

Map Model (ignore vents):



Rooms and Descriptions (in draft form. May not exactly match in-game messages):

Intro: You are onboard the Skeld, an intergalactic research starship. You are the sole survivor of a catastrophic encounter with hostile alien life. The aliens have savagely murdered all of your friends. Fortunately, you were able to lock the shield doors to the security room before any aliens arrived. Unfortunately, you had access to all the camera feeds during the invasion, and you saw each of your team members stalked and gruesomely mutilated by the murderous Martians. Your saving grace is that the aliens, although extremely intelligent, suffered a careless moment by the airlock, and were sucked out of the ship, along with a few of your crewmates. Now, you must fix the ship so you can return home to Earth.

Items: fuel tank, handheld computer, toolbox, loose wire, ID card, notepad, beaker, pen, engineering skills.

1. Cafeteria - You are in the cafeteria. The room is clean and spacious. The fluorescent lights burn your eyes. There are a few empty tables. The room is filled with an eerie quiet that you aren't expecting.
2. Corridor 1 - You are in a corridor. The lights are dimmer here, and some of the pipes along the walls and ceiling gurgle or hiss. Lights blink eerily on nearby control panels.

3. Upper Engine - (Unfixed) You are in the upper engine room. The engine is slightly damaged. You will need some tools to repair it. (Fixed) You are in the upper engine room. The engine hums loudly, with the occasional clunk. The air still smells a bit smoky, but at least the engine doesn't have any immediate problems.
4. MedBay - You are in the MedBay. The air smells like a doctor's office and fresh laundry. It's pretty cold in the room. The bioscanner sits in the corner.
5. Corridor 2
6. Reactor: (Unfixed) You are in the reactor room. The reactor has been shut down. You might be able to restart it using your engineering skills. (Fixed) You are in the reactor room. The reactor has been fixed; it is now generating the energy you will need to activate the jump to hyperspace.
7. Security: You are in the security room. The large array of computer screens all display feeds from the security cameras around the ship. You feel a strange sense of loneliness.
8. Lower Engine: (Unfixed) - You are in the upper engine room. The engine's fuel gauge is getting low. You will need to refill it for the journey home. (Fixed) You are in the upper engine room. The fuel tank is full. Hopefully, there won't be any more problems with the engine.
9. Corridor 3
10. Electrical: (Unfixed) You are in the electrical room. Lights blink everywhere, and exposed wires look like coils of colorful snakes. The distributor is not functioning properly. You will need your engineering skills to calibrate it to its optimal settings. (Fixed) You are in the electrical room. Lights blink everywhere, and exposed wires look like coils of colorful snakes. The distributor is now functioning properly.
11. Storage: You are in the storage room. Storage containers are stacked everywhere. It's hard to move around in some places. (Fuel tank is stored here).
12. Corridor 5
13. Admin: You are in the admin room. The workstations are abandoned. The hologram console glows dimly, casting ominous shadows around the room.
14. Corridor 6
15. Communications: (Unfixed) You are in the communications room. There are ghastly gouge marks on the walls and desks. But you really, really, want a decent wifi signal for your trip home, so you'll need to reboot using one of the handheld computers. (Fixed) You are in the communications room. The ghastly gouge marks on the walls and desks still remain. The wifi is back on, so you want to get out of here as soon as possible.
16. Shields: You are in the shield control room. The lights are bright, and there's the body of one of your dead crewmates lying on the floor. You seem to recall his name was Dallin. There's a control panel on the wall, but the shields are already primed, so you ignore it.
17. Corridor 4
18. Navigation: (Unfixed) You are in the navigation center of the ship. There are a lot of buttons on the dashboard. The deep darkness of space stretches before you in the

cockpit's window. You'll need to chart the course home, but you can't do that until you've completed all of your other tasks. (Fixed) You are in the navigation center of the ship. There are a lot of buttons on the dashboard. The deep darkness of space stretches before you in the cockpit's window. You can now chart the course home when you're ready.

19. O2: You are in the O2 management room. This room supplies all the oxygen aboard the ship by recycling CO<sub>2</sub> and using plants to regenerate O<sub>2</sub>. There's still plenty of oxygen in the tanks, and the monitors are outputting stable readings. All air filters look clean enough to operate efficiently; you shouldn't have to worry about cleaning them again for another 6 months.
20. Weapons: You are in the weapons room. Machines whirl and beep. One of your crewmates, Jonathan, lies slumped over the controls of the laser cannons.