**[pause as the screen turns off, and the cell is shown again]**

Player: (…Well. That was unnerving.)

Player: (It’s hard to tell when he’s being serious, but his hatred for “STOP freaks” is clearly no joke.)

Player: Almost like he...

**[camera moves left and right to mimic the protag’s shaking head]**

Player: (No. Remember your training. Now’s not the time to overthink things.)

Player: (You need to get out of here. Detective work can come later.)

**[pause as the player exits the tutorial room and into the corridor]**

Player: (No side corridors, no secret doors... not even a crack in the wall.)

Player: (No choice but to move forward.)

Player: (You take another cautious step ahead and-)

**[the dr. danger screens go on ]**

???: Welcome. I see you’ve arrived safely?

Player: (What the-?!)

Player: (*Another* voice? And all the screens in the room lit up, too…)

**[pause as the player goes over to one screen, which has dr. danger in the room. it’s similar to cautionne’s tv screen, but the room is less messy.]**

Player: (Huh?)

Player: (You know that woman on the screen.)

Player: (Everyone at STOP knows that face. They’ve seen her photos in newspaper articles. Broadcasts. Social media.)

Player: (For years, this mysterious woman was the scourge of STOP. A saboteur who terrorized the public with bombs and cryptic threats. A supervillain, through and through.)

Player: (A supervillain by the name of...)

???: From the top, then. I am Dr. Danger.

Dr. Danger: You are here because you’re under my temporary employment.

Player: (Uh… no?)

Player: (Last time you checked, you were a STOP agent. By default, Dr. Danger was your sworn enemy.)

Player: (A sworn enemy who was ki-)

Dr. Danger: Before you begin your task, please listen carefully. Due to my circumstances, I cannot repeat my instructions. Nor will I be able to answer any of your questions.

Player: (...Oh, should’ve caught it earlier. This is all pre-recorded.)

Player: (Turns out even supervillains make the newbies watch employee training videos.)

Player: (Better tune her out. Besides, you’re no mere hired hand.)

Player: (You’re a proud agent of STOP – trained to fight villains like her.)

Player: (So what if there are more puzzles to solve and locked rooms to explore? To someone like you, they should be child’s play.)

**[pause]**

Player: (*...Should* be.)

**[the camera mimics the player moving towards the door in the middle of the room. they enter the first puzzle room]**