3 cutscenes

1: Delta is shown gazing upward at the ethereal flow that is Lambda.

2: The silhouette of the PATROL HQ boss is in the background sitting in his chair behind his desk (elbows on desk and hands clenched together) while Delta looks towards the ground frowning as they walk out of the boss’s office.

3: Delta is seen rummaging through some documents on a table in a highly classified looking room.

\*\*\*Justification for cutscenes narrative-wise is that the teleporters/warp panels are infused with lambda and the way it works is that is takes the particles of the transportee and passes them through lambda, which analyses the particles and recompiles them at the final destination. \*\*\*