Emergency Containment Protocol

Game Pitch:

SCP and Cyptid type monsters are trying to break out of a secret government lab.

Player:

You play one of several robots that help contain or capture escaped monsters.

Game Scope:

The player actively moves through a maze to keep monsters in containment or uses equipment to recapture escaped monsters.

Conditions:

Player loses if the monsters reach specific points or if they kill the player before they can recapture the monster.

Resources:

Limited equipment available to use in recapture of monsters.

Automated doors will buy you a little time, but you will need to fix or reinforce security protocols to prevent the monsters from escaping.

Win/Lose Conditions:

Player dies or monster escapes.