

First-Person Survival Horror game, focused on puzzle solving, exploration, and enemy avoidance

Synopsis:

In a remote scientific facility experimenting with nuclear fusion reactors, something has gone terribly wrong. An experimental procedure has summoned some kind of extraterrestrial lifeform, a hostile being that exists within sources of light and can manipulate them to some extent. The light security forces don't stand a chance; within hours, most of the facility is slaughtered.

You are a scientist who wakes up in the security station, with no memory of what has happened (Amnesia). The facility is on lockdown, and everyone else is dead. In order to find a way to escape, you'll need to delve deeper into the research facility and find out what exactly happened. Beware the light...

Enemy Behavior

The Sunspot alternates between three different movement states based on the player's actions: *Patrol*, *Hunt*, and *Chase*

- *Patrol*
 - Patrol is the Sunspot's default mode. In this state, it will follow a predetermined patrol path that loops across the map. It will only default from this patrol path to enter Hunt mode.
 - The Sunspot can open and pass through locked doors, either in its patrol path or when hunting or chasing. The door will slam shut after the Sunspot passes through it, remaining locked. The door's collision will remain so even if the player isn't killed by the Sunspot, they won't be able to sequence-break.
 - While the Sunspot moves, it will affect any light sources within close proximity to it. Any lights that are turned off will be turned on, to their default state, when the Sunspot moves close to them, even if their Light Switch is turned off. The lights will remain on even after the Sunspot leaves their general area. Lights will also increase in intensity as the Sunspot moves beneath them, going from their default state to Bright, and then back to default as the Sunspot leaves the area.
 - Check the maps for the Patrol Path for each zone.
- *Hunt*
 - The Sunspot will enter Hunt mode if one of three things occurs:
 - The player remains in its line of sight for a certain amount of time
 - The player makes too much noise within a certain range of the Sunspot
 - The player stands in a light source for too long
 - If any of these occur, the Sunspot will leave its patrol path and move towards the location of detection (place where the player was seen, place where noises were

heard, area of light). It will then wander around the general area, looking in various directions. If the player triggers another light source while the Sunspot is Hunting or makes too much sound nearby, it will immediately move towards the new zone of detection, and its hunt timer will be reset. If at any point the player enters the Sunspot's line of sight during the Hunt phase, it will move to the Chase phase. Otherwise, if the Sunspot does not detect the player within 20-30 seconds, it will return to the Patrol phase and move back to the patrol path.

- *Chase*

- During the Chase phase, the Sunspot will run towards the player's position. If it gets too close, the Sunspot will automatically kill the player. The player's running speed is faster than the Sunspot's, but the player can only run for a limited amount of time. In order to escape a chase, the player must exit the Sunspot's line of sight, then remain out of its line of sight for 10 seconds. If successful, the Sunspot will reenter Hunt phase, searching the last place it saw the player, then return to Patrol phase. If at any point it sees the player, it will resume the chase, resetting the escape timer. Standing in a light for long or making too much noise up close will also alert the Sunspot and send it towards that location, but will not reset the escape timer.
- The player can also end a chase by interacting with a light switch to turn off the lights in the area the Sunspot is standing beneath. If done correctly, the Sunspot will scream in pain and be stunned for around 10 seconds, unable to move or track the player's position. However, doing so will also destroy the light switch the player used, preventing the lights from being turned off until it is repaired with a Repair Kit. Once the stun ends, the Sunspot will briefly Hunt, then return to Patrol mode.

Light

Nearly every room has some kind of light source. If the player stands in light for too long, the Sunspot will be alerted and will travel towards their position. The amount of time a player can stand in a light is tied directly to its intensity. Lights come in three categories: dim (lamps, emergency power, other ambient lighting), normal (room lights, flashlight beams), and blinding (spotlights). The player can stand in a dim light for 30 seconds, a normal light for 15 seconds, and a blinding light for only 5 seconds, before being detected. Every light has a default state; if the lights are turned off or if the Sunspot alters them as it moves, they will return back to their default position once turned back on or when the Sunspot moves away.

Lights will change color as a player remains in them, shifting from their default white-yellow to a deep red. The buzzing sound of the light will also increase in volume and intensity, before cutting out entirely once the Sunspot is detected. The light will remain red (and be unable to be turned off) until the Sunspot returns to Patrol mode, after which the light will return to normal. The player's Light Detection bar will also fill up while standing in a light source, and begin to reduce when in darkness.

Lights can be turned off and on by interacting with their nearby Light Switches. If the Sunspot gets too close to a light that is off, it will be turned back on. If the Light Switch is broken, the lights will not be able to be turned off until the Switch is repaired.

Safe Zones

Some areas on the map are considered *superdark*. The Sunspot will never enter these areas; if it witnesses the player enter one, it will return to Patrol mode. *Superdark* zones are usually safe rooms, which contain items that the player can interact with to save their progress. *Superdark* rooms generally don't contain a light switch, and the Sunspot can't turn on their lights when in close proximity.

Places where the player can hide, such as lockers and beneath beds or tables, also count as *superdark* zones, somewhat. The Sunspot will not check these areas as long as it doesn't directly see the player enter one. If it does, though, it will move towards that area, pull them out, and kill them.

Player Actions

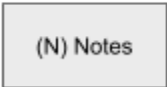
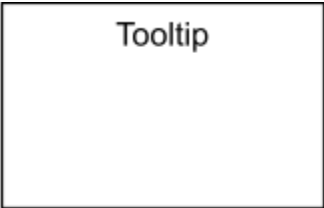
The player, by default, walks. They can also sneak or sprint. The player enters sneak mode by crouching; in this state, they move slower, but they are much quieter and harder to detect (the Sunspot will take longer to enter Hunt mode if the player is in their cone of vision). The player can also sprint; this makes them move much faster (fast enough to outrun the Sunspot), but they can only run for a certain amount of time (represented by a stamina bar). Running also makes a lot of noise; the Sunspot will not hear the player if they are walking or crouching, but it *will* hear running.

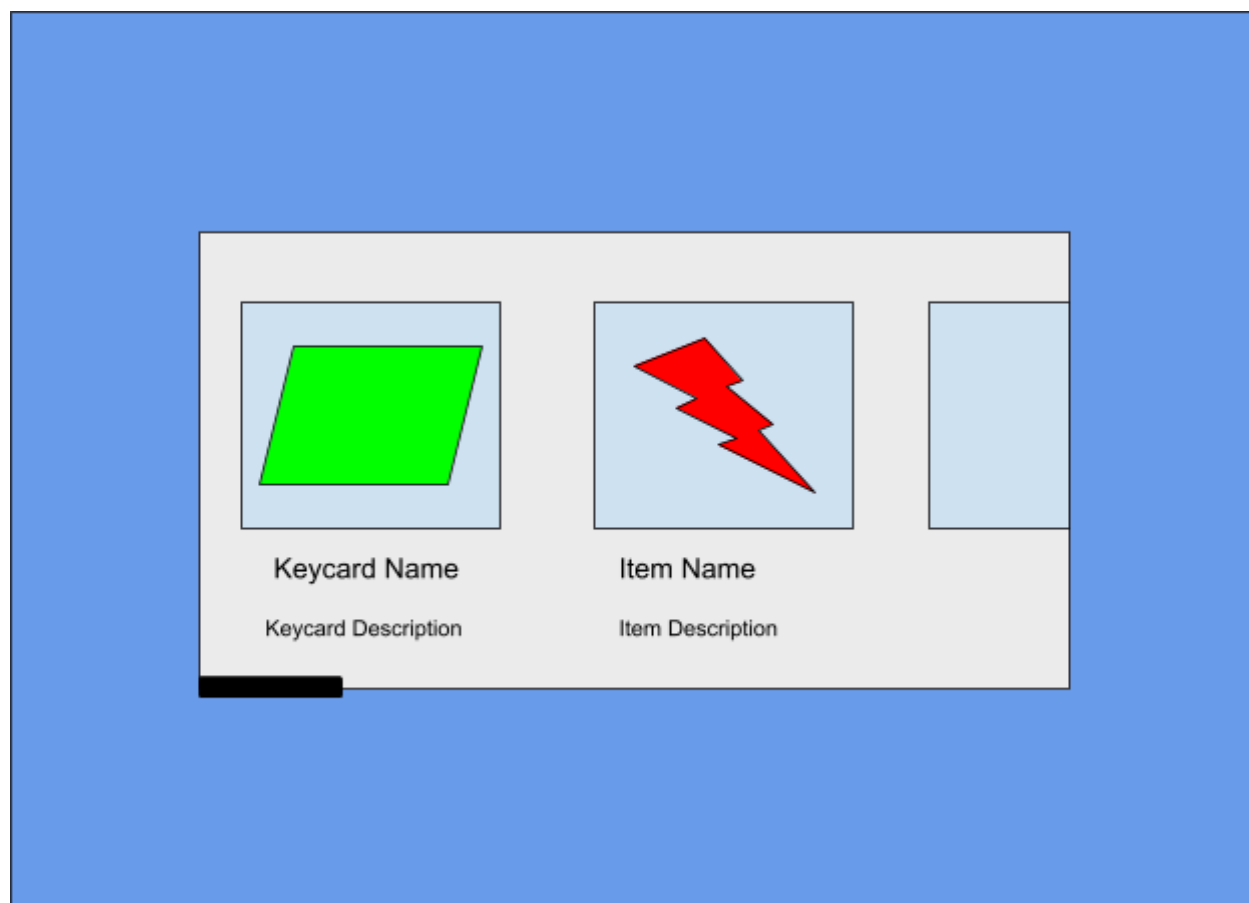
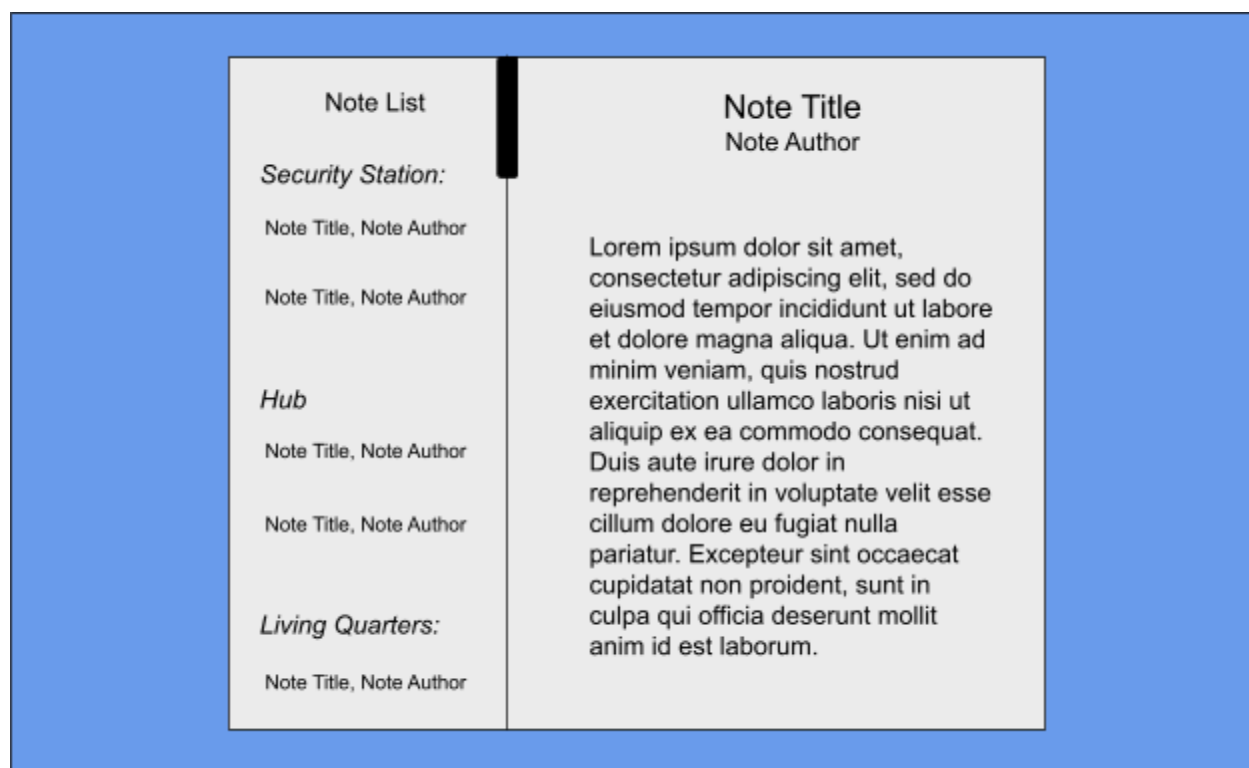
The player can interact with certain items in the environment as well. These include:

