

I'm looking for

3024

PEOPLE

CONFIDENTIAL FILES

This document contains the complete
walkthrough of all mazes.

GREBI INTERACTIVE HQ

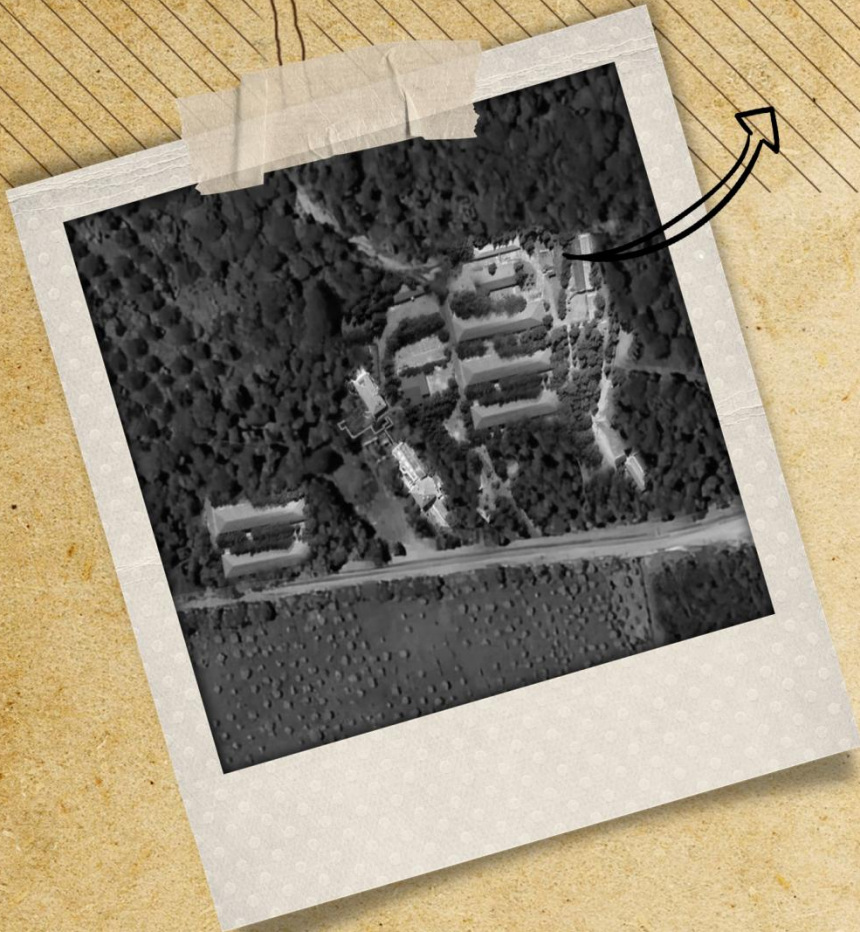
Founded Year: 1944
Industry: Consumer Technologies R&D
Type: Public
Employees: 150.000+
Revenue: USD 298.4 billion (1992)

MAZES
AND CELLS

CONTROL
CENTER



20m



HUMAN SUBJECT CASES (THE BLIND)

Purpose of the Case: Develop a brain chip and sensors that can perceive their environment by comparing the motor functions of naturally visually impaired individuals with those who have subsequently lost their vision.

BULLSHIT

HUMAN SUBJECT CONTROL

Walk: W
Run: Spacebar
Turn Right: D (Turns 90 degrees to the right in one tap.)
Turn Left: A (Turns 90 degrees to the left in one tap.)
Use Hand: E
Door Handle: Arrow Keys
Numeric: Numpad

EXPERIMENTS

1. Running
2. Walking and using hand
3. Making a decision in a tense moment
4. Ability to be calm
5. Careful listening
6. Trusting and swimming
7. Defending with a gun

CONFIDENTIAL

~~RUNNING~~ ESCAPING FROM THE MOVING ELECTRIC WALL (MAZE 1)

The purpose of the experiment: Measuring the ability of a visually impaired individual to make decisions and act quickly under stress.

