

Objectives:

1. Freeze and replace lab meat cultures:
 - a. Pick up audio log on console.
 - b. Disengage culture incubator by removing power core (text log next to it).
 - c. Open incubator and pull out cultures.
 - d. Transfer cultures to freezer in side-room (audio log, maybe dead body?), open with power core.
 - e. Transfer new cultures to incubator, close incubator and turn back on with power core.
2. Replace gas canisters:
 - a. Climb to level 3 (find audio/text log). Turn off deadly acid/gas valves
 - b. Remove damaged/empty gas canisters, drop to bottom floor.
 - c. Dispose of gas canisters.
 - d. **Puzzle:** Look at canister holders for markings/text and gas element.
 - e. Go to side room, and find correct canisters by matching elements from poster on the wall.
 - f. Bring new canisters up, replace.
 - g. Go to console, open gas valve.
3. Reactivate water pump:
 - a. Climb down to lower system with water pipes.
 - b. Deactivate sparking electricity in water, grab power core.
 - c. Find text log.
 - d. Find damaged/disconnected pipe.
 - e. **Puzzle:** Move/rotate pipes into correct positions + manage pressure so pipes don't burst.
 - f. Replace power core on pump.
4. Reactivate nutrient cultivator for plants:
 - a. Find audio log on desk near central farm.
 - b. Go to side room with nutrient cultivator.
 - c. Find audio/text log explaining problem.
 - d. Remove broken power core, dispose.
 - e. **Puzzle:** Shift cultivator rings for optimized flow and control.
 - f. Insert new power core.
 - g. Restart.

Dangers:

- Acid/Steam
- Flooded area w/ electricity?
- Laser beams

Description:

Puzzles:

- Climb the rotating vertical farms to reach a power core and audio log
- Match the water pipe pressure so pipes don't burst.
- Arrange chemical canisters into the correct formula/selection for correct gas (have table of elements and chemicals as large poster on opposite wall).
- Shift rotator rings into place, retrieve power core and place in generator to make nutrients for plants.