Events:

Split the night into roughly 30-45 minute sections with an event inbetween. This gives everyone a chance to meet back up and break the monotony of regular play.

1. Dark, intro, computers say the intro, search for fuses for the lights, restore lights optional
2. Locked in one room due to life support systems cycling. Engineers can get everyone out after 5 minutes. Both using one hand to solve a rubiks cube.
3. Cryosleep has weakened the minds of the crew and a salve is needed to restore whatever is interfering with the brain patterns.
4. Saving the ship requires 5/10 key components, if you have all of them you can fix the ship. If you are wrong the ship will be inoperable. Last item on escape pod.

Escape pod 6 people can ride. Requires captains and override band.