Narrative chronology:

1. (1st playthrough) Player spawns near what Ahmed calls the elevator and what I call the airtight room. (2nd playthrough – Skipping Tutorial) Player spawns in his office.
2. Player moves to the changing room to wear the hazmat equipment
3. Player learns to do a task or two
4. Voice is interrupted for a while, as the player executes task
5. Announcing incident (via PA system)
6. If Player manages to plug the breaches and cool down the reactor.
7. If radiation exceeds allowed amount, evacuate the building and give new instructions.

**[Player has completed the prologue]**

**Lady: Something is off! The reactor is still active, and the power level is going up exponentially. Oh god. The shutdown rods are malfunctioning. Don’t panic! Hold on.**

**[Player stays on Standby while the ground shakes in an inconsistent manner]**

**Lady: I just released a liquid poison into the reactor, it should stop the fission and we should be safe. There’s one problem though, it seems like the pressure from the trapped steam generated by the fission has found a weak area in the concrete shielding and it has created a crack.**

**Lady: It’s up to you and me to hold the fort today, we must ensure the integrity of the facility until the fire brigade and the radiation protection officers arrive here, I’ve already alerted them. Worst case, all the facility will be compromised but at least nothing will get out into the atmosphere as long as there are no more cracks.**