

FRIEDEMANN FINDEISEN

CANTALOOP

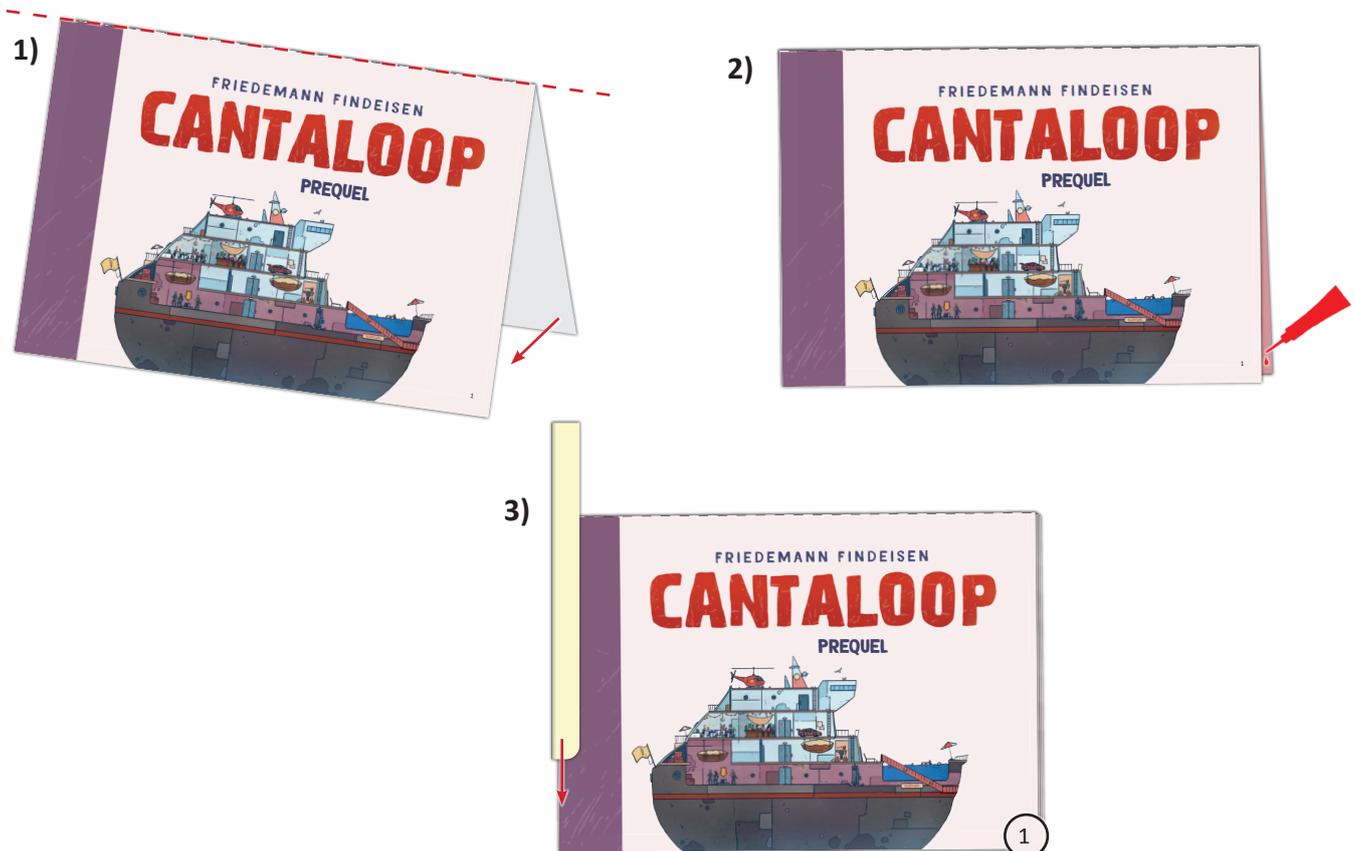
PREQUEL

THE BOOKLET

This is one of three files you need to print out and assemble in order to play the Cantaloop prequel.

