

# Escape and Horror Performance and Troubleshooting Guide - Make Better Decisions

Escape and Horror | Make Better Decisions | Asset ID GAME-19-09-04

**Player goal: compare two options before committing. Success means you can record more decisions with a stated reason.**

## How to use this download

This is a genre-level learning resource, so it works across original browser games that share escape and horror mechanics. Read one section, test it in a short session, and write down what happened. Keep the part that helped; change the part that did not.

| Planning field | Write or choose                                    |
|----------------|----------------------------------------------------|
| Category       | Escape and Horror                                  |
| Resource       | Performance and Troubleshooting Guide              |
| Player goal    | Make Better Decisions                              |
| Session length | Choose 10, 20 or 30 minutes                        |
| Baseline       | Record one normal attempt before changing anything |
| Review rule    | Change one variable, then compare like with like   |

## Category fundamentals

The useful starting point in Escape and Horror games is to search methodically, log clues and manage pressure without losing the route. These six fundamentals give your practice a clear order.

| # | Fundamental       | Player cue                  |
|---|-------------------|-----------------------------|
| 1 | Room scanning     | Notice it before acting     |
| 2 | Clue logging      | Practise it slowly          |
| 3 | Inventory testing | Name the cue                |
| 4 | Route memory      | Use it in one safe attempt  |
| 5 | Sound cues        | Record one result           |
| 6 | Pressure control  | Retest under light pressure |

## Before the first attempt

- Write the exact result you want from this session.
- Check the game's own rules and controls; this guide does not replace them.
- Pick one metric from page 3. More numbers are not automatically better.
- Name the safe option, the risky option and the information still missing.
- Stop the session while you can still describe what changed.

## Performance and Troubleshooting Guide

Troubleshoot with a controlled comparison. Record the current state first, change one setting, repeat the same scene and keep the change only when the evidence improves.

| Symptom                         | Possible area                       | Safe test                                                 | Decision                           |
|---------------------------------|-------------------------------------|-----------------------------------------------------------|------------------------------------|
| Input feels delayed             | Connection, load or input path      | Use a safe repeatable action offline if available         | Record before and after            |
| Frame motion feels uneven       | Device load or visual setting       | Lower one demanding option and replay the same section    | Keep only a clearer result         |
| Text or objects are hard to see | Scale, contrast or clutter          | Test built-in display and interface options               | Choose the readable setup          |
| Sound cue is missed             | Mix, device or environment          | Test one cue with competing audio reduced                 | Do not raise volume beyond comfort |
| Frequent wrong inputs           | Binding, reach or sensitivity       | Rebind one action and count errors                        | Prefer repeatability               |
| Progress did not save           | Save state, privacy or session exit | Use the game's own save indicator and repeat a small test | Keep proof of the result           |

### Record before asking for help

- Game page and exact time
- Device, browser and input method
- Steps that reproduce the issue
- What was expected and what happened
- Screenshot only if it contains no private information

## Escape and Horror Practice Lab

Pick one drill. Run a normal attempt first, then three focused attempts, then one normal attempt again. The final attempt shows whether the practice transferred back into play.

| # | Drill                                  | Skill tested      | Record                              | Result        |
|---|----------------------------------------|-------------------|-------------------------------------|---------------|
| 1 | Scan clockwise from the entrance       | Room scanning     | Rooms cleared                       | Result: _____ |
| 2 | Write every symbol once                | Clue logging      | Clues logged                        | Result: _____ |
| 3 | Pair each item with possible uses      | Inventory testing | Unused items                        | Result: _____ |
| 4 | Walk a safe route twice                | Route memory      | Route errors                        | Result: _____ |
| 5 | Play one section with sound cues noted | Sound cues        | Puzzles solved without random input | Result: _____ |
| 6 | Pause before a pressured choice        | Pressure control  | Rooms cleared                       | Result: _____ |

## Common traps and a cleaner response

| Trap                                      | Cleaner response                                        |
|-------------------------------------------|---------------------------------------------------------|
| Random clicking                           | Pause at the trigger and state the intended action.     |
| Forgetting where an item was found        | Return to one dependable input before rebuilding speed. |
| Using clues without recording them        | Use a fixed marker, route or rule for the next test.    |
| Running without a destination             | Compare the attempt with the same starting state.       |
| Letting one scare break the search method | End the run, write the cause and reset deliberately.    |

