

**Robert:**

Want: Robert wants to save the alien species from extinction and feel useful.  
Need: Needs to realize that his choices have consequences and he is better than he first believed.

**AI Voice:**

Want: AI voice wants to save its creators and get single recognition.  
Need: Needs to realize that if you come overcome a lot more if you work together.

**Alien:**

Want:  
Need:

**CUTSCENE:** INT MAINTENANCE CLOSET

**AI VOICE**

Let's see here...  
...Activating auxiliary maintenance robots.

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**INTRODUCTION:** INT MAINTENANCE CLOSET

ROBOT creaks and beeps/ responds somewhat affirmatively.ROBOT comes fully alive (lights controls active etc.)

**AI VOICE**

Hello?

**AI VOICE**

Oh?.. Where are the others? You can't be the only maintenance robot.

\*Sigh\* Well you better be working then, you are kinda the only option we have left.. ( or do you understand what i'm saying?)

**AI VOICE**

Do you hear these alarms? Our spaceship just collided with a huge asteroid.. I've lost control of my primary systems just before... We were almost at our destination... but now... I need your help to land this spaceship

We need to get our creators to safety, otherwise they will die..

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### **TASK 1: INT MAINTENANCE CLOSET**

INFO: The robot wakes up and finds itself in a closet in the maintenance room.

UI TEXT: Press the button to open the door.

#### **AI VOICE**

But first you need to leave this room and fix the breach. That should also turn off these terrible alarms.

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### **TASK 2: INT MAINTENANCE.**

INFO: The player leaves the closet room, and is now standing in the maintenance room, the button is blinking red, to indicate that it is pressable.

UI TEXT: Press the breach shield button on the control panel, to close the hull breach

#### **AI VOICE**

See the button there? All you have to do is press it. It shouldn't be too hard for a robot like you.

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### **TASK 3: INT MAINTENANCE ROOM**

INFO: Breach button doesnt work, Go to the newly opened closet room.

UI Text: Go to the closet next to yours.

#### **AI VOICE**

Apparently, the collision blew up the fuse for the backup power unit.. It needs to be replaced before the button starts working.

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### **TASK 4: INT MAINTENANCE ROOM**

INFO: Get the attractor arm attachment.

UI Text: Pick up the attractor arm attachment.

**AI VOICE**

You need something to pick up the attachment..

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**TASK 5: INT MAINTENANCE ROOM**

INFO: With the new attractor arm attachment, the player can now pick up the fuse from the table - take it to the fuse panel.

UI Text: Pick up the fuse, and insert it into the backup power unit.

**AI VOICE**

There's an extra fuse lying on the table, you can use the attractor tail attachment to pick it up.

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**TASK 6: INT MAINTENANCE ROOM (the actual game)**

INFO: Now that everything is fixed, press the hull breach button once more. After pressing it, the door to the hub will open.

UI Text: Press the breach shield button on the control panel again.

**AI VOICE (reward)**

Wow. I forgot how much I enjoy the sound of peace and quiet.  
Now, I need you to land this ship.

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**TASK 7: INT MAINTENANCE ROOM**

INFO: Go to the hub (hub door collider).

UI TEXT: Go to the hub.

**AI VOICE (task)**

I assume you know what a cockpit is?....the room that controls the ships navigation? You can access through the Hub.

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**TASK 8:** INT HUB

INFO: Going to the cockpit door, you see a fire blocking your way (cockpit fire collider).

UI TEXT: Go to the cockpit to land the ship.

**AI VOICE** (story)

Okay the ship seems to be more damaged than I could see from my initial sensor readings...

**AI VOICE** (task)

Aaand of course.. you're not equipped to handle fire.

Go find an extinguisher now!

The medical room should have sufficient extinguishing tools for you.

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**INBETWEEN**

**AI VOICE**

Yeah.. I'd get it myself, but.. you're the only one with a tail.

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**TASK 10 (9):** INT HUB

INFO: Go to the medbay door.

UI TEXT: Go to the medbay door.

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**AI VOICE**

Okay.. it's locked.. The crew used keycards as identification. Maybe someone left one behind in their quarter.

**TASK 11:** INT HUB

INFO: Go to the crew quarters

UI TEXT: Go to the crew quarters

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**TASK 12:** INT CREW QUARTERS

INFO: Find the keycard in the medics room

UI TEXT: Find a keycard.

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**TASK 13:** INT CREW QUARTERS

INFO: The keycard is placed on a table in the doctors crew quarter room, pick it up and bring it to the medbay keypad.

UI TEXT: Find a keycard.

**AI VOICE** (reward)

Okay.. Now we may actually get those fires put out.

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**TASK 14:** INT MEDBAY

INFO: Pick up the extinguisher tail attachment.

UI TEXT: Find fire extinguisher attachment.

**AI VOICE** (reward)

Great. Now hurry back!

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**TASK 15:** INT MEDBAY

INFO: A fire is spawned in front of the medbay door, inside the medbay. This is to introduce the player to using the extinguisher.

UI TEXT: Put out the fire.

**AI VOICE** (task)

Well.. What are you waiting for? Put out the fire!

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**TASK 16:** INT HUB

INFO: Go to the hub, the door locks behind you on task complete

UI TEXT: Go to the cockpit

**AI VOICE** (story)

(its rigid snarky exterior breaking, revealing vulnerability)  
Oh no. This is catastrophic..

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**TASK 17:** INT HUB

INFO: The procedural fire spawning kicks in, and the hub is now on fire.

UI TEXT: Put out the fires in the hub.