The following ten pages of this file show the pages of the A5 booklet containing a small tutorial, the code, and the dialogues for the game.

Each A4 page of this file shows the front and back side of a sheet of paper in the booklet. Fold each A4 page along the dashed line and glue the two halves together. Then use adhesive tape or a springback binder to collect the pages into a booklet (or use them loosely). The pages are numbered.



There, you can see various **objects** that you can interact with by com-

Yacht. The objects you can interact with have a so-called **code banner**. Item cards show two code banners, one on each side of the card.

COMBINING AN OBJECT AND AN ITEM

To get started, take card #24 from the deck. This is an item card that represents you—the main character, “Hook.” Let’s find out how to use items.

IMPORTANT! Do not look through the deck of cards. Only take cards from it when instructed. When searching for a card, look only at the reverse sides showing just a number.

binning them with item cards you gain during the course of the game. Occasionally, you may be asked to cross off one of the boxes at the top right of the poster.

TUTORIAL

This demo tells the back story of our interactive adventure book series, Cantaloop. In this series of games, you will be talking to characters, combining items to solve puzzles and exploring a unique world to get ahead in the story, just like in a classic point-and-click adventure for the computer.

CANTALOOP PREQUEL

IMPORTANT! Read only text that you are allowed to, e.g., codes that you created by combining an object and an item.

Each banner comprises four rows, of which three show a two-character **code** and the remaining one an **arrow**. To combine an object with an item, place the item card to the right of the object such that the item’s left banner and the object’s banner align. The arrows will then point at a code in the respective other banner. The two codes combined (top left + bottom right) will result in a four-character code. Look up the resulting code in the CODES section of this booklet (pages 5-9), using the red foil, to find out what the combination entails. If you cannot find the code, the combination failed.

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CANTALOOP

PREQUEL



is in the seven digits, which means it'll be well protected. I don't want any alarms on this one, so nobody does anything without my say-so. I know I say this before every mission, but remember that we only have rubber bullets—we don't shoot to kill, so if anyone catches you doing something illegal, that's the end of the line for you; you give up, you're out. Everyone clear on that?



[The camera moves up and down as if nodding its head.]

JIMMY: The camera behind you. Ask me something.

White: Did you set up everything at the warehouse? Can you see the whole ship?

MIKE: OK, listen up, folks, I'll take that as a yes.

White: Where?

JIMMY: OK, listen up, folks, I'll take that as a yes. Minutes before the Nighthale leaves the harbor. We're looking for Lucifer's Locket, it's somewhere on this ship. According to the Screw, its value

White: Everyone, check in.

White: White in position at the dining hall. In fact, I've been in position for over an hour.

White: OK, stay there, make sure none of the guests leave. Mike?

MIKE: Sniper in position, got eyes on deck.

White: Good, I'm entering the boat now. Screw? How's the connection to the yacht?

JIMMY: I can see you.

OPENING SCENE

Your turn! Use card #24 to combine it with Hook's pocket in the illustration below. Then read the text of the resulting code.



e4j9 [You almost got it but you didn't align the banners properly. Try again!]

m0p8 [You must place the item card to the right of the object—not to the left!]

p8j9 [You were supposed to align the banners not the arrows. Try again!]

z3x5 Pocket + Hook: Ah, there it is—my trusty friend and helper. [Take card #01.]

You should now have a second item in your possession, Hook's Hook (card #01). Now let's have a look at how to combine items.

COMBINING TWO ITEMS

Occasionally, you will need to combine two items. To do so, take the item cards, placing the card with the **lower** card number on the **left** and the card with the **higher** card number on the **right**. Then read up on the resulting code.