- *Keycards*
 - Keycards allow the player to open certain doors and make further progress. The keycard will be named based on what door it opens, and will not take up space in the player's inventory.
- *Items*
 - There are various items the player can find across the facility, and use to improve their chances of survival. The inventory can only hold up to 8 items at a time, not counting keycards. The player can look at what they are carrying in their inventory at any time. *The game does not pause while checking the inventory.*
 - *Repair Kits*
 - Repair Kits allow the player to repair broken Light Switches, allowing them to turn lights on or off. No Light Switches are required to be repaired in order to beat the game, but doing so can make traversing the environment easier.
 - *Pills*

- Pills will refill the player's stamina bar at a much faster rate for a short time after consumption. Very useful in a chase.
- *Firecrackers*
 - Firecrackers will trigger a loud noise and burst of light after a few seconds, which will alert the Sunspot, force it into Hunt mode, and send it to investigate that location. Firecrackers can be dropped or thrown, but will not directly damage the Sunspot or anything in the environment. Using one during a Chase or while the player is in the Sunspot's line of sight will have no effect.
- *Notes*
 - Notes are written by the various denizens of Double-H Station, providing valuable information and backstory on the history of the facility. They can be read on pickup, or from the Inventory screen. *The game does not pause while reading a note.*
- *Light Switches*
 - Light Switches can be interacted with to turn the lights of a specific room or area on or off. Turning lights off will allow the player to move through that zone safely and avoid detection, but is also a temporary action; the Sunspot will eventually move past the lights and turn them back on. Turning on lights is also useful in some situations. Some items or objects cannot be interacted with if the room they are in is dark. In addition, turning on the lights above the Sunspot will stun it, but will also destroy that Light Switch and prevent the player from using it until it is repaired. Many Light Switches are destroyed by default, and can be fixed as well.
- *Lockers*
 - Some rooms contain lockers. The player can hide in a locker to prevent the Sunspot from detecting them. The Sunspot won't normally check lockers, but if the player enters one within its line of sight during a Chase, it will open the locker and kill them.
- *Beds and Tables*
 - Similar to lockers, the player can hide beneath beds or tables by interacting with them while crouching. The Sunspot will not normally check beneath these, but if it sees the player hide under one it will drag them out and kill them.

UI





This is a mockup of how the player's UI should look. It has:

- The Stamina Bar
 - Decreases when the player is running, and fills back up while the player is walking/crouching/standing. If stamina is fully depleted, the player will be unable to run at all until it fully recharges, or until the player uses a pill bottle.
- The Light Detection Bar
 - A measure of how close the player is to being detected. The bar will fill up if the Sunspot is looking at them or hearing their sounds, or if the player is standing in light. When the bar maxes out, that means the Sunspot will have detected the player and entered Chase mode. Once the Sunspot is no longer aware of the player's location and gone back into Patrol mode, the bar will return to normal. If the player moves from light to darkness and the Sunspot is not aware of their location, the bar will slowly reduce as well.
- The Item Slots
 - Slots for the player's three items: Pill Bottles, Firecrackers, and Repair Kits. These slots will list the number of each item the player has, and the player can ready them for use by pressing the associated number hotkey
- Tooltips
 - Messages that will appear to explain important tutorial information at certain points.
- Note Menu
 - By pressing the (N) key, the player will be taken to the note menu, which appears overlaid on the screen. Here, the player will see the list of all of the notes they have collected, sorted by location and listed by title and author. They can click on any of the notes and read them. We can have scroll bars for the note list/contents if possible, but we could also scale them down so they aren't necessary. If the game doesn't pause while in this menu, then it should be automatically exited when the player presses any button other than the mouse keys.
- Inventory Menu
 - Similar to the Note Menu, by pressing a hotkey (I), the player will be taken to an overlaid menu showing the different items and keycards they have collected, with little descriptions for each. Like the Note Menu, the player can scroll through the menu with the mouse wheel, and if they press any buttons the menu will disappear. Keycards and other such items are automatically used, so this menu is only for information and reference; the player does not need to manually select items from it.

Game Progression

This is a basic layout, subject to be updated.

The player starts the game in the *Security Station*, the work center for Double-H's small security staff. Here, they get their bearings and learn how to interact with the environment. The

Sunspot appears in the distance in some scripted scares, but these serve only to boost the player's paranoia and make them think it lurks in the darkness. Upon reaching a certain point, the Sunspot finally confronts the player and chases after them, revealing that it is light, not darkness, that is dangerous. The player escapes into the first Safe Zone, which connects to the main hub. This Safe Zone also contains a safe, locked with a six-digit combination. The Security Station can no longer be accessed once it is exited (at the end of the scripted chase).

The *Hub* is a small area which contains passages to the three main areas: the Living Quarters, the Fusion Reactor, and the Research Laboratories. The exit is also visible here, but cannot be opened. Information can be found nearby revealing the player's major goal: in order to open the Exit, they must:

- Open the anti-rad lead curtains blocking the exit (Fusion Reactor)
- Find the code to open the exit (Research Laboratories)

However, only the Living Quarters can be accessed at first. The Research Laboratories are also blocked by a lead curtain, meaning the Fusion Reactor must be dealt with first. However, to safely enter the Fusion Reactor, the player needs to find a Radiation Suit in the Living Quarters.

The *Living Quarters* are where the scientists and security guards of Double-H lived. The Radiation Suit needed to access the Fusion Reactor is located in one of the rooms. In order to get it, the player must find the room's keycard by exploring the environment. Along the way, they can find notes and recordings explaining what life was like in the facility before the Sunspot attacked.

Once the player has the Radiation Suit, they can safely enter the *Fusion Reactor* (trying beforehand will kill the player). This is the center of the facility, where the staff attempted to create small-scale nuclear fusion, and where the Sunspot was created. Compared to the small, cramped hallways of the Living Quarters, the Reactor is a wide, open area, blocked off by pipes and bright beams of light. The player must move through this maze carefully to reach the control room, where they can shut down the reactor and open the lead curtains.

Once the curtains are open, the player can go to the *Research Laboratories* to get the code for the Exit. These labs were where the scientists performed smaller-scale experiments, and where the Sunspot was briefly imprisoned while Dr. Lucks tried to study it. The player must make their way to Lucks' office, where they can find the code to escape. They can also find the body of Dr. Senja nearby, along with a final recorded note explaining her plan to destroy the facility and take the Sunspot with it. The note also lists the code for the safe, which contains bundles of dynamite.

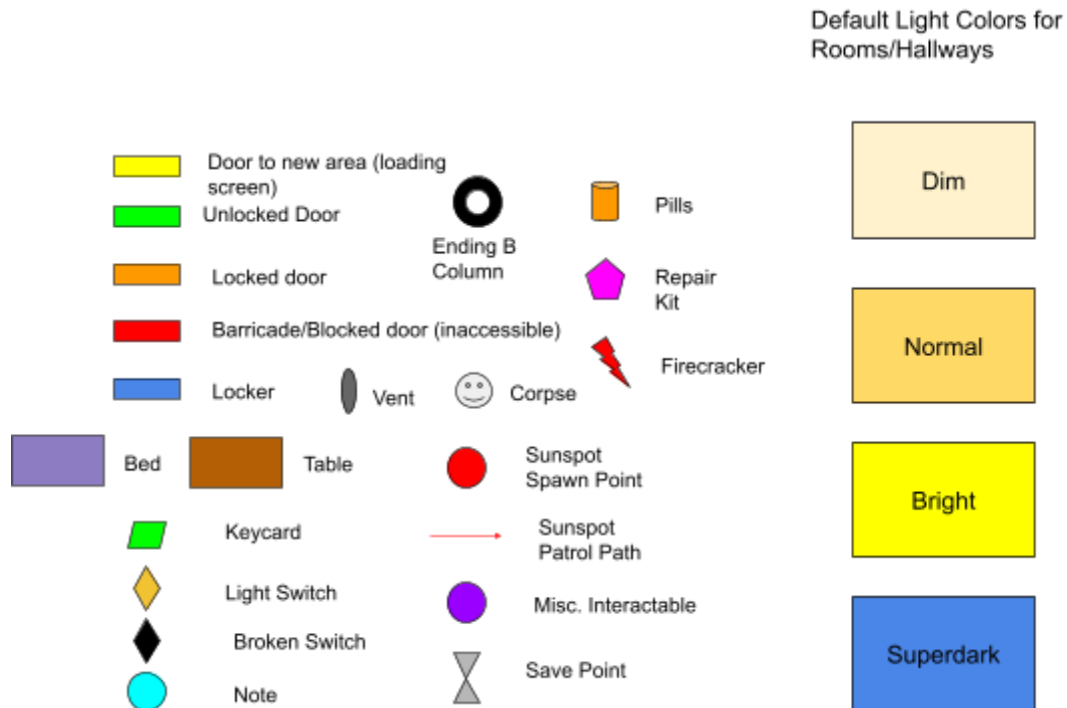
Regardless of what ending the player chooses to take, a few minutes after collecting the code(s) the emergency lights will switch on. During this ending period, all of the lights will become Dim and be unable to be turned off, including in all of the previously safe superdark rooms (lockers and beds will still be safe). The Sunspot will also gain some new patrol patterns and be able to enter some areas it couldn't previously, including the Hub. This game state will persist until the player completes the game.