**AI VOICE** (task)

Well go on then! You know what to do now!

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**INBETWEEN feedback** (change in trust).

**AI VOICE** (reward)

(relieved)\*sigh\*

That was close.. But it seems I can trust you to land this ship  
afterall.

Inbetween

**AI VOICE**

I must admit, this is new to me. Our creators trusted me with

their safety, I never expected to fail in my duties during our travels.

..(thank you for helping me)..  
  
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**AI VOICE** (task)  
(more neutral than condescending now)  
But now we really need to go to the cockpit.

**TASK 18:** INT HUB

INFO: After all the fire is put out, you try to enter the cockpit door again.

UI TEXT: Go to cockpit.  
  
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**TASK 19:** INT HUB

INFO: The cockpit door sensor is broken, find a omnitool to be able to open the door manually

UI TEXT: Go to the hangar

**AI VOICE** (task)  
Damn it.. It seems the fire fried the circuitry in the cockpit door.

Perhaps you can use an omnitool to get inside. The ship's engineers store maintenance tools in the Hangar.  
  
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**INBETWEEN** INT TRAVEL TO HANGAR

**AI VOICE** (story)  
Oh how do you MANUALLY do everything? – and without losing your mind! I'm getting tired just watching you!  
  
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**AI VOICE** (task)

Yeah.. I'd get the omnitool myself, but.. you're the only one with a tail.

**TASK 20:** INT Hangar

INFO: It's time to show your parkour skills in a jumping puzzle sequence.

UI TEXT: Get the omnitool.

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**TASK 21:** INT Hangar

INFO: Use the newly acquired omnitool to get out of the hangar.

UI TEXT: Use the omni tool on the nearby omnipanel.

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**AI VOICE** (reward)

Excellent! Just look at you! You should be able to open the cockpit door now!

**TASK 22:** INT Hangar

INFO: Get out of the second area of the hangar, and go back to the cockpit door.

UI TEXT: Go to the cockpit.

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**INBETWEEN** INT HUB

**AI VOICE** (story)

That's the door!

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**TASK 23:** INT CRYO ROOM



INFO: The door to the cockpit (cryo) opens up, and you enter the cryo room

UI TEXT: Go to the cockpit.

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**INBETWEEN: INT COCKPIT**

Reaction when he enters the cockpit..

Final log..

(reveals information about the species, the captain, and destination planet having semi intelligent life)

**AI VOICE** (story)

(concerned)

..You weren't supposed to hear that.

Don't let it distract you. Please start the engine and land the ship..

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**TASK 24: INT CRYO ROOM**

INFO: Now you are supposed to land the ship, but when you try to do it, the engine gives out and shuts down. The **AI** tells you to go to the engine and fix it. Hitting the engine button unlocks the door to the star bridge.

UI TEXT: Start the engine.

**AI VOICE** (story)

(sarcastically)

Of course. Just what we need..

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**AI VOICE** (task)

It sounds like there is a problem in the engine room. We may risk everything if it's not fixed immediately!!

**TASK 25: INT TRAVEL**

INFO: You move towards the engine room and go into the airlock.

UI TEXT: Go to the engine room.

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**INBETWEEN:** INT TRAVEL (monologue).

**AI VOICE**

Earlier.. My conversation with the captain... that was ...  
Confidential. Please, you can't have it cloud your judgment. I  
just need you to focus on our mission.

[a beat]

Are you listening?

[a beat]

You don't know the full story.. I know them to have honorable  
intentions.. Their home planet became unlivable, they were forced  
to leave. It was never an easy decision for them!.. The selection  
process to get on this ship alone almost resulted in war.

[a beat]

Look around you.. Would you choose to order the absolute  
extinction of our creators and let this ship decay into the void  
of space? – just to let the life of some primal world.. survive?  
(diminutively)

(smiling, grandiose, proud)

Or would you see our creators thrive in their prosperous new  
world.

It's up to you.

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**TASK 26:** INT BRIDGE

INFO: Turn the omnitool panel to extend the bridge so that you can  
cross.

UI TEXT: Go to the engine room.

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**TASK 27: INT TRAVEL**

INFO: Go to the engine across the bridge.

UI TEXT: Go to the engine room.

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AI VOICE (task)

The thingy was broken during the meteor impact, you will need to find two things and insert them into the two engine power units.

**TASK 28: INT ENGINE ROOM**

INFO: Find the two power units and insert them into the engine.

UI TEXT: Find a way to fuel infuser and insert them into the engines.

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**TASK 29: INT TRAVEL**

INFO: After the engine is turned on again, you can now return to the cockpit to finish your job.

UI TEXT: Go back to the cockpit.

AI VOICE (reward)

Okay hurry back! It's now or never!!

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**TASK 30: INT COCKPIT**

INFO: Make a choice.

UI TEXT: Make a choice.

AI VOICE

Here we are. I trust you to do the right thing!

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ENDINGS: CREDIT VIDEO.

ENDING A:

AI VOICE

(disappointed, defeated)  
I see...

[a beat]

You'll keep me company at least.

ENDING B:

AI VOICE

Thank you, they'll be grateful..

[a beat]

Now let's deal with the inhabitants of this planet, Before we wake  
our creators up..

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EXTRA:

Thank you. Your creators knew what they were doing when they built  
you that tail.

Emotions of love that I one day hope to understand.

AUDIOLOG RESPONDS:

'From now on, please just focus on our mission'.

'You are wasting precious time by listening'.

'Stop listening, that is confidential information'.

'You weren't suppose to hear that'.

