Instruction

A diagram of a work space

Description automatically generated

## Background

Your best friend, Alice, has mysteriously disappeared. Before she went missing, you had agreed to meet at your favorite park, but she never showed up. You've known each other for 8 years, and this kind of thing has never happened before. Now, her phone is off, and no one has seen or heard from her.

As you investigate further, you discover cryptic messages, hidden secrets, and a trial of clues that take you deep into Alice's private life.

Did she leave willingly? Find out what has happened!

## Notes

* You can get started by checking hints. Use command <hint>.
* You start from the apartment. You can explore all spaces freely.
* All available commands can be retrieved using command <action>
* Some items will be hidden until you decipher the code and unlock others.
* You will need to find the diary first, and then collect diary pages hidden in different spaces.
* As you progress, you will get to understand what happened to Alice.
* You will win the game by finding the hard drive and collecting 4 pages of Alice’s diary within 400 steps.

## Cheat sheet

Apartment

6996 or 9669 -> desk1

7.5 -> painting

Storage

5678 -> box1

032018 -> phone1

Neighbor

08212017 -> door1

160 -> box2

Workplace

chasingstar2016 -> desk2

dawn -> computer1

sunbeam -> computer2