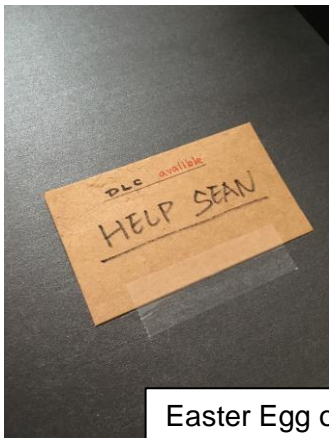
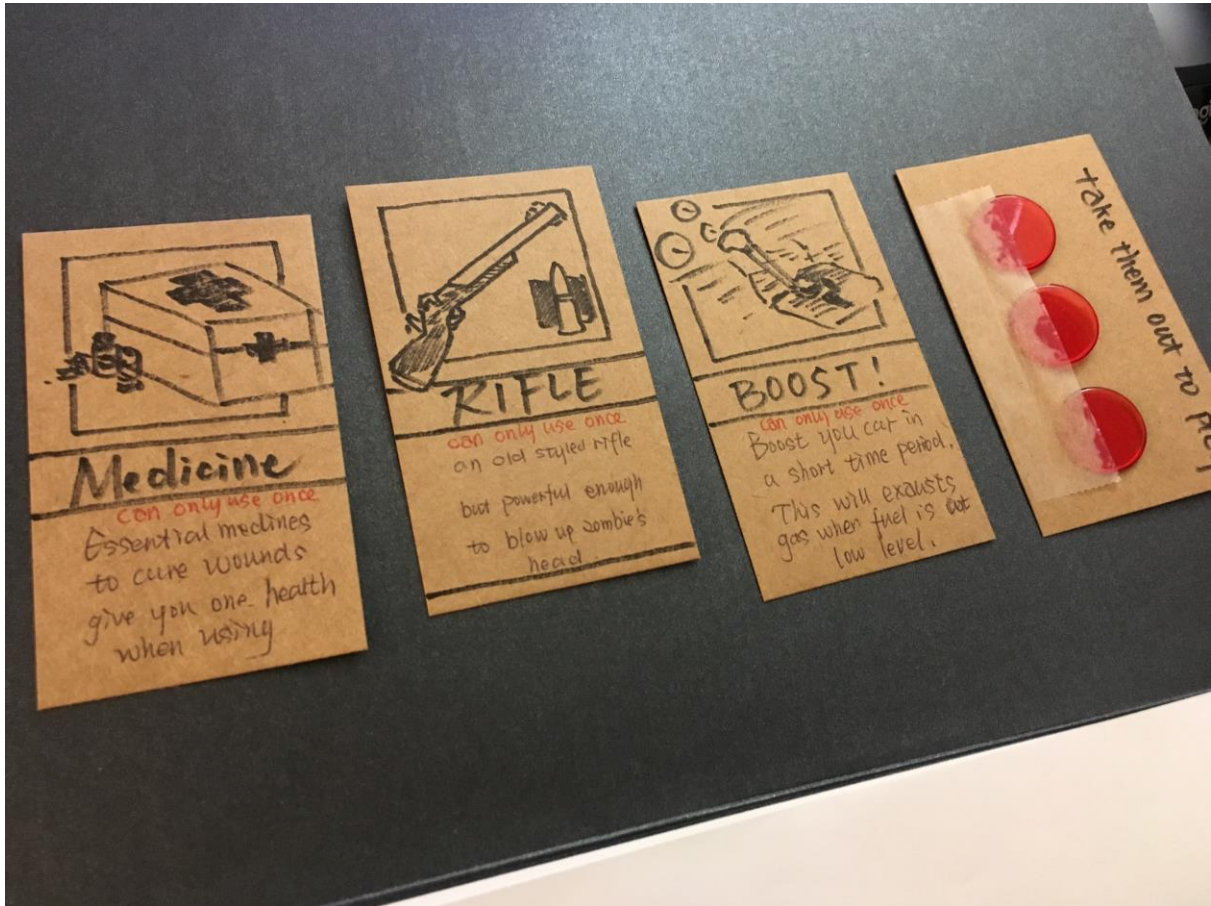
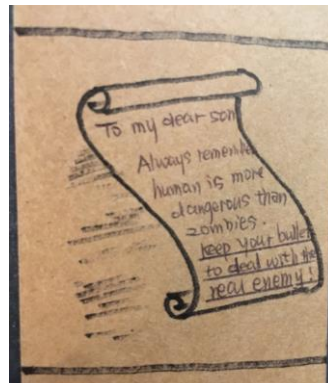


