

Escape from Minerva

Single Player intro:

Greetings VST-7426. You are one of two brave astronauts, the core members of Operation Vesta, that have voyaged to examine the distant planet of Minerva, which shows great promise as a potential new home for the inhabitants of Earth. Unfortunately, due to a miscalculation in the navigation system of the Demeter (your ship), you have crash landed in an inhospitable region of Minerva, roughly 400 kilometers south of your initial destination. After running a systems check, you have found that there are four crucial systems on the Demeter that have been damaged by the crash. Your crewmate, VST-7427, has also suffered fatal injuries, leaving you completely alone. Given the current circumstances of your predicament, you have approximately 3 days to fix these systems before running out of oxygen. Luckily, however, this region of Minerva contains valuable minerals that may aid your fixing of these parts. Choose your path wisely, VST-7426, and good luck.

Multi Player intro:

Greetings VST-7426 and VST-7427. You are the two core members of Operation Vesta that have voyaged to examine the distant planet of Minerva, which shows great promise as a potential new home for the inhabitants of Earth. Unfortunately, due to a miscalculation in the navigation system of the Demeter (your ship), you have crash landed in an inhospitable region of Minerva, roughly 400 kilometers south of your initial destination. After running a systems check, you have found that there are four crucial systems on the Demeter that have been damaged by the crash. Given the current circumstances of your predicament, you have approximately 3 days to fix these systems before running out of oxygen. Luckily, however, this region of Minerva contains valuable minerals that may aid your fixing of these parts. Choose your path wisely, and good luck.

Damaged systems:

Reactor core

Navigation system

Left thruster (right thruster intact)

Oxidizer

Required material to fix:

Uranium

Copper

Hydrazine

Fluorine

Game functions:

Certain number of moves constitutes a day

Player has 3 days before oxygen runs out

Player must choose between item options

Items:

Pickaxe OR drill

Bucket OR flask

Knife OR gun

Flashlight or Lantern

Item balancing:

If player chooses drill: more efficient than pickaxe but loud (potentially attract enemies)

If player chooses bucket: can carry more fluid but will potentially contaminate Hydrazine

If player chooses gun: kill enemies quicker but loud (potentially attract more enemies)

If player chooses a flashlight: better light source but batteries may run out faster.