Experiment Features

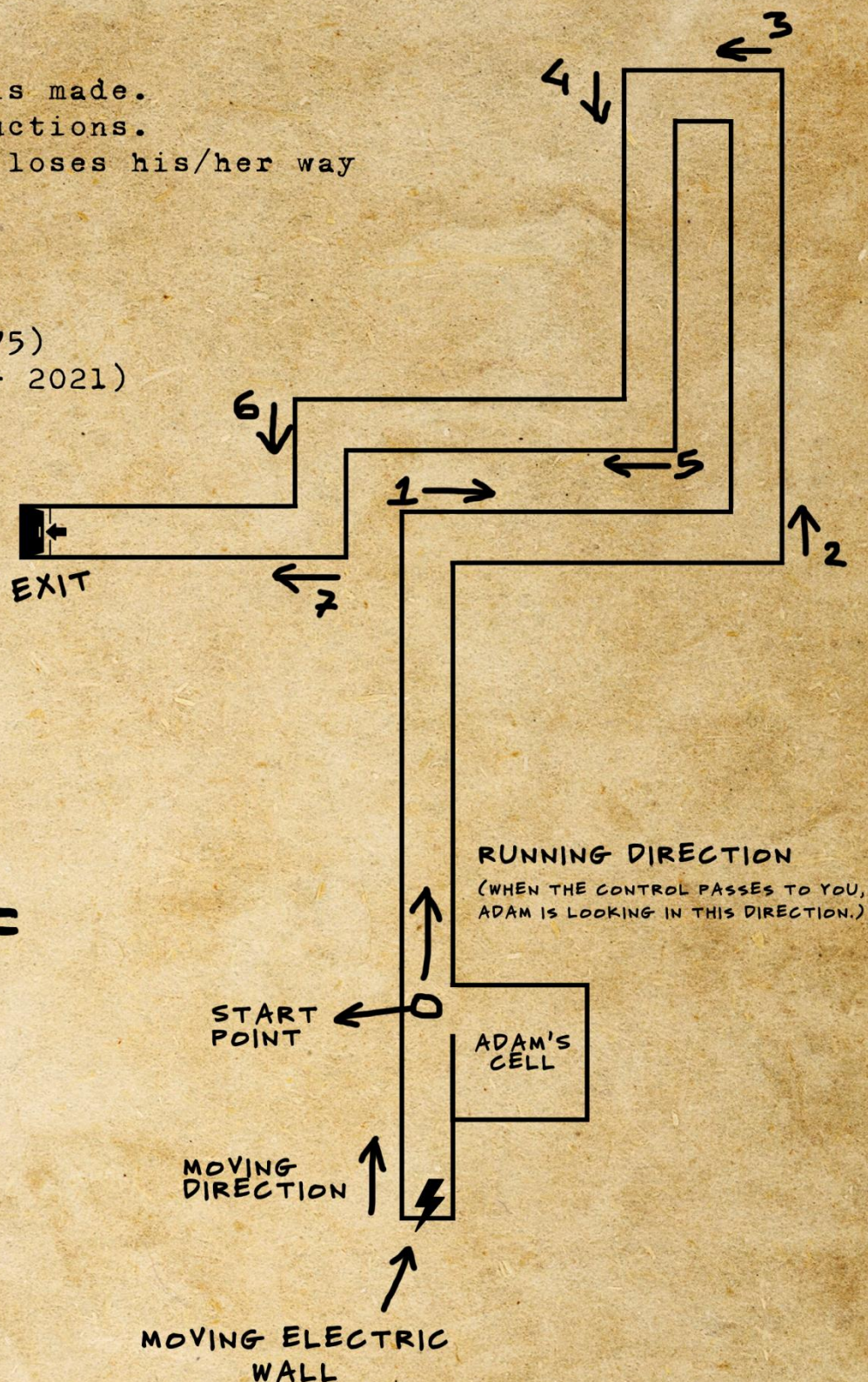
- Initial communication with the subject is made.
- The subject is guided with simple instructions.
- The subject is not informed when he/she loses his/her way or goes in the opposite direction.

Statistics

- Given time: 2 minutes
- Best time: 69 seconds (Jeff ██████ - 1975)
- Worst time: 2 seconds (Daniel ██████ - 2021)
- Maximum loop: 23 times (Jeff ██████)
- Of the 1526 subjects, 958 passed.



JEFF



HOW TO SURVIVE

- WHEN YOU LEAVE THE ROOM, START RUNNING, AND TURN IN TIME TO THE DIRECTIONS YOU WERE TOLD AND KEEP RUNNING.
- IF YOU WALK, YOU WON'T BE ABLE TO REACH THE DOOR IN TIME AND THE ELECTRIC WALL COMING TOWARDS YOU WILL KILL YOU.

DIRECTIVES

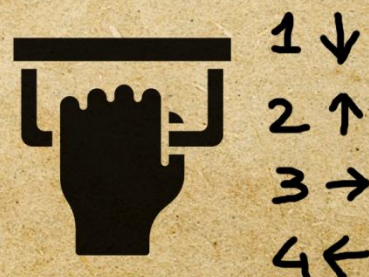
- START RUNNING WITHOUT TURNING ANYWHERE.
- WHEN YOU GET TO WHERE YOU NEED TO TURN, YOU WILL BE TOLD WHERE TO TURN.
- WHEN YOU REACH THE DOOR, PULL THE DOOR HANDLE ACCORDING TO THE DIRECTIONS.

START RUNNING [HOLD SPACEBAR AND DON'T RELEASE]

1. TURN RIGHT [TAP D]
2. TURN LEFT [TAP A]
3. TURN LEFT [TAP A]
4. TURN LEFT [TAP A]
5. TURN RIGHT [TAP D]
6. TURN LEFT [TAP A]
7. TURN RIGHT [TAP D]

FIND THE DOOR HANDLE WHEN YOU REACH THE DOOR [HOLD E]

1. DOOR HANDLE DOWN [TAP DOWN ARROW KEY]
2. DOOR HANDLE UP [TAP UP ARROW KEY]
3. DOOR HANDLE RIGHT [TAP RIGHT ARROW KEY]
4. DOOR HANDLE LEFT [TAP LEFT ARROW KEY]



WALK FORWARD UNTIL YOU LEAVE THE ROOM AFTER THE DOOR OPENS [HOLD W]

ELECTRIC WALLS (MAZE 2)

~~WALKING AND USING HAND~~

The purpose of the experiment: Analysis of standard walking and hand-use functions.

