The game starts showing the peaceful scenery of the City's gardens. The player sees an image of light blue sky, and follows singing birds flying to a treetop. Once there, the image continues moving down and shows Jake, the protagonist, as he walks across the garden path. The tranquil sounds are disrupted by a sudden explosion and the vision changes to first person. Now as Jake,

the player looks in the direction of the Research Centre, to find columns of smoke rising form it. Next, Jake hears indistinct shoots of security agents running towards the Research Centre and screams of civilians running from it. When the shooting starts, the first level of the game initiates.

The taking control by the player is made clear by the appearance of the game interface. Jake mentions he will connect his "node", and a map of the area show up at the corner of the screen as he runs to find cover. Once there, a security agent is shot down and the player will have to select him with the mouse cursor to pick up his pistol. At this moment, the holographic image of a civilian show up asking for help. A green dot shows up on the map as the civilian connects his node to Jake. In this stage, the player only controls the shooting, so Jake navigates from location to location as the player focus on gaining experience with the point-and-click mechanics. New civilians pop-up regularly on the map and Jake will have to save as many as possible. All civilians have a secrete timer and will disappear after a certain time and some are impossible to save, raising the pressure to complete the stage as fast as possible.

In addition, some unmarked civilians may cross Jake's path, and he will have to avoid shooting them.

After all civilians are either rescued or killed, Jake finds recognizes Rudy, a security agent that stands with Emily, her companion who is bleeding. Rudy tells Jake that she was shot

by Dead Eye J. and needs assistance. Because he refuses to abandon Emily, the criminals will get away this time. Jake, decides to help and chase after the criminals. They connect through their nodes, and now Rudy's holographic image shows up talking to Jake. The player is given a number of choices of guns, grenades and armours (Emily's and Rudy's own equipment) to choose from, with different tiers being unlocked dependent of the score from the previous level, and run after the criminals to an industrial site.

Here, Rudy explains that the criminals use a secret network to hide their locations, however, he can send the coordinates for all civilians in the area. In this stage, the player need to navigate between storage containers, and can now select which way to go. Jake's movement is still automatic, but the choices are done by clicking on the available ways (choices). Depending on his choices, he will find different numbers of criminals and different items. Rudy will pop-up with suggestions of which way to choose, information about the criminals from his security channel. During this stage, it is likely that one of the automatons is shot, at this moment Rudy will ask Jake not to shoot them as they are working automatons that maintain the City storages working. He updates the map with yellow dots, representing the current automaton locations. However, it will be made clear by the criminals' actions, that shooting this robots can be helpful, for example, exploding one can easily kill a difficult group of criminals. Also, some civilians are criminals in disguise, hoping to attract security agents into traps, so the player may be surprised by this.

At the end, Jake realises he lost track of the criminals. With their escape, he starts remembering his past failure and starts doubt himself. He expresses his doubts to Rudy, who tries to explain that it was not his fault and anyone could have missed that one shot. Jake had been send on an difficult and sensitive mission. He had done what he could. Rudy then goes silent for a moment as the player upgrades his equipment from the items he found on the criminals. The options again depend on the score, which is the number of criminals shot minus the number of automatons destroyed (civilians are safe in this area). Again, each criminal as a secret timer to escape, and some simple escape in front of the player, adding pressure to the level.

After choosing the new equipment, Rudy contacts again. Phil needs back-up at one of the warehouses immediately. The criminals have not escaped yet! Jake runs to the indicated coordinates. This level is similar to the previous one, but the criminals are hidden and the setting is darker. This make sit more difficult to identify and shoot the criminals, and the player is often surprised by criminals showing up from places were they weren't before. The player can avoid these surprises (and being killed) by coordinating his actions with the other security agents, either by following Phil's suggestions or by asking for certain location to be secured. The player asks for a location to be secured by clicking on it after he shots down all criminals in that area. Phil also updates the location of all his agents so the player knows where they are and where to go. However, the player will notice that these security agents are slowly being shot down. At some point, Patrick, a well-known anti-technology criminal, who will remain hidden, starts to taunt the security agents and, after finding Jake, he will taunt the player. Patrick ends up revealing that Jake failure resulted from someone tempering with his pistol, before he is found and a boss fight occurs. This fight will be made easier by having as many agents available as possible, which depends on the players performance (timewise).

Once Patrick is down, Phil approaches Jake and reveals that only a traitor in Jake’s unit could have had access to his weapon. Rudy pop-up and intervenes statist that someone must have set Jake to fail that shot. They move on through some tunnels some of Phil's men found. Only to find Dead Eye J., who Jake recognises as his presumably dead lover. Jane is surprised, yet happy, to see him, admitting to being spy and regretting for all the pain she caused him. Still having feelings for him, she asks him to join her, so they can be together again. Jake refuses and the final conflict starts. This level is very dark, so the layer has to shoot at Jane's silhouette, and is made of narrow passages, so there is little cover. Jake gets hints for Jane's location trough his node, as some security agents see or confront her. Because the tunnels are narrow, grenades are a particular danger in this level, and the player needs to come up with a strategy to survive.

Once defeated, Jane reiterates her feelings and her conviction that society must free itself from the shackles of technology to survive. The player is given a choice: kill her for revenge, arrest her for justice, or free her for love. The resolution depends on this choice. Jake proved that he is the best shot, regaining his confidence and and finally letting the past behind him. Jane’s death triggers a strong retaliation by the rebels and the final image is that of a shootout in a ruined neighborhood. Jane’s arrest results in her trial and conviction and the final image is Jane escaping prison looking for revenge. Jane’s freedom will result in her laying low and the last image will be of her visiting Jake at his home.