Your turn! Take Hook's Hook and combine it with Hook to find out more about it.

e4d0 Pocket + Hook's Hook: I don't want to put it back. [Wrong. Try again!]

m0h5 [Creative, but wrong. Try again!]

q3s6 [The card with the smaller number must go on the left. Try again!]

t1x5 [You didn't align the banners. Try again!]

u9w2 Hook's Hook + Hook: This is why they call me "Hook". [Correct, proceed.]

x1j9 [You didn't align the banners. Try again!]

Awesome! Looks like you're ready to go. Now read the opening scene and get started. Enjoy!

- c8v9** Ventilation Shaft + Jimmy: [Go to scene C.]
- c8w2** White + Hook: [Go to scene K.]
- e1f0** Chef + Bucket: I don't think he'd trade his knife for a bucket.
- e1u1** Chef + Mike: Mike can't see inside the kitchen.
- e1w2** Chef + Hook: [Go to scene F.]
- e2h7** Float Switch + Jimmy: Nah, if Jimmy could've helped with that, he'd already done it.
- e2x5** Jimmy + Hook: [Go to scene H.]
- f5k7** Thank You Card + Knife: I think it's fine as it is.
- f2v2** Door + Jimmy: [Go to scene J.]

- f5w2** Door + Hook: [Place card #10 on the boat.]
- g3a0** Cable Winch + White: No, he better stay put.
- g3d0** Cable Winch + Hook's Hook: Why would I need a second hook attached to the cable?
- g3h7** Cable Winch + Jimmy: Even Jimmy can't hack a steel cable.
- g3s0** Cable Winch + Knife: I can't cut through that! It's made of solid steel!
- g3x5** Lucifer's Locket + Hook: I mean I could put it around my neck, but I don't think it's a good idea—that's the first place they'll look.

- g9d6** Car + White: [If A2 is crossed off: Read g9e1. Otherwise:] Nice ride, but I should keep an eye on the guests.
- g9e1** Car + White: [If A4 is crossed off: Read g9f3. Otherwise:] I should wait for Hook to put the locket in the pump.
- g9f3** Car + White: [If A3 is crossed off: Read g9h6. Otherwise:] I feel like I'm missing something.
- g9h6** Car + White: [Go to scene L.]
- g9k7** Car + Knife: I don't need a knife to get into a car and I sure as hell won't flatten the tires to raise suspicion.
- g9v2** Car + Jimmy: I don't think Jimmy can hack this thing remotely. Besides, White can hotwire a car just fine.

WHITE
Yeah, yeah.

Roy?

OK, good. I'm gonna check out the belly of the ship. Screw, you keep an eye out for me.

JIMMY
You got it.

[Take cards #21, #22, and #23. Make sure you also have cards #01 and #24, which you received during the tutorial. Now use them to explore the boat and see how the story unfolds. You can interact with all the objects you see right from the start.]

- CODES**
- a0a5** You were not supposed to read this! Make sure you only read text you are allowed to.
 - a3x5** Float Switch + Hook: So this is the float switch. Hm ...
 - b1d0** Pot + Hook's Hook: I don't want to steal the pot.
 - b1f5** Pot + Water Bucket: I think this sauce is missing a pinch of salt. [You pour in the bucket full of saltwater. Remove card #14 from play. Go to scene G.]
 - b3x5** Bucket + Hook: A bucket. [Take card #06. Remove card #09 (the closet overlay) from play.]
 - b6a0** Guard + White: Hm, let's not show our faces around the guards too much. It's better White stays above deck.