Experiment Features

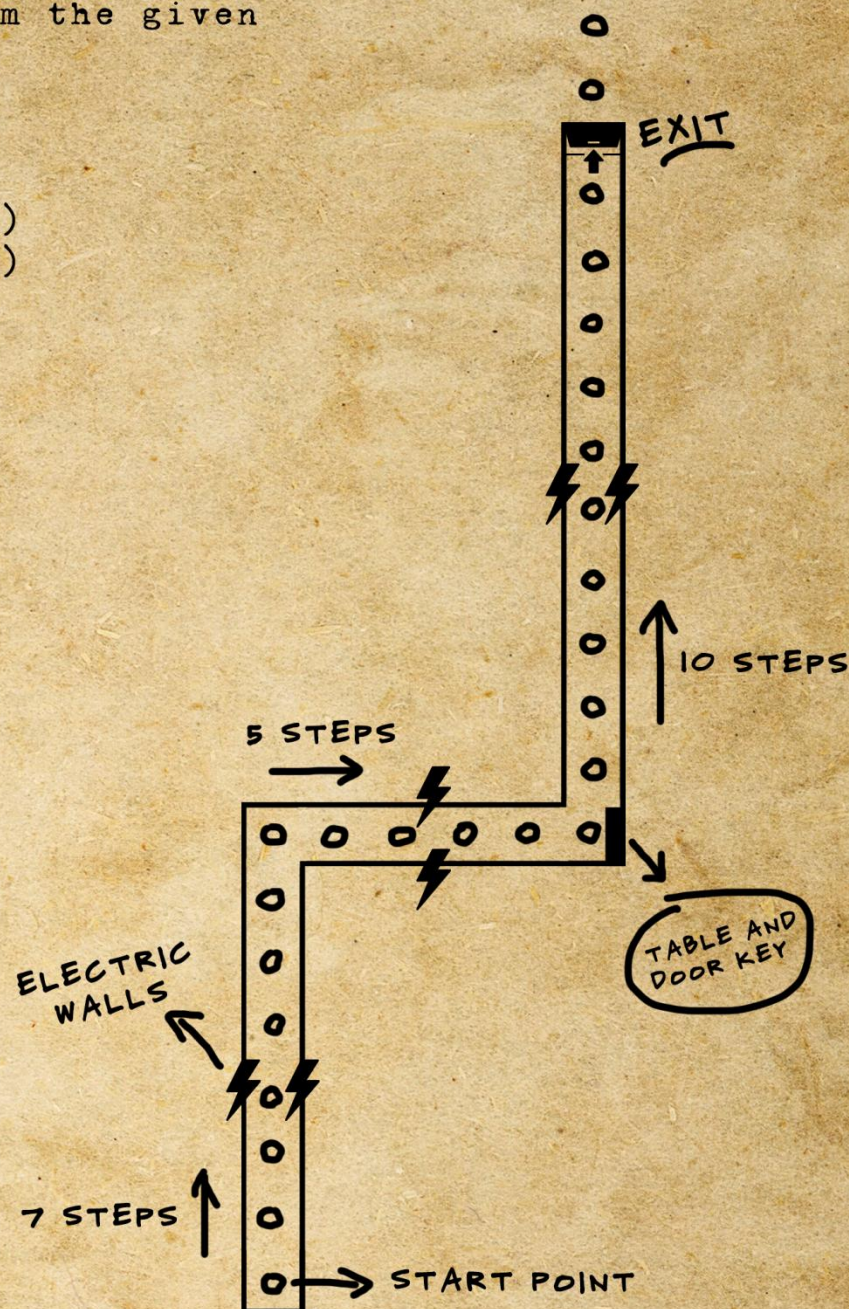
- Voice communication with the subject continues but cannot be viewed from the camera anymore.
- The actions to be taken by the subject are told in advance.
- The subject is instructed not to deviate from the given instructions.

Statistics

- Given time: No time limit.
- Best time: -- seconds (Gabriel ~~_____~~ - 1981)
- Worst time: 5 seconds (~~_____~~ - 1975)
- Of the 958 subjects, 893 passed.



GABRIEL



HOW TO SURVIVE

- WHEN YOU FIRST ENTER THE ROOM, YOU MUST NOT MOVE UNTIL YOU ARE TOLD. YOU ARE IN A NARROW HALLWAY AND THE WALLS ARE ELECTRIC. WHEN YOU TOUCH THE WALL, YOU DIE.
- LISTEN CAREFULLY TO HOW MANY STEPS IN WHICH DIRECTION YOU WILL GO. NO TIME LIMIT.
- DON'T FORGET TO COUNT YOUR STEPS AS YOU WALK.

DIRECTIVES

- AFTER ENTERING THE ROOM, GO 7 STEPS FORWARD WITHOUT TURNING ANYWHERE. [HOLD W]
- TURN RIGHT AFTER 7 STEPS. [TAP D]
- AFTER YOU TURN, WALK ANOTHER 5 STEPS. [HOLD W]
- AFTER 5 STEPS YOU WILL REACH A TABLE. THERE IS A DOOR KEY ON THE TABLE. USE YOUR HAND TO FIND THE TABLE AND GET THE KEY. [HOLD E]
- AFTER YOU GET THE KEY, TURN LEFT [TAP A] AND GO 10 STEPS. [HOLD W]
- AT THE END OF THE HALLWAY, YOU WILL REACH A DOOR. USE YOUR HAND TO FIND THE DOOR AND OPEN IT WITH THE KEY YOU FOUND. [HOLD E]
- WHEN YOU OPEN THE DOOR, TAKE 2 STEPS AND GO OUT. [HOLD W]



ELECTRIC WALLS 2 (MAZE 3)

