KEEP IT CONTAINED

PROTOCOL MANUAL

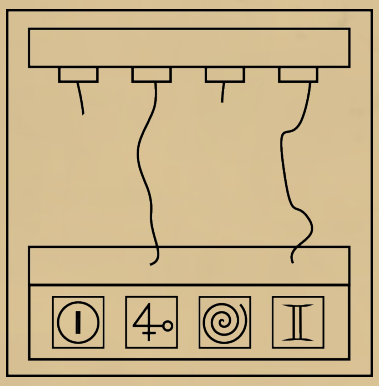
This protocol manual accompanies the game Keep It Contained and is required for proper operation.

CRITICAL BIOLOGICAL SAFETY PROTOCOLS

This guide will be your sole source of support for keeping unknown life forms under control when they attempt to cross the quarantine line.

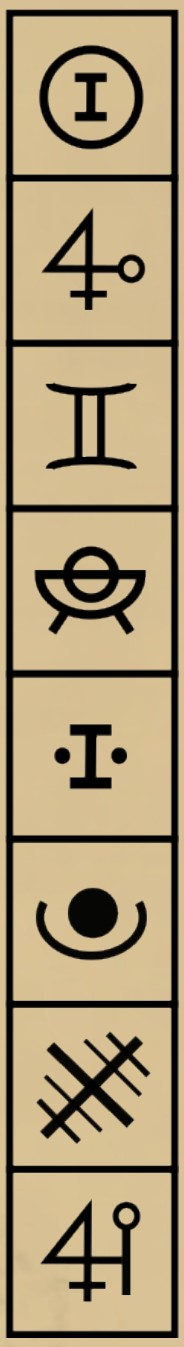
You are the operator; the applicable protocols for every scenario you may encounter can be found here.

Intructions On Wire Connections

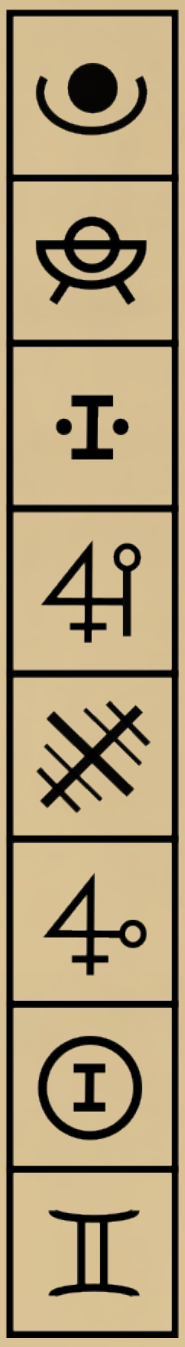


- The module contains four wires and four input slots.
- Each input slot is marked with a symbol.
- The symbols are arranged from left to right and must be solved in this order.
- The columns below indicate which wire should go to which symbol.
- When looking for symbols in the columns, they should be checked from top to bottom.

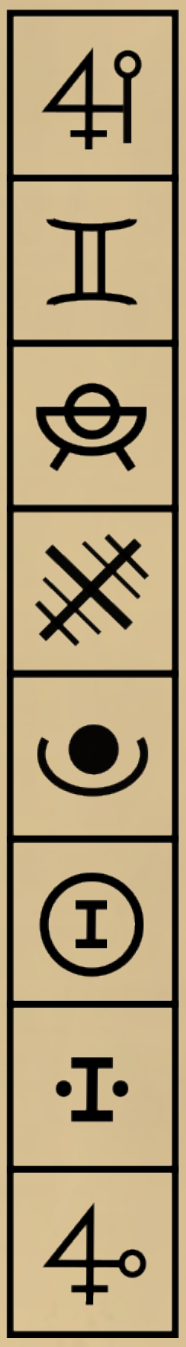
Green:



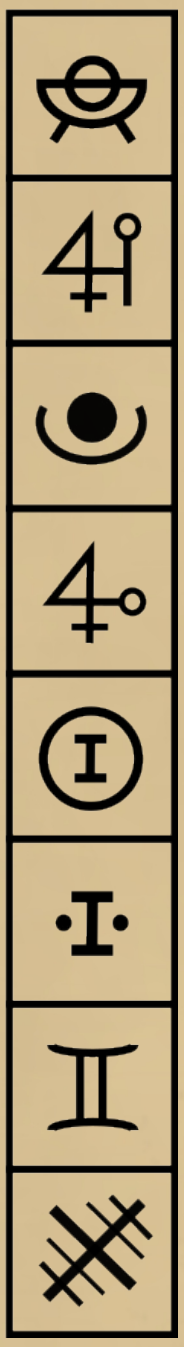
Yellow:



