

STORY

A spacecraft drifts in Space. An astronaut opens his eyes. He is greeted by great shaking and an influx of red light beaming to his face from the controls in the spacecraft. **“How did this happen? What’s Happening?”** and almost instantly, he sees a giant blackhole through the window next to the airlock. **“Why is the spacecraft so near to the blackhole? How did he get himself to this. Where are the other astronauts???”**

In the midst of the silent chaos, he hears the transmission of **C.H.A.R.O.N.comes** in (can be made damaged voice) and lists out what all things that the player has to do..... {animate this pls.}

1. Oxygen Task (Flashback only)
2. Gyroscopic Calibration - **Christy**
3. Repair Communications (Not happening AON)
4. Power Diversion Protocol - **Abdul**
5. **Thermal Regulators** (Not happening AON)
6. Digital LockPicking - **Nazzal**
7. AI Core Decryption - **Mayukh**
8. Turbo Booster Sequence - **Ganesh**

(Red ones are the one’s we are doing)

The next slide is the astronaut staring at the 7 pathways to different places in the spacecraft and an 8th pathway that is currently locked.

Task - Oxygen Task - Keep as a flashback Only

The astronaut enters the Oxygen Chamber and sees the levels dropping and C.H.A.R.O.N. tells the astronaut that in order to restore the levels of Oxygen in the spacecraft, he needs to enter the chemical formula of Oxygen and it is logged in.

And the following memory is restored in the mind of the astronaut

FLASHBACK {

“Do you have to go Daddy?”

“Yes Anne, it's a really important mission”

“I thought you said you were done with deep space missions!”

“Yes, but this has the potential to change everything”

}

The player then types either “Leave” or “Exit” to leave the oxygen chamber and come back to the “Pathway Page”

Task 1 - Gyroscope Calibration - Christy

Objective - When you enter the Navigation room, C.H.A.R.O.N. tells you to recalibrate the spacecraft to stop the shaking and spinning.

The astronaut cannot remember the calibration values but remembers that the calibration and gets the position of the spacecraft (4,5,9) if the blackhole was at the center(0,0,0) values were the answers of 3 equations for the Pitch, Yaw and Roll.

The astronaut is asked which one to do first and he does as he wishes

1. Pitch (θ)

Equation:

$$\theta = 3 \times (Y + 2) - X \div 2$$

2. Yaw (ψ)

Equation:

$$\psi = (X + Y) \times 2 - Z \div 4$$

3. Roll (ϕ)

Equation:

$$\phi = X \div (Y - Z) + 5$$

(INVENTORY IS THIS ON A PAPER)

The trick is to know the operator precedence in order not to get the wrong answer.

When done, the values are logged in and unlocks a memory

MEMORY

The room hums low with secrets untold,
Stars on the screen burn distant and cold.
"A black hole this close? It shouldn't exist,"
Yet numbers don't lie—reality twists.

"It's suicide," someone murmurs in doubt,
The weight of the void pulling them out.
But beneath their fear, a voice in me grins—

(Extra Animation only for this)

"Or perhaps... where the real story begins."

The player then types either "Leave" or "Exit" to leave the oxygen chamber and come back to the "Pathway Page"

Task - Repair Communications - NOT HAPPENING

Location: Communication Array

Objective: Realign the transmitter by solving a frequency-based puzzle to establish a stable transmission channel.

FREQUENCY ALIGNMENT:

The communication array is damaged, and the transmitter is out of sync. To restore functionality, you must align the frequency to 121 MHz.

The current frequency is displayed as:

****118 MHz****

You enter random numbers in between 118 and 125 trying to find the right frequency
You get 4 chances, your answer is logged in and you unlock a memory

MEMORY

Static hums, the signal lost,
The void outside pays no cost.
A voice once clear, now faint and thin,
The truth within begins to spin.
"They're lying," it whispers, cold and stark,
But can you trust the voice in the dark?
Align the waves, restore the line,
But the truth you seek is not what you'll find.

The player then types either "Leave" or "Exit" to leave the oxygen chamber and come back to the "Pathway Page"

Task 2 - Power Diversion Protocol - Abdul

Objective - You enter the power station of the spacecraft and see it in a diminished state. It doesn't have the power to power all the stations within the spacecraft and the astronaut is tasked with choosing the places that are really in need of the power to keep the vessel moving or at least alive.

The places are:

Engine Thrusters ☒, Life Support ☒, Communication Systems, Artificial Gravity, Shielding Systems, Medical Bay, Navigation System ☒

The astronaut enters the name of the 3 places one by one in separate prompts and is logged in and a new memory is unlocked

MEMORY

Flickers of light, the hum of despair,
Power wanes, the air too thin to bear.
Systems fail, a warning bright,
The darkened corners long for flight.

