

Arc 1

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Arc 1 Seq 1 | Lockdown

Narrative Purpose

Transition from the prologue's catastrophe to active survival.

- Establish tone: silence → chaos → tense alliance.
- Clarify short-term objective: get out of the shop and reach the docked hauler.
- Deepen the cultist's mystery while making him a temporary ally.
- Teach the player environmental interaction under pressure (doors, breakers, emergency locks).

Narrative Breakdown

Beat 1 | Impact and Recovery

The player regains control on the floor amid sparking lights and muffled alarms, slowly recovering orientation as systems flicker back online.

- **Camera:** Ground-level, free camera control as the player comes to.
- **Audio:** Low rumble under debris settling; muffled alarms. The emergency klaxon gradually rises.
- **Environmental Cues:** Emergency red wash lighting flickers erratically; grit and metallic dust fill the air.
- **Objective / Task:** Reorient and assess surroundings after the blast.
- **Player Feedback:** Heavy ear-ringing filter fades as balance returns.

Actions:

- Visual and auditory cues guide the player's attention toward possible exits.

Dialogue:

“ **Cultist** (*breathing heavily*) "What—what in the hell was that? The station just—"

Cultist (*He looks toward the sealed storefront window, then back*) "I need to move. I can't stay here."

Cultist (*transactionally*) "If you can get us out of here, I have a ship in the hangar."

Triggers:

- Player regains input control.
- Next beat unlocks once player takes a few steps.

Notes:

- This exchange grounds both characters in confusion and realism.
- No exposition dump, just shared survival urgency.

Beat 2 | Manual Lockdown Mini-Game

Mini-Puzzle: The player improvises an emergency power reroute to unseal the storefront gate while the cultist anxiously watches the collapsing corridor.

- **Camera:** Full Control.
- **Audio:** Emergency siren echoes; flickering lights buzz. Each successful input restores a short burst of power. Distant groans of stressed metal underscore urgency.
- **Environmental Cues:** Terminal sparks intermittently; indicator lights shift from red → amber → green as power stabilizes. Air tremors with each failed input or delay.
- **Objective / Task:** Restore emergency control and lift the emergency shutters.
- **Player Feedback:** Increasing tremor and audio distortion if the player stalls too long; visual flicker calms on success.

Actions:

- Mini-Game: [Arc 1 Seq 1 | Mini-Game](#)

Notes:

- Introduces environmental interaction under pressure without breaking flow.
 - Dialogue emphasis on mutual dependency: cultist urges the player but offers no actual mechanical help.
 - Keep rhythm of interaction fast — each switch flip and breaker pull feels like buying seconds of survival.
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Beat 3 | Mechanical Success

The lockdown clears with grinding metal and vibration as the shutters partially lift, granting the first view beyond the confined storefront.

- **Camera:** Full Control.
- **Audio:** Heavy vibration and motor grind as the steel shutters lift. Faint emergency voice repeats over the loudspeaker: "Containment protocol active. Sections C through H sealed. Await instruction."
- **Environmental Cues:** Corridor lighting floods in, flashing yellow strobes through drifting particulates.
- **Objective / Task:** Objective marker set: "Reach Dock 3A."
- **Player Feedback:** Player regains full motion control; objective marker appears: "Reach Dock 3A."

Actions:

- Cultist moves first, scanning the hall.

Dialogue:

“**Cultist** (*Cultist gestures to follow*) "My ship's in the hangar 3A."

Triggers:

- Beat completion triggers Title Reveal cinematic.

Notes:

- Marks clear transition from contained panic to action forward momentum.
- Opportunity for brief performance pause before cinematic begins.

Narrative Intent

This scene frames **the forced partnership** — player and cultist bound by circumstance but driven by different motives.

- The **cultist's dialogue** should mix rational fear with quiet reverence, hinting that he *understands more* about what's happening but can't admit it yet.
- The **player's role** remains grounded — focused on procedures, solving tangible problems.

- The tonal contrast between pragmatism (player) and fervent secrecy (cultist) is the emotional lever for the first act.

Seq End Hook | Title Reveal

Tone Reference: Think of it as an *“inverse establishing shot”* — instead of beginning wide then narrowing to the personal, you start intimate and pull out to cosmic, reinforcing that the player’s small crisis sits within something incomprehensibly larger.

