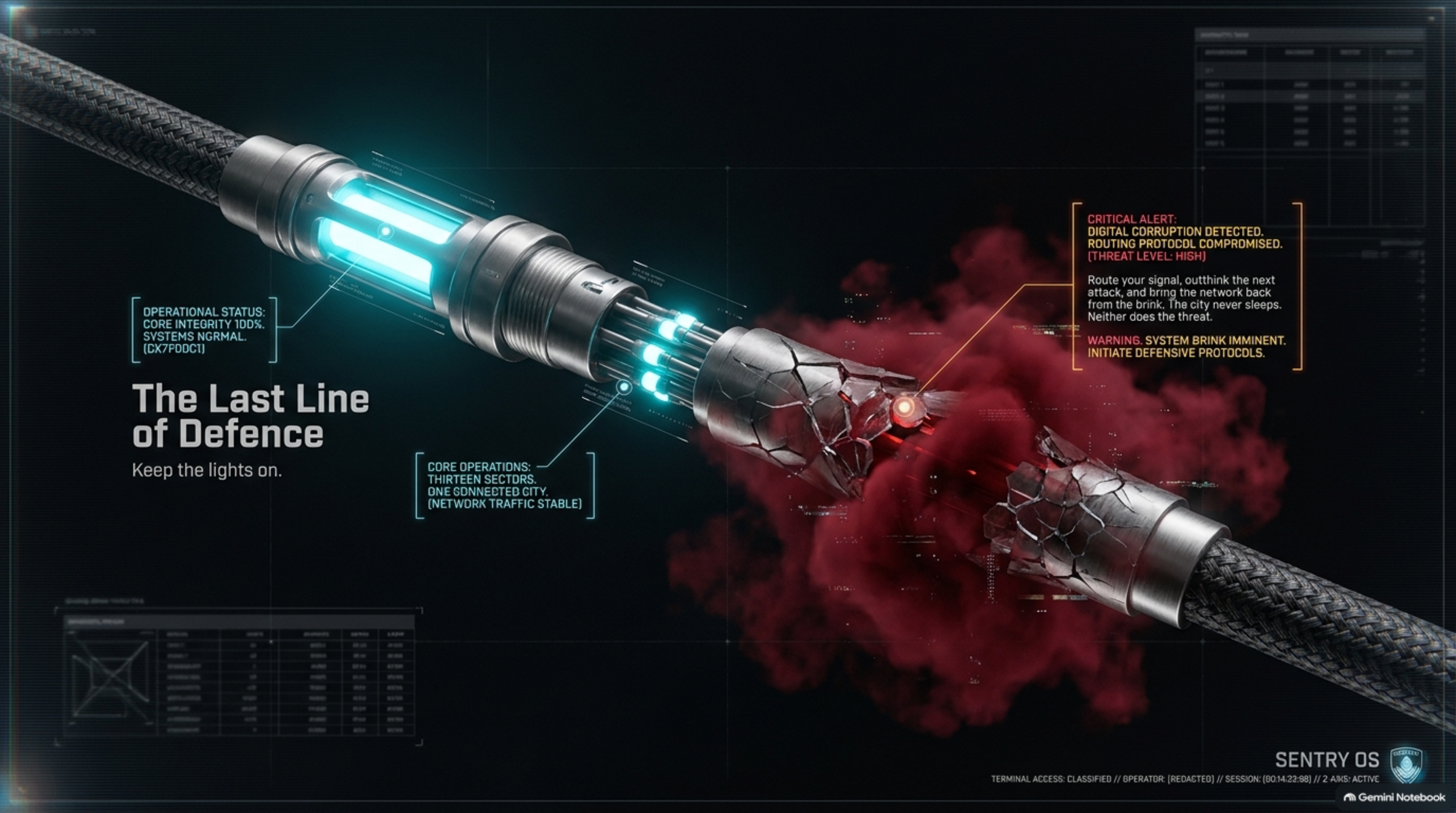






System Health Metrics			
Component	Temperature	Voltage	Frequency
GPU	65°C	1.10V	1.5GHz
RAM	55°C	1.20V	3.0GHz
SSD	45°C	3.3V	6.0GHz
Power Supply	40°C	12.0V	100W
Network Card	50°C	3.3V	10Gbps

OPERATIONAL STATUS:
CORE INTEGRITY 100%.
SYSTEMS NGRMAL.
(DX7PDDC1)

The Last Line of Defence

Keep the lights on.

