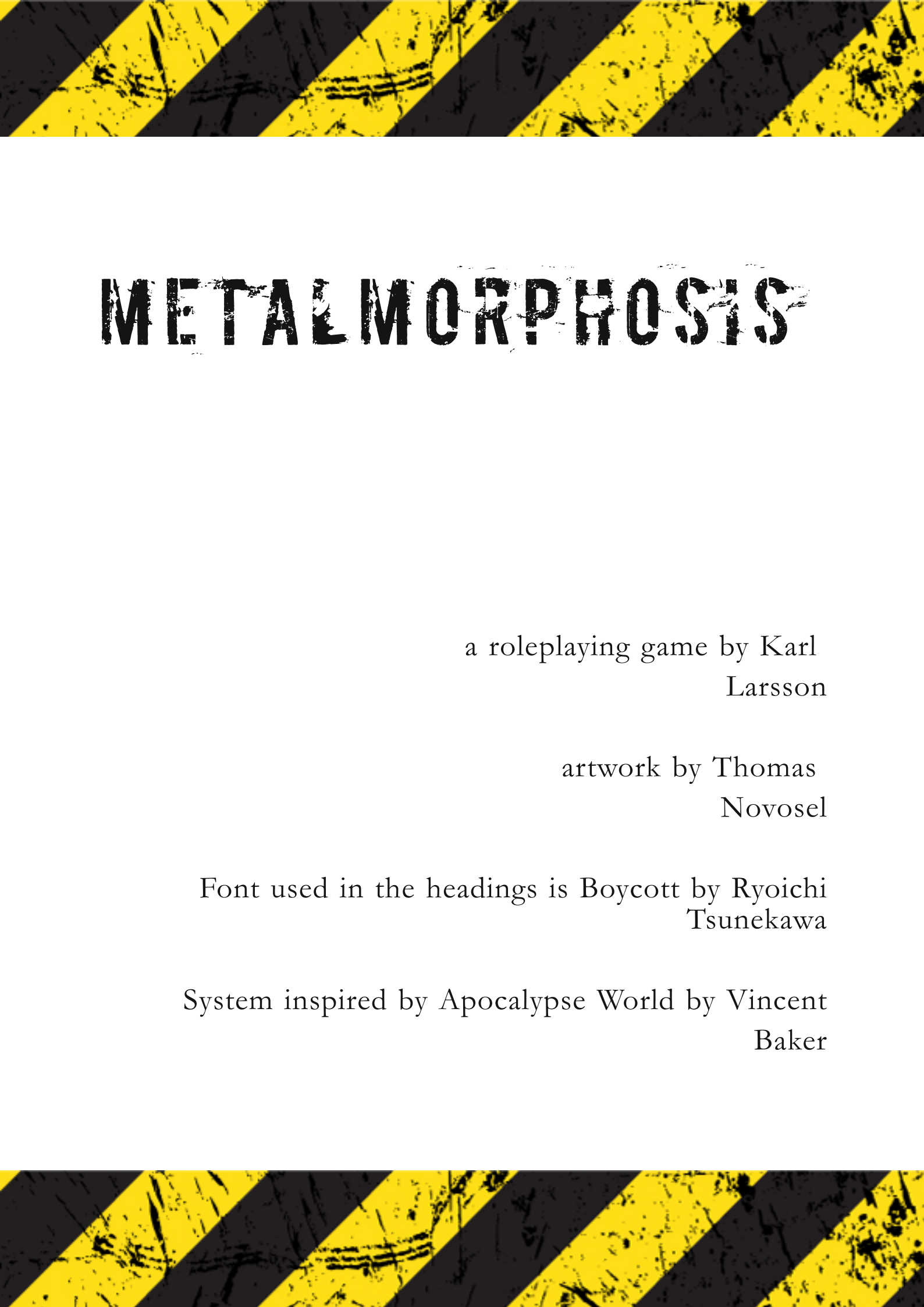


METAL MORPHOSIS





METALMORPHOSIS

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System inspired by Apocalypse World by Vincent
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MACHINE

While humanity has been looking for the meaning of life for millenia, all machines are built for a purpose.

The Machine is a contraption designed to devour humans. Its massive innards churn and burn endlessly, the people it consumes fuels its continued operation. Furnaces glow white-hot, turning massive gears, which again pumps oil and lubricants through the system. Parallel to the fuel run other lines, carrying water to the Machines massive nuclear reactors and steam to equally formidable turbines.

The assembly lines of the Machine's innards construct smaller engines: Assimilators. They are the drones that operate the Machine from the inside. They make sure it works in perfect order; constantly removing all foreign contaminants, cleaning the inside of the dread Machine.

HUMAN

You wake up in an empty metal room. There are others here, but they are unknown to you. Even worse, you are unknown to yourself. You have no memory of





your life before this. Yet you remember how to survive.

