{shortforms used: ER= escape room. PR= practice room.

}

For reference the narrator is gen-z in their twenties. The narrator won’t use slang, but is very informal with word usage.

The second voice which will be mentioned once, or twice in the doc has the voice of a tired service worker, who is at the end of their shift.

**Pre-Practice room-1**

the player enters a white room and blinks into consciousness. A voice can be heard from above talking to someone in the background. After a few dialogues the voice notices the player and greets then confusedly, as if the players presence was not expected.

“Did you close up the area well? we don’t want any maintenance crew to fall through, we are understaffed en-”

“Ohmy! who is this? Are-are you a player? Why! this is wonderful”

“Ahem. Welcome player, to the chronic-sim for assembly. We are happy to have you here! Chronic-sim, the one place that makes you want to never leave. Now by the end of this we’ll have you’ll have everything you need to become a good assembly player. Just Follow my instructions.”

“now step right this way, oh and as for the controls, ‘w’ for forward movement, ‘a’ for left, ‘s’ for backward and ‘d’ for right. Now come along”

The voice greets the player with increasing enthusiasm and welcomes them to the simulation.

The player is warned about how the simulation is not presentation ready and that the player will be offered a simple tour instead.

“Now I must warn you, this sim isn’t really up to date or maintained. But don’t you worry, we have stuff covered for you to experience everything we offer, just don’t mind the occasional glitches or lack of details in the way ”

The simulation is built in a way that teaches assembly through a series of escape rooms, before a set of escape rooms are reached the player will encounter certain practice room where they will be taught how to solve the puzzles. The narrator explains that this portion was temporarily included because of how the simulation is broken.

“The practice rooms of PR that you’ll have in between the escape rooms will equip you with everything you need to know for solving the puzzles that lie ahead”

The narrator explains all of this and makes the player sign a non-disclosure agreement as to keep them from being liable to any action caused by the simulation.

“And before you start, we need to sign this”

The screen zooms into a white sheet with text detailing a non-disclosure agreement.(would add some suspicious stuff, like lack of human safety and lack of liability seen in the non-disclosure to hint on the lore and some funny ones as well)

On clicking agree, the player then is guided into the first pr

**The first Practice room**

the first room contains explanation for binary language on how conversion and representation is.

The narrator explains how numbers are represented as zeros and ones.

“before we jump into all the fun stuff, we are gonna see how the computers work with stuff. The computer sees everything as 1’s and zeros. zero shown as zero and one is shown as one, everything from there is pretty different.”

“Oh yes, step up here”

Two buttons rise, one black and one white. A monitor descends

“Now let’s say that the white one is one and the black one is a zero. No where was that button?”

A lot of commotion happens in the background as the narrator searches for the button he’s is looking for. Suddenly the lights go out. The only light shines from the monitor on the two buttons in front of the player

“What? I pressed the wrong button. Are you serious? Why do even have a blackout button I swear to-”

“Never mind player, we need to enter the number password in binary and the only things working here are the buttons. Now the password is 123569874”

“Now to enter one press the white button”

One gets displayed on the monitor disappears.

“Now the next number is two, for that press the white button, followed by the black button”

Binary for two gets displayed

“Now press the white button twice”

Binary for three gets displayed.

“Hmm okay I have an idea. player, see the difference between 1 and 2 is a 1 in the ones place, instead the one is in the tens place now. Now in normal numbers representation we add on to get the next number. We do the same here. Except if you add 1 to 1, we get 0 and the 1 carries over to the next place. 1 and 0 gives one and two zeros. How about you try four? Start counting from one.”

all of this is shown in the monitor above as the narrator explains. The player then is prompted to enter all the numbers in the password one by one, if the player does get anything wrong, the narrator will correct it once, and if the player gets it wrong twice the narrator will give the player the right answer. After the player has entered all the numbers the lights come back on

“Oh, thank my circuits, the power is back on. I’m sorry for that, now that I’ve found the button, I’ve needed I can go ahead and generate the rooms for all the work coming up, but before that…”

Three well-like holes pop up and the player is presented with black spheres and white spheres. A number flashes on the screen and the player is told to drop balls according to the position of the ones and zeros in the binary representation of the number shown.

