

Thank you for taking the time to play my game. If you are not familiar with IF games, please read the below commands for playing the game to help familiarize yourself with commands used throughout the game. If I missed any, I apologize. I tried to be as extensive as possible.

A walkthrough is included after the commands section in case you are stuck. Though, I prided myself with this work to not make any of the puzzles super cryptic. I might also be biased as I've been testing it, playing it, and know it all by heart by now.

Of note, I intended to release the game with the "undo" action removed if you die. I guess it is because I'm a fan of roguelikes. However, there are two sections of possible death, one is more obvious, one is slightly less obvious.

This is why I decided to allow the player to "undo" their death. If I were to release this again it would likely contain a file with the "undo" command allowed and one with it removed.

General commands to use: (Must type in commands)

PLAYER MOVEMENT:

"go North" (go in direction)  
"go East" (go in direction)  
"go South" (go in direction)  
"go West" (go in direction)  
"n" (go in direction)  
"e" (go in direction)  
"s" (go in direction)  
"w" (go in direction)

OTHER COMMON COMMANDS: (Must type in commands)

"talk to [noun]"

"enter [noun]" (for cars, containers, doors, anything that can be "entered.")

"turn dial to [numbers]"

"inventory" (checks inventory)

"i" (checks inventory)

"look" (check room description again)

"l" (check room description again)

"look at [noun]" (look at specific object in more detail)

"Push [noun]" (Push specific object)

"pull [noun]" (Pull specific object)

"shoot at [noun]" (if weapon that can shoot is in inventory)

"examine [noun]" (Same as typing look at an object)

"open [noun]" (open an object that can be opened)

"pry [noun]" (attempt to open something)

"unlock [noun] with [noun]" (Unlock doors or locks with a certain selected object such as key or any key like item etc.)

"key (enter one digit)" (used for electronic keypads or locks that take punch in numbers - only one in this game)

"jump on [something]" (jump onto an object)

"get off [something]" (get off object you jumped to or are on)

"jump" (Simply jump in place)

"insert (item) into something else"

"put (item) in something else"

"put (item) into something else"

STOP DO NOT GO PAST THIS POINT IF YOU DON'T WANT ANY SPOILERS!!!

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Walk Through for Awakened Deeply:

1. feel hand in cryotube or check inventory to tell you the release button is in your hand, or type feel your hand
2. push button in hand
3. take hunting knife/ read bloody note on floor
4. push lever on mainframe
5. enter port door
6. go north
7. check pockets or search Yostin, or search pockets, or open pockets (yostins pockets)
8. read yostins note in inventory revealing door code "364"
9. go South
10. go west
11. Jump on crate

12. Open panel
13. Push switch
14. get off crate
15. Get in box
16. Go north
17. turn dial to 364
18. go north
19. Go west after phone convo
20. talk to cadet (reveals blood trail going behind wall)
21. Look at wall
22. Check Body
23. Find jimsons orders note and laser pistol
24. Check inventory for laser pistol and Orders
25. Go east
26. Go east
27. Look at forklift
28. Check inventory (should now have forklift battery)
29. go west
30. Go south back to subway station
31. Enter transport car
32. go east
33. Go north
34. Shoot Storage Room with laser pistol or type shoot room (Cuts open welded shut door)
35. Examine corpses
36. Examine Brickton
37. Find orb in his pocket (check inventory for it)
38. Open orb (it now is opened with protruding size sides)
39. Go south
40. Go west
41. Enter box
42. Go west to Laboratory hall from subway station
43. insert orb into gate
44. go west into laboratory after opening the now unlocked gate
45. Look at audio log mainframe
46. insert forklift battery into audio log, put battery in mainframe (can insert hard drive into mainframe as well for additional back story)
47. Game auto finds panel from Dr. in audio log
48. Check lab coat for keycard for engineering
49. Enter storage locker to hide from soldiers
50. Open locker
51. exit locker
52. go east back to subway station
53. Go east to warehouse
54. Look at all placards, look in the directions each placard tells you to
55. Take note of the colors and numbers for a later puzzle.
56. Go west back to subway station
57. Go south to engineering bay.
58. Unlock Entry with Engineering Keycard
59. before going south into the Engineering Port make sure you have either the knife

or pistol and did not drop both or you will be killed

60. Upon entering the port south you will auto kill the soldier or you will be killed if you don't carry any weapons

61. Check communicator in the room

62. Look at keypad on communicator take note of the colors

63. Use the colors corresponding with the numbers found on the placards in the warehouse to find the right combo (912)

64. Type into the commands "Key 9" then "Key 1" then "Key 2" or "type into keypad 9" "type into keypad 1", "type into keypad 2" "press number on keypad" etc.

65. Communicator should now have power

66. Push power Button on communicator

67. read Message from Smith

68. Decide to enter pod or press destination Button to end the game - Watch endings.

Bonus items for story/background: Check personal Computer in Barracks Entry, Insert hard drive into mainframe for more backstory, listen to recorder for some more background info on what happened in the Subway Station