

STEAM HAT PRESENTS

ACTIVE FICTION ADVENTURE 2

CYBER ANGEL

The book contains the full game content from the exhibit “**Active Fiction Adventure**” that was shown at the IngenuityFest 2013 held in Cleveland, Ohio from 09/20/13 - 09/22/13.

The exhibit is a fully playable tribute to the **interactive fiction computer games** that were popular from the late 1970’s to the mid 1980’s. Also known as text adventures, the games use text only to describe a virtual environment. The players use a series of simple text commands to control the character’s action within the game.

For **Instructions** go to **Card #21**.

21

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2

RGB TELEPORT

You find yourself transported to a room with another teleporter in it. You walk up to the device and look to see where you can go from here.

Step on **RED**: left arrow

81

Step on **GREEN**: right arrow

54

The **BLUE** teleporter is broken here.

3

RGB TELEPORT

You find yourself transported to a room with another teleporter in it. You walk up to the device and look to see where you can go from here.

Step on **RED**: straight arrow

40

Step on **GREEN**: left arrow

54

Step on **BLUE**: right arrow

82

4

INGENUITYFEST 2013

You are standing on the outskirts of the **IngenuityFest in Cleveland, Ohio**. The air here is crisp, and you take a moment to listen to the waving waters of Lake Erie. Memories of the wild adventures you had during last year's event play over and over again in your head. This time around, you want to take it easy. Maybe you'll check out some of the awesome local bands scheduled to play or you could even just wander around aimlessly in the warehouses filled with art, exhibits, and all kinds of fun, fascinating, and educational entertainments. Just before you take your first step towards the festival however, **a book** suddenly falls from out of the sky and lands at your feet. You stop. How ODD! Where did this come from? It looks old and beaten up. Curiosity is killing you, but you really want to get into the Fest and look around.

Pick up the **OLD BOOK**.

22

Step around the **OLD BOOK** and make your way into the festival.

25



6

THIS JOB IS THE PITS

You climb down into the pit, hide behind some large empty cannisters, and try to figure out the best way to get to the **shaft** on the other side without being seen. You observe a large hairy guard walking around, carrying a **small control unit** in its hand. He screams at them, ***"FASTER, FASTER! You low-life scum. These clouds won't mine themselves,"*** and hits a switch on the control unit. This causes the Miner's to wince in pain because of the shock they receive from the **Remote Controlled Neck Shackles**. One unfortunate alien falls to the ground. The guard kicks him and yells until the poor thing no longer moves. Another alien cries out and attempts to run to the fallen Miner's aid, but the guard easily smacks it away. It sobs and sulks back to its task. The rest of the Miner's look away in fear and try to pretend they did not see this happen. They continue on with their dirty and dangerous work of **Cloud Mining**.

Grab a **hammer** and smack the guard in the head.

23

Attempt to **mingle** in with the Miners and **sneak** past the guard.

19

Go to card

89





Go to card

A detailed illustration of a steampunk-style hat with various mechanical attachments, including a large circular lamp with a yellow glow, a smaller circular gauge, and a vertical brass pipe. The background is a textured, aged parchment-like surface with faint sketches of industrial machinery.

STEAM HAT

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- ILLUSTRATION
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OUT OF THE FRYING PAN

You try to use the **OLD BOOK** to shield yourself from the onslaught of the deadly feathered fiends, but it is torn from your hand and **plummets** to the ground. **Pages** that have been **ripped** from it float through the sky as it disappears from sight. You are finally able to escape the grip of the metal man and you feel yourself fall. You close your eyes, praying that you will somehow survive the landing. There is a loud **SPLASH** and the breath is knocked out of you. You open your eyes to find yourself floating in some kind of large **open water tower**. You are so happy to be alive, you almost don't realize that a huge **heating element** below the metal vat kicks in and you can feel yourself start to **BOIL TO DEATH!** In a complete panic, you look around and see an **old rusted ladder** to your right. You can also see a **sealed door** down below the waterline, held tight by some kind of locking mechanism attached to a large valve.

Quickly **swim** over to the **ladder** and climb out.

32

Try to **dive** into the boiling water and get to the **valve**.

49

11

IRIS

You see a light ahead and run towards it. Sure enough, you step out into the **sunlight** and find yourself standing the base of the **building** that you saw from the plateau. There is a door conveniently located in front of you. All you have to do is open it and walk in. Easy enough if it wasn't for the fact that there is rather **gorgeous woman** here that looks like she has been taken straight out of a **1950's laundry soap ad**. She is wearing a **polka-dotted dress**, which really doesn't match with her **massive metal boots** and **mechanoid shoulder pads**. She gives you a smile and a wink, then pulls a **gun** from behind her back and levels it directly at you. ***"Hi sweetie, so nice to meet you. My name is Iris. Are you new around here? Welcome to the neighborhood. Sorry to say, but only VIP and Information Gatherers beyond this point. If you don't have the proper credentials, I'll just have to terminate with extreme prejudice."*** She cocks her head to the side and her smile gets even wider. You swear you could see a little glimmer of light shine from her teeth and could hear a small dinging sound coming from the speakers that are in her shoulder pads.

Did you find all **10 PAGES** of the book.

46

If you did not.

63

12

ARE YOU A SWINGER?

You start following the trail that heads off to the **left**. After a short time, you come to a **deep ravine** that cuts sharply through the landscape. It is much too far to jump over. This is probably why someone built a **swinging bridge** that goes to the other side. The bridge looks really old and the metal slats that run across it look like they could buckle under even a little bit of weight. Oddly enough, each of the slats has a letter inscribed into it. You see a weird little sign sunk into the ground that says, ***"Do you have THE RIGHT STUFF to make it past this bridge?"*** Why does this feel vaguely like an 80's trivia question?

Walk across the slats labeled: **"R, U, N, D, M, C"**

77

Walk across the slats labeled: **"N, K, O, T, B"**

42

Walk across the slats labeled: **"P, R, I, N, C, E"**

8

13

DON'T WORRY, BE HAPPY

Within the matter of a millisecond, you discover that you are no longer in the craziness of the teleport maze. You are now standing in an old dusty shack. A robed figure comes forward and throws its arms open, then embraces you. ***"Greetings on this most glorious day, traveler."*** You pull back from him, which causes the monk's hood to fall open, revealing its mechanized face. **Robo-Monk** begins laughing when he sees the look on your face. ***"Don't worry, my friend. Be happy! Happy like I am, like we all should be. This is truly a great day for Robotkind. As all days are when the sun is shining and the clouds give life to the Great Creator. I will not keep you long from your journey. Here, take this, a gift. It came floating to me from the sky. Surely it must be a sign given to us by the Creator himself. Praise be his file name. I wish you well on your journeys, and may the good Nanos loop over you."*** The Robo-Monk gives you another **PAGE** from the book and shows out of the shack towards a path that climbs upwards.