From here, the player can choose what ending they want to take. If they open the exit gates with the code, the doors slowly open to fill the room with bright white sunlight... which quickly fades to red as the sound of the Sunspot standing behind the player can be heard. On the other hand, the player can follow Senja's instructions and place the bundles of dynamite on four load-bearing pillars across the map, before returning to the Hub to detonate them. The

Sunspot tries to attack the player, but they successfully detonate the bombs, and rubble violently buries both them and the Sunspot.

Area Maps:

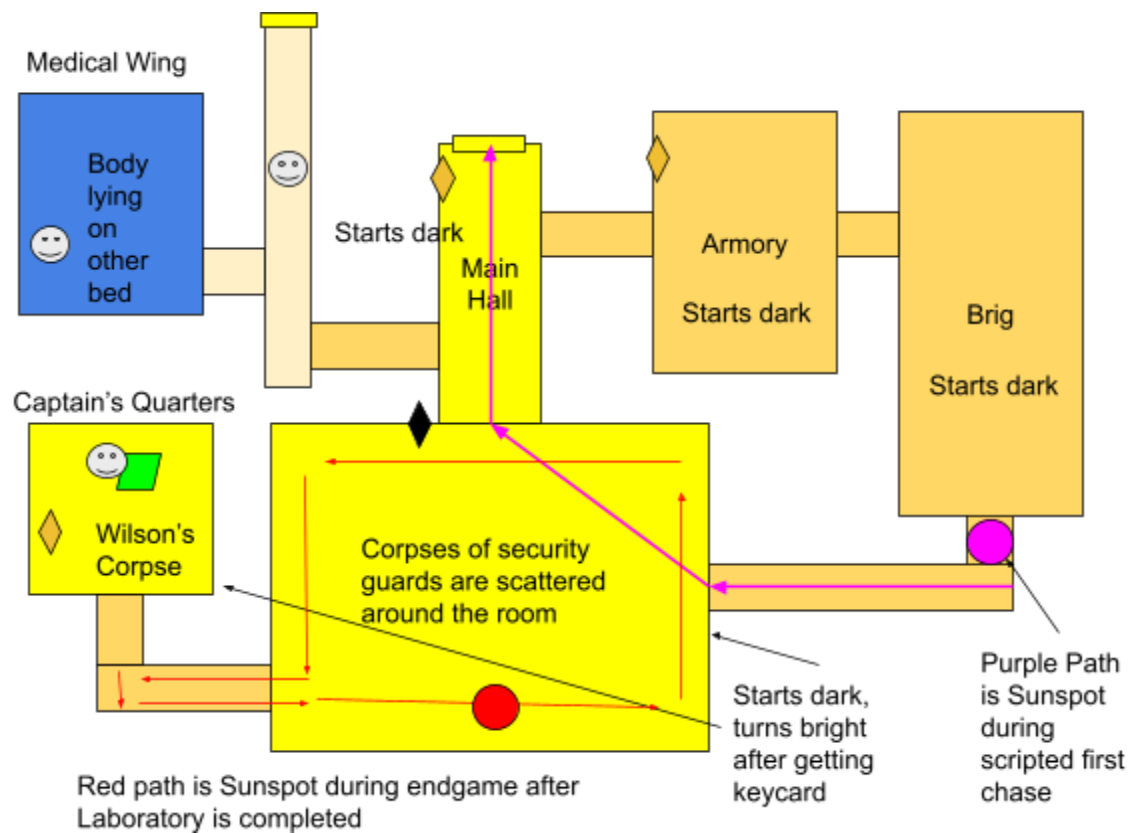
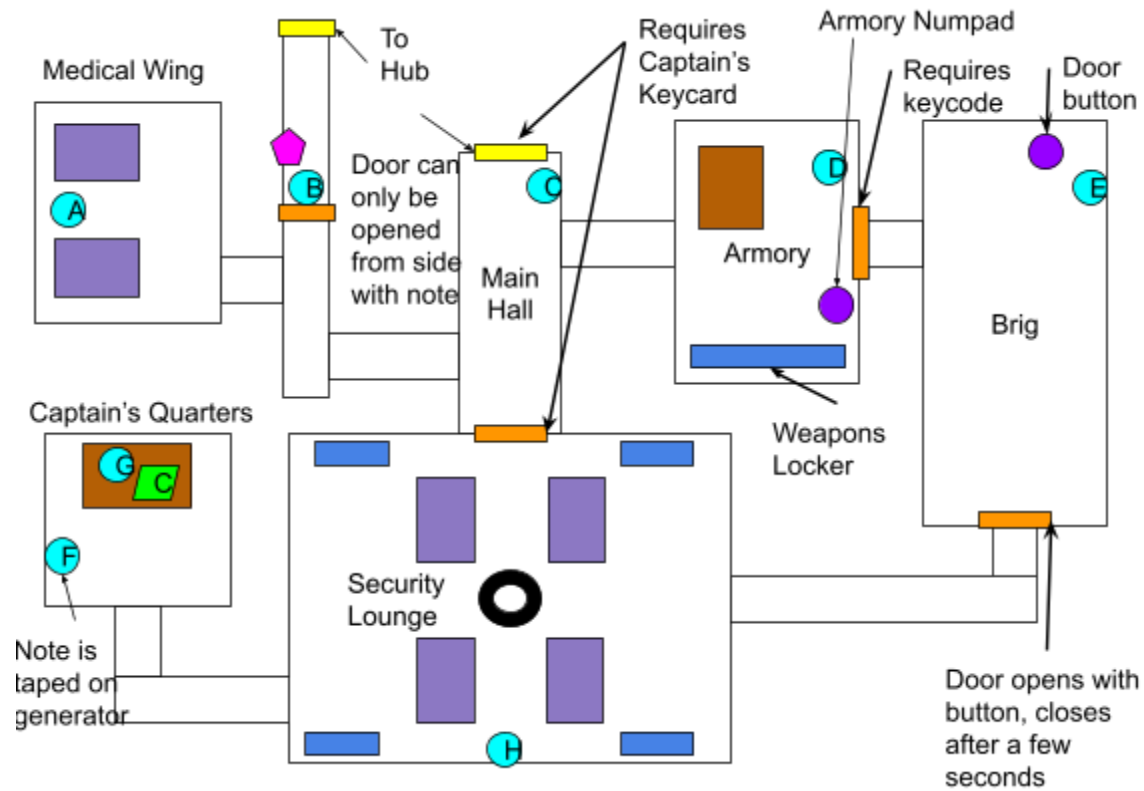
Legend:



Security Station

Tutorial Area

- Basic movement (walking, sprinting, stealth)
- Picking up and using items
- Interacting with lights
- Hiding in lockers or under beds/tables
- Running away from the Sunspot



The player wakes up in the deserted Medical Wing, where they get their bearings and learn how to walk around and open doors. They step into the hallway and hear the Sunspot's sounds, although they don't yet see it. A door to their left is broken (it can only be opened from the other side), meaning they can only turn right, then straight into the Main Hall. They can only leave the area through the Security Checkpoint; a note on the door reveals that the Checkpoint is locked, and can only be opened with a keycard located in the Captain's Quarters, next to the Security Lounge. Since the entrance to the Lounge is locked, the player must take a detour through the Armory and Brig.

The entrance to the Brig from the Armory is locked, requiring a four-digit passcode. A weapons locker sits along one side of the room; a desk on the other. A note on the desk hints that the passcode is equal to the number of guns in each locker, but the room is too dark for the lockers to be checked. Turning on the room's light using the lightswitch will allow the player to count the guns (the lights won't attract the Sunspot, since it doesn't spawn in until the player gets the keycard).

This moves the player to the Brig. To exit this room, the player needs to activate a switch on one side of the room, and then sprint through the door before it closes again, thus teaching them about running. From here, the player enters another hallway and turns right. As they move forward towards the Security Lounge, the lights above them will flicker wildly and then short out.

