie down prone as instructed, hoping to play some trick later on, turn to Section 48

If you want to fight the EJ-161 and win this way its positron battery, turn to Section 51

Section 89

You bend down and try picking the metal bar from the floor, but the EJ-161 takes the chance to run into you and you roll away from the metal bar.

Increase your FRUSTRATION by 2 points.

"Lie down prone with your arms wide open, please"

Before you can react, the robot tries to grab you with both arms around your chest. If it will lock its hands behind you, it will force you into a submission position.

Toss a coin to see if you manage to roll away in time or not:

head: turn to Section [48](#)

tail: turn to Section [46](#)

Section 90

You make the best use of the EJ-161 momentary difficulties and manage to pick up the metal bar from the floor. It may prove to be a useful weapon for this fight!

Please remember, however, that you can't carry more than two objects at the same time in your hands, so you may have to drop something else. You will be able to recollect what you dropped later on, unless you escape from this room.

Increase your RAGE by 2 points.

"Lie down prone with your arms wide open, please."

If you want to crush the EJ-161 with a downward sweep of the metal bar, turn to [76](#)

If you want to poke it hard with the edge of the metal bar, trying to rip the outer layer open, turn to [49](#)

If you want to try a low sweep, aiming at the "knee", turn to [35](#)

Section 91

You stepped over something thorny with your naked foot. Hurts!

You jump in pain and land on some other spiky things that penetrate deep into your skin.

You feel poorly and soon can't stand any more.

Your dead body will lie for a long, long time over a thick, crunchy bed of scorpions.

Section 92

You are facing the right side of the EJ-161, perfectly still at two or three steps from you. It seems coiled and ready to attack, but it might be just your impression.

Internal speakers obsess you: "Lie down prone with your arms wide open, please."

On the floor you notice a metal bar longer than your forearm.

If you want to lie down prone as instructed, hoping to play some trick later on, turn to Section [48](#)

If you want to punch its face, turn to Section [9](#)

If you want to try a low kick with your left leg, turn to Section [55](#)

If you want to try a low kick with your right leg, turn to Section [11](#)

If you want to back pedal, keeping your eyes on the EJ-161, turn to Section [46](#)

If you want to turn around and run away, turn to Section [31](#)

If you want to move sideways to your right, turn to Section [94](#)

If you want to move sideways to your left, turn to Section [51](#)

If you want to charge frontally, turn to Section [16](#)

If you want to pick up the metal bar from the floor, turn to Section [89](#)

Section 93

"TEST AREA D"

There is no noise and no movement in this area. For sure the area had an electromagnetic blast and

now all electronic and positronic devices are scrap metal.

Luckily, the teleporter is rebooting, after its fail safe interlock protected its circuits, and you can use it to get out of this room.

Which command will you choose?

for +x, turn to Section 19

for -x, turn to Section 52

for +y, turn to Section 6

for -y, turn to Section 68

Section 94

The EJ-161 is few steps in front of you, moving swiftly in your direction.

Internal speakers keep repeating: "Lie down prone with your arms wide open, please."

If you want to lie down prone as instructed, hoping to play some trick later on, turn to Section 48

If you want to punch its face, turn to Section 9

If you want to try a low kick, turn to Section 11

If you want to back pedal, still facing the EJ-161, turn to Section 46

If you want to turn around and run away, turn to Section 31

If you want to move sideways to your right, turn to Section 51

If you want to move sideways to your left, turn to Section 92

If you want to charge the robot, turn to Section 16

If you want to jump in your place, as high as you can, turn to Section 97

Section 95

You jump in your place, as high as you can, while the EJ-161 bends forward and grabs you around your waist, locking its hands behind you.

Your upper body is free enough to allow extending your arms towards the back torso of the EJ-161, where the positron battery is stored. The fact that it doesn't have a head, while for the rest it has a humanoid structure, allows you extending your arms even more towards its back. It's time to turn it off!

Increase your RAGE by 10 points.

"Lie down prone with your arms wide open, please"

If you don't remove the positron battery on time, it will wrestle you into a submission position.

Toss a coin to see if you manage to remove the battery or not:

head: turn to Section 87

tail: turn to Section 48

Section 96

You nod silently, blushing, while M-6 summons next set of Key Performance Indicators.

Increase your FRUSTRATION by 6 points.

He's now reviewing project Groolisma, fundamentally a project that never really started because you never received some crucial component from production site 013. However, you remember that the vast majority of the KPIs are green, apart, of course, project delivery percentage and a couple of others. You feel a bit hopeful.

M-6, after some careful review, jumps on his seat: "What are you doing here?! Do you think we are all stupid!? This is shameless KPI massaging, trying to mask the reality that you didn't accomplish anything on this project!!!" He's screaming now: that's not a good sign.

"Do you realize how hard is the environment out there? The surface of this planet is a radioactive desert and you seat here, thinking only about covering your ass in your safe hole, instead of doing all that you can to support our guys fighting the war for you!"

It's a bit of a shock for you, but you have all the arguments to clarify this misunderstanding.

Increase your FRUSTRATION by 6 points and tick one TIME box.