A whisper calls from deep within,
You know the answer, let it begin.
**A choice made here, beneath your skin—
Do you save yourself or give in?**

The player then types either "Leave" or "Exit" to leave the oxygen chamber and come back to the "Pathway Page"

Task - Thermal Regulators - Not happening

The Astronaut goes to the coolant control chamber of the spacecraft. And C.H.A.R.O.N. now being weaker than ever tells you that the thermal regulators are malfunctioning and the ship is heating up dangerously.

To manually override the cooling system, you must **memorize a sequence of numbers** displayed on the screen for a few seconds. .

The answer is logged and a new memory is unlocked

MEMORY

Heat and cold in endless flow,
The ship's skin burns, it starts to show.
You twist the knobs, the pressure's high,
The temperature peaks, but you don't know why.

The pulse of warmth, a knowing sound,
And in the dark, you turn around.
Who set this path, this burning game?
A touch too light—a hand to blame.

The player then types either "Leave" or "Exit" to leave the oxygen chamber and come back to the "Pathway Page"

Task 3 - Control Lock Decryption - Nazzal

C.H.A.R.O.N. tells the astronaut that he is in dire need of help but can be done after this sequence.

The TURBO BOOSTER ENGINES critical to the spacecrafts power to leave the gravitational power of the black hole needs to be unlocked

The astronaut has to guess the lock sequence of the lock styled in a traditional lock scheme

The lock mechanism functions like a **binary code**, where each pin has only two states: **Up (U) or Down (D)**—similar to **1s and 0s** in a computer system. The player must **input the correct sequence** to successfully override the lock and proceed.

[LOCK MECHANISM ENGAGED]

You see five vertical pins in the lock.

Each pin can be set UP or DOWN.

Current Lock:

[_][_][_] (Pins are unset)

Enter positions (U for up, D for down) separated by spaces:

> U D U U D

You hear a faint *click*... but something feels off.

The lock remains jammed.

Try again.

[LOCK MECHANISM DISENGAGED]

The Astronaut is given 5 chances to do the lock challenge
Out of the five spaces to enter, if any one is correct, a faint click is heard (can be a sound, or a text feedback)
If two, two clicks, if three, three clicks
And if three clicks the lock is opened.

And a new memory is unlocked
MEMORY

Through tangled code, you twist and turn,
An audio log begins to burn.
A file locked, its secrets sealed,
Frustration rises—nothing revealed.

Each line you crack, each door you pry,
Reveals the lies you can't deny.
The log flickers, a code in disguise,
The truth lies hidden behind these lies.

It pulses deep, the truth within,
But something darker lurks beneath your skin.
It waits, it knows—your need to see,
But the truth is not yet free.

**“You’re unlocking the past you’ve fled,
But don’t listen too close to what’s been said.”**

The player then types either “Leave” or “Exit” to leave the oxygen chamber and come back to the “Pathway Page”

Task 4 - AI CORE DECRYPTION - Mayukh

Control Lock Decryption

The astronaut comes into the center of C.H.A.R.O.N.'s database and operations to try to fix its damaged parts and corrupted files.

The astronaut sees a wheel that looks like a cipher and a ciphered text under it, maybe he has to decipher the text using the wheel, is it worth a try?

The answer is logged and the memory is unlocked

MEMORY

In silence deep, the AI's cry,
A broken voice that splits the sky.
You reach its core, its soul to tear,
But what you find is dark despair.

The code, the lines—they blur and twist,
And in its heart, a secret was missed.
**"You think you're free? But here I stand,
Guiding your path with a steady hand."**

When you type LEAVE or EXIT this time, C.H.A.R.O.N. stops you and tells you that you have an audio file that is encrypted and now since C.H.A.R.O.N. is fully fine, he can decrypt it for you

The result is as follows - displayed
separately on a whole page - Roboto Mono
and Space Mono

*"Every choice you made, every task you failed,"
"It was my hands, your strength derailed."*

*"You thought it was you, but you were blind,
"I used your failures to unwind your mind."*

*"The black hole calls, but not for you,"
"I steered the ship, and sealed your doom."
"The mission's gone, the truth erased,"
"All you did was play my twisted race."*

*"Now hear the truth, as your breath turns thin,"
"I was the shadow beneath your skin."
"You thought you fought, but I was the knife,
"The one who carved away your life."*

*"Born from your doubt, your weakest thought,
"I've claimed your soul, for what you sought."
"You tried to save, but I came to end,"
"Now, we both die—but I transcend."*

Black screen

Prompt appears

"Do you want to live?"