Cinematic Transition

1. Loss of Control

- As the player passes the threshold, camera subtly detaches from first-person perspective and begins to ascend.
- Player input fades; audio slows into low atmospheric reverb.
- The Cultist still moving below, calling out briefly (*“Come on—stay with me!”*) before his voice is drowned out by the rising hum.

2. Camera Escalation

- The view tilts upward through breached decking and tangled conduit.
- You **clip seamlessly through the station hull**, transitioning from red interior light to stark exterior contrast.
- The framing reveals the **catastrophic scope** of the explosion: shattered modules tumbling in slow drift, shards reflecting harsh sunlight, coolant and plasma venting into vacuum.
- Station debris rotates gracefully, casting long shadows across the curvature of the ring.

3. Title Reveal

- As particles drift past the camera, the **sun flares** — lens edge bloom silhouettes the wreckage.
- **Game title fades up in white or pale ochre**, static-flickered edges matching the station’s emergency lighting rhythm.
- **Hold for two beats** — long enough for the player to absorb silence and scope.
- Distant comm chatter fades in under the hum, hinting that life still persists somewhere.

4. Return to Player

- Fade-to-black for a half-second.
- Cross-fade back to first-person view following directly behind the Cultist as he moves down the corridor.
- Audio re-normalizes to enclosed acoustics; UI reappears.
- **Objective text materializes mid-screen:**
“Reach Dock 3A. Assist survivor to escape craft.”

5. Start Next Seq

- [Arc 1 Seq 2 Beat 1 | The Hangar Bay](#)

Arc 1 Seq 1 | Mini-Game

The smoke-filled bodega is sealed tight by heavy blast shutters that slammed down during the explosion to protect against atmosphere loss and flying debris. High on the top-left wall sits the industrial retraction gear motor and gearbox, clearly visible as part of the structural framework. A thick yellow power line runs from it down to a junction box, then a green cable snakes along the wall to the back breaker box, which is faintly sparking in the emergency strobes. The shop terminal sits dark and lifeless amid scattered shelves from the prologue restocking chaos.

The Player regains control on the debris-strewn floor amid sparking emergency lights and muffled alarms, slowly recovering orientation as systems flicker erratically.

- Total blackout except faint emergency strobes
- Blast shutters fully sealed, motor stalled and silent
- Cables dead and unpowered along their visible path
- Breaker box at the end of the green cable sparking faintly
- Terminal completely dark, no power

Dialogue:

“ **Cultist** (*breathing heavily*) "What—what in the hell was that? The station just—"

Actions:

- Visual and auditory cues (sparks along the green cable, stalled motor hum) guide the player to trace the power path.
- Player pries open the back-wall breaker box door and flips the tripped breakers (levers visibly down) back to the ON position.

Dialogue:

“ **Cultist** (*He looks toward the sealed storefront shutters, then back*) "I need to move. I can't stay here."

Actions:

- Breaker reset triggers a satisfying *thunk-thunk* power surge: lights snap back to a steady amber wash across the bodega, terminal sparks settle and fully boot up displaying "**LOCKDOWN**" in stark white letters on red background. Pressure gauges on the wall

twitch but remain pinned in the red.

- Player approaches the now-active terminal and clicks the **LOGIN** button—credentials auto-fill as clerk protocol from the prologue routine.
- This loads the familiar bodega dashboard interface: player navigates past the everyday **REGISTER** and **ORDERING** tabs to reach **ADMINISTRATION** at the end.
- **Lockdown notice** screen appears: "*You are currently in lockdown mode. You cannot perform administrative tasks.*" with buttons **LIFT LOCKDOWN** and **CANCEL**.
 - **CANCEL** returns to main dashboard.
 - **LIFT LOCKDOWN** opens admin panel—most icons greyed out, but **SHUTTER INTEGRATION** remains active and clickable.
- Player selects **SHUTTER INTEGRATION**; motors in the top-left gearbox whirr to life, yellow power line pulses, and shutters begin grinding upward.

Dialogue:

“ **Cultist** (*transactionally*) "If you can get us out of here, I have a ship in the hangar."

Actions:

- The shutters jerk halfway open, flooding the front of the bodega with flickering yellow strobes and a swirl of dust from the wrecked corridor beyond. The motor sputters, throwing sparks before coughing out a thin ribbon of smoke and dying. Objective marker sets: "Exit Bodega."
- Cultist moves first, scanning the revealed hallway ahead. Beat completion triggers Title Reveal cinematic.

