

Rain Check-in

Easy self check-in, they said. Turned out to be more of an escape room experience.

>the walkthrough to main endings and all footnotes

A small relief in this stressful journey: leaving the rumbling clouds behind as you drive through the darkness along winding country roads.

You were already stressed out when your flight landed in the middle of the night, four hours behind schedule. Booking a car with 24-hour pickup (1) and choosing an apartment with self check-in turned out to be wise decisions.

The last sign of life is two shadowy figures moving inside a dimly lit bar, right where Google Maps tells you to turn off the main road onto a dirt track. You glance nervously at your phone, its battery nearly drained from navigating, but you're almost there.

You pass two houses that could match the listing's photo, but the directions lead you a little farther south into a clearing, surrounded only by fields.

Rain Check-in

Easy self check-in, they said. Turned out to be more of an escape room experience.

(Type ABOUT for info, instructions, and settings)

An interactive fiction written in 2025 by Zeno Pillan

Release 1 / Serial number 250814 / Inform 7 v10.1.2 / D

Clearing

You've reached the end of a dead-end road. All around, you're surrounded by nothing but fields. To the north is the dirt road you came from.

You parked your rental car. Now that you've turned off its lights and stepped out, you realise how poorly lit this street is.

Clearing

You've reached the end of a dead-end road. All around, you're surrounded by nothing but fields. To the north is the dirt road you came from.

You parked your rental car. Now that you've turned off its lights and stepped out, you realise how poorly lit this street is.

>about

Menu

1 - About

2 - Version

3 - Credits

4 - Commands

>3

To my beloved Ceci. Thank you for running with me through the thunderstorm. I'm so glad we figured out the strangest self check-in together.

To my testers, Tabitha and Gianluca (g0blin70), thank you so much for your valuable input and support!

0 - menu index

9 - Close menu.

>9

Clearing

You've reached the end of a dead-end road. All around, you're surrounded by nothing but fields. To the north is the dirt road you came from.

You parked your rental car here.

>n

You carefully walk along in the dark.

Dirt road

The street goes from north to south, from the main road to a dead end. East is a house.

A rendered wall with a wicket gate separates the house's garden from the street.

>n

You carefully walk along in the dark.

Tarmac lane

The street goes from north to south, from the main road to a dead end.

To the west, there's a garden wall with a lattice gate leading to a house.

>n

You carefully walk along in the dark.

Crossroads

You are at a crossroads, where all roads lead into the dark night. To the south is the dirt road Google Maps brought you along.

To the East is a scarcely lit bar with a big sign over the entrance. There's a small sign hanging on the door.

For a split second, a flash of distant lightning lights up the area.

>e

Bar

The bar is chill, the dim light gives a warm and welcoming mood.

The barman advises you "We are closing soon."

Only one other customer is here, lazily swirling the last sips of a murky drink in his glass.

The distant rumble of thunder reaches you. There's a storm out there, still far off.

>talk to barman

What do you say?

1 - I'll have a beer.

2 - Can you help me? I rented an apartment, but the GPS isn't exactly

>1

"It's too late," he says. "I'm closing up and in a hurry, I don't want to get caught in the thunderstorm that is starting soon!"

1 - Please, I had a terrible day!

2 - Can you help me? I rented an apartment, but the GPS isn't exactly

>1

He just says, "Time to go! If we get caught in the thunderstorm, your day's only going to get worse."

1 - Insist on having a beer.

2 - Can you help me? I rented an apartment, but the GPS isn't exactly

>1

He hands you a glass of water. "Your lips are dry, you look dehydrated," he says with concern. "Drink this instead, and go rest." You down it in one gulp, and realise you needed it.

1 - Insist on having a beer.

2 - Can you help me? I rented an apartment, but the GPS isn't exactly

>1

He doesn't even acknowledge you anymore. He's busy closing up, politely turning down your request.

1 - Insist on having a beer.

2 - Can you help me? I rented an apartment, but the GPS isn't exactly

>1

He doesn't even acknowledge you anymore. He's busy closing up, politely turning down your request. There's no way of convincing him nicely.

1 - Insist on having a beer.

2 - Can you help me? I rented an apartment, but the GPS isn't exactly

>attack him

You lunge at the barman. Or at least, that's what you try to do. But as you approach him, shouting and furious, he and the customer tackle you and drag you outside.

How much time has passed? When you finally come to your senses, you're alone in front of the closed bar. Both the barman and the customer are gone. They left you there.

