

- Bedroom
  - Game Start: "You wake up to the sound of a notification on your console. Looks like sleep will have to wait: you've got work to do."
  - Description: "Your room is small, clean, and bare. There's no decorations on the metal bulkheads, and the only furnishings are your BED, your message CONSOLE, and the DOOR on the Starboard wall."
  - Interactables:
    - Bed
      - Use
        - "You've got more important things to do than sleep right now"
      - Look
        - "Your bed is hard, uncomfortable, and there's nowhere you'd rather be right now. Unfortunately, you've got more important things to deal with right now, but you'll be back soon enough."
    - Console
      - Use
        - "A message is displayed on the screen: \"Major issue detected. Please report to the cockpit immediately.\" Well, that doesn't sound good."
      - Look
        - "Your message console is old, and it looks it. The two-tone screen can't display anything but text, and the keyboard sticks every few strokes. You keep meaning to upgrade it, but the price is never right."
        - If looking for the first time: "A green light is flashing on and off in the corner, indicating a new message has been received."
    - Door
      - Use
        - Go to hall
      - Look
        - "The metal door to the hallway is plain and simple. Like all the doors on the ship, it opens automatically if you walk toward it."
    - Go Starboard
    - Go door
      - Go to hall

- Hall
  - Description: “You’re standing in the hall that connects the different rooms of the ship. It stretches Forward to the cockpit and Aft to the cargo bay. In the middle of the hall are two doors. The one on the Port side is marked with your name, while the one on the Starboard says WC.”
  - Interactables:
    - Go Port
    - Go P
    - P
    - Go bedroom
      - Go to bedroom
    - Go Starboard
    - Go S
    - S
    - Go bathroom
    - Go restroom
    - Go water closet
    - Go WC
      - “You’ve got more pressing matters, and besides, you don’t have to go right now.”
    - Go forward
    - Go fore
    - Go f
    - f
    - Go cockpit
      - Go to cockpit
    - Go aft
    - Go a
    - a
    - Go cargo
      - Go to cargo bay

- Cockpit
  - Description: “The cockpit has always been your favorite room on the ship. Above the CONSOLE’s small screen is the fantastic view of space out the WINDOW. To the Aft is the door back to the hallway.”
  - Interactables:
    - Console
      - Use
        - “A message is displayed on the screen: \”Situation Report: Critical error detected with the engine. Please correct immediately to resume normal flight. Recommend use of standard multitool from the toolbox in the cargo hold.”
      - Look
        - “The most up-to-date screen on the ship, this console has a full-color display. It handles navigation, long-range communications, status reports, and pretty much everything else you might need to fly a ship as small as this one.”
    - Window
      - Use
      - Look
        - “It doesn’t matter how long you spend out here, the views of space never fail to impress. Out the window, you can see a blue-green gas giant, sitting in front of a brilliant starfield. You take a moment to take it all in, before getting back to work.”

- Cargo
  - Description:
    - “The cargo bay looks almost exactly as you left it: tall stacks of crates along the aft wall, and your TOOLBOX on the workbench along the port wall.
      - Before moving crate: “However, it appears that one of the CRATES came loose, as it has fallen into the starboard corner.”
      - After moving crate: “In the corner is a HATCH in the floor, which leads to a ladder down.”
    - “The door back to the hallway is on the Forward wall.”
  - Interactables
    - Toolbox
      - Use
        - Before getting tool
          - “You grab your trusty multitool out of the toolbox. Now you’re ready to fix whatever’s broken.”
        - After getting tool
          - “You’ve already got your multitool, so you don’t need anything else out of here.”
      - Look
        - “A simple red toolbox sits on the workbench. You’ve had it with you since you first went into space, and it’s never let you down yet.”
    - Crate
      - Use
        - Before moving crate
          - “You activate the crate’s anti-grav unit and lift it back into place on the stack. Turning the anti-grav off, the crate falls into place with a heavy thud, and you triple-check the restraints before getting back to work.”
        - After moving crate
          - “The crate is already back in place, and there’s no way it’s going anywhere this time. Nothing else to do here.”
      - Look
        - “As always, you don’t have any idea what’s in your cargo, and you’ll never get to find out. The anti-grav unit built into every crate makes whatever it is light enough to move when you need to, and all you need to know is that you’ll get paid once you deliver it.”
    - Hatch
      - Use
        - Before moving crate

- “You need to move the crate before you can get at it.”
  - After moving crate
    - Go to engine room
- Look
  - Before moving crate
    - “The hatch to the engine room is blocked by the crate. It’ll have to be moved before you can access the hatch.”
  - After moving crate
    - “The hatch down to the engine room is now unblocked, and you can get up and down whenever you want.”

- Engine Room
  - Description: “The normally noisy engine room is eerily quiet. The ENGINE itself lays still, and vapor rises from it. There’s no question about it, the ENGINE needs to be fixed. The good news is that everything seems to be intact, so the multitool should be enough to fix it. The LADDER leads back up to the cargo hold.”
  - Interactables
    - Engine
      - Use
        - If you have multitool
          - “With a bit of effort, you manage to fix the engine with the multitool. As it roars back to life, you give a sigh of relief. You head back to your bunk to get back to sleep. Only six more months to your destination. Hopefully it’ll be smooth sailing the rest of the way. [END]”
        - If you don’t have multitool
          - “This is definitely the problem, but you forgot to grab your multitool. You’ll have to go back up and get it before you can do any repairs.”
      - Look
        - “What should be the beating heart of the ship is just a cold mass of metal. Your FTL drive, once the height of modern invention, is so old that it breaks down at least once a year. Sooner or later, it’s going to give out completely, leaving you stranded in space. You should really make a note to look into a new one the next time you’re in port.”
    - Ladder
      - Use
        - Go to cargo bay
      - Look
        - “The ladder leads back up to the cargo hold, and beyond it, the rest of the ship.”