Designer Note:

Essentially, this game was just about escape and survives. We tried to add more mechanics such as health and items to produce various choices (player will choose differently under different health conditions) and long term consequences (some risky choices require player to keep healthy).

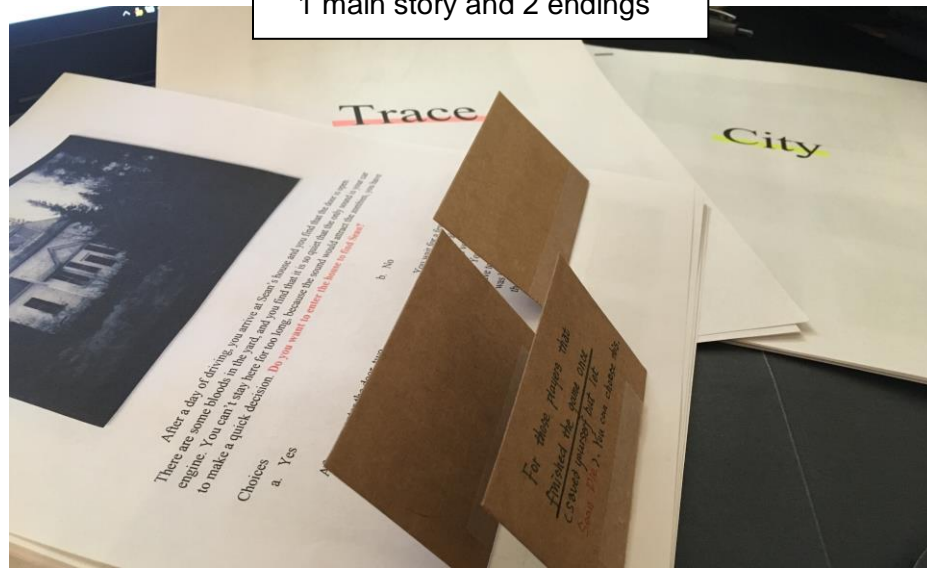


Easter Egg on the cover

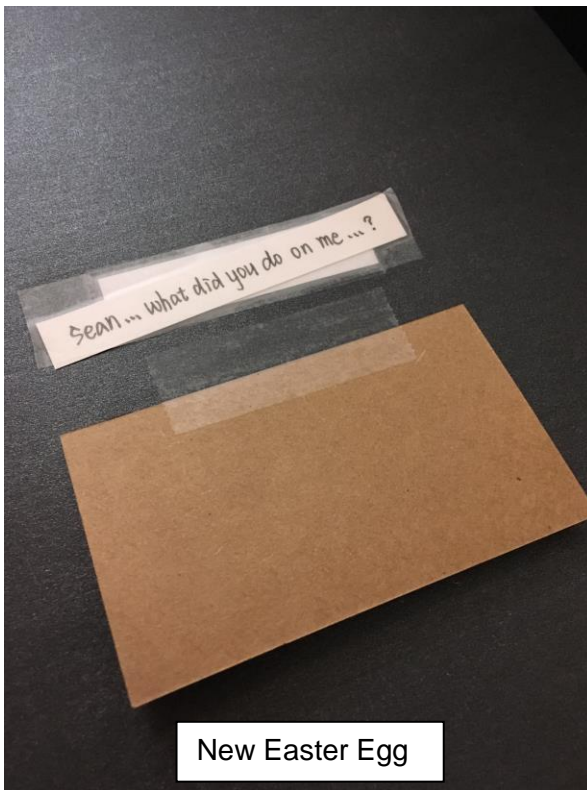


Special Note on card back

1 main story and 2 endings



After the first play test, we came up with an idea to give the game a hidden ending (true ending) by a “DLC”. Therefore, we made the new content especially for those players that have played the old version once. Inspired by the *Silent Hill*, we thought that an astonishing hidden ending might provide refreshing game experience to players.