Crossroads

You are at a crossroads, where all roads lead into the dark night. To the south is the dirt road Google Maps brought you along.

To the East is a scarcely lit bar with a big sign over the entrance. There's a small sign hanging on the door.

>e

The bar is closed, and the door is firmly shut. (41)

>s

You carefully walk along in the dark.

Tarmac lane

The street goes from north to south, from the main road to a dead end

>s

You carefully walk along in the dark.

Dirt road

The street goes from north to south, from the main road to a dead

>s

You carefully walk along in the dark.

Clearing

You've reached the end of a dead-end road. All around, you're surrounded by nothing but fields. To the north is the dirt road you came from.

You parked your rental car here.

You feel a single raindrop land on your hand.

>open car

You open the rental car.

A bold lightning bolt tears open the night for an instant; a few seconds later, a deafening boom shakes you. Now the thunderstorm is imminent.



>enter it

car interior

Cramped and uncomfortable compared to the apartment you rented, but still a step up from being outside if it starts to rain.

Through the windows, you can see the dark shapes of field crops surrounding the dead end where you parked.

>sleep

You're so tired that you fall asleep despite the thunderstorm rumbling outside (33). Your sleep deepens as the storm eases and the rain fades. You finally wake up at the first light of dawn, having wasted a paid night, and with a slightly sore back from sleeping in the car.

***** Game over. At least you are not that much wet. *****

You read 0 of X footnotes. Footnotes were the number indicated inside curved brackets. You could read them with the command FOOTNOTE: As an example type "FOOTNOTE 2" to read the footnote (2).

Would you like to RESTART, RESTORE a saved game, QUIT or UNDO the last command?

> restart

only by means.

Rain Check-in

Easy self check-in, they said. Turned out to be more of an escape room experience.

(Type ABOUT for info, instructions, and settings)

An interactive fiction written in 2025 by Zeno Pillan

Release 1 / Serial number 250812 / Inform 7 v10.1.2 / D

Clearing

You've reached the end of a dead-end road. All around, you're surrounded by nothing but fields. To the north is the dirt road you came from.

You parked your rental car. Now that you've turned off its lights and stepped out, you realise how poorly lit this street is.

>footnote 2

Ok, you have now mastered reading footnotes!

>footnote 1

The man at the desk told you it happens with almost every flight. "The problem of this country" he said "is nobody wants to work anymore."

>footnote 41

The barman's gone, probably through the back.

>footnote 33

Internet says it's actually safe to sleep in a car during a thunderstorm; the metal body acts like a Faraday cage, shielding you from lightning. Just avoid touching anything metal connected to the outside.

That said, there are risks: shattered windows, electrical damage, and fires are among the reported possibilities.

Anyway, this was a game over, not life advice. You should try again for a better ending.

>examine phone

Screen

11:35 pm, battery 5%, no mobile data.

Of course, even connection is out of coverage. So happy I saved some screenshots of the check-in instructions.

1 - Gallery

2 - Torch

3 - Translator

4 - Close.

(Anything else is useless without connection.)

>2

Do you want to turn on the torch? (Using torch will consume phone's battery.) y/n:y

You turn on telephone's torch.

1 - Gallery

>4

Clearing

You've reached the end of a dead-end road. All around, you're surrounded by nothing but fields. To the north is the dirt road you came from.

You parked your rental car here.

>examine fields

In the dark, they could be anything. You guess they're crops because the plants seem to be aligned in neat rows, and their leaves, trembling in the wind, all look more or less the same. You're not even enough of an expert to recognize them by the light of your phone, though it does seem to confirm your hunch. (37)

>footnote 37

Kind of a strange crop, really. Each bushy plant has its own little stone wall shielding one side.

>save

Ok.

>examine phone

Screen

11:35 pm, battery 5%, no mobile data.

1 - Gallery

>1

You open the gallery of your screenshots.

You take a deep breath to keep yourself from screaming when you realize that some screenshots aren't synced with the cloud, so part of the instructions is in such low quality it's almost unreadable.

Anyway there is something you can check:

5 - instructions part 1

6 - instructions part 2

7 - garden picture

8 - weather forecast

0 - main menu.

>5

External garden gate is open, only move the rock what hold it. Please drop back after you enter otherwise will sing all night.

The host clearly used a poor translator. You wonder why they didn't run it through ChatGPT.

5 - instructions part 1

>6

Entry wall wrench is located in jewellery pouch. Debugging routine 123 . To advice the wheel of fortune reluctantly sleeps home, meet it below the ash kart outside wind of sight.