~~MAKING A DECISION IN A TENSE MOMENT~~

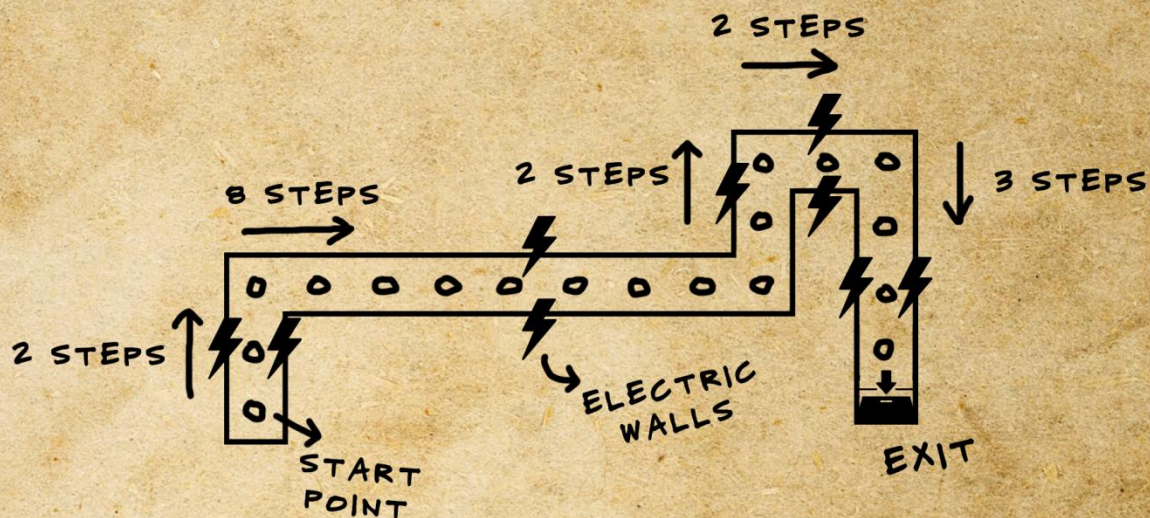
The purpose of the experiment: Measuring the subject's ability to make healthy decisions by creating a tense environment.

Experiment Features

- Communication with the subject is interrupted.
- All directions are quickly given to the subject so that he/she can leave the room.

Statistics

- Given time: No time limit.
- Best time: -- seconds (Temel [redacted] - 1975)
- Worst time: 11 seconds (Nehir [redacted] - 1992)
- Of the 893 subjects, 549 passed.



TEMEL

HOW TO SURVIVE

- WHEN YOU ENTER THE ROOM, THE DOOR WILL CLOSE BEHIND YOU AND SOMETHING WILL FORCE THE DOOR OPEN. BUT DON'T WORRY, IT CAN'T GET IN.
- COMMUNICATION IS INTERRUPTED WHILE DIRECTIONS ARE QUICKLY GIVEN TO YOU TO LEAVE THE ROOM. YOU HAVE TO REMEMBER THE DIRECTIONS WELL AND MOVE ACCORDINGLY.
- AGAIN, DON'T FORGET TO COUNT YOUR STEPS WHEN YOU WALK. THE WALLS ARE ELECTRIC, DO NOT DEVIATE TOO MUCH FROM YOUR DIRECTION.

DIRECTIVES

AFTER THE COMMUNICATION IS LOST, FOLLOW THE PATH BELOW.

- WALK 2 STEPS FORWARD IN THE DIRECTION YOU ENTERED THE ROOM. [HOLD W]
- TURN RIGHT [TAP D]
- 8 STEPS FORWARD [HOLD W]
- TURN LEFT [TAP A]
- TAKE 2 STEPS [HOLD W]
- TURN RIGHT [TAP D]
- TAKE 2 STEPS [HOLD W]
- TURN RIGHT [TAP D]
- WALK UNTIL YOU COME TO THE DOOR [HOLD W]
- REACH FOR THE DOOR AND OPEN IT [HOLD E]
- WALK FORWARD UNTIL YOU LEAVE THE ROOM AFTER THE DOOR OPENS [HOLD W]

OUTSIDE (MAZE 4)

~~IDENTITY TO BE GAINED~~

The purpose of the experiment: Measuring the ability to find direction under difficult outside factors.

Experiment Features

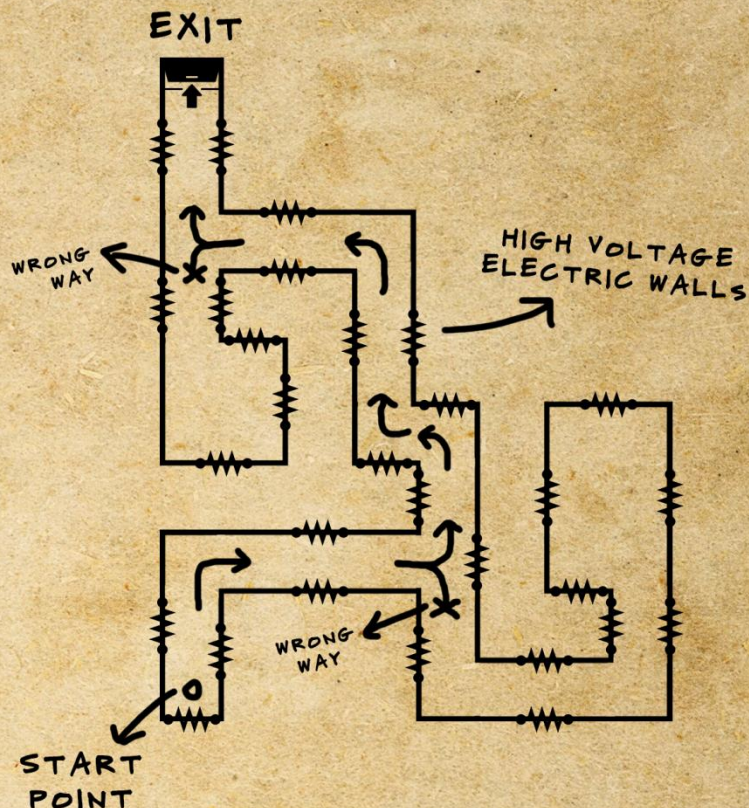
- No communication is made with the subject until he/she reaches the door.
- Direction finding depends on the subject remaining completely calm and keeping the path in mind.