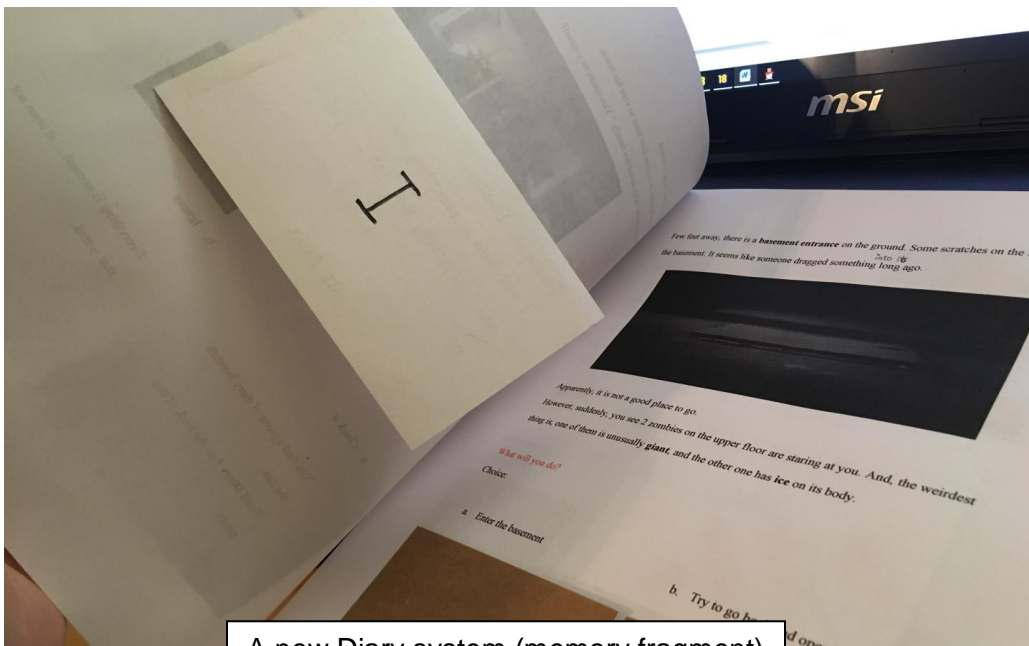
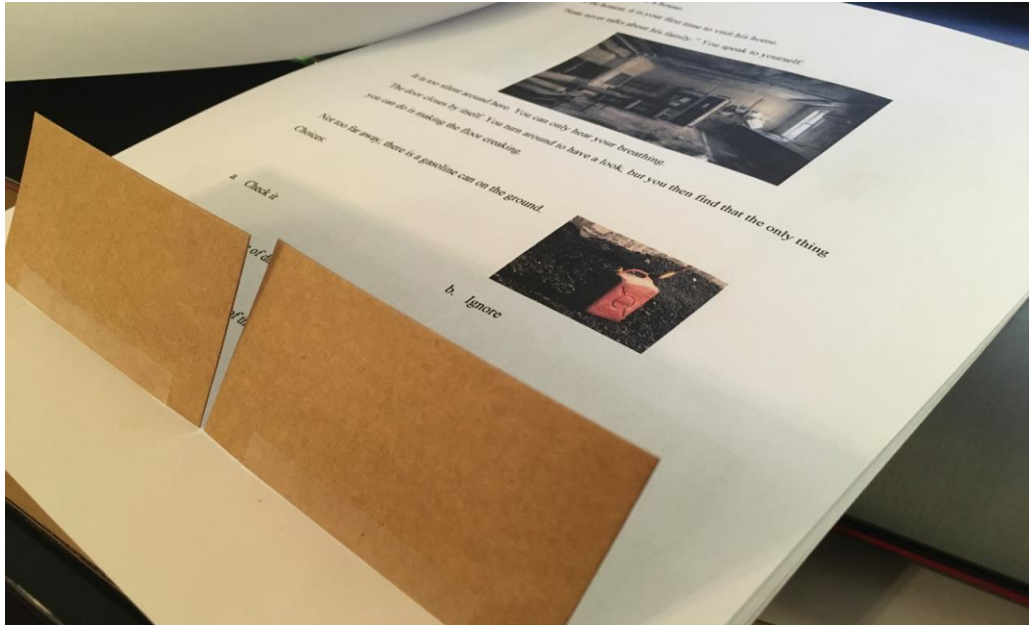
New Easter Egg

