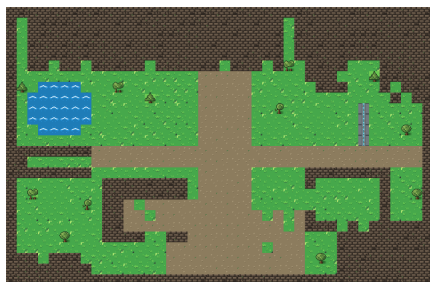


CreditQuest

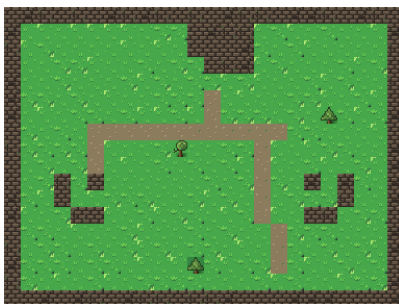
STRATEGY GUIDE

Routes, repairs, secrets and the three answers.

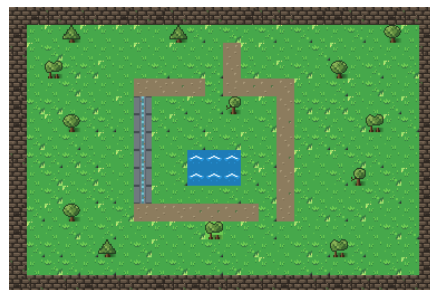
Forty illustrated rooms, drawn from the shipped tileset at native resolution, with hand-placed map callouts. This guide follows the local continuous-campaign candidate: three chapters with carried gear and story, three world repairs and three distinct bosses. The retained map plates show exploration layouts; fight boundaries, repair previews and temporary supports are explained in the text. **This is a strategy guide, so it spoils the game on purpose** ; Chapters 2 and 3 carry warnings so a first-time player knows where to stop.



THE QUIET PLAZA



PORT SUBNET



THE ROOT CATHEDRAL

PRINT & BIND EDITION

US Letter / duplex / mirrored binding margins

Reviewed edition: 2026-10-19

Contains complete campaign spoilers. Stop before the next chapter if you want to discover its story in play.

Using this edition

This print edition follows the reviewed web strategy guide. Page numbers refer to physical PDF pages, including the cover, so the contents match a printer's page range. Blue links and PDF bookmarks are usable on screen.

Print and bind

Print on US Letter (8.5 x 11 in), at Actual size / 100%. Select duplex and flip on the long edge. Do not use booklet mode or fit-to-page scaling.

The inner margin is 0.875 in and the outer margin is 0.625 in. The gutter alternates on odd and even pages for comb, coil or perfect binding. A print shop should confirm its required binding allowance before production.

Use color for the clearest map pins. The numbered keys, labels, shapes and coordinates also support monochrome printing. Map art is intentionally retained in its original colors; the surrounding pages use white paper and restrained ink.

Use an opaque text stock suited to duplex printing. Print the cover separately on heavier stock if desired, while preserving its position as page 1. The final notes leaf brings the file to an even page count.

Ask the binder to trim only within the outer blank margins. This PDF has no bleed, crop marks, printer spreads or imposed signatures. A commercial press may need its own imposition and color conversion.

Map key

Numbered circles match each room's key. Yellow: route; pink: secret; green: treasure; cyan: terminal or technology; white: character; orange: key or lock; violet: portal. **Diamonds** show authored enemy spawn points; hollow dashed rings mark boss areas. White arrows show an intended route.

Printed maps are scaled to the page. The web edition retains zoom controls. Map captions distinguish retained orientation plates from supplied current-state captures; the adjacent walkthrough takes priority where a retained plate predates a repair or boss mechanic.

Contents

Chapter routes, room maps and reference pages.

Using this edition **2**

How to read the guide **5**

Player essentials **6**

Chapter 1: The Quiet Plaza **8**

 The Quiet Plaza 9

 The Under-Shrine 11

 Old Runner House 12

 The Cable Marsh 13

 Marsh Relay Hut 14

 Marsh Pump House 15

 The Relay Annex 17

 Broken Relay Vault 18

 West Under-Shrine 19

 The Signal Tower 20

 Packetloss404 Bunker 21

 The Seal Archive 22

 Quad H HQ 23

 Quad H Studio 24

 Quad H Undercroft 25

 Carrier Basement 26

 Patch Bay 27

 Archive Core 30

 Quiet Room 31

 Room Behind 32

Chapter 2: Port Subnet **33**

 Port Subnet 34

 North Row House 36

 South Row House 37

 Service Tunnels 38

Ledger Cellar 39

Civic Compute Hall 40

Compute Core 41

Cooling Vault 42

Archive Annex 43

East Row House 44

West Row House 45

Portal Gallery 46

Back Alley Cache 52

Chapter 3: The Root Cathedral 53

Old Forest Road 54

Forest Caretaker House 55

Root Cathedral Foyer 56

Cathedral Pond 57

Scriptorium 58

Switchboard 59

Root Cathedral Heart 60

The Three Answers 61

Appendix 64

Treasure index - illustrated rooms 64

Every secret door 65

Enemy placement census 66

Door index - illustrated routes 67

Historical errata and retained map plates 70

Map provenance and coverage 71

How to read the guide

How to read these maps

Choose the intended save slot before starting. **New Adventure** replaces only that slot after confirmation. After Chapters 1 and 2, finish the saved interlude and choose **Continue Adventure** : owned/equipped gear, Credits, story, contracts, discoveries and one-time map progress carry forward. Arriving in the next chapter heals you to your retained maximum HP; ordinary Continue restores saved HP. Unlocked **Chapter Practice** is temporary and transfers no purchases, rewards or progress into either adventure slot.

Each boss completion saves a fixed **2 Credits once** . Retry Save must succeed before a failed summon, victory or chapter arrival can proceed. Reloading a fight returns to its full-health pre-attempt checkpoint, with the boss and its temporary mechanics reset. After Chapter 3, **Completed Adventure** can replay the ending or **Explore Restored World** ; earlier-area visits preserve the highest chapter, repairs and settled boss guards.

A repair save warning means the live change is not yet durable. Use **Retry Save** before leaving or reloading; reload restores the last saved checkpoint. **Retry Checkpoint** also restores that checkpoint, while paid **Backup Sync** is a one-use snapshot for the same adventure and chapter. An old unlock-only profile cannot recover lost gear: its disclosed **Resume Unlocked Chapter** starts with a standard kit in the selected empty slot.

The illustrated maps use real game art at 1:1 and whole-number magnification. Use the **1x / 2x / 3x / 4x** buttons on each map; wide maps scroll inside their own frame. Focus a map frame and use the arrow keys to pan, or swipe horizontally on touch. The map key repeats marker names without relying on hover.

Numbered pins run **top to bottom, then left to right** , so pin 7 is always findable. Pins list the coordinates recorded for the retained map plates. Read the current walkthrough beside each plate for changed repair, encounter and reward behavior.

If you are cross-checking against `src/world.js` : the engine grows undersized rooms to a common frame, so a room's built coordinates sit a tile or two off its authored literals. Subtract the map's frame pad. The plaza, the Under-Shrine, Port Subnet and the Old Forest Road are unpadded and match exactly.

Diamonds are **enemy spawn points** from the map definition, not where enemies will be standing when you arrive. A hollow red ring is a **boss arena** .

White arrows are the **intended route** through a map, not the only way through. Hover any marker for its name and tile.

Player essentials

Start here for controls and preparation. The chapter routes below tell you which story steps are required; equipment, shops and side contracts are optional ways to make the journey more comfortable.

Keyboard quick reference

Move

Arrow keys or W A S D

Attack

Z , J or Space

Interact

X , K , E or Enter

Accept / equip

Enter , Z or J in menus

Back

Esc ; also pauses during play

Pause

P or Esc

Field Guide

I ; C opens Character

Guide tabs

[and]

Help / mute

F1 / M

Face the sign, terminal, door or support before interacting. Walking over the Shard Key collects it automatically.

Controller & touch

On a standard Xbox mapping, use the **left stick or D-pad** to move, **A** to attack or accept, **X** to interact and **B** to go back. **Menu** pauses, **View** opens the Field Guide, **Y** opens Character, and **LB / RB** change guide tabs.

The on-screen deck uses the same **A / X / B** actions plus **GUIDE** and **MENU** . In Pause, cycle **TOUCH PAD** between auto, on and off; use **DISPLAY** to choose a scale that fits your screen.

In Character, choose a gear row, open its picker, select an owned item and confirm to equip it. In Map, select an area with up/down, change filters with left/right, and accept to enter its marker list. Back returns to area selection.

Choose your equipment

The **Shard-Blade** is enough for all three bosses. The optional **Signal Bow** fires in the direction you face and gives more space; find one in the [Under-Shrine](#) or [West Row House](#) . A new gear chest offers an explicit equip choice. An already-owned piece pays **6 Credits** .

- **Armor** lengthens invulnerability after taking a hit. It does not reduce the damage of that hit.
- **Haste** increases walking speed and shortens attack cooldown.

- **Signal** increases arrow speed and lifetime.

These bonuses are modest; read telegraphs and attack during safe windows. Your owned items and chosen loadout carry between adventure chapters.

Spend Credits deliberately

All mandatory story steps are free. Pump configuration, ledger correction and switchboard release require their story conditions, not a payment. The Archive Permit is earned through the corrected civic route.

A standard Sync terminal offers **Health Sync for 3 Credits** , **Backup Sync for 8** , **Vitality for 15** and **Signal Boost for 10** after reading the relay log. Vitality and Signal Boost are one-time capacity upgrades. Shop offerings vary by terminal and chapter.

There is no need to buy healing just before a boss confirmation: its sanctuary checkpoint restores full HP. Optional paid arena runs consume their entry stake. If you have at most 2 Credits and no active contract, a local board can offer a **3-Credit Salvage Advance once per chapter** .

Keep your adventure safe

Select **slot A or B** before starting or continuing. Saves are stored in this browser. Keep using the same browser profile and site address to return to them.

Continue Adventure after a chapter interlude carries the same run forward. **Chapter Practice** is temporary; its purchases and rewards do not join an adventure. **Retry Checkpoint** restores the saved state. A boss reload restores its full-health pre-attempt checkpoint.

After a save warning, choose **Retry Save** and wait for success before leaving. A live repair or reward shown on screen may still be unsaved. Backup Sync is a separate one-use snapshot bound to that adventure and chapter.

When the route seems stuck

- **Gateway sealed:** check Shard, Old Runner notes, carrier trace and applied pump setting.
- **Compute route blocked:** collect both household voices, clear and correct Ledger Cellar, then follow the free permit and archive route.
- **Heart guarded:** release each support during the attempt and strike only during recovery; the HP floors are intentional.
- **Missing objective:** open the Journal and pin the current quest. Use this guide's chapter critical path to check earlier prerequisites.

For exact sequences, jump to [Chapter 1](#) , [Chapter 2](#) , [Chapter 3](#) or the [boss tactics](#) .

Coverage: this edition illustrates 40 rooms and covers the complete three-chapter story route plus all six optional Quad H rooms. Their native figures show supplied arrival states; they do not show earning the descent. Patch Bay has separate west and east views. The developer Tile Showcase is excluded.

Chapter 1: The Quiet Plaza

Wake the dead west line

A courier road that stopped answering. Chapter 1 is a four-key lock wearing a landscape: recover the Shard, gather three field seals, open the Gateway, sync the relay, then answer the shrine and hold your ground when something answers back.

The critical path

- 1. **Talk to PIP** West of the plaza avenue. Taking the Shard also clears this soft story step.
- 2. **Take the Shard Key** North room of the Under-Shrine. Walk over it; no button needed.
- 3. **Read the route notes** Gate key 2.
- 4. **Trace the carrier** Through the Cable Marsh. Gate key 3.
- 5. **Prime the pump** Preview either setting, then APPLY for gate key 4.
- 6. **Open the Gateway** West end of the cross street. All four keys are mandatory.
- 7. **Wake the Broken Relay** Via the Relay Annex trace puzzle. Read the sign for the Relay Coil.
- 8. **Read the choir seal** Use the west wing's shell terminal for the Choir Blessing.
- 9. **Sync the Relay Shrine** Shard + Coil + Blessing.
- 10. **Answer the plaza shrine** Interact and confirm Desync. Victory saves the interlude; Continue Adventure carries this run to Port Subnet.

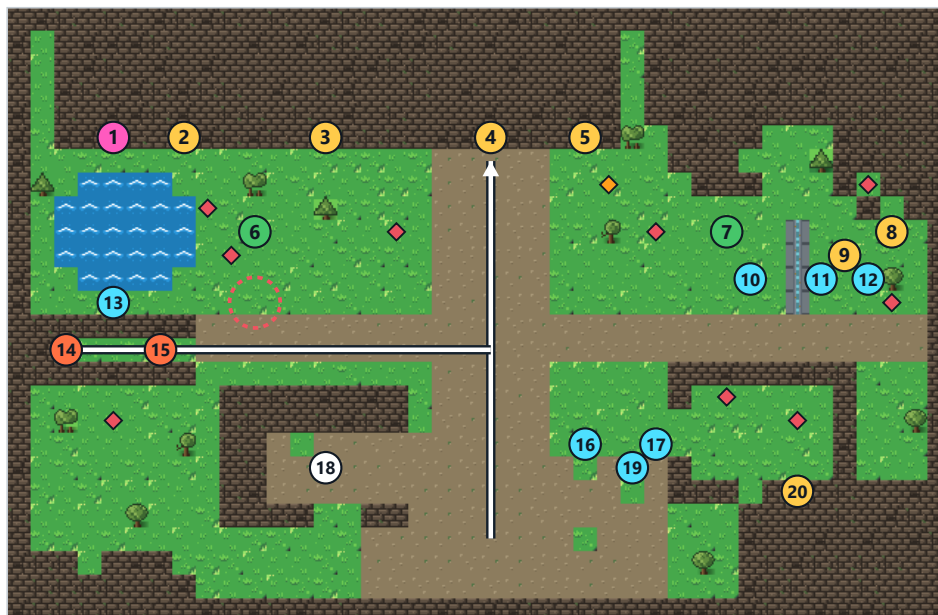
Route connections

From	Connected illustrated routes
The Quiet Plaza	The Under-Shrine; The Signal Tower; Old Runner House; Packetloss404 Bunker (secret); The Cable Marsh; Marsh Pump House; Quad H HQ; The Relay Annex
The Under-Shrine	West Under-Shrine
The Cable Marsh	Marsh Relay Hut
The Relay Annex	Broken Relay Vault (secret)
Packetloss404 Bunker	The Seal Archive
Quad H HQ	Quad H Studio (secret)

The main illustrated Chapter 1 connections, laid out by distance from the hub. Routes marked (secret) are secret doors. Use the contents to find each map. The optional Studio descent continues to the Undercroft , where the optional six-room descent is documented below.

The Quiet Plaza

40 × 26 · Chapter 1 hub · spawn (20, 22)



40 × 26 tiles · 640 × 416 px native

Every road in Chapter 1 starts and ends here. The layout is deliberately legible: one five-tile civic avenue running north from spawn, one cross street at y=13-14 running the full width, and every branch hanging off those two arteries. If you are lost, get back on the avenue.

Runner's log, day unknown. The east line answers. The west shrine does not. Find the shard. Reopen the route. Sign above spawn

Threats 4× Glitch · 1× Swarm · 2× Swarm (dormant) · 1× Glitch (elite) · 1× Caster · 1× Sentinel

Runner's notes

- The four Gateway requirements are spread across the plaza routes: Under-Shrine (north), Old Runner House (north), Marsh Pump House (far east), Cable Marsh → Relay Hut (far east).
- The Marsh Pump House door at (35, 10) sits two tiles west and one south of the Cable Marsh door at (37, 9). Check the separate pump door before returning from the marsh.
- The bunker secret door at (4, 5) has no prerequisite whatsoever. You can open it on your first lap, and the Seal Archive behind it is a free reroute node.
- The boss arena is at (10, 12) - the open field between the Gateway and the shrine. A temporary boundary contains the attempt; ambient plaza enemies are suspended until it ends.

Map key

1 SECRET - Packetloss404 Bunker (4, 5)

A patch of suspicious brick in the north-west wall. Face it and press X once to reveal, again to enter. No prerequisite at all - you can open this on your very first lap.

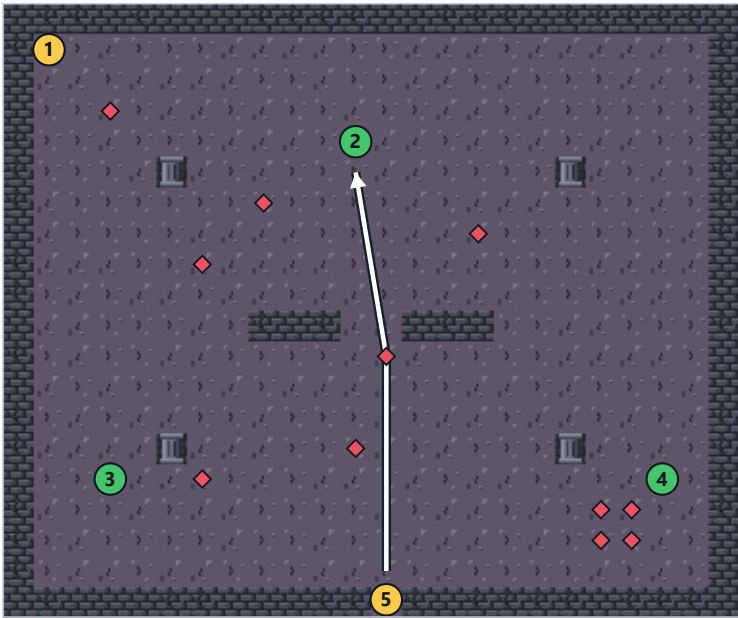
2 Signal Tower door (7, 5)

The relay shrine. Nothing to do here until you hold the Shard, the Relay Coil and the Choir Blessing.

3	Old Runner House (13, 5) Gate key 2 of 4 lives on the terminal inside.
4	Under-Shrine door (20, 5) North face of the ruin. The Shard Key is inside - this is objective two and the first place the game expects you to go.
5	Relay Annex (24, 5) Three trace signs and the hidden vault behind them.
6	Chest - 7 credits (10, 9)
7	Chest - SIGNAL VISOR (30, 9) Head slot, signal 2.
8	Cable Marsh door (37, 9) East exit. Leads to the Relay Hut and gate key 3.
9	Marsh Pump House (35, 10) Gate key 4. Easy to walk past - it sits two tiles west and one south of the Cable Marsh door.
10	HANDSHAKE 1/4 - Carrier BBS (31, 11) First terminal of the plaza handshake. Touch these four in order for a +6 credit bonus.
11	HANDSHAKE 2/4 - Sync terminal (34, 11) Also the SYNC shop: Health Sync 3c, Backup Sync 8c, Shard of Vitality 15c (+4 max HP), Signal Boost 10c.
12	HANDSHAKE 3/4 - Loadout terminal (36, 11) Gear vendor. Relay Mail for 12c, auto-equipped.
13	HANDSHAKE 4/4 - West BBS (4, 12) Completing the order here pays +6 credits. Any out-of-order touch prints HANDSHAKE LOST and resets you to zero.
14	SYNC SHRINE - boss trigger (2, 14) Needs the Shard, the Gateway open and the Relay synced. Interact and explicitly confirm Desync. A successful sanctuary save restores retained max HP before the bounded attempt; standing against the shrine does not summon it.
15	THE GATEWAY (6, 14) Four-lock gate, order irrelevant, all four mandatory: Shard Key + Old Runner notes + Carrier Tone + Pump Seal. Closed, it is solid wall.
16	Street Merchant (24, 18) Potion 6c full heal; PEP TONIC 4c restores up to 4 HP; Carrier Postcard 10c.
17	PORTAL OFFLINE SIGN (27, 18) Offline sign. The live exit is in the Portal Gallery in Port Subnet.
18	PIP, OLD COURIER (13, 19) Still maintaining a road nobody uses. Points you at the Under-Shrine and clears the first objective. "The west line came back. My partner did not."
19	Compute Lounge (26, 19) Instant Tune 8c, Vibe Patch 12c, Library Key 5c, All-Office Coffee 14c.
20	Quad H HQ (33, 20) Entirely optional side content. Holds the four-step broadcast route puzzle and the studio staircase.

