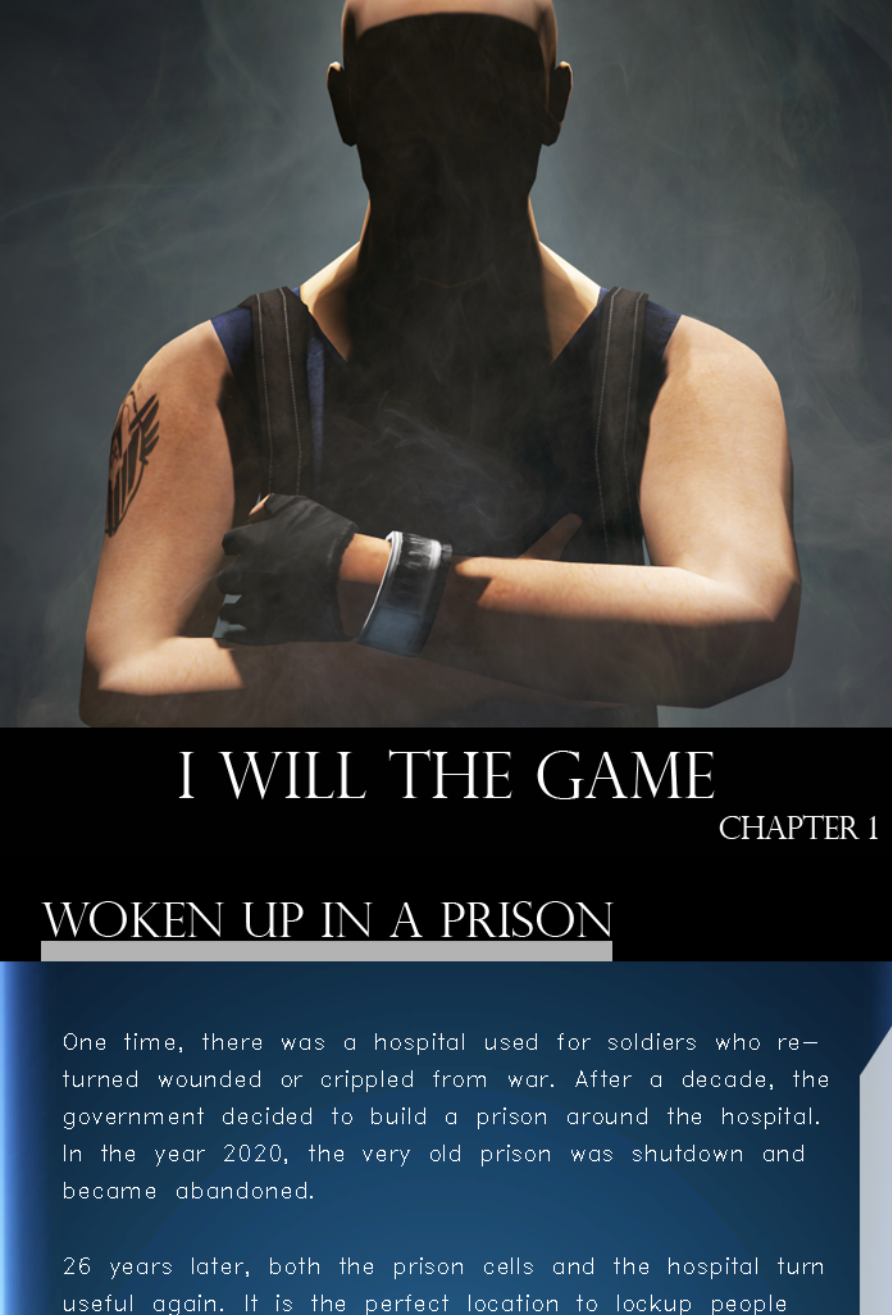


I WILL ESCAPE



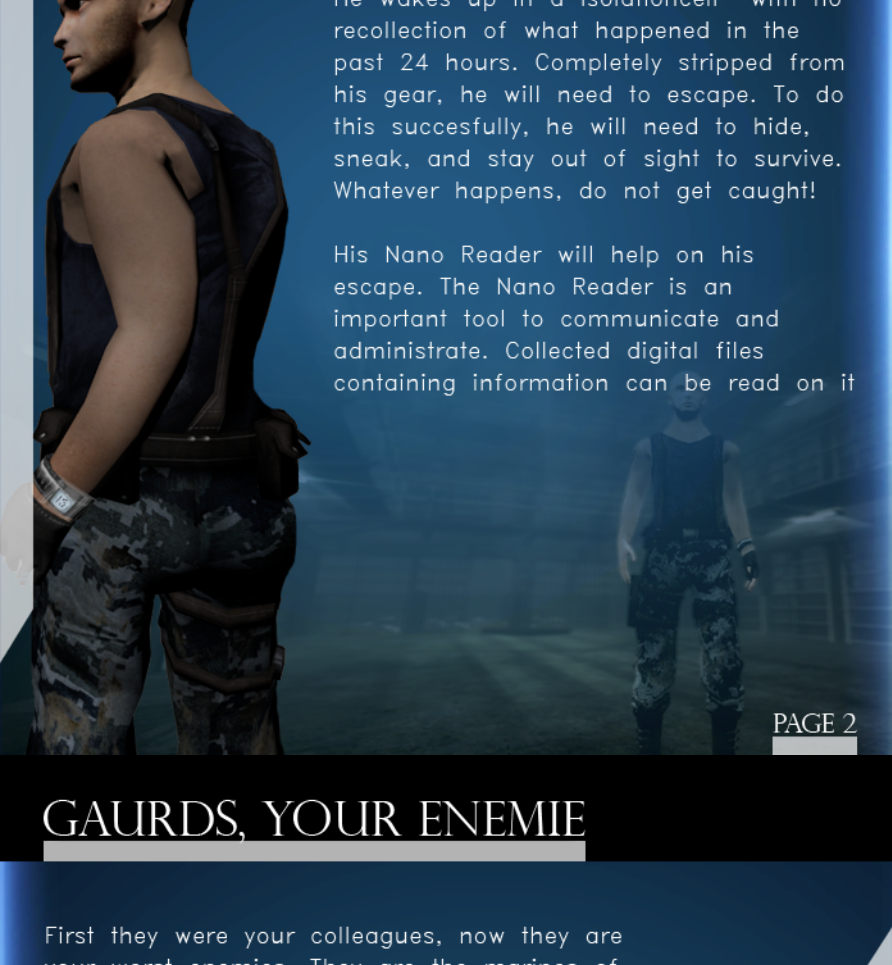
I WILL THE GAME

CHAPTER 1

WOKEN UP IN A PRISON

One time, there was a hospital used for soldiers who returned wounded or crippled from war. After a decade, the government decided to build a prison around the hospital. In the year 2020, the very old prison was shutdown and became abandoned.

26 years later, both the prison cells and the hospital turn useful again. It is the perfect location to lockup people and perform experiments on them at the same time. The abandoned prison consists of several buildings, yards, and a wide range of sewers, you can get lost easily.

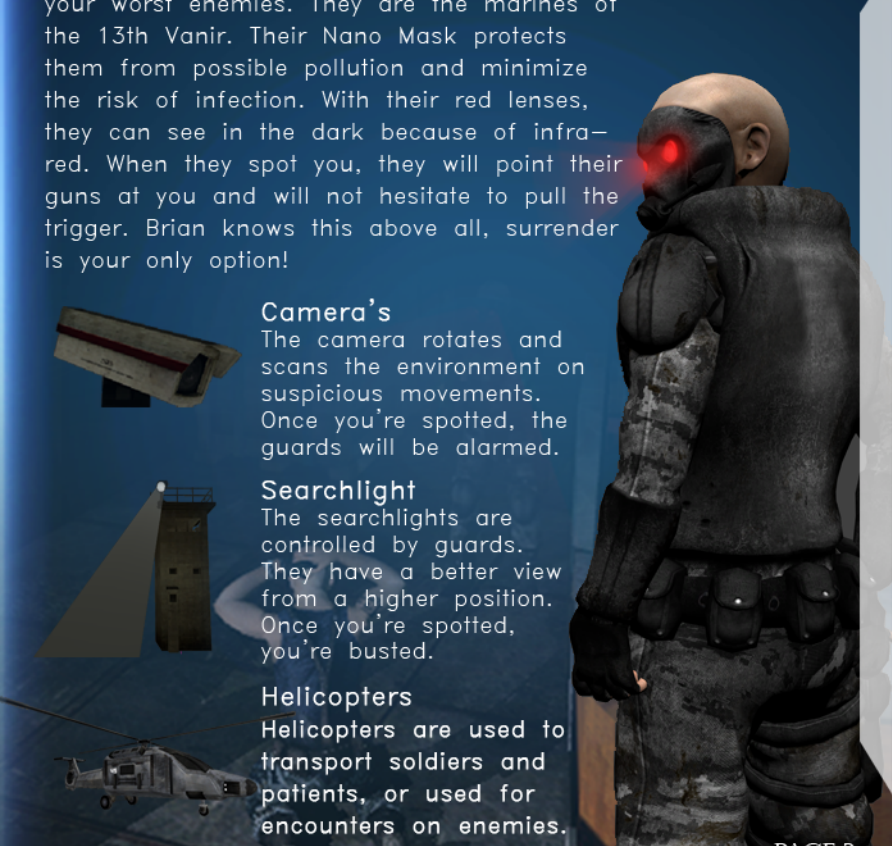


PAGE 1

BRIAN LOWFIELD

Brian Lowfield is a 36 year old marine of the former 13th Vanir. He has been convicted for a murder on a scientist. He wakes up in a isolationcell with no recollection of what happened in the past 24 hours. Completely stripped from his gear, he will need to escape. To do this succesfully, he will need to hide, sneak, and stay out of sight to survive. Whatever happens, do not get caught!