Then, we chose the Sean’s house as the location that DLC happens. In *Sean’s House*, we re-defined the game world as a cursed one made by Sean’s hate and jealous. Many events that players has experienced before will be proved to be the Sean’s memory about family. For example, the gasoline can in living room reflects the gas station and the camping equipment recalls the risky camp.

Hence, at the end of DLC, we hope that players can reconsider the original story and have deeper thoughts about Sean.

New game features:

1. The information on rifle card has some bugs. It could only be used once. Sorry about the confusion!
2. **DLC Sean's House** is now available – It's time to reveal the truth!



A new Diary system (memory fragment)

DLC

Sean's House



You enter Sean's house.

To be honest, it is your first time to visit his home.

"Sean never talks about his family." You speak to yourself.



It is too silent around here. You can only hear your breathing.

The door closes by itself. You turn around to have a look, but you then find that the only thing you can do is making the floor creaking.

Not too far away, there is a gasoline can on the ground.

Choices:



a. Check it

b. Ignore

You find a piece of diary beneath
the can.

Everything is normal... at least not
that weird.

(Read **Diary I** on the back of this
page)

Finally ... Finally ...

I will burn ... everything out

and ! especially that fat ... fat ...

no ... father ... he will beat me

and mother ...

she's still ~~at~~ home

Few feet away, there is a **basement entrance** on the ground. Some scratches on the floor lead to the basement. It seems like someone dragged something long ago.



Apparently, it is not a good place to go.

However, suddenly, you see 2 zombies on the upper floor are staring at you. And, the weirdest thing is, one of them is unusually **giant**, and the other one has **ice** on its body.

What will you do?

Choice:

a. Enter the basement

b. Try to go back and open the door

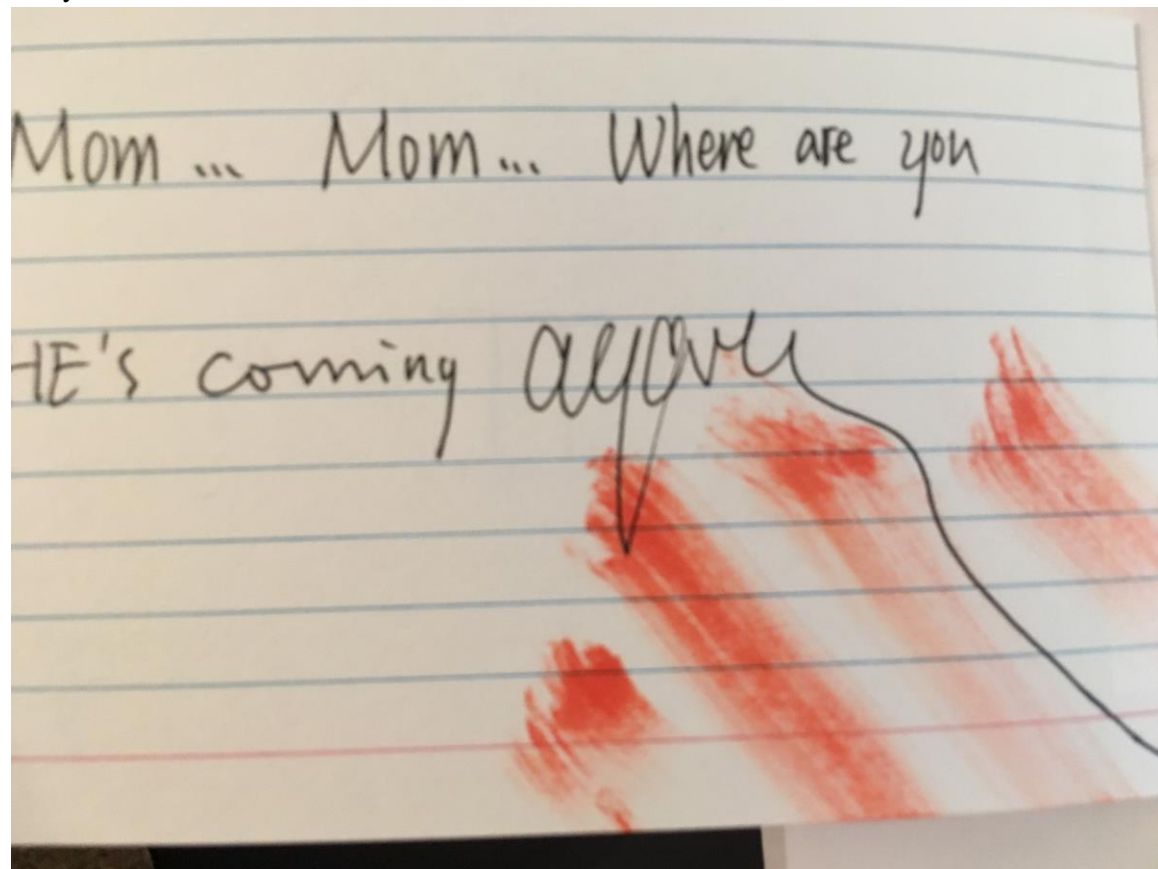
When you closed the entrance, the surrounding again becomes silent.

You find a piece of diary on the ladder (**Diary II**)

You use up all of your strength, but the door seems never closer to you.

The giant zombie grabs you and tortures you to **die**.

Diary II:



The basement is full of dust. Faint light cast through the window, which makes everything looks vague.

However, you still recognize the stuffs in this room, which you will never forget.

There is a wooden bed stand in the middle, paint into red by blood.

Nails and ropes are everywhere in the room.

Several metal tools-for torture, to be sure-are hanging on the wall.



Again, you find several things worth checking.

What will you do now?

A broken door that
lamplight comes out

A bunch of **camping**
equipment in the corner

A big **freezer** inside the
wall

Opening the door, and you
see a familiar giant
monster... You get another
piece of diary on the
ground, which is the last
thing you see. (**Diary III**)

Things are messily spread,
but you still find a piece of
diary. (**Diary IV**)

You find a dead women's
body. Look familiar and
totally dried.

Diary III:

Look ... Light's up ...
Sean ... light's up ... he loves light
It's time to pain ...

Diary IV:

Dad ... When
When will we go camp again ... ?
I was happy ... except ...
that part ...



After you finished your work, the broken door suddenly opened. A giant, bloody monster walks out, holding a bunch of torture tools.



At that moment, you find a small hole that just allows you to enter. In front of that hole, there are some traces on the ground.

Make a choice:

Escape through the
window

Hide into the **freezer**

Enter the **hole**

The window... is an illusion? You touch the window, but it feels like brick. When you are shocked by this fact, the monster gets you.

You die with the dead women inside.

“No...no way...you can’t have girlfriend...”
Someone is crying deep in the hole.

At the bottom of the hole, a heavily wounded boy is crying on the bed.
Blood soaks the blanket.



“I hate... all of you...”
The child starts to scratch the bed, seems suffering.
“I must make that girl away...from him...”

