

# ADVENTURE GAMES

## DISCOVER THE STORY



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## MONOCHROME INC.

### A Thriller for 1–4 Players, Ages 16 and up

In this cooperative game, you and your team will break into Monochrome Inc. You will experience — and be part of — a story that plays out in three chapters. The game play for each chapter lasts approximately 90 minutes.

You can **save** the game at any time or at the end of a chapter (see page 9). In this way, you can pause the game and continue playing during your next game night. You can also play the whole game in one session, of course.

**Important: Do not look at any of the game materials before starting the game!**  
Do not flip through the adventure book and do not look at the fronts of the adventure cards. Wait until the game tells you to do so.

### Game materials

- 109 Adventure cards
  - 87 Numbered cards (10-96)
  - 17 Alphanumeric cards
  - 4 Character cards
  - 1 Turn overview card
- 1 Adventure book
- 4 Character figures with stands
- 19 Level cards

Character cards



Adventure book



Level card (front)



Level card (back)



Adventure cards (back)

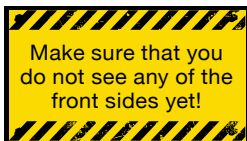


Character figures



## GAME SETUP

Place the adventure book on the table. Remove the four character cards and the turn overview card from the adventure card deck. Make sure the level cards and adventure cards are sorted according to their letters and numbers respectively. (You can leave the adventure cards that have a letter before the number at the bottom of the deck, except F1, A1, A2, and M1, which you will be instructed to use later in this manual text.) Place the level cards and adventure cards in face-down stacks on the table.



Carefully remove the four **character figures** from the frame and place each one into its matching stand.

Take **level cards A, B, C, and D** from the level card deck as well as **adventure cards F1, A1, and A2** from the adventure card deck. Place level card A and adventure card F1 **face up** in the middle of the table. Take **level cards B, C, and D** and place them **face down** next to this as shown. Leave enough space around these for additional levels!



Place the remaining level cards **face down in a level card stack**, ready for use. Place the **adventure cards face down in a stack** next to the level card stack. Since the cards in both decks have numbers and/or letters on their back sides, you can look for specific cards without accidentally encountering a spoiler to the story. Place the two **alarm level cards A1 and A2** on top of each other as shown on the right. You start on **alarm level 0** (see page 6). Finally, place the **four character cards** and the **turn overview card** between the players.



### Game setup for 2–4 players

Each player should now choose one of the characters and take the associated **character card** and **character figure** as well as the **adventure card** indicated on the character card. Place both cards face up in front of you. Return the cards and figures of any unused characters to the box.

### Solo game setup

It is also possible to play the game alone. In this case, play with two characters simultaneously. You can choose which two you want to play.



- This is a cooperative game. Discuss with your team what you want to do, what objects you want to combine, and which locations you want to explore.
- At the end of each chapter and at the end of the game, **scoring** takes place. However, the score you achieve does not affect the story.
- **Important!** Keep a sheet of paper and a pen handy to **take notes**.
- If you get stuck, you can read the **hints** on pages 12–15. Look up the number of the adventure card or location on the level card. There is a solution for what you can do in order to advance the story. There is no penalty for using hints!
- You can read the story aloud yourselves or you can have the story read to you by the free Kosmos Helper App.
- If the text on a card or in the adventure book contradicts the rules in this rulebook, the text on the card or in the adventure book applies.

## GAME OVERVIEW

The person who has most recently watched or read a thriller begins. Each team member goes through the following phases during his or her turn:

1. Exchange adventure cards
2. Move character figure
3. Reveal a level
4. Take one action
5. Exchange adventure cards

### 1) Exchange adventure cards

**Before** you move your **character figure** (and/or **after** you take an **action**), you can exchange as many adventure cards as you want with team members **on the same level as you**.

**Important:** The exchanging of cards during a **movement phase** or in the **middle of your action** is **not allowed**. Thus, you can also not exchange cards while taking the elevator with a team member on the elevator with you or on a level you only pass in the elevator.

Cards with this **symbol** on them **cannot** be exchanged:



**Note:** The **elevator** is considered part of a level when it is next to that level.

*Example: Since elevator F1 is next to level A, it is considered part of level A. Chiu may thus exchange cards with Alva before her movement phase or after her action phase.*



## 2) Move character figure

After exchanging the adventure card(s) you wanted to exchange, you must **move** your character figure. You must either ...

- a) use the **elevator** to move to **another level** or
- b) move to **another location on the level** you are already on. Locations are marked with unique numbers on the levels.

### a) Use the elevator

You **can move freely** around Monochrome Inc., but you must use the **elevators** to reach different levels. An elevator takes you to only the **levels depicted** on its card. At the beginning of the game, you can use only elevator F1. With it, you can reach levels A to D. During your adventure, you will find more elevators.

If the elevator is not already on your level, you call it by placing the elevator card next to your level. You can call an elevator to your level **and** move in the same movement phase. Place your character figure on the elevator and move the elevator up or down to a level of your choice. If you are in the elevator at the beginning of your turn, it takes you directly to the new level.

If you have to use more than one elevator to reach a desired level, you can move your character figure to the next elevator in order to use it. If the elevator is not already there, you may call this one too, enter it, and move to the level of your choice.

When you have reached the level you want to be on, you can either **move your character figure to a location on this level or stay on the elevator**. Staying on the elevator causes you to lose your action. You may, however, still exchange adventure cards.

**Important:** All of the team members on the elevator with you will be moved together with the elevator, but they stay on the elevator and **cannot get off** it during your turn. **Don't forget: The elevator is regarded as part of the level it is located next to.**



### b) Move on a level

You can move to a different location on the same level you are already on and explore that location or combine adventure cards with it (see page 8 for further explanation).

If your character figure is positioned in a location, you must either ...

- move your character figure to another location on this level and explore it or combine an adventure card with it (see page 8), or
- stay at this location and explore it again or combine an adventure card with it (see page 8), or
- move your character figure to the elevator without using it. Thereby, you will lose your action. You may, however, still exchange adventure cards if possible.

**Important:** If, at the beginning of your turn, your character figure is on the **elevator** and you **do not want to move** to a different level, you **must** exit the elevator. Place your character figure next to a location on this level and explore it or combine an adventure card with it (page 8).

**Note:** There can be more than one character figure in the same location. In order to keep the location numbers visible, do not place your character figures directly on the location numbers, but rather right next to them.

### 3) Reveal a level

If you reach a level card that has not been revealed yet, turn it over and read the corresponding entry in the adventure book. The entry describes in detail what you can see on this level. In the beginning, this is entry A for level card A. When you have already visited a level, the level card stays face up. You may re-read its entry at any time.

**Important:** After reading the level entry, place your character figure next to the location you want to explore or combine an adventure card with.

#### Adventure book

Every time you explore a location, combine adventure cards (see page 7), or the game simply instructs you to, read the entry aloud from the adventure book or let the Kosmos Helper App read it aloud to you.

The entries are arranged in **ascending order**. **Be careful to only read the entry you are supposed to read.**

#### 4) Take one action

If you are not on the elevator and you do not have a contradicting adventure card, you must do one of the following actions:

- a) **explore a location**, or
- b) **combine two adventure cards with each other**, or
- c) **combine an adventure card with a location**.

##### a) Explore a location on your level

On every level, there are several locations that you can explore. Every **location** is indicated by a **symbol** and a **three-digit number** (see right).



#### Alarm levels and handicaps

Every location in Monochrome Inc. has an **alarm symbol** and every character has received a **handicap** in the beginning. Check whether the alarm level will increase before you read the entry for a location in the adventure book! **If you explore a location or combine an adventure card with a location** (see page 8) that has the **same symbol** as your handicap card, the **alarm level** will increase by 1 immediately. If you have several cards with the same symbol, the alarm will increase by the number of cards with the matching symbol in your possession!

**Important:** The alarm level **can never be higher than 5**. If you ever reach **alarm level 5**, record a major alarm in your notes. Then read **entry 999** in the book immediately.



*Example: Chiu explores location 105 and has card 49. The card depicts the same symbol as location 105. She must therefore raise the alarm level by 1.*

If you want to explore the location that your character figure is on, **read aloud the entry in the adventure book with the three-digit number for the location to be explored**. You will receive further information and learn more about the story or you will receive new adventure cards. If you would rather have the text read to you, then select the game in the Kosmos Helper App and enter the three-digit number. The app will read the corresponding entry.

**Note:** Some **location numbers** on the level cards might **change** during the course of the game. If there is a different location number on the level card than before, there is **something new** to explore in that location! Furthermore, you will have to re-visit locations as you will receive new information and adventure cards later in the game.

## RULES FOR CARDS

Some entries will require you to draw adventure cards or discard them. If you are told to ...

- take one or more **adventure cards from the adventure card stack**, then take them and place them **face up** in front of you, unless they tell you differently. These cards are now part of your **inventory**.
- put an **adventure card back into the adventure card stack**, then return it face down in the original position in the adventure card stack.
- **return one or more adventure cards to the box**, then put the card(s) back in the box and they are completely removed from the game! It does not matter who is in possession of this card or where this card is located.

**Important:** If you are asked to remove a card from the adventure card stack, return it to the box without looking at it. Take a look at it only after the last chapter, as it will reveal too much about the story!

**Note:** During the game, you might be instructed to take a card from the adventure card stack that is already in your possession. This instruction is obviously inapplicable. You might be instructed to put an adventure card back into the stack that has already been removed from the game. This instruction is also inapplicable. **Any card that has been removed from the game stays removed from the game.** Follow all other instructions as much as possible.

### b) Combine two adventure cards with each other

In some locations, you will receive adventure cards. You **can (and must) combine** these with other specific adventure cards or specific locations during the course of the game. Sometimes it will be obvious which cards go together — and sometimes it will not.

You can combine two adventure cards when you are located **anywhere but in the elevator**.

### About combining adventure cards

To combine one adventure card with another adventure card or location, you will need to combine their numbers. Take a look at the numbers: On the adventure cards, the **two-digit** number is shown in the top left corner. Locations are marked with a **three-digit** location number. **The smaller of the two numbers comes first, followed by the larger number.** Combined, they yield a new four- or five-digit number (see the example on the following page). Then, look up the entry for that combined number in the adventure book and read it aloud.

### c) Combine an adventure card with a location

If you want to **combine an adventure card with a location**, you have to be at that specific location.

**Important:** Do not forget about the alarm! If the symbol of the location matches the symbol on your handicap card, you will have to **increase the alarm level**.

**Example:** You have found adventure cards 10 (can of cat food) and 11 (can opener). You discover a cat in location 104. You decide that you want to try feeding the cat, so you must first open the can. Therefore, you combine card 10 with card 11 and look up entry 1011: "Great, you've managed to open the can. Return cards 10 and 11 to the box and take card 12." Card 12 shows an open can of cat food.



During your next turn, you can combine card 12 with the cat in location 104. Then you look up entry 12104 and read what it says there. If you are Chiu, you must also raise the alarm level by 1 due to the alarm symbol on location 104.

**Important:** The game will tell you when you have to return adventure cards to the box.

If this is not stated explicitly, keep your adventure cards!

If there is no entry for a combination, you cannot combine these adventure cards with each other or with this location. Adventure cards can never be combined with character cards. Some adventure cards can be combined multiple times, even with different adventure cards and locations.



**If there is no entry for a combination** you have made, continue to the next phase. You will have to wait until your next turn to take another action.



## 5) Exchange adventure cards

After taking your action, you can **exchange as many adventure cards as you want** with team members **on the same level as you**.

### Saving the game

In order to save the game, use your smartphone to take a picture of the current level setup and the adventure cards in your possession. Alternatively, you can use pen and paper, of course. Remember to note the current alarm level and where your character figures are located! Then put all revealed levels, your obtained adventure cards, and character cards in a plastic bag. Unrevealed level cards and adventure cards go into another plastic bag. All level cards and adventure cards that have already been removed from the game remain loose in the box. When you want to continue the game, set up the level cards and adventure cards according to your pictures/notes and place the character figures in the correct locations.

## THE GAME BEGINS

Now that you know all there is to know, you can begin your adventure! **Place your character figures on level A** and continue reading.



## INTRODUCTION

You are no ordinary street gang. The people who hire you need something done. Urgently. Discreetly. Illegally. Business has been slow recently, though, and it's been a while since your last job. Are you maybe under surveillance and the organization has blacklisted you?

A sound brings you back to reality. On the floor in front of your door is a misshapen package. It's unmarked and there's neither an address nor a sender on it. There's no point in taking a look through the peephole either — the package was surely delivered by drone. Burning with curiosity, you tear the package open. Inside are several pairs of those fancy new AR data glasses along with a brief message: *"Put these on."* You curiously do as you're told. A building appears before your eyes and you hear a man's voice speak:

*"Hello and thank you for your attention. I am Ovin. This is Monochrome Inc. You're probably already familiar with the company. In the past few years, it has grown to become one of the top three pharmaceutical enterprises in the world. Rumor has it, they've now developed a groundbreaking new product: a miracle cure called Rainbow. It is said to improve concentration and physical*

performance as well as to greatly accelerate tissue repair — supposedly without any kind of side effects.

*“Everything is still very hush-hush at the moment. Monochrome is currently conducting extensive tests on Rainbow in the remote research facility you can see here.*

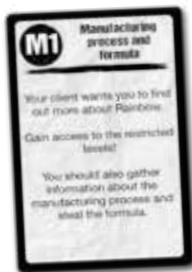
*“Have we got your attention now? Good! Because we want you to find out more about Rainbow. We’ve managed to obtain basic staff passes to get you into the building. We need you to gain access to the restricted levels, find out more about the synthesizing process and, if possible, get your hands on the formula. It’s probably stored in a well-secured lab.*

*“Just three more things: first, with all of our best interests in mind, make sure you don’t leave any trace of your presence behind — nothing that could be associated with us or connected back to us. Second, you can use the data glasses inside the building to communicate with one another and to see and hear what the others are seeing and hearing. Third, you’re not the first ones we’ve hired for this job. We lost contact with the previous team a while ago. So be on your guard.*

As the final sentences are uttered, the pictures of a man and a woman fade in. Then the glasses turn clear again and you look around at each other. Rainbow ... The effects seem greatly exaggerated. But your client Ovin is convinced it’s extremely valuable. So, why not?

A few days later, you find yourselves on the ground floor of Monochrome Inc.’s remote research facility. It’s after midnight. You catch a glimpse of a white cat just before it vanishes behind some furnishings. Hopefully, no one else has already detected your presence. The stolen staff passes have gotten you this far. Now you’re on your own.

Read the entry for **level A** in the adventure book. Additionally, take **adventure card M1**. This is your mission.



Use this page or a sheet of paper to record your current game setup: the level cards that you have already revealed, the adventure cards in your possession, the location of your character figures, the current alarm level and, if necessary, a triggered major alarm. Write down the score you have achieved when you reach the end of the chapters.

**Important! Spoiler Alert! On the next pages you find the hints!**

## ADVENTURE CARD HINTS

The hints below tell you the location at which you find the card, what you might combine it with, and more.

- 10:** At location 104. Combine with 11.
- 11:** At location 104. Combine with 10.
- 12:** Combine with 203 or 351.
- 13:** At location 107. Combine with 206.
- 14:** At location 107. Combine with 44 or 661.
- 15:** Combine with 86 and 201 and choose 852 in order to get rid of 15 and 51.
- 16:** Combine with 70 and 153 in order to get rid of 16 and 52.
- 17:** At location 202. Combine with 29.
- 18:** At location 202. Combine with 303.
- 19:** Combine 12 with 203, then combine with 68 or 253.
- 20:** Combine 28 with 311, in order to get rid of 20 and 50.
- 21:** Combine with 901.
- 22:** At location 205. Adds points to the end score.
- 23:** Info at 105: He sees 63 countries. Then combine 86 with 201.
- 24:** Pipe gas into level D. For this, use 30 with 204.
- 25:** At location 315. Combine with 201.
- 26:** At location 312. Combine with 704.
- 27:** At location 316. Explore 502.
- 28:** At location 403. Combine with 45 or 311.
- 29:** At location 404. Combine with 17.
- 30:** Combine with 204.
- 31:** At location 412. Before, use 30 at 204. Combine with 102.
- 32:** At location 314. Combine with 661 or 906.
- 33:** Use F1 to reach level D to get rid of 33.
- 34:** At location 502. Combine with 602. Solution: 87.
- 35:** Find key by opening 316 with password 87. Combine 35 with 106.
- 36:** Combine with 40 or 58 to get rid of 36.
- 37:** At location 504. Combine with 107 in order to receive filled water bottle. Can be combined with 107 multiple times!
- 38:** At location 504. Combine with 501.
- 39:** Combine 38 with 501 to receive 39. Combine with 704.
- 40:** Combine 37 with 107 to receive 40. Combine with 36, 43, 56, or 701.
- 41:** At location 603. Later combine 54 with 252.
- 42:** At location 603. Combine with 704.
- 43:** Combine with 40, 80, or 85 to get rid of 43.
- 44:** Combine with 14 to get rid of 44.
- 45:** Can only be received when character is seated on 701/754. Combine with 28 or 661.
- 46:** Choose 430 at 351 or combine 12 with 351 to get rid of 46 and 49.
- 47:** At location 703, then choose 840. Combine with 906.
- 48:** Combine 42 with 704, then go to 756 and chose 640 to receive 48. Then combine 48 with 906.
- 49:** Choose 430 at 351 or combine 12 with 351 to get rid of 46 and 49.
- 50:** Combine 28 with 311 to get rid of 20 and 50.
- 51:** Combine 86 with 201 and choose 852 to get rid of 15 and 51.
- 52:** Combine 70 and 153 to get rid of 16 and 52.
- 53:** Activate by using 42 with 704.
- 54:** Go to 201 with 25. Then choose 862 and copy virus on 25. Then combine with 252.
- 55:** Can only be received by sitting on 701/754 and combining 45/85 with 611. Adds points to the end score.
- 56:** At location 801. Combine with 19, 40, 89, or 906. Adds points to the end score.
- 57:** At location 802. Combine with 65 from 154.

- 58:** At location 803 when reading 868. Combine with 36, 61, or 75. Adds points to the end score.
- 59:** At location 803, when reading 868. Combine with 353.
- 60:** Take 32 at 314 and combine 32 with 661. Adds points to the end score.
- 61:** At location 902. Combine with 58, 80, 661, or 777. Adds points to end score.
- 62:** Take 61 at 902 and combine 61 with 661. Adds points to end score.
- 63:** At location 906. Combine with pink levels (A and S), if chosen.
- 64:** At location 906. Combine with pink levels (A and S), if wanted.
- 65:** At location 154. Combine with 57.
- 66:** Combine 57 with 66. Then combine with 151.
- 67:** Combine 66 with 151.  
**1)** Overload reactor at 353.  
**2)** Place 63 and 64 at levels A and S.  
**3)** Then increase pressure at 972 -> 699 -> 789 to blow up the building if wanted.
- 68:** At location 253. Combine with 19.
- 69:** At location 253. Combine with 72.
- 70:** Combine 19 with 68. Then combine with 153.
- 71:** Combine 54 with 252. Adds points to the end score.
- 72:** At location 354. Combine with 69.
- 73:** Combine 69 with 71. Adds points to the end score. Easter Egg. Perhaps it will play a role in future Adventure Games?
- 74:** From now on, increase location numbers with this symbol by 60.
- 75:** Combine with 58 to get rid of 75. Or clench your teeth together. The end is nigh!
- 76:** Combine 58 or 80 with 61 or combine with 777.
- 77:** Combine 39 with 704. Adds points to the end score.
- 78:** Combine 36 with 40 to get rid of 36 and 78.
- 79:** At location 972. Adds points to the end score.
- 80:** At location 253. Combine with 43, 61 or 701.
- 81:** Combine 70 and 153.
- 82:** Combine 86 and 201 and choose 852.
- 83:** Choose 430 at location 351 or combine 12 with 351.
- 84:** Combine 28 with 311.
- 85:** Combine 28 with 45. Combine with 661 or 701.
- 86:** Eagle eyes on level L or combine 19 with 253. Read 777. Or combine 32, 61, or 85 with 777. Adds points to the end score. Easter egg. Perhaps it will play a role in future Adventure Games?
- 87:** Combine 26 with 704. Adds points to the end score.
- 88:** Combine 54 with 252. Adds points to the end score.
- 89:** Read 777. Combine with 56. Adds points to the end score.
- 90:** Read 201 for the first time.
- 91:** Read 316 for the first time.
- 92:** Read 405 for the first time.
- 93:** Read 601 for the first time.
- 94:** Read 902 for the first time.
- 95:** Combine 19 with 68.
- 96:** Combine 56 with 89.

## LOCATION HINTS

The hints below tell you what you might find at this location, what you might combine with it, and more.

- 101:** Background information.
- 102:** Combine 31 with this location to get access to locked locations.
- 103:** Combine 12 with this location. 180 leads to increasing the alarm level by 1!
- 104:** Receive 10 and 11.
- 105:** Information about Monochrome Inc. Note the number 63 for 201. Later, combine 86 with 201.
- 106:** Find key by opening 316 with password 87. Combine 35 with 106 to get access to the lower levels.
- 107:** Receive 13 and 14. Combine 37 with this location to fill water bottle (multiple times).
- 151:** First, combine 57 with 65, then 66 with this location to receive 67.
- 152:** Information about color-coded levels.
- 153:** First, combine 19 with 68, then 70 with this location to get rid of 16 and 52.
- 154:** Receive 65.
- 163:** Desktop unusable because of reactor overload.
- 201:** Best to explore with Alva. Combine password 86 with 201. Choose 852 to get rid of 15 and 51. Choose 862 to receive 53. 800 leads to increasing the alarm level by 1!
- 202:** Receive 17 and 18.
- 203:** Combine 12 with this location to receive 19.
- 204:** First, combine 17 with 29, then 30 with this location to anesthetize the surgeon on level D. Team members also on level D will get anesthetized, too.
- 205:** Receive 22 and 23.
- 206:** Combine 13 with this location to receive 21. 850 leads to increasing the alarm level by 1!
- 212:** Information about color-coded levels.
- 251:** Information about color-coded levels.
- 252:** Combine 54 with this location to receive 71 and 88.
- 253:** Receive 68, 69, and 80. Alternatively, combine 19 with this location to receive 86.
- 261:** Computer unusable because of reactor overload.
- 303:** Without security uniform, the alarm level increases by 1 per team member on this level! Thus, combine 18 with this location.
- 311:** Combine 28 with this location to get rid of 20 and 50.
- 312:** Receive 26.
- 313:** Information that the energy supply can be increased.
- 314:** Receive 32.
- 315:** Receive 24 and 25.
- 316:** Best to explore with Ramon. Combine 87 with this location to receive 35.
- 351:** Combine 12 with this location or skip. Read 430 to get rid of 46 and 49. Without ladder, the alarm level is raised by 2!
- 352:** Information about color-coded levels.
- 353:** Combine 59 with this location or continue. Then read 665 to boot the reactor. Without protective suit there are burns! 555 leads to increasing the alarm level by 3!
- 354:** Take 72 or directly combine 69 with this location.
- 373:** Information about energy consumption. Choose 444 to decrease the alarm level by 2.
- 401:** Background information.

- 402:** Information about security ID. You only receive it when the surgeon is unconscious.
- 403:** Receive 28.
- 404:** Receive 29.
- 405:** Best to explore with Chiu. Information about tests.
- 412:** Receive 31.
- 415:** Information about tests.
- 501:** Combine 38 with this location to receive 39. 935 leads to chemical burns!
- 502:** Receive 34.
- 503:** Information on test samples.
- 504:** Receive 37 and 38.
- 563:** Display unusable because of reactor overload.
- 601:** Best to explore with John. Then turn reactor to overload. Combine the following adventure cards with this location: 32 to receive 60; 45 or 85 to receive 55; 61 or 76 to receive 62.
- 602:** Combine 34 or 39 with this location.
- 603:** Receive 41 and 42.
- 661:** DNA Sequencer now activated. Combine the following adventure cards with this location: 32 to receive 60; 45 or 85 to receive 55; 61 or 76 to receive 62.
- 701/754:** Exploring causes you to be detained. Combine 40, 80, or 85 with this location or with 43 to get rid of 43. Being detained causes the alarm level to be increased by 1 per round. Also causes you to receive 45.
- 702/755:** Information on the examination chair and how to deactivate it.
- 703:** Entry 840 causes 47. 540 increases the alarm level by 1!
- 704:** Combine the following adventure cards with this location: 26 to receive 87; 39 to receive 77; 42 to receive 53.
- 715:** Examination chair is now unusable.
- 756:** Read 640 to receive 48.
- 757:** Deactivate mix table to combine 26 or 39 with 704 if necessary.
- 801:** Receive 56.
- 802:** Receive 57.
- 803:** Choose 868 to receive 58 and 59. 168 increases the alarm level by 2!
- 901:** Combine 21 with this location to deactivate the barrier. Before you do this, explore 902 as this will not be possible afterwards. 166 increases the alarm level by 2!
- 902:** Come on, take 61 with you.
- 906:** Combine 32, 47, 56, or 60 with this location to learn more about the story. Combine 48 with this location to conclude chapter 2
- 911:** Information about color-coded levels.
- 912:** Information about the machine. The reactor (Level M) needs to be at 100% before you receive a new entry here.
- 972:** Receive 79. The end of chapter 3 is imminent.

# SCORING

Refer to the table below to see how well you did!

<b>0–50 Points:</b>	Phew. You managed to get out of there unharmed. Well done!
<b>51–75 Points:</b>	You have successfully finished your mission. Congratulations!
<b>76–100 Points:</b>	You have stolen most of Monochrome Inc.'s secrets. Very good!
<b>101–125 Points:</b>	You have easily accomplished the task. Excellent!
<b>126–150 Points:</b>	The perfect heist. We raise our hats to your picture-perfect performance.

## THE AUTHORS

Since childhood, **Phil Walker-Harding** has loved playing and inventing board games. He particularly likes games that bring together people of different ages and personality types. Phil is also interested in theology, classic Hollywood films, and the myths of ancient Egypt. He lives with his wife Meredith in Sydney, Australia.



**Matthew Dunstan** was born in Sydney, Australia in 1987. His oldest memories of playing parlor games go back to playing card games with his grandmother and to a travel chess game that he had received from his aunt as a 6-year-old — with which he annoyed everyone by asking them to play with him. Today he works as a chemist at the University of Cambridge in England and is researching materials for the capture and storage of CO<sub>2</sub>.



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