Insert the **PAGE** into the book.

83



15

STEAM HAT & GAME CONTEST

Steam Hat is a collaboration of **freelance** artists, multimedia designers, game designers, graphic designers, web designers, writers, and dabblers in music.

www.SteamHat.com

Game designed and written by:

Robert L. Kline Jr.

www.klineportfolio.com

Illustrations by:

Dru Woodard

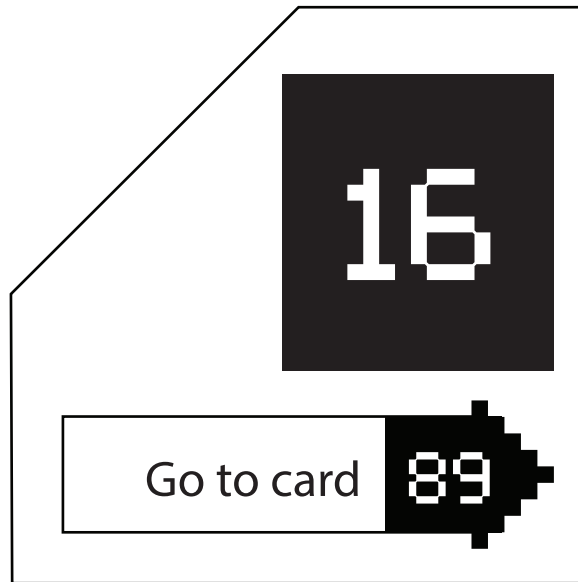
www.druwoodard.com

IngenuityFest 2013 Contest!

We are also running a contest. Have some fun and get in on a **chance to win \$50**. For full information, see the original Active Fiction Adventure exhibit. Many thanks to our contest sponsor: **MONSTERS Unlimited** - A Creative Agency with a Business Brain www.thinkmonsters.com

Start the game. **GOOD LUCK!**

4



17

IT'S ALL MINE

You look down into the pit and see a large group of **sickly looking gray-skinned aliens**. They have **big bulbous heads**, **small eyes** the size of buttons that barely open, and they look to be **extremely underfed**. They move around silently in the pit, which is filled with rusty pipes that are sticking out of the ground. Some of the aliens have **pickaxes** and they are trying to clear out stone to get to more buried pipes. Right behind them, others have **hammers** and they beat on the pipes until they rupture and spew out some type of **wispy cloud-like material**. Once this happens, yet another team of pitiful aliens immediately move in. They carry **large hoses** and begin vacuuming the **cloud remains** into **heavy metal tanks** that are strapped onto their backs. Towards the far end of the mine, you see a **shaft** that heads in the general direction of the large building you are trying to get to. Looks like this is the only way to continue on, you only hope that the shaft surfaces somewhere and doesn't lead straight down to a dead end.

Sneak quietly into the Cloud Mine Pit.

6



19

THIS JOB SUCKS

Waiting until the guard turns away from your direction, you quickly **sneak** into the large group of **Cloud Miners**. You creep your way cautiously over to the shaft, making sure to keep down and out of sight. The aliens only glance at you in fear and immediately get back to work. You have almost made your way across the pit, when you suddenly hear a **loud shout**. The guard has seen you and rushes over, tackling you like a huge hairy linebacker. Before you know what is happening, you feel him wrap a **remote controlled shackle** around your neck. He straps a heavy cannister to your back and forces a vacuum hose into your hands. Then he smacks you in the back of the head and says, "**Welcome to the Cloud Mines, scumbag. Hope you enjoy your stay.**" You don't.

Game Over. You may as well have **DIED!!!**

90



21

INSTRUCTIONS

Each index card in the exhibit has a **Card Number** in the **upper left**. The card will describe what is happening in the game and how this may affect your character. After the description, you will be asked to go to another card or will be given a series of **actions** to choose from. The number of the card to go to are in the **black arrows** besides the options you have. You will have to search all of the sides of the exhibit to track down the next card in your **IngenuityFest 2013 text adventure**.

WARNING: Make sure to write down all **PAGE CODES** that you come across in the game. You will need these later on in the adventure.

Bring the fun home with you!

To download a **free PDF** of the entire game to print or view on your computer and mobile devices, go to:

www.SteamHat.com/game.html

View information about **Steam Hat** and the **IngenuityFest Contest**.

15

22

UP UP AND AWAY!

You bend over and pick up the book that landed at your feet. Before you have a chance to study it any further, you hear a **strange noise** coming from somewhere above. Suddenly, something grabs you around the waist and you are pulled upwards into the air. Looking down, you watch as the festival gets smaller and you realize that you are now **flying** far above Lake Erie. Your eyes almost pop out of your head at the sight. You almost don't notice the **giant mechanical creature** that is currently clutching onto you. It is made up of a mish-mash of metal, wires, gauges, and other strange robotic parts that allow it to defy gravity. Its face is strangely shaped like a human, but it is expressionless. It looks at you and politely asks, *"Could you give me the book please? I seemed to have dropped it and will need it back in my possession."*

Kindly give the amazing flying mech-man the **OLD BOOK**.

72

Struggle and **fight** with your robo-kidnapper.

57

23

HERE COMES THE HAMMER!

You grab a **hammer** that was laying on the ground and wait patiently for the guard to make his way towards you. As soon as he gets close and looks away from your direction, you leap out and **smack** him in the back of his thick hairy head. He gives out a low guttural moan and his body collapses to the floor. The Miners all stop what they are doing and turn to look at you, their eyes filled with **worry and fear**. The small bent over alien, that was beaten back by the guard, runs out again and throws himself onto the body of the deceased Miner and cries. Slowly, others -- one by one -- walk away from their work and gather around him holding hands. You can hear them begin singing a **low, sorrowful song**. An alien with a scar gouged in his cheek walks up to the guard, pulls the control unit from it's dead hand, and **smashes** it with the hammer that it was forced to carry. It looks up at you with it's small creased button-sized eyes and takes your hand. Though it does not speak, you can hear in your mind. *"Thank you, stranger. You must go now. More guards will be coming. But this time, we will be ready."* It removes it neck shackle and picks up its hammer again, but this time it smiles.

Walk into the **shaft**.

58

24

KLINGON SASQUATCH

You follow the path **downwards** until you are finally stopped by a **rather large smelly creature**. It stands easily 8 foot tall. It's burly body is matted with thick hair, and it looks like the accidental offspring of a **Klingon** mating with a **Sasquatch**. It is wearing ragged armor that hasn't been cleaned for years. The creature grunts and looks at you with anger. ***"Who are YOU? What are you doing HERE? Don't you know the Cloud Mines are off limits? I am already having a REALLY BAD DAY! I am moody and want to take it out on somebody. And do you know what? I think that somebody is going to be YOU!!!"*** He lumbers forward and tries to grab you. You move quickly to the side and his arms find nothing but air. The creature twists around and is headed towards you again with fists raised. You have to think of something and QUICK!

Do you have a **CALCULATOR WATCH** and want to give it to him?

74

If you do not have it or do not want to give it to him.

64

25

BOOK IT FROM THE BOOK

You walk around the book cautiously, studying it as you go by. It just lays on the ground acting like every other book you have ever seen. Where did it come from? What is written on the pages behind its old torn cover? So many questions fill your head, but you decide to leave it behind. You turn away and focus your attentions on the crowds that are entering the warehouses. Suddenly, you hear a strange sound behind you. Quickly turning around, you see that the **book is GONE!** It has disappeared as quickly as it fell in front of you. You scratch your head in confusion. Guess you'll never know what secrets the book held.

Enjoy your time at **IngenuityFest!**

GAME OVER

26

CONGRATULATIONS!

You walk into the building and find yourself in a long hallway. It is dark in here and you can see small glimmers of light flashing back and forth on the walls. Suddenly, the door behind you slams shut and locks.

TO BE CONTINUED!!!**Thanks for playing!**

YOU WIN!

GO TO WWW.STEAMHAT.COM

Game designed and written by:**Robert L. Kline Jr.**www.klineportfolio.com**Illustrations by:****Dru Woodard**www.druwoodard.com

Want to know when and where the next installment of Active Fiction will be? Just go to www.SteamHat.com or email us at contact@steamhat.com.

27

TREE ENT-TERTAINMENT

You follow the winding path until you find yourself standing in front of a rather odd **huge tree**. There are hundreds of pipes and electrical wires coming out of the bark. They wrap around the trunk and run all the way up into the branches. Up in the limbs of the tree, to your horror, you see more of the birds that attacked you and the **metal man**. Sure enough, resting on one of the branches, you see a **PAGE** from the book. You are trying to figure out how to reach the **PAGE** without getting pecked to death, when surprisingly a **LCD screen** on the front of the tree pops to life. A face appears, and it says, ***"Please sir, could you get these dastardly birds off of me. They are MOST FOWL indeed."*** You look around and see a **large metal rock** down at your feet. You also see **two broken frayed wires** on the tree that seem to be arcing electricity.

Pick up the **rock** and throw it at the birds to scare them off.

36

Try grabbing the **wires** and touching them together.

45

28

RGB TELEPORTATION SYSTEM

You hustle along the path until it comes to a dead end. There are stairs here that go up to a platform that contains what looks to be a rather alien looking version of Dance Dance Revolution. A large screen turns on as soon as you step onto a strange pad that has three large circles on it. Each circle contains a color and an arrow. ***"Welcome to the RGB Teleportation System. Please stand on the teleporter you wish to use, jump three times, and kick."*** You are amused, and seeing that this is the only way forward, you pick a teleporter, and begin to jump and kick your way to...

Step on **RED**: left arrow

65

Step on **GREEN**: straight arrow

2

Step on **Blue**: right arrow

38

Go to card

28

29

Go to card

68

30

31

RGB TELEPORT

You find yourself transported to a room with yet another teleporter in it. Man almighty, you are getting sick of having your atoms torn apart and then pulled back together again. It's giving you a massive migraine. This teleporter, however, is different. There is only one large black circle on it. You are nervous. Either this could be a good thing or a very very BAD thing.

You start to make your way over to the black circle, when you suddenly see a PAGE from the book teleport into the room and slowly glide to the ground near you.

Pick up the **PAGE**.

41



32

FEELING HOT, HOT, HOT

You swim over towards the **ladder**, feeling the water get hotter and hotter until it is almost unbearable. You reach the old rusted pieces of metal that are attached to the tower's walls and begin to climb out. You are wet, exhausted, and it takes almost everything in your power to pull yourself up rung by rung by rung. When you are almost to the top, you reach for the last metal bar. As you grab onto it, you feel it shift in your hand. You try to hastily pull yourself up and over the final section of the ladder, but it is too late. The rung breaks loose in your hand, you lose your balance, and then you feel yourself start to fall backwards. You tumble into the waters again, but this time the shock of the water's now **extreme heat** takes it toll on you. You flop around like a dying fish and slowly get cooked alive.

You have DIED!!!

90

33

BUH-BYE OLD BOT

You look at the old crying bot and make your way around him.

"Please, please help me. I can't move. If I can't get help, I'll just rust to pieces right here, I will. Have a heart and help an Old Bot out."

You can't or your won't, so you turn your back on him and continue onwards. He cries out even louder, but you ignore him and continue on your way down the path.

Continue along the path.

29

34

BOOM BOX

You continue **down** the path, making your way **deeper** into the pitted, steamy **wastelands**. The air here becomes stagnant and toxic, and you are forced to shield your face from the thick cloudy mists that hang in the air and sting your eyes. As you stumble through the rocky terrain, you almost don't see a **storage shack** that lays just off to the **right** of the pathway. The door stands open and unguarded. You sneak a peek in and see two large metal tables filled with hammers, pickaxes, and a variety of tubes and wires. You also see a large wooden box that has the words "**BOOM BOX**" written across it in all caps. There could be something useful inside.

Open the box to find out what is in it.

56

Continue along the path.

52

35

KNEE DEEP IN JUNK

You stand up, wipe yourself off, and look around. The entire area down here is filled with **junk**, laying in about 18 inches of water. There are all types of broken doohickeys and thingamabobs down here. This must be where robots, much like your wonderful flying friend, go to die. There are bits and pieces of metal arms, legs, and torsos just laying around, rusting away in the pools of H₂O and floating globs of oil. It is quite frightening really. The rotting faces of the now defunct robots seem to watch you with their empty eyes as you try to wade past them. Up ahead, you see another path on the other side of the ravine. It looks like it climbs steeply back up to the top. Hopefully, you can make it up with no problems. As soon as you make it to other side and step onto dry land, you almost trip and fall onto your face. Looking down, you see an **OLD SCREWDRIVER** laying on the ground. For some reason, you pick it up and put it in your pocket. Who knows? Maybe it will be useful later on.

Make your way **up the path** on the other side.

86

36

LET'S ROCK

You pick up the **rock** and toss it up into the tree, smacking one of the birds hard in the head. It topples over onto the ground and almost hits you. Amidst the commotion, the flock of birds -- which do not seem to notice you down on the ground -- **fly into the air and take off**, heading east. You breath a sigh of relief. The last thing you wanted was to be involved in another Bird Fight. *"Thank you so much sir,"* the face on the monitor says as it smiles at you. *"You have done me a great service. Damn birds. Always pecking away at my data leaves. Can I do anything for you in return?"* You point up into his branches at the **PAGE** that is stuck on one of his limbs. The tree gently shakes back and forth until it is dislodges the **PAGE** from its leafy head. The sheet floats down and lands softly at your feet. You pick it up and thank the tree. Then you smile to yourself because you realized you just thanked a tree. The tree smiles back and waves it branches at you in farewell.

Read the **PAGE** and put it in the book.

80

37

PAGE 6 >> A

You pick up the paper and jam it into the book. The blank screen beeps three times and the following words appear:

"Ingenuity provides a unique platform to explore the boundaries of art and technology."

You look down towards the murky darkness of the lands below, dreading what you may encounter on as you try to pass through.

Begin you **descent** to the pits.

24



38

RGB TELEPORT

You find yourself transported to a room with another teleporter in it.

You walk up to the device and look to see where you can go from here.

Step on **RED**: right arrow

40

The **GREEN** teleporter is broken here.

Step on **BLUE**: straight arrow

54

39

PAGE 9 >> 7

You get on your hands and knees and push your way through the webs of cabling. You reach the page and put it in the book. The following words appear:

"James Levin in 2004 envisioned an art and music festival that would take place in downtown Cleveland."

You continue to climb through the cables until you find your way out of the forest and stumble across a path heading **North**.

Follow the path heading **North**.

28

40

RGB TELEPORT

You find yourself transported to a room with another teleporter in it.

You walk up to the device and look to see where you can go from here.

Step on **RED**: straight arrow

3

Step on **GREEN**: left arrow

38

The **BLUE** teleporter is broken here.

41

PAGE 3 >> T

You pick up the paper that teleported into the room with you. The following words appear when you place it back into the book:

"The 2011 IngenuityFest, on September 16-18, featured a collaboration with Squonk Opera and drew in an estimated 45,000 people during the festival."

You then step towards the teleporter, hoping that you are not going to suddenly find yourself in a place worse than this.

Step on the **BLACK** circle.

13

42

STEP BY STEP

You slowly walk **STEP BY STEP** across the bridge, making sure to hit only the N, K, O, T, and B slats. Though the pieces of rusty metal bend under your weight, they hold in place and you find yourself on the other side of the ravine. Luckily, **YOU GOT IT (THE RIGHT STUFF)** and were **HANGING TOUGH** as you made it across the swinging bridge with no problems. You continue following the path on the other side, which starts twisting towards the **right**. After a few minutes, it splits, heading **right or left**. You can tell that the path leading **right** heads back to the deep ravine, so you definitely don't want to go that way. You choose the **left path**, hoping that something up ahead may help you find your way back down to the festival.

Start walking down the **left path**.

27



43

FOOTLOOSE

You continue to walk **straight** and head towards the **screams** that are coming from somewhere far ahead of you. After a few minutes of traveling, the path turns sharply left. Around the bend, you come across an interesting situation. An **old decrepit robot** is laying on the ground, screaming it's head off for help. It looks ancient. All of it pieces and parts seemed to be **Frankenstein-ed** together from other machines. It sees you and calls out, *"Excuse me! Excuse me! You wouldn't by chance have a **SCREWDRIVER** would you? It seems my darned foot has come loose and fallen off again. I have lots and lots of screws. Just forgot to bring my tools as always. My memory banks just aren't what they used to be. Could you help an Old Bot out?"*

Did you find a **SCREWDRIVER** and you want to help him?

73

Just leave **Old Bot** to his misery and continue walking.

33

45

HOW SHOCKING!!!

You grab the two **broken electrical wires** that are hanging from the tree and touch them together.

Luckily, the wires are pumping with **massive amounts of electricity**, which shoots up the tree when they connect. There is a crackle as the birds get a giant **electric jolt** and they fall from the branches, one by one.

Unluckily, you also received the same **electric jolt**. You now lay on the ground with the dead birds, your clothes still smoking as the electrical burns smolder. You should have taken more safety classes in using electricity. It's never a good idea to play with **live wires**. The tree however is thrilled that the birds are finally gone from it's branches and it thanks you many times over. It becomes sad when you do not respond.

You have **DIED!!!**

90



46

BREAK THE CODE!

You quickly pull out the book that fell at your feet at the festival. Luckily, you have been able to track down all **10 of the pages** that had fallen out and reinserted them.

You open the book and go through **page by page** in **numeric order**, noting the **letter** that is on each of the pages. You hope by **organizing the letters** correctly, you will know what to do next.

Let's hope you have been following instructions and writing them all down.

BREAK THE CODE: Arrange the letters from the 10 pages correctly and read them to find out what to do next.

Go to www.SteamHat.com/cheat.html to receive a cheat to get past this section if you can't figure it out.

47

INTERSECTION

You continue walking on the path until you get to a **three way intersection**. Off the **right**, you see a rather large **road**, about the size of a highway. There is a sign here that says "**To The Danger Zone**". Straight in **front** of you, the path continues downward and looks uninteresting. Off to the **left** however, you can see the **silhouette of a man** sitting upon what looks to be a horse. He is higher up on a hill and seems to be looking your way.

Turn **right** and start walking down the highway.

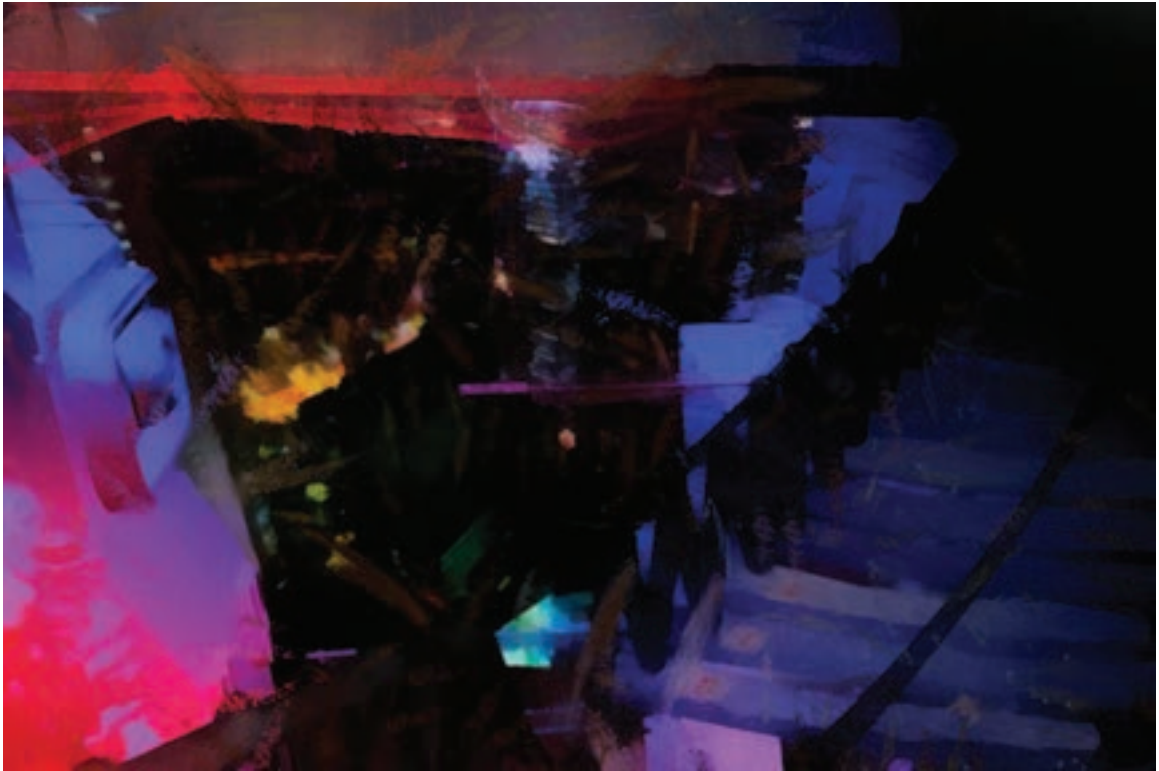
51

Continue **straight** on the path.

7

Turn to the **left** and head towards the hills.

70



49

SWEPT AWAY

You hold your breath and plunge into the scalding hot water, furiously pushing yourself towards the large metal door below. When you finally reach it, you tug at the door, but it does not budge. Feeling the water around you become hotter and hotter, you realize that you have little time left before you become the main ingredient in **Human Soup**. You grab the **corroded valve** set into the middle of the submerged door and begin turning it with every bit of strength you can muster. You can feel it give a little, but then it stops moving altogether. Your lungs begin to burn from lack of oxygen and the heat almost causes you to lose consciousness. With one final big **RUSH** of adrenalin, you try turning the valve again.

There is a deep grinding sound and the door suddenly bursts open. You are swept up into a whirlpool of water as you get sucked out of the tower.

Look around to see where you are.

62

50

NETWORKING

You clamber up the path and head into the **forest of metal**. This area is strewn with hundreds of high-rise **antennae** that seem to grow out of the ground. Wires and cables are strewn back and forth between them. As you progress, the lines become more dense and thick. They start to look almost like have been **woven** together to create **nets** hanging across everything. After some time, you come to an area thick with the cable netting. You catch a glimpse of another **PAGE** from the book on the ground. It may be tough to get to. You'll probably have to crawl on your hands and knees through the thick wound cables to reach it. Looking up into the netting, you see a **SHARP PIECE OF METAL** hanging from a wire high up. You can get to it if you climb the intertwined wires and it may be useful in trying to cut your way out of here.

Attempt to crawl under the nets and grab the **PAGE**.

39

Climb up and grab the **SHARP PIECE OF METAL** first.

60

51

HIGHWAY TO THE DANGER ZONE!!!

You begin walking down the **highway** and come across some type of futuristic looking **motorcycle** laying on its side. This is by far the **COOLEST** looking bike you have even seen. You pick it up to study it further. As soon as you touch it, panels below the handle bars spring to life, and a calm female voice says, "**Welcome to the WTVS - Wheeled Transportation Vehicle System. To begin, simply climb on and let us do the rest.**" You swing your leg over and lean back into the comfortable seat. Suddenly, the vehicle lurches forward, shooting you down the highway at a ludicrous speed. It would have been an **AWESOME RIDE**, if it wasn't for the fact that the road comes to an abrupt end and you go cruising **off the side of the island**. Too bad the motorcycle doesn't have a parachute feature built in. The sign wasn't kidding. Danger Zone indeed. You should have heeded it's warning.

You have DIED!!!

90

52

IN THE GROUND

You decide to walk past the box and keep heading **down the path**. After trudging along for what feels like an eternity, you begin to hear loud **hammering** noises. You follow the sounds and come to a extremely large hole in the ground. Seeing that the trail dead ends ahead. The only way **forward** is **down**. You slowly peek your head over to see what is exactly is happening in the hole.

Look into the hole.

17

53

PAGE 8 >> D

You grab yet another piece of paper. This is getting so tiresome. Not surprising at all, it reinserts itself into the book, flashes a few times, and the following words appear:

"Ingenuity functions all year producing events that fulfill our mission of exploring where humanity and technology connect."

You put the book down and sigh. You are not looking forward to your walk ahead.

Continue your way into the pits.

34

54

RGB TELEPORT

You find yourself transported to a room with another teleporter in it.

You walk up to the device and look to see where you can go from here.

Step on **RED**: left arrow

2

Step on **GREEN**: straight arrow

38

Step on **BLUE**: right arrow

3

55

PAGE 2 >> 0

You snap up the first page from the ground and jam it into the book. The screen whines and pops and the following words finally appear:

"A 2009 Team NEO report found that the Festival had a \$4.5 million dollar economic impact in the region."

You are already grabbing the other page before you even finish reading the first.

Pick up the **NEXT PAGE**.

30

56

BOOM!!!

As soon as you open the box, it **EXPLODES!** Your body is instantly torn apart. What the heck did you think would happen when you open something called a **Boom Box?**

You have DIED!!!

90

57

INTO THE CLOUDS

Panic immediately takes over and you begin to struggle and fight, forgetting all about the OLD BOOK that you hold in your hand. You turn and twist, trying everything in your power to get away from him. ***"Oh dear,"*** it says, ***"you are being difficult. How unfortunate. I guess I must take you with me then. Iris may know what to do with a stubborn human."*** You feel the machine shudder, then it rockets higher and higher into the thick clouds above. When you **BREAK** through the cloud barrier, you are astounded by what you see. There is a massive **floating island** up here that looks like it was created from a strange mixture of dirty metal, rock, and rusty pipes. The landscape is absolutely surreal. You wonder how the people at the festival far below could not notice such a gigantic flying goliath above them. Looking down, you can swear that you see a large **twisted tree** that is somehow growing here. Far off in the distance, a **towering structure of stone and metal** billows steam and smoke.

Enjoy the ride!

85



58

SHAFT

(CAN YOU DIG IT?)

You begin walking down the **shaft**, which slopes **sharply downward**. As you progress deeper into the strange metal/dirt ground, you start to worry. Maybe this wasn't the way you should go. Perhaps you should have just stayed put up by the water tower and hoped that someone, somehow could have saved you. What were you THINKING??? You had to get all cocky and want to head off onto **GRAND ADVENTURES!** Didn't you? It's too late now. You are stuck heading deep deep underground where....

Your panic attack stops abruptly when you see **TWO PAGES** of the book laying on the ground up ahead. How in the world did these get all the way down here? Maybe this is indeed a sign that you are going the right way (and maybe someone IS looking after you).

Pick up the **FIRST PAGE** and place it in the book.

55

59

YOU HAVE PLATEAUED

After a rigorous walk, you find yourself on a **high plateau** overlooking the rather curious landscape of the floating metal island. From this vantage point, you can see that the **mountainous building** is getting closer. You discover a **trail** that leads **down** from the plateau, but the lands below look harsh, dirty, and dangerous. There are pits and pipes everywhere, and hot steam spews out of holes in the ground. The banging and grinding of machines echo from places unseen and small explosions in deep crevices throw fire high into the air.

You have a sneaking suspicion that you need to get to that far off structure, but you will have to descend into the gritty lands below first. Before you head down the path leading into the pits, you notice another **PAGE** from the book laying on the ground up here.

Pick up the **PAGE** from the book.

37

60

ROBO-SPIDER BABE

You begin to climb up into the netted cables, trying to reach the **SHARP PIECE OF METAL**. As you get closer to it, you start to get tangled into the wires. The more you struggle, the more ensnared you become, until you can barely move. You hear a rustling noise coming from the antennas high above you. An **woman** lowers herself down onto the web of wiring that you are now stuck in. She is actually rather good looking if it wasn't for the fact that she has **8 mechanical legs** coming out of her leg sockets, her eyes consist of a variety of small **clustered cameras** that rotate independently about, AND she has **giant poisonous fangs** that she sinks into your throat as you attempt to fight your way out. Even as the toxin is pumping through your blood stream, you thrash about trying to free yourself. After a few seconds, she simply grabs your now limp and paralyzed body and pulls you up into her nest to meet her children. Her very hungry children.

You have DIED!!!

90

61

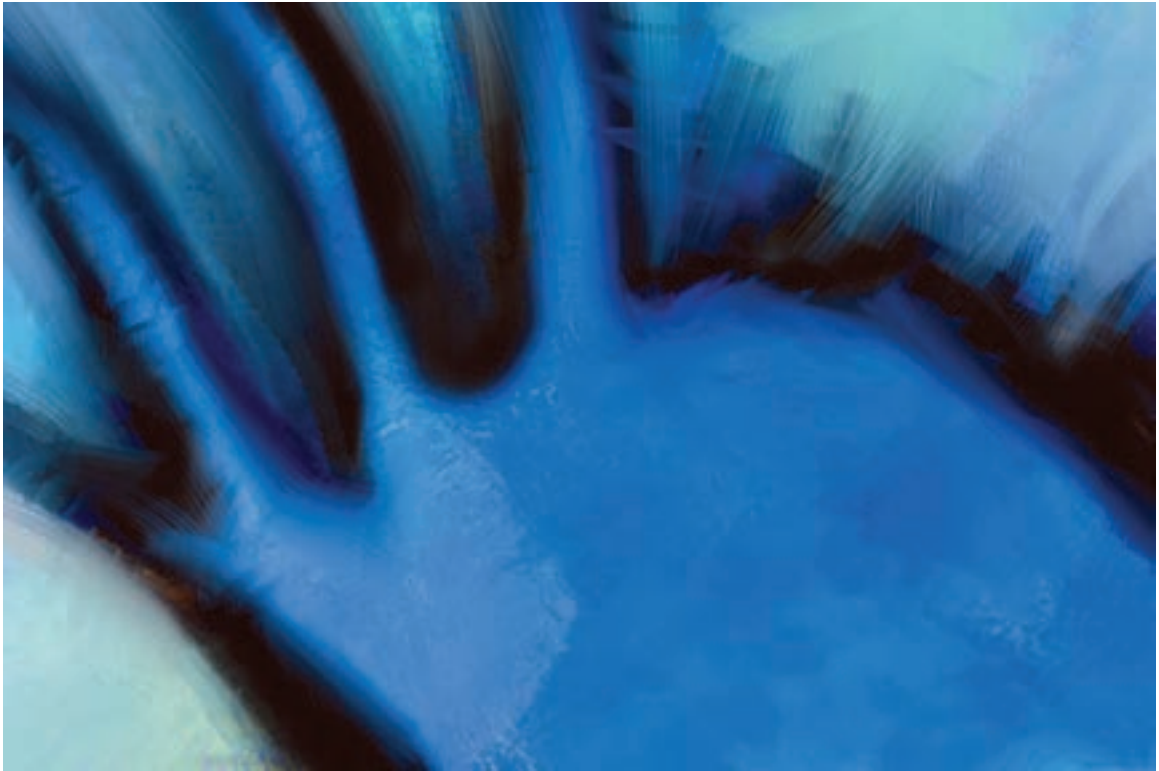
BOOT TO THE HEAD

You look at him and firmly say ***"I would sooner die than be part of the CMFC!"*** The cowboy glares at you. Then gives you a sad look as he puts away the knife. ***"You know, it is just too damn bad that people like you can't see that the Cloud Miners Freedom Coalition is going to change everything for the better. I pray one day you will see the error of your ways."*** With that, he kicks you in the head with his heavy leather metal boot. You keel over and lay on the ground, feeling blood ooze from your wound. You pass out from the pain and by the time you awaken, the cowboy is long gone. You stand up, your head throbbing, the blood already dried on your head where the boot mark now is. ***"Who and what are Cloud Miners,"*** you ask yourself. At least he didn't leave a knife in the chest as a lovely parting gift.

Follow the path **down the hill**.

16





62

WEIRD LANDSCAPE

You find yourself laying wet and weary in a puddle that is now pooling around the outside of the water tower. You pull yourself up, clear your eyes, and look around. The landscape of this mysterious metal island looks even stranger from the ground. The majority of the land here appears at first to be made from some kind of **stone**, but on closer look, you see that it is infused with **metal strands, wires**, and what looks to be rather **alien circuitry** laying just underneath the skin. Old pipes, lines of cord, and other strange metal pieces come out of the ground everywhere. It almost looks like someone was trying to emulate Mother Nature, but didn't quite have the materials or knowhow to get it right. There is a path here that has been beaten into the hard metal ground, leading away from the water tower. You see something laying on the path up ahead. There is a light blinking on it.

Go to the **blinking light**.

87

63

HAVE A NICE DAY!

You look through all of the pages. There were **10 missing** altogether, but it seems you have fallen short. You pray for the best and show Iris the book that you have. She looks at the missing pages and continues to give you her absolutely best smile. ***"I'm sorry honey. It looks like your Knowledge Gathering System v24.51g3442 is erroring out. You know we cannot allow such disorder into the system. The Eye-Brarian would have an absolute fit, and we can't have that, can we. Wish I could help, but you know the rules. It was nice meeting you. Have a nice day!"*** And with that she pulls the trigger.

You have DIED!!!

90

Go to **www.SteamHat.com/cheat.html** to receive a cheat to get past this section if you didn't find all the pages.

64

STOP, HAMMER TIME!

You try to defend yourself against this **horrible brute**, but he is extremely agile for his size. He easily tackles you and starts kicking you in the stomach. **"STOP IT!"** you scream. And he does. Interesting, you didn't think that would work. Well, it didn't really. He stand up, grabs you by the hair and **drags you down the path** towards a pit filled with sad looking **gray-skinned workers**. He picks you up and throws you down amongst them and yells to others of his kind, **"I found another volunteer Cloud Miner. Someone get him a hammer and put him to work. Clouds just don't mine themselves now do they. Get to work. NOW!"** You are grabbed from behind and thrown to your knees as three guards come over and snap a magnetized neck shackle on you. One of them throws you the new tools of your trade. Hope you like working **long hours** with **little food** and **no chance of escape**.

Game Over, you may as well be **DEAD!!!**

90

65

RGB TELEPORT

You find yourself transported to a room with another teleporter in it.

You walk up to the device and look to see where you can go from here.

Step on **RED**: straight arrow

81

Step on **GREEN**: left arrow

84

The **BLUE** teleporter is broken here.



66

PAGE 4 >> 0

You insert the page into the book.
There is a small flash as it reseals
itself to the binding and the following words
appear on the thin screen.

"The first IngenuityFest in 2005 drew
more than 30,000 people to an underused
area in the heart of downtown Cleveland."

You make note of the page number and letter and
pull yourself up and out of the ravine.

Climb up out of the **deep ravine**.

27

67

RGB TELEPORT

You find yourself transported to a
room with another teleporter in it.

You walk up to the device and look to see where
you can go from here.

Step on **RED**: right arrow

81

Step on **GREEN**: straight arrow

84

The **BLUE** teleporter is broken here.

68

PAGE 10 >> 9

You pick up the second page and
place it in the book. The following
text appears on the screen.

"In 2010, with an audience of over 40,000, a
temporary waterfall created by Cleveland
Institute of Art faculty was installed on the
street level of the Veterans Memorial
(Detroit-Superior) Bridge and fell over 130
feet into the Cuyahoga River."

You close the book and begin walking quickly down
the shaft, feeling re-energized.

Continue walking down the shaft.

11

69

PAGE 7 >> R

You pick up the page and insert it into the book. It automatically reseals itself back into the binding and the words "Ingenuity was formed in 2004" appear on the page. **You make sure to write down the page number and the letter.** It may be very important later on. You look around, wondering where you will go next. There are two paths that you can take from here. One heads right, the other heads left.

Start walking on the path to the **left**. 12

Follow the path to the **right**. 75

70

ON A STEEL HORSE

You make your way up the hill towards the **silhouetted figure** that is watching you. As you get closer, you see that the man looks exactly like a **scruffy old western cowboy**. Well almost exactly, except for the fact that the gun strapped to him looks like something out of Star Wars and he is sitting on a rather impressive **mechanical horse** with red glowing eyes. He stares at you for a while, scratches the side of his stubbly face, then suddenly pulls out a long glowing knife from his leg hilt. The knife makes a high-pitched humming noise. **"You there, speak quickly, and speak truthfully. Are you with the CMFC? You have 3 seconds before I bury this into your heart."** You have no idea what he is talking about, but you have to make a decision what to tell him AND FAST!

Say **"Yes, yes, ofcourse I am with the CMFC!"** 78

Say **"I would sooner die than be part of the CMFC!"** 61



72

KINDNESS KILLS

The amazing flying machine shoots you higher and higher up into the clouds. You have never felt more alive in your life. You can't wait to see what wonderful adventures your incredible new mechanical friend will take you on. At this moment, you feel like the **luckiest** person in the world. You find it in your heart to give this magnificent **Cyber Angel** the **OLD BOOK** that he had accidentally dropped. You hold it out to him and smile.

"Thank you very much, human. It has been a pleasure having this time with you. I wish you well on your journeys. Until we meet again."

He takes the **OLD BOOK** and politely lets you go. You watch him zip off into the clouds as you fall into the lake far below.

You have **DIED!!!**

90

73

OLD BOT BOOGIE

You walk over to the ancient robot and hand him the **SCREWDRIVER** that you found in the junk down at the bottom of the ravine. **"HURRAY!!!"** It hollers, and instantly starts putting its foot back on. After a few minutes, it has completely tightened every screw on its body. It bounces up off the ground, wobbles his foot around, then screams out, **"YEEEEHAAAAAA!"** It instantly starts doing a **crazy dance** out of sheer joy. Small pieces and parts fly off of him as he moves about. ***"You helped this Old Bot out and I appreciate it, I do. My dear Mamma Bot raised me right, so I owe you one. There is a teleportation area coming up just down the way -- it's all kind of confusing if you don't know what I know. If you are headed that direction, I can tell you this -- always choose blue. Yup, that what ya do. Always choose blue. Don't matter what it is. You'll know what I'm talking about when you get there. Thanks again stranger."***

Say goodbye to **Old Bot** and head **down** the path.

28



74

80085

"Hey, wait just a minute," you scream at the lunging missing link.

"I just came down here to see if someone lost this really nice

CALCULATOR WATCH." You pull out the watch that the **mysterious cowboy** gave you and show it to the guard. You are waiting for him to simply come at you with fists raised again, but instead he **squeals** like a little girl. **"MY WATCH! You have my WATCH!!! I've been looking everywhere for it. Where did you find it?"** You point in a random direction, but he doesn't seem to care. He swipes it out of your hand and wraps it around his wrist. Instantly he starts typing in the number **80085** and begins laughing hysterically. **"I LOVE this thing. Isn't technology amazing!"** He turns around and skips away, forgetting all about you. You look down and see that he had been standing on yet another **PAGE** from the book. Those damn pages must have blown all over the place.

Pick up the **PAGE** from the book.

53

75

SLIP 'N SLIDE

You head off to the **right** and start walking down the stone metal path, which begins to angle downwards. All of the water from the tower must have flowed this way. There are puddles everywhere, causing the path to be slippery. After continuing on the path for a few minutes, you come to a large open ravine that cuts deeply into the land here. Far off to your **left**, you see a **swinging bridge** that crosses the deep gorge. You can probably get to it taking the other path. Looks like you may have to go back to where you came from and.... Suddenly, your feet slip on the slick metal and you topple forward. You begin sliding down, down, down a path that slopes sharply to the bottom. Everything around you is coated in water and you feel like you are trapped on one of those **INSANE** water slides. You get tossed back and forth, shooting downwards at incredible speeds, until you finally hit the bottom with a giant belly flop splash into a **pool of water**.

Stand up, wipe yourself off, and **look around**.

35





PITFALL

You walk confidently across the lettered slats, pretending that you know a thing or two about **1980's music trivia**. Unfortunately, you chose **POORLY!** You get almost to the other side of the bridge when you suddenly hear a loud snapping sound. The last slat that you tread on shatters underneath your foot, causing you to launch up and over the side of the swinging bridge.

You scream, **"NOOOOOOOOOOOOOOOO!!!!"** just before you smash into a pile of debris at the far bottom of the ravine. Looks like you didn't have the **RIGHT STUFF** after all!

You have DIED!!!



WANTED DEAD OR ALIVE

You quickly stutter, ***"Yes, yes, of course I am with the CMFC!"***

The sci-fi cowboy studies you coldly for a few seconds, keeping his glowing knife pointed at you the entire time. Finally, he smiles and tucks it back into the leg hilt. ***"I knew it, I could see it in your eyes. Cloud Miners Freedom Coalition forever!"*** He makes a peculiar salute, which you mirror back to him. ***"Here, take this. I boosted it from an unsuspecting guard. It may prove useful. Remember, most of those brutes are dumb as a box of rocks and are merely following orders. Just be clever and you'll be alright."*** The cowboy throws something at you, which you catch before it hits you in the head. It is an old **CALCULATOR WATCH**. ***"If I were you, I'd keep to the shadows. Remember, their orders are to take us either dead or alive. And they prefer the DEAD version every time."*** He tips his hat to you and rides off into the sunset, leaving you asking yourself, ***"What the heck is a Cloud Miner?"***

Follow the path **down the hill**.







CARD 79

You sift through the **Knowledge Gathering System v24.51g3442** and organize all of the **letters** in the codes by **page number**. You read it over a few times, trying to figure out what it means. You finally look up to Iris and say, *"Ummmm... does 'Go To Card 79' mean anything to you?"* She puts down her gun and twirls around, making her way to a large metal box which opens when she presses her hand against a screen. Inside, there are hundreds of identification cards organized neatly in rows. She searches around and pulls out **Card 79**. *"Here you go, darling. I am so happy I did not have to shoot you. That would have been an awful awful mess to clean up. It was so nice meeting you. I'm sure we'll meet again some day. Make sure to follow all restrictions and rules or brute force will be used against you. And by the way,"* she gives you another wink, *"HAVE A NICE DAY!"* The door opens and she motions you to enter.

Walk into the building.



PAGE 5 >> C

You pick up the page and insert it into the book. There is a flash and the following words appear:

"Ingenuity was conceived as a multi-day, multi-venued event that would move from location to location."

You close the book and start following the path which you believe leads **east** towards the large stone metal building. You hope there is someone there that can help get you off of this crazy island.

Follow the path heading **East**.



81

RGB TELEPORT

You find yourself transported to a room with another teleporter in it.

You walk up to the device and look to see where you can go from here.

Step on **RED**: left arrow

67

Step on **GREEN**: right arrow

2

The **BLUE** teleporter is broken here.

82

RGB TELEPORT

You find yourself transported to a room with another teleporter in it.

You walk up to the device and look to see where you can go from here.

The **RED** teleporter is broken here.

Step on **GREEN**: left arrow

3

Step on **BLUE**: straight arrow

31

83

PAGE 1 >> G

You take the paper that the Robo-Monk graciously gifts to you. The following words appear when you place it back into the book:

"Ingenuity's mission is to ignite the creative spark where the arts, science, and technology intersect."

You leave the shack and begin climbing up yet another path that leads upwards. "**Remember, don't worry, be happy!**" Exclaims the Robo-Monk one last time. You just nod your head and continue on.

Climb the path **upwards**.

59

84

RGB TELEPORT

You find yourself transported to a room with another teleporter in it.

You walk up to the device and look to see where you can go from here.

Step on **RED**: straight arrow

67

Step on **GREEN**: right arrow

65

The **BLUE** teleporter is broken here.

85

ANGRY BIRDS!

"Oh dear. That's not good," you hear the metal man say. You turn your head to look in the direction that he is staring. Off in the distance, you can see an undulating mass of blackness flying towards you. As it gets closer, you can see pointed iron **claws**, sharp metal **beaks**, and a flurry of **feather** and **steel**. A huge flock of robotic **Birds of Prey** are heading directly towards you and they look mean. REALLY MEAN! Within a few seconds, they attack. They tear at your clothes, peck at your eyes, and swoop at you, trying to knock you both from the sky. The mechanical man's hold on you loosens as he attempts to swat them away. You are still far up from the land below, but the both of you are plummeting quickly.

Break free from the robot and hope for the best.

10

Climb on the robot's back and protect the OLD BOOK.

88



86

YOU CLIMB NOW!

You start your upwards climb, which at first seems easy. After awhile, the path becomes **steeper and steeper** until it feels almost like you are trying to push your way up a vertical wall. You keep toppling over and sliding back down to the pool of junk below. After a few tries, you learn to keep yourself low when it gets really steep. You grab onto all of the miscellaneous bits of metal and machinery sticking out of the ground, using them to pull yourself up. When you are almost to the top, you look over and see yet another **PAGE** from the book, balancing precariously on a protruding metal rock. You slowly make your way over to it, trying not to slip back down. Finally, when you are close enough, you reach out and pluck it from its resting place and look at it.

Read the **PAGE** and put it in the book.

66

87

DON'T JUDGE A BOOK BY ITS COVER

You walk up to the object. It is the **OLD BOOK** that was torn from your hands during the bird attack. It lays open on the ground where it had landed. You notice something peculiar about its contents. Even though it looks like a regular **OLD BOOK** from the outside, its pages glow and resemble extremely thin LCD screens. You pick it up and flip through it. It seems that about **10 pages** must have been torn out of it while you were defending yourself from the birds. All of the pages that are still intact say the same thing: ***"Information and Knowledge Gathering System v24.51g3442. ERROR>>10 Receptacle Pages Missing. Please replace in correct order and reboot system"***. You see one of the missing pages laying beside the book. Something tells you that these pages are **VERY IMPORTANT** and you must keep track of their **code numbers** and their **proper order** because they may be the key to getting off this blasted floating metal rock.

Pick up the **PAGE** beside the book.

69



BIRD FOOD

Thinking quickly, you weasel your way out of the machine's cold grasp and attempt to crawl onto his back. This frees up the metal man's arms and he starts **knocking birds** out of the air one at a time. Everything seems to be going well, but for every biting and clawing bird he eliminates, two more seem to take its place.

You tuck the book into your arms and curl up, trying to protect it as much as you can. Unfortunately, you **cannot defend** it OR yourself for long. More birds appear and begin tearing chunks out of your clothing, and then chunks from YOU! You scream loudly as you become nothing more than bird food. The metal man barely notices your demise as he grabs the book that falls out of your bloody hands. He then flies off towards the large metal building. The birds no longer follow him, now fed and happy.

You have DIED!!!



INTERSECTION 2

You continue walking down the path and come to yet another **intersection**. From here, you can see a new route that shoots off to your **left**. It looks like it heads into some kind of bizarre forest that is made up of colossal antennas. Cables and wires are strewn back and forth between them. You turn your attention to the path that you are currently following. It continues **downwards** a bit and turns around a bend to the left. You can hear someone or something either **screaming in rage** or **crying out for help** from further down this path. You do not know for certain exactly where the howls are coming from, and it is hard to tell from this distance what the intent of the screams are. Either way, it sounds echoing and creepy, throwing up a small caution sign in your mind.

Turn **left** and head into the forest.



Keep going **straight** towards the screams.