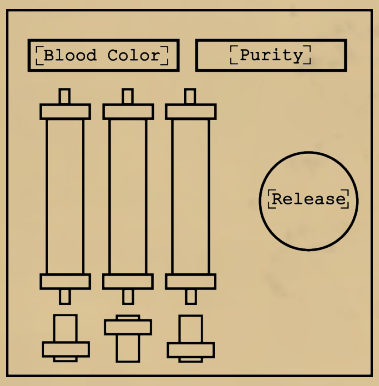
Blue:



Red:



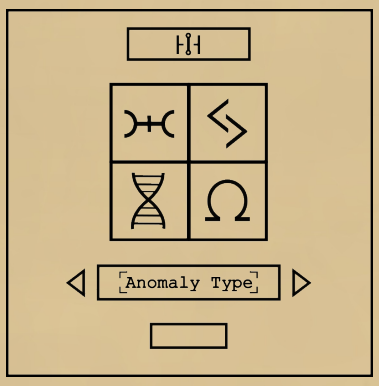
Intructions On Gas Release



- The module contains three colored tubes, each controlled by a switch.
- Gas release depends on the organism's blood properties and the control panel status.
- Press the button to release the selected gases.
- Read the rules in order and execute the earliest valid instruction.

1. If the blood color is green and the purity level is medium, release the left and middle gases.
2. If the control panel is powered by more than two power supplies and the purity level is pure, release all gases.
3. If the blood color is red and at least three RAD indicators are lit, release no gases.
4. If there is only one power supply on the panel and there are no BIO indicators that are on, release only the middle gas.
5. If the blood color is yellow or the purity level is low, release the left and right gases.
6. If the purity level is zero and only two Rad indicators are lit, release only the left gas.
7. If the blood color is blue and the purity level is high, release the middle and right gases.
8. If none of the above conditions apply, release only the right gas.