They've always been badly translated, but at least when the message came with high-quality photos, it was still understandable.

5 - instructions part 1

>7

The only picture you can see clearly enough shows the entry garden, with a metal spade leaning in the grass.

5 - instructions part 1

>0

Screen

11:37 pm, battery 4%, no mobile data.

4 - Gallery

>4

Clearing

You've reached the end of a dead-end road. All around, you're surrounded by nothing but fields. To the north is the dirt road you came from.

You parked your rental car here.

>n

You confidently move on the path lit by the torch.

Dirt road

The street goes from north to south, from the main road to a dead end. East is a house.

A rendered wall with a wicket gate separates the house's garden from the street.

>climb wall

The wall is slightly lower than you, so by lifting yourself with your arms and pushing your feet against it, you manage to climb over and lower yourself down onto the dirt road.

Green garden

This small garden in front of the house is cozy, covered in grass. East a patio leads to the front door. To the south, the garden continues toward the utility area.

A rendered wall with a wicket gate separates the house's garden from the street to the West.

In the garden, you can spot a metal spade.

>take spade
Taken.

>s
You confidently move on the path lit by the torch.

3%. The phone warns it's entering an even deeper low power mode.

Utility area

This corner is less cozy than the rest of the garden to the north. It holds the things you need to keep, but would rather not have on display.

Carefully looking with the torch, you notice a Battered Lockbox fixed in an hidden corner.

>pry open lockbox
You wedge the tip of the Metal spade under the lid of the lockbox and start prying it open. After a few tries, you finally manage to break it, forcing the lid off and destroying the locking mechanism in the process.

Utility area

This corner is less cozy than the rest of the garden to the north. It holds the things you need to keep, but would rather not have on display.

The broken remains of the lockbox still hang on the wall.

For a split second, a flash of distant lightning lights up the area.

>examine lockbox
The cracked-open lockbox is still fixed to the wall, its lid hanging loosely and the locking mechanism torn apart.

In Smashed Lockbox is a house key.

The distant rumble of thunder reaches you. There's a storm out there, still far off.



>take key

Taken.

>n

You confidently move on the path lit by the torch.

Green garden

This small garden in front of the house is cozy, covered in grass. East a patio leads to the front door. To the south, the garden continues toward the utility area.

A rendered wall with a wicket gate separates the house's garden from the street to the West.

>e

Patio

The patio is nice, but it's small and not very furnished. The green garden is to the west.

On the wall, you see a window with a blue frame and an ashtray on the windowsill.

To the east, under a narrow overhang, on the white wall of the house, is a wooden door painted a faded blue.

>examine ashtray

Freshly cleaned. (13)

>unlock door

You insert the key into the keyhole and feel a wave of joy as it unlocks. After a hot shower and a restful sleep, you begin to feel better, as if all the stress has been washed away.

Too bad you got a bad review on the app for leaving dirt marks on the wall and for smashing the lockbox instead of opening it properly.

***** The one-star review ending. *****

You read 5 of 9 footnotes. If you want to read them all, take note of the ones you find. Some are tucked away in different endings, and no single playthrough will show them all.

Would you like to RESTART, RESTORE a saved game, QUIT or UNDO the last command?

> restore

Ok.

>footnote 13

Here it is, in its natural habitat, perfectly matching the local style just like it's supposed to. I remember seeing the same kind of artisanal item as a kid, at a friend's house. Totally mismatched, mixed in with other out-of-place relics from their parents' holidays.

Now, traveling without my parents, paying for everything myself, I suddenly realize: I'm an adult.

>save

Ok.

>n

You confidently move on the path lit by the torch.

Dirt road

The street goes from north to south, from the main road to a dead end. East is a house.

A rendered wall with a wicket gate separates the house's garden from the street.

>examine gate

A blue-painted garden gate. A rock has been placed against it, probably to keep it from swinging open.

>move rock

You need both hands to move the rock, so you slip your phone into your pocket. Your pocket glows dimly from the torch inside.

You shift the rock slightly, letting the gate swing free.

>e

You confidently move on the path lit by the torch.

Green garden

This small garden in front of the house is cozy, covered in grass. East a patio leads to the front door. To the south, the garden continues toward the utility area.

A rendered wall with a wicket gate separates the house's garden from the street to the West.

WHOMP! A strong slamming sound echoes against the wall.

In the garden, you can spot a metal spade.

>e

Patio

The patio is nice, but it's small and not very furnished. The green garden is to the west.