CORE OPERATIONS:
THIRTEEN SECTORS.
ONE GDNNEDTED CITY.
(NETWORK TRAFFIC STABLE)

CRITICAL ALERT:
DIGITAL CORRUPTION DETECTED.
ROUTING PROTOCDL COMPROMISED.
(THREAT LEVEL: HIGH)

Route your signal, outthink the next
attack, and bring the network back
from the brink. The city never sleeps.
Neither does the threat.

WARNING. SYSTEM BRINK IMMINENT.
INITIATE DEFENSIVE PROTOCDLS.

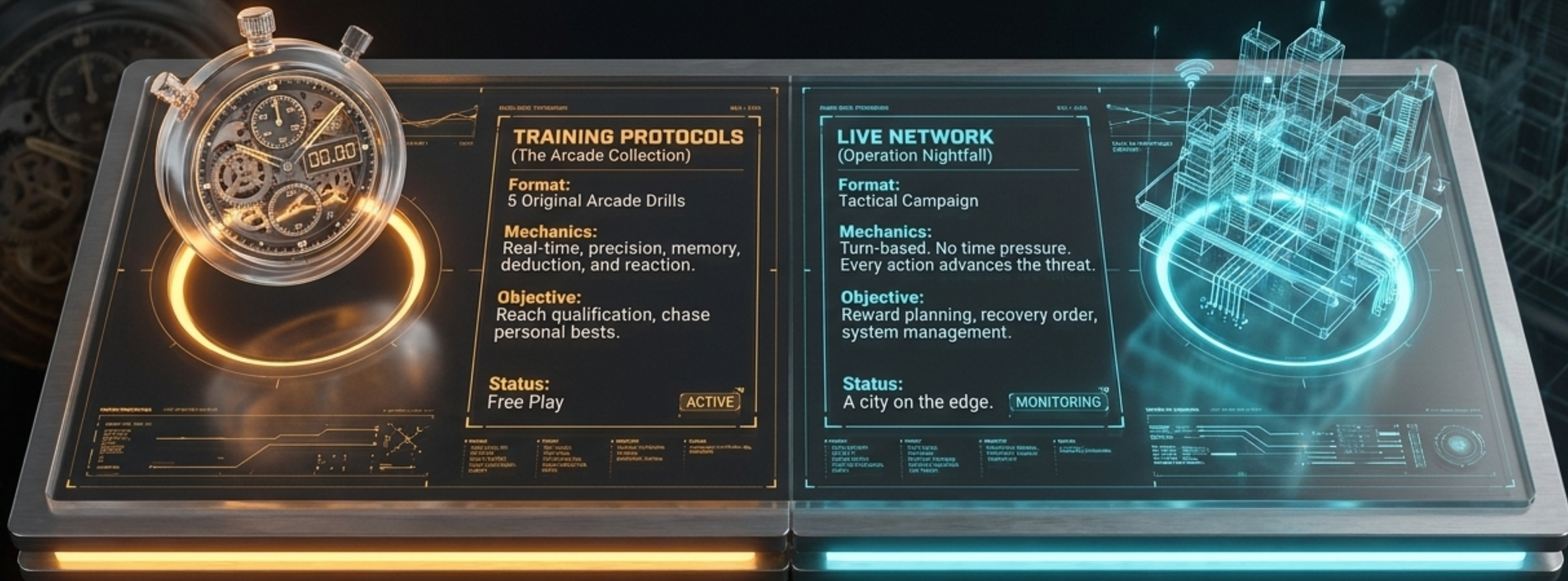
Network Traffic Log					
Source	Destination	Protocol	Size (KB)	Time (ms)	Status
192.168.1.1	10.0.0.1	TCP	1024	150	Success
10.0.0.1	192.168.1.1	TCP	2048	200	Success
192.168.1.1	10.0.0.2	UDP	512	100	Success
10.0.0.2	192.168.1.1	UDP	1024	120	Success
192.168.1.1	10.0.0.3	TCP	3072	250	Success
10.0.0.3	192.168.1.1	TCP	4096	300	Success
192.168.1.1	10.0.0.4	UDP	768	180	Success
10.0.0.4	192.168.1.1	UDP	1536	220	Success
192.168.1.1	10.0.0.5	TCP	2560	280	Success
10.0.0.5	192.168.1.1	TCP	3584	320	Success