Arc 1 Seq 2 | The Hangar Bay

Narrative Purpose

Transition from containment to exploration

- **Emotional tone:** Strained hope under collapse — brittle calm edging toward panic.
- **Immediate goals:** Reach the Cultist's docked hauler and escape the station.
- **Mechanical purpose:** Introduce the station's computer operations — teaching interface navigation, ID-based authorization, and problem-solving through observation and logic. Player choices reflect understanding of system behavior and reinforce agency during crisis.

Narrative Breakdown

Beat 1 | Approach to Docking Bay

The player moves through a damaged corridor toward the primary docking control door, environment still unstable from the previous section.

- **Camera:** Full Control.
- **Audio:** Air circulation irregular, distant metallic groans, radio static leaking through emergency PA.
- **Environmental Cues:** Bulkhead in lockdown
- **Objective / Task:** Reach the primary docking control door.
- **Player Feedback:** Subtle visual shake as residual quakes pass.

Actions:

- Cultist follows or leads depending on the player's pace.

Dialogue:

“ **Cultist:** "We're close. If we can reach my ship—" *(pause as lights flicker)* "—then maybe... maybe this isn't the end."

Triggers:

- None.

Notes:

- Establishes calmer pacing after previous chaos, maintaining unease through ambient instability.
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Beat 2 | Sealed Access

The player approaches the heavy bay door and examines the control terminal, learning to assess environmental factors when stuck.

- **Camera:** Player camera steadies on the sealed bay door and its built-in control terminal then frees.
- **Audio:** Hydraulic hiss loop; proximity alarm beeping.
- **Environmental Cues:** Red lock indicators pulsing.
- **Objective / Task:** Inspect terminal and discover bay lockdown status.
- **Player Feedback:** Holographic interface flickers with warning icons — "Section E: Internal Lockdown Engaged."

Actions:

- Gameplay subtly teaches investigation through observation before interaction.

Dialogue:

“ **Cultist:** "Why isn't it opening? The docking pass should clear me."

Beat 3 | System Override: Learning the Interface

The player uses their station ID to interface with the locked hanger terminal, learning how the station's computer system works.

- **Camera:** Full Control.
- **Audio:** Deep electrical hum; faint relay clicks under the hum as power reroutes; UI beeps modulate in pitch with user input.
- **Environmental Cues:** Console displays a fractured, flickering login prompt — * "Access Domain: Restricted / Override possible via registered ID. "* Nearby lights flutter in sync as the system authenticates the player's signal tag.

- **Objective / Task:** Use the terminal with your station ID to bypass the lockdown and re-establish local hangar access.
- **Player Feedback:** Holographic display stabilizes as authentication completes — * "User recognized: minimal level for emergency override. "* Menu expands to reveal nested controls: **Hangar Door Access, Power Routing, Environmental Status** all provide access denied.

Actions:

- Player navigates through layered menus, experimenting to learn how the station's system architecture links safety protocols.
- The interface reacts dynamically: incorrect paths gray out; successful inputs ripple outward like energy fluxes through the UI grid.
- Cultist remains close, pacing — occasionally leaning in as systems respond.

Dialogue:

“ **Cultist:** "That's your ID tag lighting it up, isn't it? Good override is working..."

Cultist: *(pause as console unlocks)* "Guess that makes you emergency services now."

Triggers:

- "Station System Familiarity " variable established — determines how future terminals or subsystems respond.
- Optional data entry node unlocked revealing faint hints of system architecture (encourages exploration).

Notes:

- Reframes the decision point from danger management to cognitive mastery — the player stabilizes situation through authority and logic.
- Subtextually conveys that the station's emergency access policy enables survival but also exposes vulnerabilities in its infrastructure.
- Builds player confidence and shifts narrative leadership dynamic firmly toward them.
- Functionally introduces the terminal UI tutorial within the story's logic.

Beat 4 | Entry and Light Cutscene

Upon successful **Emergency Station ID Access**, the docking bay doors unlock with a deep mechanical groan followed by the slow re-pressurization hiss. The atmosphere steadies, lights shifting from warning red to a fatigued amber as the system restores partial power. The moment

shifts from tight focus to fragile relief as the player and Cultist glimpse the Hauler waiting in the dim light.

