



**K**eeping his newspaper in one hand, Bryan cheerfully waves goodbye with the other as you take off in a ‘borrowed’ Area 51 plane. Fortunately, you’re familiar with the controls of most aircraft, and it doesn’t take long to figure this one out.

Your destination is San Zhi Resort which, according to your fourth case file, is a tourist park in Taiwan, abandoned for thirty years after a series of unusual accidents. Just like the previous cases, you have no idea what you’re looking for. Not for the first time, you wonder where the commander is and why he left these cases to you.

You touch down in San Zhi after a jaunt back across the Pacific Ocean. It’s an eerie place - rusting UFO-shaped rooms, an overcast sky, and complete silence but for the wind. But it’s the rain, gently drizzling down, that makes you think you’ve wandered into a nightmare.

Moving from room to room, you peer in through the wide windows, but see nothing except a particularly fat rat gnawing on a scrap of food in one of the red UFOs.

Just as you’re about to give up, you catch a glimpse of movement inside one of the yellow pods you’ve already checked. Cautiously you wander over. It’s a tall man, wrapped in blankets in the middle of the room. He’d been so motionless the first time you looked in that you’d mistaken him for a lounge, but now he’s tossing and turning as though possessed.

He turns towards you, and you inhale sharply. It’s the commander!

You try to get inside, but a strange sign on the door catches your attention as you reach out to open it...



bell	cow	tom
hard	hi	top
high	home	play

full	harvest	honey
brain	crime	heat
gap	leap	light

broken	major	power
life	mean	rag
after	cross	swear

big	cottage	string
corn	poker	wood
buffalo	lemon	wheat

<i>coin</i>	<i>mind</i>	<i>point</i>
<i>hold</i>	<i>trade</i>	<i>walk</i>
<i>horse</i>	<i>snow</i>	<i>stage</i>