The Under-Shrine

24 × 20 · Chapter 1 dungeon



24 × 20 tiles · 384 × 320 px native

One large hall with the Shard on a pedestal at the top and a four-swarm nest in the south-east corner. The far north-west door leads to the west wing, which you will need later for the Choir Blessing.

The shard remembers the old path. What crossed it remembers you. Entrance sign

Threats 4× Glitch · 6× Swarm · 1× Caster

Runner's notes

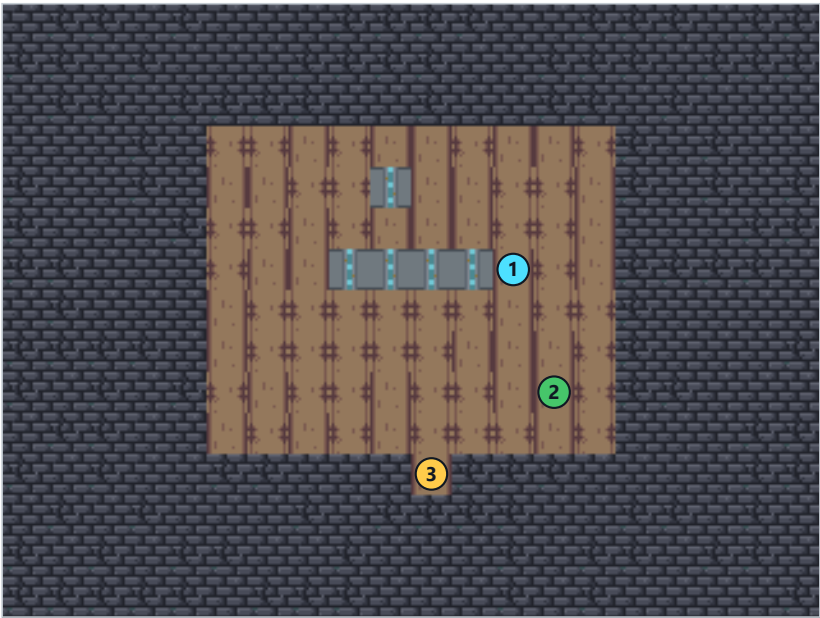
- The Shard is picked up by proximity - you do not need to face it or press anything.
- Both chests here are gear, not credits. The optional SIGNAL BOW in the south-east offers EQUIP or KEEP CURRENT. Choose EQUIP to switch to ranged; ownership alone does not switch weapons.
- The four swarms at (19-20, 16-17) are packed into one corner. Fight them at the corridor mouth, not inside the pocket.

Map key

1	To the West Under-Shrine (1, 1) Far north-west corner. Use the CHOIR SEAL terminal inside for the Choir Blessing. Entry alone does not grant it.
2	THE SHARD OF SYNC (11, 4) The chapter's master key. Opens the Gateway and wakes the Relay Shrine. Walking within a few pixels picks it up - you do not have to press anything.
3	Chest - ANCHOR GREAVES (3, 15) Legs, armor 1 + haste 1.
4	Chest - SIGNAL BOW (21, 15) Optional weapon. Choose EQUIP to switch to ranged or KEEP CURRENT to retain your current weapon. A bow is not required for any boss.
5	To The Quiet Plaza (12, 19)

Old Runner House

20 × 15 · GATE KEY 2



20 × 15 tiles · 320 × 240 px native

No enemies. Read the terminal, take the greaves, leave.

Boots by the door. Notes by the stove. Someone kept running long after the road quit. House sign

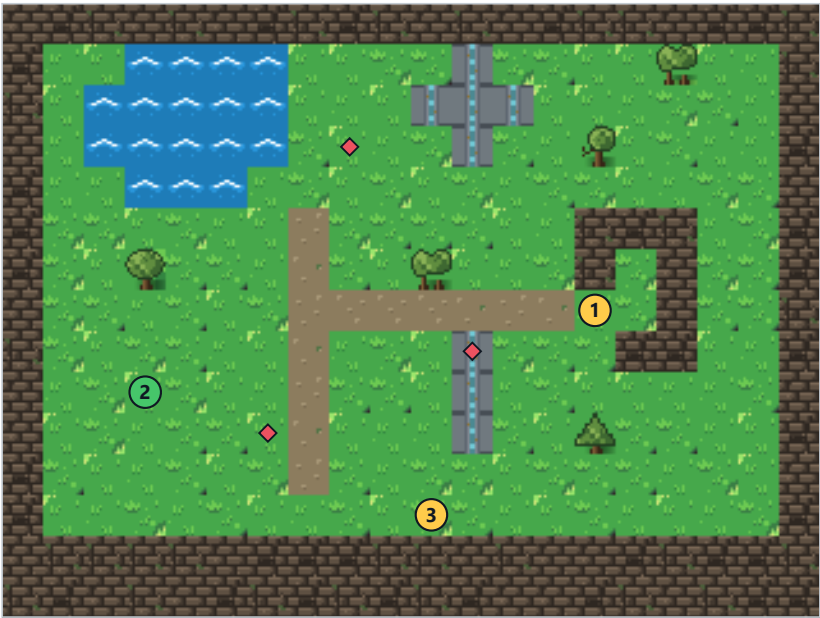
No hostiles.

Map key

1	ROUTE NOTES - gate key 2 (12, 6)
2	Chest - ANCHOR GREAVES (13, 9)
3	To The Quiet Plaza (10, 11)

The Cable Marsh

20 × 15



20 × 15 tiles · 320 × 240 px native

A corridor map. The only thing that matters is the door north-east to the Relay Hut; the chest is a small detour west.

The east line sank here first. The carrier still drifts. Marsh sign

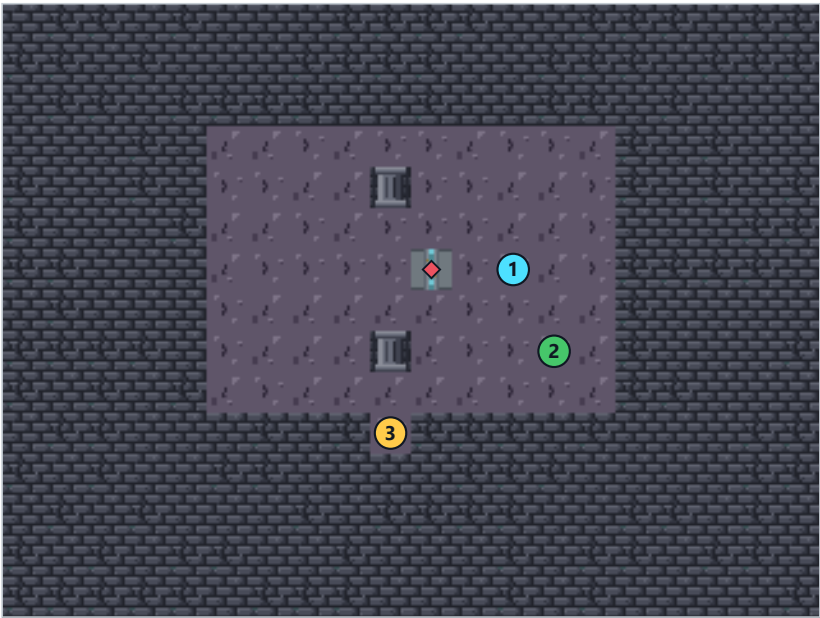
Threats 2× Glitch · 1× Swarm

Map key

1	To Marsh Relay Hut (14, 7)
2	Chest - 8 credits (3, 9)
3	To The Quiet Plaza (10, 12)

Marsh Relay Hut

20 × 15 · GATE KEY 3



20 × 15 tiles · 320 × 240 px native

One warm node in the reeds. The terminal has no prerequisite - read it and the Carrier Tone is yours.

One warm node left in the reeds. Relay hut sign

Threats 1× Glitch

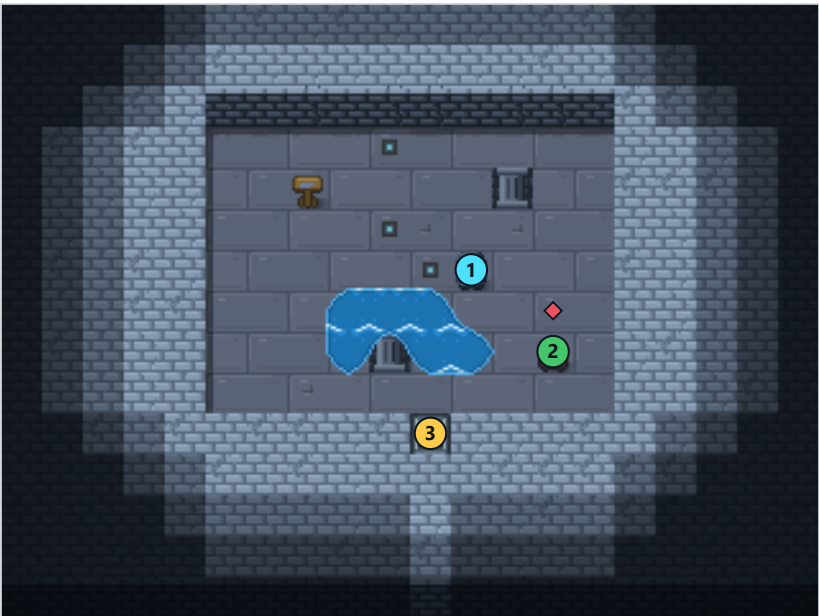
Map key

1	CARRIER TONE - gate key 3 (12, 6) No prerequisite. Read it and the tone is yours.
2	Chest - RELAY MAIL (13, 8) Chest slot, armor 1 + signal 1.
3	To The Cable Marsh (9, 10)

Marsh Pump House

20 × 15 · GATE KEY 4

Marsh Pump House - unprimed



20 × 15 tiles · 320 × 240 px native

Supplied initial unprimed view: all six basin cells are flooded. Runner, actors and interface panels are hidden in all three views; chests remain unopened. Numbered markers apply to every view; the guard marker is salvage-only.

Preview DRAIN THE ROUTE for a dry crossing, or WAKE THE CACHE for its optional 7-Credit chest and guard. APPLY either setting for the required pump seal. Preview/Cancel are free; switching is free and reversible, the perimeter stays open, and neither a claimed chest nor defeated guard renews.

West shrine quiet. Marsh pumps coughing. If I do not return, follow the dry reeds. Runner log

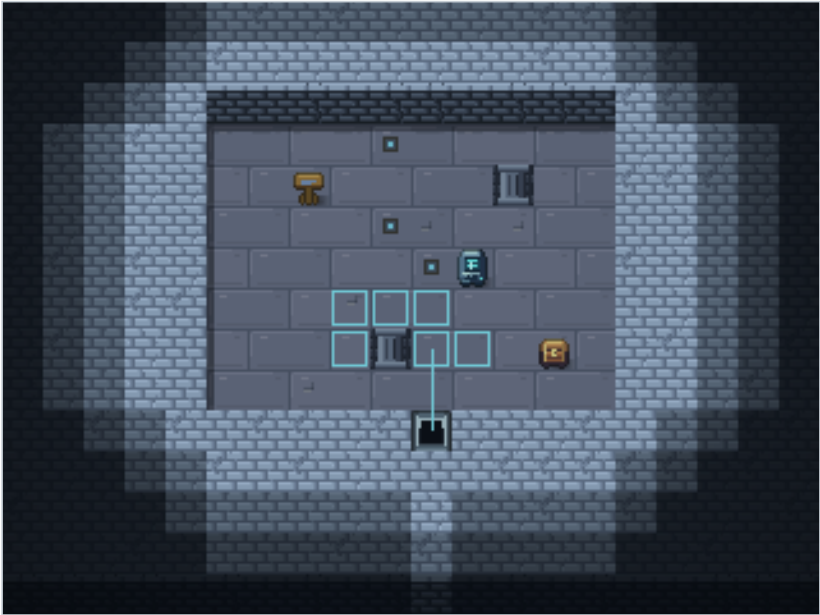
Threats 1× Glitch (WAKE THE CACHE only)

Map key

1	PUMP SEAL - gate key 4 (11, 6) Inspect, preview one setting, then APPLY. One setting is enough for the Gateway; collecting the optional cache is not required.
2	Chest - 7 credits (13, 8)
3	To The Quiet Plaza (10, 10)

Marsh Pump House - applied settings

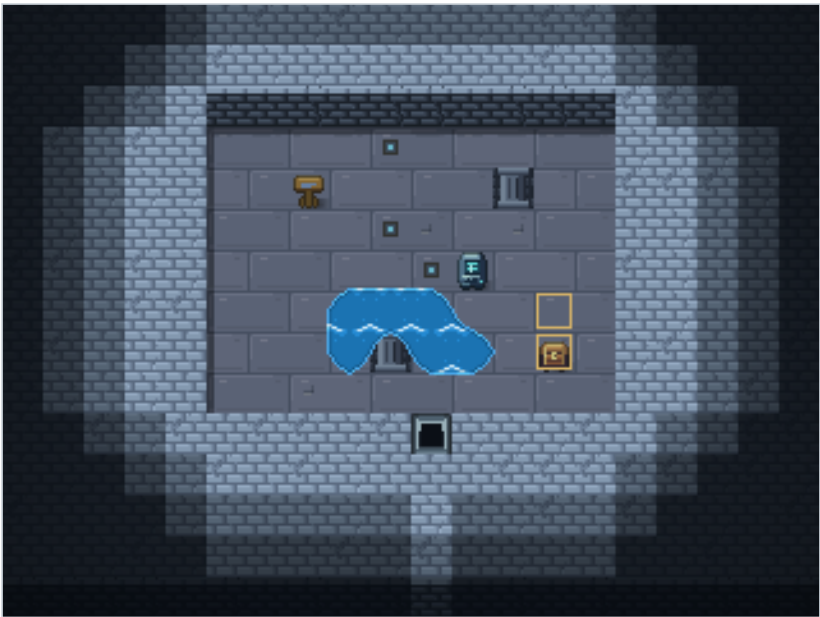
DRAIN THE ROUTE - applied



20 × 15 tiles · 320 × 240 px native

Supplied applied route view: the six basin cells become walkable floor, outlined in cyan. The optional 7-Credit cache is unopened and its guard stays dormant. Actors and interface panels hidden.

WAKE THE CACHE - applied

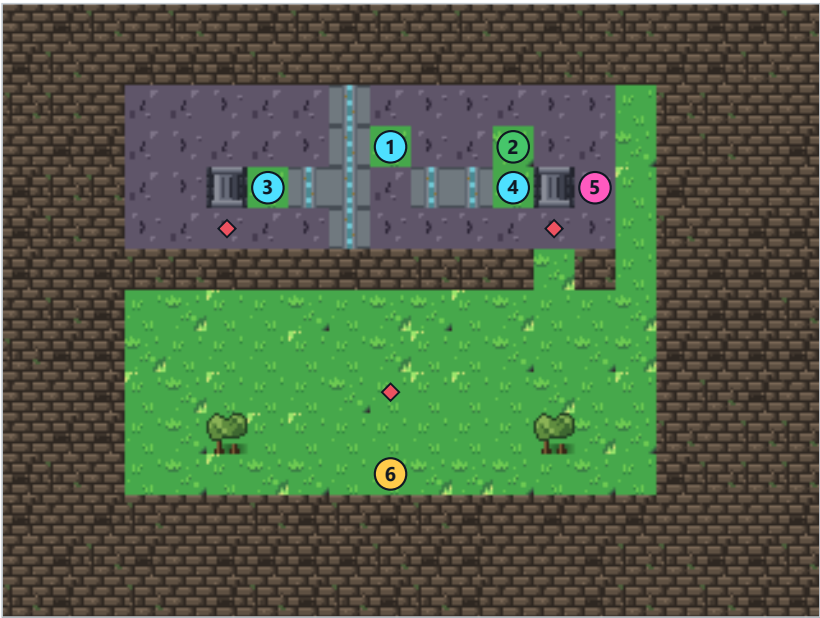


20 × 15 tiles · 320 × 240 px native

Supplied applied salvage view: the six basin cells stay flooded. The optional 7-Credit cache is powered and its guard is awake. Yellow outlines mark the unopened cache and living guard; they are not actor bodies or evidence of a cleared cache. Actors and interface panels hidden.

The Relay Annex

20 × 15 · TRACE PUZZLE



20 × 15 tiles · 320 × 240 px native

Three trace signs in a shallow arc and a hidden vault in the back wall. Read them LEFT, then CROWN, then RIGHT. Any other order prints TRACE BROKEN and puts you back to zero.

Threats 2× Sentinel · 1× Glitch

Runner's notes

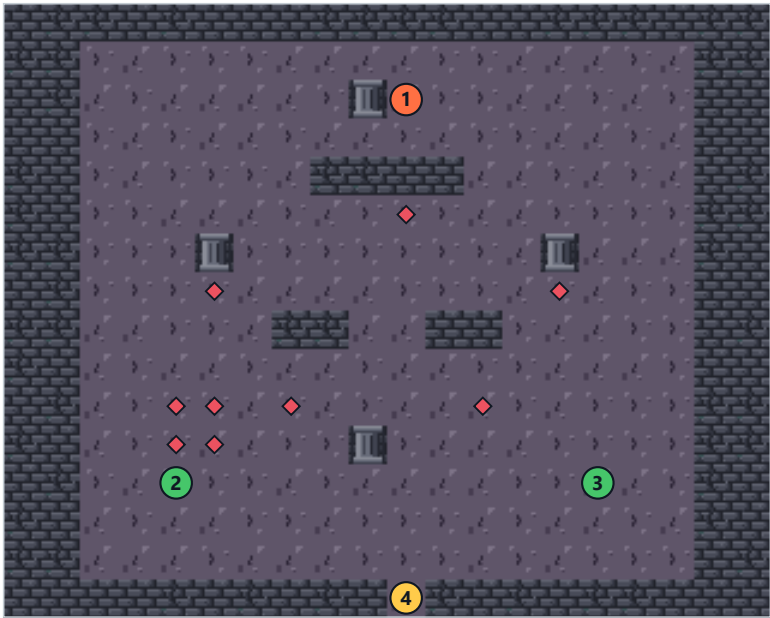
- The vault door also opens if you simply walk up and inspect the bricks - the trace is the intended route, not an enforced one.