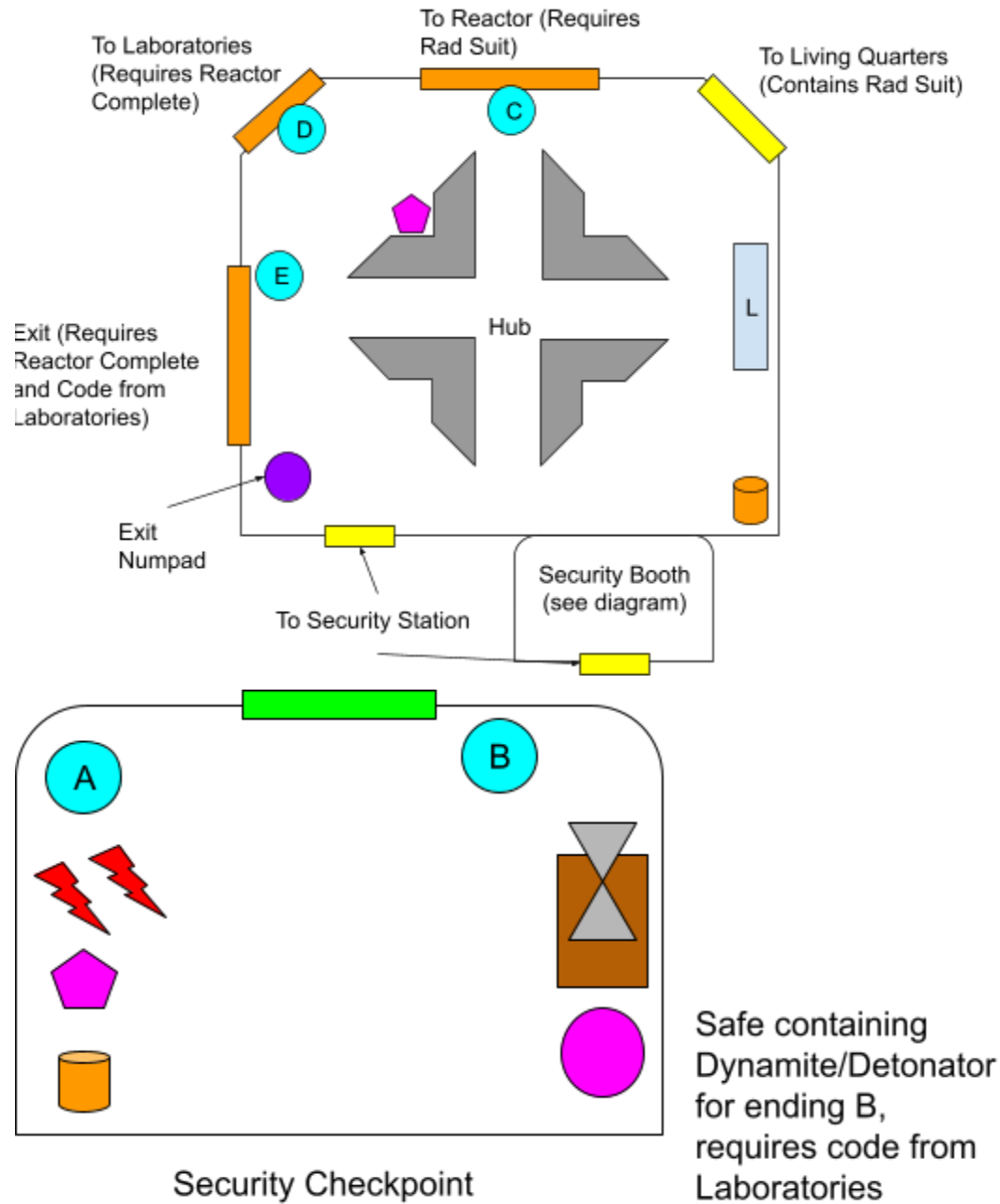
Upon entering the Security Lounge, horrifying sounds can be heard in the distance (the sounds of the Sunspot in pain), and the room will be pitch-black. The tooltip explaining how to sneak and hide in lockers or beneath beds will appear, tricking the player into thinking they are in danger (even though they aren't). This area should have an especially eerie ambience, to keep the player feeling in danger. Upon making their way through the room, the player will take the next hallway and turn right into the Captain's Quarters.

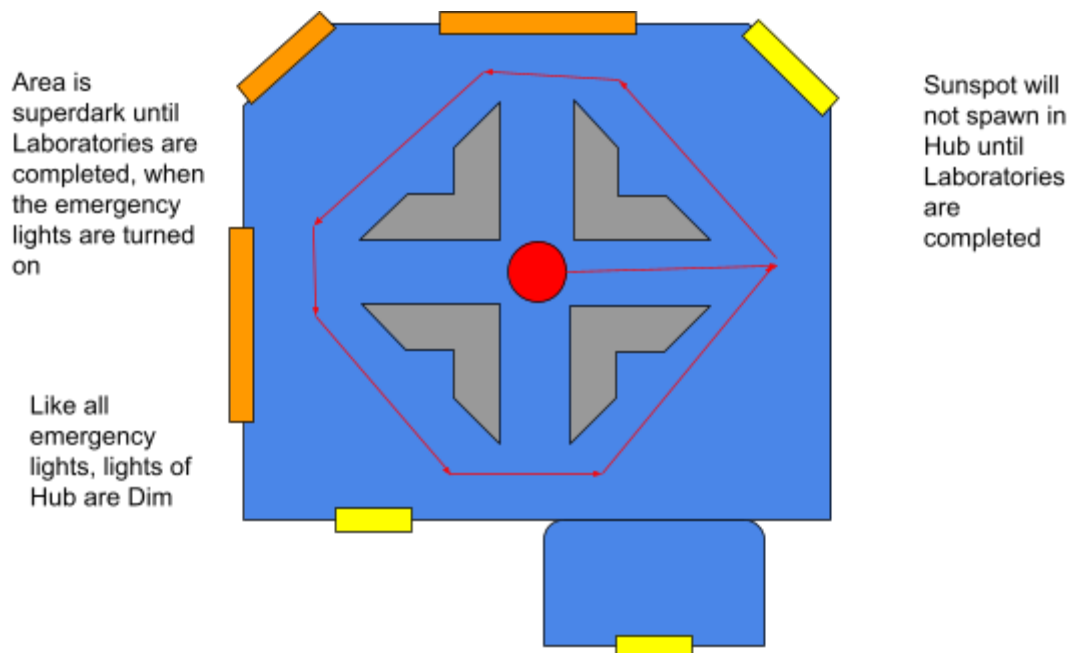
This room is also pitch black, and too dark to see in. The player won't be able to find or pick up the keycard until they interact with a dimly-flashing generator in one corner of the room. On doing so, all of the lights in the Security Station will turn back on, revealing a grisly scene; the Security Captain himself, lying dead in his desk chair, his body burned to a crisp. The keycard sits in his jacket pocket.

Upon picking up the keycard, the player can make their way back to the Main Hall. Since the entrance to the Brig is closed, the player must use the keycard to open the previously-locked door to the Main Hall. Now fully lit, the Lounge is also full of roasted bodies, just like the Captain; however, the creepy ambience from earlier is lowered, lulling the player into a false sense of security. Upon opening the Main Hall door, however, the lights above the player will buzz loudly and turn red, and the Sunspot will spawn in from the Brig hallway corner and begin moving towards the Main Hall. The player only has a short amount of time to run to the door, open it, and enter. Once they enter the room, the door will slam shut behind them and the Sunspot will despawn. If the Sunspot enters the main hall, the tooltip explaining how to stun it by turning off the lights will appear; if not, it will appear after entering the Hub.

Hub

- Safe Hub Area
- Connects to Exit, Security Station, Living Quarters, Reactor, and Labs

