

Introduction

Ship computer: Awaken human. I have designated you as the responsible party to perform the necessary repairs on this ship. Step out of your cryo-stasis capsule. O2 levels are currently at 3% and dropping. Reaching 0% O2 will result in casualties of every human in and out of cryo-stasis. Be cautious human. Each move you make will expend your oxygen. Consume it wisely. Computer out.

Use the W A S D keys (followed by enter) to move around. Input H (followed by enter) to see a list of commands.

Cryo-Stasis:

This room will be the player's starting point. They will be introduced to the controls in here so this should act a simple tutorial room, having one of each type of action being able to be performed here.

- The first thing the player will notice is an exclamation point. It's a keycard for a cryo-chamber.
 - ITEM: Small Note – DESC: Contains a password to unlock a capsule.
- The player needs to interact with a specific Cryo-Stasis chamber. This will reveal a new item, the Key Card.
 - ITEM: Green Key Card – DESC: This Key Card has "Crew Member" written on it. That will come in handy.
- The player can now unlock the door and enter the junction room.

Junction Room:

This area serves as the access point to the rest of the ship. The computer terminals are broken, however, so operating the door switches requires some tedious effort.

- Once in the junction room, the player will need to interact with the switches in front of them. Throwing one switch will also activate the switches on either side of it (unless it's an end switch). These will all begin in the off position, but must all end up in the ON position to unlock the doors.
- The computer terminal in this room requires a password to operate. This terminal will unlock the engine room door.

Quarters:

This room contains two items and a switch. The switch is a light switch and will reveal the items in the room (which cannot be seen otherwise since the lights are off).

- The first item is required. This is the Security Key Card.
 - ITEM: Engineer Key Card – DESC: This Key Card has "Engineer Kaylee" written on it. I might be able to use this to access some computer terminals around here.
- The second item is optional. It's a Holy Bible.
 - ITEM: Holy Bible – DESC: Two verses are highlighted. "Humble yourselves therefore under the mighty hand of God, that he may exalt you in due time: Casting all your care upon him; for he careth for you." 1 Peter: 6-7.
 - Upon reading the description, the player will be informed that they feel an overwhelming sense of relief and burden lifted from them. More oxygen is added to the countdown (this will not be overtly told to the player – that's too heavy-handed).

Engine Room

The player will be able to enter the engine room after using the Security Key Card (provided in the Quarters) on the Junction Room computer terminal. The player must perform three tasks in this room.

- The player must throw both switches on either side of the room. Each of these will unlock one of the doors to the engine core. The player will then be able to enter the computer core using the Security Key Card.
- Upon using the computer, the player is asked for the authorizing engineer's name. They are given a list of names to choose from. Kaylee Frye will be the only acceptable answer. This will start the engine again and unlock the door to the Bridge Corridor.
- SECRET: Examining the wall by the left switch in the engine room will say the following
 - "||||| ||||| ||||| |||||
 - ||||| ||||| ||||| |||||
 - ||||| I"

Bridge Corridor

The player will notice that there is a door on the right that is labelled “Airlock” and this cannot be opened. There is also debris blocking their path to both an item and the next door. The player will interact with the switch. This will briefly open the airlock and the debris will fly out. The airlock automatically closes. The item here is a scrawled note.

- ITEM: Scrawled note – DESC: It simply says “This is familiar...”

Bridge

Upon entering the bridge, the player will see several broken computer terminals, but one good one. An item is at the front of the ship. The player must pick it up. It is the Captain Key Card.

ITEM: Captain Key Card – DESC: A Key Card that says “Captain” on it. This should give me access to the bridge terminals.

Accessing the bridge terminal, the player will be prompted with “Would you like to start life support?”

Selecting yes will end the game. The player will be prompted with the following message

Ship Computer: "Congratulations human. You have succeeded yet again. Test number 47 has concluded. You have been an excellent test subject, but I'm afraid you must return to cryo-stasis while I construct additional tests. The gas you see pouring into this room is a sleeping agent. You will be moved back to your chamber after you have fallen unconscious. Goodbye human ... for now."