Map key

1	TRACE 2/3 - crown (9, 3) The top sign. Second in the order.
2	Chest - 9 credits (12, 3)
3	TRACE 1/3 - left (6, 4) Read the three trace signs left, then crown, then right. Out of order prints TRACE BROKEN and resets.
4	TRACE 3/3 - right (12, 4) Completing the trace forces the vault door open.
5	SECRET - Broken Relay Vault (14, 4) Read TRACE LEFT, TRACE CROWN, then TRACE RIGHT. The bricks remain sealed until that sequence is complete.
6	To The Quiet Plaza (9, 11)

Broken Relay Vault

20 × 16 · RELAY COIL



20 × 16 tiles · 320 × 256 px native

Nine enemies including a caster and two sentinels guard the Relay Coil. Read the sign at the top of the room to recover it before leaving.

Carrier dropped. Seal held one breath. Then something answered from inside the route. Relay Log 07

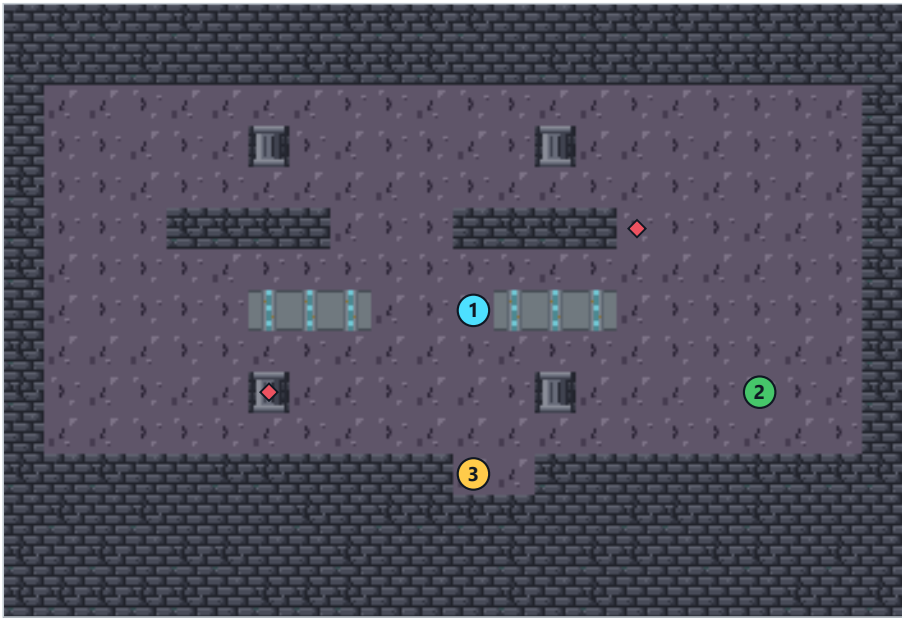
Threats 1× Caster · 2× Sentinel · 2× Glitch · 4× Swarm

Map key

1	RELAY COIL (10, 2) A sign, not a terminal - easy to dismiss. Reading it is what grants the coil the Relay Shrine demands.
2	Chest - RELAY BEAD (4, 12) Charm, signal 1.
3	Chest - 12 credits (15, 12)
4	To The Relay Annex (10, 15)

West Under-Shrine

22 × 15 · CHOIR BLESSING



22 × 15 tiles · 352 × 240 px native

Use the CHOIR SEAL shell terminal to recover the Choir Blessing required by the Signal Tower. Entering the room alone does not grant it. The chest is optional.

The older seal is here, under the newer silence. Do not trust a route that answers too quickly. West wing sign

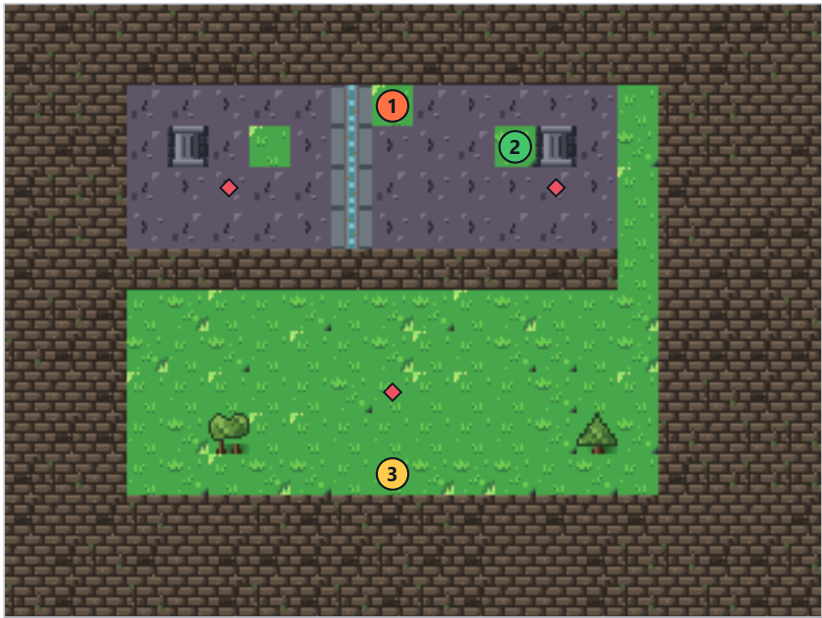
Threats 1× Sentinel · 1× Swarm

Map key

1	Civic node (flavour) (11, 7) Read the choir seal here to receive the Choir Blessing and advance the relay objective.
2	Chest - 11 credits (18, 9)
3	To The Under-Shrine (11, 11)

The Signal Tower

20 × 15



20 × 15 tiles · 320 × 240 px native

Two sentinels flank the approach to the relay shrine. Nothing here works until you hold the Shard, the Relay Coil and the Choir Blessing - come back last.

The first relay to answer after the fall. Its cables still carry the hum. Tower sign

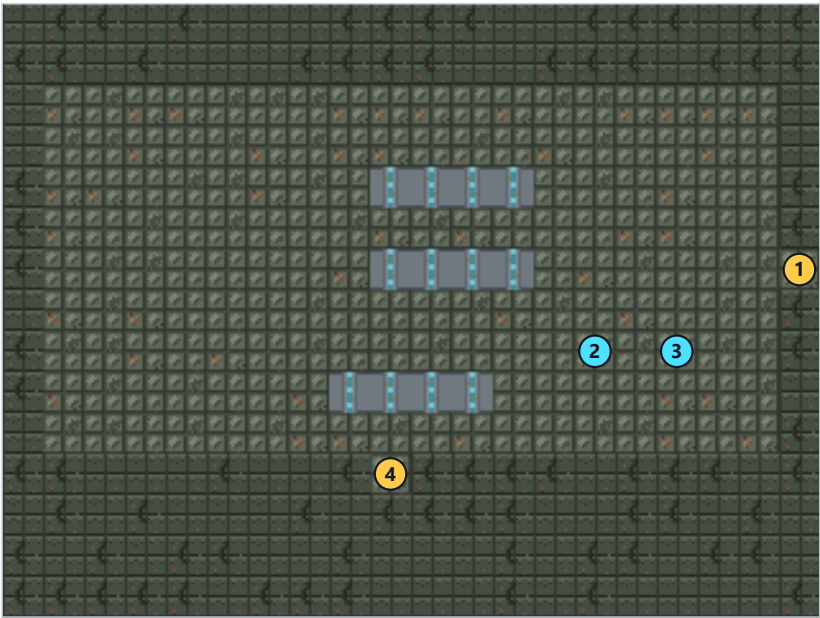
Threats 2× Sentinel · 1× Glitch

Map key

1	RELAY SHRINE (9, 2) Three locks: Shard Key + Relay Coil + Choir Blessing. Syncing here is the last step before the plaza shrine.
2	Chest - PACKET PIN (12, 3) Charm, haste 1 + signal 1.
3	To The Quiet Plaza (9, 11)

Packetloss404 Bunker

20 × 15 · SECRET · CARRIER SWEEP



20 × 15 tiles · 320 × 240 px native

The best-lit room in the game and the only one with hand-authored god rays. Reached through the unmarked brick in the north-west wall of the Quiet Plaza - callout 1 on that map - with no prerequisite at all.

No hostiles.

Runner's notes

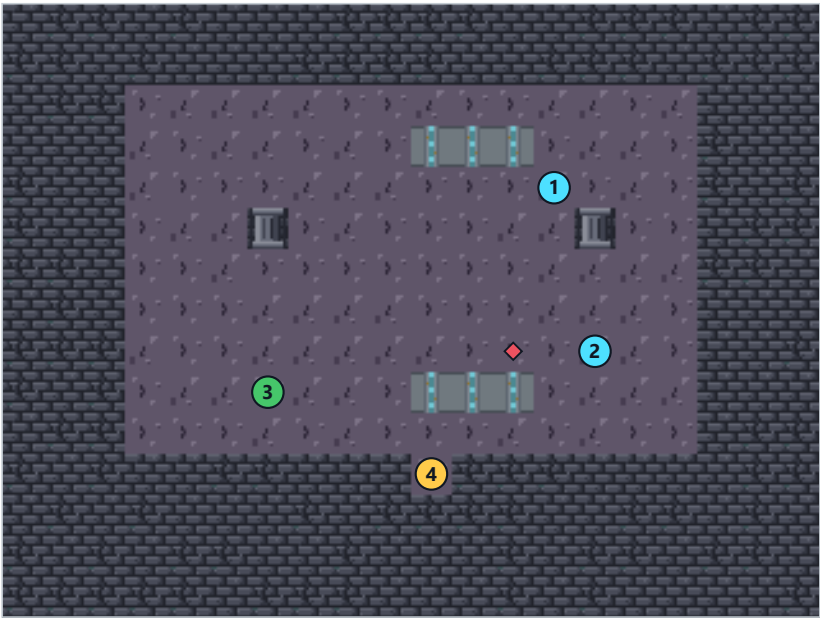
- The router prop at (6, 8) is the CARRIER SWEEP puzzle. Three dials start at L=1 M=2 R=0 and the target is L=3 M=1 R=2.
- Each dial drags its neighbours: L raises L and M; M raises M but LOWERS L and R; R raises R and M.
- The solution is R, R, M, then LOCK PROFILE. Reward: the ARCHIVE CACHE module.

Map key

1	To The Seal Archive (19, 6)
2	BBS terminal (14, 8)
3	Future Ops terminal (16, 8)
4	To The Quiet Plaza (9, 11)

The Seal Archive

20 × 15 · OPTIONAL



20 × 15 tiles · 320 × 240 px native

Behind the bunker. A reroute node, a BBS and an optional 10-Credit chest. Read the return slip for PIP's optional story payoff; entering alone does not read it.

Two mugs. One route. PIP left a light for the other carrier. Runner's return slip

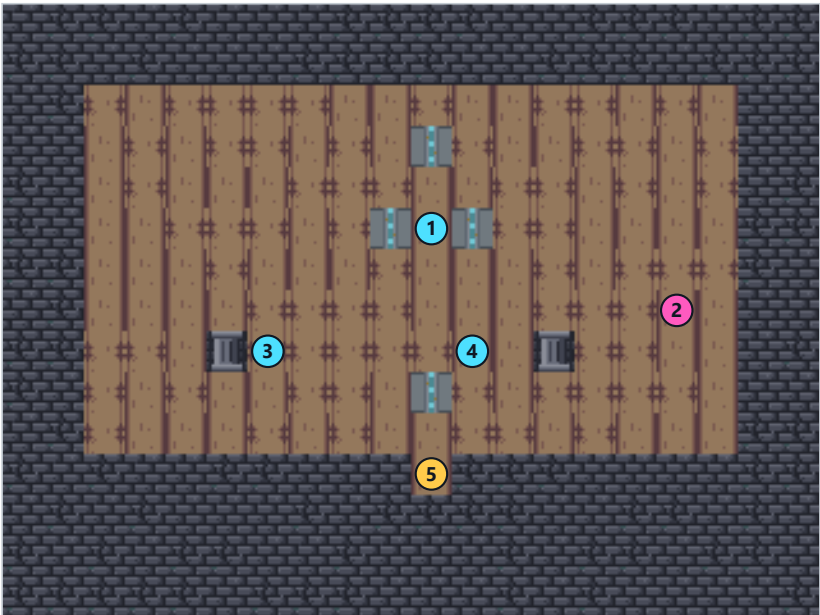
Threats 1× Glitch

Map key

1	Future Ops terminal (13, 4)
2	BBS terminal (14, 8)
3	Chest - 10 credits (6, 9)
4	To Packetloss404 Bunker (10, 11)

Quad H HQ

20 × 15 · OPTIONAL



20 × 15 tiles · 320 × 240 px native

Side content with no enemies. Steps 1-3 of the broadcast route puzzle live here; step 4 is the bookcase itself. The bookcase opens when that sequence is right.

Signal house of Dr. Vibe. Streamline keeps the lamps on. HQ sign

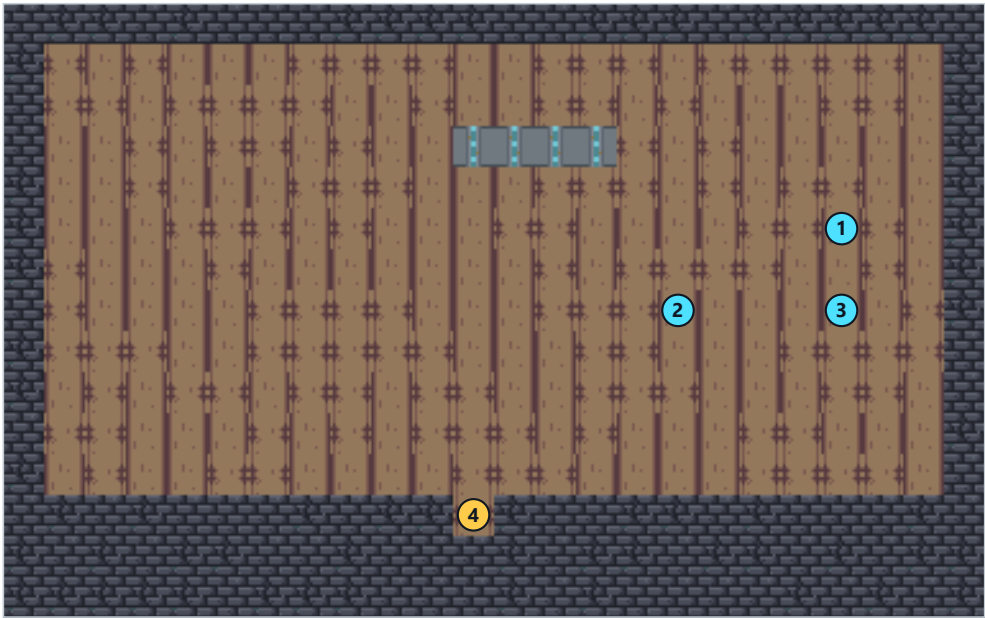
No hostiles.

Map key

1	ROUTE 1/6 - Dr. Vibe terminal (10, 5) Start of the broadcast route puzzle. Also pays +1 VIBE the first time.
2	SECRET - studio staircase (ROUTE 4/6) → Quad H Studio (16, 7) The east bookcase opens after the Dr. Vibe terminal, stream rig sign and lab notes sign, in that order.
3	ROUTE 2/6 - stream rig sign (6, 8)
4	ROUTE 3/6 - lab notes board (11, 8)
5	To The Quiet Plaza (10, 11)

Quad H Studio

24 × 15 · OPTIONAL



24 × 15 tiles · 384 × 240 px native

Steps 5 and 6. Finishing the route unlocks the STREAM WATCH module and turns the studio terminal into a shop and a reroute node. Optional descent: after the route opens the hatch, Interact with it to enter the [Undercroft](#) .

Red light warm. Cameras ready. Broadcast the route. Studio sign

No hostiles.

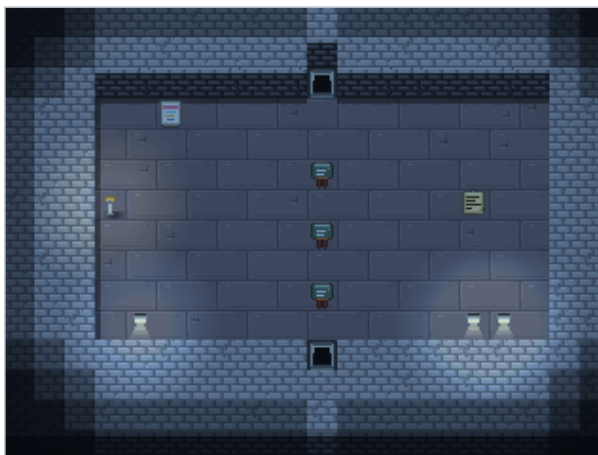
Map key

1	Terminal (20, 5)
2	ROUTE 5/6 - main stream desk (16, 7)
3	ROUTE 6/6 - future terminal (20, 7) Finishing here unlocks the STREAM WATCH module and turns this terminal into a shop and a reroute node.
4	To Quad H HQ (11, 12)

Quad H Undercroft

20 × 15 · OPTIONAL · SUPPLIED ARRIVAL

Undercroft · arrival



Map plate

Supplied Undercroft arrival view after Studio route completion. Junction untouched and fan cover closed. Runner, actors and interface hidden. This view does not show earning the route, solving the junction or collecting a hidden reward.

The directory below lists authored object locations. The supplied image intentionally carries no added pins.

After the HQ and Studio broadcast route opens the Studio hatch, Interact with the hatch to enter. Interact with the junction signs in north-to-south order: (10, 5), (10, 7), (10, 9). A wrong junction resets the partial sequence. Completing it opens the fan cover at (16, 10); the cover has no passage or reward. Finish the junction to use the south door at (10, 11), which leads to [Carrier Basement](#).

CABLE LOOM

Read junctions 1, 2, 3 from north to south.

The south door continues the route.

The fan cover is not a passage. Undercroft sign

There is no time limit. Completed rooms stay solved after a successful save. If saving fails, use Retry Save to keep the completed progress; reloading restores the last successful save. Leaving or loading restarts an unfinished sequence. Return doors remain free.

No hostiles.

Authored object directory

- Return to Quad H Studio - world tile (10, 2); native center (168, 40)
- Continue to [Carrier Basement](#) - world tile (10, 11); native center (168, 184)
- Cable loom sign - world tile (5, 3); native center (88, 56)
- Junction 1 - world tile (10, 5); native center (168, 88)
- Junction 2 - world tile (10, 7); native center (168, 120)
- Junction 3 - world tile (10, 9); native center (168, 152)
- Breaker note - world tile (15, 6); native center (248, 104)
- West lamp - world tile (3, 6); native center (56, 104)
- West ceiling light - world tile (4, 10); native center (72, 168)
- East ceiling light - world tile (15, 10); native center (248, 168)
- Closed fan cover - world tile (16, 10); native center (264, 168)

Carrier Basement

20 × 15 · OPTIONAL · SUPPLIED ARRIVAL

Carrier Basement - arrival



320 × 240 px native

Supplied Carrier Basement arrival after the Undercroft junction. All five contacts are unpressed; the Carrier sequence is untouched. Runner, actors and interface hidden. Earlier progress is supplied; this view does not show earning the route or collecting a reward.