- b6f5** Guard + Water Bucket: I don't think soaking this guard would be a good long-term solution.
- b6h7** Guard + Jimmy: I bet Jimmy could easily hack into their communications network and order the guard to leave his position but faking Feynman's voice could be challenging, and we don't have time for that.
- b6s0** Guard + Knife: There's smarter ways to get rid of these guards.
- c2w2** Door + Hook: [Place card #05 on the boat.]
- c8v2** Ventilation Shaft + Jimmy: [If A5 is crossed off: Read c8v9. Otherwise:] Everything's high tech on this boat. I bet Jimmy could control the air flow remotely.

r4z6 Car + Cable: [If A2 is crossed off: Read r5a1. Otherwise:] Not sure how, but this might prove useful later. [Place card #19 on the boat. Cross off A3. Remove card #04 from play.]

r4w2 Car + Hook: Why is it that billionaires always need to put their cars in places where they'll never be able to drive them?

r4u1 Car + Mike: I don't think he can see it.

r4n1 Car + Thank You Card: Anyone who saw the card behind the wipers would just think it got misplaced.

q3w2 Bilge Pump + Hook: That's the bilge pump Screw was talking about.

q1x5 Pot + Hook: A huge pot. Smells good.

u5k7 Lifeboat + Knife: [If A1 is crossed off: Read u5m0. Otherwise:] That would only take out two of them. I need to take out all three.

u0v2 Door + Jimmy: Jimmy, some help with this one? Wait ... never mind—it isn't locked. [Place card #05 on the boat.]

t1w2 Door + Hook: Locked. There's a keycard reader attached to the lock.

t1s6 Hook's Hook + Cable: The cable has its own hook.

t1n1 Door + Thank You Card: In case you didn't notice—this is not a keycard.

r5a1 Car + Cable: Hm. Yeah, that's not a bad idea. [Place card #19 on the boat. Cross off A3. Remove card #04 from play.]

u9f0 Hook's Hook + Bucket: Hm, yeah, why not? [Remove cards #01 and #06 from play. Take card #11.]

u8x5 Sea + Hook: Ah, the sea a-piers so blue today.

u8j9 Sea + Bucket on Hook: OK, let's fetch some fresh sea water. [Remove card #11 from the game. Take card #14.]

u8b8 Sea + Bucket: It's too far down. I can't reach it.

u5n1 Water Bucket + Thank You Card: I don't think the card would survive that.

u5m0 Lifeboat + Knife: [Go to scene B.]

k4f5 Guards + Water Bucket: I don't think soaking these guards would be a good long-term solution.

k4h7 Guards + Jimmy: I bet Jimmy could easily hack into their communications network and order the guards to leave their position but faking Feynman's voice could be challenging, and we don't have time for that.

k4s0 Guards + Knife: Even with this knife, I don't like my odds. Besides, there's smarter ways to get rid of them.

m4a0 Bar + White: [Go to scene E.]

p4w2 Door + Hook: [Go to scene J.]

q1b8 Pot + Bucket: I could steal some of the soup, but the scent trail would give away my position.

i1d0 Sea + Hook's Hook: Hey guys, does anyone want fish? No? Alright, never mind.

i1s0 Sea + Knife: Sure, let's drop it into the ocean ... On second thought, let's not.

i1x5 Mike + Hook: [Go to scene D.]

j6d6 Chef + White: White should stay put at the party for now.

j6s4 Chef + Water Bucket: No, I have a better plan to deal with him.

k4a0 Guards + White: Hm, let's not show our faces around the guards too much. It's better White stays above deck.

k4b8 Cable + Bucket: There's an easier way to do that.

h2a0 Knife + White: He won't need it.

h2a6 Guard + Mike: [Go to scene A.]

h2f4 Guard + Thank You Card: I don't think that would distract him long enough.

h2x5 Guard + Hook: They're guarding the belly of the ship.

h5a6 Bar + Mike: I'm not entirely sure, but if we start shooting guests ... we might get busted.

h5x5 Bar + Hook: That's a lot of flowers and thank you cards behind the bar. Hm, I like this one with the wizard on it. Too many prying eyes here, though.

h8r8 Bilge Pump + Lucifer's Locket: OK, let's put the locket in there. [Cross off A4. Remove card #07 from the game.]

SCENE A

There's a guard here that's blocking my path. Mike?

MIKE I don't have a line of sight. Try to get him to move.

I'll see what I can do.

MIKE Permission to shoot on sight?

