Background:

In 1943, during World War II, the U.S. military quietly used remote stretches of Catalina Island for covert operations and experimental communications training. One hidden beach, far from public access, served as a base for an experimental unit tasked with testing encrypted radio beacons, practicing code-based shoreline signaling, and assembling temporary lookout stations along the cliffs.

When the war ended, the military dismantled most evidence of their presence—or so they thought. Decades later, a few fragments remain… scattered, buried, and waiting to be found.

Note to Players:

- **Keep all clues and items**—some are used more than once or will become relevant again later in the game.
- **Bring a pen or pencil**—you could want to write, circle, or track things.
- **Dress appropriately**—you'll be exploring outdoor spaces. Expect to walk, bike, and kayak throughout (organize these rentals ahead of time).
- **Time is of the essence**—many clues are written with an internal clock in mind. You'll need to make choices efficiently to finish before sundown.
- **Clues build on one another**—pay attention to names, places, and details. Something that seems irrelevant actually be key.
- **Use your surroundings**—part of the game blends fiction with the real environment.

Above all—stay curious, stay sharp, and don't forget:
The island remembers what history tried to forget.

Escape The Island