








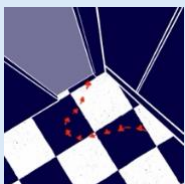
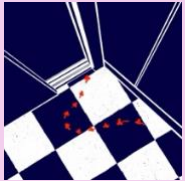



<p>INTRO1</p> 	<p>This is Roundabout Tower, a focal point of your small suburb. You've never braved it. It has marvellous views which caress the city—or so the rumours say.</p>
<p>INTRO2</p> 	<p>You can faintly remember why you came here.</p>
<p>INTRO3</p> 	<p>This is the lobby — floor zero, the <i>ground floor</i> of the building.</p>
<p>INTRO4</p> 	<p>There is –</p> <ul style="list-style-type: none"> • 1 empty reception desk (no barrier to entry) • 1 men's bathroom (the women's is on floor 2) • 1 entrance (day outside – already used) • 1 exit (night outside) • 1 lift
<p>INTRO5</p> 	<p>A lift -- 'Elevator' in English (US) -- 'Elevates' to higher realities -- Analogue controls Let's use the lift.</p>
<p>TITLE</p>	
<p>STEP1</p> 	<p>Observe the control panel. You will not yet be entering the lift.</p> <p>Consider where you stand in relation to your desired destination. To successfully use a lift, you need a desired destination.</p> <ul style="list-style-type: none"> * What level of the tower are you currently on? * What level is your desired destination on? * Do the floor numbers ascend or descend? <p>These are just some of the simple questions you must evaluate.</p> <p>A small test...</p> <p><i>If you are on floor 2 and your desired destination is on floor 3, you will want +1 level, which is, in accordance with the general standard, up.</i></p> <p>Your desired destination is floor 5.</p>


UP	<p>The lift has arrived!</p> <p>'Up'—the correct choice. Full points so far. Be proud of this.</p>
Go in, UP	<p>The floors are chequered tiles—perfect for sock-sliding—if there weren't the threat of being caught.</p> <p><i>Always</i> check for cameras in confined spaces such as these.</p>
STEP2 (UP)	<p>Observe the number pad. It is time to dictate your desired destination.</p>
Inside-Control, GUP	<p>Since you selected 'UP' you have <u>6</u> levels available for input. These are levels 1, 2, 3, 4, 5, 6</p> <p>Of course, you're free to leave at any time if you wish. But stay focused—remember what joys you will meet at your desired destination.</p> <p>Remember, that desired destination is floor 5.</p>
DOWN	<p>The lift has arrived!</p> <p>'Down?'—don't worry, you're early anyway. Or maybe you're afraid of heights. Many are!</p>
Go in, DOWN	<p>Just imagine you're about to take a nice, relaxing chairlift down. Ignore the rattles. And don't slip under the beam. <i>Relax</i>.</p> <p>Ready? Okay. Time for step 2.</p>
STEP2 (DOWN)	<p>Observe the number pad. It is time to dictate your desired destination.</p>
Inside-Control, GDOWN	<p>Since you selected 'DOWN' you have <u>1</u> levels available for input. These are levels UG</p> <p>Of course, you're free to leave at any time if you wish. But where will you go? What will you do?</p>


<p>UG-arrived</p> 	<p>This looks like a nice place to rest.</p> <p>You can almost fall asleep, under the weight of all the other levels.</p> <p>There's no one around that you can see. The echoes of car engines bounce off the walls.</p> <p>The garage door is open. There is a ticket gate. You don't have a ticket, but you're not a car. You could exit if you really wanted to—but you don't want that, do you?</p> <p>Then you'd have to explain your case for avoiding such <i>jovial</i> commitments as those on Level 5.</p>
<p>To UG</p>	<p>If you can sus out the underground parking for next time, you won't have to make the gruelling journey through the lobby again.</p> <p>...There will be a next time, right?</p>

