INT - Maintenance Room - Morning

Player wakes up in the maintenance room. The room is a mess, only things seems to be working is a control panel.

D.D.

Ugh...what happened?

Player turns around, looking all around the room.

D.D.

Jesus, my head is killing me. Why can’t I remember anything from last night?

D.D.

I should check the control panel. See what I can learn.

[PLAYER IS GIVEN CONTROL]

[PLAYER PROGRESSES WHEN THEY INTERACT WITH THE CONSOLE]

D.D.

The ship’s seems to have lost life support and power in every room but this one. All the doors also seem to be either damaged or offline. If I try to leave this room, I’ll only have a few seconds before I suffocate…..but If I just stay here and do nothing, we’ll be stranded until we either get hit by an asteroid or crash and burn into another celestial body.

D.D. sighs in defeat.

D.D.

I’ll have to run back and forth between rooms and collect enough materials to put the ship back online. My suit’s flashlight should provide enough light to see what’s in front of me, and I should be able to get in and out of the rooms without suffocating if I’m quick enough.

D.D. opens the map of the ship on the console.

D.D.

The Filtration Room, Engine Room, and Power Base are offline completely, and it seems the Control Room is completely inaccessible. If I get those rooms back to working order I should be able to unlock the control room. Hopefully the crew’s trapped inside, otherwise I have a lot of bodies to clean.

D.D. closes the console and sighs once more.

D.D.

...Today’s gonna suck.

[PLAYER IS GIVEN COMPLETE CONTROL]

[PLAYER MUST RESTORE POWER, RESTORE LIGHT, AND OPEN EVERY DOOR IN ORDER TO WIN]