



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 — EPILOGUE!

THE FACILITY — EPILOGUE



You're out. Pine air hits your lungs like cold water. Behind you the facility squats against the hillside, silent now. Smoke or mist — you can't tell — curls from a vent on the roof.

The service road leads north through the trees. Half a kilometre up, a concrete building with an antenna on its roof. If anything out here still works, that's your best shot.

*Check your signals: if you have **TXMX**, read B-15. Otherwise, if you have **PZRN**, read B-7. Otherwise, read B-12.*

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
170	B-30	443	B-55	635	B-17	759	B-38	983	B-4
176	B-21	515	B-29	638	B-18	772	B-27	984	B-27
177	B-11	526	B-25	649	B-33	783	B-13	992	B-44
188	B-50	568	B-2	663	B-23	788	B-49	995	B-41
232	B-6	590	B-28	682	B-34	799	B-57	1002	B-20
243	B-24	595	B-47	683	B-10	823	B-39	1034	B-4
259	B-1	600	B-6	694	B-53	834	B-9	1043	B-44
270	B-51	601	B-35	714	B-23	886	B-54	1430	B-32
341	B-3	606	B-14	722	B-16	909	B-37	1541	B-31
354	B-42	611	B-5	733	B-19	960	B-37	1592	B-52
360	B-56	619	B-2	746	B-22	970	B-46	1601	B-26
392	B-3	624	B-48	748	B-36	981	B-43		

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.

LOOK

32

USE

21

TAKE

51

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

Copy any signals from the previous chapter, then write new ones when instructed.

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

ROOM ID

DESCRIPTION

Cracked tarmac, pine needles drifting across the surface. Tyre tracks in the mud — weeks old, heading away. A chain-link gate blocks a gravel compound to the north. Beyond it, two low buildings and the antenna you spotted from the road. A pickup truck sits nose-down in the ditch, driver's door hanging open.

OBJECTS IN THIS ROOM

PICKUP TRUCK

GATE

DISCOVERIES

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

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

GENERATOR SHED

ROOM ID

DESCRIPTION

OBJECTS IN THIS ROOM

GENERATOR	<input type="text" value="963"/>	<input type="text"/>
FUEL DRUM	<input type="text" value="579"/>	<input type="text"/>
SERVICE PANEL	<input type="text" value="238"/>	<input type="text"/>
WRENCH	<input type="text" value="309"/>	<input type="text"/>
DOORWAY	<input type="text" value="767"/>	<input type="text"/>

DISCOVERIES

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

RELAY STATION

ROOM ID

DESCRIPTION

OBJECTS IN THIS ROOM

CONSOLE	<input type="text" value="603"/>	<input type="text"/>
FREQUENCY DIAL	<input type="text" value="727"/>	<input type="text"/>
CABINET	<input type="text" value="138"/>	<input type="text"/>
LOGBOOK	<input type="text" value="701"/>	<input type="text"/>
DOORWAY	<input type="text" value="156"/>	<input type="text"/>

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.

B-1

You try the bolts by hand. They don't move. You need a wrench or a socket.

B-2

The tank is empty — nothing to prime. Fuel it first.

B-3

An adjustable wrench, heavy, half-hidden behind the fuel drum. Someone kicked it there and forgot about it.

B-4

Heavy-duty bolt cutters. The jaws are nicked but the edges still bite.

B-5

A red steel drum, dented and streaked with grime. A hand-crank pump is mounted on the lid. Down at the base, a brass tap — rusted shut. Something metallic catches the light on the concrete behind it.

B-6

You try the pump handle. Seized solid, won't budge a millimetre. The tap is just as bad — frozen with corrosion.

B-7

You're alone. The road behind you is empty. You think about the faces at the cell windows. The one who mouthed **please**. You had no choice. You keep telling yourself that.

B-8

You press transmit. "This is someone requesting emergency assistance. There is a facility north of this location. People are being held inside. Send help." Static. Five seconds. Ten. Then a voice, distant but clear: "Copy that. Search and rescue en route to your position. Stay on this frequency. Help is coming." You set the microphone down. Through the window the pines are swaying. The sky is the colour of tin. Somewhere far off — or maybe you're imagining it — the thud of rotor blades. You sit on the floor with your back against the console. You close your eyes. For the first time in hours, you breathe.

B-9

Two buildings face each other across a gravel clearing. The one on the left has the antenna mast — some kind of relay station. The one on the right is a concrete shed, open on one side. Cables run between them along the ground.

B-10

You pull the cord. The engine turns over once, coughs, dies. Air in the fuel line. You need to prime it — the service panel on the front should have what you need.

B-11

You step out and cross the compound.

