

Secret Facility v0.1 Walkthrough

The player's task in this mission/game is to disarm a rocket filled with explosives that will be fired at the moon. A secondary objective is that the player must rescue their friend who is also inside the rocket.

The player starts in the initial room (lobby) and makes their way to a room that contains a control panel and a locked door, interacting with the control panel will unlock the door.

When the player enters the next area (ramp area) they will be in front of a locked door that must be opened via a button upstairs which can be accessed via a ramp near the North side. When the player enters this room they will need to begin fighting through enemies that are located throughout the entire level. In this room, enemies appear on the ground floor, ramp, control room upstairs, and the balcony overlooking the ground floor. Once the player activates the button in the control room, the door for the tunnel will be opened, which the player can then take to get to the pillar area.

Exiting the tunnel will bring the player to an open area with pillars going to the roof, enemies will be scattered in this location and the player will find a door on the South part of the level that is locked. If the player goes North, they will find the key card in a staff room, which they can then use to open the locked door. Opening this door leads the player to a set of stairs leading to a hallway with enemies.

After fighting through the hallway the player will reach the rocket room which is where the player will need to follow a series of steps in order to disable 2 levels of security systems which will stop the rocket and unlock the door leading to the exit.

Puzzle

1. Go to third floor and get key card to open maintenance room door.
2. Activate button to disable first level of security, which will enable control to the master console.
3. Using the various "PIN Monitors" around the rocket room, determine the PIN that must be entered, 3 numbers will be required and are all coloured differently with red, green, and blue. Once the code has been determined enter the corresponding numbers and their colours into the correct section on the master console.
4. Inputting the correct code will disable the next level of security and open the door to the rocket and the exit. Inside the rocket will be an optional item the player can obtain.

Once the player gets through the last door, they will need to fight more enemies in a storage area before getting to the exit.