

# Arc 3 Seq 2 | Network Diagnostics

## Narrative Purpose

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Player assumes sysadmin role through decaying corridors, tracing color-coded trunks under Commander radio direction. Escalates from procedural competence to cosmic disorientation.

- Emotional tone: Focused competence → creeping aberration.
- Immediate goal: Restore network via junction diagnostics.
- Mechanical purpose: Spectral selector tutorial + wire-matching progression with escalating interference.

## Narrative Breakdown

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### Beat 1 | Alpha Junction

Player grabs spectral selector and traces the alpha trunk, reaching junction control room. Commander delivers first wire directive.

- **Camera:** Full Control.
- **Audio:** Radio check-ins punctuate; steady corridor hum.
- **Environmental Cues:** Alpha terminal pulses on sysop approach
- **Objective / Task:** Trace Alpha trunk → run diagnostics at endpoint.
- **Player Feedback:** "Trace Alpha Junction".

#### Actions:

- Equip spectral selector (passive HUD overlay: cycle ).
- Follow blue moldings through corridor vignettes (20s traversal).
- Interact with Alpha terminal for wire matching.

#### Dialogue:



**Commander** (*radio, clear*) "Alpha endpoint—Blue wire to Green column, White to Black. Report when live."

### Triggers:

- Correct wiring → terminal glows steady; Commander confirms: "*Alpha live. Beta trunk next.*"
- Beta marker appears.

### Notes:

- Tutorial beat: Simple directed matching, no interference. Establishes radio rhythm.

## Beat 2 | Beta Junction

Player reaches red trunk endpoint; Cultist assists amid first color aberrations. Commander splits tasks, sending Cultist to parallel test.

- **Camera:** Full control.
- **Audio:** Radio check-ins; Cultist nearby commentary; subtle hum increase.
- **Environmental Cues:** Beta terminal flickers; single white reference row blinks interference color.
- **Objective / Task:** Run Beta diagnostics (subtract white reference row).
- **Player Feedback:** "Trace Beta Junction".

### Actions:

- Cycle selector to red mode → trace distorted path.
- Match wires per Commander directive amid player-only color shift.
- Cultist provides guidance based on SocialCapital.

### Dialogue:

“**Commander** (*radio*) "Beta—Blue to Green, Red to Black, White to Green column. Reference clean."

## Branch A – SocialCapital Present

### Dialogue:

**Cultist** (*helpful, direct*) "Rough with colors? We all have our falings. Second from right, third from left..."

- **Result:** Streamlined guidance reinforces team rapport.

## Branch B – SocialCapital Absent

### Dialogue:

“ **Cultist** (*snide, positional*) "Color blind, eh? Blind in this world too... very well. Second from right, third from left..."

- **Result:** Frustrated precision highlights player isolation.

### Dialogue:

“ **Commander:** "Need Cultist on parallel test. Clerk, Gamma solo."

### Triggers:

- Cultist splits off; Gamma marker appears.

### Notes:

- Branches show SocialCapital tone divergence without mechanical branching.
- Cultist always sees correct colors, gives positional help when unhelpful.
- First interference teaches subtraction logic via player-only aberration.

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## Beat 3 | Gamma Junction

Solo endpoint amid maximum aberration—white reference row shifts every 30s.

- **Camera:** Full Control.
- **Audio:** Radio static heavy; whale-song undertone builds; accelerating hum.
- **Environmental Cues:** Gamma terminal pulses erratically
- **Objective / Task:** Match final trunk amid shifting interference.
- **Player Feedback:** "Trace Gamma Junction".

### Actions:

- Cycle to green mode → trace final flickering path.
- Solve shifting panel (white reference row cycles subtraction patterns).

### Dialogue:

“ **Commander** (*radio, distorted*) "Gamma... cutting out. Finish the patch—"

### Notes:

- 30s color shift prevents brute force; demands QCD subtraction mastery.
- Vision = first physics-break moment; no explanation.

## Beat 4 | Network Restored

Commander's voice crackles over junction intercom, grounding disorientation into competence validation.

- **Camera:** Full control, lingering haze (chromatic aberration fades).
- **Audio:** Whale-song cut by intercom static; Commander's relieved tone.
- **Environmental Cues:** All panels glow steady; corridor lights normalize; Cultist absent (parallel testing).
- **Objective / Task:** None.
- **Player Feedback:** HUD: "Network Partial Restore"; "Return to Command" marker pings.

### Actions:

- Vision auto-ends on Commander's voice.
- Full control returns; Command marker active.

### Dialogue (Auto-Sequence):

“ **Commander** (*junction intercom*) "Hey, kid—you there? Need help? Network's up... or what we can get. Good work. Return to Command—you're useful."  
(*comms cut*)

## Branch A – Arc 2 Incomplete

- **Transition:** [Arc 3 Seq 3 | Epilogue A](#)

## Branch B – Arc 2 Complete

- **Transition:** [Arc 3 Seq 3 | Epilogue B](#)

# Narrative Intent

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- Player transforms from "bodega clerk" to indispensable sysop through escalating competence display.
  - Cultist's Beat 2 assist reinforces fragile duo (SocialCapital payoff).
  - Commander's validation cements volun-told status while unanswered cosmic dread lingers.
  - Reinforces isolation theme: "no one else is coming."
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