

Story. Levels 01-05.

Levels 1-5 teach the player all they need to know to meet the harder challenges head on. The story charts the rise of a totalitarian state and the downfall of Jeremy Donaldson.

Level 01

A man in a light blue shirt and red tie, identified as John Fraser, is surrounded by a crowd of supporters. Many are holding red signs that say "John Fraser" and "LIBERAL". The scene is set outdoors at night, with city lights visible in the background.

Day 01

The Election

It's a new job for you and a new day for the country...

Gameplay:

World:

Plot Points:

Your Story:

Tutorial - learn Interference System, Vision Mixing, and Bleeping.

A beautiful autumn evening at sunset. New radical government comes to power. Borders closed to the rich.

Introducing Wildish and Jeremy Donaldson

You only came in to clean up and now you're in charge of the news!

Level 02

A group of men in dark suits are gathered in a dimly lit room. They appear to be in a serious conversation. The lighting is low, with some light coming from the side, creating a somber and tense atmosphere.

Day 02

The Fallout

The country reels from radical reforms.

Gameplay:

World:

Plot Points:

Your Story:

Introduce rhythm editing and basic studio-maintenance.

A grey evening full of foreboding. The establishment responds with outrage to the new regime.

We meet ambitious reporter Megan Wolfe.

It looks like if you keep up the good work, the jobs yours.

Level 03

A night view of a city with its lights on. A large, dark storm cloud hangs over the city, with several bright lightning bolts striking down. The scene is dramatic and ominous.

Day 21

The Tempest

Can the country survive the winds of change?

Gameplay:

World:

Plot Points:

Your Story:

Studio begins to break, phone blows - cutting you off from guidance. Upgrade and repair system introduced. New ads.

A thunderous winter electrical storm. The world responds unfavourably to new government. Sanctions imposed.

Just as you've got the hang of things, the studio's breaking all around you.

Level 04

A Microsoft Most Valuable Professional (MVP) award plaque for the year 2016. The plaque is blue and white, with the name "Gareth Gidger" and "Microsoft MVP" visible. It is sitting on a desk next to a computer monitor and keyboard.

Day 98

The Silence

You're on your own and so is everyone else...

Gameplay:

World:

Plot Points:

Your Story:

Introduce headline mechanic. Player left to own devices. Government adverts appear.

A fresh Spring evening. The government are funding Transition Centres for the elderly. Country has aggressively responded to international sanctions.

You've won an award for your efforts but there's no one there to help you now.

Level 05

A news anchor is sitting at a desk, looking at a computer screen. The desk has a large "U.S." logo on it. The anchor is wearing a dark suit and glasses. The background shows a news studio with other people working.

Day 206

The Heatwave

Tensions mount as

Gameplay:

World:

Plot Points:

Your Story:

You now receive official instructions by fax. Player must stop equipment overheating.

A scorching summer day. Peace talks collapse as war looms. Jeremy Donaldson takes control of the studio at gun point before meeting his end.

Your new boss seems to be the state. How does that feel?