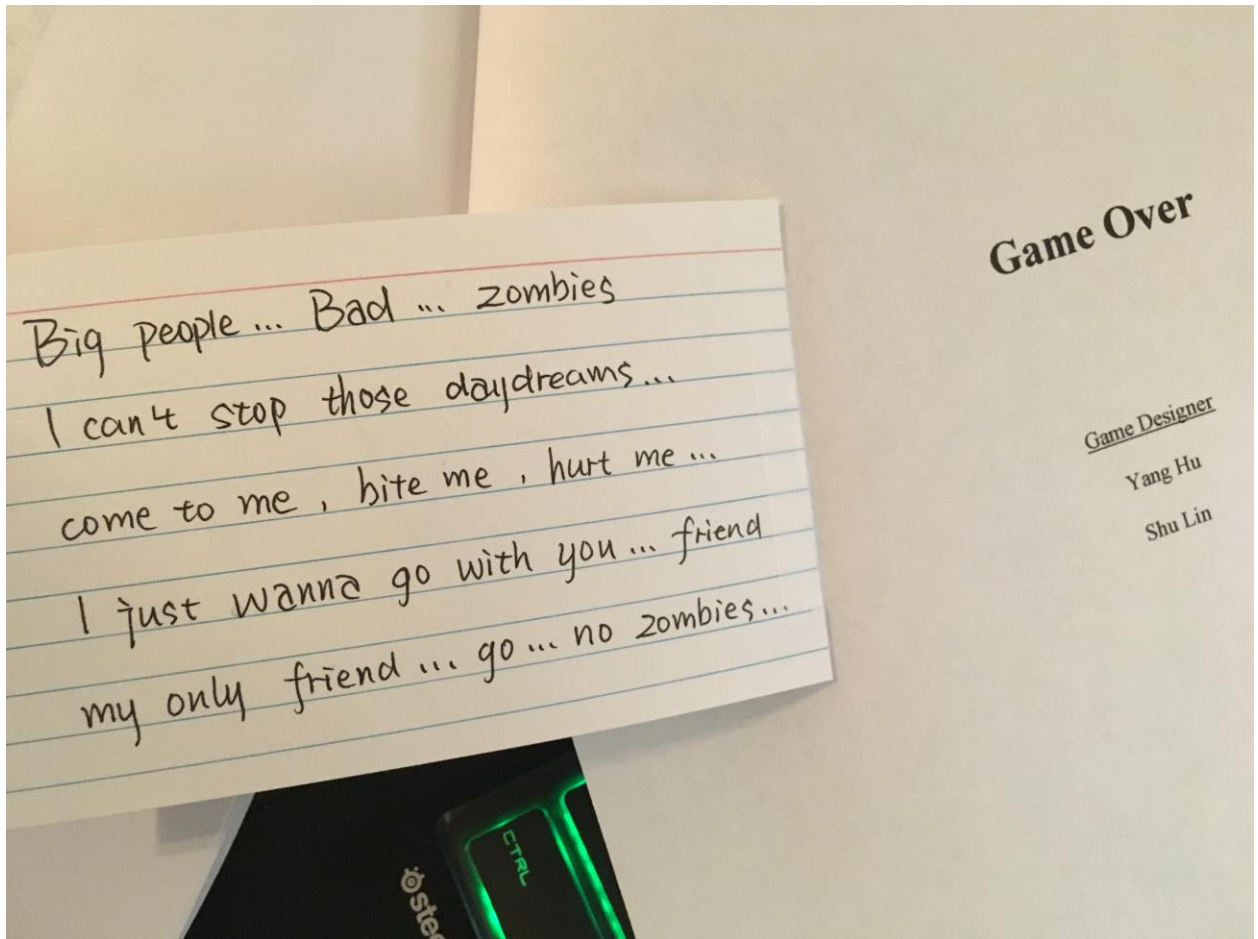


“I was hiding in the bush... mom... father was making a campfire...”
“And...he will do something with that... keep away...keep away”
“**Mom...where are you...**”

The boy starts to look at me.

He takes out a piece of diary.

(Diary V)



Game Over

Game Designer

Yang Hu

Shu Lin