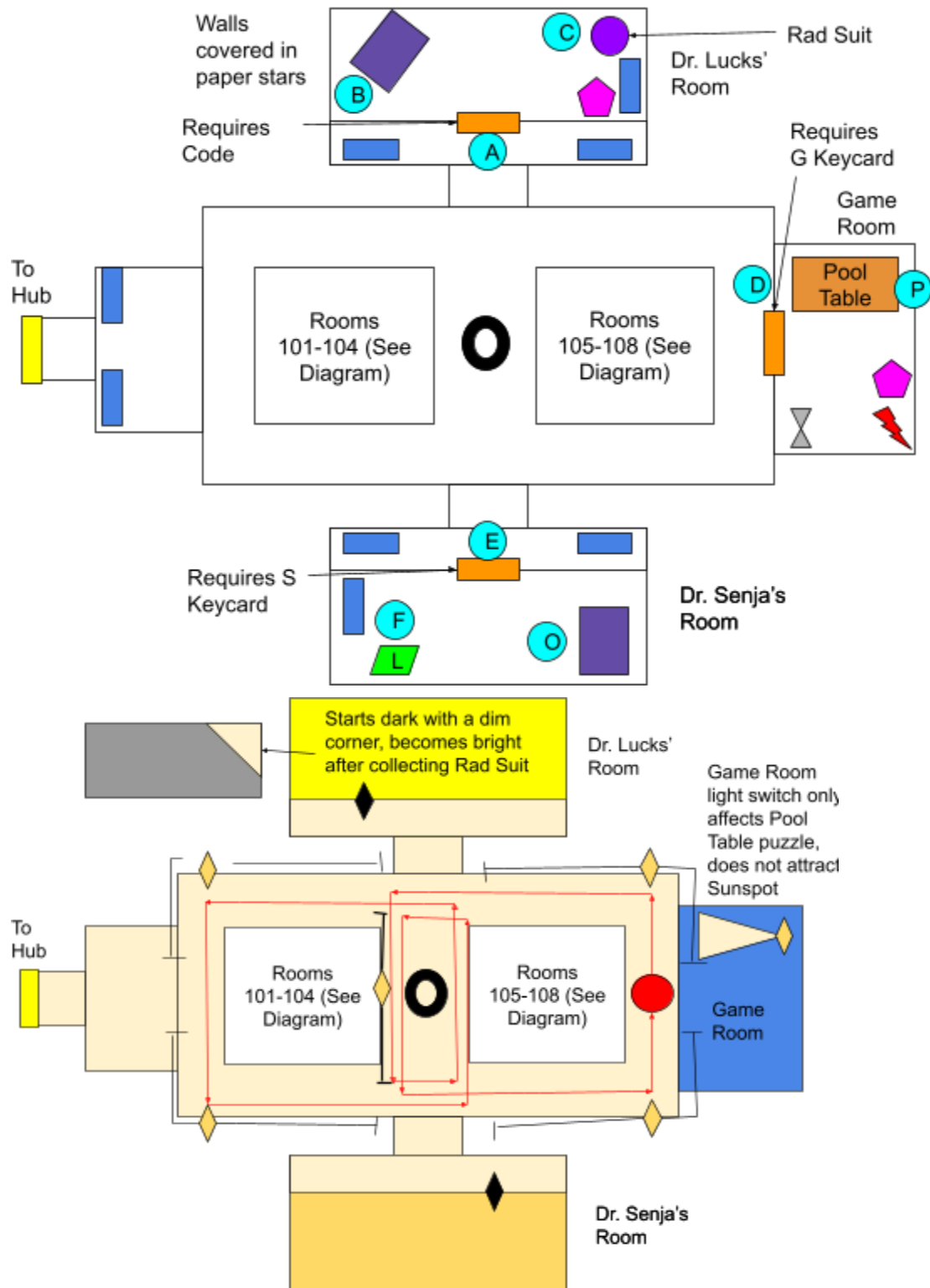


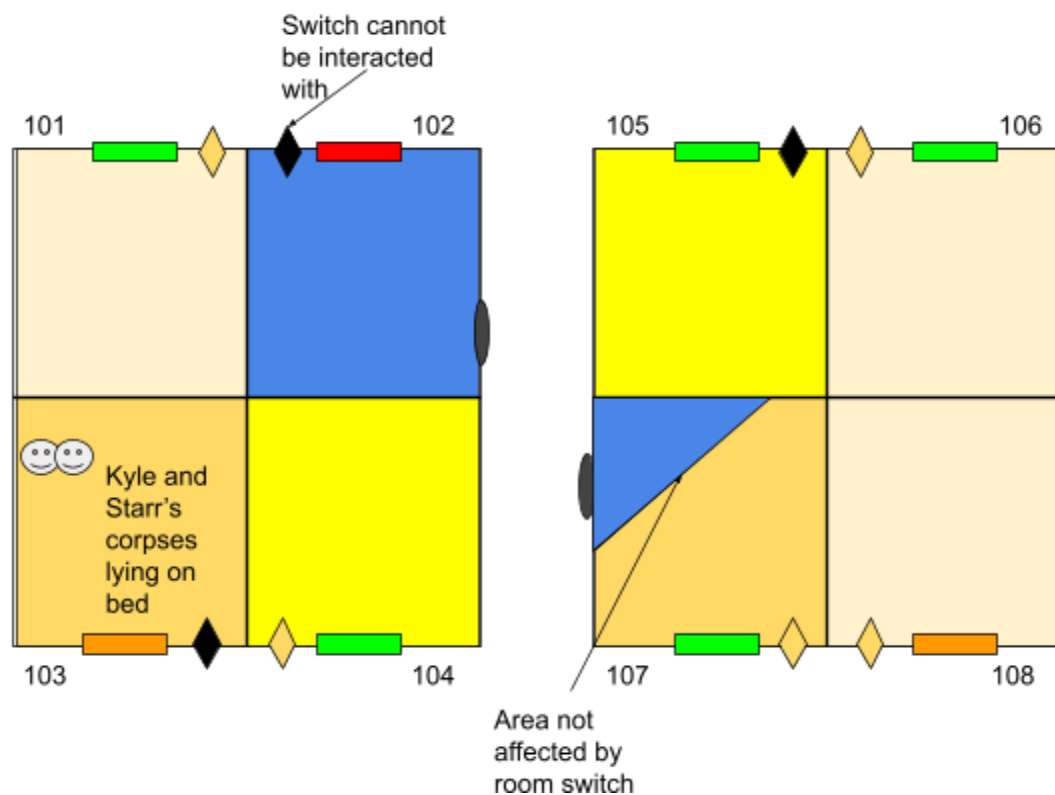
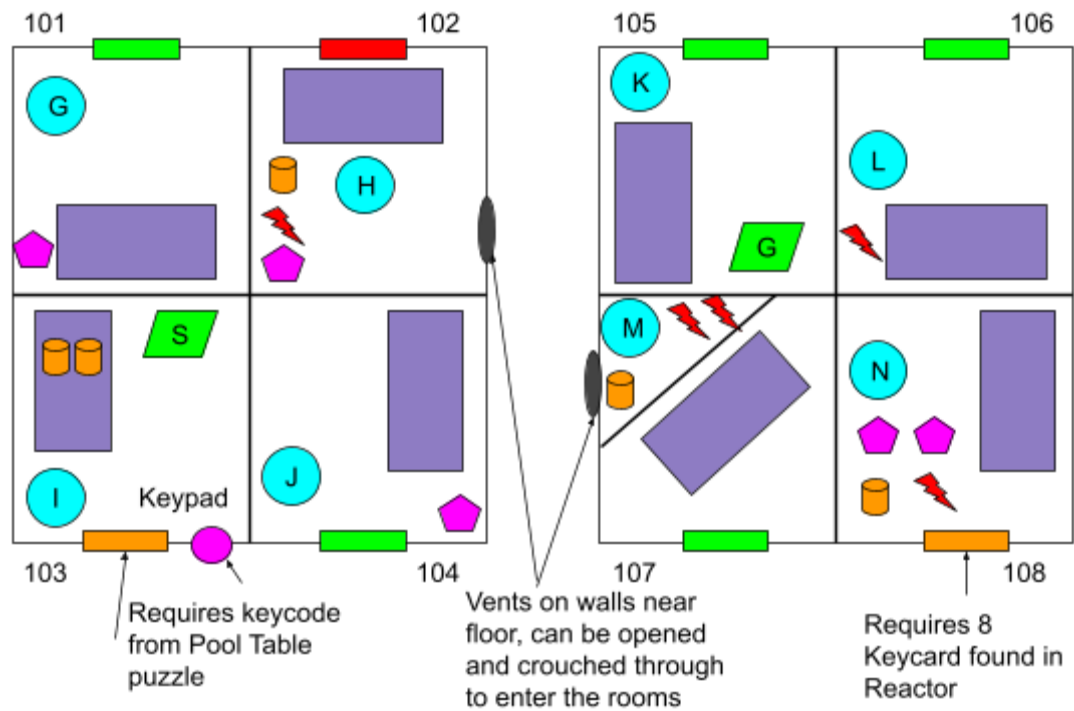


The Hub is a superdark safe zone that connects to all of the areas in the game. At the start, the player can only access the Security Station and the Living Quarters. To enter the Reactor, the player needs to collect the Radiation Suit in the Living Quarters. Completing the Reactor will raise the lead curtains blocking both the exit and Laboratories, allowing the player to enter the latter. Completing the Laboratories will give the player access to the code for both the Exit and the safe in the Security Station containing dynamite, allowing the player to choose what ending they want. The Sunspot will not be able to enter the Hub until the post-Laboratory end sequence, when the emergency lights are turned on.

The Security Booth connects the Hub to the Security Station. This room contains the first accessible Save Point, as well as some items and notes.

Living Quarters:





The goal of the Living Quarters is to get a spare Radiation Suit, located in Dr. Lucks' private quarters. Dr. Lucks' room is locked and requires a code to enter. A note containing the

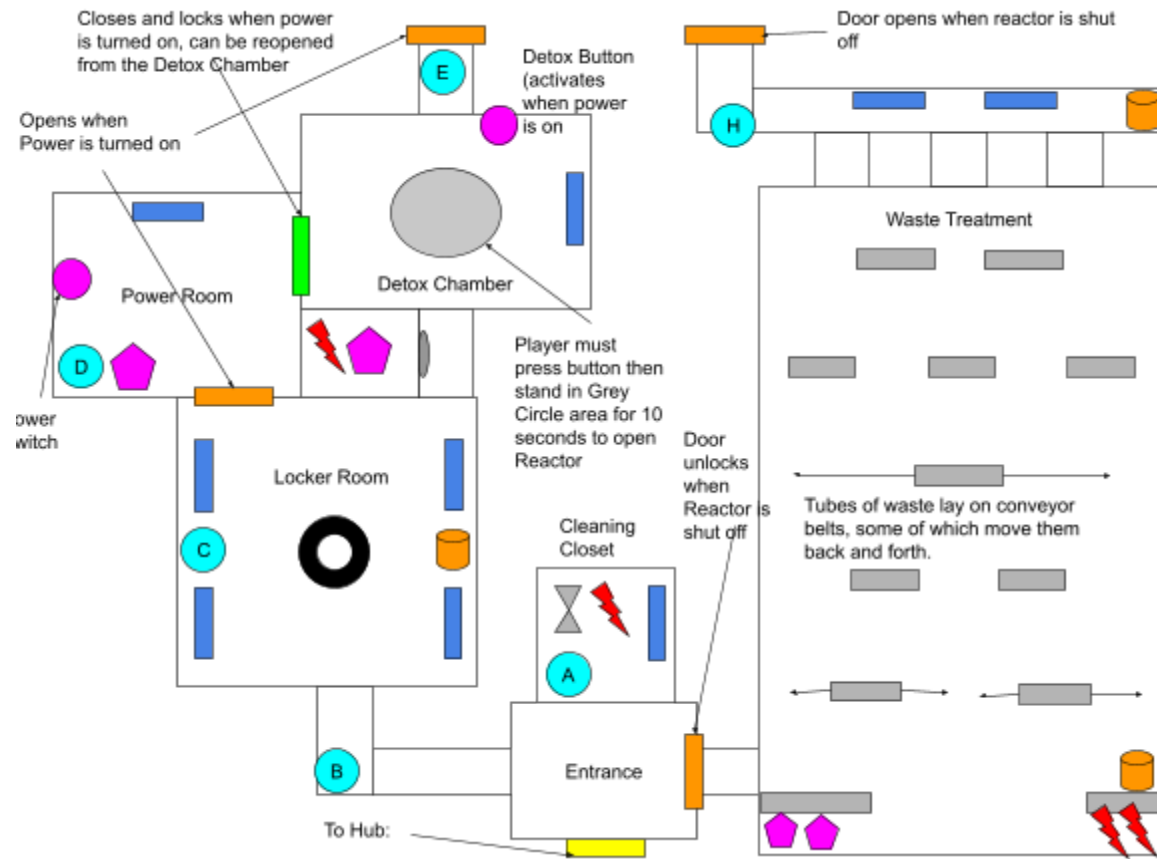
code is located in Dr. Senja's room, in the opposite direction, but her door is also locked and requires a keycard. A note next to her door reveals that the keycard was stolen by one of the staff, and is likely in one of their rooms.