No, there's two other guards here. I'll let you know.

[Cross off A1.]

SCENE B

OK, I think that's it. Mike?

MIKE Yes, I see you.

There's three guards on the deck below mine. I can take out two of them with the lifeboat. The third one's on you. He'll probably run over to check on the other two, and that should put him in your line of sight. He'll be nervous, and he'll be moving erratically—you only have one shot at this or he'll call in reinforcements.

MIKE OK.

[You hear Mike take a deep breath.]

MIKE Whenever you're ready.

[You cut the rope, and the lifeboat swings down hard, burying the two guards underneath it. Guard #3 jolts up, and runs over. The second his head clears the gap in the hull, it jerks back hard and hits the metal floor. Place card #18 on the boat. Remove card #16 from play.]

MIKE Target down.

Well done. Entering the restricted part of the ship now, I see three doors. Jimmy?

[Place card #03 on the boat.]

JIMMY Staircase is clear. I can't tell where they lead. Give me a second.

I don't have a second. These guys could wake up any second.

- z5w2** Lifeboat + Hook: The lifeboat. If things get rough, maybe that'll make for a good hiding spot.
- z9w2** Knife + Hook: [Take card #16. Remove card #13 (the kitchen overlay) from play.]
- z9z5** You were not supposed to read this! Make sure you only read text you are allowed to.

- w9x5** Cable Winch + Hook: Damn, that's a lot of cable—reminds me of a giant coil. I think divers use it to attach themselves to the ship; they could go miles deep with that. This might come in handy later. [Take card #04.]
- x9n1** Ventilation Shaft + Thank You Card: [If A6 is crossed off: Read x9n6. Otherwise:] Why would I do that?
- x9n6** Ventilation Shaft + Thank You Card: You slide the card into the ventilation shaft. Cross off A5. Remove card #15 from the game.]
- x9w2** Ventilation Shaft + Hook: A ventilation shaft. Too small for me to fit. Damn.
- x9z6** Ventilation Shaft + Cable: I don't know how that would help us.

- u9v2** Door + Jimmy: This one's locked. Jimmy? [The door clicks open. Place card #09 on the boat.]
- v6a6** Guards + Mike: There's a total of three guards; even if Mike were able to shoot these two, the third one would call for reinforcements and all hell would break loose. We need to get rid of all three at once.
- v6f4** Guards + Thank You Card: I don't think that would distract them long enough.
- v6x5** Guards + Hook: I need to get rid of them somehow.
- w9b8** Cable Winch + Bucket: Let's not—this would draw too much attention.

GUARD
The card?

FEYNMAN
The lock, you idiot! Did they take the lock?

GUARD
I don't know, I haven't checked yet. I don't know the code.

FEYNMAN
Wait, so the safe is still locked?

GUARD
Yes.

JIMMY
Feynman is in the elevator.

FEYNMAN
OK, the code is 43 left, 33 right, 21 left, 16 right. Is the lock still there?

GUARD
Wait, OK, 43 left ... 16 right. Opening safe now.

FEYNMAN
Come on, spit it out. Is it still there?

JIMMY
He's almost there.

GUARD
Positive, boss. I have eyes on the lock.

FEYNMAN
You're sure? OK. Close the damn thing up again and guard it with your life. What the—

JIMMY
He's seen the guards.

FEYNMAN
We are under attack. Permission to use deadly force if necessary. I'm doubling the guards. Nobody leaves this ship. Feynman out.

[As soon as the guard ends the call, you jump him from behind, knocking him over

FEYNMAN
The head with a bottle. He goes down unconscious. Replace card #02 (the stowage area overlay) with card #08.]

MIKE
We've got it.

[Take card #07.]

MIKE
Good job, Hook.

WHITE
Phew. That was a close one.

JIMMY
Guys? We have a problem. Feynman is all but strip searching everyone who wants to leave the yacht. And he's ordered a gazillion additional guards. They're gonna find the lock.

