

Puzzle Layout

Tutorial Zone:

You come to a door that is closed and there is no power.

You unscrew a panel and can rotate an emergency valve to open it.

You now enter Section C but it is not powered and there is a locked/closed door to the final puzzle. (Hints the player where the main water core is)

Only way to move on is to the left towards the Main Hub.

Introduce Section A and B to the player.

Hub:

A is available.

B is blocked by start for not having electricity.

C is blocked by not having electricity and water.

You have to fix both the running water and electricity to be able to finish section C.

Fixing A will give electricity to either B or C. This will in turn remove Electricity from the Main Hub.

Fixing B will make water running in section C.

Wing A:

Connect wires inside a panel to enable a second puzzle.

You have 4 panels.

You can either activate electricity in section B or C, but not both at the same time.

This forces the player to come back here later after finishing B to enable C.

Wing B:

Pipes leaking with gas, weld them to pass.

Water Sensor Puzzle.

Second puzzle. Laser sensor for water out of alignment, adjust it.

Then enable 3 levers and start rotating the valve.

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Wing C:

First fix the water flooding at the start of C.

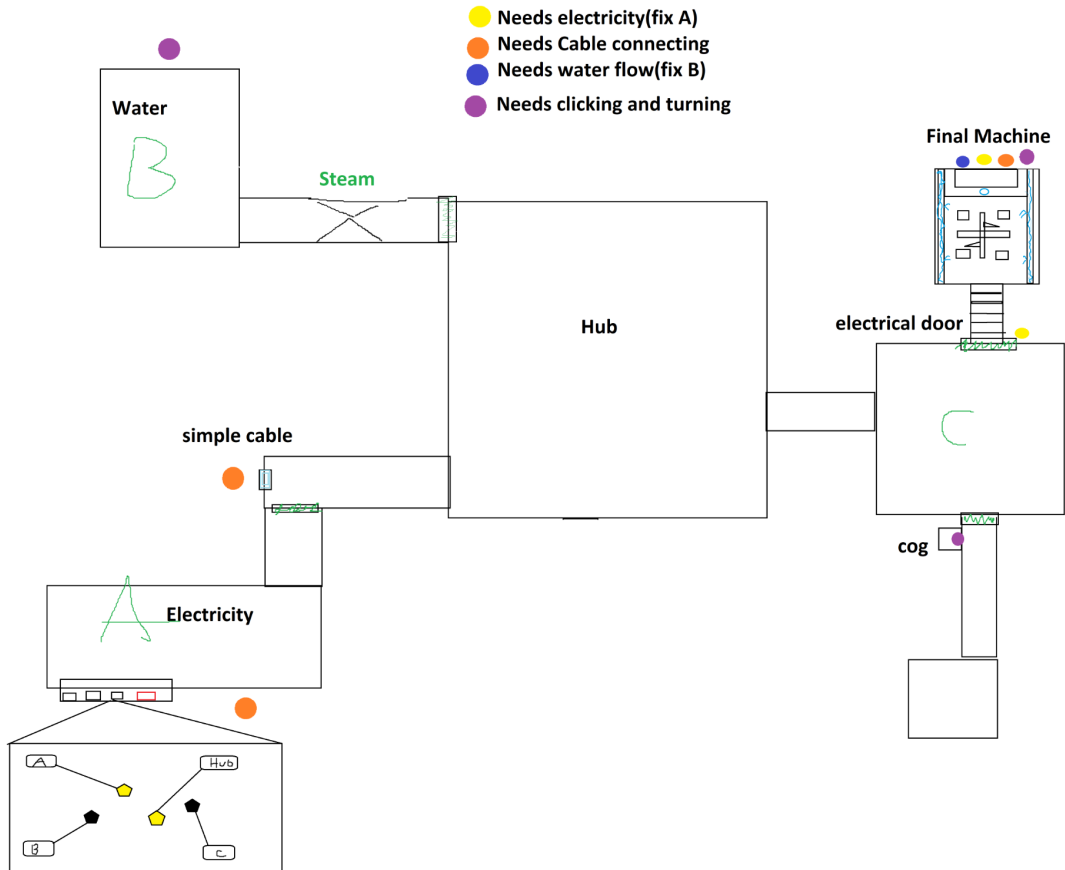
When you enter the room, a large machine is broken.

You unscrew panels, connect wires and weld to fix it.

Then it says it needs the water as coolant.

You press the start button and it starts operating.

During operation some water pipes might leak that you have to fix as it is running, if successful you can now enter the escape path in the main hub.



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