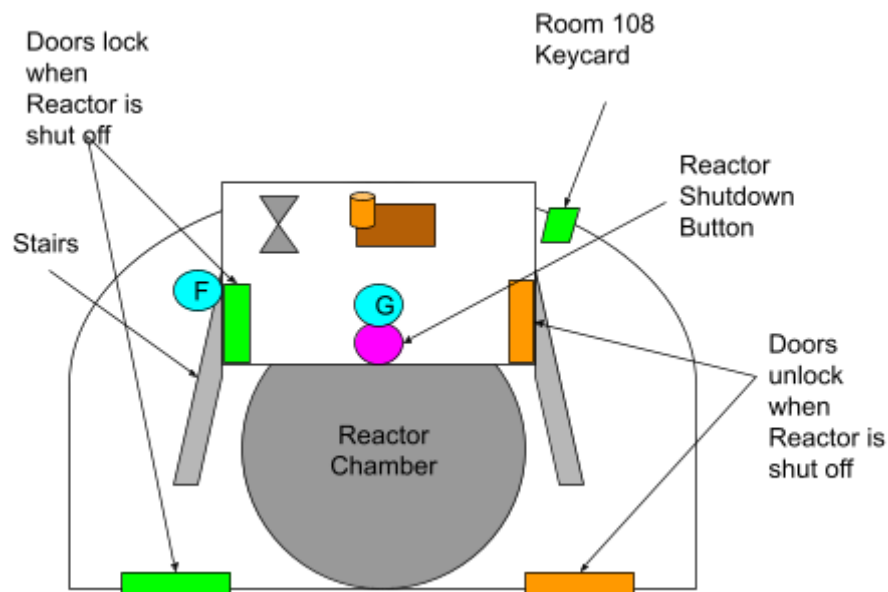
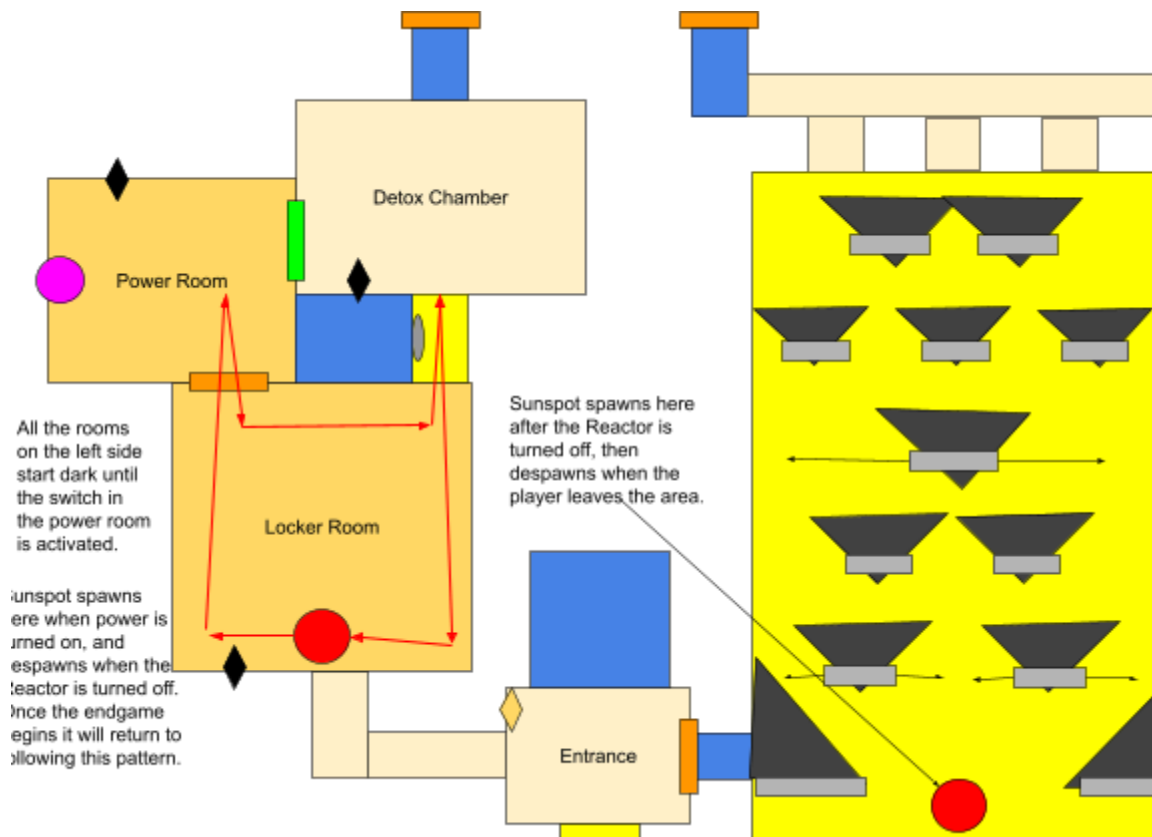
Room 106 contains a note revealing that the person in that room was having a workplace fling with the person in room 103, and after Dr. Senja found out, they stole her room key in the hopes of extorting her silence. Her key is in room 103, which is locked by a 4-digit passcode, but the note (written by 103 to 106) explains that there is a hint to the passcode in the Game Room. The Game Room is locked and requires a keycard, found in room 105.

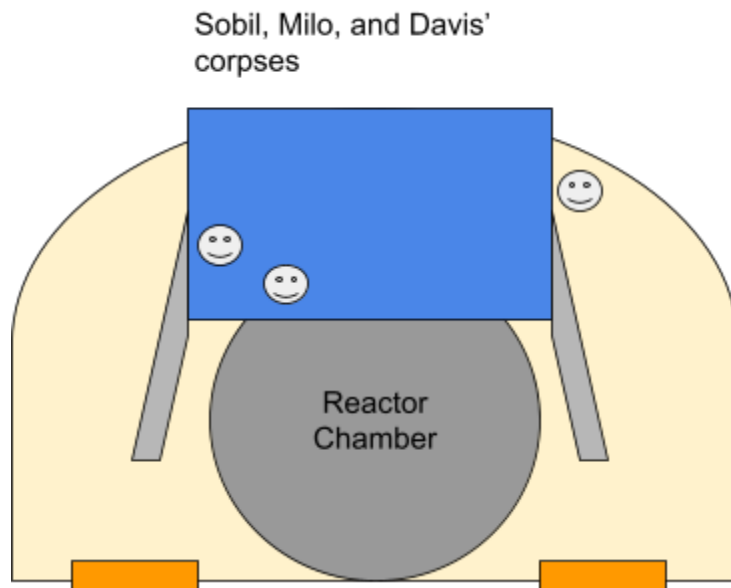
The Game Room contains a pool table with a pyramid of pool balls lying atop. A lamp nearby is turned on; turning off the lamp reveals that four of the balls are marked with glow-in-the-dark ink. With the additional instructions from the note, the player can use the digits to enter room 103 and get Dr. Senja's keycard, allowing them to then go inside Dr. Senja's room to pick up the note with Dr. Lucks' code.

Dr. Lucks' room is pitch black, outside of a dim light in the far corner illuminating the Radiation Suit; nothing else in the room is visible outside of vague shapes. Upon picking up the Rad Suit, the lights in the room suddenly burst on, revealing that every single inch of each wall in the room is covered in paper stars, glued up and covered in illegible writing. At this point, the player can return to the Hub and access the Reactor.

