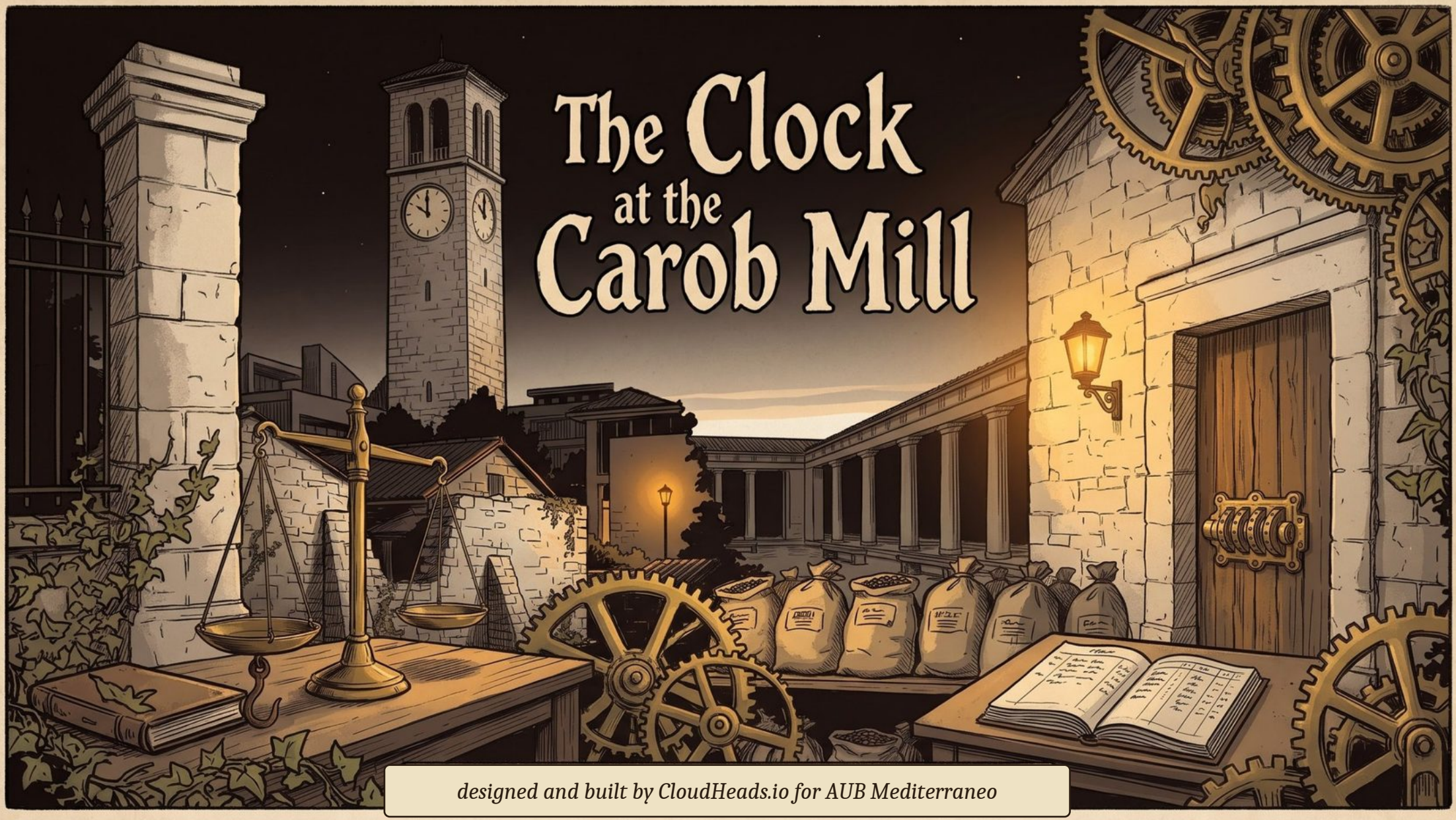



*designed and built by CloudHeads.io for AUB Mediterraneo*

A player's guide to a night on campus



# The night before orientation

The campus clock has stopped at twenty to midnight. Until it runs again, tomorrow cannot begin. Somewhere among the old mill walls, the rooftops and the reading rooms are three things that will wake it.

*You have thirty minutes to find them.*

## How it is played

This is a game of words. There are no pictures in it; the ones in this guide are only here to set the scene. You read what is around you, and you type what you want to do.

```
> LOOK
> GO NORTH
> EXAMINE PLAQUE
> HINT
```

Words written in CAPITALS in a description are worth a closer look. If the game asks you a question, simply answer it.

## Three things to know

- The clock starts only when you type BEGIN, and it does not pause.
- Help is always there, but every hint costs time, and the last hint on any puzzle costs the most.
- You play alone but score for your team. A team may submit only one code, so compare before anyone sends theirs.




# The campus at night

Eight places, pinned and threaded. The plaza sits at the heart of them, and every thread is a way you can walk. Stairs lead up in two places.

**A WHISPER**

*Everything you need is somewhere on this board. Nothing you need is in the same place as the lock it opens.*



# The main gate

Where the night begins. A stone gateway, an iron gate, and a brass plaque on the pillar.

