Racoon 103: Zero-G (formerly 201)

muster at grim hex bar.

inspect gear and tractor beams

**part 1: movement**

who knows where the lower air lock is? go there. (two separate paths)

enter airlock. go over airlock protocol.

enter zero-g. go over zero-g protocol.

talk about differences. point out people in different orientations.

talk briefly about oxygen, reading the F1 atmosphere panel, and duration (5 000s/suit)

talk briefly about weird grim hex o2 vacuum. remind that sc is not reality.

send class down to find broken staircase.

once the find it, send them to find "habitation level T4" level (stair is blocked, must go back outside)

group up again at start.

discuss up/down in zero-g.

send team to find exit from grim hex.

gather there when someone finds it.

**part 2: takeoff/landing**

move up to the external landing pads.

talk about gravity fields

talk about orientations, animations, and angle limitations

have everyone land

talk about jumping into zero-g.

have everyone take off.

land and take off three times each.

talk about "goldilocks zone": low enough you don't fall and take damage, high enough you land smoothly.

**part 3: ramp entry/exit**

summon and board the carrack

review elevator protocols

quantum out somewhere in the dark. place stanton at your high 10 o'clock (make it illuminate the ramp, the port docking collar, and the shuttle bay door).

open the vehicle and shuttle bay doors (for use later)

take everyone down to the vehicle bay.

talk about entry/exit on sloped surfaces -- different from pads.

practice enter/exit on carrack ramp.

talk about where gravity begins/ends. must learn for every ship class.

talk about how angle is not normal to the ramp surface, but matches bay

everyone practice three times.

**part 4: docking collar entry/exit**

lower ceiling on docking collars, take more care with vertical placement

still need to jump on exit. don't bump your head

need to be much lower on entry. don't bump your head.

practice going out, then in.

**part 5: practice**

starting in front of the ship, everyone three laps into the ramp, out the airlock without falling.

starting in front of the ship, everyone three laps into the airlock, out the ramp without falling.

consider having a race if you have time.

**part 6: tractor beam**

note ADS pointed towards viable target shows "zero-g traversal" status

note range meter on left side that shows distance out to 100m.

"spider man" speed is 10m/s (vs. 6m/s with jets)

give yourself time to slow at destination; don't crash into target

make a clockwise lap of the carrack using tractor beam

**part 7: shuttle bay**

float up above the ship

talk about where the gravity zones exist on the carrack roof

practice precision landings on the ledges

everyone take three laps. try to land on the ledge, not the upper deck.

**part 8: zero-g combat (skip if you run out of time)**

line up off side of ship.

ask about throwing grenades in zero-g.

try it. talk about the differences

ask about shooting in zero-g.

try it. talk about the differences

**end:**

screenshot, return to base