



ADDVENTURE

HOW TO PLAY

The core mechanic is addition. Pick a verb and add its number to an object's number. Look up the resulting sum in the Master Potentials List. If it's listed, read the matching Story Ledger entry aloud. If it's not listed, nothing happens — try something else!

Your sheets:

- **Title Page** — game intro and the Potentials List (the lookup table: find your sum here to know which Ledger entry to read)
- **Actions & Inventory** — your available verbs (each with a number), inventory tracking slots, and signal codes
- **Room Sheets** — one per location, listing the objects you can see and interact with
- **Story Ledger** — the narrative entries that drive the story forward, with instructions to follow

Discoveries: Some actions reveal new objects in a room. When a Ledger entry tells you to add something to a room, write it in that room's Discoveries section.

Taking items: When you pick something up, cross it off the room sheet and record it on your Inventory sheet. Use its inventory number for future actions.

Cue Checks: Some events set up triggers for later. When you receive a Cue, record its number on your Inventory sheet. Each time you enter a new room, add each Cue number to the Room ID and check the Potentials List.

Let's play... THE FACILITY!

THE FACILITY



You wake up bound to a chair. Your wrists burn against coarse rope. The air tastes of rust and stale electricity. A row of dead monitors lines the far wall, their screens dark and cracked. Somewhere above, a fluorescent tube flickers and hums.

Nobody is coming for you. The door has no handle on this side. Whatever happened here, it happened fast — papers are scattered across the floor, a chair is overturned, and something dark is smeared across the wall by the exit. You don't want to think about what it is.

You need to get out. Use what you can find. Trust nothing.

CUE CHECKS

On room entry, add each cue + Room ID and check the Potentials List.

POTENTIALS LIST

Calculate verb number + object number(s) and look up the sum below. If listed, go to that Ledger entry.

SUM	ENTRY	SUM	ENTRY	SUM	ENTRY	SUM	ENTRY	SUM	ENTRY
159	A-29	411	A-37	564	A-46	823	A-42	956	A-50
194	A-18	414	A-9	566	A-20	854	A-14	960	A-24
214	A-19	426	A-23	567	A-6	864	A-40	973	A-56
234	A-39	433	A-7	598	A-30	869	A-49	1006	A-30
256	A-25	485	A-10	610	A-34	880	A-17	1008	A-12
276	A-3	489	A-20	641	A-46	889	A-43	1050	A-35
289	A-21	490	A-6	685	A-38	901	A-51	1068	A-1
309	A-30	501	A-30	686	A-2	914	A-59	1184	A-27
331	A-13	503	A-55	741	A-21	924	A-47	1215	A-31
353	A-44	523	A-16	744	A-15	929	A-30	1392	A-5
356	A-58	543	A-33	761	A-30	931	A-14	1578	A-45
359	A-11	549	A-36	768	A-4	935	A-57	1655	A-26
378	A-52	550	A-54	809	A-53	936	A-48	1692	A-41
408	A-8	558	A-22	818	A-32	955	A-30	1941	A-28

ACTIONS & INVENTORY

VERBS

To take an action, calculate verb number + object number(s). Look up the resulting sum in the Potentials List. If listed, read the matching Ledger entry. If not listed, nothing happens.

USE 92

TAKE 77

LOOK 17

If instructed, record new verbs here.

	<input type="text"/>
	<input type="text"/>
	<input type="text"/>

INVENTORY

Record items you are carrying. Write the item name and its ID.

	<input type="text"/>		<input type="text"/>
	<input type="text"/>		<input type="text"/>
	<input type="text"/>		<input type="text"/>

SIGNALS

Write signal codes here when instructed.

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CONTROL ROOM

ROOM ID

DESCRIPTION

Fluorescent lights buzz. Banks of dead equipment line the walls. A crate sits near your feet. Something glints underneath it. A metal hatch is set into the floor.

OBJECTS IN THIS ROOM

TERMINAL	<input type="text" value="669"/>	<input type="text"/>
HATCH	<input type="text" value="863"/>	<input type="text"/>
CRATE	<input type="text" value="593"/>	<input type="text"/>
BINDINGS	<input type="text" value="409"/>	<input type="text"/>

DISCOVERIES

If objects are discovered in this room, record them here.

BASEMENT

ROOM ID

DESCRIPTION

OBJECTS IN THIS ROOM

HATCH	<input type="text" value="486"/>	<input type="text"/>
WORKBENCH	<input type="text" value="806"/>	<input type="text"/>
CROWBAR	<input type="text" value="473"/>	<input type="text"/>
STEEL DOOR	<input type="text" value="259"/>	<input type="text"/>
FUSE BOX	<input type="text" value="801"/>	<input type="text"/>
AIR DUCT	<input type="text" value="852"/>	<input type="text"/>

DISCOVERIES

If objects are discovered in this room, record them here.