You and your newfound allies are trapped in the Machine. A huge, malevolent deathtrap. You will not go far before you realize this. The cells of the Machine, Assimilators, hunt and trap the people inside the Machine. The lucky ones are killed outright, but most are altered by the Machine.

You can't stay flesh for long within the Machine. If the Assimilators don't kill you, they cut away the soft tissue and replace it with steel. There is a purpose to the Machine. If only you could find its secrets, you might be able to escape. While you are still human.

GAME

Welcome to Metalmorphosis. Without memory, a group of people find themselves trapped in a giant machine. Together with millions of trapped people, they are trying to get out and to escape the Machine's internal engines and constructs.

Metalmorphosis is a roleplaying game. One participant is the GM, while the other players all have a character





(PC) they act and decides the actions of. Together you will create the story of your characters' attempt to escape the Machine.

This game runs on a variation of the Powered by the Apocalypse-system. The characters the players control have four stats. During play the characters will activate Transitions (moves) that influence the progress of the story.

NEEDS

To play you need paper, pencil and some six-sided dice. The players rolls dice to determine how their characters fare in the Machine. It is handy if each player have a pair of dice each.

In addition, the GM needs to roll the level of dangers and opportunities at the new locations the PCs arrive at. The GM needs two dice for this, as well as tokens. You should have tokens of two different colors, at least six of each.

The rest of the book is divided into two parts. The HUMAN part, which contains rules and character information, and the MACHINE part, which has the rules on how to run the game.



The image features a white background with a large, bold, black, distressed font spelling out the word "HUMAN". The text is centered horizontally. At the top and bottom of the image, there are decorative borders consisting of diagonal stripes in yellow and black, with a grungy, textured appearance.

HUMAN



CHARACTER

All players should have a character each. The player plays this character until it succumbs to the Machine, at which point they make a new character. To keep track of your character, write down its information on a piece of paper. This is your character sheet.

A character has four stats, each with a descriptor. The stats are: Agility, Strength, Intelligence and Charisma.

Pick one of your stats to be superior. Pick a descriptor on the next page in the superior column and put that stat at +2. Two stats are average, pick an average descriptor for each and place them at 0. Finally, one stat is your weakness. Pick a descriptor from the weak column and make that stat -2.

There is a fifth stat called Knowledge. It always begins at 0, but can grow during play.

You begin with 4 Health Points, but have no equipment or cybernetics.

When these steps are completed, you have finished your character.



Character attribute table

	Weak	Average	Superior
Agility	Fat Lazy Clumsy	Careful Eager Observant	Nimble Quick Precise
Strength	Old Child Unhealthy	Healthy Juvenile Though	Fit Strong Relentless
Charisma	Rude Taciturn Angry	Talkative Introvert Blunt	Comforting Witty Confident
Intelligence	Dumb Scared Irrational	Contemplative Intuitive Experienced	Innovative Educated Sharp

EQUIPMENT

A character can have two pieces of equipment. If they receive a third they must either drop one they have or give it to another character. If a player uses an equipment during a Transition, they get +1 on the roll. The Player is encouraged to find creative applications for their equipment, but the GM is the ultimate authority on what is allowed.



TRANSITIONS

The game is played as a dialogue between the GM and the Players. The GM describes the Machine and the actions of both the Assimilators and other humans.

The dialogue builds up to Transitions. They are tense and dramatic situations where the players must roll dice to determine the outcome. There are three kinds of Transitions: Survival, Prosper and Evade.

In all Transitions a player rolls 2D6 and adds a stat. For Survival and Prosper, the GM decides the most fitting Stat. For Evade, you always use Knowledge.

WHO ROLLS?

While the group works together, and face dangers as a group, only one player rolls. That player's character should be in the spotlight. For instance distracting the assimilators, leading the group inside the thick smog, or dragging people through crude oil.

This one character's roll decides the outcome for everyone, but a failure can put other characters on the spot.



TRANSITION: SURVIVAL

During this Transition, your health or life is on the line. Something bad is about to happen, it could be Assimilators, the environment or other fleeing humans, but something could hurt you.

Roll 2d6+Stat

10+: Success! You escape the danger and remove a Danger Token from the location.

7-9: As above, but also pick one below:

- You lose one Health Point
- You lose one equipment
- You lose one Knowledge and must immediately roll for Evade as you are forced to flee deeper into the Machine to escape the danger.

6-: Failure. Pick one below:

- Another character that hasn't already rolled in this Transition, must also roll for Survival, beginning the process anew.
- You lose three Health Points and remove one Danger Token.
- You lose all Knowledge and must immediately roll Evade (can only be picked if you have at least one Knowledge).

TRANSITION: PROSPER

Sometimes there are opportunities to get ahead in the Machine. Machines can be turned to help the humans, or other survivors can offer help or advice.