Walk the five floor contacts from the BBS toward the wall board: (2, 4), (4, 4), (5, 4), (7, 4), (8, 4). The fifth new contact completes this room and opens the way south. Read the wall board for instructions. A wrong contact resets only this unfinished trace. Step off, then begin again at the BBS. Gaps and waiting are safe; there is no time limit.

Completed rooms stay solved after a successful save. Leaving or loading restarts an unfinished sequence. Return doors are free.

No hostiles.

Authored object directory

- Return to Quad H Undercroft - world tile (9, 1); native center (152, 24)
- Continue to Patch Bay - world tile (9, 12); native center (152, 200)
- BBS unit - world tile (1, 4); native center (24, 72)
- Room sign - world tile (2, 5); native center (40, 88)
- Floor contact 1 - world tile (2, 4); native center (40, 72)
- Floor contact 2 - world tile (4, 4); native center (72, 72)
- Floor contact 3 - world tile (5, 4); native center (88, 72)
- Floor contact 4 - world tile (7, 4); native center (120, 72)
- Floor contact 5 - world tile (8, 4); native center (136, 72)
- Carrier Trace instructions - world tile (9, 4); native center (152, 72)
- Decorative server rack - world tile (12, 3); native center (200, 56)
- Decorative server rack - world tile (13, 3); native center (216, 56)
- Decorative server rack - world tile (14, 3); native center (232, 56)
- Decorative server rack - world tile (16, 3); native center (264, 56)
- Decorative server rack - world tile (17, 3); native center (280, 56)
- Decorative server rack - world tile (18, 3); native center (296, 56)
- Decorative router - world tile (12, 6); native center (200, 104)
- Decorative router - world tile (18, 6); native center (296, 104)
- Room sign - world tile (3, 8); native center (56, 136)

Patch Bay

24 × 15 · OPTIONAL · SUPPLIED ARRIVAL

Patch Bay - west view



320 × 240 px native

Supplied Patch Bay arrival after Carrier Basement. Trace sequence untouched; Archive rack closed. This is one separate native viewport of a 384 × 240 world, not a panorama. Runner, actors and interface hidden. Earlier progress is supplied; this view does not show earning the route or collecting a reward.

- Return to Carrier Basement - world tile (11, 1); native center (184, 24)
- Continue to Archive Core - world tile (11, 12); native center (184, 200)
- Trace 1 - world tile (1, 2); native center (24, 40)
- Trace 2 - world tile (4, 2); native center (72, 40)
- Trace 3 - world tile (8, 2); native center (136, 40)
- Trace 4 - world tile (10, 2); native center (168, 40)
- Trace 5 - world tile (8, 4); native center (136, 72)
- Trace 6 - world tile (11, 4); native center (184, 72)
- Trace 7 - world tile (19, 7); native center (312, 120)
- Trace 8 - world tile (14, 10); native center (232, 168)
- Room sign - world tile (12, 2); native center (200, 40)
- Room sign - world tile (14, 2); native center (232, 40)
- Room sign - world tile (16, 2); native center (264, 40)
- Room sign - world tile (18, 2); native center (296, 40)
- Room sign - world tile (2, 4); native center (40, 72)
- Room sign - world tile (5, 4); native center (88, 72)
- Room sign - world tile (12, 4); native center (200, 72)
- Room sign - world tile (16, 4); native center (264, 72)
- Room sign - world tile (19, 4); native center (312, 72)
- Room sign - world tile (3, 7); native center (56, 120)
- Room sign - world tile (7, 7); native center (120, 120)
- Room sign - world tile (11, 7); native center (184, 120)
- Room sign - world tile (16, 7); native center (264, 120)
- Room sign - world tile (4, 10); native center (72, 168)
- Room sign - world tile (8, 10); native center (136, 168)
- Room sign - world tile (17, 10); native center (280, 168)
- Room sign - world tile (3, 11); native center (56, 184)

See the separate east view for the far side of the room. Its overlapping pixels are not stitched.

Interact with trace panels 1-8 in order. Each numbered READ TRACE prompt identifies its panel. A wrong numbered panel resets this unfinished trace; unnumbered boards do not reset it. The eighth panel opens the Archive rack at (11, 12). The separate west and east views overlap; neither is a panorama.

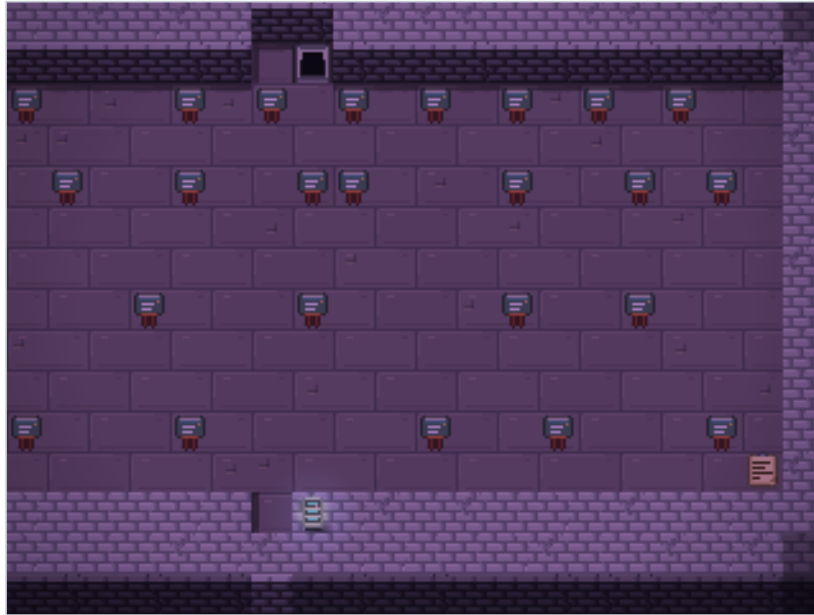
Completed rooms stay solved after a successful save. Leaving or loading restarts an unfinished sequence. Return doors are free.

No hostiles.

Authored object directory

- Return to Carrier Basement - world tile (11, 1)
- Continue to Archive Core - world tile (11, 12)
- Trace 1 - world tile (1, 2)
- Trace 2 - world tile (4, 2)
- Trace 3 - world tile (8, 2)
- Trace 4 - world tile (10, 2)
- Trace 5 - world tile (8, 4)
- Trace 6 - world tile (11, 4)
- Trace 7 - world tile (19, 7)
- Trace 8 - world tile (14, 10)
- Room sign - world tile (12, 2)
- Room sign - world tile (14, 2)
- Room sign - world tile (16, 2)
- Room sign - world tile (18, 2)
- Room sign - world tile (20, 2)
- Room sign - world tile (2, 4)
- Room sign - world tile (5, 4)
- Room sign - world tile (12, 4)
- Room sign - world tile (16, 4)
- Room sign - world tile (19, 4)
- Room sign - world tile (21, 4)
- Room sign - world tile (3, 7)
- Room sign - world tile (7, 7)
- Room sign - world tile (11, 7)
- Room sign - world tile (16, 7)
- Room sign - world tile (4, 10)
- Room sign - world tile (8, 10)
- Room sign - world tile (17, 10)
- Room sign - world tile (21, 10)
- Room sign - world tile (22, 11)
- Room sign - world tile (3, 11)

Patch Bay - east view



320 × 240 px native

Supplied Patch Bay arrival after Carrier Basement. Trace sequence untouched; Archive rack closed. This is one separate native viewport of a 384 × 240 world, not a panorama. Runner, actors and interface hidden. Earlier progress is supplied; this view does not show earning the route or collecting a reward.

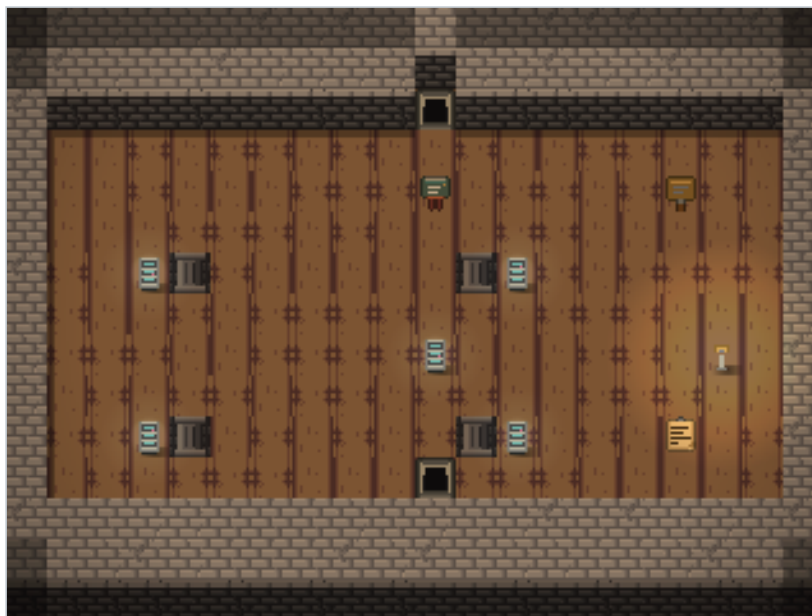
- Return to Carrier Basement - world tile (11, 1); native center (120, 24)
- Continue to Archive Core - world tile (11, 12); native center (120, 200)
- Trace 2 - world tile (4, 2); native center (8, 40)
- Trace 3 - world tile (8, 2); native center (72, 40)
- Trace 4 - world tile (10, 2); native center (104, 40)
- Trace 5 - world tile (8, 4); native center (72, 72)
- Trace 6 - world tile (11, 4); native center (120, 72)
- Trace 7 - world tile (19, 7); native center (248, 120)
- Trace 8 - world tile (14, 10); native center (168, 168)
- Room sign - world tile (12, 2); native center (136, 40)
- Room sign - world tile (14, 2); native center (168, 40)
- Room sign - world tile (16, 2); native center (200, 40)
- Room sign - world tile (18, 2); native center (232, 40)
- Room sign - world tile (20, 2); native center (264, 40)
- Room sign - world tile (5, 4); native center (24, 72)
- Room sign - world tile (12, 4); native center (136, 72)
- Room sign - world tile (16, 4); native center (200, 72)
- Room sign - world tile (19, 4); native center (248, 72)
- Room sign - world tile (21, 4); native center (280, 72)
- Room sign - world tile (7, 7); native center (56, 120)
- Room sign - world tile (11, 7); native center (120, 120)
- Room sign - world tile (16, 7); native center (200, 120)
- Room sign - world tile (4, 10); native center (8, 168)
- Room sign - world tile (8, 10); native center (72, 168)
- Room sign - world tile (17, 10); native center (216, 168)
- Room sign - world tile (21, 10); native center (280, 168)
- Room sign - world tile (22, 11); native center (296, 184)

Return to the [west view](#) or the [shared object directory](#) .

Archive Core

20 × 15 · OPTIONAL · SUPPLIED ARRIVAL

Archive Core - arrival



320 × 240 px native

Supplied Archive Core arrival after Patch Bay. The cork-board beat is unread. Runner, actors and interface hidden. Earlier progress is supplied; this view does not show earning the route or collecting a reward.

Read the cork board at (10, 4). Its story remains readable on later visits. The south door at (10, 11) then leads to Quiet Room. The north door freely returns to Patch Bay.

Completed rooms stay solved after a successful save. Leaving or loading restarts an unfinished sequence. Return doors are free.

No hostiles.

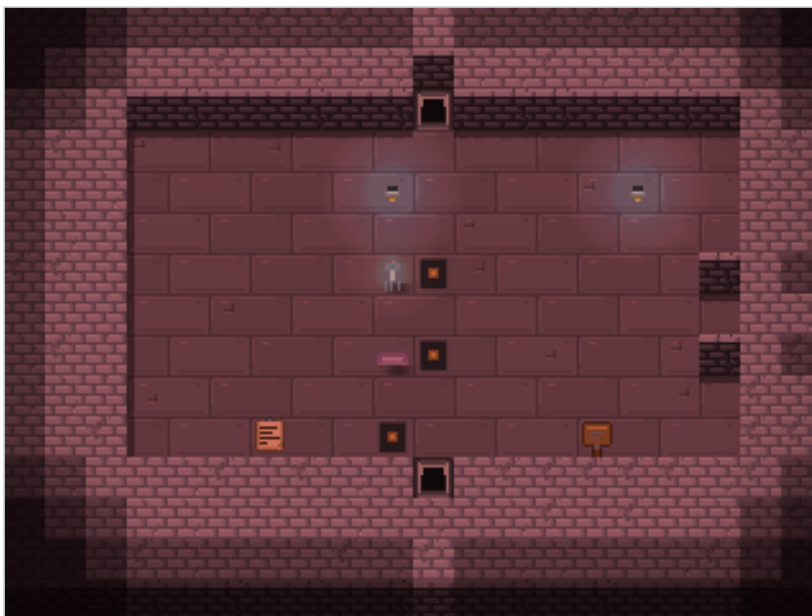
Authored object directory

- Return to Patch Bay - world tile (10, 2); native center (168, 40)
- Continue to Quiet Room - world tile (10, 11); native center (168, 184)
- Decorative server rack - world tile (10, 8); native center (168, 136)
- Decorative server rack - world tile (3, 6); native center (56, 104)
- Decorative server rack - world tile (12, 6); native center (200, 104)
- Decorative server rack - world tile (3, 10); native center (56, 168)
- Decorative server rack - world tile (12, 10); native center (200, 168)
- Cork board - world tile (10, 4); native center (168, 72)
- Room sign - world tile (16, 4); native center (264, 72)
- Decorative hardware - world tile (17, 8); native center (280, 136)
- Room sign - world tile (16, 10); native center (264, 168)

Quiet Room

20 × 15 · OPTIONAL · SUPPLIED ARRIVAL

Quiet Room - arrival



320 × 240 px native

Supplied Quiet Room arrival after Archive Core. All three contacts are unpressed; the Quiet sequence is untouched. Runner, actors and interface hidden. Earlier progress is supplied; this view does not show earning the route or collecting a reward.

Walk the MIC, CHAIR and BACK WALL floor contacts at (10, 6), (10, 8), (9, 10), in that order. The third new entry opens the way south. A wrong marked contact resets only this unfinished path; step off and start again at MIC. Waiting and blank floor do not reset it. Read the D.V. sticky for instructions. The room's lamps are decorative.

Completed rooms stay solved after a successful save. Leaving or loading restarts an unfinished sequence. Return doors are free.

No hostiles.

Authored object directory

- Return to Archive Core - world tile (10, 2); native center (168, 40)
- Continue to Room Behind - world tile (10, 11); native center (168, 184)
- Mic stand - world tile (9, 6); native center (152, 104)
- Chair - world tile (9, 8); native center (152, 136)
- Recording light - world tile (9, 4); native center (152, 72)
- Decorative wall light - world tile (15, 4); native center (248, 72)
- MIC floor contact - world tile (10, 6); native center (168, 104)
- CHAIR floor contact - world tile (10, 8); native center (168, 136)
- BACK WALL floor contact - world tile (9, 10); native center (152, 168)
- Room sign - world tile (14, 10); native center (232, 168)
- D.V. instructions - world tile (6, 10); native center (104, 168)

Room Behind

20 × 15 · OPTIONAL · SUPPLIED ARRIVAL

Room Behind - arrival



320 × 240 px native

Supplied Room Behind arrival after Quiet Room. The final Post-it is unread and the Ledger Lens chest is unopened; the lens is not owned. Runner, actors and interface hidden. Earlier progress is supplied; this view does not show earning the route or collecting a reward.

Read the FIRST BROADCAST Post-it at (10, 9) to finish the descent and hear Dr. Vibe's closing words. The note grants no item or Credits. Rereading it reopens the closing dialogue. The separate chest at (15, 5) holds the Ledger Lens: the first Lens adds no Credits and offers EQUIP or KEEP CURRENT; if already owned, it gives 6 Credits. Return north freely through Quiet Room and the earlier rooms.

Completed rooms stay solved after a successful save. Leaving or loading restarts an unfinished sequence. Return doors are free.

No hostiles.

Authored object directory

- Return to Quiet Room - world tile (11, 1); native center (184, 24)
- Warm lamp - world tile (10, 11); native center (168, 184)
- Chair - world tile (8, 5); native center (136, 88)
- Mic stand - world tile (11, 5); native center (184, 88)
- FIRST BROADCAST Post-it - world tile (10, 9); native center (168, 152)
- Unopened Ledger Lens chest - world tile (15, 5); native center (248, 88)

Chapter 2: Port Subnet

The district that counts one house twice

SPOILERS AHEAD - Chapter 2 is late-game content. Nothing below is hidden; stop here if you are still on Chapter 1.

Two valid household signatures were sent to one destination. Recover both voices, keep both homes served and correct the routes without changing the total. The corrected ledger grants Archive Override free; then boot the hall, recover the Root Phrase and arm final sync.

The critical path

- 1. **Talk to LEX** South-west of the hub; story framing.
- 2. **Recover Voice A** Lease board, overdue notice, unsent draft, then terminal.
- 3. **Recover Voice B** Use the south row terminal. Both voices are required.
- 4. **Take the Cooling Seal** Unlocks the boot chain.
- 5. **Correct the Ledger** Clear the room. Preview KEEP BOTH HOMES, then APPLY for the Ledger Seal and free Archive Override.
- 6. **Boot the hall** Power, then Auth, then Diagnostics.
- 7. **Accept the boot** Lobby Ops opens the Cooling Vault behind the core.
- 8. **Take the Root Phrase** Clear the room, then read the root terminal.
- 9. **Arm the final sync** Open the lobby's west archive door with the free permit. Admin checks permit + Root Phrase + Ledger Seal.
- 10. **Return to Lobby Ops** Confirm Archive Echo; victory saves the interlude and Continue Adventure leads to Old Forest Road.

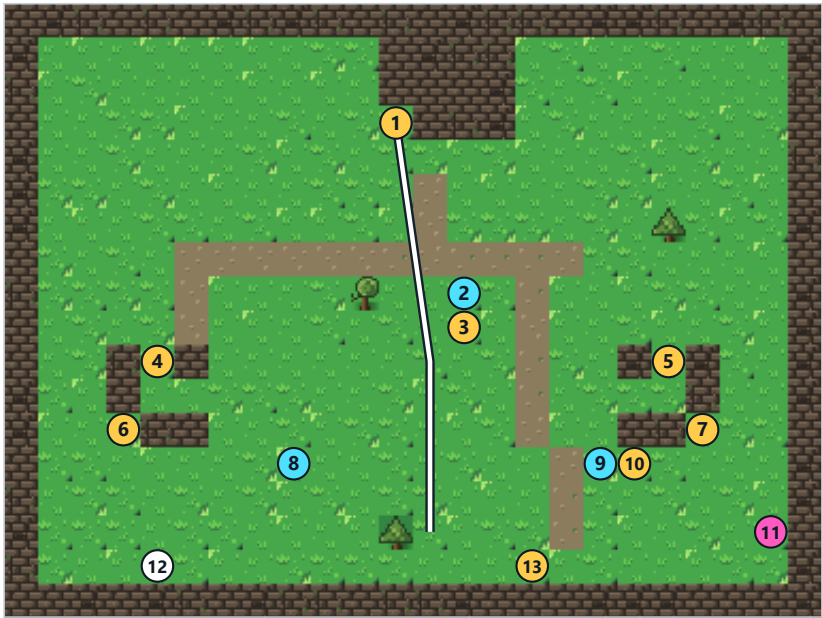
Route connections

From	Connected illustrated routes
Port Subnet	Civic Compute Hall; North Row House; East Row House; South Row House; West Row House; Ledger Cellar; Service Tunnels; Portal Gallery (secret)
Civic Compute Hall	Compute Core; Archive Annex (secret)
Compute Core	Cooling Vault (secret)
Back Alley Cache	Port Subnet

Retained Chapter 2 door schematic. Routes marked (secret) are secret doors. Current Archive Override is free from the corrected ledger; legacy purchase annotations are historical. Use the contents to find each map.