**A WHISPER**

*It has no handle and no keyhole. Perhaps it is waiting to hear something. Read what is fixed to the pillar, and notice what is missing.*



# The plaza

A wide court in the Greek style, quiet under the stars. The old mill door stands on one side, held by six brass wheels.

**A WHISPER**

*Whoever scratched the note beneath those wheels cared less about what happened than about when.*



# The stoa

A covered walk of six stone columns. Each carries a single carved line and a single letter.

A WHISPER

*Six moments, and not one date among them. Remember that buildings are not always finished before the people arrive.*



# The carob mill

Cool stone walls, a sweet smell, eight sacks of seeds and a great brass scale. A ledger lies open on the desk.

**A WHISPER**

*Carob seeds once weighed gold, because each weighs the same as the next. A fair scale starts level. Look closely at this one before you trust it.*

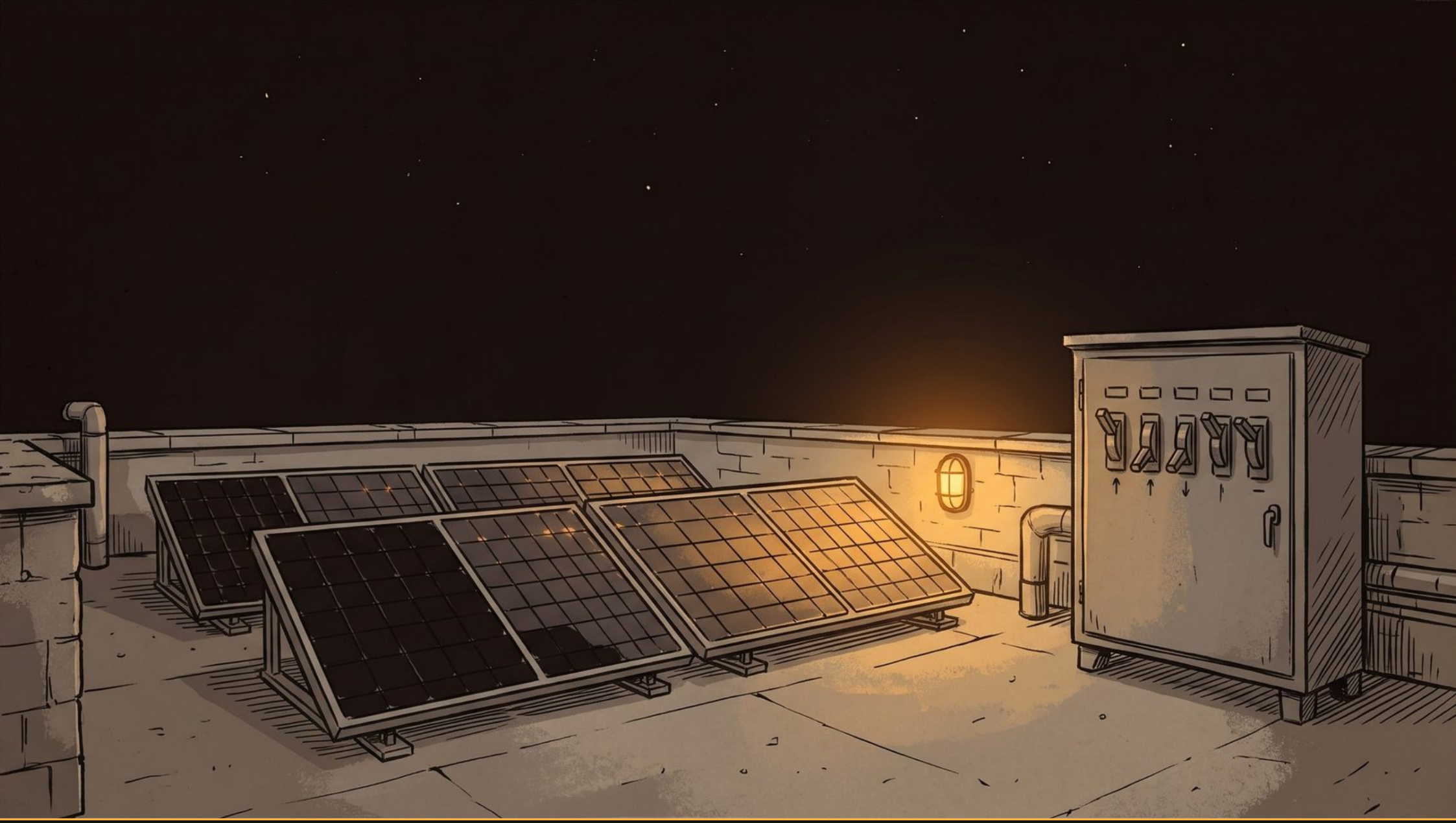


# The classroom block

An entrance hall with chairs stacked for the morning and tomorrow's notices already pinned up.

A WHISPER

*One handwritten card on the board is worth a second look. From here the way goes on, and the way goes up.*



# The roof

Six solar panels under a wide sky, some glowing and some dark, beside a cabinet of five switches.