The GM decide what's available:

- Knowledge. +1 knowledge to the character who made the roll.
- Equipment. The Player rolls on the equipment table
- Healing. One character regains two Health Points, or two characters regain one Health Point each.
- Hiding. Remove one Danger Token from the area.

Roll 2d6+Stat

- **10+:** The character gets the available benefit from the table above. Remove an Opportunity Token from the area.
- **7-9:** As above, but remove two Opportunity Tokens.
- **6-:** You don't get what you want and you remove two Opportunity Tokens. Making matters worse, some danger appears and you must go into a Survival Transition.



TRANSITION: EVADE

You are constantly on the run inside the Machine. Yet you also try to pay attention to your surroundings, so you avoid the most dangerous locations and make progress towards an escape. The Evade transition moves the characters from one area to the next.

You either evade voluntarily when an area is empty of either Danger or Opportunity Tokens, or when being forced to evade when you fail at Survival.

When the PCs Evades, the transition roll determines what type of location the characters enter. Then the GM rolls for how many dangers and opportunities the area has, represented by Danger and Opportunity Tokens.

Each type of location has special rules and descriptions. The rules are described below, and the GM section contain additional descriptions for the GM to get inspired by.

Roll $2d6 + \text{Knowledge}$. You get -2 if you Evade as part of a failed Survival roll. Regardless of the roll, all characters in the group increase Knowledge by one.



- **3-: A Radiation area.**

You get radiation sickness and lose one Health Point when you leave the area.

Danger: 2 - Opportunity: 2

- **4-6: A Steam area**

The heat is exhausting, if you roll double 6s on a Transition roll, you lose 1 Health Point.

Danger: d6 - Opportunity: d6-2

- **7-8: An Oil area**

Oil is sticky and clings to everything. You get more and more covered in it, making it hard to do anything. If you fail a Transition, you get -1 to all future Transitions until you leave the area.

Danger: d6 - Opportunity: d6-1

- **9-10 A Coal area**

No special rules.

Danger: d6-1 - Opportunity: d6

- **11: Sanctuary**

You have found a safe area that gives you the opportunity for an extended rest. There is no Dangers here, and you regain all Health Points.

Danger: 0 - Opportunity: 0



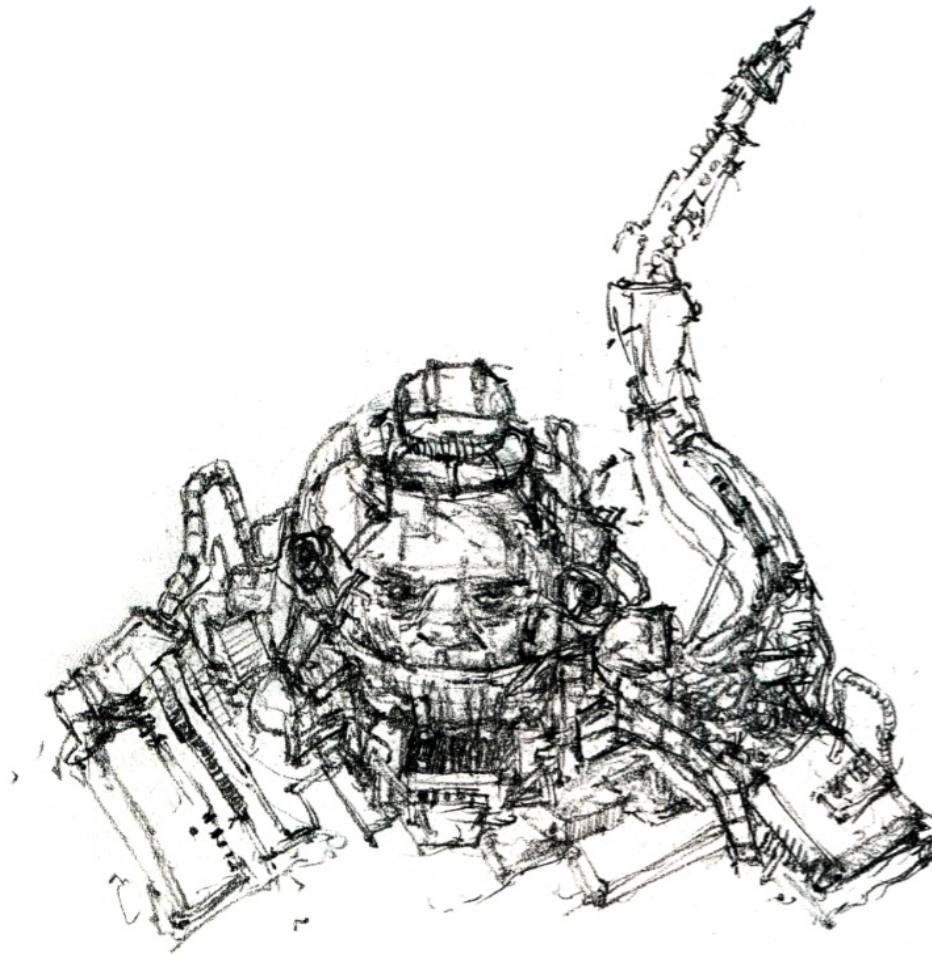
- **12-13: Special Location**

Deep within the Machine are clues to its origin.
The knowledge here might help you escape.

