Cue 0:

Welcome to Terminal, a virtual reality game that focuses on two worlds: the computer monitor in front of you and the warehouse floor behind that.

Cue 1:

Events interacted with on the monitor will affect objects in the warehouse.

Interacting with these objects can help you solve puzzles and progress to the end state of the game.

Good luck and God speed!

Cue 2:

The emergency lights have been activated. You should probably reset the circuit breaker.

Cue 3:

Nice one, mate. But this door (like almost all doors imaginable) requires a key to open.

Cue 4:

Jesus Christ, that's bright! Well, now that power has been restored, the coloured boxes need to be delivered.

Look for their corresponding terminals.

Cue 5:

Incredible! You’ve got a basic understanding of colour, and you are officially 6 years old. Now try finding out what to do next, on your own. Checking the Monitor might be a good idea, mate.

Cue 6:

Well done! These new boxes now need to be delivered together on the conveyor belt, in a specific order.

Cue 7:

These boxes also have specific end destinations. It would be wise to reference a destination board or list located in the warehouse, in order to find the correct destination.

Cue 8:

Look, at, that! You’ve delivered all of the boxes to their correct destinations. Your ability to complete mundane point-to-point tasks is on par with an Amazon drone.

Cue 9:

That’s all she wrote. There’s really nothing left for you to do here. I mean, you can hang out for a bit. Maybe throw some things around. But the work is done. Maybe you need to go find a big door or something. That’s usually how games end, isn’t it?