

- ◆ Heavy breathing.
- ◆ Faint chains rattling.
- ◆ A low, guttural *growl*.

🔥 Something *alive* is down there. And it's *big*.

Ghost **activates his visor, scanning beneath the surface.**

**Ghost (whispering, tense):** *"I count three... no, four heat signatures. Humanoid."*

Naomi **frowns, checking the old facility blueprints.**

**Naomi:** *"That's impossible. There's no listed sublevel here."*

Dante **grips his knife, expression sharpening.**

**Dante:** *"Guess Kain forgot to update the maps."*

💀 This place isn't just a research site—it's a *prison*.

---

## 🔑 OPENING THE HIDDEN LEVEL – CHOICE

🔥 If Kain locked these things away, it wasn't out of mercy.

🔥 But do you risk opening the door?

◆ **🔍 Carefully Enter & Observe First** – No sudden moves. See what's inside before acting.

◆ **🚪 Free the Prisoners Immediately** – If they're alive, they *might* be allies—or weapons.

◆ **💣 Set Explosives & Collapse the Chamber** – No risks. Whatever Kain locked down here *stays* buried.

💀 What's your move, Joel?

You said:

1

ChatGPT said:

**Action Chosen: Carefully Enter & Observe First**

🔥 No reckless moves. No blind risks. You see what's inside *before* making a call.

💀 Whatever Kain locked away here—he feared it. That means it might be useful. Or *deadly*.

---

## 🔑 UNLOCKING THE HIDDEN LEVEL

Naomi **hacks** into the old security panel, her fingers moving quickly.

💻 OVERRIDING ACCESS RESTRICTIONS...

💻 OPENING HIDDEN SUBLEVEL...

🔥 A deep, mechanical *click*.

💀 Then—*the ground shifts beneath you*.

🚪 A massive steel door—previously camouflaged as part of the tunnel floor—begins to slide open.

🌊 Cold air rushes out, thick with a strange chemical scent. The chamber below is dark—lit only by the dim red glow of emergency lights.

🔊 Ghost raises his rifle, visor scanning.

Ghost (tense): “*Something’s moving.*”

🔥 You drop down into the unknown.

---

## 🔑 INSIDE THE FORGOTTEN CHAMBER

🔑 A long, industrial corridor stretches ahead—lined with reinforced glass cells.

🔑 Thick, steel restraints hang from the walls, some snapped or broken.

🔑 Dried blood stains the floor.

💀 And then—you see them.

Four **figures**, slumped inside the cells.

🔥 Not quite human. Not quite *monsters*.

🔊 **SUBJECT 01:** A towering, emaciated figure with glowing veins pulsing across his arms. His breath comes ragged and uneven.

👁️ SUBJECT 02: A woman, eyes pitch black, staring at you without blinking. She doesn't move—but she's *aware*.

👁️ SUBJECT 03: A Hunter—still wearing torn Association armor. His skin is greyed, body shaking as if he's fighting *something* inside him.

👁️ SUBJECT 04: A child. No visible mutations. Just sitting there. Watching. Silent.

💀 They weren't just experiments. They were *abandoned*.

🔥 And now—they see *you*.

---

## 🔑 NEXT MOVE – HOW DO YOU HANDLE THEM?

💠 1 Communicate First – See if they are still *human* enough to talk.

💠 2 Release One as a Test – See if they are allies or threats.

💠 3 Leave Them & Focus on Destroying the Lab – They are *too* dangerous to risk.

💀 Your call, Joel. Are these prisoners—or something worse?

You said:

1

ChatGPT said:

## Action Chosen: Communicate First

🔥 Before you make a move—before you free them or destroy this place—you need to know: Are they *human* or *monsters*?

💀 If there's anything left inside them, you'll find out now.

---

## 🔑 INITIATING CONTACT

👉 You step forward, slow and controlled, hands open. No sudden moves.

- 🔑 The chamber is eerily silent.
- 🔑 The air is thick with chemicals and decay.
- 🔑 The four figures watch you—expressionless, waiting.

🔥 You speak first.

Joel (calmly): *"Do you understand me?"*

#### 🔥 SUBJECT 01 – THE TOWERING FIGURE

💀 He doesn't respond at first. Then—his breathing shifts. His eyes, dim with exhaustion, flicker toward you.

Subject 01 (hoarse, weak): *"...Not...dead?"*

🔥 He's aware. Barely.