SENTRY OS



TERMINAL ACCESS: CLASSIFIED // OPERATOR: [REDACTED] // SESSION: (80:14:23:88) // 2-AMS: ACTIVE

KNOW THE SIGNAL. OWN THE RESPONSE.



SENTRY OS



TERMINAL ACCESS: CLASSIFIED // OPERATOR: [REDACTED] // SESSION: (80:M/23:05) // 2-ARIS: ACTIVE

Gemini Notebook

FIVE WAYS TO HOLD THE LINE



FIREWALL BREACH —
OPEN THE PERIMETER.



PACKET INTERCEPTOR —
MOVE AND CATCH.



DECRYPT SEQUENCE —
WATCH THE SEQUENCE,
REPEAT THE PATTERN.



CIPHER VAULT — TYPE A
FIVE-LETTER TERM.



THREAT RESPONSE —
TAP THE LIT SENSOR.

BUILT FOR KEYBOARD. READY FOR TOUCH.

MOVEMENT/MOUSE:
L/R ARROWS OR TOUCH
(FIREWALL / PACKET)

SYSTEM:
ESC (PAUSE/RESUME),
HOME (RETURN TO COMMAND)

INPUT: TYPE TERM + ENTER
(SUBMIT CIPHER),
BACKSPACE (DELETE)

SENSORS:
1 - 9 IN READING ORDER
(THREAT RESPONSE)

ACTION: SPACE
(LAUNCH FIREWALL PROBE)

SYSTEM:
ESC (PAUSE/RESUME),
HOME (RETURN TO COMMAND)

PRECISION PAYS

NODE 1: FIREWALL

Combos reset when probe hits shield. 6 consecutive nodes increases multiplier.



NODE 2: PACKET

Combos rise every 5 clean catches. Missed packets break the chain.



NODE 3: CIPHER VAULT

Guesses pay 600 down to 100 points across six attempts.



NODE 2: PACKET

Guesses pay 600 down to 100 points across six attempts.

NODE 4: THREAT RESPONSE

Fast reactions rewarded. Gold alerts pay double. Incorrect response costs 10 points.



ACT I — THE INTRUSION

SENTRY CORE:
PROTECT THE HEART OF
THE NETWORK.

SYSTEM STATUS:
CYCLE 01 /
KEY SEGMENTS 0/5



TIME MOVES ONLY WHEN YOU ACT.
ROUTE PLANNING IS FREE.

EVERY ACTION ADVANCES THE
ENEMY'S FORECAST MOVE.

FIVE FRONTS. ONE OBJECTIVE.

The city is under attack. Recover key segments before the core is compromised. Every recovery grants permanent abilities and changes the rules.



THE ECHO PROTOCOL: MAKE IT COUNT.