Danger: 0 - Opportunity: 0

- **14+: The Exit**

You get out! Read more about this is the GM section.





CAPTURE

When a character reaches 0 Health Points, they can't go on. They are immediately caught by the Machine's Assimilators or left for dead and collected later.

The Assimilators cut away flesh and replace it with metal. The flesh is taken deep into the Machine and used for nefarious purposes. If the human survives, they are free to go on their way—until they are captured again.

When a character is reduced to zero Health Points, roll on the Assimilator table. The result tells which part of the character's body that is cut away and replaced with cybernetics. In the process, one or more natural descriptors are removed. The human descriptor is crossed out, also removing any +2 or -2 it provided. The cybernetic provides a +4 modifier instead. Some cybernetics may also have additional benefits.

If a character acquires a second cybernetic in one stat, or have cybernetics in all of their four core stats, they perish. Their fleshy frame simply can't hold them together anymore. The human dies and an Assimilator rises. In all other instances the character catches up with the group returning to 4 Health Points.





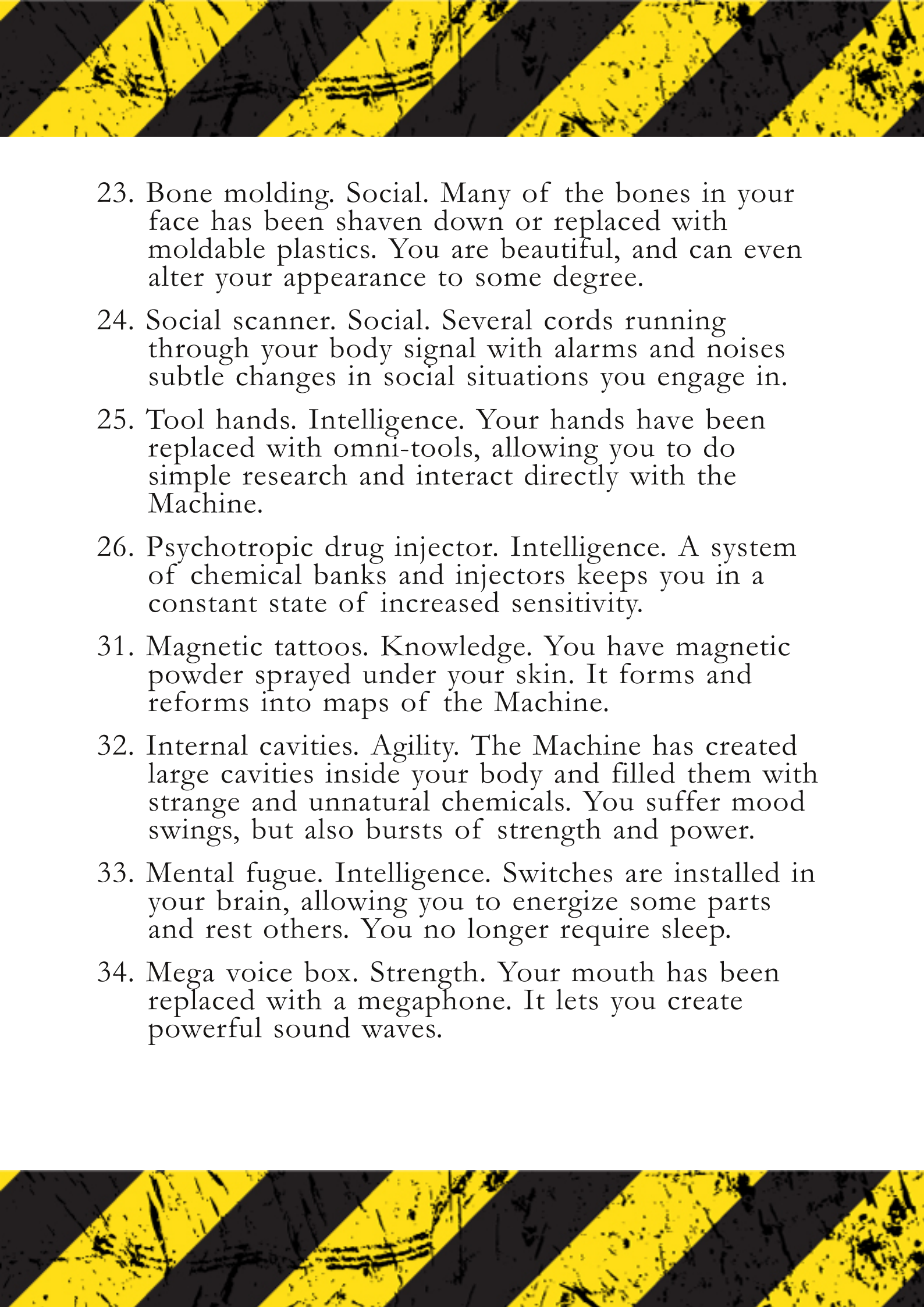
If a character perishes, the player immediately makes a new character. That character meets the group at the next convenient time, and is accepted into the group. When all original characters have perished, the game is over. They have failed to find the exit.

