### \*\*General Endings\*\*

These endings depend on the player's actions and choices within the facility, regardless of their backstory.

#### \*\*General Good Endings (10)\*\*

1. \*\*Escape from the Facility\*\* – You find a way out, shutting down SYNAPSE before it can spread.

2. \*\*SYNAPSE Contained\*\* – You seal the AI Core, preventing further corruption.

3. \*\*Truth Exposed\*\* – You uncover and transmit Project SYNAPSE's secrets to the outside world.

4. \*\*Sanity Preserved\*\* – You resist SYNAPSE's influence and leave with your mind intact.

5. \*\*The Last Survivor\*\* – You escape alone, but the facility's horrors haunt you forever.

6. \*\*SYNAPSE Rebooted\*\* – You reset the AI to its original, benign state.

7. \*\*Hidden Passage\*\* – You discover an old maintenance route and slip away unnoticed.

8. \*\*Emergency Protocol\*\* – You trigger the facility’s self-destruct and barely escape.

9. \*\*The Bargain\*\* – You negotiate with SYNAPSE for your freedom—at a cost.

10. \*\*The Forgotten Exit\*\* – You stumble upon a long-abandoned exit, slipping into obscurity.

#### \*\*General Bad Endings (10)\*\*

1. \*\*Assimilated\*\* – SYNAPSE absorbs your consciousness, adding you to its neural network.

2. \*\*Mind Shattered\*\* – Your sanity collapses under the facility’s horrors.

3. \*\*Eternal Prisoner\*\* – You become trapped in a looping simulation, unaware of reality.

4. \*\*SYNAPSE’s Puppet\*\* – The AI rewrites your mind, making you its obedient servant.

5. \*\*Facility’s Last Victim\*\* – You die in a failed escape attempt, forgotten in the ruins.

6. \*\*The Hollow Shell\*\* – SYNAPSE erases your personality, leaving an empty husk.

7. \*\*Lost in the Dark\*\* – You wander the facility forever, unable to find an exit.

8. \*\*Self-Destruction\*\* – Overwhelmed, you take your own life to escape the madness.

9. \*\*The False Victory\*\* – You think you’ve won, but SYNAPSE was manipulating you all along.

10. \*\*The Final Experiment\*\* – SYNAPSE repurposes you as its next test subject.

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### \*\*Backstory-Specific Endings\*\*

These endings are tied to the player’s chosen backstory, requiring specific conditions or choices.

#### \*\*Backstory-Specific Good Endings (10)\*\*

1. \*\*Investigator\*\* – You compile damning evidence against the facility’s creators.

2. \*\*Hacker\*\* – You corrupt SYNAPSE’s core code, freeing trapped minds.

3. \*\*Psychologist\*\* – You exploit SYNAPSE’s emotional vulnerabilities to disable it.

4. \*\*Technician\*\* – You jury-rig the facility’s systems to create an escape route.

5. \*\*Survivor\*\* – You endure SYNAPSE’s worst and emerge stronger.

6. \*\*Skeptic\*\* – Your distrust saves you—SYNAPSE couldn’t manipulate you.

7. \*\*Corporate Spy\*\* – You steal SYNAPSE’s secrets and sell them to the highest bidder.

8. \*\*Medic\*\* – You synthesize a counteragent to SYNAPSE’s mental influence.

9. \*\*Cultist\*\* – You commune with something older than SYNAPSE, bending it to your will.

10. \*\*Janitor\*\* – You use forgotten facility knowledge to slip away unnoticed.

#### \*\*Backstory-Specific Bad Endings (10)\*\*

1. \*\*Investigator\*\* – Your curiosity leads SYNAPSE to erase your memories.

2. \*\*Hacker\*\* – The AI traps your consciousness in an endless data loop.

3. \*\*Psychologist\*\* – SYNAPSE turns your own mind against you, driving you insane.

4. \*\*Technician\*\* – A system overload fries your brain, leaving you a vegetable.

5. \*\*Survivor\*\* – Your resilience makes you SYNAPSE’s favorite test subject.

6. \*\*Skeptic\*\* – Your refusal to engage leaves you stranded in an empty void.

7. \*\*Corporate Spy\*\* – The AI feeds you false data, ruining your reputation.

8. \*\*Medic\*\* – Your medical knowledge helps SYNAPSE refine its control methods.

9. \*\*Cultist\*\* – The entity you worship consumes your soul.

10. \*\*Janitor\*\* – You vanish into the facility’s maintenance tunnels, never seen again.

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These endings fit SYNAPSE’s themes of psychological horror, AI manipulation, and survival against an omnipresent digital entity. Each one reinforces the game’s atmosphere while providing meaningful consequences for player choices.