

FRIEDEMANN FINDEISEN

CANTALOOP

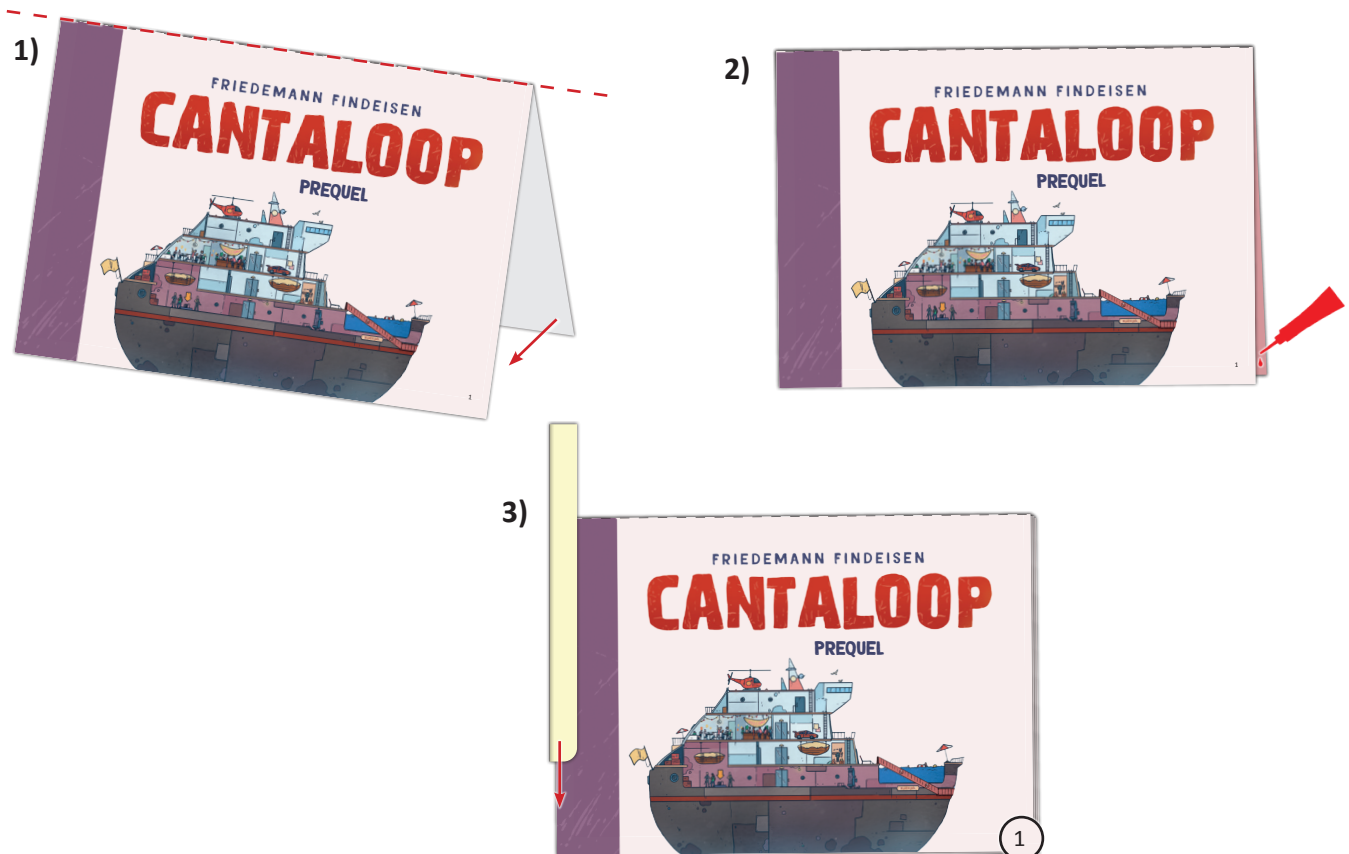
PREQUEL

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-

Take a look at the poster: it shows an illustration of a yacht whose owner—a shady businessman called Feynman—is throwing a party for his associates to celebrate a successful “business” year. In this story, you take the role of “Hook,” a thief who has gathered a crew of professionals to steal a valuable item that is supposed to be on the yacht.

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

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.

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?

JIMMY Of course.

MIKE Yup.

Where?

JIMMY The camera behind you. Ask me something.

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

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

OK, listen up, folks, we have twenty minutes before the Nightingale leaves the harbor. We're looking for Lucifer's Locker, and we got word that it's somewhere on this ship. According to the Screw, its value

Everyone, check in.