---

#### 🔥 SUBJECT 02 – THE BLACK-EYED WOMAN

🔥 She tilts her head, slow and unnatural, like a predator studying prey.

💀 Then—she smiles.

Subject 02 (whispering): *"You're not one of them."*

🔥 She understands more than she's letting on.

---

#### 🔥 SUBJECT 03 – THE HUNTER

🔥 He shudders violently, hands gripping his head.

Subject 03 (strained, shaking): *"Kill...me..."*

💀 His body convulses. Whatever Kain did to him—it's *breaking* him.

---

#### 🔥 SUBJECT 04 – THE CHILD

🔥 He just stares at you. Silent. Not afraid. Not weak. Just... watching.

💀 Then—he speaks, voice cold.

Subject 04 (softly): *“You don’t have much time.”*

🔊 Ghost tenses, raising his weapon.

Ghost (whispering, sharp): *“What the hell does that mean?”*

💀 The child’s dark eyes flicker toward the exit.

🔊 And then—you *hear it*.

🔊 FACILITY ALERT: SECURITY BREACH DETECTED. ALL UNITS TO LOWER LEVELS.

🔊 KAIN KNOWS YOU’RE HERE.

💀 No more time. You have to decide—what do you do with the prisoners?

---

## 🔑 FINAL CHOICE – THEIR FATE

◆ ☐ Free Them All – Kain abandoned them. They deserve revenge.

◆ ☒ Only Free the Ones Who Still Seem *Human* – The Hunter and the Child stay behind.\*\*

◆ ☐ Leave Them & Finish the Mission – You can’t risk taking them with you.

🔊 Your call, Joel—who lives, who stays, and who *fight*s?

You said:

1

ChatGPT said:

**Action Chosen: Free Them All**

🔊 Kain abandoned them. Used them. Broke them. Now? You’re setting them *loose*.

💀 If they still have humanity left, they’ll fight alongside you. If not? You’ll deal with it.

---

## 🔑 RELEASING THE EXPERIMENTS

👉 You move fast—no hesitation. If security is coming, you need to be *gone* before they arrive.

🔑 Naomi overrides the cell locks, her fingers flying across the console.

🔑 Dante stands ready, watching for any sudden movements.

🔑 Ghost keeps his rifle aimed—*just in case*.

💀 Then—the doors slide open.

🔥 And everything changes.

---

## 🔑 PRISONERS' REACTIONS

### 🔥 SUBJECT 01 – THE TOWERING FIGURE

💀 He stumbles forward, weak but breathing deep. His glowing veins pulse as he grips his own arms—like he's holding himself together.

Joel: *"Can you move?"*

🔥 He exhales sharply—then nods.

Subject 01: *"...I will...kill them all."*

💀 Oh, he's *with* you.

---

### 🔥 SUBJECT 02 – THE BLACK-EYED WOMAN

🔥 She stretches, rolling her shoulders, her blackened eyes gleaming in the dim light.

Subject 02 (soft, amused): *"Freedom... I'd almost forgotten the taste."*

Dante narrows his eyes.

Dante (muttering): *"This one feels dangerous."*

💀 But she's not attacking you. Yet.

---

### 🔥 SUBJECT 03 – THE BROKEN HUNTER

🔥 He collapses to his knees the moment he steps out. His hands tremble, his breathing ragged.

Joel: *"We're getting you out."*

💀 But he shakes his head.

Subject 03 (strained): *"...Too late for me... but not for him."*

🔥 He points—to the child.

---

#### 🔥 SUBJECT 04 – THE CHILD

💀 He walks out slowly—no fear, no hesitation. Just... calm.

🔥 Then—he looks *directly* at you.

🔥 And for the first time—you *feel* something.

🔑 A presence pressing at the edge of your thoughts. Cold. Sharp. Testing.

Ghost (tense, whispering): *"Joel... something's wrong with him."*

💀 Then—he *speaks*.

Subject 04 (calm, unreadable): *"Kain is watching."*

🔥 Your blood runs cold.

---

#### 🔑 SECURITY INCOMING – ESCAPE PLAN

🔥 Footsteps echo in the distance. Armed Hunter squads moving fast.

🔥 You have the prisoners. You have your explosives. Now you need to *leave*.

💠 📀 Split Up – The experiments cause chaos while you and your team finish planting the bombs.

💠 📀 Take Everyone to the Surface – Full escape. You blow the lab after getting clear.