If you want to highlight the fact that you didn't receive the support beams from production site 013 and therefore there was nothing you could assemble and test, turn to Section 27

If you want to highlight the fact that in project Grammikos, that you just reviewed, you actually did what he said, beating all plans and forecasts, without thinking about KPIs massaging, turn to Section 44

Section 97

You jump in your place, as high as you can, and the EJ-161 reaches out to grab your chest.

Increase your FRUSTRATION by 6 points.

"Lie down prone with your arms wide open, please"

If it will manage to lock its hands behind you, it will force you into submission.

Toss a coin to see if you manage to roll away or not:

head: turn to Section 46

tail: turn to Section 48

Section 98

Due to teleporter malfunction or momentary lack of power, part of your body is teleported and part is left behind.

The division of your body is not in two clear halves, such as upper and lower or right and left halves, but randomly, at atomic level: this way there are now two bloodied carcasses folding floppy on the floor. They both resemble you, but are just "thinner": if you could add up their weights, you'd get your original total body weight.

Section 99

You manage to get to the teleporter before the EJ-161! You can get out of this area.

Check if in your Adventure Sheet you took note of one of these codewords: "Spades", "Hearts", "Diamonds" or "Clubs" and you haven't yet scored them.

When you will leave this Section, score the codeword.

If you have the codeword "Spades",

you can activate the command +x by turning to Section 67

you can activate the command -x by turning to Section 81

you can activate the command +y by turning to Section 37

you can activate the command -y turn to Section 12

If you have the codeword "Hearts",

you can activate the command +x by turning to Section 20

you can activate the command -x by turning to Section 6

you can activate the command +y by turning to Section [40](#)
 you can activate the command -y by turning to Section [19](#)

If you have the codeword "Diamonds",
 you can activate the command +x by turning to Section [19](#)
 you can activate the command -x by turning to Section [52](#)
 you can activate the command +y by turning to Section [6](#)
 you can activate the command -y by turning to Section [68](#)

If you have the codeword "Clubs",
 you can activate the command +x by turning to Section [50](#)
 you can activate the command -x by turning to Section [12](#)
 you can activate the command +y by turning to Section [67](#)
 you can activate the command -y by turning to Section [63](#)

If you can find none of these codewords or you can find them but they are already scored, turn to Section [78](#)

Section 100

You materialize in a dark place with a particularly dusty smell and you grope with your hands on greasy floors and walls until you find a switch. Fluorescent tubes turn on, after few seconds delay, and you are surprised as you thought that last switches were replaced with motion detectors several years ago.

You find yourself in a huge place and it takes long time to figure out where you are: this must be a nuclear shelter designed for long term survival.

Before the War, when everybody was still on the surface and you used to play on the beach, plenty of nuclear shelters like this were built.

All electronic information storage devices failed, but there are some antiquated hard copies with information and instruction. This place was built very deep underground into a basalt rock bed and is capable of sheltering several thousand people. Internal water and air purification can be done by chemical means and, while primary energy storage failed critically, the emergency system, currently in use, can provide a feeble amount of energy for several years. Unfortunately, not enough to activate the teleporter again.

You have food and drink aplenty in long term storage. Tins taste funny, but still better than your usual grey goo.

There used to be an emergency escape to the surface in the shape of a massive mechanical mole pointing up, but the engine has been removed and there are no spare parts (you vaguely remember an old project that E-17 managed to complete on time and on budget, despite the missed delivery of a similar engine...). Anyway, the surface, as far as you know, is a radioactive desert, so the chance of escaping to the surface doesn't sound like a great solution either.

You take time to think about all the available options and realize that you are now stuck in this shelter. This will be the rest of your life.

You feel sleepy, lie down on one of the thousands beds and wake up after a while, without the usual vibration from the neck tie. You take it off and feel pleasantly uncomfortable: you had it around your neck since you were a teenager and it was your intimate connection with the rest of the organization. Now you are out of it.

You slowly tear it into pieces, without minding too much how it is made inside, which used to be one of your biggest professional curiosities: it doesn't really matter to you any more. Actually, you don't want to know.

Your neck tie saved you from peaks of rage and frustration, in order to keep you always as a

serviceable tool for a relentless war machine. Now you are a broken tool: not a tool any more. You don't have to keep up with productivity targets, but nobody will make an effort to keep you alive as well. How long will you survive in this environment without your neck tie? Is it important, after all?

After living all your adult life as part of an organization, you are now useless, sure, but also free to do what you want.

You will write down the story of your life, or whatever comes to your mind.

In hard copy. Why not?

Nobody will come to this shelter any more and you'll stay here alone, until you'll die.

As a free man.

Adventure Sheet

RAGE: 150

FRUSTRATION: 100

OBJECT IN RIGHT HAND:

OBJECT IN LEFT HAND:

TIME:

00:00 00:01 00:02 00:03 00:04 00:05 00:06 00:07 00:08 00:09 00:10 00:11 00:12 00:13 00:14 00:15 00:16 00:17 00:18 00:19 00:20 00:21 00:22 00:23

- 00:24
- 00:25
- 00:26
- 00:27
- 00:28
- 00:29
- 00:30
- 00:31
- 00:32
- 00:33
- 00:34
- 00:35 if you tick this box, turn immediately to Section 62

NOTES AND CODEWORDS: