

P: player
S: SOS personal

Extra:

P: Oops! Wrong code!

***Elevator stops suddenly and gets stuck. You push the blinking SOS button and a voice answers from the other side...**

P: Ah... finally, the last stop of the day. Floor code number... 4;

P: Uh? What now? Maybe I should push that emergency button

P: Me estas nombrando birreina?? xdddd

S: Hey, hey?... Hello?

S: Ugh... I thought I heard someone ringing this damn thing... or was it the microwave?

P: Wait! Hang on! I did call you. I'm stuck in the elevator.

S: Uhh... okay, let me check some things.

S: Ah, I see some of the lights went out. Which floor are you heading to? I think I can make this old piece of junk move for you one last time.

P: Floor number 4.

S: Okay, I think... yes, this is it. The elevator should be working now, at least partially. Just one little piece of advice, take the stairs next time. This elevator has needed some maintenance for a while now, you might get stuck again and... well, I'm busy here with... other things. I have stuff to work on.

The elevator activates and moves towards the 4th floor. The door opens, and the lights are out, we can hear some strange noises down the corridor. It doesn't look very safe or welcoming.

P: Not very welcoming. And... ugh, what is that smell?

Player peeks from the elevator and sees a strange figure moving in the dark through the corridor.

P: What the hell was that.

(strange noises)

P: I'm getting the fuck out of here. Fuck the stairs and to hell with this package.

(Player leaves the package on the floor and clicks on the ground floor button to head out of the building. However, elevator gets stuck again in the middle of the 4th and 3th floor. This time, the doors are left open and we're able to see the ceiling of the 3th floor and the floor of the 4th.)

P: Shit!

(Player has to press the blinking SOS button again)

S: Not this damn elevator again... Hello?

P: Hey! It's me! I require your assistance again.

S: *Sighs* I told you to use the stairs for a reason. What happened now, my stuck friend?

P: There's something weird out there and it freaked me out a little, could you take me back to the ground floor?

S: Something weird? Oh, that thing again. It's just a little prank you know, those two little devils must be at it again...

P: Sure, I don't care. Please just close the doors and get me out of here.

S: Close the doors or get you out? Which one will it be?

P: Stop, I'm serious. Take me to the ground floor now so we can both keep doing our job.

S: Dammit, sorry, I was joking. I'll try to help you out, hang in there.

(The doors close but, right before they're completely shut, we see the witch's face peeking from the gap before the elevator fully closes. Player freaks out).

P: Holy shit! what the hell was that?!

(Elevator take the player not to the ground floor, but to the garage. The doors are left open)

P: What is happening?!

S: Hey buddy, calm down, I'm truly trying to help you here. If you wanna get out of that cage you'll have to help me out from there.

P: Me? I'm not sure I'm fit for this job.

S: I mean I could send someone to do the job but it would take about an hour.

P: What do you need me to do?

S: Look, I had to reboot the central computer that controls the elevator, but I can't do all the work from here. You'll have to follow these three steps. First, the computer will ask for a code after rebooting. There should be a small toolbox attached to one of the elevator's walls, take it, you might need it.

S: Also, inside that box, you should find the elevator's manual. Once you've got it, look at the instructions and find the code. As far as I know, you'll have to enter it into the main elevator panel using the floor numbers. Don't worry, the elevator shouldn't move until you punch the full code in.

P: Okay...

S: Oh, by the way, since the elevator started its rebooting process, the doors might open at some point. Don't worry about it. Keep calm, and keep going. I'll be right here waiting until you're done.

P: He hung up.

P: I don't get paid enough for this shit...

(When player opens the toolbox, the doors of the elevator suddenly open. It's dark outside. Nothing happens but we can hear some noises. The player can also peek through the corner out of the elevator. He'll have to use the instructions manual to first find the name of the elevator's model, then, he'll have to find the code in the manual and press the main panel's numbers.)

(The elevator starts working again. The doors close and the elevator starts running up towards the 5th floor. Meanwhile, the SOS guy will speak again).

S: Hey, it's me again. You did it! Now, let's keep going shall we? You'll be out in no time. You good buddy? Did something happen down there?

P: It was fine I guess... maybe it really was all part of a prank after all. How embarrassing.

S: Of course, don't worry. I already told you, my stuck friend. Don't be ashamed. Now, the main computer should be taking the elevator to the top floor of the building.

S: Once there, you're supposed to check the state of the elevator's sheave, I'm certain they will be fine. So just press the 0 floor code and we'll move on.

(Player presses the close doors button twice and the panel beeps and shows an error.)

S: Ehh, okay, I guessed wrong. There must be something wrong with the elevator's main mechanism. At least, it can't be too bad if it's still capable of moving.

S: Just use the trapdoor on the elevator's ceiling and check the mechanism. Maybe it needs some grease? Oh, and you'll need a screwdriver to open it.

(Player opens the trapdoor and looks at the mechanism. It needs oil).

(Player taps 0 button twice and the the elevator works again)

S: Congrats! I see you've successfully managed to fix whatever the problem was with the mechanism. I hope that wasn't too troublesome.

P: I mean, I shouldn't be the one doing this in the first place, but thanks for your help, I guess... Can I get out now?

S: There's just one step left. You're almost there!

P: Okay, let's get on with it and be done once and for all. I really want to go home.

S: Now, we have to make sure the numbers from the main panel correspond to the correct floor. To do that, **just go to the third floor.**

S: You should be able to see a painting right in front of you. If you don't, that means you're not on the third floor. In that case, go through each floor, until you find that painting. Then, follow the manual's instructions to re-calibrate the main panel numbers.

(Player goes to the "third floor" and there's no painting. So the player must check each floor until it finds that painting.

P: No painting... You have to be kidding me...

If you stay for too long on any floor (except the floor with the painting) the "monster" will try to reach you. Until it's too close and the player gets an instant death.)

If the player goes to the ground floor:

P: Doesn't look like the ground floor, I must take care of the numbers calibration first.

While player is doing its task (going through each floor)

(When player finally finds the floor with the painting, player should follow instructions from the manual. Once the elevator is calibrated, the door won't completely close. Each time, the door opens, the painting changes. Player taps the SOS button but no one answers.)

P: Where is he? It seems like I'm on my own now.

P: Good, calibration completed. What now?

P: Shit! What is happening now? The door won't close. Let's look at what the manual has to say about this.

P: I can't do that. I need to fix the door first.

P: Okay, that fixed it!

(Player must check the manual to find out how to fix the door. The door will be fixed by using the screwdriver to unscrew the door's sensor and use the rag to wipe the dust off the sensor, then, assemble the sensor back. After this, the doors will properly shut).

(On the last moment, "something" tries to push their hands through the elevator's gap, but the doors close a second before. Player can hear, banging out of the door and that "something" pushing the elevator's button from the outside.)

P: Okay, that wasn't my imagination! I'm done with this "prank". I'm getting the fuck out of this place.

P: There's no way I'm not going to the ground floor.

(If the player goes to any floor that's not the "ground floor", the elevator will function normally, but the story won't continue. Once the player clicks on ground floor the story continues).

(Elevator reaches the ground floor, but it doesn't look like before, it looks just like any other floor, and there's no exit.)

P: Huh? Where am I? What is going on? This should be the ground floor, right?! Right?!

S: Hey! Sorry about that, I lost you there for a moment!

P: Where the hell did you go? You have to help me, please! Call the police! Anyone! There's something very wrong going on in here. I don't know where I am.

S: Hey, calm down. Just look around, can you see anything familiar? Where is that package you were delivering?

P: I left it on the floor where it was supposed to be delivered. It was the 4th floor.

S: Okay, let's calm down. Go back to the 4th floor and check if the package is still there.

P: Why should I go back there? I'll take the stairs. I'm done with this.

S: Wait, are you sure about that? You sound scared of whatever is outside.

S: Look, I'm sorry. I also thought it was a prank, it wouldn't be the first time this happens, but things are also starting to weird me out, it's starting to get late. Maybe you were right from the beginning and there's something more going on in this building.

S: I think the elevator will be safe. I'll make sure of it. I should have gone home by now, but I'll stay here with you, okay? Besides, thanks to you, now this old thing finally works properly.

S: I will take you to the 4th floor so you can check if your package is still there and we'll know if the numbers correspond to the right floor.

P: But wait-!

(Doors open on the 4th floor and the package is there. The Player has to pick up the package).

(If you click on the SOS button you get this dialogue)

S: Any useful information?

P: I should check the package

(Player can read on the package the following information)

- "Note: In case of emergency press: 1, 4, 2, 6, 2, 10, 5, 1 (player will go to the 4th "real" floor. Everything seems normal). Deliver this to the right door no matter what."

(If the player doesn't press the buttons in the right order we'll see this dialogue)

P: Dammit I pressed the wrong number, I'll have to start again.

(Meanwhile the player goes to each floor this conversation will pop up:)

S: Did you find something interesting?

P: There are some instructions on the package notes. I think I found the solution.

S: Do you think someone else is trying to help you?

P: Why would they write an emergency note otherwise?

S: You're right. So... what do you think there's inside that package?

P: I don't care.

S: We should open it, don't you think?

S: Don't you feel curious to know what took you here?

P: ...

S: Come on! Open it.

S: Open it. Open it.

S: Op3N iT (distorted text and voice)!!

(player reaches the final floor. 4th floor now looks normal, and friendly. The player is not able to open the package.)

P: Everything looks normal now.

P: I should leave the package on the 44th door..

P: Just one last question. How did you know I was delivering a package in the first place?

(No more dialogue. The player exits the elevator to end the game.)

P: I have to wait until the elevator stops to input the next code

Ending:

The Player gets off the elevator on the correct floor to deliver the package. No one answers the door, the player leaves the package on the floor right in front of the door and turns on their heels to get on the elevator and leave. Right after they click the button, the player hears the door opening and running steps down the corridor. The witch reaches him soon after (screamer) and we roll credits.