Escape 2042: The Truth Defenders

Story:
In the year 2042, a socialist government is in power,
but nobody had foreseen progressive dictatorship that settled in.
The elites of the government hid behind a sham democracy,
disconnected from the life the people were leading, and acted solely in their own interests.

The regime considered the dissidents as conspiracy theorists,
treated them like terrorists and locked them away in highly-secured prisons,
to prevent them from telling the people the truth about the manipulating medias accomplice of the government power.

You are Shun, a computer engineer and member of the Truth Defenders coalition.

After a clandestine operation to inform the people,
you are locked away in the highly-secured prison Bulor 24.

But your knowledge on security systems will enable you to escape.

Your turn now to escape as fast as you can from this place!

Game overview:
The game takes place in three different environments (prison, desert, forest) and is interspersed with 2 mini-games, including a reversed “Shoot’em Up” and an original rappelling game!
Avoid the security cameras, collect grenades to get rid of your enemies, exercise your working memory by hacking the computers of the prison to unlock the doors
or to disactivate the safety systems.

Game Modes:

Normal:	Easy game mode allowing you to use grenades for jamming cameras and grenades to kill enemies.
Harder:	Game mode without grenades and with minigames sequences lasting 2 times longer.
SpeedRun:	Game mode similar to "harder" mode but with a timer per level, allowing you to measure your speed to finish the game in one go.
Easy:	Very easy game mode, computer hacking is not necessary.

Password:
During the game, when you retrieve a new level card to open certain doors, the game will also display a password consisting of arrows.
Note this password in order to reproduce it in the menu screen "password" and thus restart the game at this precise moment.
Passwords are unavailable in "SpeedRun" mode.

Keyboard Controls:
-Left/Right Arrow keys: Move Left/Right
-Space key : Jump / Skip a Screen
-Enter key : Inventory menu, select an object (grenades, pass cards)
-Up Arrow key : Throw a grenade

Press the Enter key to skip an entire text display in the menu.
Press the Escape key to exit at any time.

Credits:

Game Design, Programming, Level Design, Graphics Editing
by Cedric Bourse aka Orion_

https://orionsoft.games

Graphic resources: opengameart.org

In-game graphics: Carl Olsson (surt)
Hero sprite: Eris
Title screen, Space & Desert Backgrounds: Luis Zuno (Ansimuz)
Rappelling graphics: MrBeast
Forest Ennemies: chipmunk
Graphics of the alternative title screen: Ansimuz, Exocet, MC

English Translation: Johanna Johnson

Soundtracks:
Doomed by Alexander Ehlers
Generic Trailer Music by Emmama
Party Sector by Joth
ambient_menu & menu sci-fi 1 by Alexander Zhelanov
Retro Game Music Pack & SFX by Juhani Junkala
melede deux by Perry Butler
Caryil, The Desert of Dreams by TheMysticBard
Forest Ambience from TinyWorlds

Beta Testing:
A-M
Rayxamber