ANTICIPATE THE ATTACK

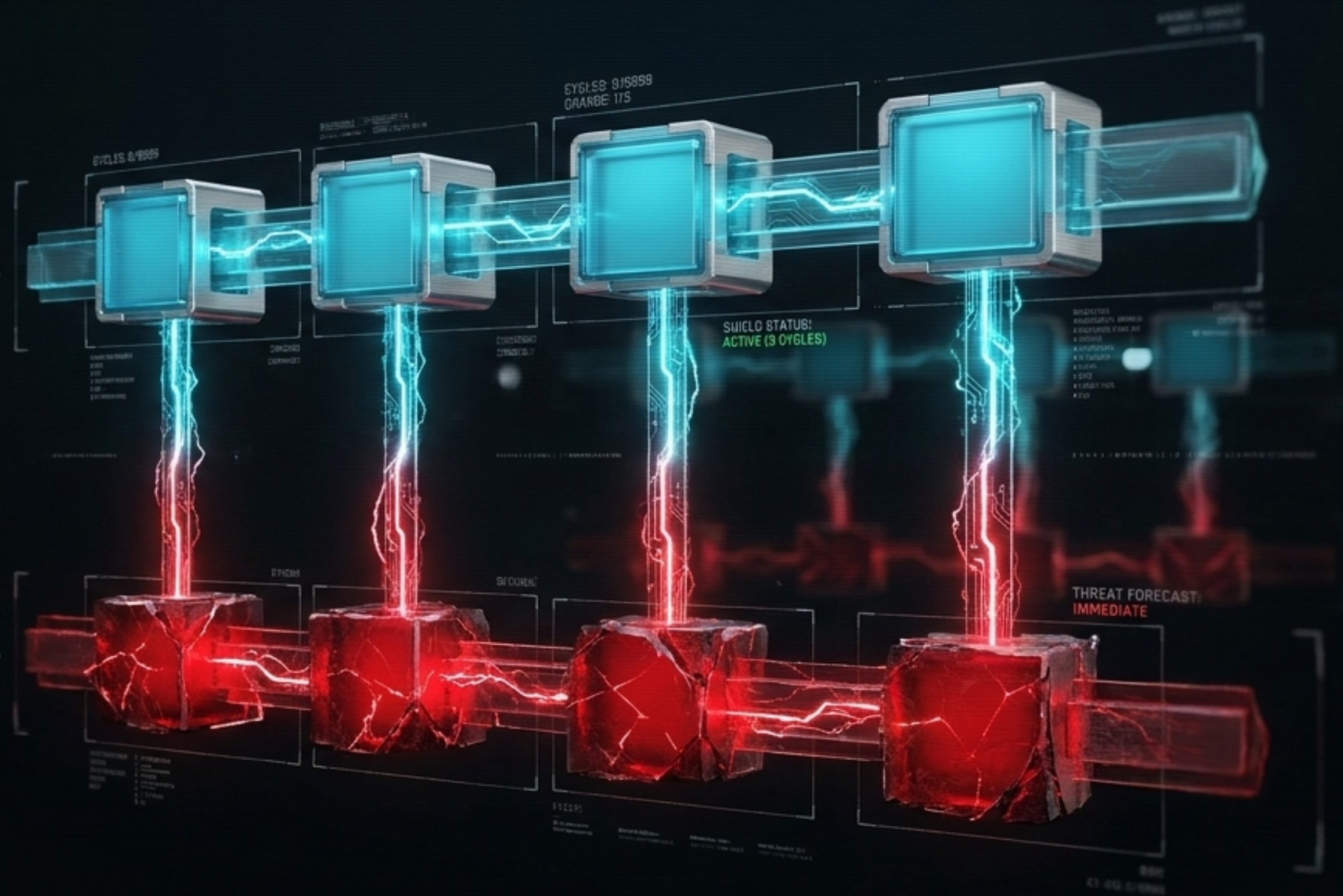
OPERATOR ACTIONS

Action Economy: Every action advances one cycle. Recharge restores 3 charge. Other actions regenerate 1.

Defensive Countermeasures: Shields block damage for three cycles. Isolate severs a line to stop spread (Warning: may take services offline or sever an active echo).

ENEMY INTENT

Forecast: The system shows the next attack.



SYSTEM FAILURE CONDITIONS



CONDITION ALPHA: CORE COMPROMISE.

OPERATION FAILS IF SENTRY CORE REACHES 100 CORRUPTION.

