SECTION 1

You were asleep for several years. You were killed in 2020. You suddenly come to your consciousness 100 years later.

YOU: “…..Wait, what? What’s going on?”

YOU: “Am I dreaming or something?”

YOU: “Like, how am I still breathing without lungs?”

YOU: “Or thinking without a brain?”

YOU: “Or, like, talking without lips???”

YOU: “Am I a ghost???”

YOU: “Good lord, I need to get it together. I need to wake up.”

You try slapping yourself.

YOU: “Wake up! Wake up! WAKE FREAKING UP!!!”

Suddenly, you hear a voice coming from somewhere.

???: “My guy, the ‘stop hitting yourself’ meme is, like, over 100 years out of date.”

YOU: “Who said that? Did you just say 100 years???”

???: “Look at the ceiling.”

You look at the ceiling. You find a speaker above you.

YOU: “That doesn’t answer my question!”

???: “Who said I was going to give you answers?”

YOU: “Oh come on with this bullcrap!! Please just tell me what the hell is going on!”

???: “Okay, okay, I’ll tell you since you asked so nicely.”

???: “Simply put, you are dead. And you have been dead for over 100 years.”

YOU: “I’m definitely dreaming.”

???: “You sure?”

YOU: “Even if I am dead, how do I know you weren’t the one who killed me?!”

???: “Why don’t you try to find out? You don’t have a brain, but I’m sure you’re still pretty smart.”

YOU: “Oh trust me, I goddamn will.”

???: “I wish you the best of luck.”

YOU: “Okay, let’s look around here I guess.”

You look around and you find a key.

YOU: “A key? Is this mine?”

You investigate the key.

YOU: “’Cloakster Inc.’…that name sounds familiar.”

You investigate further and discover a strange combination lock.

YOU: “…what? Am I inside an escape room?”

After looking around further and looking for clues, you enter the proper code and plug in the key. You then leave the room.

YOU: “Okay, whoever you are…I left the room. Where the hell are you?”

???: “I know. I saw.”

You look around.

YOU: “Wait, how can you see? There aren’t any security cameras anywhere!”

???: “There aren’t? Are you sure?”

YOU: “Okay, whatever. What’s next in your toolbox of mental torture?”

???: “Well, for one, that was simply the first room you completed.”

YOU: “Oy vey, of course there’s more…”

???: “Good luck my guy.”

YOU: “I hope you realize what happens when I do escape.”

???: “Oh I do. Trust me, what you think will happen won’t.”

You ignore his taunting words, for you realize that focusing on them will do you no good.

SECTION 2

You come across a large playroom.

YOU: “Where am I, in a kindergarten?”

YOU: “I don’t know why, but this place looks…kinda familiar.”

YOU: “I guess I’ll look around.”

You look around the kindergarten’s rooms and come across a window with empty slots.

YOU: “Huh, why does it look like I can fit stuff into this window?”

You look around the kindergarten and find several puzzle pieces all around the floor. You eventually think you found all the necessary ones.

You put the pieces together on the window, and you form a picture. You begin to feel as if you recognize what’s on the picture.

YOU: “Wait, who is that? Is that someone I know? Could it be a family member or someone?”

???: “Hey skeleton boy. Good job.”

YOU: “Do you know who or what this is on the picture?”

???: “Why should I tell you that?”

YOU: “Yeah, I figured that would be your answer.”

YOU: “Well, what now oh might one?”

???: “There’s another puzzle that needs to be put together. But now you need to re-arrange the pieces.”

YOU: “Awesome. Where can I find this second puzzle?”

???: “Behind the door.”

YOU: “What do---”

Out of nowhere, a huge rumbling noise gives way to a large door that rises behind you.

YOU: “Ah.”

???: “I wish you the best of luck.”

You struggle to figure out exactly how to respond.

YOU: “…….thank…..thank you. (Also, screw you.)”

???: “Move along now.”

YOU: “Okay, okay.”

You enter through the door and find yourself in yet another kindergarten.

YOU: “Why does this also look familiar? What the hell is going on?”

YOU: “I guess there’s only one evident way to find out.”

You look around this second kindergarten and see a puzzle board with all the pieces available but arranged completely wrong.

You finish arranging the puzzle pieces and then you recognize the picture you ended up creating.

YOU: “Good god, this person also looks familiar!”

YOU: “Okay, I need to know what the hell this is, and why I recognize all these pictures and places!”

???: “Make me.”

YOU: “I will, trust me.”

???: “How?”

YOU: “I will find you.”

???: “How?”

YOU: “…..you know what, nevermind.”

???: “Well, there’s another puzzle room waiting for you.”

YOU: “I’m telling you, if I have to solve yet another puzzle afterwards, I am going to break the walls down.”

???: “You can’t, the walls are made of metal”.

You try to ignore his taunting words, but you begin to get a feeling of hopelessness, as if you’ll never escape and figure out what happened to you.

INTERLUDE

You tire of solving puzzles all day, and decide to try and sleep.

YOU: “I don’t know how I still get tired even after I die, but okay.”

You attempt to lie down and sleep, but you forget that you are literally unable to close your eyes since you lack eyelids.

YOU: “…..Oh. Yeah.”

YOU: “\*Sigh\*….I guess I can sleep with my eyes open all night.”

You toss and turn but you have no luck in eventually falling asleep.

YOU: “Okay, at least I don’t need melatonin to stay sane anymore.”

You begin to think about what you encountered earlier.

YOU: “Why did all those rooms and pictures look and feel so familiar? I don’t really recall anything that specifically looks like that when I was alive.”

YOU: “There’s I guess some memories that resemble those pictures or rooms, but there’s nothing precisely like that.”

YOU: “Although, come to think of it, I haven’t thought of those memories since I woke up….”

YOU: “This is so freaking weird, what the HELL IS GOING ON???”

YOU: “I’m hoping whatever the hell this is gives me enough time to find out before cremating me or something, unless I’m just actually dreaming.”

You decide to lie down and try to rest your mind, but the craziness of the situation keeps your mind way too busy.

YOU: “Goddamn, if only I had something to think about that doesn’t make me feel weird. Every time I think about any memories from my past, it’s hard to think that those memories are still sticking with me even after I’m dead.”

YOU: “Every time I think about the place I’m in right now, I think that I might not be able to escape.”

YOU: “Whenever I think about the fact that I could be dreaming, all I want to do is to wake up.”

YOU: “Jesus Christ, I hope this goes away, and I find out whatever the hell is actually happening.”

YOU: “Screw it, let’s keep going. Sitting here doing nothing sucks harder than actually doing something”.

SECTION 3

You get up and walk into the next room, where you find a bunch of mirrors.

YOU: “What the hell is this?”

YOU: “Let’s see what this is all about.”

You discover a projector room, with multiple projectors on. You learn that you can alter the rotation of different mirrors in the room in order to project clues on the walls.

You also find another door with a code needed to open it. You assume that one of the projects holds the clue.

You manage to rotate the mirrors to get all the clues, before you unlock the door and head inside.

Through the door, you enter the main chamber of the puzzle master.

YOU: “What the hell, where am I?”

???: “Welcome to my chamber, smart boy.”

The puzzle master turns around in his chair to face you.

YOU: “Holy mackeral!”