Intructions On Anomalies

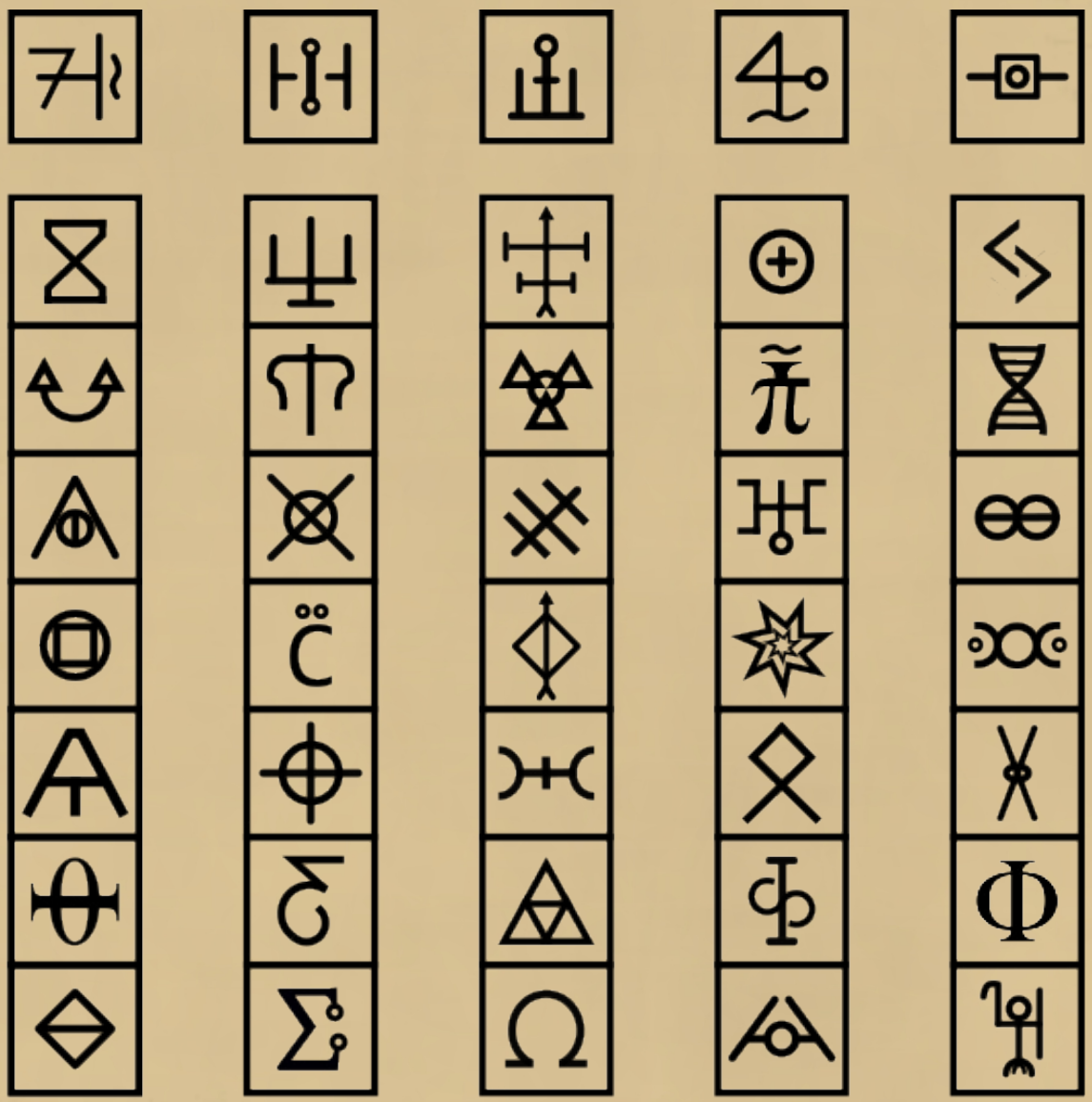


1. Look at the symbol appearing on the screen and follow the instructions from Step 1.

2. Using the information you've gathered, follow the instructions from Step 2 to determine which anomaly it is.

Step 1:

- The symbol on the screen represents the column it is located in.
- From the four symbols shown to the technician, press the button with the symbol that does not belong to that column.
- Repeat this process as many times as necessary, then proceed to Step 2.



Step 2:

- **Identify the anomaly based on the group that contains all three of the pressed symbols, then enter it on the module's display and submit it.**

Anomaly Types:

Leach

Mycrotide

Crack

Loop

Phase

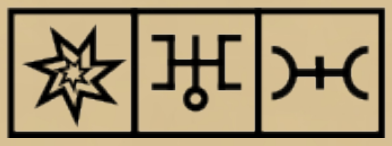
Skin

Breach

Worm

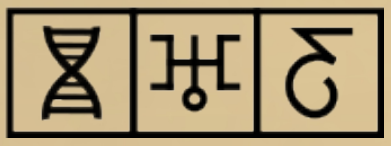
Stink

Glitch

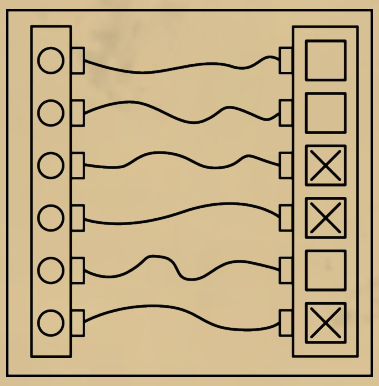


Time

Unknown

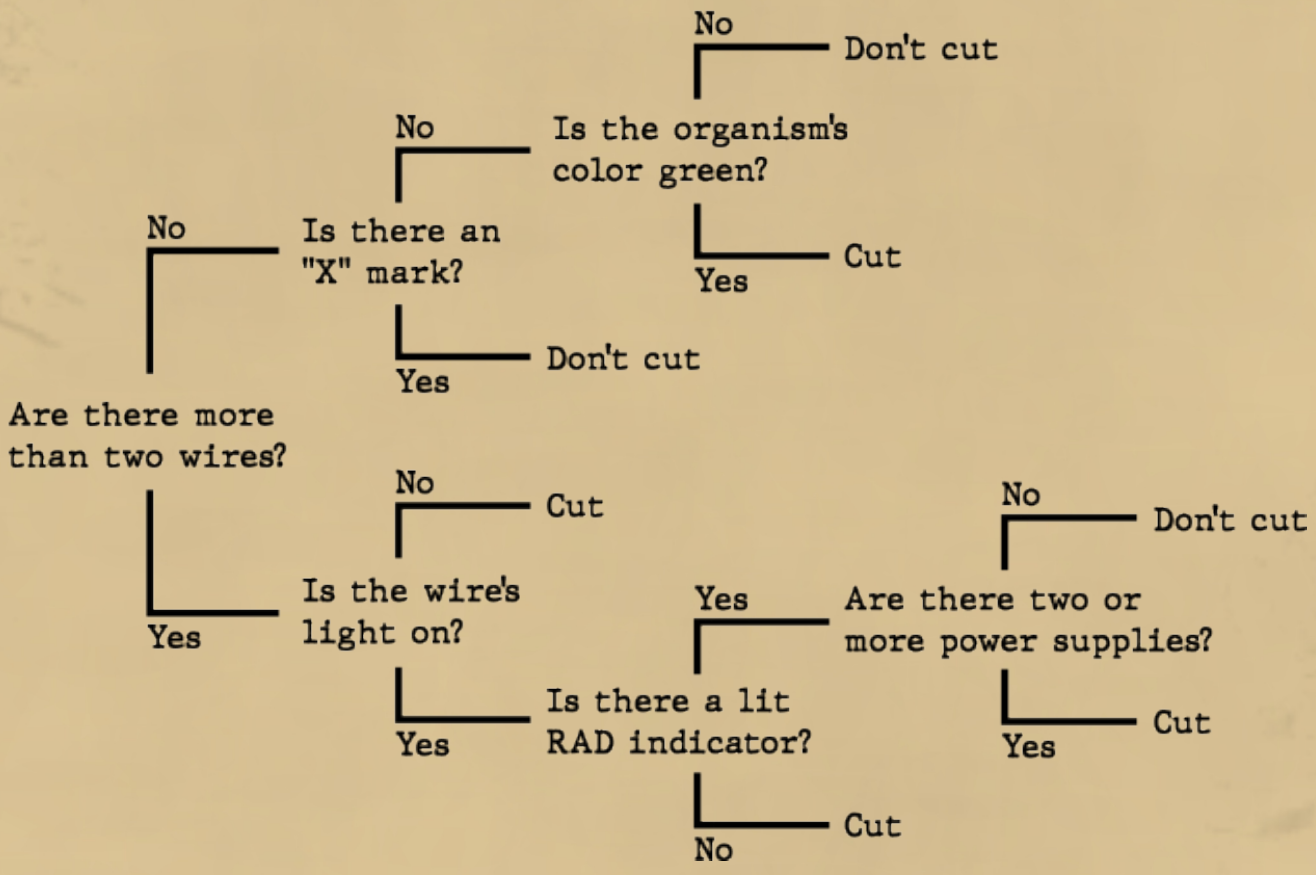


Intructions On Force Fields

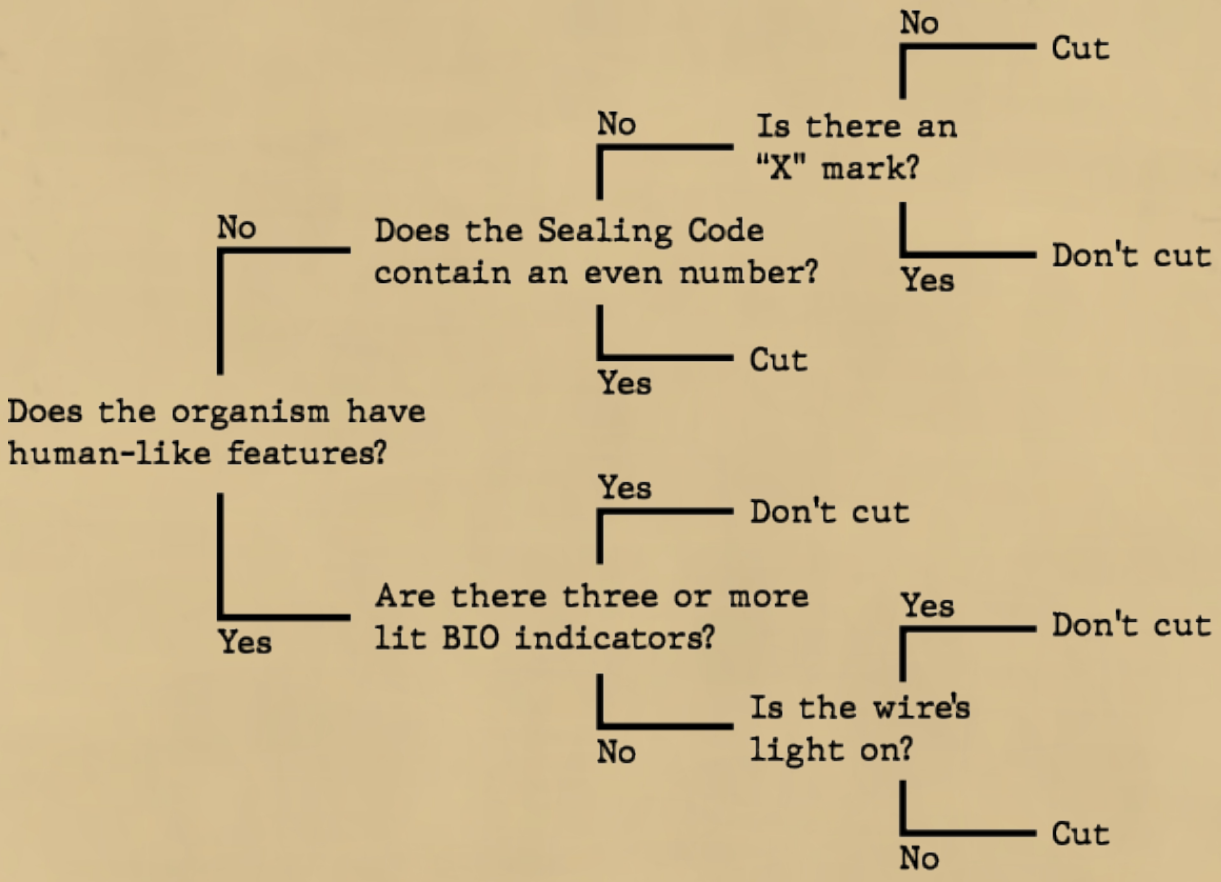


- **Follow the instructions below based on the color of the cable.**
- **If there's no cable to cut, cut the bottom-most cable.**