CELL BLOCK

ROOM ID

DESCRIPTION

OBJECTS IN THIS ROOM

PASSAGE

CELLS

LASER GRID

SECURITY CONSOLE

EXIT DOOR

DISCOVERIES

If objects are discovered in this room, record them here.

STORY LEDGER

Only read an entry when directed to by the Potentials List. Read the narrative aloud, then follow any instructions.

A-1

You get on your hands and knees and scramble under the bench. Your fingers close around the fuse — still intact.

→ Cross out **FUSE** on this room sheet. Write **FUSE** and **1068** on your Inventory.

A-2

A dusty CRT. A keycard slot sits beside it.

A-3

A heavy steel door. There's no handle — it must be powered.

A-4

Damp concrete walls. Water drips from a cracked pipe overhead. Metal ducts run along the ceiling. A steel door is set into the far wall. From somewhere beyond it, you can hear muffled voices and the occasional clang of metal on metal.

A-5

The prisoner cups their hands and you step up. You grab the edge of the open duct and haul yourself in. They climb up after you.

Cool air rushes past. Then daylight. The duct opens onto the roof. Below, others are streaming out through every exit they can find.

You made the right call.

→ Turn to Fragment **Alpha**.

A-6

A heavy iron crowbar. Could pry just about anything open.

A-7

You pry the compartment open. An old fuse tumbles out, hits the floor, and rolls under the workbench.

→ Change **COMPARTMENT** to **872** on this room sheet.
→ Write **FUSE (991)** in a discovery slot on this room sheet.

A-8

You head back through the passage.

→ Switch to the **Basement** room sheet.

A-9

The locks are electronic. You can't force them open by hand.

A-10

One of the freed prisoners. They followed you down here, eyes wide but determined.

A-11

Dozens of holding cells, each sealed with an electronic lock. The people inside are gaunt but alive. One of them mouths something at you through the glass — **please**.

A-12

A glass fuse, just visible under the workbench.

A-13

The door won't budge. It needs power.

A-14

A small keycard with a red stripe.

A-15

Fluorescent lights buzz. Banks of dead equipment line the walls. A crate sits near your feet. Something glints underneath it. A metal hatch is set into the floor.

A-16

A splintered crate, lid hanging off.

A-17

A metal hatch set into the floor. A ladder descends into darkness.

A-18

You punch the override code into the console. Every cell lock indicator flips to green. Bolts slam back in unison. Doors swing open down the length of the corridor. People stumble out, blinking, clutching each other.

The code is spent — but these people are free.

→ Cross out **OVERRIDE (52)** on your Verb Sheet.
→ Write **433** in your Cue Checks.

A-19

The console needs some kind of override code.

A-20

A rusty utility knife. Still sharp enough.

A-21

ACCESS DENIED flashes on the screen.

A-22

You climb the ladder back up.

→ Switch to the **Control Room** room sheet.

A-23

Thick rope bindings around your wrists.

A-24

You angle the blade into the nearest beam. It refracts, hitting a sensor on the far wall. The grid flickers and dies.

→ Cross out **LASER GRID (339)** on your room sheet.
→ Cross out **KNIFE (549)** on your Inventory.

A-25

A long corridor lined with steel doors. Small windows set into each one, faces pressed against the glass. Eyes follow you as you pass. Thin red laser beams crisscross the far end of the passage. Beyond them, a door marked EXIT.

A-26

You slide the keycard. The screen floods with data — including an emergency override code. Deep below, something rumbles.

→ Change **TERMINAL** to **217** on this room sheet.
 → Cross out **KEYCARD** (914) on your Inventory.
 → Record **OVERRIDE** (52) on your Verb Sheet.
 → Write **941** in your Cue Checks.

A-27

One of the freed prisoners catches up to you, breathless. “I know another way out — through the air ducts.”

→ Write **PRISONER** (468) in a discovery slot on this room sheet.
 → Cross out **433** from your Cue Checks.

A-28

You slot the fuse into place. Sparks fly. The overhead lights flicker on and the steel door groans, then slides open.

→ Cross out **FUSE** (1068) on your Inventory.
 → Change **FUSE BOX** to **526** on this room sheet.
 → Change **STEEL DOOR** to **792** on this room sheet.

A-29

A console mounted on the wall. A row of cell lock indicators glow red. A keypad blinks beneath the screen.

A-30

You strain against the bindings. No use.

A-31

You pry the lid off. A keycard glints inside.

→ Change **CRATE** to **506** on this room sheet.
 → Write **KEYCARD** (837) in a discovery slot on this room sheet.
 → Cross out **CROWBAR** (550) on your Inventory.

A-32

A fuse box mounted on the wall, door hanging open. The slots are empty.

A-33

The fuse box hums quietly. A single fuse sits in the top slot.

