

about. credits

[Cold Place] x me (can barely feel) x right (Klebanov, punch). i.

[Cryotube 451] cradle, equipment, panel, lever, door SB
x panel (EMERG. EVAC) pull lever. sb.

[Upper Catwalk] cryotubes 453 + 449 also here; walkway F + A

x 453 (Den Friebe) at turn 12 (battery power 70%; shutty d Mechanical Subsystem)
x 449 (Seamus McDough)

fore [Fore Catwalk] Kiosk, tubes in high 300s. x kiosk (498 colonists are still frozen)
x 399 (Jason Baziant) x 398 (Alexia Roy)

S, S → [Aft Catwalk] tubes, 500 is sb, both + scrapes, catwalk turns Port, panel is shut door.
x 500 (Paul J. Furio) ~~take~~ panel pull handle. { oxygen tank, prybar, heat pack, flashlight }

~~take~~ take all from panel. (at more 35: power 60%; Nav shut down)
x cryotubes (459 to 500) w → SPDR-13 aka Spider, a droid, saves you from electrical cable.

[Aft Access Corridor] measure door S, sign, passage Port is blocked.
sign (Port Cryotube Catwalk + Starboard Cryotube Catwalk)

x debris. search debris (hose) open door. s. [Cryochamber Gangway] ~~plate~~, transloc floor.
Spider, fix plate [F S; aft hor opus] s. [Mid-deck] letter V + D, airlock SB, cargo elev Port,
open hor aft. s [Cryogenic Coolant Storage] tanks, paper, puddles. //

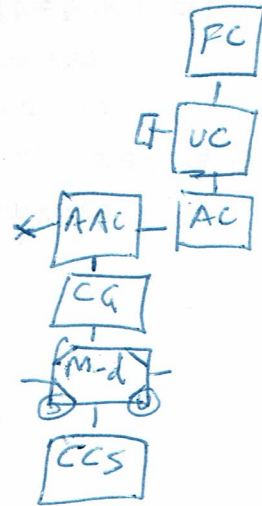
u → cut go up letter E hose x tank. (take is torn)
drop hose - u. [Upper Deck] ceiling panels, puddles, exits F, SB, A, D, elev Port.

S [Control Room] computer, displays, paper
x paper (Computer, Display Help Screen to see voice options)
ask spider about generators (aft of Cargo Bay)

SPLASHDOWN

by Paul J. Furio .25

7



Computer display help screen

DISPLAY (SYSTEM) SCREEN / PLAYBACK (magid)

ACTIVATE (SYSTEM) / DEACTIVATE (system)

TRANSMIT (magid) on (frequency)

SET (system) priority to (number)

LAUNCH BEACON (n) / RELEASE COUPLINGS

ENGAGE COUPLINGS / SET COURSE FOR (destination)

Screens: status/power/nav/cryo/comn/mech

display status

Battery: 43%

Fusion Generators: Inactive

New System: 6 warnings

Cryo: 498 colonists stable

Comm: 6 messages received

Mech: offline

playback 1 (499 colonists onboard, SET COURSE FOR AYRIA PRIME 6, ENGAGE ENGINES)

playback 2 (voice recognition failure Report 'Display Help' for assistance)

playback msg 2 (ADJUST OXYGEN SUPPLY TO MAIN THRUSTERS -0.2%)

msg 3: main comm freq changed to 913.2MHz to avoid conflict w Ayria Prime 6 phos-carrier link. Incomplete message

msg 4: DELAYED ENTRY (priority new entry time)

msg 5: TIME DELAYED by 00:05, BEACON LAUNCH CAUTION (sic)

msg 6: LAND ENTRY begun; BALLAST PUMPING completed. (power at 40%, move 8S, Comm shutdown)

status 1: Inertial on. Thrust on. Ayria Prime 6 Speeded

power

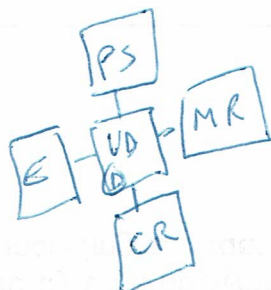
39% - 1179 kWh stored
Generators: Inactive

Priority Queue

- 1: 6:0 Power-on-line
- 2: 5:0 cryo-on
- 3: 1:0 comm-off
- 4: 1:0 nav-off
- 5: 3:0 mech-off

mech

Pumps: Supplies On
Elev: On
Cryochamber Cooling: halted; Geyser
Ballast Tanks: Flooded
Hardy Beam: Retracted



Wear helmet

[Drover Bay] (as Spider) latch D, F to outside (drop umbilical)

n [Aft Cryobay] (squirrel above)

n [Mid Cryobay] (fronts; squirrel closes it)

put pack in case (hose records)

- use E to get hunk to UP

connect hose to gen + hose + blue (Spider umbilical)

[Fore Cryobay] Thrust, partially damaged.

i. x harness. turn it off. n. n. n [Understr]
turn on harness [Part Beacon Nozzle] Beacon are covered by bulkhead. Antenna is for [Stubborn Beacon Nozzle] - beacon okay, but antenna at high straight antenna to beacon, but antenna drops

[Lower Deck] ladder U, hatch F, arch A, elev P, post spray block aft door.

turn on heat pads (too hot to hold.)

plug hatch & prybar (Spider says fusion cores glow blue)

N [Cryo Pumping Rm] faucet (open) close it.

S.S. [Access] turn on flashlight [Cargo Bay Platform] flooded. sting D into water, pipes above

x pipes (spigot - for 'engine coolant') - tentacle in water! (Squid)

// N of Upper Deck → [Pumping Stn] four spigots (red, green, blue, yellow diagram)
x diagram (red is for oxygen supply; blue + yellow for launchpad water + fuel supply;
green for cryogenic ballast tanks)

// E of UD → [Maintenance Rm] hatch above head, helmet on cable, slots in wall
x helmet (External Robot Control) wear it (need main generator)

// S → [Engine Rm] generator, tanks of propellant & deuterium
x generator (switch //) turn it on. [+4]

computer, launch beam 2
computer, release coupling (Cryochamber shifts position)
after ballast

connect hose to red (oxygen)
& green (ballast)

disconnect hose from green
- acts like a
connecting it!

Ballast Tanks pressurization
complete.

50 more min.
[win!]