## Small signal dashboard

Choose one main signal for the week. A score can rise while decision quality gets worse, so keep one behaviour measure beside the result.

| Signal                              | Start           | Latest         | Decision             |
|-------------------------------------|-----------------|----------------|----------------------|
| Rooms cleared                       | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Clues logged                        | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Unused items                        | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Route errors                        | Baseline: _____ | Current: _____ | Keep / change: _____ |
| Puzzles solved without random input | Baseline: _____ | Current: _____ | Keep / change: _____ |

## Session Sheet for Make Better Decisions

Today's focus is to compare two options before committing. Name the safe option, the risky option and the information still missing.

| Session field      | Entry                                        |
|--------------------|----------------------------------------------|
| Player or initials | _____                                        |
| Date and game      | _____                                        |
| Input method       | Keyboard / touch / gamepad / other           |
| Session target     | _____                                        |
| Main signal        | Rooms cleared                                |
| Comfort check      | Visual / audio / motion / reach / break plan |

## Twenty-minute practice shape

| Time      | Action                                                             |
|-----------|--------------------------------------------------------------------|
| 0-2 min   | Warm up with familiar inputs. No score target.                     |
| 2-7 min   | Focused drill: Scan clockwise from the entrance.                   |
| 7-12 min  | Focused drill: Write every symbol once.                            |
| 12-17 min | Return to normal play and use the skill only when its cue appears. |
| 17-20 min | Record the result, one cause and the next test.                    |

## Attempt log

| Attempt | Outcome       | Observation        | Decision           |
|---------|---------------|--------------------|--------------------|
| 1       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 2       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 3       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 4       | Result: _____ | Cue noticed: _____ | Next change: _____ |
| 5       | Result: _____ | Cue noticed: _____ | Next change: _____ |

## Close the session

- What improved when I slowed down? \_\_\_\_\_
- Where did the first avoidable error begin? \_\_\_\_\_
- What setting or instruction should stay the same next time? \_\_\_\_\_
- Next session's single focus: \_\_\_\_\_

## Controls, Comfort and Accessibility Lab

A strong setup removes friction without playing the game for you. Record the current setup, change one option and replay the same short section before deciding what to keep.

| Area           | One option to test                         | Question after the replay                    |
|----------------|--------------------------------------------|----------------------------------------------|
| Visual clarity | Text size, contrast, effects or camera     | Can I read the next cue in time?             |
| Audio clarity  | Cue balance, captions or output device     | Can I identify the useful sound comfortably? |
| Input reach    | Binding, grip, gesture area or handedness  | Can I repeat the input without strain?       |
| Motion comfort | Camera speed, shake, blur or field of view | Can I track movement without discomfort?     |
| Session pace   | Pause points, reminders or break length    | Can I finish focused rather than fatigued?   |
| Interface load | Notifications, clutter or pointer size     | Is the objective easier to find?             |

## One-change comparison

| Test field             | Record                               |
|------------------------|--------------------------------------|
| Short test section     | _____                                |
| Original setting       | _____                                |
| Single change          | _____                                |
| Old result             | Rooms cleared: _____                 |
| New result             | Rooms cleared: _____                 |
| Comfort before / after | ___ / 5 ___ / 5                      |
| Decision               | Keep / revise / restore / test again |

## Stop-and-adjust signals

- Repeated wrong inputs after slowing down
- Text, targets or hazards remain hard to distinguish
- Headache, eye strain, dizziness, numbness or pain
- Audio is uncomfortable or masks the cue you need
- Frustration makes the next attempt less deliberate

## Escape and Horror Scenario Cards

Use these cards away from a live attempt first. Say what you notice, choose one action and name the evidence that would make you change course. There is rarely one universal answer; the value is in making the decision visible.

