

Game Events:

At the beginning of the game you are given the choice of left or right. Left brings you to a dark hallway and a storage room and right brings you to an old residential area.

The left hallway is too dark to go down, but if you find the flare you can enter case 3 in the switch statement which enters the second half of the game. Other than that there is a storage room that you find a fuse in.

The right has a courtyard area that you can find a log within that has a small excerpt of lore and a powered down door. You can't get through the door without a fuse.

Each option throughout the game will present the description of what you find or take after that on a second visit it will tell you there is nothing else of interest.

Leaving any of these areas takes you back to the main entrance of the port.

Using the fuse you go through the door and enter part two. In part two there is another area you can find another log and two doors to the left and right. To the left leads to a tied up door that you need a knife to cut. This door also leads to part three. To the right leads to a cafe and kitchen. In the kitchen you can choose either a knife, or a flare. One for each different path you can find, both take you to the same place.

After choosing the knife or flare you cannot grab the other one, it will tell you there is nothing else.

This leads to part three. Part three just acts as a junction between a hall to the right and the hangar straight ahead.

If you try to go back to part one or two the game will tell you that you can't because the doors have magnetically sealed behind you. If you head right to the hall you will be given 4 options. Left, straight, right and back. Back of course leads to the junction. Left goes to a rec room which is just another option, there's nothing actually in there. Straight goes to the air traffic control tower and right goes to the radar room. In the tower there are 4 options, inspect a console, button mainframe or go back.

The button and console do nothing, but the mainframe is an optional objective that opens the hangar doors. Back goes to the hallway. In the radar room of the 4 options everything has something aside from the back option. If you search the room you get a log, a computer in the back has a motherboard for that you can use for ship repairs, and some shelving in the room has a PulseCharger, also a part for the ship.

Back in the junction, going straight goes to the hangar. In the hangar you immediately see the ship. There are also 3 other options for a repair depot, fuel station and going back.

If you choose the repair depot there are 5 options, search the room, a desk, a cabinet, a toolbox or go back, the cabinet has nothing, the room and desk both have logs respectively and the toolbox contains tape for the ship. Going back brings you back to the hangar.

The fuel depot is much the same. It has 4 options, search some shelves, oil drums or a jumpsuit hanging on the wall or head back. The jumpsuit contains the last log, the oil drums contain nothing and the shelving has a fuel canister for the ship.

Finally, back in the hangar if you choose the ship it will show you a list of objects you need to repair and ultimately win the game.

Once you have all these objects and head back to the ship it takes off and you win the game. The ending of the game shows you each item and log you found within the game and brings you back to the main menu. If you open the hangar in the tower you go through the door, if not your character just flies the ship through the ceiling, you win either way, it's just optional.

Ultimately the required objects to win the game are the:

- Fuse
- Knife/ Flare (you can only grab one)
- PulseCharder
- Tape
- Fuel Canister
- Motherboard

You can also find bonus items in the form of the old report logs. These contain lore to why the facility is abandoned and explain the namesake of the game. There are 6 in total:

- Report 1
- Report 2
- Report 3
- Report 4
- Report 5
- Report 6