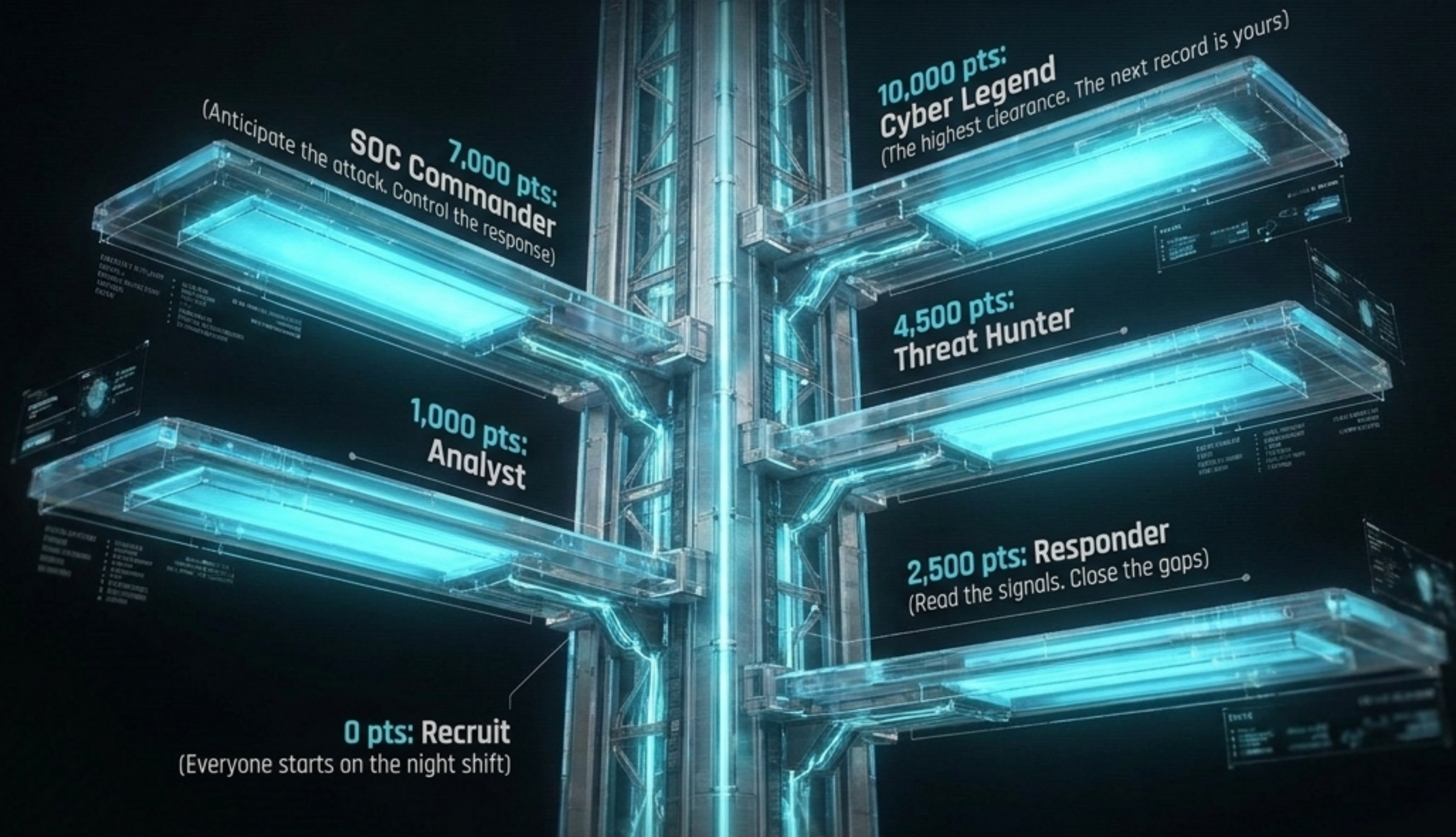


CONDITION BETA: CITY COLLAPSE.

OPERATION FAILS IF FEWER THAN 40% OF CITY SERVICES STAY ONLINE FOR THREE CONSECUTIVE CYCLES. DISCONNECTED SECTORS STOP SERVING THE CITY.

THE CLEARANCE LADDER

Career points remain banked. From recruit to command.



END OF WATCH

Start a new watch?

YES

NO

SYSTEM NOTES:

Progress saves automatically on this browser. A new operation restarts only the network; Arcade records remain intact. Reset clears all progress.

**A new night. A different attack.
The city is counting on you.**