His Nano Reader will help on his escape. The Nano Reader is an important tool to communicate and administrate. Collected digital files containing information can be read on it



PAGE 2

GAURDS, YOUR ENEMIE

First they were your colleagues, now they are your worst enemies. They are the marines of the 13th Vanir. Their Nano Mask protects them from possible pollution and minimize the risk of infection. With their red lenses, they can see in the dark because of infra-red. When they spot you, they will point their guns at you and will not hesitate to pull the trigger. Brian knows this above all, surrender is your only option!



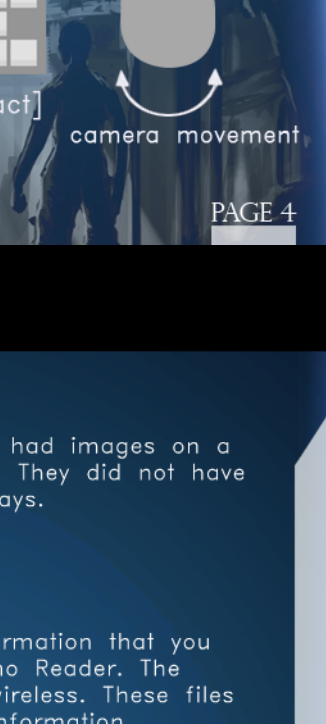
Camera's
The camera rotates and scans the environment on suspicious movements. Once, you're spotted, the guards will be alarmed.



Searchlight
The searchlights are controlled by guards. They have a better view from a higher position. Once you're spotted, you're busted.

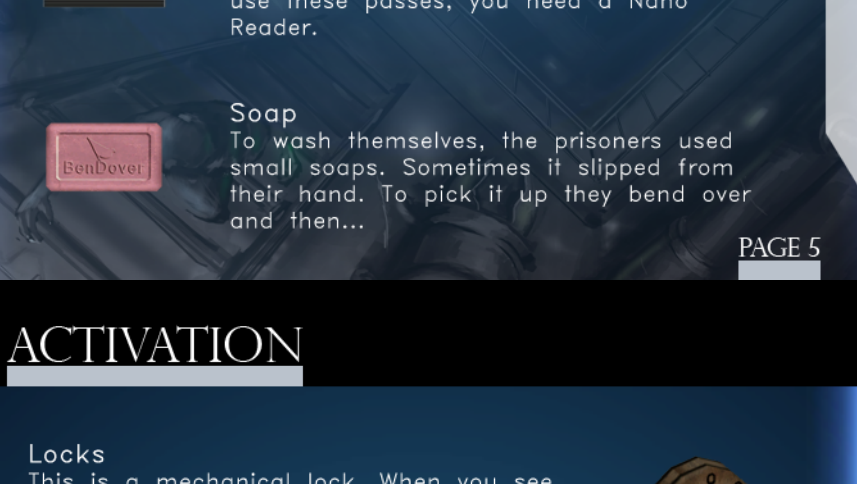


Helicopters
Helicopters are used to transport soldiers and patients, or used for encounters on enemies. Stay out of their lights!

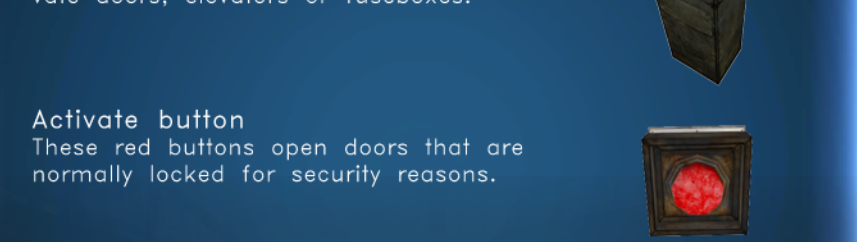


PAGE 3

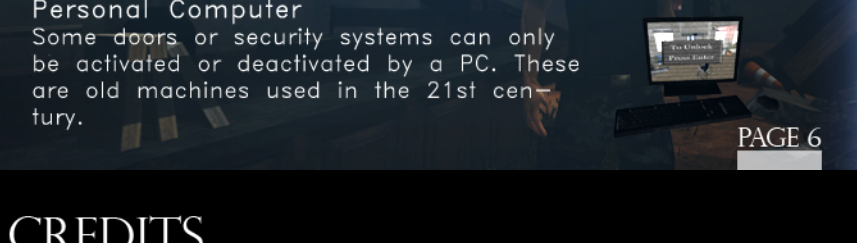
CONTROLS



The games has been tested with the xbox 360 and xbox one controller.