Statistics

- Given time: No time limit.
- Best time: -- seconds (Grace ██████████ - 1992)
- Worst time: 16 seconds (Shanyuan ██████████ - 2001)
- Of the 549 subjects, 269 passed.



GRACE



HOW TO SURVIVE

- YOU THINK IT'S OVER, BUT IT'S NOT, THINGS GET HARDER. FINDING YOUR DIRECTION HERE IS ENTIRELY UP TO YOUR ABILITY. YOU WILL NOT BE GIVEN ANY INFORMATION.
- THE WALLS HERE ARE HIGH VOLTAGE. WHEN YOU GET CLOSE TO THE WALL, YOU WILL FEEL A SMALL ELECTRIC SHOCK, BUT IT WILL NOT HURT YOU. IF YOU GET ANY CLOSER YOU WILL BE EXPOSED TO HIGH VOLTAGE AND YOU WILL DIE.
- WHEN YOU FEEL THE FIRST ELECTRIC SHOCK, YOU SHOULD NO LONGER GO STRAIGHT. YOU HAVE TO TURN RIGHT OR LEFT AND MOVE IN THE OTHER DIRECTION. COUNTING YOUR STEPS IS USELESS HERE.

DIRECTIVES

- WALK FORWARD UNTIL YOU HEAR THE FIRST ELECTRIC SHOCK SOUND IN THE DIRECTION YOU GET OUT OF THE BEFORE ROOM [HOLD W]
- TURN RIGHT [TAP D]
- WALK FORWARD UNTIL YOU HEAR THE ELECTRIC SHOCK [HOLD W]
- TURN LEFT [TAP A]
- WALK FORWARD UNTIL YOU HEAR THE ELECTRIC SHOCK [HOLD W]
- TURN LEFT [TAP A]
- WALK FORWARD UNTIL YOU HEAR THE ELECTRIC SHOCK [HOLD W]
- TURN RIGHT [TAP D]
- WALK FORWARD UNTIL YOU HEAR THE ELECTRIC SHOCK [HOLD W]
- TURN LEFT [TAP A]
- WALK FORWARD UNTIL YOU HEAR THE ELECTRIC SHOCK [HOLD W]
- TURN RIGHT [TAP D]
- WALK FORWARD UNTIL YOU REACH THE DOOR [HOLD W]

DOOR

YOU HAVE TO PULL THE DOOR HANDLE DOWN EVERY TIME YOU HEAR A CLICK TO OPEN THE DOOR.

1. CLICK - DOOR HANDLE DOWN [TAP DOWN ARROW KEY]
2. CLICK - DOOR HANDLE DOWN [TAP DOWN ARROW KEY]
3. CLICK - DOOR HANDLE DOWN [TAP DOWN ARROW KEY]

GO FORWARD AFTER THE DOOR OPENS [HOLD W]



BASEMENT (MAZE 5)

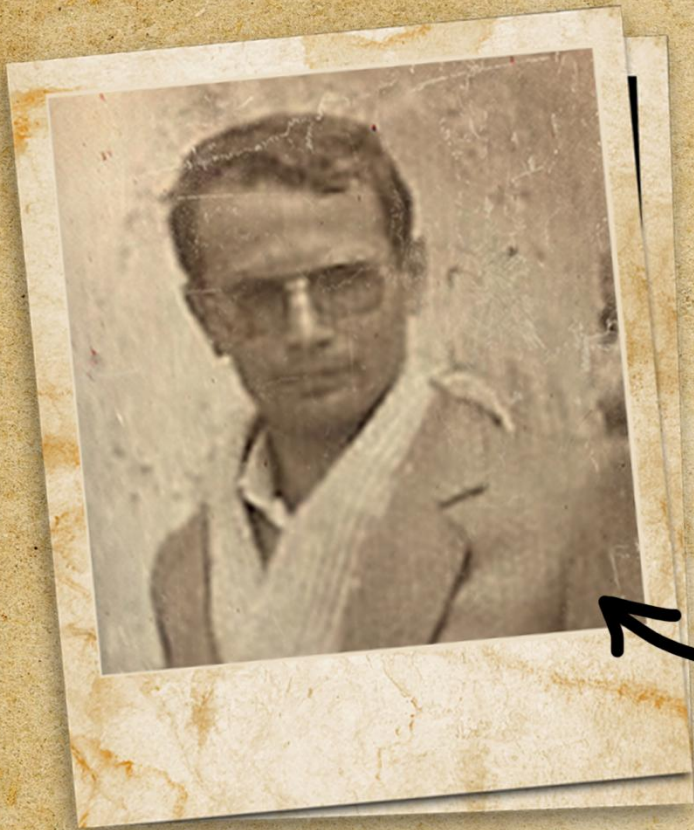
~~CHARLES BISHOP~~
The purpose of the experiment: Is it possible to move in the direction of the sound in a distracting environment?