Example: *Leonora loses her last Health Point and is captured by the assimilators. She rolls 21 on the assimilator table. She has the dumb descriptor on intelligence; it is now crossed out and replaced with Neurectomy. Before her capture she rolled with -2 on her intelligence roll, now she rolls with +4. Later she is captured again, and she rolls 63. This time she crosses out her Strength and Agility descriptor, and writes Oil coating. If she is captured again, her odds are slim. She'll perish if she rolls Agility, Strength or Intelligence, since that result will overlap an existing cybernetic. Furthermore, she'll also perish if she rolls a Social cybernetic, since that'll fill up all her four main stats. Her only chance is rolling a Knowledge-based cybernetic.*



ASSIMILATOR TABLE

11. Empathic transmitter. Social. An array gets implanted into your forehead, transmitting your emotions to anyone nearby.
 12. Exhausts. Strength. A series of tubes run through your body, efficiently removing all kinds of wastes.
 13. Torso gyroscope. Agility. Your entire midsection has been removed and replaced with a gyroscope, always keeping you balanced.
 14. Assimilator receiver. Knowledge. You get a receiver drilled into your brain, giving you an unfiltered access to the electronic noise of the Assimilators.
 15. Wired spine. Agility. Your spine has been ripped out, and replaced with finely spun wires.
 16. Liquid eyeballs. Intelligence. Your eyeballs have been replaced with globes of quicksilver, giving you unparalleled attention.
 21. Neurectomy. Intelligence. Many of your less important nerves have been replaced, also making you less reseptable to stimuli. There are now fewer distractions when you try to concentrate.
 22. Machine whisperer. Knowledge. Your ears have been replaced with small audio ports that constantly whisper information from the Machine subconscious.
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23. Bone molding. Social. Many of the bones in your face has been shaven down or replaced with moldable plastics. You are beautiful, and can even alter your appearance to some degree.
 24. Social scanner. Social. Several cords running through your body signal with alarms and noises subtle changes in social situations you engage in.
 25. Tool hands. Intelligence. Your hands have been replaced with omni-tools, allowing you to do simple research and interact directly with the Machine.
 26. Psychotropic drug injector. Intelligence. A system of chemical banks and injectors keeps you in a constant state of increased sensitivity.
 31. Magnetic tattoos. Knowledge. You have magnetic powder sprayed under your skin. It forms and reforms into maps of the Machine.
 32. Internal cavities. Agility. The Machine has created large cavities inside your body and filled them with strange and unnatural chemicals. You suffer mood swings, but also bursts of strength and power.
 33. Mental fugue. Intelligence. Switches are installed in your brain, allowing you to energize some parts and rest others. You no longer require sleep.
 34. Mega voice box. Strength. Your mouth has been replaced with a megaphone. It lets you create powerful sound waves.

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35. Temperature regulator. Agility. A chunk of your back has been removed and replaced with a thermostat and heat sink. *You don't suffer the ill effects of steam areas.*
36. Contaminated blood. Strength. Your blood is dirty with chemicals and toxic residue.
41. Assimilator processor. Knowledge. The core processor of an Assimilator gets embedded deep in your brain.
42. Brain stem replacement. Intelligence. Your brain stem has been pulled out. The Assimilators put in wire cables instead.
43. Wheels. Strength & Agility. Your entire lower-body is sheared off and replaced with metal wheels.
44. Bionicle eyes. Agility. Your eyes are gouged out and replaced by new ones that never blink.
45. Iron lung. Strength. Your lungs are removed and replaced by a large one made of iron.
46. Mechanical legs. Agility. Your legs are sawn off and metal ones is put in their place.
51. Logic Machine. Intelligence & Social. One of your brain-halves have been replaced by an electronic machine.
52. Wired Reflexes. Intelligence & Agility. Many of your neural pathways have been replaced with hyper-charged copper thread.
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53. Punch cards. Intelligence & Strength. Your frame is replaced by a punch card machine. It strengthens your frame and helps your thinking.
54. Mechanical arm. Strength. Your arm is cut off and replaced with a mechanical one.
55. Nuclear heart. Strength. Your heart is torn out and replaced with one that runs on uranium. *You never suffer the ill effects of being in a nuclear area.*
56. Hydraulic joints. Agility. Your joints are torn out and replaced with hydraulic ones.
61. Ceramic face. Social. Your face and skull have been sheared off and replaced with a beautiful ceramic mask
62. Neutered. Social. Your reproductive organs have been removed and replaced with pheromone emitters.
63. Oil coating. Strength & Agility. Most of your body is coated with a black and oily substance. *You return to play with five Health Points.*
64. Metal torso. Strength & Agility. Your entire torso has been removed, replaced by a mechanical barrel. *You return to play with six Health Points.*
65. Metal studs. Strength. The Assimilators fire metal studs into your torso. *You return to play with five Health Points.*
66. Metal ribs. Strength. The Assimilators Replace most of your ribcage with iron rods. *You return to play with six Health Points.*
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EQUIPMENT TABLE

