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# How the Hotel works

## Keys' utility

- The Keys are tools for the Hotel.
- They are used to **absorb** the clients' memories and knowledges, when they are activated by their holder.
- They're **not unique**, several enemies have a key too.
- The Keys are linked to the Hotel and **represent its memory**.
- Each Key **shares the memories** absorbed with the other Keys.
- That way, each Key owns every client's memory, including those about their life (inside or outside the Hotel).
- If the Keys are able to absorb the memories, they are also **an access** to them for their holder: they can unlock them.

## The dimensions

- They are other realities, where the clients are sent to get their memories and knowledge stolen.
- They don't represent the real form of the Hotel, but its intim part.
- A new dimension is created every time the Hotel kidnaps another client.
- In each dimension, the time is stopped.
- This way, a dimension corresponds to the time from which the client comes (*ex: if a client from 1943 is sent in another dimension, a new dimension representing the year 1943 is created*)
- Each dimension is limited to a specific area inside the Hotel. However, the different areas are not limited to a specific dimension (*ex: the dimension 1943 is limited to the hall and the restaurant, but the hall also belongs to the dimension 1906*)
- Every dimension is connected to some others. A dimension always lead to the same other dimensions.

## How to go in another dimension

- To unlock the way to another dimension, the client has to use a Key.
- The ways to other dimensions are locked thanks to the Hotel's energy.
- To achieve this, the client has to disturb the Hotel's mind by changing the memory of a main event related to the dimension. They have to follow those steps:
  - Gather objects related to the main event
  - Absorb the memories related to the event contained inside the objects
  - Use them together to get access to the memory of the main event
  - Interact with the event to change it
  - Absorb the event with the key
- By doing this, the Hotel is disturbed because it has two versions of a same memory.
- Then, the dimension doesn't have enough energy anymore to maintain the lock with the neighbor dimensions.

- The client just has to enter another dimension.
- The clients aren't able to reach their own dimension.
- To leave the Hotel, the client has to reach the very first one: Danny's dimension, in 1905. However, it is hidden by the Hotel, and only Danny is able to enter it.

A possible metaphor:

- The Hotel is a body
- The dimensions are its inside
- The enemies are the antibodies
- The clients are proteins the Hotel has to assimilate
- The clients with a Key are viruses spreading
- Once a dimension is corrupted, it slowly heals itself, recreating the antibodies and locking again the ways to the other dimensions.

## Clients' events

### Danny Hampton's life in the Hotel

Danny Hampton, the Hampton Hotel creator, is the first person to have been kidnapped by the Hotel. It created the first dimension, the 21st of September 1905. It's the Hotel heart.

Danny has been stuck in the dimensions since he has been kidnapped. He saw every client who has been kidnapped through the years, the Hotel stealing their memories and updating itself.

Spending years into the dimensions and seeing clients getting absorbed, he is able to say how long the new client will stand before being absorbed. He developed a playful mind, and started to interact with the new clients, sometime to help them, sometime to mislead them.

### Anna Kline's life in the Hotel

In 1924, Anna Kline was kidnapped and sent in the dimension of 1912. Despite the shock, she rationalized the situation and has been able to avoid the enemies. She lived the equivalent of 2 weeks in her dimension without being caught, before Danny Hampton appeared to her.

Noticing her ability to survive, he became curious about how the Hotel would defend itself and decided to help her to progress and scare the Hotel. He told Anna

some of the Hotel's secrets, including one of the most important: the Keys steal the memories.

From that moment, she took the decision to fight back. She prepared a plan during two weeks, to attract the Key holder and steal it from him. Even if she almost got absorbed during the operation, she succeeded and started her journey through the Hotel.

Danny Hampton never came to see her back. He observed her progression from far, amused. As for her, Anna experienced the powers of the Key, discovering her new possibilities. After a long time, she finally learnt many of the Hotel's secrets. She knows the existence of the different dimensions, forever frozen in a specific age, and how to get out of them. She even made a map of every dimension she went into, marking where they are connected and with which ones. She also gathered some information about the Hotel and how it works, making her guessing she had to go back in her dimension to get out of here.

Anna also understood that the phones still work, even if it is impossible to call the outside. By travelling through the dimensions, she discovered some from the future, including the one of 2007. Even if the dimensions are empty, they represent how the Hotel was at the moment of their creation. That's how Anna learnt to use the cell phones, and decided to bring some of them into the other dimensions, in order to contact a client who would be sent in one of them.

Unfortunately, while she was in the dimension of 1942, created during her wandering, she lost her Key. Associating her to a real danger, the Hotel succeeded in taking back the Key, abandoned the idea of absorbing her and let her stuck in her current dimension, alone.

When Ethan arrives in 1924, Danny decides to act again in the clients' life by giving him a Key and telling Anna about his presence in the Hotel.

Anna contacts Ethan and starts to guide him through the Hotel, giving him the objectives and sharing her theories. The first goals lead Ethan to understand they have to reach the very first dimension, but that they have to first find Danny in order to succeed.

Moreover, visiting Anna's dimension, Ethan realizes he knows her because she had an impact on History. Meaning she has been able to leave the Hotel, the reason why he decides to trust her.

Once he leaves the 1924 dimension, he continues to communicate with Anna thanks to the cell phones he finds in the other dimensions. However, because there is no charger, the communications are limited and must be short and useful.

## End of the game

During the 1924 dimension exploration, Ethan understands the impacts Anna will bring to the society, that she is supposed to succeed in leaving the Hotel. Shocked by this discovery, he tells Anna.

However, her wish to change the world and the society is strong. By telling her her future, she realizes the great things she has to accomplish and starts to hope again.

At the very end, when Ethan understands that only one of them can leave the Hotel because they've got only one Key, Anna decides to betray him and steals his Key, leaving him stuck in the Hotel, alone.