Experiment Features

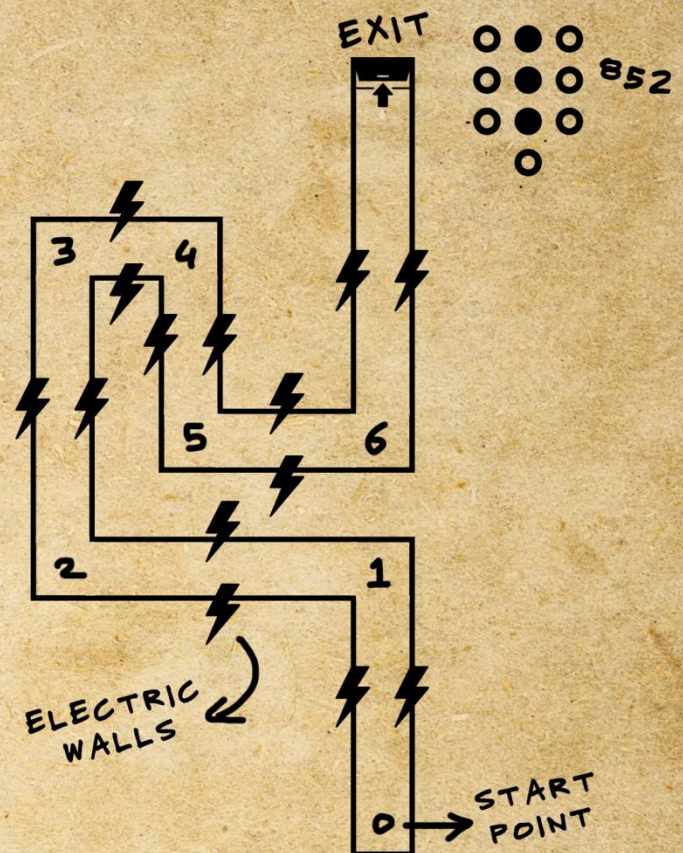
- The subject is given all the necessary instructions.
- In order for the subject to be successful, he/she must pay close attention to the sounds he/she hears.

Statistics

- Given time: No time limit.
- Best time: -- seconds (Jeff ██████ - 1975)
- Worst time: 15 seconds (Yuri ██████ - 1983)
- Of the 296 subjects, 187 passed.



JEFF



HOW TO SURVIVE

- WHEN YOU GO INSIDE AGAIN FROM THE OUTSIDE, YOU WILL GO DOWN TO THE BASEMENT. THERE IS SEWAGE WATER IN THE BASEMENT THAT COMES UP TO THE KNEE.
- THE WALLS HERE ARE ALSO ELECTRIFIED, YOU DIE THE MOMENT YOU TOUCH THEM.
- THERE ARE 2 THINGS YOU NEED TO PAY ATTENTION TO IN THIS HALLWAY; DRIPPING SOUNDS AND THE DOOR CODE HIDDEN IN THE MUSIC.
- DRIP SOUNDS ARE COMING FROM THE EXIT DOOR DIRECTION. YOU HAVE TO FOLLOW THE SOUND OF DRIPS AS YOU MOVE ALONG THE HALLWAY. THE DIRECTION OF THE SOUND OF THE DRIP WILL CHANGE WHEN YOU COME TO THE PLACE YOU NEED TO TURN, YOU MUST TURN IN THAT DIRECTION AND CONTINUE WALKING. YOU HAVE TO BE VERY CAREFUL WHERE THE DRIP SOUNDS ARE COMING FROM.
- YOU NEED A 3-DIGIT PASSWORD TO OPEN THE EXIT DOOR. THE NUMBERS OF THIS PASSWORD ARE SAID IN THE MUSIC. YOU CAN HEAR IT IF YOU LISTEN CAREFULLY. ALSO, THIS PASSWORD IS PLACED IN THE SPECTROGRAM.MP4 FILE ON THE FRANKSCOMPUTER.ONLINE WEBSITE. YOU CAN FIND THIS PASSWORD USING A SPECTROGRAM ANALYZER.

DIRECTIVES

- WALK FORWARD UNTIL THE DIRECTION OF THE DRIP SOUNDS COME FROM THE LEFT. [HOLD W]
1. TURN LEFT [TAP A]
WALK FORWARD UNTIL THE DIRECTION OF THE DRIP SOUNDS COME FROM THE RIGHT. [HOLD W]
2. TURN RIGHT [TAP D]
WALK FORWARD UNTIL THE DIRECTION OF THE DRIP SOUNDS COME FROM THE RIGHT. [HOLD W]
3. TURN RIGHT [TAP D]
WALK FORWARD UNTIL THE DIRECTION OF THE DRIP SOUNDS COME FROM THE RIGHT. [HOLD W]
4. TURN RIGHT [TAP D]
WALK FORWARD UNTIL THE DIRECTION OF THE DRIP SOUNDS COME FROM THE LEFT. [HOLD W]
5. TURN LEFT [TAP A]
WALK FORWARD UNTIL THE DIRECTION OF THE DRIP SOUNDS COME FROM THE LEFT. [HOLD W]
6. TURN LEFT [TAP A]
WALK FORWARD UNTIL YOU REACH THE DOOR [HOLD W]
USE YOUR HAND TO SEARCH FOR THE DOOR AND FIND THE KEYPAD. [HOLD E]
ENTER THE DOOR PASSWORD USING NUMPAD: 852

BASEMENT SWIMMING (MAZE 6)