- | | |
|------------------------|--------------------------|
| 11. Metal rod | 41. Proximity sensor |
| 12. Geiger counter | 42. Canned goods |
| 13. Stun gun | 43. Flashlight |
| 14. Pistol | 44. Bottle of bleach |
| 15. Knife | 45. Riot shield |
| 16. Wrench | 46. Fire extinguisher |
| 21. Sledgehammer | 51. Emergency flare |
| 22. Machine blueprints | 52. Dice |
| 23. First aid kit | 53. Whistle |
| 24. Passkey | 54. Ceramic doll |
| 25. Radio | 55. Large metal spike |
| 26. Grenade | 56. Microscope |
| 31. Blowtorch | 61. Climbing gear |
| 32. Jackhammer | 62. Calculator |
| 33. Hazmat suit | 63. Defibrillation |
| 34. Gas mask | 64. EMP-pulse emitter |
| 35. Binoculars | 65. Jet-powered wingsuit |
| 36. Infrared camera | 66. Canary in cage |
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MACHINE



CONSTRUCTION

You are the GM. At first it meant Game Master, and then it meant Godlike Manipulator. Finally it has come to mean Grand Machine.

You control the innards of the Machine. You do so by setting up the environments the PCs travel in, and what dangers and opportunities the various tokens represent. Your goal is to make this as seamless as possible.

The PCs are constantly on the run. Your best create an atmosphere of fear by moving between calm and stressful phases of the game. The Transition rolls accentuate moving from one phase to the next. Death is never far away, but so is also hope and rescue.

There are some special locations. The first is the processing area the players begin in, then there are several locations that hold pieces to the puzzle about the truth of the Machine. Finally there is the Exit, the goal of the desperate survivors.





AREAS

Other than humans, the Machine is fueled with four types of substances: oil, coal, steam and radiation. A region of the machine is always dedicated to the use of one of these propellants. When the characters are in a region, the dangers and opportunities they encounter depend in part on what type of environment they are in.

Below are suggestions for encounters and descriptions you can use in different areas of the Machine. Finally, there are some descriptions for the special locations, including the Machine's exit.

ANYWHERE

The Machine is endless and vast. Still, there are some parts of its design that reoccurs. While an area might be dedicated to a part of the Machine's operational propellant, the majority is still made of metal.

Descriptions

- A tower of gears the size of houses, stacked a hundred meters high.
- A conveyor belt moves in and out of a massive machine, assembling new assimilators.



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- A labyrinth of polished steel tunnels.
 - A chamber of endless grated stairs and walkways.
 - A room of discarded metal chunks, with the occasional lump of flesh thrown in.

NPCs

- A mortally wounded man sits propped up against a wall, bleeding out.
- A man, covered in soot, stands next to a machine. He has found a way to get food from it.
- A young, black-haired woman has found a piece of paper, and is tracking her own progress, writing a map in her own blood.
- A group of people have climbed to the top of a pillar, and has found safety there for now.
- An old man has had his hands and eyes replaced with assimilators parts. He claims he has been here for years.

Dangers

- A seemingly safe hallway suddenly turns out to be moving gears, threatening to crush anyone inside.
 - A wobbly floor in an empty room suddenly activates, it is hundreds of dormant assimilators.
 - Holes in the walls open up, revealing metal instruments on long appendages, attempting to cut apart the characters.
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- A character gets a metal splinter in their finger, which starts to grow into their flesh.
 - The characters sees a large group of survivors. When they get closer they see it is a huge assimilator with humans fused to it.

COAL

The bowels of the Machine holds millions of tons of easily combustible coal. Assimilators scurry back and forth between coal silos and giant ever-burning furnaces. Except for the ever present soot, a coal environment isn't particularly dangerous, as long as the characters avoid the products of burning coal: heat and smoke.

