Light Containment Zone:

Puzzle1: Get the scientist Keycard to progress to the heavy containment zone

Before the puzzle room, there will be an interactable document on a corpse which will outline what SCP-173 is and the mechanics behind the SCP. When the player enters the puzzle room, there will be an airlock into the room which will have SCP-173 inside, the airlock is used to keep the SCP-173 inside the room to prevent interference in later puzzles. The player will have a blink bar which will cause the player to blink when the bar hits 0 or the player hits the blink key, afterwards the blink bar resets back to full. Whenever the player does not have line of sight of SCP-173, the SCP will move towards the player, when the SCP reaches the player when the player blinks, it will kill the player. The player must collect the keycard while avoiding getting killed by the SCP and leaving the room safely to complete the puzzle.

Heavy Containment Zone:

Puzzle 2: Get the Major Scientist Keycard

Puzzle 3:

Entrance Zone:

Puzzle 4: Get the Facility Manager Keycard

Inside the room, there will be server racks with displays on them, the goal is to have all the displays powered on by interacting with the racks, however enabling on rack, disables and or enables other racks in the room.

Puzzle 5: Lift the lockdown on Gate A

Inside the room, there will be a computer terminal which has access to emails from foundation personnel in which several of the emails will contain parts of the code required to lift the lockdown on Gate A. on the same terminal there will be an application which brings up a digital keypad to unlock the gate. If the code is entered incorrectly 3 times, a memetic kill agent will appear on screen which will kill the player. If the code is entered correctly, it will lift the lockdown on gate A.