<p>Level G-arrived</p> 	<p>This looks familiar, but isn't the ground always familiar?</p> <p>The chequered tiles in this lift remind you of an old relative's kitchen, wherein you once sock-slid into the oven. Little connections like these always remind you of the past, how you were, how similar you still are.</p> <p>Exit through the entrance</p>
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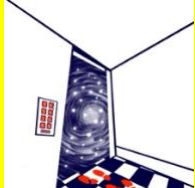
<p>To level 1</p> 	<p>You're about to win a brand-new GPS</p>
<p>Level 1-arrived</p> 	<p>Here is a flash new map to help you navigate this place. Roundabout Tower isn't always the most intuitive for beginners in lift-usage.</p> <p>Take the first exit at the next red light? Or don't, there's always roadworks there.</p> <p>But follow our arrows. If it points up, go up. Follow through once you start.</p> <p>Don't cut the arrow short—it doesn't deserve that. Give it a chance.</p>



To level 2	Your true nature will soon be revealed. Just be patient...
Level 2- arrived 	<p><i>Despite the many avenues of man, we are all still a part of Kingdom Animalia.</i></p> <p><i>Think of yourself as a hunter-gatherer millions of years ago.</i></p> <p><i>Harness your adrenaline to survive and catch that giant deer over there. Fight.</i></p> <p><i>Or freeze and be stuck on level 2 forever. At least there is a women's bathroom.</i></p> <p><i>Or fly—that's always an option.</i></p> <p><i>Otherwise, you will decompose and be absorbed by nature.</i></p>

Level 3- arrived 	<p>You sway. You hear a splash.</p> <p>A light puddle has formed at your feet. Understandably, there aren't any drains in here to drain. The door stays shut, enclosing you in fishbowl.</p> <p>You look up. There is rain pouring from the roof—even the most pristine shells, such as this elevator, have their holes.</p> <p>It's getting warmer. A mist begins to sting your eyes. Your shirt sticks to you. You worry it will become see-through.</p> <p>The water is rising. I suggest a new floor.</p>
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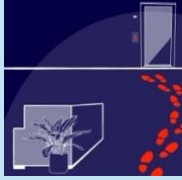
Level 4- arrived 	<p>When the door opens, you think of other doors.</p> <p>A grand staircase is on the horizon. You'll have to step out of the lift to use it. Perhaps a door at the top of this staircase opens to Level 5? Perhaps.</p> <p>But the climb would feel never-ending. Like one of those dreams where you try to press a button but it's just not pressing. Or one where you slip on a step, and just keep somersaulting, down and down, again and again.</p>
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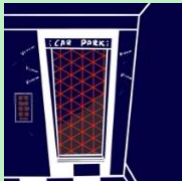

	You don't think stairs will work for you. That's perfectly fine—I prefer lifts, personally!
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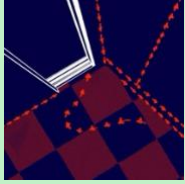



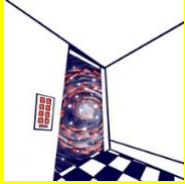
<p>Level 5- arrived</p> 	<p>The door opens.</p> <p>You can faintly remember why you came here.</p> <p>Daylight spawns before you. When you look down, you see the footprints of those who are ahead. You know you should follow in step.</p> <p>A great wind tugs at your arms, but your legs stick firmly to the tiles, like they are glued to early steps of others.</p> <p>The door is only a leg's reach away. If your body was a spool holder, your arms would be unravelling ribbons, coerced into the unknowns of Level 5.</p> <p>This is why you came here. But how much do you want what is here?</p>
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<p>To level 6- below</p> 	<p>Get some fresh air. Clear your head.</p>
<p>Level 6- arrived</p> 	<p>That was a close one -- you almost made it to Level 5!</p> <p>There's a light breeze out here, nothing that can blow you off course. But it wakes you up and gives you something to focus on.</p> <p>When you're climbing a mountain, a hill, a tower...it's always easier to go down than up. Worse for your knees, but easier.</p> <p>No, don't use that fire escape over there. Ignore that. Hold firm against the wind.</p> <p>I said don't.</p>