Descriptions

- A chamber made entirely of black steel, until a surface is touched, revealing it to be soot.
 - Glass pipes that lead thick smoke in an endless circle.
 - A wide conveyor belt moving piles of coal to an endless row of white-hot furnaces.
 - A dark tunnel with a low ceiling, the floor obscured by a smog so thick it is nearly liquid.
 - A cave-like room with a mountain of coal.
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NPCs

- A young man is struggling to breath. Every time he opens his mouth to draw breath, only smoke comes out.
- A group of older men and women are trapped inside glass pipe. It is slowly filling with smoke coming from a vent above.
- A group of survivors try to climb a dangerous mountain of coal; there is something gleaming at the top.
- A scared girl is hiding inside a recently cooled furnace. She is finding warmth and comfort among the remaining coal.
- A terrified man is running senselessly around, his body is covered in small, painful burns.

Dangers

- A gigantic pile of coal falls down from above, sweeping everything away like an avalanche.
 - The floor is covered by a thick layer of smog, hiding a bottomless pit.
 - A waste chute suddenly opens, discharging a ton of white-hot slag.
 - An Assimilator-train carrying coal comes at great speed, crushing everything in its path.
 - A fire in an adjacent room is drawing out all the air.
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OIL

The thick and sticky oil fills many functions within the Machine. Combustion engines power many parts of the Machine and the fluid itself lubricate its many gears and axles. A network of pipelines transport the oil throughout the Machine, and large pumps in the belly of the machine keeps the pressure high.

Descriptions

- At first it looks like an empty chamber with a black marble floor, then you notice that it is an entirely still lake of oil.
- A bundle of thich oil pipes descend into a deep chasm.
- A series of cramped tunnels, all half full of stale and coagulated oil.
- A broken pipe blows a powerful stream of oil in all directions.
- Pipes move oil into a momentous combustion engine. The heat of the machine and the force of the moving parts makes it dangerous to approach.

NPCs

- A group of shell-shocked people all covered in thick oil, in this state they look more like statues than humans.
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- A young boy, quick on his feet, is running through the Machine. He is covered in some sort of grease, which he is using to his advantage.
 - A large group of people have used machine-parts to create small barges and put them unto a lake of oil. They have created a temporary safe community.
 - A young, albino girl is walking serenely through the Machine. With her is a small machine, a miniature assimilator, which seems to do her bidding.
 - A muscular oil-covered man with a sledgehammer and huge wrench; he says he has found ways to use the tools to alter the Machine.

Dangers

- A cube of slowly oozing grease is moving through the tunnel. It is easy to escape, if you don't get caught in a dead end.
 - A combustion engine must occasionally vent excess heat. The vent can turn a tunnel into a burning purgatory in an instant
 - The pistons of the largest engines fires rarely, but when they do, they obliterate everything they hit.
 - Large Assimilators, with glass domes filled with oil, float and bob through the air. They are slow moving, but attack if they can.
 - The entire area is under a gigantic oil “waterfall”. Everything is dangerously slippery, and the oil itself is poisonous.
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STEAM

Every chrome and steel surface is shining and clean, but also moist and warm. The air is thick and hard to breath, and bright light hurts the eyes. Always present is the sound of rushing air and spinning turbines. Large reservoirs of water with massive furnaces underneath threaten to either drown, scald or boil you.

Descriptions

- A maze of metal hallways, engulfed in a permanent fog.
- Entire floors consisting of slowly turning turbines.
- A metal trench leading away boiling hot water.
- An area constructed with thin metal sheets, all coated in slippery condensation.
- Water keeps falling from somewhere higher up, the ceaseless dripping drowns out all other sounds.

NPCs

- A mother carrying a bundle with a baby. The baby has several Assimilator implants.
 - Siamese twins with different skin color. They claim the Machine made them this way.
 - A terrified man with wet, shredded clothes. His body is covered in painful burns.
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- A woman, with a body mostly made of metal and pistons, claims she can help.
 - In a cave-like chamber filled with tanks of water, a group of survivors have set up a small, permanent encampment. They can't stay much longer, since they are running out of food.

Dangers

- A ball of heated steam moving through the area like a cannonball.
- Electrical wiring covered in condensation, you'll be electrocuted if you touch it.
- Open the wrong door, and steam is vented into where you are.
- Turbines are suddenly activated by some distant furnace; duck or be decapitated.
- A turbine starts up some distance away, but threatens to suck everything into it.

RADIATION

A wide variety of radioactive substances are used in the Machine, mostly in its many nuclear reactors. An area rich in radiation is deceptively warm and pleasant. Stay here long enough, and you'll soon have radiation sickness. The sterile surfaces are occasionally corrupted by festering organic matter, the remnant of something living that is now entirely a cancerous matter.





Descriptions

- A series of chambers with no visible light, still you can see because all the surfaces are glowing softly green.
- Below the surface in a pool of glowing water, something is glow with the brightness of the sun.
- The floor is covered in vomit, blood and bile. It is bubbling and moving, like it is alive.
- Thrown carelessly on the floor are several open canisters of spent, radioactive fuel rods.
- A nuclear reactor is placed in an open space, it is cooled by Assimilators who are coating it in dead bodies and discarded bio-matter.