→ Switch to the **Generator Shed** room sheet.

B-12

You glance over your shoulder. Nothing moves. You keep walking.

B-13

The generator shakes on its mounts, exhaust rattling through a pipe in the wall. A green indicator light glows steady on the housing.

B-14

The screen glows pale green, scrolling static. The frequency dial reads 00.0. A microphone sits in its cradle. The speaker hisses white noise — alive, but tuned to nothing.

B-15

A figure catches up behind you — one of the freed prisoners, out of breath but steady on their feet. "I followed the road," they say. "Hoped someone else made it this far." They fall into step beside you.

→ Write **COMPANION (411)** in a discovery slot on this room sheet.

B-16

The final entry: "Signal lost from main site 0340 hrs. No response any channel. Generator fuel low — spare drum in the shed. Locking up, heading south on foot. If anyone reads this: 47.3 MHz. Someone might still be listening."

B-17

The main console. A microphone on a coiled cord, a large frequency dial, rows of switches. The screen is dark. No power.

B-18

You haul yourself into the cab. No keys. Fuel gauge flat on empty. You pop the glove box — a crumpled note spills out onto the floor mat. The toolbox yields a pair of bolt cutters and a crowbar snapped clean in two.

→ Write **FREQUENCY NOTE (631)** in a discovery slot on this room sheet.

→ Write **BOLT CUTTERS (951)** in a discovery slot on this room sheet.

→ Write **BROKEN CROWBAR (322)** in a discovery slot on this room sheet.

B-19

A logbook on the desk, spiral-bound, open to the last page. The handwriting slopes downward like the writer was in a hurry.

B-20

You pull them out of the toolbox.

→ Cross out **BOLT CUTTERS** on this room sheet. Write **BOLT CUTTERS** and your sum (**1002**) on your Inventory.

B-21

Three concrete walls and a corrugated roof. The fourth side is open to the compound. An industrial generator squats in the centre, thick cables snaking from its housing through the wall toward the relay station. A steel fuel drum stands in the far corner. The air is sharp with old diesel.

B-22

Banks of radio equipment line the walls, toggle switches and patch cables and frequency readouts. Dust on everything. The overhead light is dead. The only illumination comes through a narrow window facing the compound. The air smells like warm plastic and old solder.

B-23

Maintenance handwriting, ballpoint on lined paper: "Emergency freq 47.3 MHz. If generator is dead — check fuel, then prime before pulling starter. Primer is behind the service panel."

B-24

An empty drum. Diesel has pooled beneath the tap and is creeping across the concrete.

B-25

The display reads 47.3 MHz. A steady carrier tone hums from the speaker. The microphone waits in its cradle.

B-26

Something hums to life. The strip light overhead flickers twice and holds. The console screen blooms pale green — power is flowing.

→ Change **CONSOLE** to **574** on this room sheet.
→ Cross out **887** from your Cue Checks.

B-27

You wrap the cord around your fist and pull. The engine doesn't even turn over. Nothing in the tank.

B-28

You rattle the chain. The padlock holds. You need to cut through it.

B-29

You lift the microphone. Your thumb finds the transmit button.

→ Check your signals: if you have **TXMX**, also read B-45. Otherwise, if you have **PZRN**, also read B-40. Otherwise, also read B-8.

B-30

A wall-mounted cabinet, door rusted open on its hinge. Mouldy logbooks stacked inside, and a flashlight with corroded batteries. Nothing worth salvaging.

B-31

You set the jaws around the thickest link and squeeze. The chain parts with a dull snap. You kick the gate open.

→ Cross out **GATE (569)** on your room sheet.
→ Cross out **BOLT CUTTERS (951)** on your room sheet.
→ Write **OUTPOST COMPOUND (802)** in a discovery slot on this room sheet.

B-32

You smooth the crumpled note flat on the desk. 47.3. You grip the frequency dial and turn it slowly — past bursts of static, dead air, the ghost of a signal — until the display reads 47.3 MHz. The static sharpens into a carrier tone. Clean. Steady. Someone is transmitting on this frequency.

→ Cross out **FREQUENCY DIAL (727)** on your room sheet.
→ Cross out **FREQUENCY NOTE (682)** on your Inventory.
→ Change **CONSOLE** to **494** on this room sheet.

B-33

A white pickup, sun-bleached and listing into the ditch. The cab door hangs open. A metal toolbox sits on the passenger seat. The glove box is latched shut.

B-34

You fold the note and tuck it into your pocket.

→ Cross out **FREQUENCY NOTE** on this room sheet. Write **FREQUENCY NOTE** and your sum (**682**) on your Inventory.

