

(out "fact")
 [4 Cyrogenic Chamber] low, low. i { } push btn - enter door (or N)
 => [Cyrogenic Chamber Rm] me = "pioneer 612" - bath E, door N, glass door, clutter, Berth, blinking red light. x chambers (all broken/bashed)
 e => [Bathroom] shower. (locks, mirror, basin) lockers { uniforms (shower doesn't work) }
 (shower doesn't work) ^{2 over high} take uniform wear it = ~~take~~ x mirror - W.
 N => [South Corridor] E/W, trash, message ("Avoid the Beast")
 E => [SE Corridor] W/N, refuse, Engine Rm 2 to S. x refuse (note: "Something just went" and it goes the other way...)
 (then Bent to S) N => [E Corridor] N/S, door to Kit W, claw marks
 W => [Kitchen] oven, terminal, refrigerator, cabinets
 x terminal "U.S.G.F Intrepid" (water feature) open fridge (six-legged rat!)
 W => [West Corridor] N/S, ladder (dk D, lit U)
 U => [Level 2] Terminal, N/S both blocked
 (Day 10, 11. (grown on capt's neck?))
 [Clutches of the Beast] (if caught) talk to beast (N/A) 2* (hid) mandibles grows from B's neck lump.
 ((Beast is almost certainly the captain's parasite on neck.))

/// [SW Cor] E/N, garbage, door S to Engine Rm 1
 S => [Mechanical Corridor 1] Inactive terminal, Eng S, tubes, levers, pipes. x gore (blood)
 => [Engine Rm 1] burnt device, draft behind it? (narrow path E, one way)
 e => [Ventilation Duct] e => [Bathroom] (the original one)
 // [NW Corridor] S/E, uncluttered, free in blood?
 e => [N Corridor] W/E, stairs U/D, plaque, party x plaque [Ship Bridge: Up Cargo Hold: Down]
 x party (The Serenity, the Normandy, and the Intrepid) in to Alpha Centauri Six
 U => [Conference Rm] bridge door N, table, chairs, party, cracked window W.
 x party: KATSUSHIKA HOKUSAI "The Wave", c. 1830 - bridge door is locked. - windows can't be broken.

// d => [Cargo Bay] cargo hold door, terminal, bull dozer, broken fork lift, control panel.
 looking dark N.
 (Days 22 to 28. (hid keycard above a room plaque)
 x debris (Gas Tanks salvaged, combine it with a lighter)
 x panel (broken, but any controls for door on the Bridge)
 x lift. x compartment. (battery pack) take pack.

(theory - Boat not fogged until one enters St. Louis)
 (enters to Birth is fatal - y sleep & are devoured)

- // [NB Corridor] S/W, nothing carcass. (half-mummy, half-guard) god light
- // (no keycard at E Corridor)
- // D at W Cor → [Underwell] debris
- // (no keycard at SW Cor)
- // (no keycard at Conf rm) // (no keycard at N Cor)

S → [Mech Cor 2] terminal (Day 1) Co-Post Marquet de Pistix
 S → [Engine Rm 2] broken drive, another duct?
 W → [Ventilator duct] W → [Bathroom] again

ARC4 x plaque @ E Cor → fuel a keycard
 [Ship's Bridge] console, terminal, control board, W Cascheta, window
 (Day 17, 20)