Based on A QWERTY keyboard



W [walk forward] E [grab/interact]
A [strafe left] C [crouch]
S [walk backward] V [kick]
D [strafe right] I [inventory]

PAGE 4

ITEMS

Polaroids
In the old days, people had images on a paper called a Polaroid. They did not have videoroids like now a days.

Digital files
Digital files contain information that you can reader using a Nano Reader. The Nano Reader scans it wireless. These files can contain valuable information.

Keys
Because the prison is old, it still has mechanical locks for which you need a key to open.

Pas scanner
Some doors are locked with terminals, they can only be opened with passses. To use these passses, you need a Nano Reader.

Soap
To wash themselves, the prisoners used small soaps. Sometimes it slipped from their hand. To pick it up they bend over and then...

PAGE 5

ACTIVATION

Locks
This is a mechanical lock. When you see a lock like this attached to a door, it means you need a key to open it.

Mechanical Terminal
The mechanical terminal is the older version of the digital terminal used to activate doors, elevators or fuseboxes.

Activate button
These red buttons open doors that are normally locked for security reasons.

Digital Terminal
Digital terminals are the modern version of the mechanical locks. They open doors or activate systems. To use them, you need a Pass Scanner and a Nano Reader.

Personal Computer
Some doors or security systems can only be activated or deactivated by a PC. These are old machines used in the 21st century.

PAGE 6

CREDITS

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PAGE 7

SPECIAL THANKS TO

Support & Special thanks to
Nassim Mehrshid-Blijlevens
&
My parents and family

All the interns and friends for helping and advising
Blender Foundation & community

R. Saunders advising
A. Godding / facilitating

GLR / school for art & design, Rotterdam
GOC / facilitating

CGtextures.com stock site
Freesound.org stock site

FreeSFX.co.uk stock site
Josiah Lane X-emitter particle system

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SOUNDS FROM:

Sounds from:

Iwan 'qubodup' Gabovitch: - Light Metal Gate Close
thecluegeek: - People Noises Grunt MikS Music:
digifishmusic: - Rain On a Tin Roof.wav
IllusiaProductions: - Heavy rain hitting the roof,
wind, occasional thunder.wav
hokstnator: - balfron thunder k.wav
rivernile7: - 234244_rivernile7_door-open-and-close.wav
joedeshon: - hotel_room_door_opening.wav
LG: - Fluorescent Lamp 090324.wav, Elevator door 01.wav,
Elevator door 02.wav, Elevator door 03.wav,
Elevator door 04.wav, Elevator door 05.wav
csengeri: - 22 May 2010 thunder recordings 22may2010eveningTstorm.wav
Michieldb: - Roomtone, silent.wav
bennyhico11: - ClothFoleyCrab.aif

CGEffex: - Opening and closing metal filing cabinet sliding cabinet door.flac
stereodivo: - The Soundscape of Barcelona 2010 x RYTH_elevator.wav
http://creativecommons.org/licenses/sampling+/1.0/
AdamWeeden: - Adam's Free Sound Collection x Heavy Breathing (Wheezy)
ceberation: - Heavy Breathing.wav
AlienXXX: - Radio 3 - Little Noises x Short_sound_8.wav
Benboncan: - FX x Radio Garbe.wav
ejgvlbes: - Abstract x Breathing
Otakua: - HeavyBreathing01.wav - HeavyBreathing02.wav
- HeavyBreathing03.wav - HeavyBreathing04.wav
ddunkley: - footsteps on metal.wav
rivernile7: - Door Open And Close
jrscandaval: - unlock and open door.wav
http://creativecommons.org/licenses/sampling+/1.0/
mich3d: - Door_Wood_Open_01.wav
FregMan: - concrete blocks moving2.wav
qubodup: - Light Metal Gate Close
MWLANDL: - Rust Handle 2.aif
Door_close_inside04.aiff - Door_open_inside01.aiff
MaxDemianAGL: - water pour and drips.mp3
tolljames: - Electricity_generator_loop.wav
beerbelly38: - Roomtone, silent
Michieldb: - Roomtone, silent

thencamenow: - metal gate from thencamenow.com x metal gate 10.aif
plingatator: - bananamush.wav
nikezoooms: - The Elements x Bricks.wav
Eelke: - digging machines x truck-inside-05
abourman: - truck engine running under.wav
yollossounds: - Truck Starting 001.wav
finalCoystine: - Big elevator going up
FlyInEye: - snare police radio over beep.wav

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I Will the game© & I Will Escape© is a product of Blue Label Studio.

If you experience problems, bugs or want to give feedback then
contact the developers.

Contact information is available on the website www.iwillthegame.com