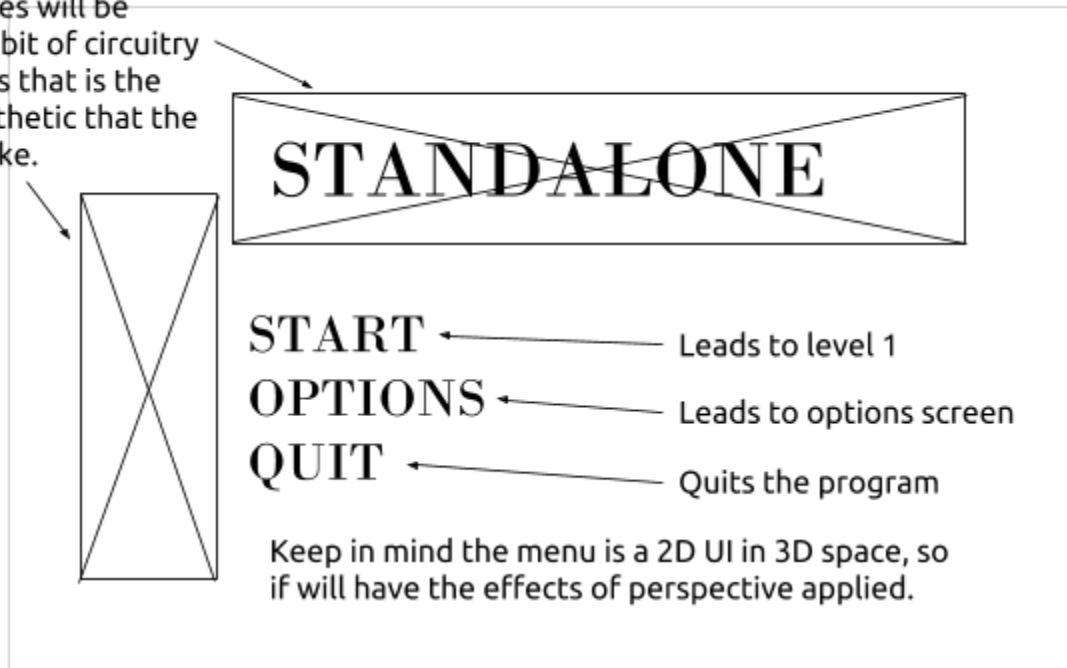


New UI.

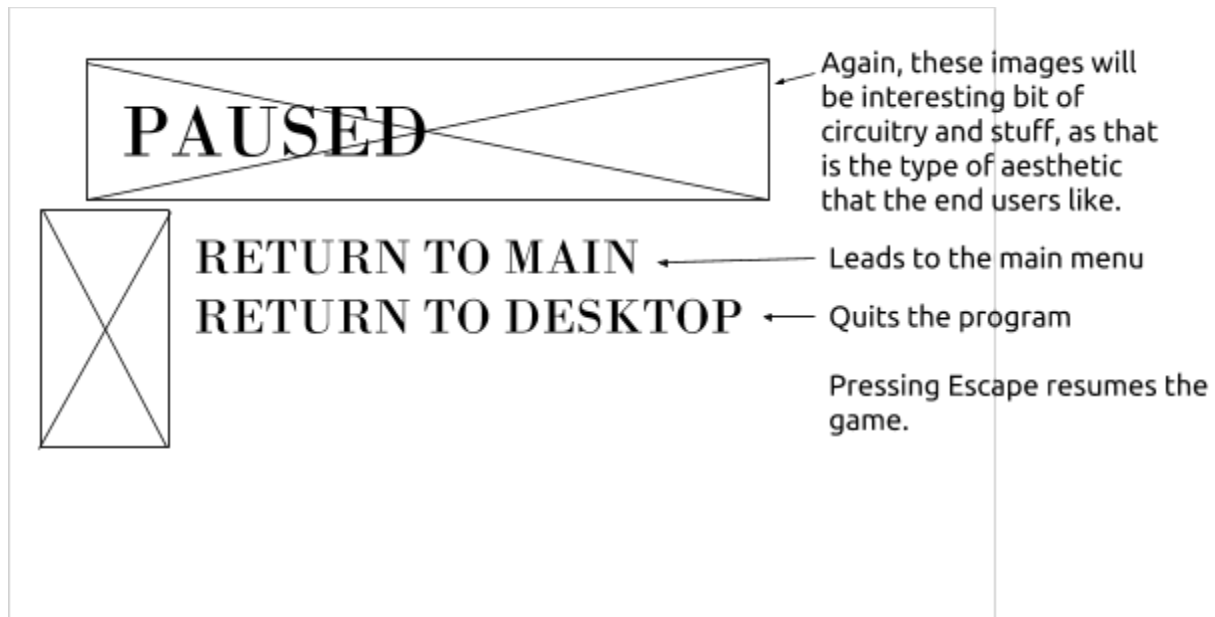
Main Menu:

These images will be interesting bit of circuitry and stuff, as that is the type of aesthetic that the end users like.



There is also a splash screen that is displayed when the game boots up, which then loads into this menu screen

Pause screen:



Main menu:



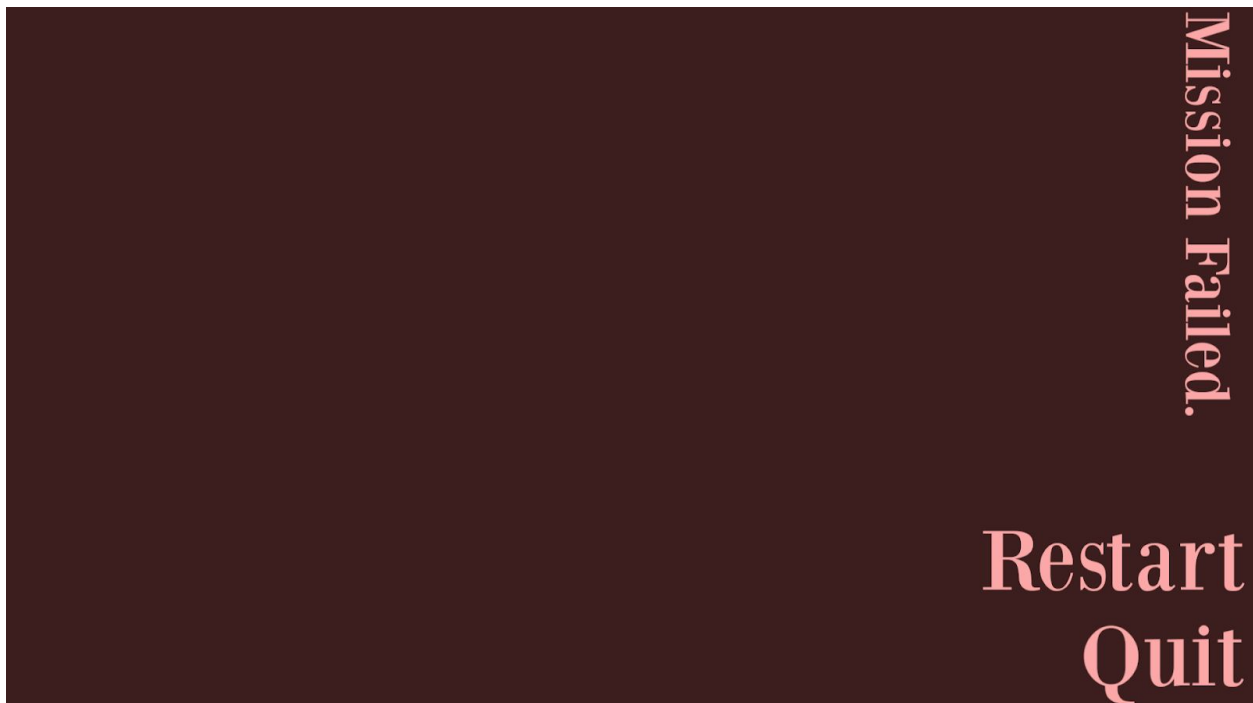
In game:



Pause menu:



Death screen:



Win screen:



Hack Puzzle:



Data server:

