

Scenario 2

Starts as the player goes down one floor in the apartment complex. This floor is slightly darker than the previous one yet slightly cleaner, and has more and a bigger variance of noise (wind, footsteps, very faint growling and slight static noises sporadically). The player can see multiple closed doors and a corridor that goes around a corner, blocking vision of the end of it. A few of the doors in the hallway are locked, but most grant passage into the rooms.

The accessible rooms are all quite similar with slightly different layouts when it comes to furniture, and some notes can be found on the tables and walls of the rooms. Some of the rooms also have pieces of glass lying around that the player can pick up. One room will have a radio playing a news bit about a research facility that claims that they have made a breakthrough in the field of science, having something to do with biorobots, but the broadcast fades into static before going into further detail. The player can also find a newspaper cutout reporting of a man jailed for a crime, with the name of the man convicted as well as the crime blacked out.

Behind the corner in the corridor, the player will notice that the lighting gets poorer and the ambient noises grow in volume, especially the growling. At the end of the corridor there is a fire door made of glass and behind it stands what seems to be a cloud of fog or smoke. As the player walks closer, they can discern a shape of a monster in the fog, standing still with its back facing towards the door and the player. The monster does nothing except stand there and make growling noises, and the player cannot interact with it in any way. There are cracks and holes in the glass of the fire door, and the fog is pouring out of them. The player needs to solve a puzzle of the cracks by retrieving the shards of glass from the rooms they can be found in.

Once each shard of glass is inserted into their respective cracks, the monster howls before opening the door for the player, granting him passage to the next floor, and next scenario. The monster still stands in place, doing absolutely nothing now, not even making any noises. The player can circle the monster but it will do nothing.