A WHISPER

*Not a single label. Anything done twice is undone. Those who write things down tend to leave sooner.*

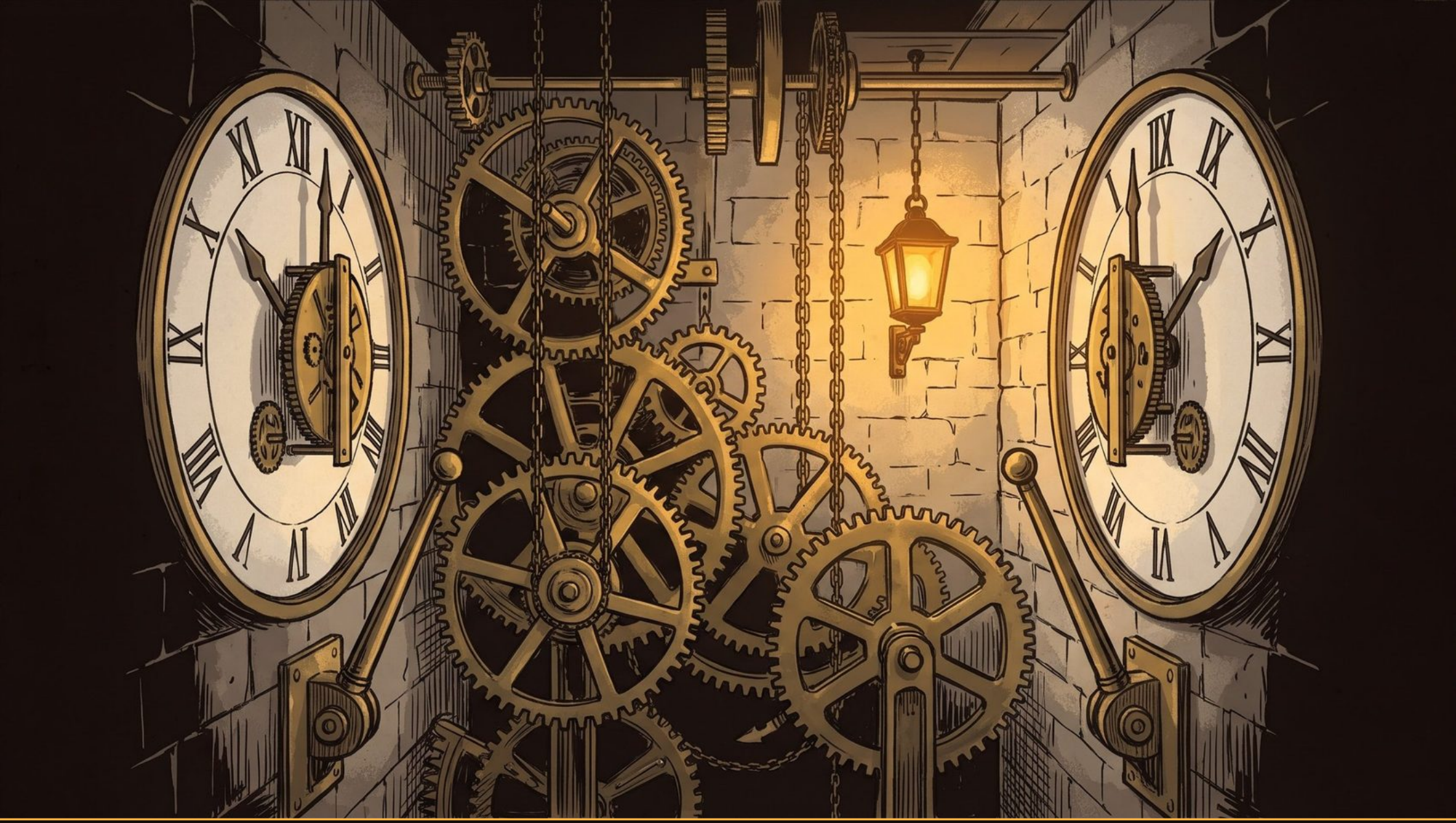


## The library

Tall shelves, one lamp, an old manuscript lying open, and a drawer with no handle.

A WHISPER

*Every letter on the page has wandered the same distance from home. It opens with words you have already met tonight, and not every word is written in the direction it should be read.*



# The clock tower

Brass gears fill the room. Two dials face each other across it, each with a lever beneath.

A WHISPER

*Two dials that should agree and do not. Touch one and its twin answers, though never in step. Count before you push.*

# Midnight is waiting

Read everything twice. The game rarely says a thing it does not mean.

Keep a pencil nearby. More than one puzzle rewards a note taken early.

Ask for a hint when you must, not before. Finishing with the fewest earns a special mention.

When the clock strikes, keep your score card, and talk to your team before anyone submits a code.

---

*Where free minds flourish*

**PLAY NOW**

`aub-carob-mill.cloudheads.io`

No player ID? Email hello@cloudheads.io

The Clock at the Carob Mill is an original text adventure, in the spirit of the great text adventures of the 1980s.
Designed and built in Pafos by CloudHeads.io for AUB Mediterraneo.

**cloudheads.io**