Port Subnet

24 × 18 · Chapter 2 hub · spawn (12, 15)



24 × 18 tiles · 384 × 288 px native

Eight doors and no enemies. Four row houses on the flanks, the compute hall due north, the tunnels and cellar in the middle, and the Chapter 3 road at the bottom. Two of the four houses are mandatory and two are not, and the map gives you no way to tell which.

Warm lamps. Quiet routers. The district remembers enough to answer. Plaza sign

No hostiles.

Runner's notes

- MANDATORY: north row (Voice A) and south row (Voice B). OPTIONAL: east and west rows.
- The south-east masonry at (22, 15) is a secret door with no prerequisite, and the room behind it holds a 100 credit chest.
- Standing on the Old Forest Road door at (15, 16) will teleport you into Chapter 3 whether or not you have unlocked it. The interact path checks; the walk-on path does not.

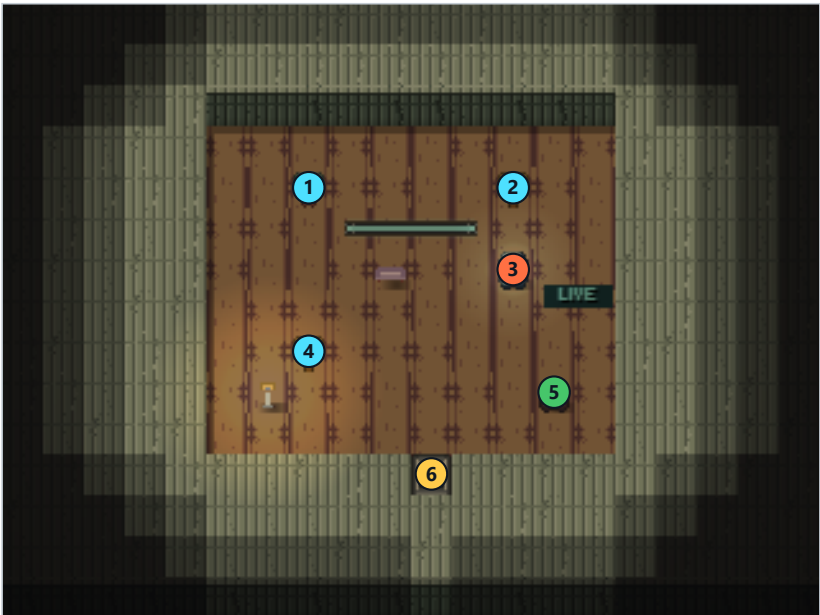
Map key

1	Civic Compute Hall (11, 3) The chapter's dungeon. Lobby, then core.
2	FUTURE OPS terminal (13, 8) Jobs, paid runs, reroute and optional services. Archive Override is a free reward from the corrected Ledger Cellar; no purchase is required for the main story.
3	Ledger Cellar (13, 9) Mandatory. With both voices and the room clear, APPLY KEEP BOTH HOMES for the Ledger Seal and free Archive Override.
4	North Row House - Voice A (4, 10) Mandatory. The Auth terminal will not run without it.

5	East Row House (19, 10) Optional. Flavour and a 5 credit chest; its terminal sets no flag.
6	South Row House - Voice B (3, 12) Mandatory. The Auth terminal and a new ledger correction require both household voices.
7	West Row House (20, 12) Optional. Holds the LEDGER LENS and a Future Ops terminal.
8	Street Merchant (8, 13)
9	Compute Lounge (17, 13)
10	Service Tunnels (18, 13) The Cooling Seal is here, and it is the first link in the boot chain.
11	SECRET - Portal Gallery (22, 15) The masonry opens on inspection. The optional 100-Credit chest behind the gallery corridor requires the Chapter 3 Portal Key; story progress never depends on this reward.
12	LEX, PORT JANITOR (4, 16) The only person in a records district who deals in floors instead of ledgers, and so the only one who notices. Sends you to the north row.
13	To the Old Forest Road (Chapter 3) (15, 16) Forward travel requires completing Port Subnet. Walking or interacting uses the saved interlude/arrival flow; earlier-area returns preserve the current campaign chapter and gear.

North Row House

20 × 15 · VOICE A · MANDATORY



20 × 15 tiles · 320 × 240 px native

Supplied ledger-corrected exploration view. Runner, enemies and interface panels hidden; chests unopened. Numbered annotations remain.

Read the three records in order - lease board, overdue notice, unsent draft - then the terminal. Out of order prints RECORD ORDER LOST.

One room answers under two names. The ledger still balances. The unsent draft

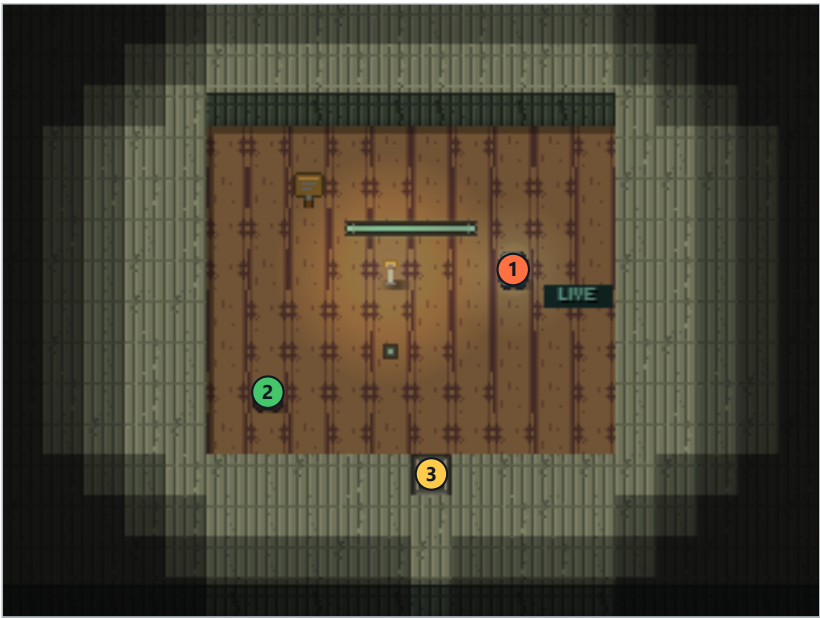
No hostiles.

Map key

1	RECORD 1/3 - lease board (7, 4) Read the three records in order: lease board, overdue notice, unsent draft.
2	RECORD 2/3 - overdue notice (12, 4)
3	VOICE A (12, 6) Refuses until all three records are read in order.
4	RECORD 3/3 - unsent draft (7, 8) The chapter's mystery in one line: "One room answers under two names. The ledger still balances."
5	Chest - 6 credits (13, 9)
6	To Port Subnet (10, 11)

South Row House

20 × 15 · VOICE B · MANDATORY



20 × 15 tiles · 320 × 240 px native

Supplied ledger-corrected exploration view. Runner, enemies and interface panels hidden; chests unopened. Numbered annotations remain.

One terminal, no puzzle, no prerequisite. The Auth terminal in the compute core will not run without this.

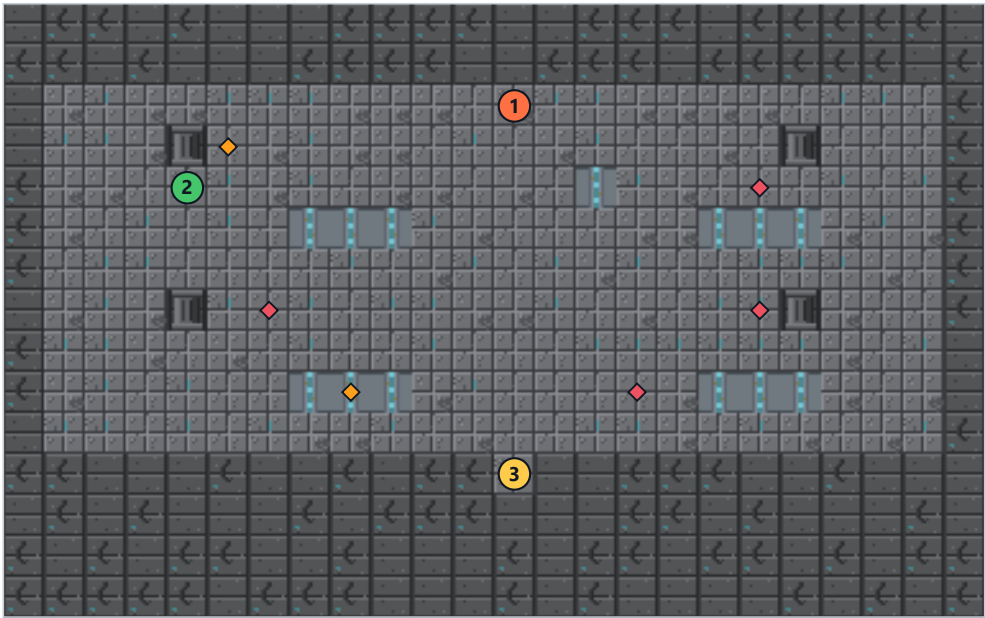
No hostiles.

Map key

1	VOICE B (12, 6) No prerequisite - just read it. Auth needs both voices.
2	Chest - 6 credits (6, 9)
3	To Port Subnet (10, 11)

Service Tunnels

24 × 15 · COOLING SEAL



24 × 15 tiles · 384 × 240 px native

Six enemies and a long run north to the seal terminal. One read grants both the Cooling Seal and Lab Side Access.

Threats 1× Glitch (elite) · 1× Glitch · 2× Swarm · 1× Caster (elite) · 1× Sentinel

Map key

1	COOLING SEAL (12, 2) Grants the Cooling Seal and Lab Side Access in one read. Nothing in the compute chain starts without it.
2	Chest - 8 credits (4, 4)
3	To Port Subnet (12, 11)

Ledger Cellar

20 × 15 · LEDGER SEAL · MANDATORY



20 × 15 tiles · 320 × 240 px native

Supplied corrected, room-clear Ledger view. The routes serve NORTH 04 and SOUTH 04 (TOTAL 08). Runner, actors and interface panels hidden; the 12-Credit chest is unopened. Numbered annotations and enemy markers retain authored locations; they do not show live enemies. Use 4× zoom for receiver labels.

Recover both voices and clear the room before APPLY. KEEP BOTH HOMES routes NORTH 04 and SOUTH 04 to separate receivers; TOTAL 08 stays unchanged. The correction grants the Ledger Seal and Archive Override free, regardless of wallet.

Old civic debts sleep under the row houses. Every column wants the same ending. Cellar sign

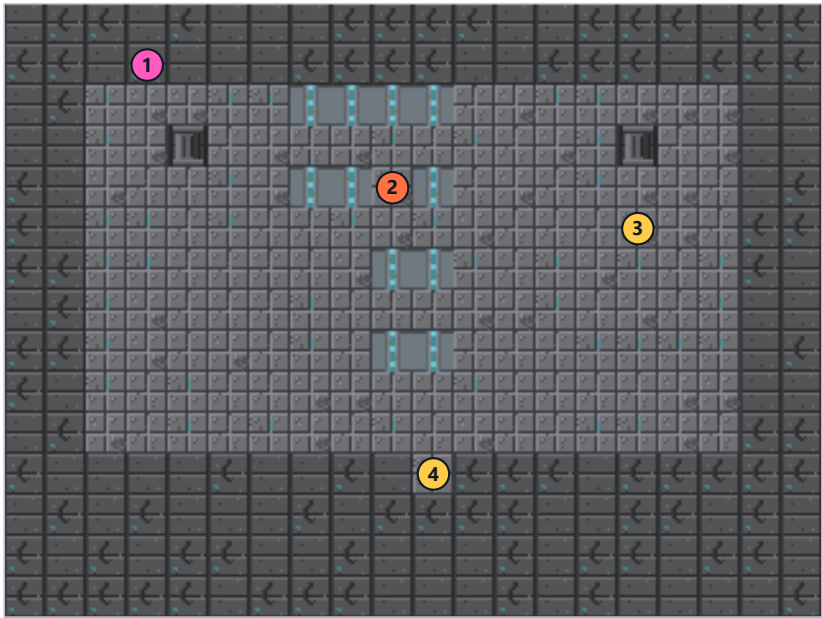
Threats 1× Caster (elite) · 1× Glitch (elite)

Map key

1	LEDGER SEAL (12, 3) Preview KEEP BOTH HOMES, then APPLY with both voices and room clear. Preview/Cancel and the rejected MERGE ROUTE 1 cost nothing. Corrected routes are permanent; both houses show LIVE on revisit.
2	Chest - 12 credits (14, 9)
3	To Port Subnet (10, 11)

Civic Compute Hall

20 × 15 · LOBBY



20 × 15 tiles · 320 × 240 px native

The quietest dangerous room in the game. Lobby Ops at (9, 4) is one tile that does three different jobs depending on how far along you are - boot acceptance, then shop, then boss trigger.

Three seats dark. One seat waiting. Lobby console

No hostiles.

Runner's notes

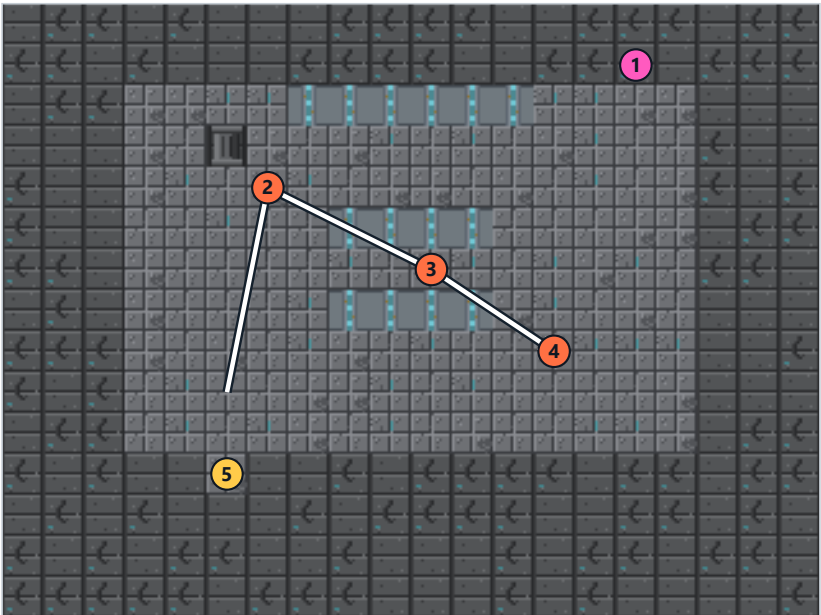
- Leave the marked lane for both pulses, then approach Echo at the unmarked correction pad. Attack only during its two-second correction window.
- The west wall secret at (3, 1) needs Archive Override, granted free by the corrected ledger. The annex admin also checks Root Phrase and Ledger Seal.

Map key

1	SECRET - Archive Annex (3, 1) West wall of the lobby. Opens with Archive Override, granted free by the corrected Ledger Cellar. Root Phrase and Ledger Seal are still required at the annex admin terminal.
2	LOBBY OPS - one tile, three states (9, 4) Before the boot it accepts the boot. Afterward it offers Future Ops services. With final sync armed it offers explicit Archive Echo confirmation; the sanctuary checkpoint must save before the fight begins.
3	To the Compute Core (15, 5)
4	To Port Subnet (10, 11)

Compute Core

20 × 15 · BOOT SEQUENCE



20 × 15 tiles · 320 × 240 px native

Three shell terminals in a strict dependency chain, spread diagonally across the room. There is no way to shortcut the order.

Power, auth, and memory still disagree. Core access sign

No hostiles.

Runner's notes

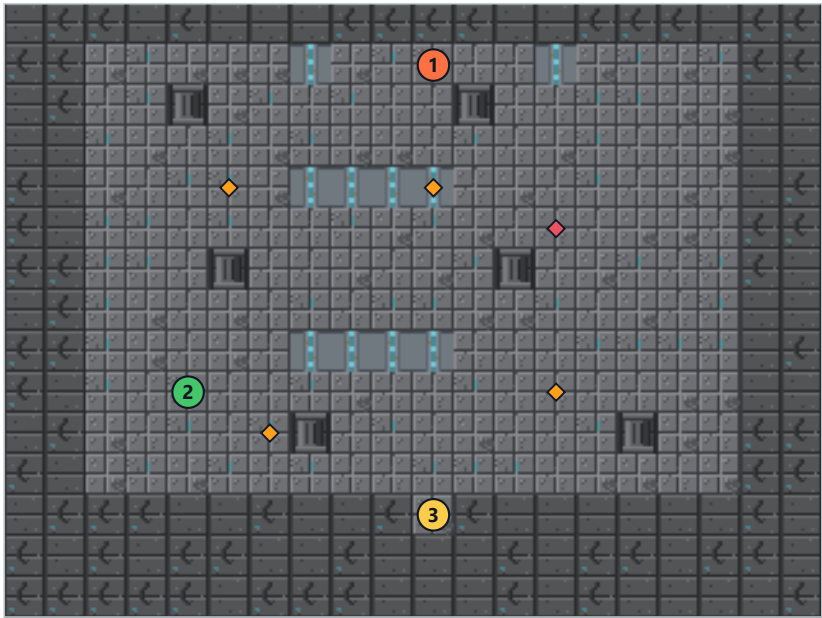
- POWER needs the Cooling Seal. AUTH needs power plus BOTH voices. DIAGNOSTICS needs power and auth.
- The Cooling Vault door at (15, 1) opens by itself once the hall is booted - you do not need to find it first.

Map key

1	SECRET - Cooling Vault (15, 1) Back wall of the core. Opens itself once the hall is booted.
2	BOOT 1/3 - POWER (6, 4) Requires the Cooling Seal.
3	BOOT 2/3 - AUTH (10, 6) Requires power, Voice A and Voice B. Recover Voice B from the south row terminal if Auth is still blocked.
4	BOOT 3/3 - DIAGNOSTICS (13, 8) Requires power and auth. Then walk back to Lobby Ops to accept the boot.
5	To Civic Compute Hall (5, 11)

Cooling Vault

20 × 15 · ROOT PHRASE



20 × 15 tiles · 320 × 240 px native

Five enemies including a Cooling Warden and an elite Caster. The root terminal will not read while any of them is alive.