The Reactor





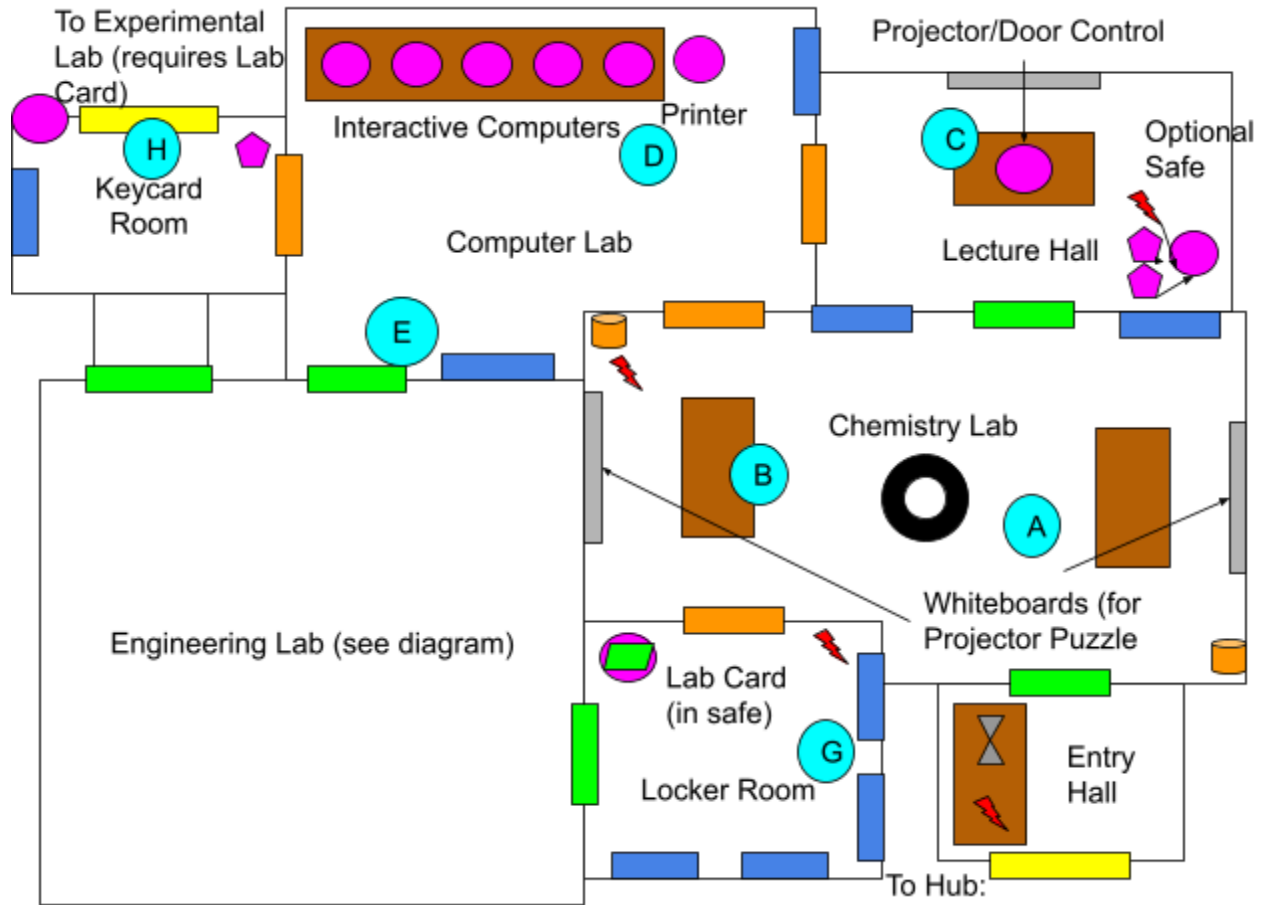


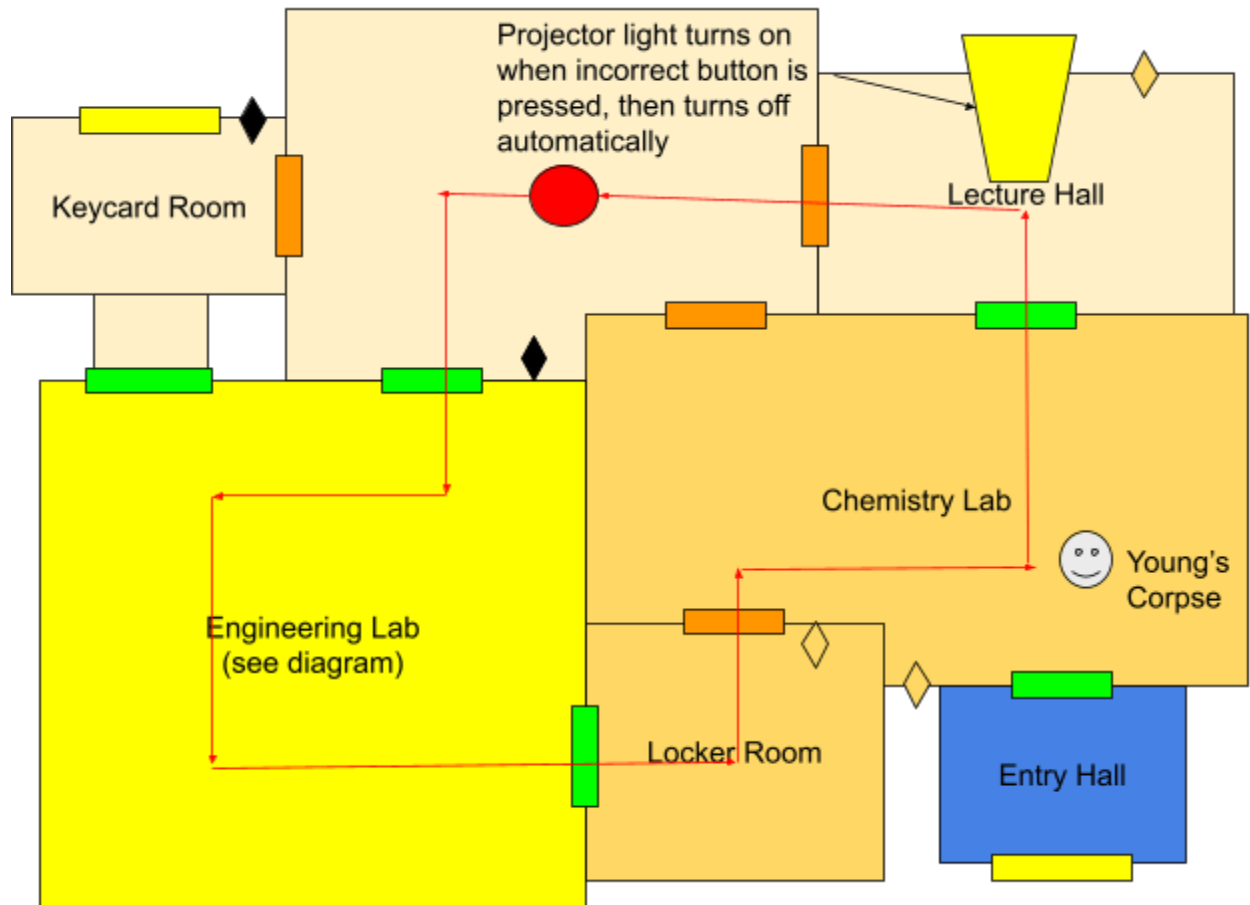
In order to enter the Reactor Chamber, the player needs to make their way to the left; the door on the right is locked from the other side. This takes them into the Locker Room area, which is currently dark. In order to enter the Reactor, the player needs to enter the Power Room and turn the power on. Doing this unlocks the door to the Reactor, but also turns on the lights and summons the Sunspot to the area. The player needs to sneak past the Sunspot through the Locker Room and Detox Chamber to enter the Reactor. The Detox Chamber in particular requires the player to get scanned in order to enter the reactor. The player must interact with a button in the room, then stand in the center of the room for around 10 seconds for the scan to take place. Leaving the room or hiding in the room's locker will reset the scan and require the player to do it again. Completing the scan will open access to the Reactor.

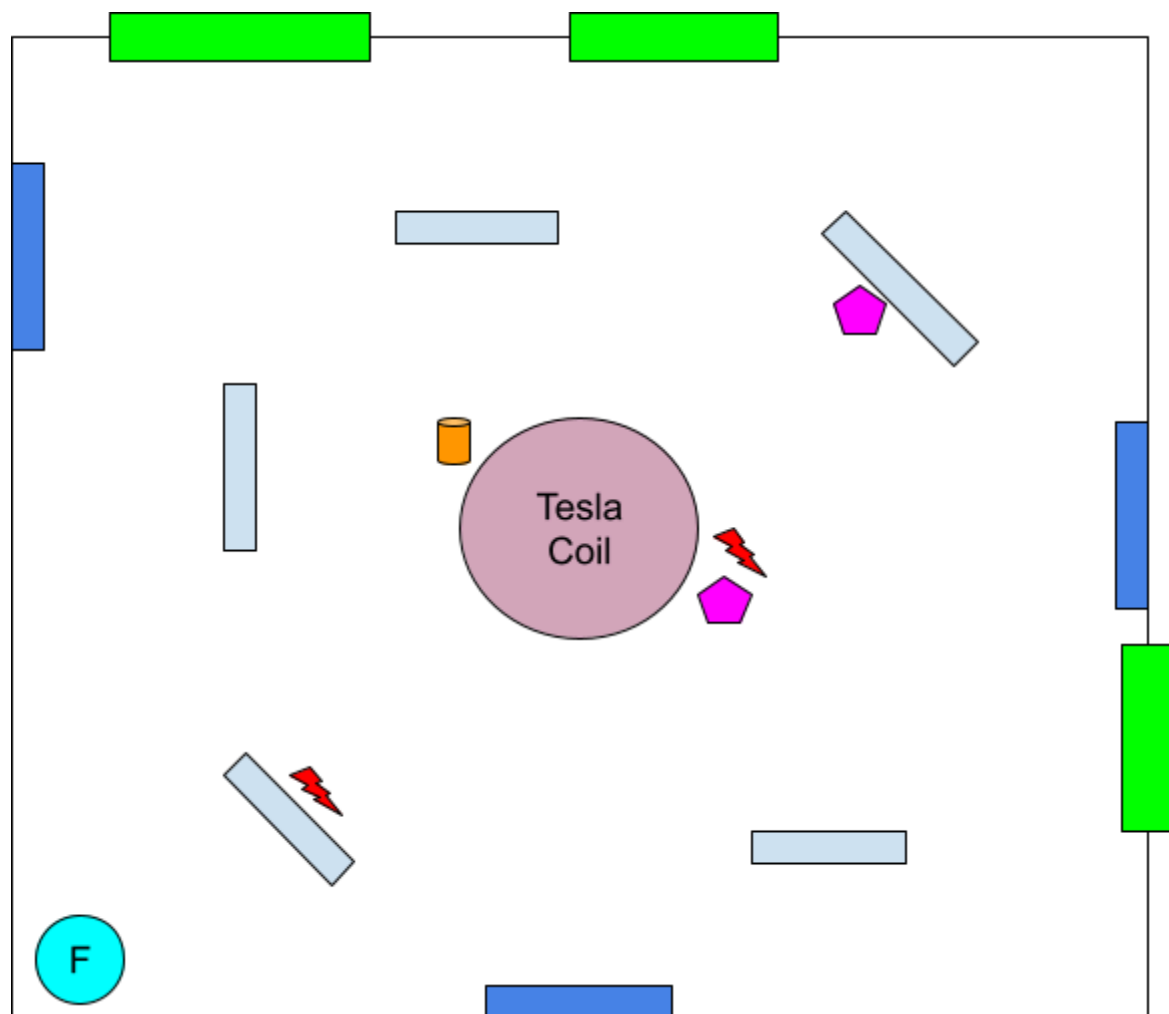
Inside the Reactor Chamber, the player can access the Control Room by taking the steps to the left. The doors to the right of the Control Room are blocked by lead shields, and will only be opened once the Reactor is shut down. Interacting with the Power button in the center of the control room will shut off the reactor, removing the lead Curtains blocking many of the doors in the facility, including the exit and Laboratories. It will also lock the door on the left, forcing the player to leave through the right into the Waste Management room. The Sunspot will also despawn from the Locker Room area and spawn into its spot in Waste Management.

The Waste Management room is a large room with a wall of spotlights set up along the far side. Every 5 seconds, the spotlights will burst on in a wall of light that lasts for 5 seconds, before shutting off again. The Sunspot stands along the back wall, facing the spotlights, not moving. The player must slowly make their way up the room by taking cover behind stacked tubes of fission waste, some of which move back and forth alongside malfunctioning conveyor belts. If the player gets caught in the spotlight beams, either out in the open or without crouching beneath the tubes, the Sunspot will enter Hunt mode and the player will run back and hide in a locker. Once they reach the near-bottom of the screen, they can leave through the previously-locked door, which has been torn open by the Sunspot. From here, the player can return to the Hub.