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

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

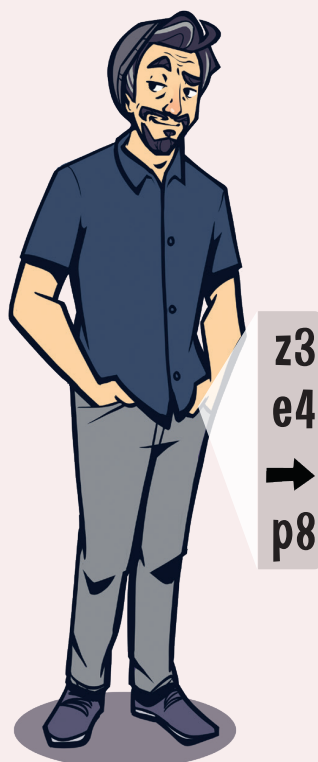
MIKE Sniper in position, got eyes on deck.

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.

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.

CODES

a0a5 You were not supposed to read this! Make sure you only read text you are allowed to.

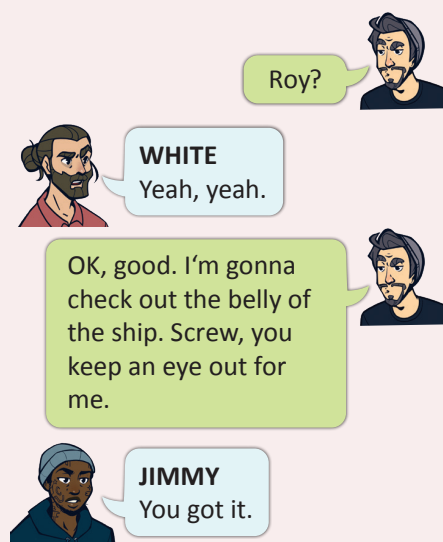
a3x5 Float Switch + Hook: So this is the float switch. Hm ...

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.



[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.]

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

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

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

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

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?

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.]

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.]

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

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

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

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

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.

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

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

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

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

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

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

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

[Cross off A1.]

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.

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:]

KITCHEN HAND
Er ...

CHEF
WHAT IS THAT?



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.]

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!



WHITE

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



MIKE

WHITE
On it.

ROY? Could you—



SCENE E

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



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



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



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 lock.



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



Yeah? What's up? Everything OK?



MIKE
Hey Hook?



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.



Need my help?



WHITE
Hm, actually, I think I can take care of it from up here. Give me a minute.



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?



Jimmy? Anything useful behind this door?



JIMMY
That's the engine room. Looks clear.



[Place card #20 on the boat.]

OK, I'm in.



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



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

WHITE
They have cameras in their engine rooms?



JIMMY
I'm not complaining.



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.



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



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.



This thing?



JIMMY
Yeah.



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.



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?



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

MIKE
Can we drill into it?

MIKE
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.

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

JIMMY
Negative.

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

JIMMY
Wait! Got a guard on patrol down here.

[Place card #02 on the boat.]

Rats. Another one?

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

What kind of safe is it?

JIMMY
You don't want to know.

WHITE
What are our chances?

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

SCENE J

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

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

JIMMY
No, that's got to be it.

WHITE
He's messing with you.

It didn't work. None of these work.

JIMMY
OK, try 0-0-0-3.

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

What? Oh, you guys are assholes.

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

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 6

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.

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-

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!

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

[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.]

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

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

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

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

WHITE
Huh, seems we lost connection with them.

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

MIKE
Clever guy. How's the locket?

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

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

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.]

WHITE
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

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.

WHITE
I have an idea. But it's risky.

WHITE
Let's hear it.

[Cross off A6.]

SCENE K

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

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

WHITE
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.]

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

WHITE
You mean you all outvoted me as a team.

WHITE
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.

WHITE
Fine by me.

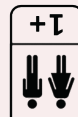
WHITE
Sure.



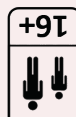
ONE HOUR OF FUN
FULL-FLEDGED AND SELF-
CONTAINED ADVENTURE



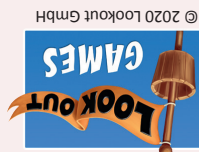
PLAY SOLO OR
WITH FRIENDS



A PLAYABLE
THRILLER FOR
AGES 16 AND UP



For rules questions, suggestions,
or criticism, please contact us at:
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Special thanks to our many play-testers!



[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".]