Old load still sleeps under the hall. Wake it gently or not at all. Vault sign

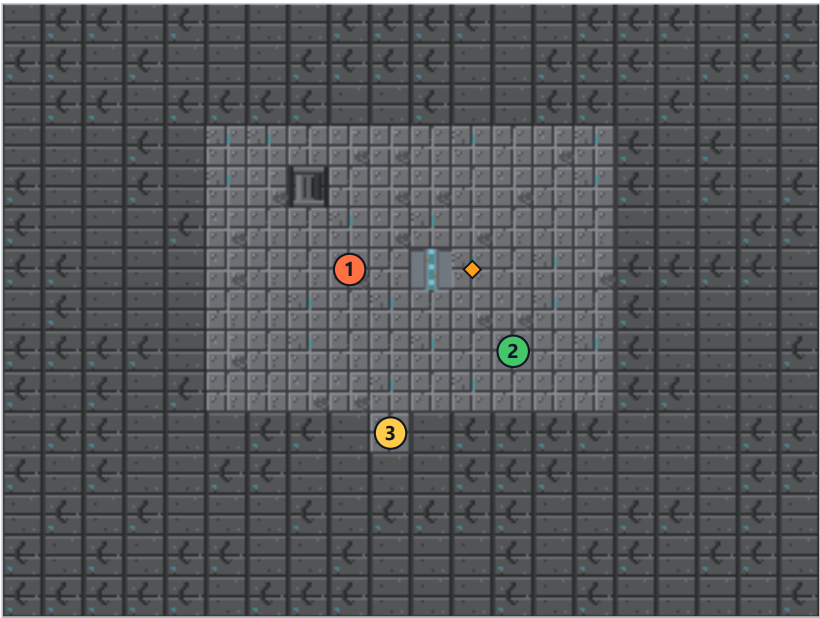
Threats 1× Sentinel (elite) · 1× Glitch (elite) · 1× Swarm · 1× Caster (elite) · 1× Cooling Warden

Map key

- | | |
|---|--|
| 1 | ROOT PHRASE (10, 1)
The terminal refuses to read while anything in the room is alive. Clear all five enemies first - including the Cooling Warden. |
| 2 | Chest - PATCH SOLES (4, 9)
Legs, haste 1 + signal 1. |
| 3 | To Compute Core (10, 12) |

Archive Annex

20 × 15 · SECRET · FINAL SYNC



20 × 15 tiles · 320 × 240 px native

Behind the lobby's west wall. The admin terminal checks three things at once: permit, Root Phrase and Ledger Seal.

The district kept copies of every ledger it could not trust. Annex sign

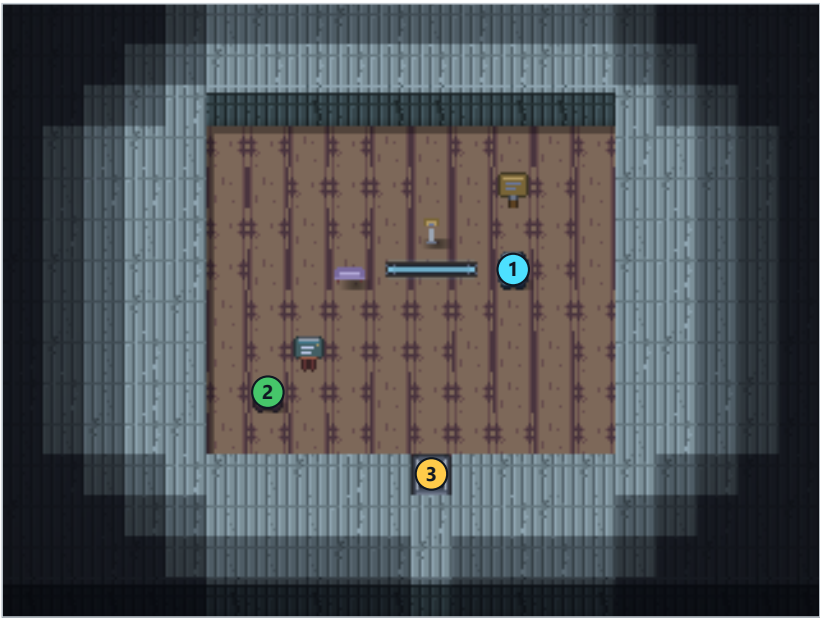
Threats 1× Caster (elite)

Map key

1	ARM THE FINAL SYNC (8, 6) Three locks at once: Archive Permit + Root Phrase + Ledger Seal.
2	Chest - LEDGER LENS (12, 8)
3	To Civic Compute Hall (9, 10)

East Row House

20 × 15 · OPTIONAL



20 × 15 tiles · 320 × 240 px native

Supplied ledger-corrected exploration view. Runner, enemies and interface panels hidden; chests unopened. Numbered annotations remain.

Flavour and five credits. Its terminal sets no flag at all.

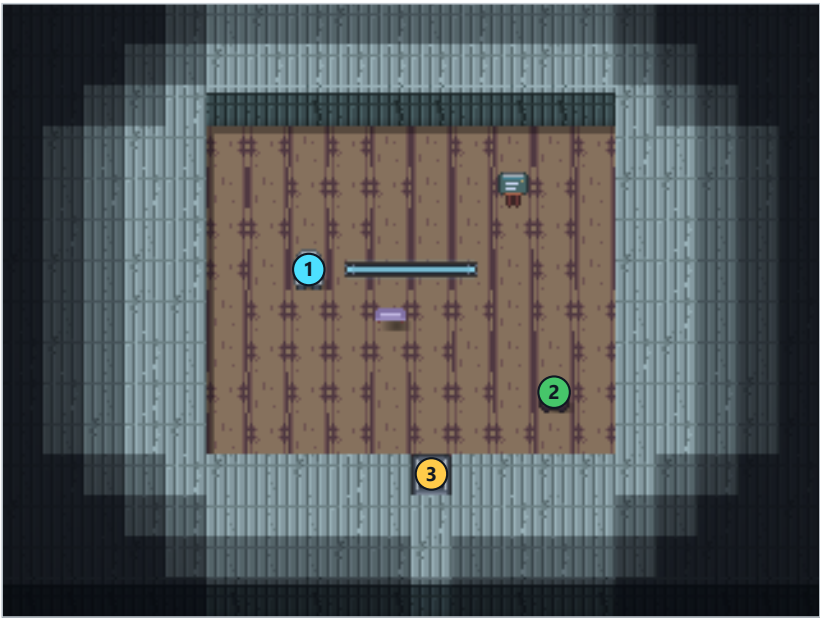
No hostiles.

Map key

1	Shell terminal (flavour) (12, 6) Sets no flag. Safe to skip.
2	Chest - 5 credits (6, 9)
3	To Port Subnet (10, 11)

West Row House

20 × 15 · OPTIONAL



20 × 15 tiles · 320 × 240 px native

Supplied ledger-corrected exploration view. Runner, enemies and interface panels hidden; chests unopened. Numbered annotations remain.

Holds an optional SIGNAL BOW and a Future Ops terminal. Read the paper copies for LEX's optional story payoff: two households and two signatures were preserved. The terminal opens the shop but registers no reroute node.

No hostiles.

Map key

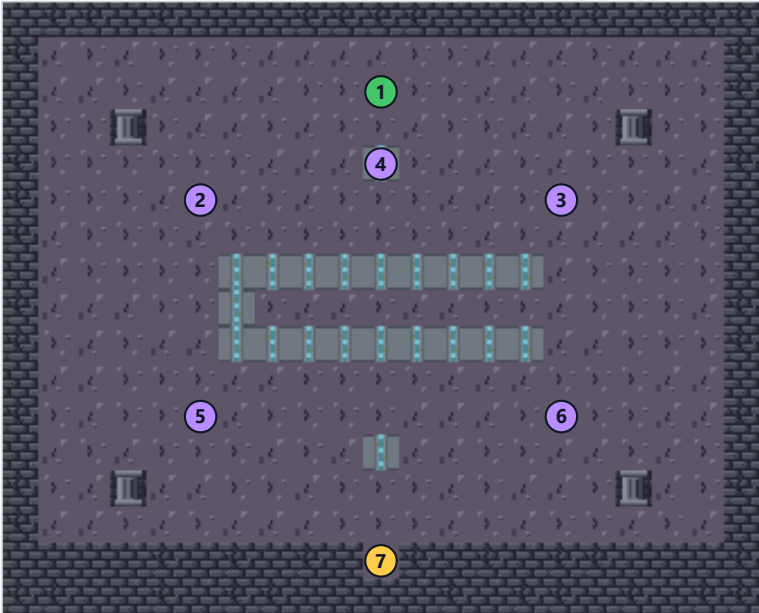
1	Future Ops terminal (7, 6) Opens the shop but does NOT register a reroute node - this map is not in the table.
2	Chest - SIGNAL BOW (13, 9) Optional weapon. Choose EQUIP to switch to ranged or KEEP CURRENT to retain your weapon; an already-owned duplicate pays 6 Credits once.
3	To Port Subnet (10, 11)

Portal Gallery

21 × 17 · SECRET · 100 CREDITS

Legacy orientation schematic: this plate predates both corridor barrier rows and the man-trap doors. It cannot show the current chest route. Use the four separate current native views and optional route below. Current native views and optional route .

Legacy orientation schematic - corridor omitted



21 × 17 tiles · 336 × 272 px native

The gallery entrance opens on inspection. Its optional 100-Credit chest is behind a key-gated corridor requiring the Portal Key found in Chapter 3. The retained plate predates that corridor; the chest is not a mainline requirement.

Most rings are display ghosts. The center gate is live for Vibe Jam 2026. Gallery sign

No hostiles.

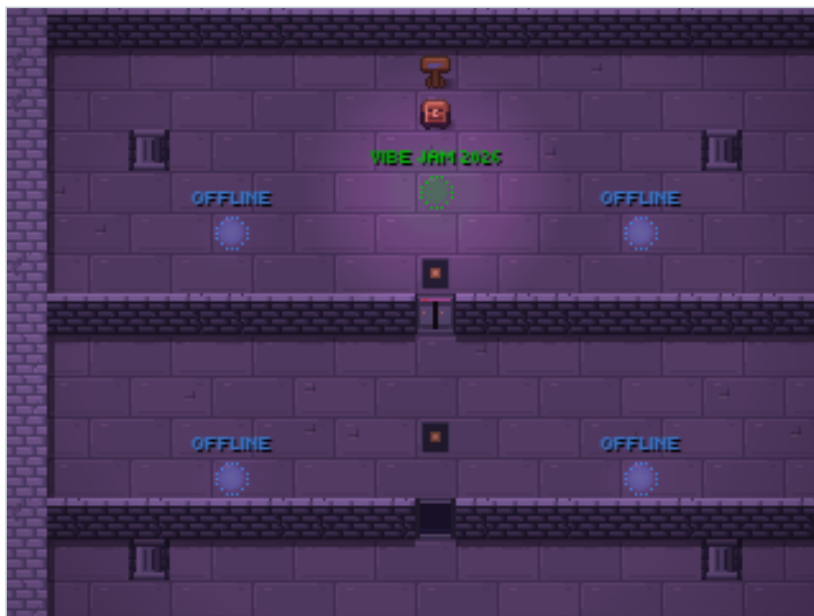
Map key

1	Chest - 100 CREDITS (10, 2) Optional 100-Credit reward; the corridor requires the Chapter 3 Portal Key.
2	Display ghost (5, 5) Inert. "This portal is only a display ghost."
3	Display ghost (15, 5) Inert. "This portal is only a display ghost."
4	Live portal (10, 4) The one gate in the gallery that is not a display ghost.
5	Display ghost (5, 11) Inert. "This portal is only a display ghost."
6	Display ghost (15, 11) Inert. "This portal is only a display ghost."
7	To Port Subnet (10, 15)

Portal Gallery - current native views

These four overlapping native views show the same supplied state. Together they cover the 336×272 -pixel room. They are separate 320×240 captures, not a stitched panorama; viewport grading can differ in their overlap.

Gallery - north-west native view



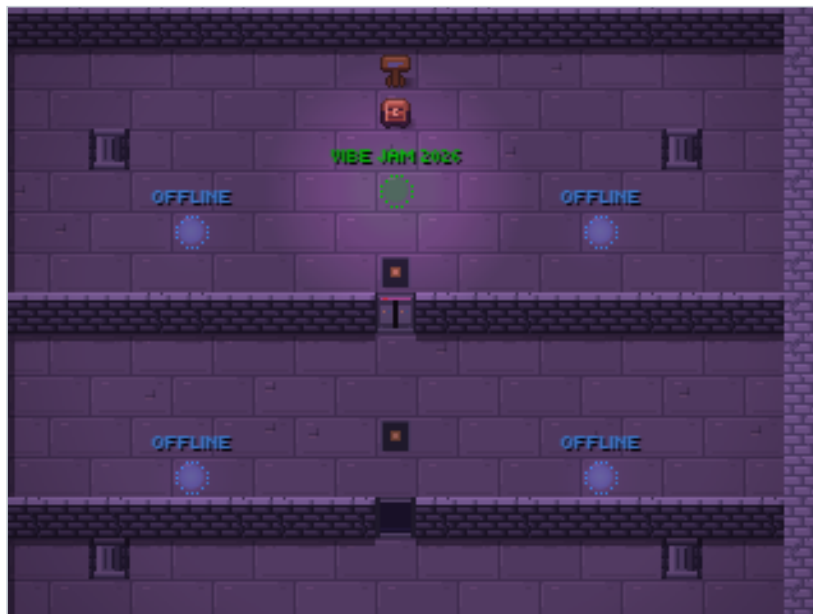
320 × 240 px native

north west view; camera (0, 0), 320 × 240 native pixels. Supplied Chapter 3 replay revisit with Portal Key held: outer door 1 open, inner door 2 closed, both plates unpressed. The 100-Credit chest is unopened. Runner, actors and interface panels hidden.

- Key 1: Unopened 100-Credit chest - world tile (10, 2); native center (168, 40).
- Key 2: North-west display ghost - world tile (5, 5); native center (88, 88).
- Key 3: North-east display ghost - world tile (15, 5); native center (248, 88).
- Key 4: Live exit portal - do not activate - world tile (10, 4); native center (168, 72).
- Key 5: South-west display ghost - world tile (5, 11); native center (88, 184).
- Key 6: South-east display ghost - world tile (15, 11); native center (248, 184).
- Outer door 1 - key-held open - world tile (10, 12); native center (168, 200).
- Antechamber pressure plate - world tile (10, 10); native center (168, 168).
- Inner door 2 - closed - world tile (10, 7); native center (168, 120).
- Sanctum return plate - world tile (10, 6); native center (168, 104).
- Gallery sign - world tile (10, 1); native center (168, 24).

Return to Port Subnet is outside this view. See [south-west view](#) or [south-east view](#).

Gallery - north-east native view



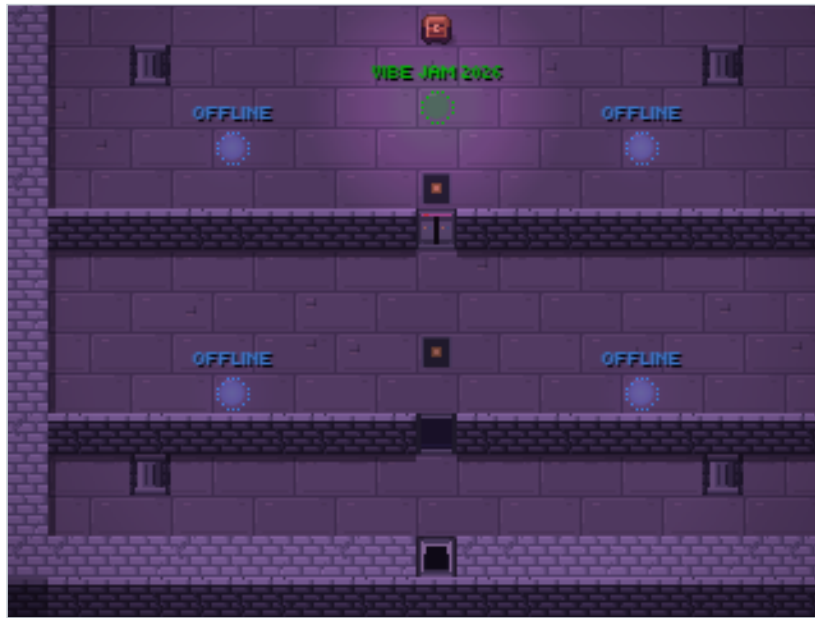
320 × 240 px native

north east view; camera (16, 0), 320 × 240 native pixels. Supplied Chapter 3 replay revisit with Portal Key held: outer door 1 open, inner door 2 closed, both plates unpressed. The 100-Credit chest is unopened. Runner, actors and interface panels hidden.

- Key 1: Unopened 100-Credit chest - world tile (10, 2); native center (152, 40).
- Key 2: North-west display ghost - world tile (5, 5); native center (72, 88).
- Key 3: North-east display ghost - world tile (15, 5); native center (232, 88).
- Key 4: Live exit portal - do not activate - world tile (10, 4); native center (152, 72).
- Key 5: South-west display ghost - world tile (5, 11); native center (72, 184).
- Key 6: South-east display ghost - world tile (15, 11); native center (232, 184).
- Outer door 1 - key-held open - world tile (10, 12); native center (152, 200).
- Antechamber pressure plate - world tile (10, 10); native center (152, 168).
- Inner door 2 - closed - world tile (10, 7); native center (152, 120).
- Sanctum return plate - world tile (10, 6); native center (152, 104).
- Gallery sign - world tile (10, 1); native center (152, 24).

Return to Port Subnet is outside this view. See [south-west view](#) or [south-east view](#) .

Gallery - south-west native view



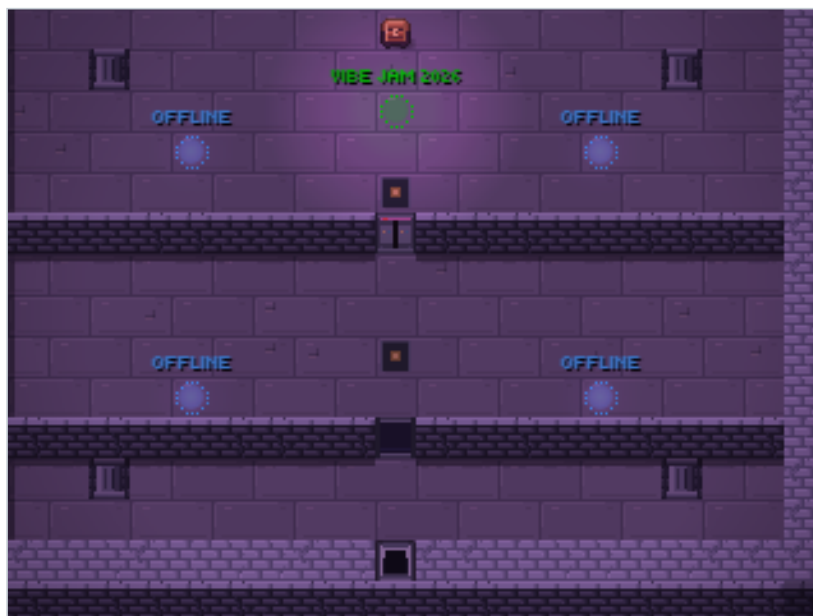
320 × 240 px native

south west view; camera (0, 32), 320 × 240 native pixels. Supplied Chapter 3 replay revisit with Portal Key held: outer door 1 open, inner door 2 closed, both plates unpressed. The 100-Credit chest is unopened. Runner, actors and interface panels hidden.