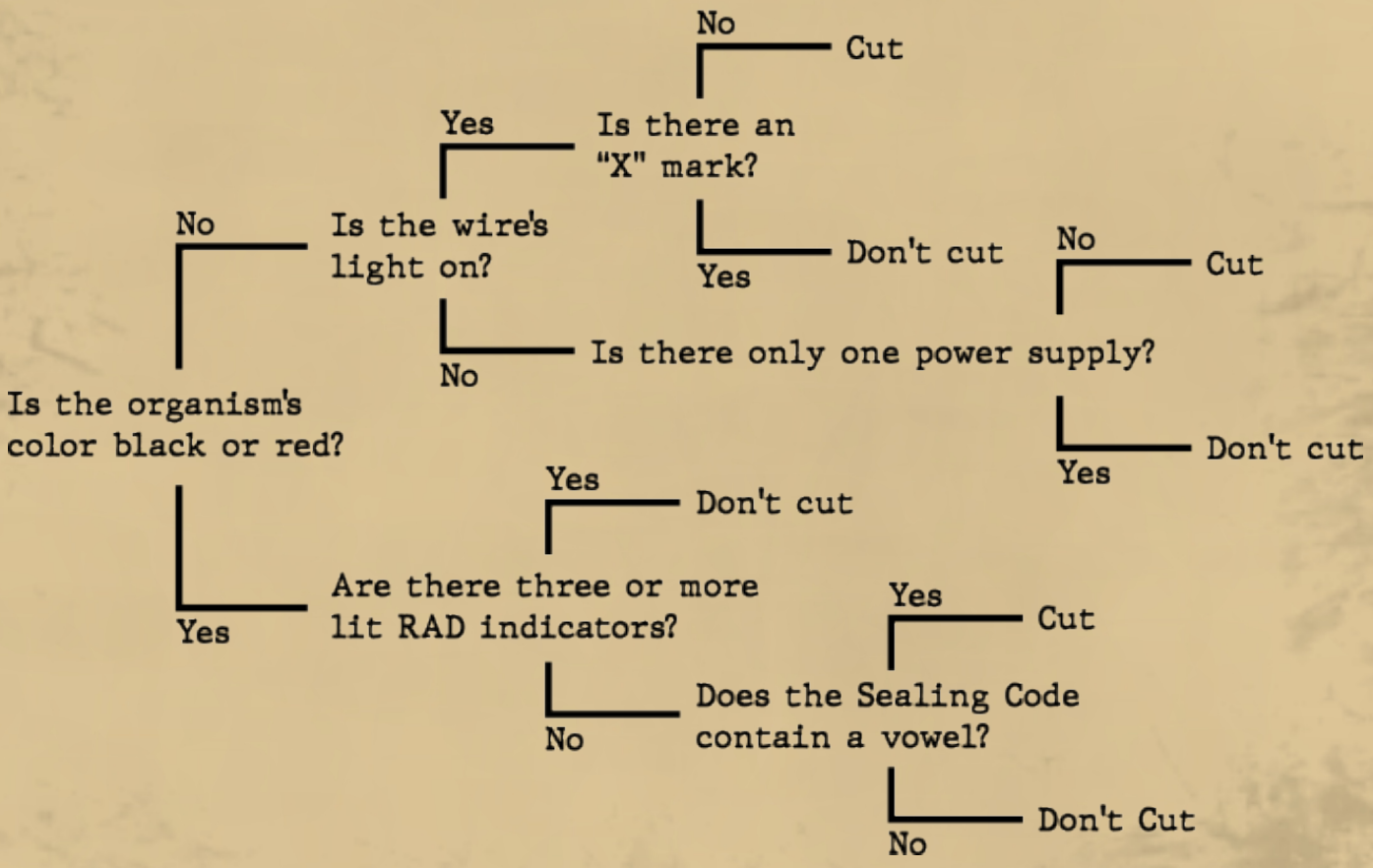
Red Cable:



Blue Cable:

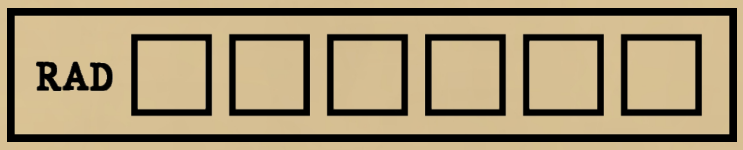


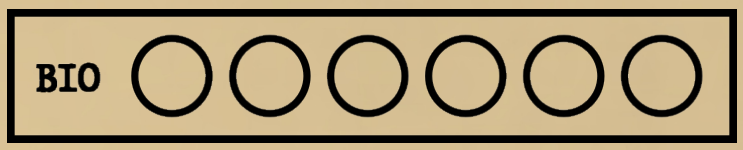
Yellow Cable:



Information on Indicators

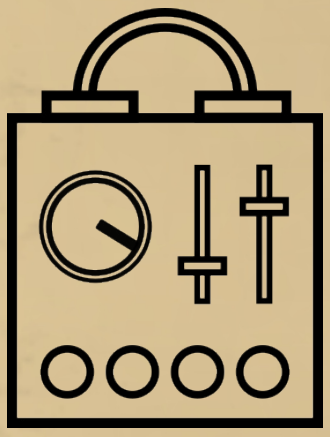
RAD and BIO indicators are located on the control panel and provide information about the subject and the environment in which the subject is kept.





Information on Power Supplies

Power supplies provide power to the control panel, and their number may vary depending on the containment conditions of the subject. They are located at the bottom of the control panel.



Information on the Sealing Code

The Sealing Code is a subject-specific identifier assigned to each subject, serving as a unique reference that provides information about them. It is located at the top of the observation window.

BZ3-D6X

Information on the Self-Destruct Mechanism

The Self-Destruct button is used to destroy both the subject and the observation chamber to prevent the subject from escaping. It should only be used as a last resort.