

1 Summary

The following is a comprehensive account of the contents and possible events of each room. Features that were planned, but were ultimately unimplemented, are marked with a '*'.

1.1 Bridge

The starting location of the player.

1. **Consoles:** May be looked at to reveal the following:
 - (a) **Navigation Controls:** May be looked at.
 - i. **Joystick:** May be looked at. Nothing happens.
 - (b) **System Controls:** May be looked at.
 - i. **Light Controls:** Controls the ship's lights. Turning them off prevents the player from looking at anything.
 - ii. **Door Controls:** Controls that lock and unlock the ship's doors. Locking the doors prevents the player from leaving the bridge.
 - iii. **Cargo Bay Airlock Controls:** Controls that open and close the cargo bay airlock.
 - (c) **Communication Controls:** Controls that can be rigged to emit a static that may cause passing ships to stop and investigate.

Necessary for the scavenging ship to stop and hail, otherwise it will pass by and the player will be unable to repair the engine. If it is rigged, then at between 20 and 35 (in-game) minutes the scavenging ship will attempt to hail the ship. If the player is at the comms, they may be answered, causing the scavenging ship to dock and its crew to board the ship.

2. **Ladder***: A ladder leading down to an airlock that would have allowed for space walks.

1.2 Front Hall

1. **Ladder**: May be looked at.
 - (a) **Oxygen Controls***: Controls that would have been able to restrict or cut off the flow of oxygen throughout the ship.
 - (b) **Temperature Controls***: Controls that would have been able to restrict the temperature regulation of the ship.

1.3 Kitchen

1. **Cabinets**: May be looked at.
 - (a) **Food**: A purely cosmetic item.
 - (b) **Cutlery***: Items that would have enabled close-quarters grappling with the scavenging crew.

2. **Table:** May be looked at.

- (a) **Cutlery*:** Items that would have enabled close-quarters grappling with the scavenging crew.

1.4 Back Hall

1. **Ladder:** May be looked at.

- (a) **Airlock*:** A hatch that would have allowed for space walks.
- (b) **Gravity Rotor*:** The rotor controlling the artificial gravity on the ship. Would have been made adjustable to affect ship navigation and interactions with the scavenging crew.

1.5 Engine Room

1. **Engine:** The initially broken engine. If examined or diagnosed while the player has either read the manual or succeeded on a 1 in 4 chance, the player can determine that the calalyzer is broken. When attempting to repair the engine, if the player has the catalyzer in inventory, the game is won.

2. **Engine Bins:** May be looked at.

- (a) **Tools:** A cosmetic item.
- (b) **Parts:** A cosmetic item.

- (c) **Manual:** A technical manual that, when read, gives the player knowledge about the engine. It tells the player that the catalyzer is the part that needs to be found.

1.6 Crew Dorms

1. **Ladder:** A cosmetic item.
2. **Weapons:** Guns that can be used for defense should the scavenging crew board. If the player does not have a gun in inventory when the scavenging crew boards, the player will surely die.
3. **Food:** A cosmetic item.
4. **Clothing*:** Item that would have allowed the player to survive longer in the ship once the temperature had dropped below a certain point.

1.7 Catwalk

If the player enters the catwalk when the airlock is open and the scavenging ship has not docked, they will be sucked out into space.

1.8 Cargo Bay

If the player enters the cargo bay when the airlock is open and the scavenging ship has not docked, then they will be sucked out into space. If the player opens the airlock while the scavenging ship has docked, then the

crew will board and pull their guns on the player. Any action will cause the captain to shoot the player in one of four locations: the head, chest, stomach, or legs. A head or chest injury results in instant death. If the player is shot in the stomach or legs and has picked up a weapon, then they will surprise the captain, who orders a retreat after giving the player a spare catalyzer; the crew then undocks and leaves. If the player does not have a gun, the captain shoots the player again, killing them.

1. **Boxes:** May be looked at.
 - (a) **Weapons:** Guns that can be used for defense should the scavenging crew board. If the player does not have a gun in inventory when the scavenging crew boards, the player will surely die.
 - (b) **Parts*:** Spare parts that would have had a random chance of containing a catalyzer
2. **Space Suit:** A suit that the player may wear. If the player is sucked out into space while wearing the suit, they will tumble about for a short while before succumbing to their fate.
3. **Airlock Switch:** A switch that opens and closes the cargo bay airlock. If the call of the scavenging ship had been answered, opening the airlock triggers the boarding sequence. Otherwise, the player is sucked out into space.

