

# Arc 4 Seq 3 | Mini-Game

## Location 1 | Crew Quarters Access Corridor

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A corridor deep in the crew quarters wing has gone completely dark. Three doors branch off from it — **Left**, **Right**, and **Center** — but none respond. The only hint of life is a faint glow leaking from the crack under the **Left** door.

The Player arrives to find:

- Total darkness
- All three doors unpowered
- Hall-side terminals dead
- The **Left** room visibly lit from within
- A single industrial battery sitting in the corridor

### Dialogue:

“**Commander** *(reacting)* “I’m not seeing any power in that whole section. Everything’s dark except... that one room up ahead. Must be running on some kind of local supply. I don’t have any remote control over it.” **Commander** *(reacting)* “Try restoring hall power. See what wakes up.”

### Actions:

- Player plugs the industrial battery into the corridor power socket.

### Dialogue:

“**Commander** *(reacting)* “Hallway’s online. Good. Door controls should respond now.”  
**Commander** *(reacting)* “Right door looks clear. Left door... locked? That’s a personal lockout. Someone didn’t want company.”

### Actions:

- Player opens the **Right** door and enters the unpowered gamer cave.

Inside, the Player finds:

- A fully decked-out RGB gaming setup
- All equipment dark
- A sticky note with the password "**gamerfuel**"

### Dialogue:

“ **Commander** (*uneasy*) “Careful going in there. With the power out, I can’t see what’s inside.”

### Actions:

- Player returns to the hall, uses the hall-side terminal, enters "**gamerfuel**", and unlocks the **Left** door.
- Player enters the lit weed grow room.

Inside, the Player finds:

- A modern battery powering a tiny, improvised grow setup
- A routing panel connected to the battery

### Dialogue:

“ **Commander** (*reacting*) “Password accepted. That’s... an odd choice.”  
**Commander** (*reacting*) “Still no visuals in there. Proceed carefully.”

### Actions:

- Player uses the routing panel to reroute the battery from "**Weed Grow**" to "**Access Room Power.**"
- Grow lights shut off.

### Dialogue:

“ **Commander** (*reacting*) “Power just shifted. Access room is coming online.”  
**Commander** (*reacting*) “Servo room door should open now.”

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## Option A | Gamer Cave Power-Up

- Player reroutes the battery to “**Gamer Cave**” instead before mission complete.

This causes (for the player only):

- RGB strips to flicker on
- PC to hum awake
- Keyboard to light up

### Dialogue (optional):

“ **Commander** (*reacting*) “I’m not seeing power to the access room. Whatever you just did, it’s not helping. Reroute it back.”

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## Option B | Don’t Let It Die

- Player may return to the weed grow room and reroute the battery back to “**Weed Grow.**”
- Lamps hum back to life.

### Actions:

- Player opens the **Center** door and enters the now-powered access room.
- As the Player approaches the inner door, powered or not, the trapped person suddenly pounds on it — a jump scare to alert the Player to their presence.
- Player uses access room controls to open the servo control room.
- Player enters and extracts the trapped crew member.

### Dialogue:

“ **Commander** (*relieved but focused*) “I’m picking up movement. If you’ve got someone with you, send them to Med-Bay so they can get checked out.”

**Survivor** (*catching their breath*) “Seriously... thank you. I thought everyone had forgotten about me. But I’m good — I can make it to Med-Bay on my own. If there are others out there, they’ll need you more than I do.”

**Commander** (*steady*) "Good. I'll mark the corridor as cleared. Good work, lets keep it going."

## Location 2 | Hydroponics

A nutrient-slurry vat ruptured during the explosion, flooding the greenhouse floor. When the emergency bulkheads slammed shut to contain the spill, they sheared through a power cable that had been lazily routed through the doorway. The severed cable is now shorting into the slurry, electrifying the entire lower level.