[Place card #17 on the boat.]

MIKE
So? Just throw it overboard once you're on deck and we'll get it later.

GUARD
I don't know what happened. I was watching the safe the entire time.

FEYNMAN
God damn it, speak!

GUARD
I found a card. Someone put it on the safe. It says "A magical thank you." It's got a wizard on the front.

FEYNMAN
What? (If you'll excuse me for a second, this is important.) I'm on my way down. How in the hell did they get in there?

GUARD
Boss, I swear, I had my eyes on it the entire t—

FEYNMAN
Yeah, yeah, spare me the excuses. Is it still there?

JIMMY
Yes! Booyah! Oh man, you should see it, it's sitting on the safe all perfect, like an interior designer put it there. I should get at least another 5% for that.

What's the guard doing?

JIMMY
Nothing, he's just standing there. Wait—he spotted the card. He's reading it. He seems nervous. I think it worked. He's on his Walkie-Talkie. Hold on, I think I can—Can you hear that?

GUARD
Spencer to Feynman. I've got a problem down here.

Loud and clear.

FEYNMAN
What is it?

JIMMY
I got it, I got it. First door leads to the crew's quarters, second door leads to a gym ... but there are people in there, so I'd say stay away. Aaaaand third door—I think that would have to be the stowage area.

OK, then that's where I'm going.

SCENE C

Jimmy, your turn.

JIMMY
Got it.

[You wait as Jimmy controls the ventilation shaft's air flow to get the card into position. Above you, you hear noises, and wonder whether the unconscious guards have been found yet. Then, out of the blue:]

MIKE
We're on a private channel. Just wanted to check in on you. Have you talked to him?

WHITE
Yeah? What's up?

MIKE
Hey Hook?

MIKE
Everything OK?

SCENE D

[Cross off A2. Hook's movement and actions are now limited to below deck.]

WHITE
No, I see a lot of movement up here since your little stunt with the safe. Best you stay below deck. Just give me a moment.

WHITE
Give me a minute. Take care of it from up here. Him, actually, I think I can need my help?

WHITE
On it.

ROY
Roy? Could you—

SCENE E

MIKE
He'll come around. Let's just focus on the job. We'll talk it out later.

MIKE
I know that. But you know how White can be.

WHITE
Yeah, I mean no. I don't really know what to say. We voted. He's got to accept that. It's not like we voted against him. Just against keeping the damn locket.

MIKE
It's just—I've never seen him get so upset about a job.

CHIEF
WHAT IS THAT?

KITCHEN HAND
Er ...

SCENE F

[When every last person's head in the room is tilted up sipping champagne, you slip a thank you card into your pocket. Take card #15.]

MIKE
Geez, man, it's like you guys can read each other's minds.

WHITE
Excuse me, everyone, Mr Feynman, I would like the opportunity to toast to our host, and extend a very special thank you for this wonderful celebration. Truly, this has been nothing but wonderful. To you, Mr Feynman!

JIMMY
Let's see. Yada, yada, yada, ah, here: "Bilge pumps are often fitted with a float switch." Hold on. Float switch: A type of level sensor, blah, blah, blah. OK, it looks like that box on the wall there.

WHITE
This thing?

JIMMY
Yeah.

WHITE
How does it work? I don't see a switch.

JIMMY
Yeah, it can't be accessed manually. Wait, let me—OK, I think I get it. There's a metal ball inside and if water causes that to rise, it turns on the pumps.

WHITE
OK, let me see ... Damn, it's behind thick glass and I can't get it open. Anyone know how we could get that ball to rise?

[You hear the whirring of a camera and look up.]

WHITE
They have cameras in their engine rooms?

JIMMY
I'm not complaining.

WHITE
Jimmy? What am I looking at here.

JIMMY
Er, wait, let me screen grab that and look for similar images on Google. Hm, that would be a "bilge pump." They're used to "bilge" or pump water out in case of a leak.

