

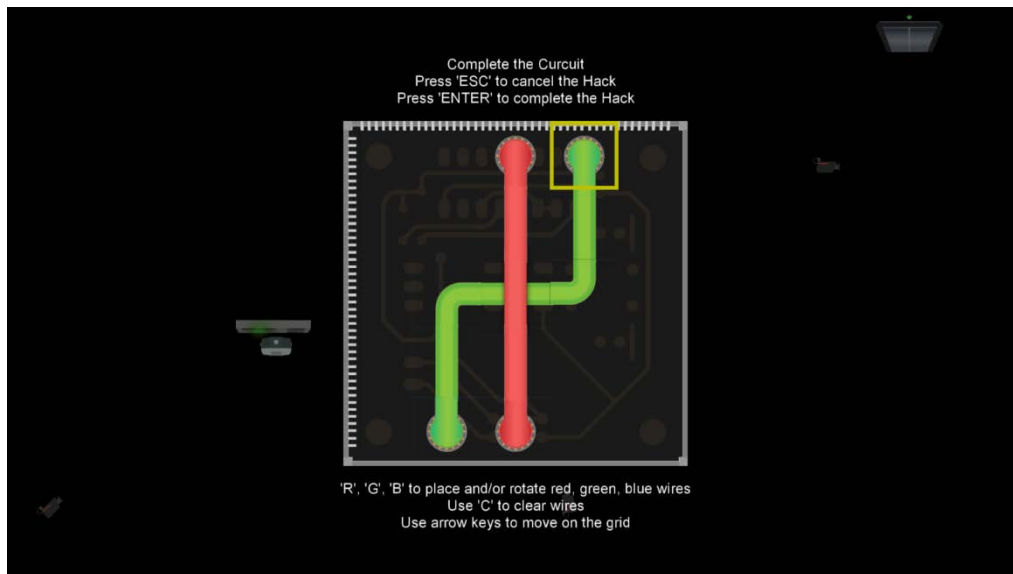
# Walkthrough

## L1 R1

Walk in straight line to the door and press "E" to enter.

## L1 R2

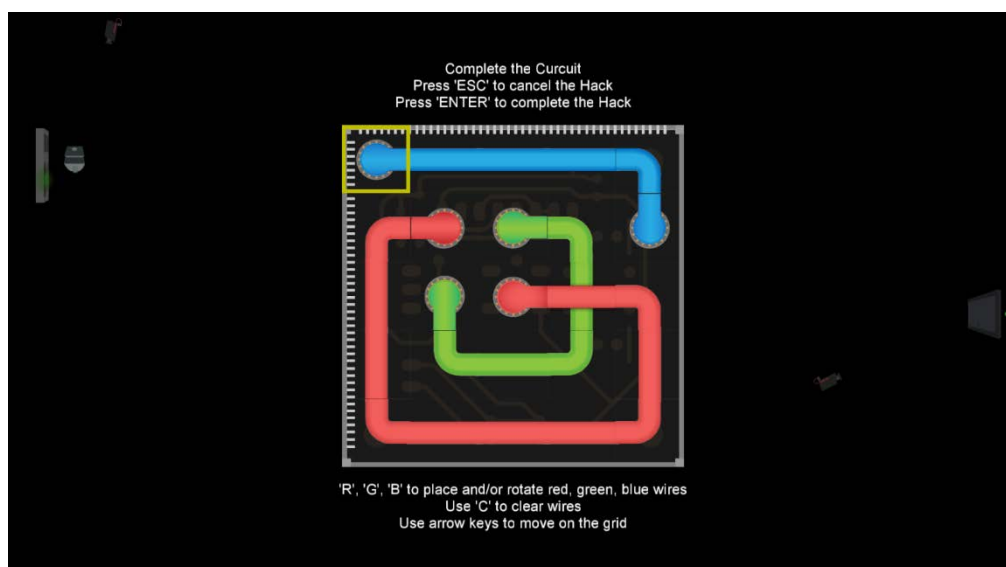
Solve the hacking puzzle on the wall right on top of where Garb first comes out to unlock the guard's camera:



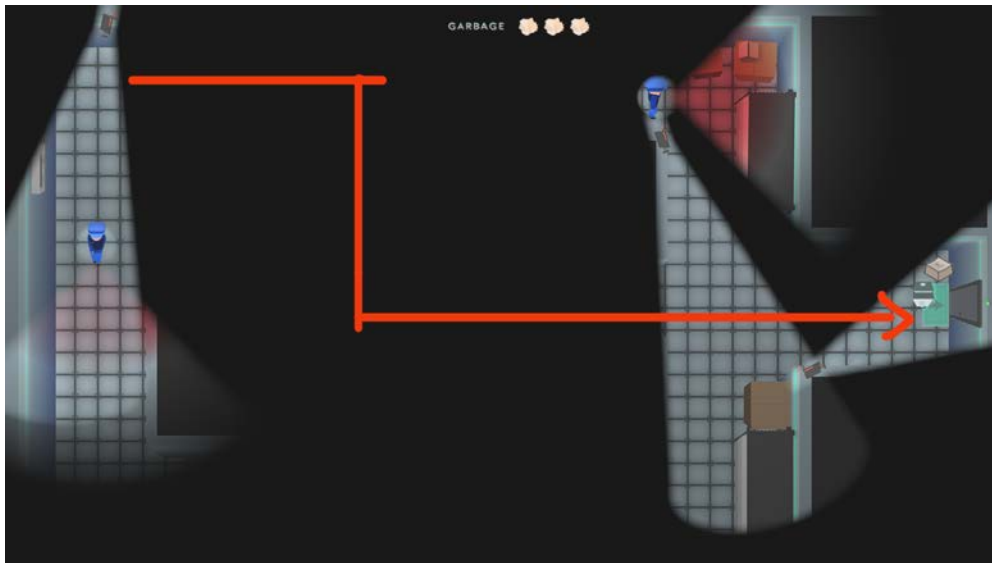
Once the camera is unlocked, go to the top of the room near the door and wait until the guard walks down, then enter the elevator.

## L2 R1

- Solve the hacking puzzle near the wall where Garb comes out to unlock guards' vision:



Once their vision is unlocked, you can see the hallway in the middle of the room going through the block. Follow the center hallway all the way up to the door and enter.

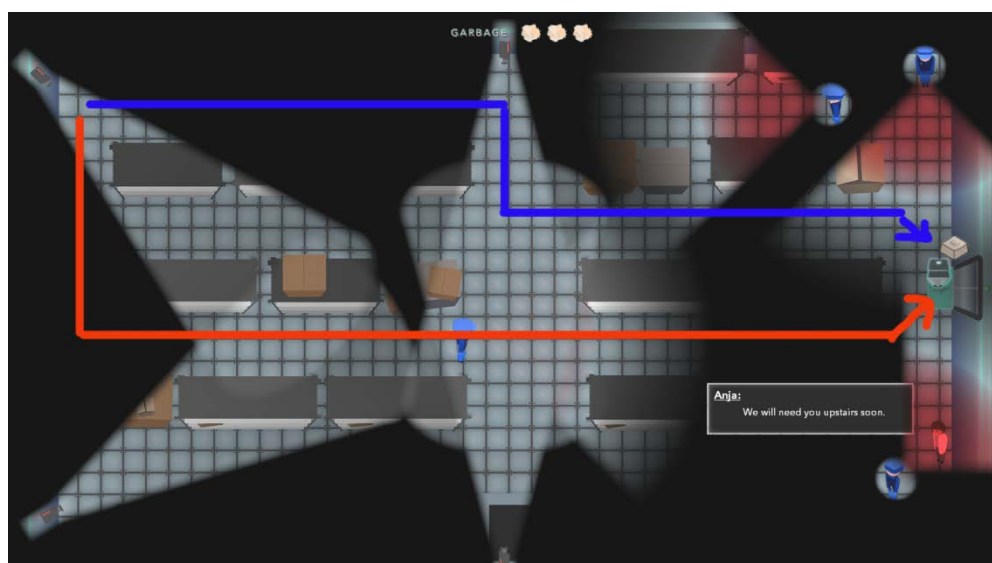


## L2 R2

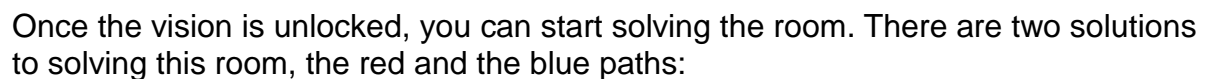
There are many possible ways to solve this room, but the following paths (red and blue) are the primary solutions:

- For the blue path, wait until both guards walk down to about center of the hallway and then go through the path to the elevator.