- Key 1: Unopened 100-Credit chest - world tile (10, 2); native center (168, 8).
- Key 2: North-west display ghost - world tile (5, 5); native center (88, 56).
- Key 3: North-east display ghost - world tile (15, 5); native center (248, 56).
- Key 4: Live exit portal - do not activate - world tile (10, 4); native center (168, 40).
- Key 5: South-west display ghost - world tile (5, 11); native center (88, 152).
- Key 6: South-east display ghost - world tile (15, 11); native center (248, 152).
- Key 7: Return to Port Subnet - world tile (10, 15); native center (168, 216).
- Outer door 1 - key-held open - world tile (10, 12); native center (168, 168).
- Antechamber pressure plate - world tile (10, 10); native center (168, 136).
- Inner door 2 - closed - world tile (10, 7); native center (168, 88).
- Sanctum return plate - world tile (10, 6); native center (168, 72).

Gallery sign is outside this view. See [north-west view](#) or [north-east view](#) .

Gallery - south-east native view



320 × 240 px native

south east view; camera (16, 32), 320 × 240 native pixels. Supplied Chapter 3 replay revisit with Portal Key held: outer door 1 open, inner door 2 closed, both plates unpressed. The 100-Credit chest is unopened. Runner, actors and interface panels hidden.

- Key 1: Unopened 100-Credit chest - world tile (10, 2); native center (152, 8).
- Key 2: North-west display ghost - world tile (5, 5); native center (72, 56).
- Key 3: North-east display ghost - world tile (15, 5); native center (232, 56).
- Key 4: Live exit portal - do not activate - world tile (10, 4); native center (152, 40).
- Key 5: South-west display ghost - world tile (5, 11); native center (72, 152).
- Key 6: South-east display ghost - world tile (15, 11); native center (232, 152).
- Key 7: Return to Port Subnet - world tile (10, 15); native center (152, 216).
- Outer door 1 - key-held open - world tile (10, 12); native center (152, 168).
- Antechamber pressure plate - world tile (10, 10); native center (152, 136).
- Inner door 2 - closed - world tile (10, 7); native center (152, 88).
- Sanctum return plate - world tile (10, 6); native center (152, 72).

Gallery sign is outside this view. See [north-west view](#) or [north-east view](#) .

Shared route and sign directory

Outer door 1 - key-held open - tile (10, 12)

Shown open with the supplied key. Either plate or its remaining hold closes it.

Antechamber pressure plate - tile (10, 10)

Activates immediately on contact; holds for 2.5 seconds after stepping off.

Inner door 2 - closed - tile (10, 7)

Shown closed. Either plate or its remaining hold opens it.

Sanctum return plate - tile (10, 6)

Use this plate to reopen inner door 2 from the sanctum.

Gallery sign - tile (10, 1)

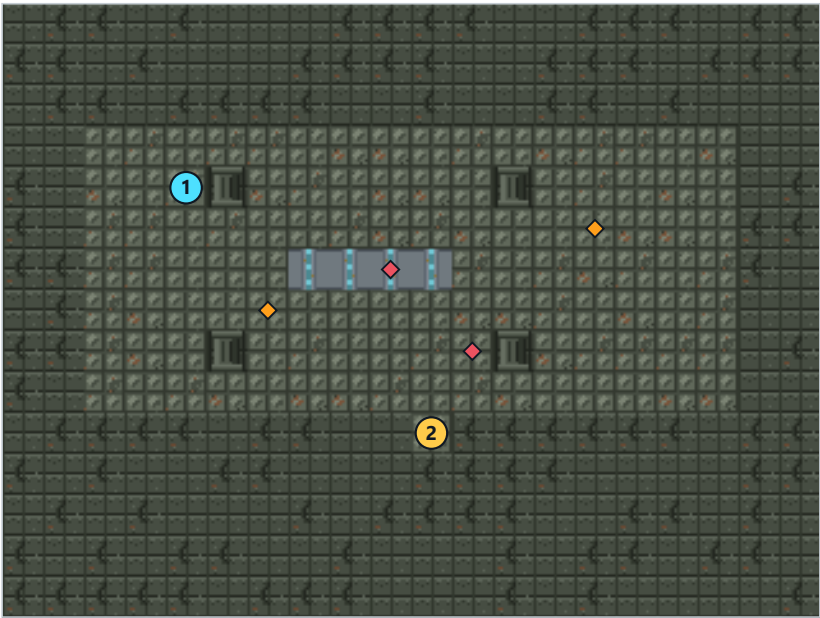
Describes the display ghosts and live portal; present only in the north native views.

Optional later revisit route

This is an optional later revisit. The Portal Key is in the Scriptorium chest at built tile (2, 10), reached in Chapter 3; the initial Chapter 2 visit cannot supply it. The chest itself adds no extra sigil, room-clear or fee requirement. In Port Subnet, Interact with the secret masonry at (22, 15) to open it, then Interact again to enter the Gallery. The four display portals are offline. The live exit at (10, 4) leaves CreditQuest only when you Interact; walking over it does not activate it. Return to the Gallery with the key: outer door 1 at (10, 12) opens while neither plate nor its remaining hold is engaged. Enter the antechamber and step on the plate at (10, 10): it activates immediately, closes outer door 1 and opens inner door 2 at (10, 7). After stepping off, the plate holds for 2.5 seconds; cross the inner door during that hold. The optional chest at (10, 2) holds 100 Credits. To return, step on the sanctum plate at (10, 6), cross inner door 2, then step off both plates and wait for every remaining hold to expire so the key-held outer door 1 reopens. Leave through the Port Subnet return at (10, 15). The images show only the supplied key-held, unpressed snapshot, not an earned traversal or pressed-plate demonstration. Successful saves preserve the key and chest state; momentary plate/door/hold state is not serialized, and cached room instances can retain a remaining hold while away.

Back Alley Cache

20 × 15 · NO DOOR LEADS HERE



20 × 15 tiles · 320 × 240 px native

The only map in the game with no entrance. It is a paid arena run: accept the BACK ALLEY STRESS contract at a Future Ops terminal for 6 credits (requires the hall booted) and you are dropped in. Clearing every enemy pays 12 credits and grants the SERVICE RIG once.

Threats 1× Glitch (elite) · 2× Swarm · 1× Sentinel (elite)

Map key

1	Back Alley Cache (4, 4)
2	To Port Subnet (10, 10)

Chapter 3: The Root Cathedral

Release the names, do not erase them

SPOILERS AHEAD - Chapter 3 is late-game content, including the final boss. Nothing below is hidden; stop here if you are still on Chapter 2.

The cathedral mistakes holding for mercy. Meet JUNO, recover the caretaker route, then follow the existing cathedral chain for the Pond, Scriptorium and Switchboard sigils. RELEASE TO THE ROAD changes the world outward; Root Heart asks you to release its three separate finite supports during recovery.

The critical path

- 1. **Meet JUNO** The forest scribe frames the release.
- 2. **Recover the caretaker route** Use the house terminal; its note and chest are optional.
- 3. **Settle the pond** Clear the room, then read its terminal for the Pond Sigil.
- 4. **Read the scriptorium** Its terminal grants the Scriptorium Sigil.
- 5. **Release the switchboard** Clear the room, preview RELEASE TO THE ROAD, then APPLY for the Switchboard Sigil.
- 6. **Open the Root Heart** Caretaker route + three sigils. Clear ordinary threats, then confirm the boss. Release its finite supports, defeat it and read the saved four-page ending.

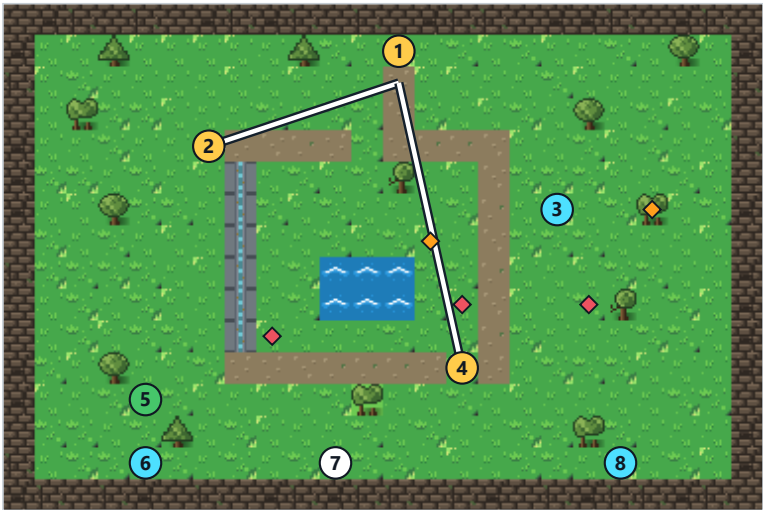
Route connections

From	Connected illustrated routes
Old Forest Road	Forest Caretaker House; Root Cathedral Foyer
Root Cathedral Foyer	Cathedral Pond
Cathedral Pond	Scriptorium
Scriptorium	Switchboard
Switchboard	Root Cathedral Heart

Every door between Chapter 3 maps, laid out by distance from the hub. Routes marked (secret) are secret doors. Use the contents to find each map.

Old Forest Road

24 × 16 · Chapter 3 hub · spawn (12, 2)



24 × 16 tiles · 384 × 256 px native

The only map with a walk-under canopy layer, so parts of the route are hidden beneath the trees on screen. The caretaker house is west, the cathedral is south-east, and JUNO stands between them.

The pavement ends where the root network begins. Every step past here is remembered twice. Road plaque

Threats 2× Forest Wisp · 1× Sentinel · 1× Glitch (elite) · 1× Caster (elite)

Runner's notes

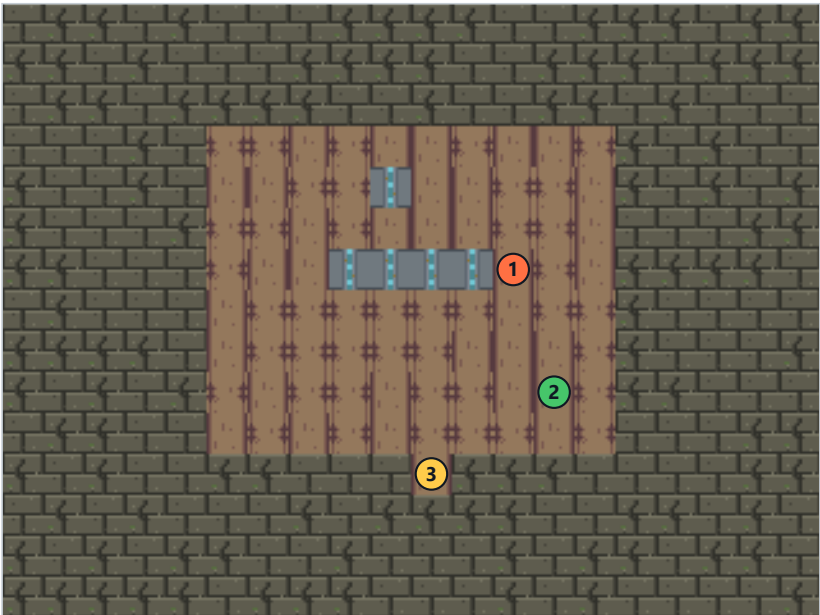
- Chapter arrival discovers the Old Forest Road return node. The cathedral chain has return doors for backtracking; use them or an available Reroute without losing the current chapter.
- The tree canopy genuinely occludes the player. If you lose yourself, keep walking; you are still there.

Map key

1	Back to Port Subnet (12, 1)
2	Forest Caretaker House (6, 4) Use the house terminal for the caretaker route. The three cathedral sigils are separate requirements.
3	Future Ops terminal (17, 6) Offers optional Future Ops services. The earned chapter arrival already discovers the Old Forest Road return node.
4	Root Cathedral Foyer (14, 11) The point of no scenery. Five rooms in a straight chain from here.
5	Chest - 10 credits (4, 12)
6	Forest Stall (4, 14)
7	JUNO, FOREST SCRIBE (10, 14) Frames the chapter's moral problem and records the soft meet-JUNO step. The caretaker route also advances that story step. Return after switchboard release for JUNO's response.
8	Root Lounge (19, 14)

Forest Caretaker House

20 × 15 · CARETAKER ROUTE



20 × 15 tiles · 320 × 240 px native

No enemies. Read the desk, take the chest.

Leave a lamp beside the road. The names need somewhere to arrive. Caretaker note

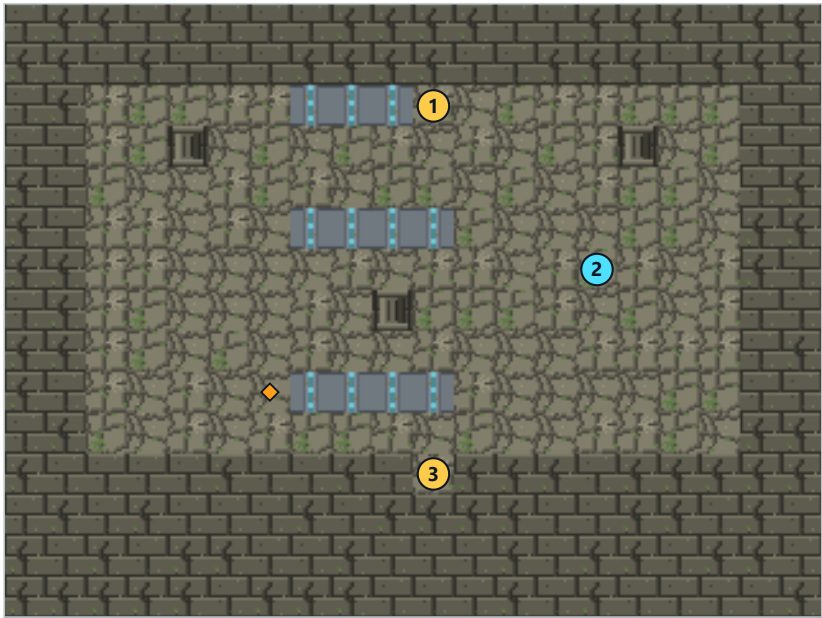
No hostiles.

Map key

1	CARETAKER ROUTE (12, 6) No prerequisite. "The cathedral door recognises your tread."
2	Chest - PACKET PIN (13, 9) Optional PACKET PIN charm. Gear rewards offer EQUIP or KEEP CURRENT.
3	To Old Forest Road (10, 11)

Root Cathedral Foyer

20 × 15



20 × 15 tiles · 320 × 240 px native

The last reroute node before the chain. One enemy, one obelisk, two doors.

The network grew a nave around the first buried switch. Foyer plaque

Threats 1× Root Knight

Map key

- | | |
|---|--|
| 1 | To the Pond → Cathedral Pond (10, 2) |
| 2 | Future Ops terminal (14, 6)
Reroute node - the last safe stop before the boss chain. |
| 3 | To Old Forest Road (10, 11) |

Cathedral Pond

20 × 15 · POND SIGIL · CLEAR THE ROOM



20 × 15 tiles · 320 × 240 px native

Two Forest Wisps circle the water. The terminal refuses to read until both are dead.

Still water caches every face that looked for the heart. Pond plaque

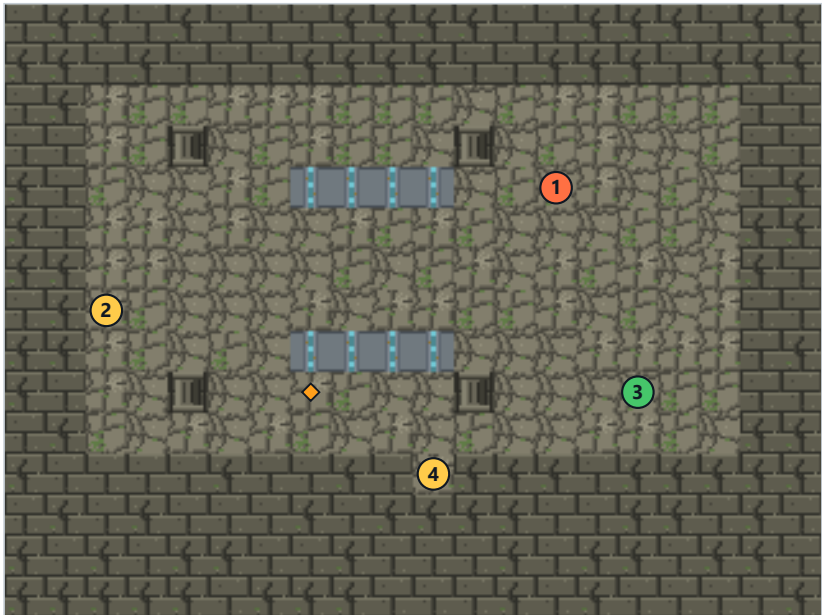
Threats 2× Swarm

Map key

1	To the Scriptorium (16, 7)
2	POND SIGIL (13, 8) Refuses while anything is alive: "The pond will not reflect clearly while threats ripple the room." Clear both Swarms first.
3	Chest - 14 credits (15, 9)
4	To Root Cathedral Foyer (10, 11)

Scriptorium

20 × 15 · SCRIPTORIUM SIGIL



20 × 15 tiles · 320 × 240 px native

The easy one. One enemy, one free read. Optional later revisit: the chest at (2, 10) holds the Portal Key for the Portal Gallery .

Root-scribes copied the route until the ink learned to crawl. Scriptorium plaque

Threats 1× Caster (elite)

Map key

1	SCRIPTORIUM SIGIL (13, 4) Free on read. The only sigil with no condition.
2	To Cathedral Pond (2, 7)
3	Chest - SIGNAL VISOR (15, 9)
4	To the Switchboard (10, 11)

Switchboard

20 × 15 · SWITCHBOARD SIGIL · CLEAR THE ROOM



20 × 15 tiles · 320 × 240 px native

Supplied released, room-clear Switchboard view. Cyan arrows lead outward to the Scriptorium return (marker 1), with the world cue RETURN TO THE ROAD; the production canopy partly covers that label. Runner, actors and interface panels hidden; the 16-Credit chest is unopened. Numbered annotations and enemy markers retain authored locations; they do not show live enemies.

Clear the Root Knight and elite Glitch, then preview RELEASE TO THE ROAD and APPLY. HOLD/Cancel are free and grant no sigil. Release is permanent; outward cues persist here and in the foyer, and JUNO responds on revisit.