WHITE
Hm. Could we use that to pump out the locket?

JIMMY
Negative. Feynman just authorized the use of live ammo against anyone getting too close to the railing.

WHITE
Well, if we can't smuggle it out and we can't throw it overboard, how are we going to get the locket off the yacht?

WHITE
Jimmy? Anything useful behind this door?

JIMMY
That's the engine room. Looks clear.

[Place card #20 on the boat.]

WHITE
OK, I'm in.

JIMMY
I know, I can see you. Up here.

[You hear Jimmy and Mike break out into laughter. The tiniest smile washes across your face, then you catch yourself.]

JIMMY Oh, you guys are assholes.

WHITE Did you hear what I said? He's messing with you.

JIMMY OK, try 0-0-3.

It didn't work. None of these work.

WHITE He's messing with you.

JIMMY No, that's got to be it.

You're kidding me! Am I supposed to try out every possible combination?

JIMMY OK, no problem; try 0-0-2.

JIMMY Even for a pro, it would take weeks to crack this thing.

WHITE What are our chances?

JIMMY You don't want to know.

What kind of safe is it?

JIMMY Yeah, he's standing next to a safe. I think that's what we're looking for.

Rats. Another one?

[Place card #02 on the boat.]

JIMMY Wait! Got a guard on patrol down here.

SCENE J

[As you're reaching for the door knob, Jimmy shouts in your ear.]

JIMMY There's a ventilation shaft right on top of the safe. Ah, but it's too narrow for a human being.

JIMMY How big is the safe? Can we carry it out somehow and crack it later?

JIMMY Negative.

MIKE Can we drill into it?

No time. Besides, we'd still need to get past the guard.

JIMMY There's a ventilation shaft right on top of the safe. Ah, but it's too narrow for a human being.

MIKE Wait! Got a guard on patrol down here.

[The walkie-talkie stays quiet for a while as everyone ponders how to crack into an uncrackable safe in ten minutes.]

MIKE Damn it!

place card #10 (the kitchen overlay) with card #13.]

SCENE H

JIMMY Two guards at 7 o'clock, quickly coming your way.

Damn, I think they heard me. I knew I shouldn't have put on my tap dancing shoes for this.

JIMMY There's a locker on your left that should be big enough for you to hide. The combination is 0-0-0-0.

The code isn't working.

JIMMY Try 0-0-0-1. Hurry up, they're almost there!

Hold on. IT'S NOT WORKING!

FEYNMAN Are you calling me a liar? This is clearly oversalted! Have you any idea how important this day is for me? I've had enough of your excuses.

CHEF But, Mr Feynman, clearly this is a—

FEYNMAN Enough! We'll send someone with the rest of your things. Please leave.

[He steps outside, putting on a big smile for his guests who have gathered at the dining room window.]

FEYNMAN I'm terribly sorry, everyone. It goes without saying that I'm looking for a new chef. Let's not let that bring down the mood though. Who's ready to dance?

[Twirling his finger in the air, he motions to a member of the staff, and a few minutes later, music blares from the dining hall. Re-

CHEF I told you a million times: The sauce is going to clog if you don't stir. Now look what happened.

KITCHEN HAND I'm sorry. I'll do it again.

CHEF Our guests are expecting a four course meal in five minutes. If I don't see a perfected sauce by then, you're fired. Understood?

SCENE G

FEYNMAN Taste it! Just taste it!

CHEF Sir, I am devastated. I do not know how this could have happened! The sauce was fine when I tried it.

MIKE
Hold on, Roy, did you just do what I think you did?

WHITE
Man, this is spooky. How are you doing it?

WHITE
Told you.

[Replace card #20 (the engine room overlay) with card #12.]

What are you doing? Is someone driving the car? Wait—we've got movement! The ball is moving up. What the hell?

[White jumps in the car and starts the ignition.]

WHITE
I have an idea. Watch the float switch.