1.9 Infirmary

1. Cabinets: May be looked at.

- (a) **Biofoam***: A fast acting wound sealant that would have allowed the player to last longer after sustaining injuries.
- (b) **Bandages***: A wound sealant that would have allowed the player to last longer after sustaining injuries.
- (c) **Painkillers***: Pills that would have allowed the player to act normally after sustaining injuries.
- (d) **Adrenaline***: A shot that would have temporarily restored the player's health.

2. Tables

- (a) **Dope***: A sedative that would have knocked out the player for several hours.
- (b) **Syringes**: A cosmetic item.
- (c) **Surgical Tools**: A cosmetic item.

1.10 Passenger Dorms

1. Dressers

- (a) **Food**: A cosmetic item.

- (b) **Clothing***: Item that would have allowed the player to survive longer in the ship once the temperature had dropped below a certain point.

1.11 Possible Deaths

1. Lack of oxygen
2. Freezing temperatures
3. Sucked out into space without a space suit
4. Sucked out into space with a space suit
5. Shot by the captain in the head
6. Shot by the captain in the chest
7. Shot by the captain a second time
8. Reavers (small random chance)

2 Walkthrough

The following is a transcript of the game from start to finish following the quickest path.

You are the captain of a Firefly class ship fitted for hauling cargo. You are passing through a rather desolate region of the 'verse when the lights suddenly

flicker and warning lights begin flashing on your console. The engine has given out. Not only is the ship helplessly stranded in space, but the life support systems are now inoperable. You must act quickly before you run out of both oxygen and heat...

To get info about the ship, type 'stats'. Objects and rooms may be more closely examined with 'look', and some objects can be taken with 'take'

The Bridge

The bridge of the ship. To the south is the front hall.

Inside there are consoles, windows looking out, and, to the side, a ladder.

>look at consoles

The ship consoles.

The navigation controls, system controls, and comms are layed out.

>look at comms

The communication controls.

Can be rigged to emit a static that may cause passing ships to stop and investigate.

>rig the comms

The comms have been rigged.

>wait 20 minutes

You wait for 20 minutes. The comms screen lights up with an image of a face.

>answer the comms

The ship arrives and docks at the airlock.

>go south

The Front Hall

The front hall. To the north is the bridge. To the south is the kitchen. Below are the crew's dorms.

To the side is a ladder that goes past the roof.

>go down

Crew Dorms

The crew's dorms. To the south is the catwalk. Above is the front hall.

At the front is a ladder.

You see some weapons, some clothing, and some food here.

>take the weapons Taken.

>go south

The Catwalk

The catwalk above the cargo bay. To the north are the crew's dorms. Beneath is the cargo bay. Above is the kitchen.

>go down

The Cargo Bay

The cargo bay. The airlock door towers above you. To the south is the infirmary. Above is the catwalk.

Taking up most of the space are large cargo boxes, on the wall is a switch, and in the corner space suits can be seen.

The captain of the ship can be seen outside the airlock.

>open the airlock

The captain of the ship and some members of his crew stand at the edge of the airlock, guns drawn and pointed at you.

>look

The Cargo Bay

The cargo bay. The airlock door towers above you. To the south is the infirmary. Above is the catwalk.

Taking up most of the space are large cargo boxes, on the wall is a switch, and in the corner space suits can be seen.

The captain of the ship shoots you in the legs. With a gun hidden in your coat you catch the captain by surprise. Reluctantly he hands over the catalyzer and orders his crew to put down their guns and leave.

>go up

The Catwalk

The catwalk above the cargo bay. To the north are the crew's dorms. Beneath is the cargo bay. Above is the kitchen.

>go up

The Kitchen

The kitchen. To the north is the front hall. To the south is the back hall. There is a stairwell leading down to the catwalk.

Cabinets and cupboards dot the walls while a large wooden table rests in the center.

>go south

The Back Hall

The back hall. To the north is the kitchen. To the south is the engine room.

To the side is a ladder.

>go south

The Engine Room

The engine room. To the north is the back hall.

In the middle sits the engine, and scattered around are various equipment bins.

>look at the engine

It appears that the catalyzer on the port compression coil
blew. That's where the trouble started.

>repair the engine

*** Plugging in the catalyer, the engine begins to
turn. Power is restored and air begins to circulate throughout the ship. You
survive. ***