Yes

*use* blue key

*Interact* 2 button

Interaction in this order?

*Interact* 1 button

*Interact* 4 button

*Interact* 3 button

*Interact* LAUNCH button

Escape Pod

*Interact* Escape Pod

yes

no

*Interact* Airlock

Keycard Used?

Airlock

*Use* keycard

Airlock Unlocks

Adds Blue Key to Inventory

*Interact* Blue Key

Keys Identified

*Use* Flashlight

Rest of escape instructions displayed

*Interact* Storage

Storage

*Interact* Research & Development

*Interact* Headset

*Look* sound

*Interact* Emergency Staircase

*Interact* Research & Development

Research & Development

*Interact* Command Room

*Use* Flashlight

*Interact* Recreation Room

Emergency Staircase

*Interact* Recreation Room

*Interact* Emergency Staircase

*Use* Medical Kit

*Interact / Look* Escape Pod Instructions

Death Counter Activates

*Use* Flashlight

Yes

no

Next command *use* gun?

Cryogenic Lab

*Interact* Medical Facility

*Interact* Cryogenic Lab

Message telling user about keycard in room

*Interact* Recreation Room

*Interact* Medical Facility

Adds Medical Kit to Inventory

*Interact* Medical Kit

Medical Facility

*Interact* Window

Adds Keycard to Inventory

*Interact* Keycard

Recreation Room

*Interact* Locker

Adds Flashlight and gun to inventory

Crew Quarters

*Interact* Command Room

*Interact* Crew Quarters

yes

Command Room

no

*Interact* with space suit?

no

*Interact* 4 button

*Interact* 1 button

*Interact* 1 button

*Interact* 2 button