The trapped crew member made it onto an overhead catwalk. They cannot descend because:

- the floor is electrified
- the pumps are offline
- the bulkhead will not open until the water level drops
- all controls are **outside** the compartment or submerged

The Player arrives to find:

- Bulkhead locked
- Scorch marks along the door seam
- External terminal warnings:
  - "ELECTRICAL FAULT - PUMPS DISABLED"
  - "FLOOD DEPTH: 1.6m"

### Dialogue:

“**Commander** (*reacting*) "Hydroponics is showing a room-wide electrical fault. That's... unusual. **Commander** (*reacting*) "Pumps are offline. Bulkhead's locked due to flooding. I can't see anything past that."”

### Actions:

- Cuts power locally at the corridor-side breaker panel.

### Dialogue:

**Commander** *(reacting)* "Fault just cleared. Good sign. Pumps still aren't drawing, though."  
**Commander** *(reacting)* "You might need to direct power directly to the pumps and then override, just make sure no one is in the water when you do that."

**Actions:**

- Forces power to the emergency pumps.

**Dialogue:**

“**Commander** *(reacting)* "I'm seeing pump power coming back. That's you, right?"  
**Commander** *(reacting)* "Okay... pumps are spinning up. Water level's starting to drop."

**Actions:**

- Activates pumps from the external terminal.

**Dialogue:**

“**Commander** *(reacting)* "Water level's falling. Bulkhead interlock should clear once it's below threshold."  
**Commander** *(reacting)* "Hold on... almost there... and—yeah. Interlock just disengaged."

**Actions:**

- Restores power to the greenhouse.

**Dialogue:**

“**Commander** *(reacting)* "Greenhouse power restored. Door should cycle for you now."  
**Commander** *(reacting)* "Still no visual on the survivor, but life-signs are faint. Get in there."

**Actions:**

- Player enters and extracts the survivor

### Dialogue:

“ **Commander** (*reacting*) “You've got them. Marking Hydroponics as cleared. Good work.” **Commander** (*reacting*) “Hold on... I'm getting a fire flag in the storage room off the hangar wing. Looks recent. Head that way.”

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## Location 3 | Hydroponics Supply Storage

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As the Player moves, the Commander gives calm, procedural advice — the kind someone gives because they think they're helping.

### Dialogue:

“ **Commander** (*reacting*) “If that compartment's hot, don't crack the door. Backdraft can blow straight into the corridor. Standard procedure is vent first, then access.”

The Player arrives at the **hydroponics supply storage room**:

- Bulkhead sealed
- Standard compartment door
- Through the small window: nutrient barrels, crates, a collapsed shelving unit, and one pinned worker

### Dialogue:

“ **Commander** (*steady, matter-of-fact*) “Be careful with that compartment. If there's a flame front in there and it pops, it'll over-pressurize the whole sector. Venting first keeps the blast from coming back through the corridor.”

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## Option A | Player trusts their own readings

- Player opens the door instead of venting.
- Inside:
  - Fallen shelving
  - Spilled nutrient mix
  - One worker pinned
  - Another trying to help
  - Both alive

#### Actions:

- Player calls the medic.

#### Dialogue:

“ **Medic** “Don’t touch them. I’m on my way.”

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## Option B | Player obeys the Commander

- Player vents the compartment.
- The atmosphere blows out violently.
- Once pressure equalizes, the door cycles open.
- The Player enters the storage room.

#### Inside:

- The collapsed shelving
- Spilled nutrient mix
- The worker lying motionless beneath the debris

#### Actions:

- Player approaches the worker.
- Player checks for a life signs.

#### Dialogue:

“ **Commander** (*steady, assuming*) “Alright... looks like they didn’t make it. Fire must’ve taken them before you got there.”

(*small pause*)

**Commander** (*puzzled but brushing past it*) “Strange. I’m not seeing any overt tissue damage on my end, but... whatever. Mark it cleared and head back to Command.”

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**Actions:**

- Player returns to Command.

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## Branch A | Chose Option A

- No change

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## Branch B | Chose Option B

- The Commander is running manual diagnostics, rattled.

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**Dialogue:**

“ **Commander** “That’s enough for one cycle. Get some rack time.”

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