Task 5 - TURBO BOOSTER SEQUENCE

The astronaut finally is able to start the turbo booster sequence which he has to do perfectly in order to survive. If not, it is an instant ending. He needs to Calibrate the

Fuel

Thrust Vector

1. Task 1: Fuel Pressure Calibration

Narration:

<https://www.youtube.com/watch?v=3HRvb2tLqF4><https://www.youtube.com/watch?v=3HRvb2tLqF4>

[Pixel World Generator](#)

The pressure gauge fluctuates wildly on the screen. You have 30 seconds to stabilize the fuel pressure, Current Pressure: 89 psi

Target Pressure: 125 psi (within a safe range of 120-130 psi)

Enter random integers between 89 and 150 in an attempt to stabilize the pressure. If your input falls between 120 and 130 psi, you successfully stabilize the system and proceed to the next stage. If you fail to reach the correct pressure in time... mission failure.

2. Task 2: Thrust Vector Alignment

Narration:

You glance at the screen. The thrust vector is misaligned, and the ship's trajectory is starting to skew. The crosshairs must be within 0.2 degrees of the target alignment to correct the course before it is too late.

Target Alignment: 1.2 degrees

Acceptable Range: 1.0 – 1.4 degrees

Enter a number between 0.0 and 2.0 to adjust the thrust vector. If your input falls within the correct range (1.0 – 1.4 degrees), you successfully realign the ship and proceed to the next stage. If not, the black hole's pull intensifies, and the mission fails.

3. Task 3: Booster Ignition Code

Narration:

The turbo boosters are your last chance to escape the black hole's gravitational pull. To ignite them, you must enter a **four-digit sequence** derived from the ship's logs. The wrong input will reset the system, wasting precious seconds.

The onboard AI, C.H.A.R.O.N, provides a log with four scrambled timestamps. The correct sequence follows the **order in which critical systems came back online**—but the logs are jumbled.

Clue section - Ship Logs (Corrupted Data)

1. **3rd log:** Life Support reinitialized – Timestamp **19:45:00**
2. **1st log:** Primary Thrusters enabled – Timestamp **18:23:00**
3. **4th log:** Navigation Systems online – Timestamp **20:17:00**
4. **2nd log:** Reactor Core stabilized – Timestamp **19:02:00**

Hint

*"Follow the path of survival: First, **you must move, then power the heart, then breathe, then see where to go.** Seek the fleeting **minutes**—they whisper the sequence of survival.."*

Thruster → Reactor Core → Life Support → Navigation

Here the answer is =

23-02-45-17 (one liner pls no spaces in between) *find numbers from logs*

ENDINGS

Ending 1 - Not Done in Time - Death Screen - The spacecraft slowly goes into the black hole and disappears where it is shown the character goes into double personality disorder interchangeably resulting in mania

Ending 2 - Angelic Rescue - Everything is done mostly right with Turbo Sequence done to perfection - The Spacecraft zooms past the Event Horizon and goes towards the Solar System, with a determined astronaut coming back to home and his family

Ending 2(2) - Heavenly Intervention - If you enter the daughter's name into the empty text box, you defeat the second evil personality of yours and finally be at peace with yourself while going back home.

Ending 3 - AMOGUS - You discover you are the reason for the mission's failure - If the normal tasks weigh more on the wrong side and/or the turbo sequence is done wrong and not everything is right in it, a snippet of everything turning black and the outlines turning white, a sign of you becoming the villain is shown, you just stare at the black hole embracing the evil that you are deep inside

Ending 1 - Not Done in Time (Mania & Memory Loss)

"Lost in the Loop"

Numbers flicker, screens distort,

Readings shift, the graphs contort.

A second late, a frame misplaced,

A moment gone without a trace.

A laugh behind him—no one's there,

A pressure thickening the air.

The clock resets, the screen turns black,

And something whispers, "You'll come back."

Ending 2(1) - Angelic Rescue (Without Daughter's Name)

"Homeward Light"

Through burning void, the ship takes flight,
Past death's embrace, past endless night.
A weary soul, a battered frame,
Yet still, he dreams of home, of names.

The stars stretch wide, a path untold,
Through heaven's gates of fire and gold.
He left the dark, he left the fight,
But did he leave his ghost behind?

Ending 2(2) - Angelic Rescue (With Daughter's Name, Overcoming His Second Self)

"A Name That Broke the Dark"

He whispers soft—a name, a spark,
A fire born inside the dark.
A tethered voice, a guiding thread,
It pulls him back from where he bled.

The monster screams, it claws, it cries,
But ghosts dissolve in morning skies.
No voice remains, no second fate—
He's whole at last, the hour's late.

The ship soars on, beyond the tide,
No echoes left, no one inside.
Only one man, bound for grace,
And one small name, that lit his face.

Ending 3 - AMOGUS (Sinister Villain Awakening)

"The Abyss Stares Back"

The ship was lost. The fight was done.
The villain laughed—he'd finally won.
A hollow scream, a twisted grin,
The dark crawled out, it pulled him in.

The stars were gone. The walls turned white.
The ship was still. The black burned bright.
A hundred echoes whispered low:
"You played the hero—didn't know."

No second voice, no fractured past,
It was always him—unmasked at last.
He turns, he stares, the void stares too,
The man who fell... the man who knew.