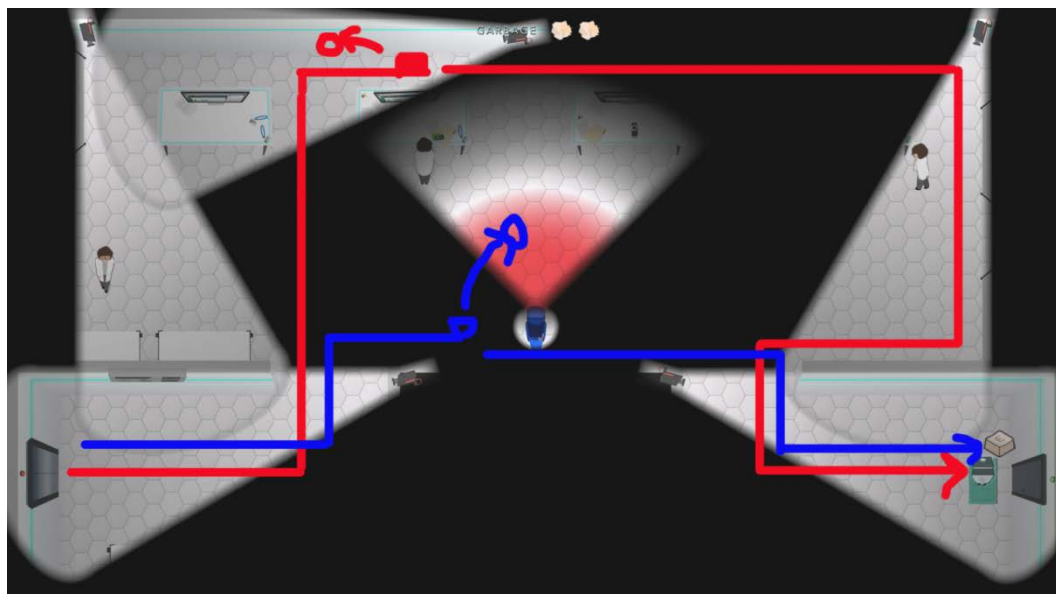
- For the red path, wait until one guard walks down and turns to the left second row from the top, and another guard to walk all the way down and turns to the right last row, then follow the path to the elevator. Feel free to explore other possible paths.



Solve the hacking puzzle on the wall right above where Garb comes out to unlock the guard's vision using this solution:



- For the red path, walk to the red square and stop, and throw the garbage to the left to distract the researcher below the table. Once the researcher is distracted, follow the path to the door. Be careful to not get caught by another researcher walking around the area by stopping at appropriate times when "?" pops up.



## L2 R2

This is the level where the first in-game cutscene occurs. When you try to walk toward the door, you will get caught either by Dave or Sunny (janitor). After their dialogues, the cutscene will begin.

