

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 crash... I have some replacements on-board, but the surgery will take time. And be... unpleasant, to say the least.

In the meantime, I've decided to log everything, and store it as a decrypted personal log so whoever finds this can read it. Maybe they'll get some useful advice from it, who knows?

The ship's AI just went haywire - crashed me into this strange planet, overtaken by a massive jungle... I'm sure by the time anyone finds this, 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 least...

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.

But from the looks of things, that won't be an easy task... it seems like an incredibly hostile jungle out there. I don't think any sort of prey animal lives for very long on this rock.

I could farm something, but I doubt I'd be able to find any seeds. Doesn't seem like I'll have a shortage of dirt though.

I'm just hoping I can make it until the rescue team comes. They should've been dispatched by now, though there's no telling how far out they are... or what my last known location was.

That's it for now, I suppose. I just want some food...

Log 3: (Animals)

Captain's Log, entry 3.

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.

I've been trying my best to survive out here, but it's been tough.

All kinds of monsters are everywhere I turn, and there's very little in the way of useful supplies. The ship's databanks said I could make a circuit out of one of the melons that grows here. No idea how it's possible, but, hey - if the computer says so, then it must work, right?

I'll make another log when I can, but I'm running out of space on this old L-Drive. Curse me for not upgrading to a Q-Drive when I could...

Log 5: (It's Been Awhile)
Captain's Log, entry 5.

It's been.... A long time, to say the least. I haven't bothered making more logs for awhile now, but I figured I could archive at least a bit - just in case, you know?

In the past few months, I've noticed that the replacement leg has been failing. I've run 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 materials) to repair, but at least I'll still have a leg up on this place, haha...

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

Log 6: (New Plan)
Captain's Log, entry 6.

I've finally secured a renewable food source! I found 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.

Still, I'll take what I can get. I need all the calories I can secure for my plan.

It seems this planet is some kind of ship graveyard, given the amount of debris and seemingly non-native plants, animals, and more that I've found. I've decided to take some of these debris (in addition to my ship's remains) and build a new ship. Hopefully, it will be enough to escape this place.

I've managed to salvage some of the AI cores I've found in these ships, and mine as well. They're not going to be as interactive, but they can fly the thing and give me 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 - but the problem is going to be the type of fuel. It's not like starships run on coal, after all. Takes a lot of power to leave a planet.

Let's hope biofuel works for now, seems that will be the easiest to get.

Log 7: (Construction Begins)
Captain's Log, entry 7.

I've been working on that ship for about 2 years now, and it's been going.... not great, honestly. I did manage to cobble together a barely-functional ship AI, but it's not 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 there's almost nothing here that I could use (other than those melons - but there's no way they'll be powerful enough to fly a ship).

I've been trying to find alternatives, but the ship's AI hasn't been much help, and I don't know the first thing about how to design my own circuits.

I'm hoping to find some usable spares in a few of these wrecks, but my hopes aren't set very high.

Log 8: (A Small Setback)

Captain's Log, entry 8.

It's only been a month since my last entry, but I've hit a major setback: None of these ships have usable circuits. I've ventured as far as I dare to, but none of my searches have turned up anything useful.

I've scoured the databanks, and haven't found much that I didn't already know... until yesterday.

Deep underground, I found a strange red dust imbued with power. I had the ship's AI 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!

Sadly though, this dust is rather scarce. I'm hoping to find just enough to make my replacement circuits, maybe a bit extra in case something fails - but my hopes aren't exactly sky-high or anything.

I just hope everything doesn't get fried mid-launch. I might be able to do a controlled crash - but there's almost no large bodies of water here, so it'd be.... difficult to recover, to say the least.

Log 9: (Take-Off)

Captain's log, entry 9.

Finally, after all these years.... I've built my escape vessel.

It's been at least, what, 5 years now? 6? With nobody to help or even talk to except my broken ship AI, and he's not exactly the conversational type. I don't even know how I've survived this long, but at this point... I don't care anymore. I just want to leave.

And now, I'm finally able to do just that... I can finally just... leave. I've lost so much - my leg, my sanity, probably some internal bits... but now, I can just leave it all behind. I can just.... look up to the sky, and know that I'll be able to reach it.

So, I've prepared everything for launch. I've packed some provisions, spare gear, this log, and some spare materials I sourced from this planet. I think I've got everything now. Let's hope it goes well.

I won't make another log until I escape this rock, or die trying. Wish me good luck, I'm going to need it.

Log 10: (Escape)
Captain's Log, final entry.

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

I managed to make it into space, finally escaping this stupid jungle. But... it ended there.

I wasn't able to make it past low orbit.

I almost got there, but it just... didn't work. The circuits got fried, and I doubt I'll be able to fix it - especially since I used the best materials available here to make them.

I guess I'm just... doomed to stay here. Wasting away until a rescue ship arrives, or until I die. I highly doubt anyone would venture this far out, though. There's just... nothing here.

I still don't know why my ship chose this planet out of all of them, but I doubt I'll ever find out.

I suppose this is goodbye, then. To whoever is reading this: If you haven't brought some good circuits with you (or don't know how to make some decent ones), you'll be doomed like I am.

Unless you have a long-range contact beacon or something, I doubt we'll ever escape this place.

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