Every forest line terminates here. Choose what gets to answer. Switchboard plaque

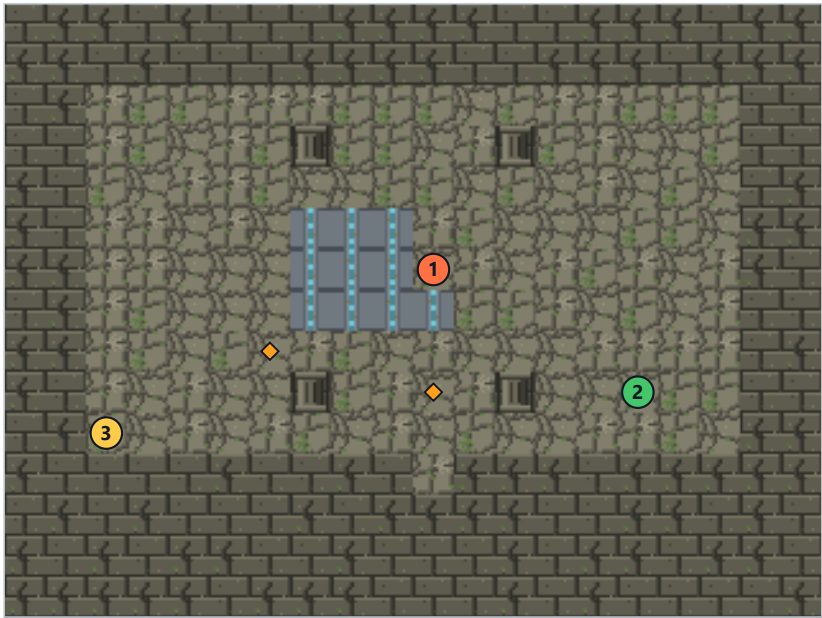
Threats 1× Root Knight · 1× Glitch (elite)

Map key

1	To Scriptorium (10, 2)
2	Future Ops terminal (10, 5) A shop only. Despite appearances this room is NOT a reroute node.
3	SWITCHBOARD SIGIL - RELEASE TO THE ROAD (13, 7) Requires room clear. APPLY RELEASE TO THE ROAD for the third cathedral sigil and permanent outward flow. This world repair does not release the separate boss supports.
4	Chest - 16 credits (5, 9)
5	To the Root Heart → Root Cathedral Heart (16, 10) Last door in the game.

Root Cathedral Heart

20 × 15 · FINAL BOSS



20 × 15 tiles · 320 × 240 px native

Clear the Cooling Warden and elite Caster before summoning Root Heart. The terminal requires the caretaker route and all three cathedral sigils; ordinary threats cannot fight alongside the boss.

The seal, the echo, the hoard: one hold. Carry the names out. Leave none behind. Heart threshold reveal

Threats 1× Cooling Warden · 1× Caster (elite)

Runner's notes

- Clear the two ordinary elites, then explicitly confirm the boss. The free threshold reveal appears in confirmation; reading the plaque separately is optional.
- During recovery, face a support and press interact once to release it. West removes sidebolts, east removes the second lane pulse, north removes horizontal pursuit. Attack only in recovery after opening the HP floors.

Map key

1	THE FINAL SEAL - boss trigger (10, 6) Requires caretaker route + Pond, Scriptorium and Switchboard sigils, plus room clear. Interact and confirm Root Heart. The optional SERVICE RIG chest is not a prerequisite.
2	Chest - SERVICE RIG (15, 9) Chest slot, armor 1 + haste 1.
3	To Switchboard (2, 10)

The Three Answers

Every boss, and how it ends

TOTAL SPOILERS - this section exists to be spoiled. It is the ending of all three chapters.

Three encounters ask for different responses: Desync commits its aim, Archive Echo repeats a recorded lane, and Root Heart loses pressure as you release finite supports. Each begins after an explicit confirmation and a full-health sanctuary checkpoint. No bow, paid upgrade, consumable or optional chest is required. Boss completion pays a fixed 2 Credits once; summoned enemies give no persistent Credits or contract progress.

THE DESYNC

Chapter 1 · **12 HP** · phase flip at 6

Where Plaza boss arena, tile (10, 12)

Trigger Interact with the Sync Shrine and confirm, with Shard, Gateway open and Relay synced.

The route begged for silence. I gave it a seal.

Leave the dashed aim ray before the committed shot. Desync stops for its 0.65-second warning, fires, then recovers for 0.75 seconds. At 6 HP the warning shows all three fan rays; at most one live, marked Swarm adds pressure. Contact hurts only during pursuit. Desync remains vulnerable during pursuit, aim and recovery, so use spacing and short attacks.

[Jump to the arena map →](#)

ARCHIVE ECHO

Chapter 2 · **10 HP** · repeated lane / correction

Where Compute Hall lobby floor

Trigger Lobby Ops, once the final sync is armed.

Every name was true. Your ledger demanded only one.

Move fully out of the marked vertical lane and stay out for both pulses: the second repeats the same lane without retargeting. Echo then moves harmlessly to an unmarked pad. After it settles, attack during the full two-second correction window; it is guarded at every other time. No chase, contact damage or summons.

[Jump to the arena map →](#)

HEART OF DESYNC

Chapter 3 · **14 HP** · three finite supports

Where Root Cathedral Heart

Trigger Confirm at the heart terminal after caretaker route, three cathedral sigils and room clear.

You would call release mercy. I call it forgetting.

Avoid the locked fan and repeated lane, then use the four-second recovery. Face and interact with each support once, in any order: WEST removes two sidebolts, EAST removes the second lane pulse, NORTH removes horizontal pursuit. With 0/1/2/3 released, HP cannot fall below 14/10/6/0. Weapon damage is accepted only during recovery. Released supports stay released for the attempt; no extra press is needed for the final six HP. Failure resets the attempt. Victory preserves the four-page ending and Completed Adventure; Explore Restored World keeps gear, repairs and settled bosses.

[Jump to the arena map →](#)

Appendix

Treasure index - illustrated rooms

Ch	Room	Tile	Contents
1	The Quiet Plaza	(10, 9)	7 credits
1	The Quiet Plaza	(30, 9)	SIGNAL VISOR
1	The Under-Shrine	(3, 15)	ANCHOR GREAVES
1	The Under-Shrine	(21, 15)	SIGNAL BOW
1	Old Runner House	(13, 9)	ANCHOR GREAVES
1	The Cable Marsh	(3, 9)	8 credits
1	Marsh Relay Hut	(13, 8)	RELAY MAIL
1	Marsh Pump House	(13, 8)	7 credits
1	The Relay Annex	(12, 3)	9 credits
1	Broken Relay Vault	(4, 12)	RELAY BEAD
1	Broken Relay Vault	(15, 12)	12 credits
1	West Under-Shrine	(18, 9)	11 credits
1	The Signal Tower	(12, 3)	PACKET PIN
1	The Seal Archive	(6, 9)	10 credits
1	Room Behind	(15, 5)	LEDGER LENS
2	North Row House	(13, 9)	6 credits
2	South Row House	(6, 9)	6 credits
2	Service Tunnels	(4, 4)	8 credits
2	Ledger Cellar	(14, 9)	12 credits
2	Cooling Vault	(4, 9)	PATCH SOLES
2	Archive Annex	(12, 8)	LEDGER LENS
2	East Row House	(6, 9)	5 credits
2	West Row House	(13, 9)	SIGNAL BOW
2	Portal Gallery	(10, 2)	100 credits
3	Old Forest Road	(4, 12)	10 credits
3	Forest Caretaker House	(13, 9)	PACKET PIN
3	Cathedral Pond	(15, 9)	14 credits
3	Scriptorium	(15, 9)	SIGNAL VISOR
3	Switchboard	(5, 9)	16 credits
3	Root Cathedral Heart	(15, 9)	SERVICE RIG

Every secret door

The bunker and Portal Gallery masonry open on inspection. Relay Annex and Quad H require their sequences; Archive Annex needs the free ledger permit, and Cooling Vault needs the hall boot. The gallery chest separately requires the optional Portal Key.

Ch	In	Tile	Leads to	What opens it
1	The Quiet Plaza	(4, 5)	Packetloss404 Bunker	A patch of suspicious brick in the north-west wall. Face it and press X once to reveal, again to enter. No prerequisite at all - you can open this on your very first lap.
1	The Relay Annex	(14, 4)	Broken Relay Vault	Read TRACE LEFT, TRACE CROWN, then TRACE RIGHT. The bricks remain sealed until that sequence is complete.
1	Quad H HQ	(16, 7)	Quad H Studio	The east bookcase opens after the Dr. Vibe terminal, stream rig sign and lab notes sign, in that order.
1	Quad H Studio	(12, 11)	Quad H Undercroft	Finish the HQ and Studio broadcast route, then Interact with the opened hatch.
1	Quad H Undercroft	(16, 10)	Empty cover - no passage	Read junctions 1, 2, 3 from north to south. The fan cover opens, but has no destination or reward. Continue through the south door.
1	Patch Bay	(11, 12)	Archive Core	Complete Carrier Basement, then read numbered trace panels 1-8 in order. Interact with the opened rack to continue.
2	Port Subnet	(22, 15)	Portal Gallery	The masonry opens on inspection. The optional 100-Credit chest behind the gallery corridor requires the Chapter 3 Portal Key; story progress never depends on this reward.
2	Civic Compute Hall	(3, 1)	Archive Annex	West wall of the lobby. Opens with Archive Override, granted free by the corrected Ledger Cellar. Root Phrase and Ledger Seal are still required at the annex admin terminal.
2	Compute Core	(15, 1)	Cooling Vault	Back wall of the core. Opens itself once the hall is booted.

Enemy placement census

Enemy	Tier	Placed	Where
Swarm	basic	22	The Quiet Plaza, The Under-Shrine, The Cable Marsh, Broken Relay Vault, West Under-Shrine, Service Tunnels, Cooling Vault, Back Alley Cache, Cathedral Pond
Glitch	basic	18	The Quiet Plaza, The Under-Shrine, The Cable Marsh, Marsh Relay Hut, Marsh Pump House, The Relay Annex, Broken Relay Vault, The Signal Tower, The Seal Archive, Service Tunnels
Sentinel	basic	10	The Quiet Plaza, The Relay Annex, Broken Relay Vault, West Under-Shrine, The Signal Tower, Service Tunnels, Old Forest Road
Glitch (elite)	elite	7	The Quiet Plaza, Service Tunnels, Ledger Cellar, Cooling Vault, Back Alley Cache, Old Forest Road, Switchboard
Caster (elite)	elite	7	Service Tunnels, Ledger Cellar, Cooling Vault, Archive Annex, Old Forest Road, Scriptorium, Root Cathedral Heart
Caster	basic	3	The Quiet Plaza, The Under-Shrine, Broken Relay Vault
Sentinel (elite)	elite	2	Cooling Vault, Back Alley Cache
Cooling Warden	elite	2	Cooling Vault, Root Cathedral Heart
Forest Wisp	basic	2	Old Forest Road
Root Knight	elite	2	Root Cathedral Foyer, Switchboard

Door index - illustrated routes

Every door and secret door, where it goes, and the tile you arrive on.

From	Door tile	To	Arrive at
The Quiet Plaza	(20, 5)	The Under-Shrine	(12, 18)
The Quiet Plaza	(7, 5)	The Signal Tower	(7, 9)
The Quiet Plaza	(13, 5)	Old Runner House	(6, 8)
The Quiet Plaza	(4, 5) / secret	Packetloss404 Bunker	(9, 9)
The Quiet Plaza	(37, 9)	The Cable Marsh	(10, 12)
The Quiet Plaza	(35, 10)	Marsh Pump House	(6, 8)
The Quiet Plaza	(33, 20)	Quad H HQ	(9, 10)
The Quiet Plaza	(24, 5)	The Relay Annex	(7, 10)
The Under-Shrine	(12, 19)	The Quiet Plaza	(20, 7)
The Under-Shrine	(1, 1)	West Under-Shrine	(11, 10)
Old Runner House	(10, 11)	The Quiet Plaza	(13, 6)
The Cable Marsh	(10, 12)	The Quiet Plaza	(37, 10)
The Cable Marsh	(14, 7)	Marsh Relay Hut	(9, 10)
Marsh Relay Hut	(9, 10)	The Cable Marsh	(13, 8)
Marsh Pump House	(10, 10)	The Quiet Plaza	(35, 11)
The Relay Annex	(9, 11)	The Quiet Plaza	(24, 7)
The Relay Annex	(14, 4) / secret	Broken Relay Vault	(10, 14)
Broken Relay Vault	(10, 15)	The Relay Annex	(14, 5)
West Under-Shrine	(11, 11)	The Under-Shrine	(2, 1)
The Signal Tower	(9, 11)	The Quiet Plaza	(7, 6)
Packetloss404 Bunker	(9, 11)	The Quiet Plaza	(4, 6)
Packetloss404 Bunker	(19, 6)	The Seal Archive	(10, 11)
The Seal Archive	(10, 11)	Packetloss404 Bunker	(18, 6)
Quad H HQ	(10, 11)	The Quiet Plaza	(33, 19)
Quad H HQ	(16, 7) / secret	Quad H Studio	(11, 11)
Quad H Studio	(11, 12)	Quad H HQ	(15, 7)
Quad H Studio	(12, 11) / secret	Quad H Undercroft	(10, 3)
Quad H Undercroft	(10, 2)	Quad H Studio	(12, 10)
Quad H Undercroft	(10, 11)	Carrier Basement	(9, 2)
Carrier Basement	(9, 1)	Quad H Undercroft	(10, 10)
Carrier Basement	(9, 12)	Patch Bay	(11, 1)

From	Door tile	To	Arrive at
Patch Bay	(11, 1)	Carrier Basement	(9, 11)
Patch Bay	(11, 12) / secret	Archive Core	(10, 3)
Archive Core	(10, 2)	Patch Bay	(11, 11)
Archive Core	(10, 11)	Quiet Room	(10, 3)
Quiet Room	(10, 2)	Archive Core	(10, 10)
Quiet Room	(10, 11)	Room Behind	(10, 2)
Room Behind	(11, 1)	Quiet Room	(10, 10)
Port Subnet	(11, 3)	Civic Compute Hall	(9, 10)
Port Subnet	(4, 10)	North Row House	(6, 8)
Port Subnet	(19, 10)	East Row House	(6, 8)
Port Subnet	(3, 12)	South Row House	(6, 8)
Port Subnet	(20, 12)	West Row House	(6, 8)
Port Subnet	(13, 9)	Ledger Cellar	(8, 10)
Port Subnet	(15, 16)	Old Forest Road	(12, 2)
Port Subnet	(18, 13)	Service Tunnels	(12, 10)
Port Subnet	(22, 15) / secret	Portal Gallery	(10, 14)
North Row House	(10, 11)	Port Subnet	(4, 11)
South Row House	(10, 11)	Port Subnet	(3, 13)
Service Tunnels	(12, 11)	Port Subnet	(18, 14)
Ledger Cellar	(10, 11)	Port Subnet	(13, 10)
Civic Compute Hall	(10, 11)	Port Subnet	(11, 4)
Civic Compute Hall	(15, 5)	Compute Core	(5, 9)
Civic Compute Hall	(3, 1) / secret	Archive Annex	(9, 10)
Compute Core	(5, 11)	Civic Compute Hall	(14, 6)
Compute Core	(15, 1) / secret	Cooling Vault	(10, 12)
Cooling Vault	(10, 12)	Compute Core	(15, 2)
Archive Annex	(9, 10)	Civic Compute Hall	(3, 2)
East Row House	(10, 11)	Port Subnet	(19, 11)
West Row House	(10, 11)	Port Subnet	(20, 13)
Portal Gallery	(10, 15)	Port Subnet	(21, 15)
Back Alley Cache	(10, 10)	Port Subnet	(13, 9)
Old Forest Road	(12, 1)	Port Subnet	(15, 15)
Old Forest Road	(6, 4)	Forest Caretaker House	(6, 8)

From	Door tile	To	Arrive at
Old Forest Road	(14, 11)	Root Cathedral Foyer	(9, 10)
Forest Caretaker House	(10, 11)	Old Forest Road	(6, 5)
Root Cathedral Foyer	(10, 11)	Old Forest Road	(14, 10)
Root Cathedral Foyer	(10, 2)	Cathedral Pond	(10, 11)
Cathedral Pond	(10, 11)	Root Cathedral Foyer	(10, 3)
Cathedral Pond	(16, 7)	Scriptorium	(3, 7)
Scriptorium	(2, 7)	Cathedral Pond	(15, 7)
Scriptorium	(10, 11)	Switchboard	(10, 3)
Switchboard	(10, 2)	Scriptorium	(10, 10)
Switchboard	(16, 10)	Root Cathedral Heart	(3, 10)
Root Cathedral Heart	(2, 10)	Switchboard	(15, 10)

Historical errata and retained map plates

- **Historical Chapter 2 omissions.** Voice B and Ledger Seal were added to the older walkthroughs in August. The current route above includes both voices, room-clear ledger correction and the free permit; the former 10-Credit purchase is obsolete.

- **PIP is at tile (13, 19).** *Resolved 2026-08-26:* MASTER_GUIDE used to give (16, 19) in two places; it now agrees with the map data.

- **There is no "Root Charm".** *Resolved:* both docs now say PACKET PIN, which is what the caretaker house chest holds.

- **Back Alley Cache has no door.** No map in the game links to it. It is a paid arena run bought from a Future Ops terminal, which is why you will never find it by exploring.

- **Historical early Chapter 3 travel bypass.** Walking and interacting now share campaign availability checks. Earn Chapter 2 completion, then use the saved arrival flow; profile Practice unlocks do not bypass adventure gates.

- **Portal Gallery is optional.** Its entrance opens on inspection; its 100-Credit chest requires the Chapter 3 Portal Key. No chest or purchase funds a mandatory story step.

- **Historical Relay Annex bypass.** *Resolved 2026-08-26:* the vault bricks now hold ("THE PLASTER HOLDS") until the three signs are read in order. The Quad H undercroft fan and patch-bay rack got the same treatment; the bunker bricks and the Portal Gallery masonry still open on inspect by design.

- **Retained plates and corrected annotations.** The callouts now distinguish the caretaker route from the three cathedral sigils. The West Row chest marker now names SIGNAL BOW. The Pump comparison shows supplied exploration states; repair previews are not shown. Other retained plates still omit temporary boss supports and the gallery corridor's key gate; follow the current text for these mechanics. Further asset updates remain a separate follow-up.

The other retained maps were stitched from the renderer at 1:1. Their original capture pass checked tiles and object coordinates against its baseline. Those PNG files remain unchanged; the annotations above correct the audited coordinates and labels. The four household figures, three Pump views, corrected Ledger view and released Switchboard view now use qualified production captures in the supplied exploration states described beside them. The four Gallery native views are separate, overlapping captures of the supplied key-held state; the retained Gallery orientation schematic omits the current corridor. Current repair and boss behavior is described above. Further map capture and parity verification remain a separate follow-up. The six Quad H room figures show supplied arrival states with earlier completion supplied; their pictures do not show earning the route or collecting a reward. Patch Bay uses separate native west and east views, with no stitched panorama.

Edition coverage: 40 illustrated rooms, including all six optional Quad H descendants. Their native views show supplied arrival states; Patch Bay uses separate west and east views. The 52 × 50 `tile_showcase` developer art-reference room is unreachable in play and excluded. This local review does not establish a published release or a completed human playtest.

[Back to contents 1](#) · [CreditQuest home](#)

Map provenance and coverage

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[Back to contents ↑](#) · [CreditQuest home](#)

The print layout preserves the web guide's room ordering, map images, numbered keys and route paths. It adds pagination, contents and binding margins; it does not create new game captures.

Runner's notes

Routes to revisit, finds to remember, and the next repair.