

- Multiple endings (1. Escape successfully, 2. Was killed, 3. Die together)
- The background of the story is that a prison is actually an evil laboratory.

1. Choose a role

2. Wake up in the prison single room (memory disappears, the single room contains photos and some information to guide the player to think that this is their own information. Need to find clues to escape and escape from prison (**Error message**))

3. The single room is locked, and there are regular mealtimes and free times (player can leave the prison single room during this period, and communicate and interact with prison guards and other prisoners). At this time, players can observe some prison scenes. (Including have police officers room at the entrance of the corridor, and the door of the corridor needs to be unlocked) **【4 people on the first floor of the prison guard on the 3/4 floor and 6 people on the first floor on patrol】**

4. Players will be taken to the restaurant on the second floor during the regular mealtimes and free times. **【Get information from listening to inmate exchanges. A prison guard on the fourth floor is very lazy and always rest in a specific place】** Find the prison guard through a prompt, and the prison guard is asleep at a certain time. Steal the key of the prison guard (The keychain contains the key of the fourth-floor police officers room, the key of the player's single room, and some key of the other individual fourth-floor single room) **【player can open the prison guard's office and his own single room and the separate single room. Need to try the keys , find correct door】**

5. Need to get the corridor's key to the other floor through the corridor **【The corridor key exists in the prison police office room at night】**

6. Talk to the prisoner on the third floor and know what is the favorite food of third-floor police.
7. Help the prisoner on the fourth floor to find the relics of his companion at other single room and exchange medicine with the prisoner. **【Need a private room key for the prisoner's companion】**
8. Make the chef unconscious (use a blunt instrument to stun) and add medicine to the prison guard's favorite dishes and send them to the prison guard
9. And stole the key to the office on the third floor
10. Get the first-floor prison guard time in the third-floor single room
11. Get information on some basement labs **【For example, the Hexagram is not allowed to appear in prison(uncertain)】** (When the player finds the Hexagram and click on the hexagram in the underground laboratory, will let the prison explode and get the 'die together' ending.)
12. The police officer who escaped the first-floor inspection came to the underground laboratory / was arrested during the escape and was taken to the underground laboratory.
13. Players can faint laboratory researchers by using anesthesia needles found in the laboratory and using anesthetics. **【Researchers have breaks or mealtime and at that time only have one researcher in the basement】**
14. Players can coma the members in the underground laboratory basement by mixing potions, including the player. **[The clue comes from the laboratory table.such as red potions and blue potions will produce a strong coma gas if used together.]** Player need get an oxygen mask which is at the underground laboratory to protect player, not coma (if the

player and the experimenter are unconscious at the same time, will skip 4 hours)

15. The researchers have door cards for the underground passage (if the use the card, even if all the researchers are coma, still will start the alarm, and the guards will appear and caught player)

16 Need to go to the control room, find the controller of the door alarm and turn it off, and then use the door card (Escape successfully)

Information in a single room

- Can escape to the first floor to escape prison (fake)
- Talk to inmates to get medicine
- The vague reminder that the prison is actually an evil laboratory (such as that no one prisoner in this prison will disappear Within 6 months, and no one knows why they were jailed)
- Get information corridor key exists in the police office room at night
- Approximate time of the patrol on the first floor
- A part of the information for the underground laboratory

Information in the office

- 3/4 prison guard time schedule
- Corridor key
- Prison guard's costume

Restaurant information

- Dialogue between prisoners during mealtime
- Food
- clothes for restaurant staff

Players need at least 4 hours of sleep per day

- 6:00 am-7:59 pm (14 hours) during the day
- 6:00 am-10: 00 am (4 hours, have patrol, the player can sleep through click on with the bed)
- 10:00 am-1: 00 pm (3 hours mealtime and free time)
- 1:00 pm-5: 00 am (4 hours, have patrol, the player can sleep through click on with the bed)
- 5:00 am-8: 00am (3 hours mealtime and free time)
- 8:00 pm-5:59 am (10 hours) At night, the player can freely move around the prison if you have the key.

Player restrictions:

During the day, the player needs to be in a prison single room. Lunch and dinner must follow the prison guards to the restaurant on the second floor. The prison guards will check after dinner time (8: 00 pm). Players must be in single rooms during the inspection at that time. Otherwise, the alarm will be triggered and caught and forced to skip to the next day morning. After completing the inspection, the prison guards on the 3/4 floor will be off duty, and the player can move.

If you cannot find the underground laboratory within 7 game days, player will be taken as an experiment sample to the underground laboratory. If the player is brought into the laboratory as an experimental sample and cannot escape within 1 game day, it will be judged player has experimented, and die. If players enter the lab by self, and not caught by the experimenter does not start timing.

If the player escapes through the first floor, the player will find that it is a fenced-in area (the guard at the door is Twenty-four-hours guard unable to pass). If found by a patrol or door guard, player will be caught to the underground laboratory. Or player needs to find the underground laboratory through a secret passage on the first floor, and make sure don't get caught.