### Dave's Office

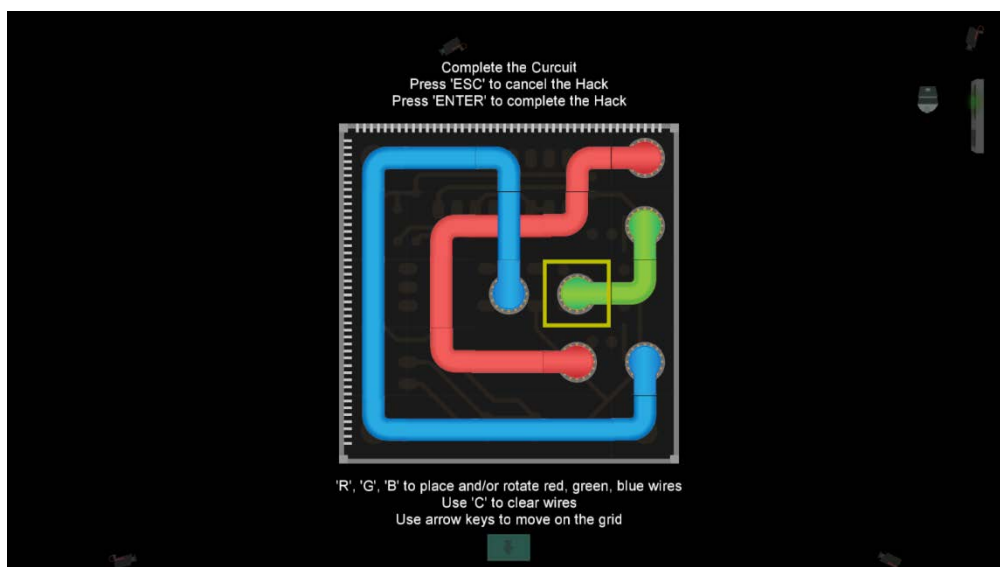
In-game cutscene. No game play here.

## L2 R2 (cont.)

Wait until Dave walks out, talks to Sunny and takes him to the left side of the room and then enter the elevator.

## L3 R1

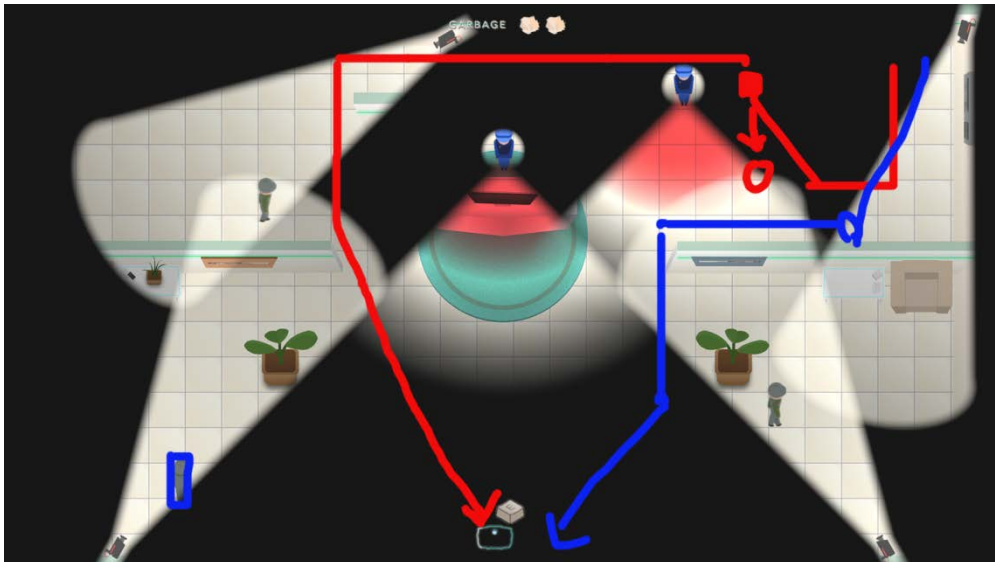
Solve the hacking puzzle on the side of the wall to unlock guard's vision using the following solution.



Once the guard's vision is unlocked, you can begin solving the room. There are two primary paths, the red and the blue:

- For the red path, walk very near the guard (stop at the red square) and throw a garbage into the guard's vision to distract them. Once they walk toward the garbage, follow the red path toward the door. Before turning the first corner, stop until the janitor walks away and then continue the path to not get caught.

- For the blue path, walk toward and wait about 5 seconds at the blue circle. This is so that the janitor in the blue square walks to a certain point of the map. Then continue the path, but stop every time "?" pops up on guard and carefully walk past. Follow the path to the door.