SCENE L

This has nothing to do with you. We don't keep stolen goods. Not even Lucifer's Locket. It's too high-risk.

JIMMY
Don't mean to interrupt—yes, sorry, I hacked your channel—but we're running out of time. Could we have this conversation some other time? Because if we don't figure out a way to get the locket in the next fifteen minutes, all of our talking about what we do with it once we have it is pointless anyway.

Fine by me.

WHITE
Sure.

What? I can't see. What did he do? And why do my fillings hurt?

JIMMY
Oh man, of course. An electric current through a coil.

MIKE
Clever guy. How's the locket?

It's out; we did it. Time to get off this thing. How's it looking on deck? Jimmy? Hello? Mike?

WHITE
Huh, seems we lost connection with them.

Damn, I still need to get out of here. Do you have eyes on the guards? Are they still knocked out?

SCENE K

Hey Roy, I put us on a private channel. Can we talk?

WHITE
Sure. (I'll have a Scotch on the rocks. Thank you.)

Drinking on the job now? OK ... that's cool ... I guess. Didn't we say no alcohol when we're at work?

WHITE
Well, sometimes we just have to accept things the way they are—isn't that what you said?

[You hear him slurping his drink.]

It's nothing personal; we made a decision as a team.

WHITE
You mean you all outvoted me as a team.

What? I can't see. What did he do? And why do my fillings hurt?

WHITE
Hold on, let me check. Yeah, you're fine. It's safe to come out.

Alright, then I'll see you in a bit.

[You climb up the stairs and open the hatch. As you turn around, a muzzle is staring you straight in the face. You look up into a blood red face with a bruise on his temple that's the size of a rubber bullet.]

GUARD
Got you! (Everyone, I've got him. Waist deck, starboard.)

[Confused, you look around, and see White on the deck above. This would be a moment you would remember for the rest of your life. The world turns silent. Everything happens in slow motion. White smiles at you. He shrugs, then his voice cuts through your earpiece.]

WHITE
Oops. Guess I must've missed that one. C'est la vie.

MIKE
Yeah, maybe we could dump it overboard and get it later?

JIMMY
Let me rephrase that: This thing is so big, you'd need a crane to get it out.

WHITE
Shit.

I have an idea. But it's risky.

WHITE
Let's hear it.

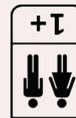
[Cross off A6.]



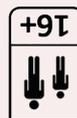
ONE HOUR OF FUN
FULL-FLEDGED AND SELF-
CONTAINED ADVENTURE



PLAY SOLO OR
WITH FRIENDS



A PLAYABLE
THRILLER FOR
AGES 16 AND UP



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or criticism, please contact us at:
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[You shake your head. No, this can't be happening. Your eyes follow White as he makes his way off the yacht, waving without looking back.]

That son of a bitch.



[You bite your lower lip. You and White had your differences, but you never thought it would come to this.]



GUARD

You stay there. Don't move or I'll put a bullet between your eyes.

[A horrible thought enters your mind: Who else knew about this? Are Mike and Jimmy in on it, too? Was all of this a big ploy to get you out of the picture? No, not Mike, not the Screw. You were a team, comrades, brothers, friends. Or so you thought. No, it can't be. Or could it?]



GUARD

What are you doing? I said: Stay! Down!

[Only one way to find out. You move forward, the guard backing off, shouting at you. You hear footsteps approaching,

weapons being loaded. Then the guard's head clears the hull. With a soft "thud" a second rubber bullet hits him straight in the temple. He goes down limbs flailing. Seems Mike didn't know about White either. You waste no time, climb on the railing, mouth a "thank you" in the direction the shot came from, and drop into the ice cold water below. And that's the last anyone would ever see of you. Or so you thought ...]

[Congratulations! You've made it to the end of this demo. But this is not the end—it's just the beginning. To find out more, play the Cantaloop Trilogy, starting with book I, "Breaking Into Prison".]