A-34

A heavy wooden crate, nailed shut. Something metallic catches the light underneath.

A-35

You saw through the rope. Your hands are free.

→ Cross out **BINDINGS** (409) on your room sheet.
 → Change **USE** to **72** on your Verb Sheet.

A-36

You stretch your bound hands down and just manage to close your fingers around the handle.

→ Cross out **KNIFE** on this room sheet. Write **KNIFE** and your sum (549) on your Inventory.

A-37

You'd be cut to ribbons walking through that.

A-38

You lash out with your foot and kick the crate. It scrapes across the floor, revealing a knife underneath.

→ Write **KNIFE** (472) in a discovery slot on this room sheet.

A-39

Scrolling text. A map shows the facility layout — Control Room, Basement, Cell Block. Dozens of holding cells are marked along the cell block corridor. An exit is marked at the far end.

A-40

You step through the doorway into the cell block.

→ Switch to the **Cell Block** room sheet.

A-41

A power surge ripples through the basement. The fuse box shudders and a hidden compartment clicks open behind it.

→ Write **COMPARTMENT** (361) in a discovery slot on this room sheet.
 → Cross out **941** from your Cue Checks.

A-42

A rusted workbench. Tools are scattered across it, mostly broken. A crowbar lies among them.

A-43

An empty compartment behind the fuse box.

A-44

The open doorway back to the basement.

A-45

You slide the keycard. The screen floods with data — including an emergency override code. Deep below, something rumbles.

→ Change **TERMINAL** to **217** on this room sheet.
 → Cross out **KEYCARD** (837) on your room sheet.
 → Record **OVERRIDE** (52) on your Verb Sheet.
 → Write **941** in your Cue Checks.

A-46

What do you want to use the knife with?

Hint: you can USE + KNIFE + (another thing)

A-47

You jump but your fingers barely graze the edge. You'd need someone to give you a boost.

A-48

You punch in the code. The lock clicks green. The door swings open. Cold air hits your face. You're out.

You don't look back.

→ Turn to Fragment **Beta**.

A-49

A ventilation duct runs along the ceiling. One panel hangs open — big enough to crawl through. But it's too high to reach alone.

A-50

The lock's keypad blinks red. You need some kind of override code.

A-51

A heavy door with an electronic lock. Daylight leaks through the edges.

A-52

A small compartment behind the fuse box. Something is wedged inside.

A-53

The door stands open. A long hallway stretches beyond it.

A-54

You grab the crowbar.

→ Cross out **CROWBAR** on this room sheet. Write **CROWBAR** and your sum (550) on your Inventory.

A-55

A metal hatch in the ceiling. The ladder leads back up to the control room.

A-56

You saw through the rope. Your hands are free.

→ Cross out **KNIFE** on this room sheet. Write **KNIFE** and **549** on your Inventory.
→ Cross out **BINDINGS (409)** on your room sheet.
→ Change **USE** to **7z** on your Verb Sheet.

A-57

You lower yourself through the hatch and climb down the ladder.

→ Switch to the **Basement** room sheet.

A-58

A security grid. Thin red beams slice the corridor from floor to ceiling.

A-59

You pocket the keycard.

→ Cross out **KEYCARD** on this room sheet. Write **KEYCARD** and your sum (914) on your Inventory.

SEALED TEXTS

Do not read ahead — turn to a sealed text only when directed by a ledger entry.

Sealed Text Alpha

From the roof you can see all of it — the perimeter fence, the service road, the treeline beyond. People spilling out across the gravel in every direction.

Your companion sits down beside you, breathing hard. “I didn’t think anyone was coming,” they say.

You don’t answer. Below, someone is helping an older man over a drainage ditch. Someone else is carrying a child.

Emergency lights are sweeping the far end of the facility — too late, too disorganised. Whatever authority this place had, it’s broken now. You can feel it.

Your companion stands. “We should move.”

“Yeah.”

You take one more look. You want to remember it exactly like this. Then you follow them down — off the roof, across the gravel, and out through a gap in the perimeter fence. The service road stretches north into the pines. Half a kilometre up, a concrete building with an antenna on its roof. If anything out here still works, that’s your best chance of calling for help.

→ Write **TXMX** in your signals.

→ Continue with the addventure booklet: **The Facility — Epilogue**.

Sealed Text Beta

The light is wrong — too bright, too open after all that concrete.

You walk. Then run. Down a service road, through a gap in the perimeter fence, into a stand of pines. You don’t stop until the facility is out of sight.

You left them behind. You know that too. The faces at the windows. The one who mouthed **please**. You tell yourself you had no choice.

The road stretches north through the trees. Half a kilometre up, a concrete building with an antenna on its roof catches your eye. If anything out here still works, maybe you can call for help — for them, if not for yourself.

→ Write **PZRN** in your signals.

→ Continue with the addventure booklet: **The Facility — Epilogue**.