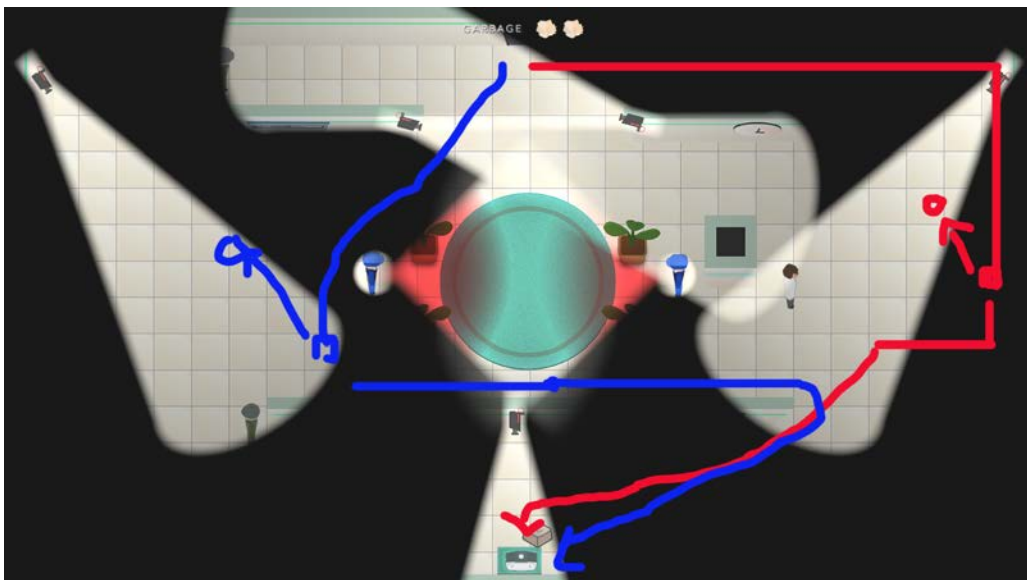


### L3 R2

There are two primary paths, the red and the blue.

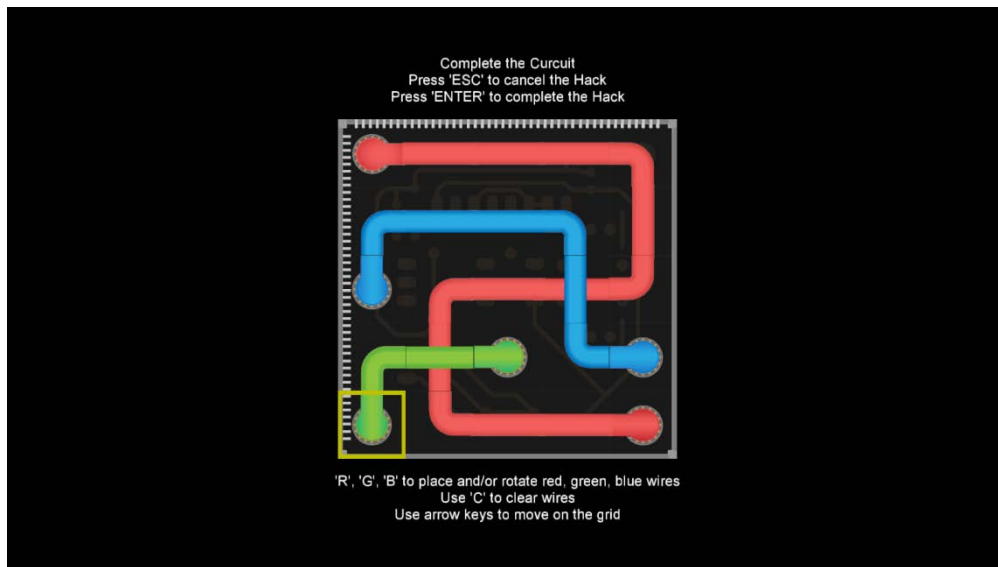
- For the red path, follow the path until the red square and stop when "?" pops on top of the researcher. Throw the garbage in the upper left direction to distract the researcher and then follow the path all the way to the exit.

- For the blue path, go near the bottom of the left guard and stop at the blue square. Throw the garbage in the upper left direction to distract the guard and follow the path. Stop at the middle when "?" pops on top of the right guard, and when they turn around, follow the path again all the way to the exit.



## Ending

Once you walk into the room, the cutscene will begin. After a few line of dialogues, a hacking puzzle will be given. Use this solution to solve the puzzle:



After you complete the puzzle, the cutscene will resume, leading to the end of the game.