10 logs total.

Dude is a dead boi by the end (duh)

Log 1: (The Crash)
Captain's Log, entry 1.

I don't know where I am, or what even happened. My leg was crushed during the

-

unpleasant, to say the least.

a decrypted personal log

knows?

The ship's AI just went haywire - crashed me into this strange planet, overtaken by a
is, it would've been consumed by
this shifting maze of vines - but I still want to record my journey so far. Maybe be
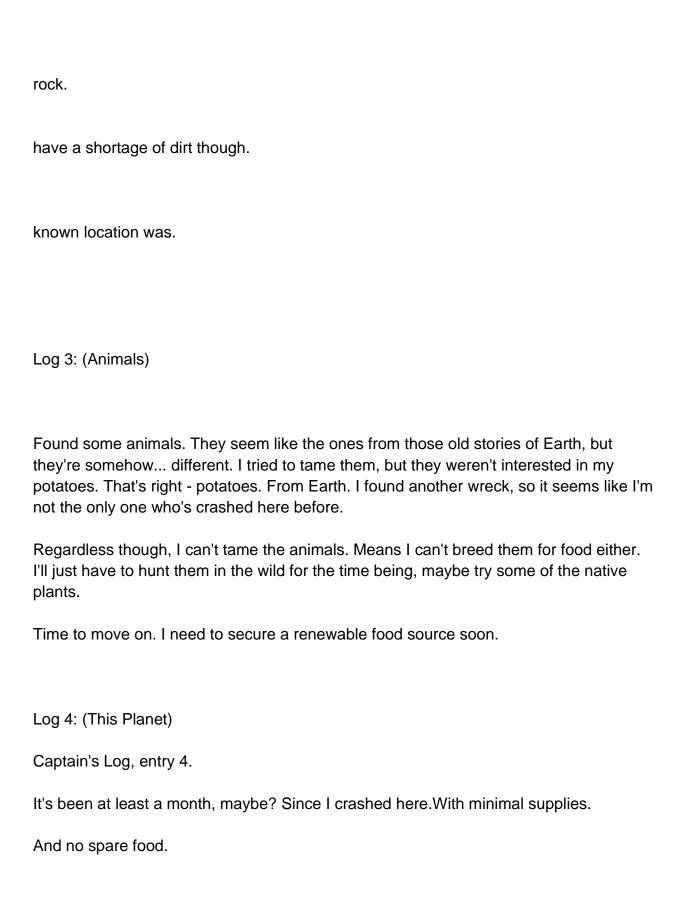remembered in some way.

It's been about a day since the crash according to the chronometer, and my supplies
won't last much longer. Should've packed more. I have no doubt this place is home to
many forms of hostile life, so I must move on as soon as my leg is replaced.

I hope someone finds whatever supplies I have left useful. If they can find this wreck, at

Log 2: (Food Shortages)

Captain's Log, entry 2.

It's been three days since the crash, the computer has finally finished implanting my
new leg. I barely managed to ration out my food for this long. I need to find some on this
planet.

rock.

have a shortage of dirt though.

known location was.

Log 3: (Animals)

Found some animals. They seem like the ones from those old stories of Earth, but they're somehow... different. I tried to tame them, but they weren't interested in my potatoes. That's right - potatoes. From Earth. I found another wreck, so it seems like I'm not the only one who's crashed here before.

Regardless though, I can't tame the animals. Means I can't breed them for food either. I'll just have to hunt them in the wild for the time being, maybe try some of the native plants.

Time to move on. I need to secure a renewable food source soon.

Log 4: (This Planet)

Captain's Log, entry 4.

It's been at least a month, maybe? Since I crashed here.With minimal supplies.

And no spare food.

All kinds of monsters are everywhere I turn, and there's very little in the way of useful
                                        said I could make a circuit out of one of the melons that
                                                        - if the computer says so, then it must
work, right?

                                                                -Drive. Curse
me for not upgrading to a Q-

now, but I figured I could archive at least a bit - just in case, you know?

some diagnostics, seems the issue is just dirt & dust building up, rather than some
deep-seated structural failure.

It will still require some work (and mater

I hope someone groaned in pain at that, it would almost make all of this worth it.

Log 6: (New Plan)

                                                        und some local plants, and seeds from
other planets scattered about. Managed to make a basic greenhouse. Still stuck with
hunting the nearby animals though.

I had some success in trying to domesticate a few of these creatures, but not enough to
be a reliable food source.

It seems this planet is some kind of ship graveyard, given the amount of debris and seemingly non-                                                                    cided to take

it will be enough to escape this place.


access to their databanks at least.

The only real issue I can think of is a fuel source. Thankfully, most ships can be adapted to use almost any type of fuel -
like starships run on coal, after all. Takes a lot of power to leave a planet.

                                                                will be the easiest to get.


Log 7: (Construction Begins)


honestly. I did manage to cobble together a barely-                                                    very efficient. Keeps using all the power I can generate.

Most of the internals are done, but all the circuitry is going to be a pain to get. It seems
                                                                                    -
                        owerful enough to fly a ship).


know the first thing about how to design my own circuits.


very high.

Log 8: (A Small Setback)


as I dare to, but none of my searches
have turned up anything useful.


yesterday.


analyze it, and it found that this dust could be used to make a viable circuit - a basic
one, to be sure; but it should be just enough to get me into orbit. My major setback is
now more of a minor one!


replacement circuits, maybe a bit extra in case something fails -
exactly sky-high or anything.


-launch. I might be able to do a controlled
crash -
to say the least.


Log 9: (Take-Off)


-

my leg, my sanity, probably some int

log, and some spare materials I sourced fr

going to need it.

Log 10: (Escape)

The launch worked! There were some strange noises (and I thought for sure it would fail), but it WORKED!

there.

to fix it - especially since I used the best materials available here to make them.

ves, or

nothing here.

out.

I suppose this is goodbye, then. To whoever is

like I am.

Unless you have a long-
this place.

I hope these logs helped you, in some way. At least it gave you something to read while trying to survive, right?