| # | Situation                                                          | First question          | Small response                              |
|---|--------------------------------------------------------------------|-------------------------|---------------------------------------------|
| 1 | The opening plan stops working earlier than expected.              | Check room scanning     | Use: scan clockwise from the entrance       |
| 2 | A tempting reward appears while the safe route is still available. | Check clue logging      | Use: write every symbol once                |
| 3 | One mistake has just broken the rhythm of the run.                 | Check inventory testing | Use: pair each item with possible uses      |
| 4 | The useful cue is visible, but the input keeps arriving late.      | Check route memory      | Use: walk a safe route twice                |
| 5 | The result improves once, then drops on the next two attempts.     | Check sound cues        | Use: play one section with sound cues noted |
| 6 | You have enough time for only one more focused attempt.            | Check pressure control  | Use: pause before a pressured choice        |

## Work one card fully

| Decision field       | Notes                                                |
|----------------------|------------------------------------------------------|
| Chosen card          | _____                                                |
| What is known        | _____                                                |
| What is assumed      | _____                                                |
| Safe option          | _____                                                |
| Higher-risk option   | _____                                                |
| My choice and reason | _____                                                |
| Evidence to watch    | Clues logged: _____                                  |
| Goal connection      | This helps me compare two options before committing. |

## Debrief

- What did I notice early enough? \_\_\_\_\_
- Which assumption was wrong? \_\_\_\_\_
- Did the result come from the decision or the input? \_\_\_\_\_
- What would make the safer option too passive? \_\_\_\_\_

## Seven-Session Evidence Tracker

Use the same main signal for all seven sessions. The purpose is to see whether work on make better decisions transfers into normal play, not to manufacture a perfect upward line.

| Session | Focus             | Signal                              | Result | One useful note |
|---------|-------------------|-------------------------------------|--------|-----------------|
| 1       | Room scanning     | Rooms cleared                       | _____  | _____           |
| 2       | Clue logging      | Clues logged                        | _____  | _____           |
| 3       | Inventory testing | Unused items                        | _____  | _____           |
| 4       | Route memory      | Route errors                        | _____  | _____           |
| 5       | Sound cues        | Puzzles solved without random input | _____  | _____           |
| 6       | Pressure control  | Rooms cleared                       | _____  | _____           |
| 7       | Room scanning     | Clues logged                        | _____  | _____           |

## Compare the pattern

| Review                 | Value | Context                      |
|------------------------|-------|------------------------------|
| Baseline result        | _____ | Conditions: _____            |
| Typical result         | _____ | Based on sessions: _____     |
| Best repeatable result | _____ | Repeated how often? _____    |
| Largest drop           | _____ | Likely trigger: _____        |
| Comfort pattern        | _____ | Break or setup change: _____ |

## Evidence-based decision

- Keep: the routine that produced a repeatable gain.
- Change: the smallest cause linked to the repeated error.
- Pause: a metric that adds logging but no useful decision.
- Next target: one behaviour and one result for the next seven sessions.

## Personal Playbook and Next-Step Plan

Finish by turning your notes into a short playbook you can actually remember. Write actions in your own words and keep only the cues that changed a decision or result.

| Moment        | My rule                                                            |
|---------------|--------------------------------------------------------------------|
| Before play   | I will check the objective, comfort and room scanning.             |
| Opening cue   | When I notice _____, I will test clue logging.                     |
| Pressure rule | When the plan breaks, I will _____.                                |
| Recovery rule | After an error, I will use play one section with sound cues noted. |
| Risk rule     | I will take the higher-risk option only when _____.                |
| Stop rule     | I will pause or finish when _____.                                 |
| Review rule   | I will record rooms cleared and one cause.                         |

## Two-week continuation plan

| Session   | Practice                               | Purpose                       |
|-----------|----------------------------------------|-------------------------------|
| Session 1 | Scan clockwise from the entrance       | Set a clean baseline          |
| Session 2 | Write every symbol once                | Repeat one visible cue        |
| Session 3 | Pair each item with possible uses      | Apply under light pressure    |
| Session 4 | Walk a safe route twice                | Retest the weak section       |
| Session 5 | Play one section with sound cues noted | Check transfer to normal play |
| Session 6 | Pause before a pressured choice        | Review: Make Better Decisions |

### Completion review

- I can now record more decisions with a stated reason: yes / partly / not yet
- The clearest evidence is: \_\_\_\_\_
- The most useful page in this workbook was: \_\_\_\_\_
- My next small target is: \_\_\_\_\_

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