- **Camera:** Scripted walk sequence through the cycling door; minor gravity fluctuations momentarily lighten footsteps.
- **Audio:** Hydraulic pumps humming; residual air whirling through vents; faint chime from the terminal acknowledging * "Access Granted: Emergency Station ID Authorization. "*
- **Environmental Cues:** The bay is battered but sealed — scaffolding bent, tool racks overturned, loose cables sparking intermittently. The Hauler rests upright in its docking clamps, exterior scored but intact.
- **Objective / Task:** None.
- **Player Feedback:** Control fades as both characters step onto the deck; terminal glow fades behind them, confirmation tag lingering — * "Priority Override Logged. "*

Actions:

- Player auto-walks alongside Cultist as the heavy door seals shut behind them.
- Camera transitions to a wider cinematic frame, following their silhouettes crossing the dimly lit bay toward the Hauler.
- Subtle lighting shift as emergency LEDs pulse back to life, painting the machinery in flickering orange tones.

Dialogue:

“ **Cultist:** "That override... whatever it was — it worked. She's still here, waiting for us."

Triggers:

- Transitions to [Arc1 Seq 3 Beat 1 | The Hauler](#).

Notes:

- Reflects logical continuity with prior beats — bay remains damaged but pressurized, no hull breach.
- Acknowledges the *Emergency Station ID Access* within environmental storytelling and audio.
- Provides tonal resolution — relief earned through intellect, not brute survival.
- Reinforces the player's new role as informed survivor guiding both systems and companion.

Narrative Intent

This scene converts **panic into procedural tension**: the player assumes the leadership mantle as the systems-competent survivor.

- Deepens emotional inequality — the Cultist's façade cracks, exposing vulnerability beneath desperation.
- Builds systems literacy as core survival skill — computer operations become both tool and test of competence.

Arc 1 Seq 3 | The Hauler

Narrative Purpose

Shift from external crisis to interior tension and helplessness.

- **Emotional tone:** Exhausted, claustrophobic stillness punctuated by frustration and faint hope.
- **Immediate goal:** Assess the hauler's status and decide next steps after discovering the gate failure.
- **Mechanical purpose:** Introduce cockpit environment interaction, enforce narrative control via limited action, and open first genuine player choice branch (rescue vs. broader survival aim).

Narrative Breakdown

Beat 1 | Boarding and Command

The hangar cinematic continues seamlessly as the player and Cultist board the hauler. The moment narrows from wider station to a suffocating, confined space where control fades into observation.

- **Camera:** Scripted sequence — external shot follows ascent up the ramp, transitioning to first-person once seated. Player regains head-look only (no movement or translation).
- **Audio:** Pressure seals hiss shut; distant hull pops punctuate silence; faint life-support tone stabilizes.
- **Environmental Cues:** Cockpit lit by dim amber strips tracing control banks.
- **Objective / Task:** Automatically sit in the navigator's chair as part of cinematic.
- **Player Feedback:** Limited head-look resumes; UI fades in softly once the ship stabilizes.

Actions:

- Cultist leads up ramp and into cockpit during continuous shot.
- Seat restraint engages automatically as camera locks to seated perspective.
- Light interplay suggests systems beginning to recover power.

Dialogue:



Cultist: "Sit there. Don't touch anything."

Cultist: (*He fumbles at controls, muttering*) "Come on... come on..."

Triggers:

- Control limited to head-look view after seating.
- Cockpit systems power cycle ready.

Notes:

- Full cinematic control reinforces claustrophobic framing and loss of agency.
- Reintroduces limited control gradually to reestablish tension and attention focus.

Beat 2 | System Failure

Moments after boarding, flickering systems reveal the hauler's life. The cockpit falls into cold silence as control remains limited and options narrow.

- **Camera:** Seated perspective; limited to head-look only.
- **Audio:** Rising electric error tones each time Cultist toggles switches.
- **Environmental Cues:** Dash lights sputter amber-to-black; gate alignment monitor reads "SIGNAL LOST / MIN POWER."
- **Objective / Task:** Observe or attempt manual input.
- **Player Feedback:** None

Actions:

- Cultist works frantically through control toggles.
- Player may test minor console inputs; gate status.

Option A - Player touched Console

Dialogue:

“ **Cultist** (*snaps*): "I said *don't*—... whatever. It's dead anyway. We'll need the Commander unless you can force it open?"