“this was originally supposed to be your exercise but since we are over the initial stuff, why not a few practice questions”

The player on getting a correct response is congratulated and a fourth well pops up and one more number is asked, which makes use of all four wells appropriately. The narrator then congratulates the player and asks them if they are ready to move on to the actual escape room to start the game

**The first Escape room**

the narrator waits for no response and proceeds to guide the player into the next room which is the actual escape room. The escape rom is a set of turns, left and right to which a number is given.

“Now lets put all that knowledge into practice hmm? i wont be able to help you after you’ve started, I will be here, watching, go on player! Victory to you!”

The player approaches a sign that reads

Sign: “Starting from the rightmost digit, the player must take right, corresponding to 1 and left, corresponding to 0. If the player makes a wrong turn , it leads to a dead end with a button which teleports the player right to the starting point where the player must start again.”

If the player has answered correctly, they are led into another plain room with nothing other than the narrator inside. The narrator congratulates the player but apologizes for the lack of detail in the room as the simulation is not well maintained.

**The first Escape room- next stage**

“you’ve done quite well player. Now the next set of turns are a bit different you see. You have a given set of time to complete a maze. Good luck!”

The player is then told that the next series of turns are timed, and if the player does not complete the number of turns in the allotted time, they will fail. The player, after succeeding in the next turns is then congratulated again and told that the next turns are of two numbers added together. Both numbers are given in binary and the player is not timed. The player on completion will earn a pardon. This pardon can be used at a place where the player is stuck and needs help, without setting the player to the beginning.

“Why, I must say, I did not expect you to do so well. You were exceptional. Player…are you, a secret genius or something? or was its luck? Whatever it is keep doing it. It is working”

**The Second Practice room**

They are then prompted to asks them if they want to proceed to the next room. The next room has a rustic look with antique looking furniture

“Oo a cabin. I spend a lot of my youth living out in cabins. It was pretty cold. It did look pretty like this. You see player cabins wer-”

The screen moves a bit forward to reveal a rectangular shaped object on the ground.

“Oh? What is this?”

The player is prompted to move forward and pick up the object. When the object is interacted with, a close-up is shown, revealing it to be a VHS tape.

“a VHS you say? Never seen one before . It looks quite peculiar up close. I’ve heard that you can pop these in certain T.Vs, maybe this one right here ”

The player must walk up to the VHS, pick it up, and insert it into the TV. The screen zooms into the TV ad the VHS starts playing. It shows an old-time cartoon-ish explanation for hexadecimal notations and operations.

The cartoon is of the 1900’s type and is grainy. The cartoon is filled with walking alphanumeric which take place of the places where numbers are substituted with hex. They cartoon ends with ‘we hope to see you again.’

The VHS glitches in between of the explanation, without cutting off any relevant information. The narrator then marvels at how perfect it was for them to find the VHS now they did as it had exactly everything they needed for the next series of ERs.

“That…was… AWESOME! I mean I’ve never seen an authentic VHS tape with hex for dummies. C’mon player, you gotta admit that it was pretty cool that we found it at the time we did. I mean now all I have to do is test you’re retention. Now hurry up, let’s go already!”

**The Second Practice room.2(pen drive)**

The next room transitions back to the modern aesthetic and the narrator enthusiastically asks the player how their experience was.

“Okay okay, now small surprise. That room was planned all along! What’d you think? Eh? Pretty good if I say so myself”

The player has three prompts to choose-lame, okay, and life-changing. According to the input the player provides the narrator with, the narrator responds.

