Basic Rules of Brute Force Consoles:

1. A Barrier blocks the player from reaching the Gateways/Data Cache in the room. A Brute Force Console is in front of the Barrier (on the players side).
2. The player must enter a four piece code into the console to lower the barrier, using trial and error to get the correct code.
3. All attempts made are recorded and displayed on the right.
4. The four boxes above the code dictate how many pieces were wrong (red), correct but in the wrong position (yellow) and how many are 100% correct (green). The position of these hints to not relate to the pieces in the same position.
5. The player has 10 free attempts at getting the correct code, after that, they receive 10% Trace progression for every attempt made hereafter.

Setup:

1. Barrier and Brute Force Console:
   1. All that needs to be done for the Barrier is to ensure that the barrier blocks the player from reaching all Gateways/Data Cache within the room (excluding the entry Gateway).
   2. The Brute Force Console must be set near the barrier upon the side in which the player will enter the room. The back of the console should face the Barrier.
   3. Add the Barrier to the Linked Objects Array within the Brute Force Console (don’t worry about the Required Code array, it is procedurally generated at the start of the game).
2. Gateways:
   1. Please ensure that all Gateways within the room have:
   2. ‘Brute Force’ as their Room Info Tag.
   3. The room’s ‘Brute Force Console’ as the Linked Manager.
   4. and that all Gateways have the Score Trigger boolean set to False.