~~TRUSTING AND SWIMMING~~

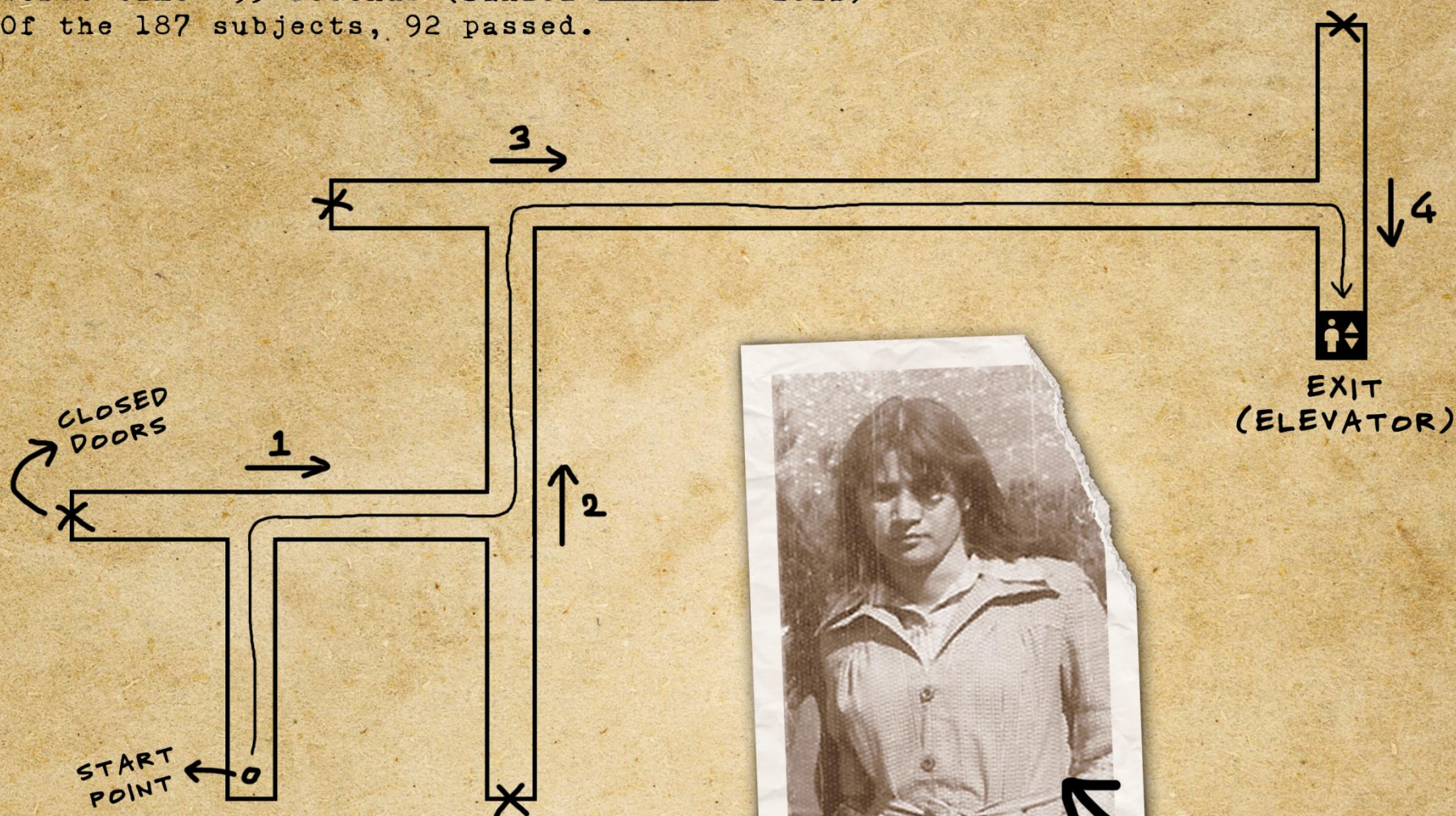
The purpose of the experiment: Improving the ability to find direction while swimming.

Experiment Features

- The subject is given basic information to reach the door.
- The final communication with the subject is made here.

Statistics

- Given time: 50 seconds when the water rise
- Best time: -- seconds (Gabriel [REDACTED] - 1981)
- Worst time: 95 seconds (Daniel [REDACTED] - 2021)
- Of the 187 subjects, 92 passed.



GABRIEL

HOW TO SURVIVE

- WITH THE DOOR YOU OPENED IN THE PREVIOUS ROOM, WATER WILL BEGIN TO ENTER THE INSIDE. FROM HERE ON, YOU WILL CONTINUE BY SWIMMING.
- THERE IS NO ELECTRICITY IN THE WALLS. SWIM TO THE END OF THE ROAD AND CONTINUE SWIMMING THE OPPOSITE WAY TO THE SOUND OF THE DOOR CLOSING. PAY ATTENTION TO WHETHER THE SOUND IS COMING FROM THE RIGHT OR THE LEFT.
- WHEN THE WATER REACHES FULL HEIGHT AND STARTS YOU CAN'T BREATHE, YOU GET 50 SECONDS TO REACH THE EXIT (ELEVATOR).

DIRECTIVES

START SWIMMING FAST FORWARD [HOLD SPACEBAR AND DON'T RELEASE]

1. TURN RIGHT [TAP D]
2. TURN LEFT [TAP A]
3. TURN RIGHT [TAP D]
4. TURN RIGHT [TAP D]

KEEP SWIMMING UNTIL YOU REACH THE EXIT.

- IF YOU GO TOWARDS CLOSED DOORS, YOU WILL LOSE TIME.
- IF YOU DO NOT HEAR THE SOUND OF STROKES, YOU MUST TURN RIGHT OR LEFT AND CONTINUE.
- AS YOU APPROACH THE 3RD TURN, THE WATER LEVEL WILL RISE, AFTER WHICH YOU GET 50 SECONDS TO REACH THE EXIT.