**If player chooses lame**

“Woah woah, really? I mean I even gave It pretty good textures. I mean I think it was pretty epic, I mean even the VHS…”

The narrator starts mumbling incoherently. Another voice cuts in, almost seeming bored,

“Since this isn’t going to stop anytime soon I suggest you progress with the next step of the P.R”

**If player chooses okay.**

“Okay…OKAY? That was anything but okay. I understand if you didn’t like it, but referring to it as average hurts my heart, oh my days!” The narrator stays silent for a few seconds

“I mean at least it wasn’t a flop. We’ll move on to the next part of the P.R. I’m sure that you’ll find this part better than the last ”

**If player chooses life-changing**

“I Knew you would like it! We’re like-minded smart people, you and I. we can appreciate art. Now look at this part, I bet it will knock your socks off”

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According to the input the player provides the narrator with, the narrator responds.

The player stumbles across another object on the ground, and this time it is a pen drive, coincidently there will be a computer aside.

“Hmm… I don’t think I was made aware of this. Really. the last one was me, but this is new, was it in the new patch? I don’t see it here…”

The narrator trails of and a lot of commotion can be heard. The narrator then comes back

“okay now, I don’t see anything here, but apparently the workers wanted to pass on some useful advice to the player. I’m not opposed in any way if it helps ”

the narrator nudges the player towards the computer and plug in the pen drive, the pen drive shows a bunch of files, and the narrator tells the player to click on the CLICK ME folder. There will be other folders which will reveal more lore. The click me file is opened and a video is seen. The video is clicked on and a gen-z YouTube style video plays, where the player is told to install any python environment for easier calculation of hex and binary and told how to use these for an advantage in the next E.R.

After the video plays and closes,

“Woah their buddy, you okay. I’m sorry player, somethings happening here, a worker malfunctioned and is causing an area to glitch out. I swear t- ‘The couch is gone? We worked so ha-‘ ill be back player, I need to deal with this first. Watch the video again if you need to, press esc after you’re done. I’ll be right back.”

This time will be given to the players to explore the contents of the pen drive if they want.

When the player quits the computer, the narrator hurriedly tells the player to drop the pen drive and tells them to discard it, stuttering through his words, trying to come with an explanation as to why the player cannot use the pen drive.

“Player? PLAYER? Where is the pen drive? Oh, thank God, drop it please”

A waste bin pops up and the player is prompted to drop it inside. The trash collapses on itself and disappears into pixels

“That was close! There was… a virus, Yes! A virus on that pen drive, would’ve destroyed the whole simulation goodness. ”Oh, geez what are we doing here? We got things to do. Achievements to achieve, goals to reach, so many things, c’mon!”

The narrator quickly changes the topic and ushers the player to the next room.

**The Second Escape room**

The next room is a bunch of floating tiles with water beneath. The tiles holds either a single digit or an alphabet. The player is given a question and told to draw a line from start to finish connecting all the necessary characters to give the answer. After the line is drawn, the player will attempt to move across the drawn part. If the answer is seen as wrong at any point of the path, the player will fall into the water. The narrator will encourage the player and ask if they want to watch the video, saying that he copied it into his system and can play it to the player any time they want.

The narrator also teleports the player back to the beginning of the room as the player attempts to cross the water once more. the player should make it across 4 sets of similar tiles to reach the end. The narrator comments on how good the player is and suggests a more difficult course similar to this and guides the plyer to the next room.

**The Second Escape room-next stage**

Here the player must draw the line as usual but instead of crossing over, projectiles start swinging all over the place. The player slows down and a QTE(quick time event) occurs. The player will be asked to answer a question quickly and within a given time frame. If the player is unable to answer in the given time, or enters the wrong answer, the player will be knocked into the water by the swinging projectile. The player will be put the beginning of the room if they are knocked into the water .

At completion the narrator celebrated and tells the player that given the circumstances the player will be given a trophy. The trophy signifies that the player has completed the beginning course. At this point the player has also unlocked the save point, where they can save multiple parts at multiple places and can revisit those save points whenever they want. The narrator then tells the player that what they’ve seen is just the beginning and that the stuff to come is much more challenging that what they’ve seen so far.