Level 5 early	You have arrived at Level 5. The obvious and clear destination. Why would you have ever strayed from such a direct direction?
Early1	<p>Wait...you actually did it?</p> <p>Well...good job! Step 3 is complete.</p> <p>You successfully used a lift. I guess that was your job description. But I am shrugging dramatically.</p>
Early2	Oh? All this was just for a party? Start over
Fire- escape	It will be a long, dispiriting way down... (go back.) (keep going.)
Fire- escape2	Fire fills your head. There are no other thoughts, only that your direction is down. Well you know what they say, <i>the higher you climb...</i>
QUIT1	Are you sure? Do you give up on Level 5? (no. take me back.) (I'm sure...)
QUIT2	Level 5 was always untouchable. You wonder what part of you ever thought it was safe to come here.
BOTH	<p>You wonder why you bother, why you thought you could conquer the great Roundabout Tower. It turned you around, around, around.</p> <p>The bus will be here to collect you soon, but somehow, a part of you feels the urge to try again. Do you?</p>
END1	<p>It's actually pretty good here.</p> <p>Not perfect, but that doesn't matter. You try to remember what the other floors were like, the other landmarks on your journey. But you can faintly remember how you got here.</p> <p>They were insignificant—like fragments of a dream, forgetting after waking—but you know they helped to release and rationalise those fragments that will always be a part of you. And those are what make your courage admirable.</p> <p>Congratulations, test taker. You finally finished step 3.</p> <p>I could use really use some sleep...</p>

Phone	What seems to be the problem? Has the lift dropped?—not again...oh—no? Then why did you call? Technology evolved so that you could use it to, you know? You don't need me to come and wind the lift up to the next level for you. You can press the button yourself! ... Yes, our safety standards <i>are</i> up-to-date. No, you do not need to inspect them yourself. Just trust it. Stop worrying—good day to you too!
PhoneALT	I'm not answering. You're on your own.
open	Have an <i>open</i> mind. Aren't there better buttons to press? (i guess...)
shut	Hey! You shut the door on me! (whoops.)
LobbyALT 	<p>This is the lobby — level zero. Nothing of value is here.</p> <p>You don't remember how much time has passed, but phone has provided an apt supply of distraction. And the corner has provided optimal comfort, as far as corners go.</p> <p>You could've quit Roundabout Tower, given up, but a few people know you're here.</p> <p>Let's use the lift!</p>

ALT Level UG 	<p>The carpark's full—no slipping through the ticket gate now!</p> <p>Okay, we've seen enough. Let's go back up. I can't stand these petrol fumes—I'm getting a headache!</p>
ALT Level G 	<p>It looks familiar here. You would hope so, after all that time in the corner.</p> <p>When the door opens briefly, you can see past the lobby and through to the entrance. Or is it an exit? Hopefully not, but you're still not sure.</p> <p>Now, how much longer do I have to wait for you? Do we have to go back around in a pointless circle again?</p> <p>Exit through the entrance</p>
ALT Level 1	Might I suggest you think clearly for a minute? One one. Single. Minute.

	<p>Seriously, has your GPS malfunctioned already?!!</p> <p>It was just Level 5. It has <i>always</i> been Level 5. A set of simple, standard directions!</p> <p>This game of back-and-forth—why do you keep humouring yourself with it! There was always one direction!</p> <p>Prove the doubters wrong! Shut up, I'm leaving!</p>
<p>ALT Level 2</p> 	<p><i>Despite the human's many attempts to progress the lift, they remain at Level 2, instinctively cowered from the barren and exposed terrain of Level 5, and its predators that seek to eat them.</i></p>
<p>ALT Level 3</p> 	<p>You sway, but are caught by the moving sea that has appeared below you.</p> <p>You can smell everything, see clearly now. That sense is overwhelming.</p> <p>The fish has escaped the bowl, but what comes next are the ravenous waters. You won't know what's swimming below your feet. Tendrils of seaweed already wrap around your ankles.</p> <p>Ahoy! Where shall ye sail to next?</p>
<p>ALT Level 4</p> 	<p>Party balloons. Stretchy ligaments. You're almost there. Your family and friends are cheering you on.</p> <p>Overpriced party horns are in hand, ready to be blown for when you finally cross that finish line.</p> <p>It's awfully intimidating, isn't it?</p>
<p>ALT Level 5</p> 	<p>The door opens again.</p> <p>Level 5 swirls with the many directions of those who travelled before you.</p> <p>Is it finally time? Will you enter?</p> <p>Will you complete <u>step 3</u>?</p>
<p>ALT Level 6</p>	<p>Wh-what is that~?</p>



A ghost? Does it want to come over? Does it speak?

It waves its see through arm—ahh!

Wh-what do you do~?!!