On the wall, you see a window with a blue frame and an ashtray on the windowsill.

To the east, under a narrow overhang, on the white wall of the house, is a wooden door painted a faded blue.

>take ashtray

You lift the ashtray and find, hidden beneath it, a worn number dial wheel. It is the kind used in combination locks or luggage.

It's a bit sad to see it abandoned here, instead of doing its job in a proper lock.

>take wheel

Taken.

>w

You confidently move on the path lit by the torch.

Green garden

This small garden in front of the house is cozy, covered in grass. East



>e

Patio

The patio is nice, but it's small and not very furnished. The green garden is to the west.

On the wall, you see a window with a blue frame and an ashtray on the windowsill.

To the east, under a narrow overhang, on the white wall of the house, is a wooden door painted a faded blue.

>take ashtray

You lift the ashtray and find, hidden beneath it, a worn number dial wheel. It is the kind used in combination locks or luggage.

It's a bit sad to see it abandoned here, instead of doing its job in a proper lock.

>take wheel

Taken.

>w

You confidently move on the path lit by the torch.

Green garden

This small garden in front of the house is empty, covered in grass. East

>s

You confidently move on the path lit by the torch.

Utility area

This corner is less cozy than the rest of the garden to the north. It holds the things you need to keep, but would rather not have on display.

Carefully looking with the torch, you notice a **Battered Lockbox** fixed in an hidden corner.

>examine lockbox

A small code lockbox, the kind with spinning number wheels. It looks worn out and slightly battered, and one of the three wheels is missing. It's closed and locked.

>put wheel in lockbox

With your phone lighting the box, you easily fit the wheel back into its slot. Now that it's repaired, you can feel the wheels turning smoothly under your fingers, ready for you to set the code.

3%. The phone warns it's entering an even deeper low power mode.

For a split second, a flash of distant lightning lights up the area.

>unlock lockbox

Lockbox dial

Combination is set to 5**.

Some digits are so worn out they are not legible. Will something ever go right tonight?

1 - Turn first digit

2 - Turn second digit

3 - Turn third digit

4 - Open the lock

5 - Leave it alone.

>1

Lockbox dial

Combination is set to 6**.

1 - Turn first digit

>1, 1, 1, 1, 1

Lockbox dial

Combination is set to 7**.

1 - Turn first digit

>2

The wheel turns with a faint click, but the next number is just as worn. Hopefully, if you keep spinning, one will turn out to be legible!

Lockbox dial

Combination is set to 1**.

1 - Turn first digit

>2

Lockbox dial

Combination is set to 1**.

1 - Turn first digit

>2

Lockbox dial

Combination is set to 16*.

1 - Turn first digit

>2, 2, 2, 2, 2, 2

Lockbox dial

Combination is set to 17*.

1 - Turn first digit

>3

Lockbox dial

Combination is set to 1**.

1 - Turn first digit

>3

Lockbox dial

Combination is set to 1**.

1 - Turn first digit

>3

Lockbox dial

Combination is set to 1**.

1 - Turn first digit

>3

Lockbox dial

Combination is set to 1**.

1 - Turn first digit

>3

Lockbox dial

Combination is set to 1**.

4 - Turn Back Dial

>3

Lockbox dial

Combination is set to 1**.

4 - Turn Back Dial

>3

Lockbox dial

Combination is set to 1*4.

4 - Turn Back Dial

>undo

Lockbox dial

[Previous turn undone.]

>4

You try to open the lockbox. The lid is stiff, but with a bit of effort, you manage to slide it open!

Utility area

This corner is less cozy than the rest of the garden to the north. It holds the things you need to keep, but would rather not have on display.

On the wall, the lockbox now hangs open.

>examine lockbox

A small code lockbox, the kind with spinning number wheels. It looks worn out and slightly battered, but now it seems working. It's open.

In Battered Lockbox is a house key.

>take key

Taken.

>n

You confidently move on the path lit by the torch.

Green garden

This small garden in front of the house is cozy, covered in grass. East

>e

Patio

The patio is nice, but it's small and not very furnished. The green garden is to the west.

>unlock door

You insert the key into the keyhole and feel a wave of relief as the door unlocks. After a hot shower, you're ready for a good night's sleep until an annoying noise from outside reminds you about the gate. You left it open. Either you get up now to close it, or you leave it be, letting it haunt your rest and ruin your mood in the morning.

***** You came so close to the good end. *****

You read 6 of 8 footnotes. If you want to read them all, take note of the ones you find. Some are tucked away in different endings, and no single playthrough will show them all.