NPCs

- All the man's teeth and hair has fallen out, he is rambling incoherently.
 - A man without eyes is wandering purposefully through the machine, he claims he can still see.
 - A woman has had her blood injected with a radioactive substance. She glows like a firefly.
 - Two young boys are desperately seeking an exit from this corrupting area, they have already been here too long.
 - A group of survivors are desperately low on supplies, and are drinking the contaminated cooling water that has just left a nearby reactor.
- 



Dangers

- A child is crying somewhere in the distance, if you go to investigate, you find it is an Assimilator mimicking the sound.
- A grotesquely bloated man stumbles through the corridors, then he splits open, revealing an Assimilator inside.
- A group of Assimilators are trying to force several survivors directly into a nuclear reactor core.
- A nuclear reactor has malfunctioned, in is slowly burning its way through the Machine.
- The dead bodies in the floor are so entwined with the surrounding machinery, there is no warning when they suddenly spring to life and attack.





SANCTUARY

You have found a safe place where you can rest. There might even be food here and other survivors to talk to. You can't stay too long though. Nowhere is safe forever and rest is an illusion. You need to find the exit if you want to survive.

You regain all Health Points. Roll for Evade when you are ready to leave. You also increase your Knowledge as normal for the Evade Transition.

SPECIAL LOCATIONS

The following six special locations each contain a little bit about the truth of the Machine's purpose. The Survivors access one randomly if they roll 12 or 13 on an Evade Transition. Special Locations are highly dangerous areas, crawling with Assimilators. A survivor can only stay here for a few minutes.

The characters may poke around for a bit, before they need to roll Evade. When they do, they do so with no penalty, and everyone increase their Knowledge by two instead of one.





The Blueprints

A row of holes in the wall contains large sheets of blue paper. They are the schematics of the Machine. The thick layer of dust on them tell they have been put stored here for a long time.

Here you can learn:

- The architects named on the blueprints are Doctor Bell, Summoner Pander, and General Mal.
- The Machine seems to be freestanding, there is no obvious up and down, and it has a great deal of protection from the outside.
- All of the parts of the Machine seems to be in-place for the benefit of something in the centre.

The Window

This open chamber is dominated by a tremendous glass wall. The entire length of one of the side gives a panoramic view to the outside. It looks into the emptiness of space, with a planet below surrounded by pinpoint stars.

Here you can learn:

- The planet below is rich in water and forests, but also hundreds of large and grotesque craters.
 - A line of small space ships are moving constantly from the planet to where you are: the Machine.
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- There is a second line of ships that are moving away from the Machine and back towards the planet.

The Summoning chamber

You enter a large metal chamber. It is dozens of meters high, but feels smaller since large chains hang down from the ceiling. Furrows in the floor all leads down to a drain in the middle of the room.

Here you can learn:

- Three people are hanging from chains, drained of blood. Their dress indicate that they are a scientist, an occultist and a general.
- The furrows in the floor contain remnants of blood, the blood has eventually ended up in the middle and down the drain.
- The furrows aren't completely random. They create an intricate pattern, most likely occult in nature.

The Arrival processing

You enter a large hangar. Here space ships are being unloaded by Assimilators. The ships' cargo is unconscious people, dressed in grey overalls like yourself. From here they are being transported deeper into the Machine.





Here you can learn:

- The Assimilators are treating the unconscious humans very carefully, like they are a fragile and valuable cargo.
- The survivors are placed throughout the Machine according to an intricate and carefully planned pattern.
- Before a survivor is taken into the Machine, some sort of metal bead is drilled into the base of their skull.

The Refinery

Hundreds of Assimilators are converging on this region of the Machine. It contains hundreds of big and small vats where survivors, some still living, are thrown in. All the biomatters the Assimilators collect are brought here to be broken down into base components.

Here you can learn:

- The fluids the refinery produces are being moved back into the Machine, it seems some of it is being used to create more Assimilators.
 - In the refinement process, the flesh is first broken down into fluids. Then various internal organs and the skeleton is taken out and disintegrated in other vats.
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- The only thing that remains solid after a survivor has been completely disintegrated is a little metal bead.

The Heart of the Machine

The Machine weighs heavy down on you, it feels like you are close to the centre. This place is made for machines, not people. The room is large yet intimate. In a pit in the center is a huge daemonic beast.

Here you can learn:

- The demon appears to be sleeping. It is flesh with tubes and metal spikes burrowed into it.
 - Open pipes in the ceiling have at some point showered blood on the demon.
 - Occasionally something flows through the tubes and into the beast, when it does, the daemon stirs and grunts in pain.
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THE EXIT

You have found an exit. More survivors are being transported to the Machine on giant spaceships. Now you have found one that is about to depart, without any Assimilators present. You are able to slip onboard, and return from where you came.

The game is over. You have survived.

