

Part 1

A.
Open the
metal door

You see you are in the Quarantine area, then correctly deduce your current situation. The demon faces you in the doorway, but the symbols prevent it from entering. You shut the door and run out into the hallway.

You are armed with knowledge.

B.
Look out
the window

The paint on the window obscures your view, but you catch a small glimpse of the Hell Fires in the distance. Before you can guess your situation, the demon's face appears. Frightened, you stumble back, onto the floor. You see an air vent above and use the ladder to reach it. You escape the room through the vent.

You are armed with partial knowledge.

C.
Check the
workbench
for a makeshift
weapon

Part 2

A.
Take the bloody
hall to your right

B.
Take the dark
hall to your left

You feel your way down to the end of the hall and climb over a barrier, similar to the one that contained the demon with the Cat's Eye, only this one has no Demon behind it. The hallway ends at a staircase going down. You temporarily avoid the demon outside by heading to the Basement.

You find religious artifacts.

Part 3

A.
Stop the demon
with the
cat-like eye

B.
Stop the flying
demon

No, I wouldn't have killed you off
for choosing this. The demon
with the cat-like eye is
HUGE. It doesn't move fast
because it has to squeeze itself
through the hall. You have enough
time to figure a way out:
the air duct.
You climb the shelving and get out.

You live, but you're heading away
from the relic.

Part 4

A.
Search the
priest's quarters

B.
Search the
library

Obviously, you wouldn't have
Found the relic in the library.

Though you would have found
Some C4...

Part 5

A.
Symbols first,
Relic later

This would have been a bad call.
You wouldn't have had enough
Blood to cover the remaining
walls – and even if you did, it
left the ceiling exposed. The
demon would have come through
And beat the snot out of you.
The soldiers outside hear the
fighting and enter the apartment
but they don't make it in time.

You die.
(Sorry.)

B.
Forget symbols,
look for the relic

Part 6

A.
Go for the gun

You kill the demon in three shots.
The soldiers outside hear the sounds
and storm the apartment. A medic
approaches you. Relief washes over you
as you realize you are safe. As the medic tends
to your wounds, you notice none of the
soldiers are asking how you got here. In fact,
they aren't talking to you at all. What care
the medic gives you begins to take its toll
And your eyelids grow heavy. You sense
something is wrong, but you give in to sleep.

You wake with no memory of your previous
Ordeal, on the floor of a maintenance room.
You hear a scratching sound.
Rhythmic. Incessant. Needy.

You are doomed to repeat the mission
or die trying.

B.
Go for the relic