B-35

Chain-link, six feet high. A padlock holds the gate shut, the chain brown with rust. Through the mesh you can make out two buildings: one with the antenna mast, one a squat concrete shed. Gravel between them.

B-36

You turn the dial. It clicks through empty positions. Without power to the console, nothing happens.

B-37

You fit the wrench over the tap and put your weight into it. It gives with a shriek that echoes off the walls. Dark diesel streams into the generator's tank. The fuel gauge needle climbs, trembles, settles on full.

→ Change **FUEL DRUM** to **211** on this room sheet.
→ Change **GENERATOR** to **662** on this room sheet.

B-38

A heavy dial set into the console face, calibrated in megahertz. The needle sits on zero.

B-39

You step through and cross the clearing toward the shed.

→ Switch to the **Generator Shed** room sheet.

B-40

You press transmit. “This is — “Your voice cracks. You start again. “I escaped a facility north of here. There are people still inside. A lot of people. I couldn’t get them out. Send help. Please.” Static. Five seconds. Ten. You’re about to try again when a voice cuts through, distant but clear: “Copy that. Search and rescue en route. Stay on this frequency. Do not move.” You set the microphone down carefully, as if it might break. Through the window the pines are swaying. The sky is the colour of tin. You sit on the floor with your back against the console. You close your eyes. You think about the faces at the windows. You’ll call the journalist next. You’ll tell them everything. For the first time in hours, you breathe.

B-41

An industrial diesel generator, cold and silent. A pull-start cord hangs from the right side. The fuel gauge needle rests on the pin — bone dry. A metal service panel is bolted to the front with hex-head bolts.

B-42

Half a crowbar. The break is clean — metal fatigue. No use to anyone.

B-43

The panel hangs open. A rubber primer bulb sits in the housing, connected inline to the fuel feed. Squeeze it to bleed the air.

B-44

You crack the hex bolts one by one and swing the panel open on its hinge. Inside, plumbed into the fuel line: a rubber primer bulb. A faded sticker reads PRIME BEFORE STARTING.

→ Change **GENERATOR** to **949** on this room sheet.

B-45

Your companion leans close. “Tell them how many. Tell them everything.” You press transmit. “This is someone who just escaped a detention facility north of here. We freed dozens of people — they’re still coming out. There are more inside. Send everyone you have.” Static. Five seconds. Ten. Then a voice, distant but clear: “Copy that. Multiple units en route. Stay on this frequency.” Your companion exhales. You set the microphone down. Through the window the pines are swaying. Somewhere far off, the thud of rotor blades. You sit on the floor. Your companion sits beside you. Neither of you speaks. For the first time in hours, you breathe.

B-46

You squeeze the bulb — once, twice, three times. Diesel fills the clear section of the line. No bubbles. You slam the panel shut, set your feet, and yank the pull cord hard.

The engine catches. Turns over. Roars. The shed fills with noise and fumes. Across the compound, lights stutter on in the relay station windows.

→ Change **GENERATOR** to **751** on this room sheet.
→ Write **887** in your Cue Checks.

B-47

You press transmit. Static answers. Every frequency is empty noise. You need to know which channel to use.

B-48

You try every switch on the panel. Nothing. The screen stays black. There’s no power — the cables run to the generator shed across the compound.

B-49

You cross the compound to the relay station.

→ Switch to the **Relay Station** room sheet.

B-50

The door. Daylight. The generator shed is visible across the gravel.

B-51

A metal access panel bolted to the front of the generator. Six hex-head bolts, tight.

B-52

You set the jaws around the thickest link and squeeze. The chain parts with a dull snap. You kick the gate open.

→ Cross out **GATE (569)** on your room sheet.
→ Cross out **BOLT CUTTERS (1002)** on your Inventory.
→ Write **OUTPOST COMPOUND (802)** in a discovery slot on this room sheet.

B-53

The fuel gauge reads full. The pull cord hangs ready. A service panel on the front is still bolted shut — the note mentioned priming the fuel line before starting.

B-54

Cracked tarmac, pine needles drifting across the surface. Tyre tracks in the mud — weeks old, heading away. A chain-link gate blocks a gravel compound to the north. Beyond it, two low buildings and the antenna you spotted from the road. A pickup truck sits nose-down in the ditch, driver’s door hanging open.

B-55

One of the freed prisoners. Wiry, watchful, sticking close. They haven’t said much since catching up with you on the road.

B-56

You pick it up. Solid. Good weight.

→ Cross out **WRENCH** on this room sheet. Write **WRENCH** and your sum (**360**) on your Inventory.

B-57

Open air. Gravel. The relay station across the clearing, its door ajar.