Would you like to RESTART, RESTORE a saved game, QUIT or UNDO the last command?

> undo

Patio

[Previous turn undone.]

>w

You confidently move on the path lit by the torch.

Green garden

This small garden in front of the house is cozy, covered in grass. East



>move rock

You need both hands to move the rock, so you slip your phone into your pocket. Your pocket glows dimly from the torch inside.

This is a bit tricky. You hold the gate shut with your foot while, reaching your hands through it, you shift the rock just enough to block it again.

>e

Patio

The patio is nice, but it's small and not very furnished. The screen

>unlock door

You insert the key into the keyhole and feel a wave of joy as it unlocks. After a hot shower and a restful sleep, you begin to feel better, as if all the stress has been washed away.

***** The best end possible. Well done! *****

You read 6 of 8 footnotes. If you want to read them all, take note of the ones you find. Some are tucked away in different endings, and no single playthrough will show them all.

Would you like to **RESTART**, **RESTORE** a saved game, **QUIT** or **UNDO** the last command?

> restore

Ok.

>n

You confidently move on the path lit by the torch.

Dirt road

The street goes from north to south, from the main road to a dead

>n

You confidently move on the path lit by the torch.

Tarmac lane

The tarmac lane is a narrow, straight road that leads to a small

>n

You confidently move on the path lit by the torch.

Crossroads

>e

Bar

The bar is chill, the dim light gives a warm and welcoming mood. (50)

The barman advises you "We are closing soon."

Only one other customer is here, lazily swirling the last sips of a murky drink in his glass.

>footnote 50

A perfectly coherent boomer move in a boomer game: you enter a lit room with your phone's torch still on. Are you still waving it around while talking, or is this one of those shiny pocket situations?

>talk to barman

What do you say?

1 - I'll have a beer.

2 - Can you help me? I rented an apartment, but the GPS isn't exactly clear on where it is.

3 - Ask to plug in your phone.

4 - Can I have the Wi-Fi password?

>2

At first, he's surprised. He checks under the bar, then hands you a keychain set. "You're right," he says. "There is a key, with '11:00' written on a post-it."

After a pause, he adds, "Funny the morning guy forgot to mention it. You're lucky. Another few minutes and you wouldn't have found me here."

(You take the keychain set.)

>W

You confidently move on the path lit by the torch.

Crossroads

You are at a crossroads, where all roads lead into the dark night. To

>S

You confidently move on the path lit by the torch.

Tarmac lane

The street goes from north to south, from the main road to a dead end

>unlock gate

You unlock Lattice gate.

>W

(first opening Lattice gate)

You confidently move on the path lit by the torch.

3%. The phone warns it's entering an even deeper low power mode.

Gravel yard

The small grey gravel crackles under your steps. The garden continues to the south.

To the east, the gate leads back to the road through the garden wall.

To the west, a red-painted door is set into the white wall of the house.

The distant rumble of thunder reaches you. There's a storm out there, still far off.

>S

You confidently move on the path lit by the torch.

Poolside garden

The garden continues to the north.

A pool is there.

>dive in pool

You take a running start and dive into the pool. Clothes and all. But you don't care, you're just that happy. The water is warm, and even though your clothes cling to your skin, you feel nothing but joy and relief. Rain starts to pour. You'll head inside and dry off soon, but for now you linger a little longer, floating.

The apartment you rented didn't have a pool, and the bar where you got the keys is closed, so you're enjoying this place freely, at least until morning. Later, after a hot shower, with the house Wi-Fi (42) and your phone back on charge, you'll figure out how to deal with the whole trespassing thing.

***** The Wild and Free End. *****

You read 7 of 8 footnotes. If you want to read them all, take note of the ones you find. Some are tucked away in different endings, and no single playthrough will show them all.

Would you like to **RESTART**, **RESTORE** a saved game, **QUIT** or **UNDO** the last command?

> undo

Poolside garden

[Previous turn undone.]

>footnote 42

What kind of rental has a pool and no Wi-Fi? Come on. A strange feeling creeps over you. Déjà vu? You feel stuck in a loop, as if you've been trying to enter this same apartment again and again.

>dive in pool

You take a running start and dive into the pool. Clothes and all. But



You read 8 of 8 footnotes. Relief washes over you. The looping déjà vu of the night fades, replaced by something fresh and new. At last, you're ready to enjoy your stay.

Would you like to RESTART, RESTORE a saved game, QUIT or UNDO the last command?

> quit