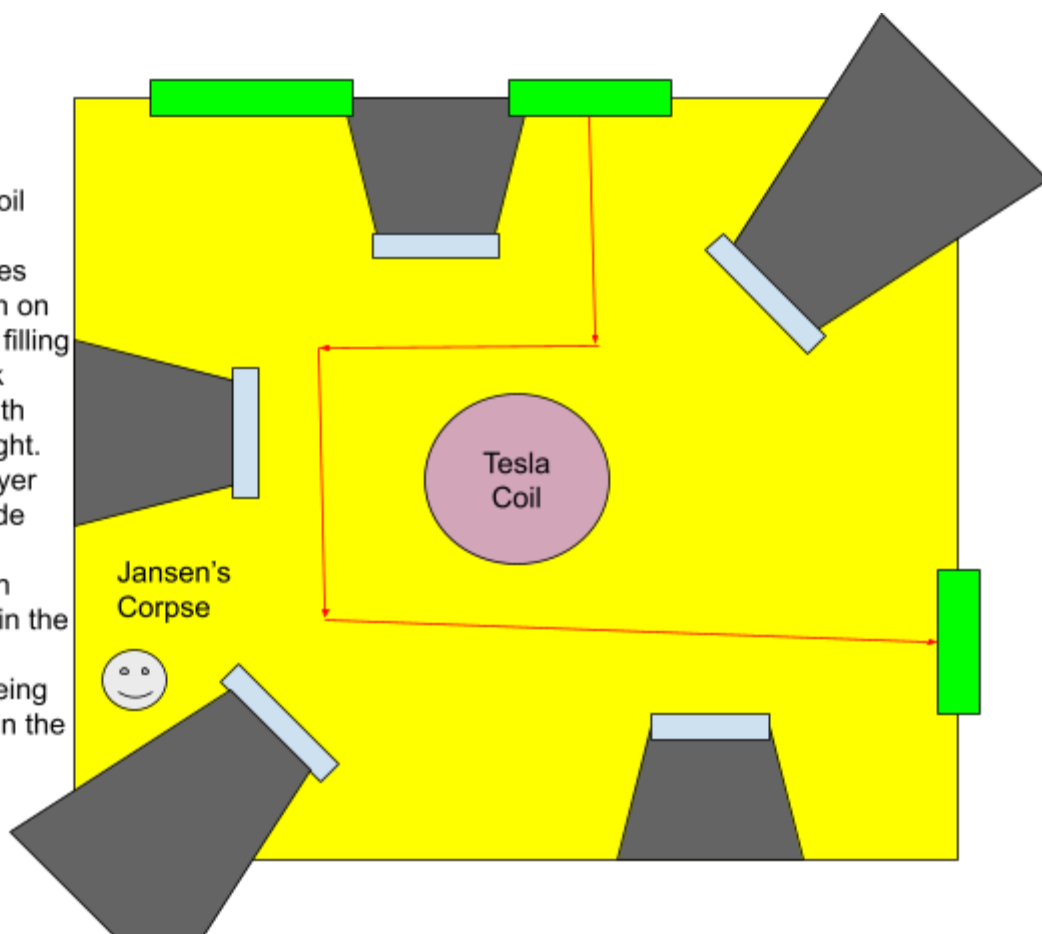
Research Laboratories

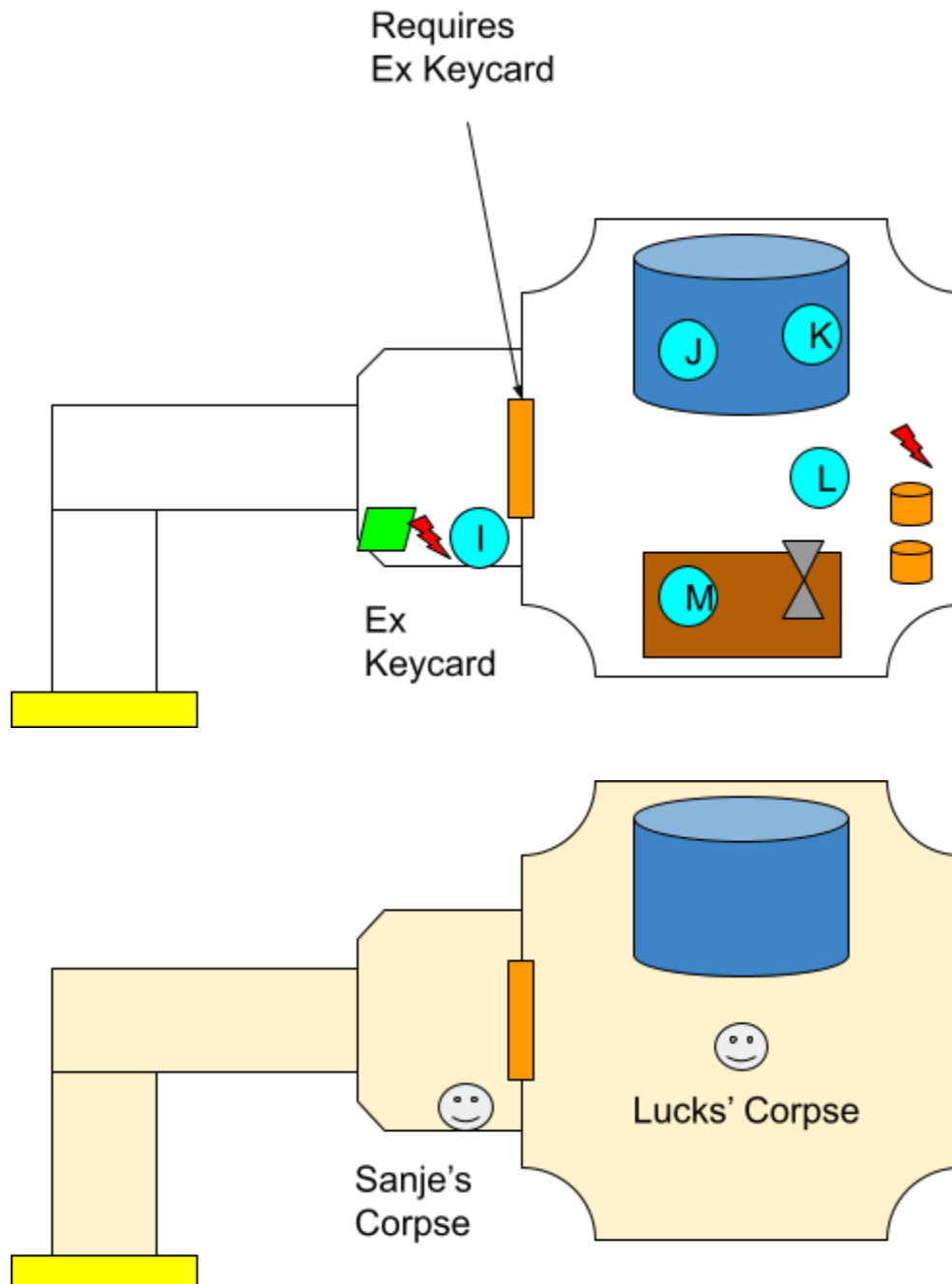






Tesla Coil rapidly alternates between on and off, filling the dark room with bright light. The player must hide behind radiation shields in the room to avoid being caught in the light.





The player's goal in the Research Labs is to access the Experimental Laboratory, which contains a note with the codes needed to access both of the endings. To do this, the player needs the Lab Keycard, which is stored in a safe in the Locker Room. The combination for the safe can be found in the Computer Lab, by solving a puzzle. The puzzle's rules can be found in the Engineering Lab.

First, in order to enter the Computer Lab, the player must solve a puzzle in the Lecture Hall. A device covered in around 20 numbered interactive buttons is located on a table in the room. One of the buttons will open the adjoining door to the Computer Lab, while another button

will open a safe containing several useful (but not necessary) items. The rest of the buttons will turn on the projector directly in front of the player for several seconds, bathing them in a bright light that will alert the Sunspot unless they quickly dodge it. There are two whiteboards in the Chemistry Lab that have equations written on them; the solutions to these equations are the correct buttons to press.

The Computer Lab contains five computers, which can be interacted with to cycle the screens through five different colors (red, yellow, blue, green, purple). Putting the colors in the correct order will activate a nearby printer, causing it to print out a page containing the code for the safe in the Locker Room containing the Lab Keycard. The instructions to solve this puzzle are located on a note in the Engineering Room.

A Tesla Coil sits in the center of the Engineering Room. Every 4 seconds, it will turn on, filling the room with bright light for 2 seconds before turning off. The player must stand behind radiation curtains scattered throughout the room to avoid being caught in the light. Being caught in the light will instantly alert the Sunspot. The note explaining the rules for the Computer Lab puzzle can be found opposite of the door to the Keycard Room.

The Locker Room contains a safe with the Lab Key inside. Solving the Computer Lab puzzle will reveal the combination for the safe, allowing the player to take the Lab Key and access the Experimental Lab.

The Experimental Lab requires another keycard to open. This one can be found right in front of the locked door, next to the corpse of Dr. Senja. A note on her body explains her goal of destroying the facility, and explains where to find the dynamite and the code for it. Inside the Experimental Lab, the player will find the corpse of Dr. Lucks and the breached containment unit that the Sunspot escaped from. A note next to the Save Point lists the code for the Exit and the code for the dynamite safe. Once this note is collected, all of the lights will shut off and the Sunspot will scream in pain... only for the dim red emergency lights to turn on.

This begins the Endgame. In this state, every room that was previously superdark, including safe rooms, will now become dim. Lights can still be turned off and the Sunspot can still be stunned this way, but it remains stunned for a shorter period. The lights will also automatically turn back on after a few seconds, even if the Sunspot is not nearby. The player can still hide under lockers and tables, but they will be unable to save the game (the game autosaves once the player leaves the Experimental Lab).

The player can either make their way to the Exit, input the code on the keypad, and open the door (Ending A), or try and destroy the facility. To do this, they must return to the Security Booth, open the safe next to the Save Point and collect the dynamite, then travel across the facility and place a stick of dynamite on each of the four support pillars (one in each area). Then, they must return to the Hub, at which point the ending cutscene will play where, just before the Sunspot can kill them, they detonate the dynamite and send the facility crashing down on both their heads.

Puzzles

Armory Passcode

Security Station

- Player needs a four-digit passcode to open the door to the Brig.
- Note D, nearby, hints that an object in the room was used to create the new passcode.
- The passcode is based on the number of shotguns stored in the four weapons lockers, from left to right.
- Code (non-randomized) is **0-4-5-1**

Room 103 Pool Table Passcode

Living Quarters

- The player needs a passcode to enter room 103, to get Dr. Senja's keycard.
- Note L in room 106 reveals that the pool table in the game room has a hint to the passcode.
- The pool table has a diamond of pool balls illuminated by a desk lamp. Turning the desk lamp off will reveal that four of the balls glow in the dark. The code is the numbers on the balls, from top to bottom and left to right.
- Code (non-randomized) is **9-5-1-2**

Dr. Lucks' Door Code

- Found on a note in Dr. Senja's room after finding her keycard.
- Code is **2-6-9-4**

Projector/Safe Control Buttons

- This puzzle involves a device with a 4x5 row of buttons, labeled 1-20. One button opens the door to the Computer Lab, and another opens an optional safe full of items. The rest will briefly turn on the projector screen, causing the player to suddenly become surrounded by bright light.
- The correct buttons to press are the answers to two math problems located on the whiteboards in the Chemistry Lab.
- The button to open the door is **9**. Its equation is $1+4*2 = x$
- The button to open the safe is **14**. Its equation is $((2*x)-3)/10 = 2.5$

Computer Lab Puzzle

Laboratories

- The code for the Locker Room safe containing the keycard for the Experimental Lab will be earned by completing this puzzle.
- There are five computers in the room. Each one can be interacted with to cycle them between one of five colors: red, orange, yellow, blue, and purple. The colors must be ordered correctly to solve the puzzle.
- The correct order is **Red, Blue, Orange, Yellow, Purple**
- Note D in the room states that the hints to solving the puzzle can be found in the Engineering Lab. Note F, in the lab, contains the following logic puzzle:
 - The leftmost computer is a primary color.
 - One secondary color sits directly between two primary colors.

- The rightmost computer is next to a color that does not combine with another to make it.
 - The blue computer is not on the edge or in the middle.
- On completing the puzzle, a printer next to the computers will turn on and print out a page with the keycode for the safe.

Dynamite Safe

Hub

- The code for the safe containing the dynamite necessary for ending B is **5-8-2-2-7-1**.
- This code is only revealed on note I of the Laboratories, near the end of the game.