

The Uncertainty Gambit - Complete Walkthrough

1. Press F to exit to the bathroom.
2. Walk South, press F again, exit the bathroom.
3. About nine tiles to the right, on the lower part, you'll find the entrance to the office. Enter.
4. Walk to the left and steal the radio. Then, from the upper-right corner of the room, steal the notes.
5. Check the notes. Remember the order of the colors from the bottom-right corner of the 1st page.
6. From the 3rd page you'll learn that the entrance to the hallway has no security, so you'll be able to sneak in anytime you want.
7. From the 4th and 6th page you can learn that both the track access door and the CCTV systems are connected to the same power source, activated by the same switch.
8. From the 5th page you'll learn that the race starts at 12:10, it ends at 12:12, and at 12:15 the race track opens, the bets are closed and the winner is announced.
9. This means you won't see the winning horse before 12:10, and after 12:15 you shouldn't access the racetracks, and can't place a bet anymore. Check the watch from the upper left corner of the screen to see the current time. The mission starts at 12:08. Time elapses with the same speed as in real life.
10. From the last page you'll learn that the guard won't ever disturb you, as he is gone shopping.
11. Exit the office. Go to the left until you get to the end of the hallway.
12. On the upper part, there will be a panel. It's the power switch. Get closer to it and turn the power on. The light on the panel should switch to green.
13. Go back to the office, get close to the laptop, and disable the CCTV.

14. Exit the office, go to the left again, until you reach to the door for track access. Interacting with it will open a panel.
15. Switch the colors of the fuses by pressing on the green button on the right-most part of each wire.
16. Put the fuse colors in the order from the stolen notes. From top to bottom, it should be: red, blue, green, red, magenta, yellow.
17. Enter the track. Make sure you do this before 12:15.
18. After 12:10:05, the winning horse will appear.
19. Walk down to the desk with the radio station on it. Connect it to the one you stole, by pressing F.
20. Check the display on the bottom of the screen, represented as a purple wave function line. It shows entanglement. After connecting with the radio, you should see yourself (as a human, on the left), the radios and the horse. The winning horse's number is displayed on the horse.
21. The radios are only displayed on the entanglement wave if they are connected. After two seconds, they disconnect automatically. To prevent this from happening, you must keep clicking on the graphic that shows the radio, or on the small button next to watch on the upper-right part of the screen.
22. Keep clicking on the displayed radio in order not to lose the connection.
23. Exit the tracks, without stopping clicking on the radio.
24. From now on, if the connection is lost, the horses will go back in superposition and you can't be certain about which horse won.
25. (Right before the connection is lost, the display of the radio goes red. Then, it disappears, and both the radios and the horse are gone from the entanglement graphic. If this happens, you must go back to the track and check again which horse won).
26. Walk to the right-most part of the hallway.
27. Exit the hallway.

28. You are now in the betting room. Walk to the right and place a bet. You must do this before 12:15.
29. Click on the winning horse, to select it. Be careful not to lose the radio connection (keep clicking).
30. Press "Pay Bet". If you did everything well, the game would end here. Congratulations, you won \$800 000.

Alternate Endings:

2. "You left"

Click on the exit button from the top-right corner after starting the game. You'll just get a "You left" screen, and the game will close after credits. You can press ALT+F4 anytime to exit quicker.

3. "You're a disappointment"

Leave the building. To do this, exit the hallway to the betting room, and walk to the left. The bubble will tell you that you'll leave the building if you press F. Doing this will result in seeing a letter received from "The Doctor" (the character in the intro scene that explained what you have to do, over the radio). He is disappointed because you failed the task and just left. The letter helps complete the lore. You can understand that he gave the detective \$10 000. This is the sum he's supposed to bet on the winning horse. If you look at each horse on the betting panel, you'll see the odds beneath it. The winning one has 80:1. This is why the sum you win in the favorable ending is \$800 000.

4. "Seen on the track"

Be on the tracks after 12:15. This is the time the racetrack opens so the public can observe it. If you're there, the public will also see you. Considering how the racetrack is a highly secured placed, supposedly isolated at a quantum level, no human should be seen there.

5. "Too late"

Try to place a bet after 12:15. Since the race is already over and everyone knows which horse won, you can't place a bet.

6. "Arrested"

Place the bet correctly but forget to hack the systems and disable the security cameras. Normally, the officials wouldn't check the security cameras. However, when somebody wins such an astonishing amount, they would run an investigation to see there was no foul play.

7. "A genius lost \$10 000 at a quantum horse race"

Bet on the wrong horse. This could happen in many ways. You could either try to bet from the beginning without even seeing which horse won or see a winning horse but then lose the connection. Of course, there would be a 1 in 14 chance to guess it correctly by luck. However, winning randomly would probably make the gameplay confusing, so in order not to confuse the player, there are very little chances of that happening.