

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.

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