

# The Search for Pablo – User Map

*The Search for Pablo* takes place in a factory in the 1800s, during an era of unlawful child labor. Right now, you are the orphans' only hope of escaping the factory and its hellish environment.

The factory itself is multifaceted and prides itself on outputting multiple products: automobile parts, textiles, and gunpowder. Within each of these rooms you must find a key to unlock the next room and eventually help all the orphans escape.

Outside the factory, in the courtyard, there's a shed that houses other orphans that the evil Count keeps as his 'pets.' You have to sneak into the shed and find your friend and escape with him before it's too late!

This is a linear journey, but the mechanics work as such to have the map appear non-linear. Items of the same color in the map are related – a key that is blue will work on a lock that is blue, etc.

## Item Key