KILL THEM ALL (MAZE 7)

~~DEFENDING WITH A GUN~~

The purpose of the experiment: Measuring the skill to use weapons with the just ability to hear.

Experiment Features

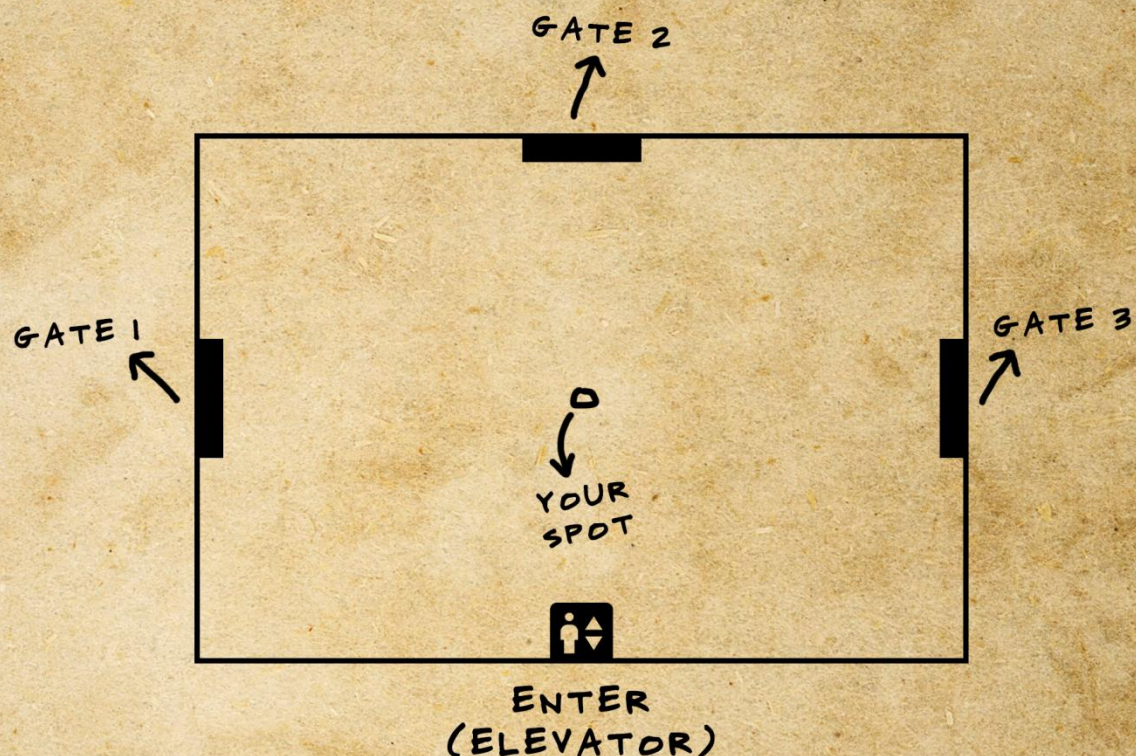
- The subject is not instructed to an action.
- The subject cannot move. He/she cannot turn left or right but can point the shotgun in the direction he/she is aiming.

Statistics

- Given time: Variable
- Best time: 40 seconds (David ██████████ - 1981)
- Worst time: 6 seconds (Noah ██████████ - 1999)
- Of the 92 subjects, 38 passed.



DAVID



HOW TO SURVIVE

- AFTER YOU REACH THE ELEVATOR BY SWIMMING, 2 PEOPLE WAITING FOR YOU AT THE ELEVATOR WILL TIE YOU TO AN UPRIGHT STRETCHER WHILE YOU GO UP ONE FLOOR.
- WHEN YOU REACH THE FIRST FLOOR, THEY WILL PLACE YOU IN THE MIDDLE OF THE ROOM WITH THE STRETCHER AND GIVE YOUR HAND A SHOTGUN.
- AFTER THE BELL RINGS, SOME THINGS WILL COME TOWARDS YOU FROM YOUR RIGHT, LEFT, AND IN FRONT OF YOU. YOU HAVE TO SHOOT THEM TO SURVIVE.

DIRECTIVES

BECAUSE YOU ARE TIED TO THE STRETCHER, YOU CANNOT MOVE AND TURN LEFT OR RIGHT. POINT YOUR SHOTGUN IN THE DIRECTION THINGS ARE COMING FROM AND SHOOT. LISTEN TO THEIR FOOTSTEPS TO UNDERSTAND WHERE THEY CAME FROM.

1. SHOOT RIGHT [HOLD D] + [TAP E OR LEFT CLICK]
 2. SHOOT LEFT [HOLD A] + [TAP E OR LEFT CLICK]
 3. SHOOT FRONT [HOLD W] + [TAP E OR LEFT CLICK]
 4. SHOOT FRONT [HOLD W] + [TAP E OR LEFT CLICK]
 5. SHOOT LEFT [HOLD A] + [TAP E OR LEFT CLICK]
 6. SHOOT LEFT [HOLD A] + [TAP E OR LEFT CLICK]
 7. SHOOT RIGHT [HOLD D] + [TAP E OR LEFT CLICK]
 8. SHOOT LEFT [HOLD A] + [TAP E OR LEFT CLICK]
 9. SHOOT FRONT [HOLD W] + [TAP E OR LEFT CLICK]
 10. SHOOT RIGHT [HOLD D] + [TAP E OR LEFT CLICK]
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