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???: “My guy, the ‘stop hitting yourself’ meme is, like, over 100 years out of date.”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

???: “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, which is nearly pitch dark.

YOU: “What the hell is this?”

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

You discover a flashlight and pick it up, before you start using it. You then discover that you can melt objects with your flashlight.

YOU: “What the—what is this light even made of?”

Either way, you find puzzle pieces located inside of the meltable objects. You then realize that you have to place those puzzle pieces inside of a machine that allows you to rotate them.

When you manage to finish rotating the puzzle pieces, you discover that you have formed another familiar image.

YOU: “Okay, this is getting crazy. Why do all these pictures look like snapshots of something I already know???”

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: “Oh man, I’m going to literally kill you.”

You run towards the man to punch him, but a forcefield blocks your punch.

YOU: “OH, COME ON!!!”

YOU: “Okay, you win. Whoever the hell you are. You have tortured me for as long as I can resist, and I cannot escape.”

???: “You know what, you’re right. I’ve tortured you long enough. I’ll reward you a bit.”

YOU: “Huh?”

???: “You get to punch me, kick me, do whatever you want physically, three times. I’ll disable the force field and tie myself down.”

The unknown man activates electric chains to keep him pinned down to the chair, and then de-activates the force field which is just barely within his reach.

YOU: “Okay you scumbag, here it comes.”

You punch the unknown man in the face, and end up breaking his nose.

???: “AAAAAAAAAAAAAAAAAHHHHHHHHHHHHH!!!!!!!!!!!!! OH MAN, that was a good one.”

You kick him in the crotch as hard as possible.

???: “OOOOHHHHHHHH GGGGGOOOOOOOOOOOOOOOOOOOOOODDDD!!!!!!!!!! Yeah, I deserve that.”

YOU: “You bet your ass you do.”

YOU: “Speaking of which….”

You decide to kick him in the butt as hard as possible.

???: “HOLY DAMN!!!! OW!!!!”

???: “Okay, that’s enough.”

He re-activates the shield and you can’t punch through anymore.

YOU: “TURN THAT OFF!!! I’M GONNA KILL YOU!!!!”

???: “If you killed me, where will you get answers to all your questions?”

YOU: “You’re never going to answer any of my freaking questions, asshole.”

???: “Nope, trust me I am. You solved my puzzles, I’ll let you know what’s going on.”

YOU: “Okay, you better tell me what the hell is happening.”

???: “So, you are dead. And have been dead for 100 years.”

YOU: “I know that.”

???: “We often wonder what happens after you die, and whether people still have a consciousness.”

???: “Apparently, you can still have a consciousness, but it is tricky to figure out how to give someone that when they die.”

???: “Fortunately, I’ve figured it out! I invented these goggles that allows you to see souls.”

???: “And a device to capture souls and bring them back to their original owner.”

YOU: “So I’m like a zombie with my soul reunited with my body.”

???: “Precisely.”

???: “Now, this whole room and this whole experience, including my taunting, the puzzle solving, and the security cameras, is to test if you are able to still feel all these different kinds of emotions while you are dead.”

???: “These emotions include sadness, anger, intrigue, curiosity.”

???: “And I am also testing if you have the cognitive skills to solve puzzles while dead.”

???: “Along with that, the usage of familiar imagery and company names are meant to trigger memories from your past, according to what kinds of names and imagery trigger memories the easiest.”

YOU: “You are a horrible, horrible, HORRIBLE man, and I hope you die and go to hell for bringing me back from the dead, and torturing me.”

???: “My man, please understand that there’s no other way to test these kinds of things.”

YOU: “I will call the authorities on you….when I get a phone.”

???: “Oh trust me, you’ll never find one…”

The unknown man presses a button.

The screen turns to black.

CHARACTER 2

SECTION 1

You wake up in another room shortly after your brother was dealt with by the puzzle master. You are also unsure of what is going on.

YOU: “What the hell…. what on Earth is this?”

You look around and see a lot of futuristic technology.

YOU: “When on Earth is this???”

You look down at your skeleton hands, and you begin to freak out.

YOU: “WHAT THE HELL! WHAT THE HELL! Am I DEAD!!??”

YOU: “Wha---when?! Why?! HOW?!”

???: “Bro, chillax.”

YOU: “AHH!!!”

???: “Take it easy dude.”

YOU: “What said that??!!”

???: “Look at the ceiling.”

YOU: “What…are you a ghost coming from there??”

???: “Okay come on, you died when speakerphones were still around right??”

YOU: “I AM DEAD!! HOLY CRAP!!!”

???: “My dude, you have nothing to freak out about. You’re not in danger. Everything’s going to be fine.”

YOU: “Where’s my family? My brother? My sister??”

???: “Don’t worry, they’re also safe.”

YOU: “You-y-you s-sure??”

???: “I can hear the excessive question marks after everything you say.”

YOU: “Okay, very funny.”

YOU: “May I ask now, where the hell am I?”

???: “You’re in my chamber now, and you will solve puzzles while you’re here.”

YOU: “Wh-why? What’s in it for me?”

???: “You will be rewarded with your freedom when you are finished.”

YOU: “Really?”

???: “Trust me when I say, I am a man of my word.”

YOU: “…ooookaaaay….”

???: “The door to the first puzzle will open behind you in a second.”

YOU: “Oka----”

The door opens behind you in literally one second.

YOU: “WHOA!”

YOU: “Was that literally one second???”

???: “See? I am man of my word.”

YOU: “Okay, I trust you….for now.”

You enter the door and see the first puzzle.

YOU: “Okay, where is this?”

You find yourself in a large hallway with no doors and four different sections, like an office hallway with no entrance or exit.

You look around and find a magnifying glass. You then realize that you can use the magnifying glass to investigate clues that are otherwise too small to read.

You find a group of numbers and use the magnifying glass to zoom in on those numbers. You then realize those numbers are the key to entering a code for a lock.

You enter those numbers on a keypad and the door unlocks.

???: “Well done. You’re smarter than I thought.”

YOU: “AAAH! Jeez man, turn down the volume of that thing, it scared the hell out of me!”

???: “Okay….how’s this?”

YOU: “Uh…better, maybe. Thanks.”

???: “Alright, keep going. And, word of advice, keep that magnifying glass as close as possible.”

YOU: “Uh….alright.”

You enter the door to find the next room of puzzles.

SECTION 2