



Title	Cryogenics Room intro
Index	0
Text	Opening your eyes, you can see a thick blue liquid enveloping you. As panic starts to set in, your pod starts to slowly drain and eventually opens up. You are however, stuck to the pod via a thick pulsating cable protruding from your neck.
Choices	Index 1 - Remove the cable from your neck

Title	Cryogenics Room
Index	1
Text	You are in a large, rectangular, harshly lit room. The eastern and western walls are embedded with bulbous green pods. There's a strange liquid pooling on the floor, which seems to be emanating from the pods on the opposite wall. There are two sleek grey doors on the southern and northern walls. A pungent smell wafts from behind you from where you removed the cable.
Choices	Index 2 - Try the southern door

	Index 3 - Try the northern door
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Title	Corridor 1
Index	2
Text	There's a long grey corridor ahead of you, with two doors on the western side and a door on the northern side. The first door has a plaque that says, 'Batch 3-47B'. The second appears to have been torn apart. A thin dusty window traverses the length of the eastern wall, outside of which you can see the expanses of space. A lone blue planet is visible in the distance.
Choices	Index 1 - Return to the Cryogenics Room Index 4 - Enter the Door labelled, 'Batch 3-47B' Index 5 - Crawl through the torn apart door. Index 10 - Enter the northern door. (Requires KeyCard)

Title	Overseers' Office
Index	3
Text	You are in a small room with a terminal in the center, facing away from you. The room is thick with dust. You can hear rustling coming from a nearby cabinet.
Choices	Index 1 - Return to the Cryogenics Room Index 8 - Inspect the Terminal

Title	Batch 3-47B Room
Index	4
Text	Upon entry a bright white light splutters at you, blinding you temporarily before turning off. As your eyes once again attune to the brightness, you can make out large cylinders flowing with some glowing cyan substance.
Choices	Index 1 - Return to the hallway Index 7 - Inspect the cylinders

Title	Experimentation Room
Index	5
Text	During your crawl through the door you sustain a small wound to your arm. On entry to this room, you notice several large tables with various mythical creatures strapped to them. There are tubes attached to all of them, swirling with thick, viscous liquids. A hum can be heard emanating from an unknown position. One of the tables seems recently vacated and nearby a small desk. Slumped against a chair is a plant-like biped. Their body appears to have been ripped apart. Next to them, a terminal is visible. On the screen is a single sentence, 'Release? Y/N
Choices	Index 1 - Crawl back through the door. Index 9 - Press Y on the attached keyboard.

Title	(Ignore, spare)
Index	6
Text	
Choices	

Title	Batch 3-47B Room - Cylinders
Index	7
Text	Upon further inspection, the cylinders appear to contain the same liquid that you had previously encountered. There also appears to be a small creature of differing appearance in each of the containers.
Choices	Index 1 - Go back to the hallway

Title	Overseer's office - Terminal
Index	8
Text	Upon closer inspection, the terminal appears to be turned off. However, next to it is a small letter that appears to have been hastily written. As you read it, a small keycard falls out of it. You pocket it for later.
Choices	Index 1 - Go back to the cryogenics room

Title	Experimentation Room - Terminal
Index	9
Text	Upon turning the terminal off, the hum ceases. The tubes immediately empty. The creatures on the table start to jerk and wriggle. Smoke bellows from a nearby vent and a klaxon alarm sounds. You can hear angry chattering over the small radio on the desk. One of the creatures sits up and smells the blood seeping from your fresh wound. Before you can move, he is upon you. In a flash of jumbled body parts, you are no more.
Choices	Index (19) Start again.

Title	Barracks
Index	10
Text	Upon entry, the door behind you closes and appears to short out. Surrounding you appears to be a multitude of empty camp beds evenly spaced throughout the room. On one of the closer beds, a freshly pressed uniform lays. On the eastern wall two guards lay dozing in their respective beds. Between them an archway into another hallway is visible.
Choices	Index 11 - Take the uniform

	Index 12 - Try to sneak past the guards.
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Title	Corridor 2
Index	12
Text	You arrive in a long grey corridor, with an expansive window on the northern side. On the western side, a clean silver door is open and through it you can see a desk and an important looking man. Assumedly, this is the Captain's quarters. On the eastern side, a worn double door is visible.
Choices	Index 14 - Captains' Quarters Index 17 - Deployment Room

Title	Captain's Quarters
Index	14
Text	Upon entry into this lavish room you notice the Captain sat at his desk writing nonchalantly upon data pads. He appears not to have noticed your arrival. Surrounding him are trophies, treasures and artifacts galore from civilisations you don't recognise. Behind him on the far wall, a more chilling sight is present. Several different species' heads appear to be mounted in differing faces of terror for all to see. Among them, you spot a human head.
Choices	Index 12 - Return to the corridor. Index 15 - Steal the KeyCard on the Captain's desk. Index 16 - Create a distraction.

Title	Captain's Quarters'
Index	15
Text	You are caught trying to steal from the Captain and are slain immediately.
Choices	Index 19 - Restart the game.

Title	Captain's' Quarters
Index	16
Text	You alert the Captain that there is an escaped prisoner aboard the ship and he rushes past you. While he's distracted, you pocket the key card for later.
Choices	Index 12 - Return to the hallway.

Title	Hangar
Index	17
Text	You arrive on the balcony of a huge room with a set of stairs leading down to the main hangar bay. The room is filled with a huge amount of spacecraft - some derelict and others seeming to be in relatively decent shape, ranging from small scout ships to heavy transport vessels. Among these crafts however a ship is separated from the others. It appears to be a meticulously clean, heavily modified assault orientated ship.
Choices	Index 12 - Return to the corridor Index 18 - Steal the captain's personal cruiser. (Requires Captain's Key Card)

Title	Inside the Captains Cruiser
Index	18
Text	You've escaped the clutches of your captors and have secured your own freedom.
Choices	Index 1 - Restart

Title	Death
Index	19

Text	Oh dear, you have died.  Restart?
Choices	Index 1 - Cryogenics Room