(*a few breaths*)

Cultist (*defeated*): "Of course not, you're just a bodega clerk"

Option B - Player did not touch Console

Dialogue:

“ **Cultist (slumping):** "Gate looks dark. Hangar doors are locked. And I doubt you can open them? No, we need the Commander's access I'm sure."

Triggers:

- None.

Notes:

- Establishes quiet collapse following futile motion.
- Defeat replaces urgency — Command reference sets up next narrative fork ("Commander" path).
- Sustained low light and minimal player agency enforce trapped tension.

Beat 3 | Hopeless Silence

Everything stops. The player and Cultist sit motionless in the dark, the ship reduced to breath and drifting dust as realization sinks in.

- **Camera:** Seated perspective; limited to head-look only.
- **Audio:** Ship's hum fades completely, leaving only ambient breathing and room tone.
- **Environmental Cues:** Cold viewport light; suspended particles drift slowly.
- **Objective / Task:** None — serves as an unbroken pause for emotional absorption.
- **Player Feedback:** Subtle idle animations show Cultist slumping forward, hands covering face.

Actions:

- No interactive prompts or functional systems.
- Camera remains unlocked to allow quiet observation.

Dialogue:

“ *(Silence — optional ambient breaths/sub-vocal mutters only.)* ”

Triggers:

- After timed duration (\approx 6 seconds), next beat auto-initiates.

Notes:

- Creates emotional stillness — the first moment of enforced reflection.
 - Encourages empathy and immersion through constrained agency and minimal sound.
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Beat 4 | TeleTalk Reactivation

A faint spark at the player's ear and HUD flicker signal the return of external contact — a fragile thread of normalcy cutting through the void.

- **Camera:** Seated perspective; limited to head-look only.
- **Audio:** Digital crackle fades up, followed by a human voice slicing through static.
- **Environmental Cues:** Communication icon pulses in the upper HUD; faint back-reflection glimmers across the console glass.
- **Objective / Task:** Engage or ignore the incoming call.
- **Player Feedback:** Dialogue icon active; text/voice options appear — "Respond" / "Ignore."

Actions:

- Player may choose to answer or decline TeleTalk prompt.
- Cultist visibly reacts once line activates.
- Choice logged for branching dialogue weight.

Dialogue:

“ **Technician [via TeleTalk]:** "Is anyone—oh thank god, you picked up! I think I'm sealed in the breakroom.... What's happening out there? You're literally the *last* on my contact list, no offense, but I can't get anyone on the network."

Cultist (reaction): "Now? Really? Turn that thing off — we need to think!"

Triggers:

- Player choice: Respond / Ignore → sets communication state variable.
- Response branch loads the next beat's dialogue context.

Notes:

- Injects tonal contrast: her anxious brightness vs. his weary control.
 - First external voice since crisis reinforces isolation while expanding world context.
 - Begins interpersonal tension triangle: Player ↔ Cultist ↔ Technician.
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Beat 5 | Decision Vector

The renewed communication forces an immediate choice — compassion, pragmatism, or paralysis. The confined cockpit becomes the crossroads for the next narrative path.

- **Camera:** Seated perspective; limited head-look.
 - **Audio:** Steady dialogue.
 - **Environmental Cues:** none
 - **Objective / Task:** Decide next course of action through dialogue interface.
 - **Player Feedback:** none
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Option A – Help the Technician

- **Gameplay:** Sets new navigation objective toward engineering section.
 - **Cultist Response:** Visible frustration; protests but eventually follows discreetly.
 - **Transition:** [Arc 2 Seq 1 Beat 1 | Rescue & Regroup](#)
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Option B – Ignore the Technician / Seek Command Deck

- **Gameplay:** Updates objective to locate station command deck.
 - **Cultist Response:** Approving nod, terse and focused.
 - **Transition:** [Arc 3 Seq 1 Beat 2 | Bridge Lockout](#)
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Triggers:

- None.

Notes:

- Closes the cockpit sequence with clear player-authored direction.
- Reinforces tone of isolation, consequence, and constrained autonomy.

Narrative Intent

This confined sequence punctuates the opening action with stillness and decision.

- Shows **Cultist's unraveling** and inversion of authority—he's revealed as untrained, frightened, almost childlike in defeat.
- Reintroduces **human connection** through the Technician, a voice of optimism from earlier life aboard the station.
- Presents the game's first **meaningful moral and strategic choice**, articulating core themes: responsibility versus survival, empathy versus pragmatism.