

FADE IN:

LEVEL 4 - "ENTER THE MAINTENANCE SHAFTS"

INT. MAINTENANCE SHAFT

Crewmate #42 slips through the fan blades as they come to a stop. Beyond the blades is a tight shaft leading to below the spacecraft's interior.

Red emergency lights blink in the distance.

SMASHING metal echoes throughout the shaft.

A crackling sound comes from a speaker in an adjacent wall.

STELA

Hello? Hello, Crewmate 42? Is this thing working?

The crackling cuts out before quickly coming back on.

STELA (CONT'D)

I am receiving reports that the maintenance speaker-system is active, so I'll presume you can hear my wonderful voice.

STELA (CONT'D)

Anyway, 42, I wanted to warn you that my control over the maintenance machinery is cut off. More issues on this ship, I suppose. I won't be able to turn any of it off, so be very careful, that stuff can probably kill you.

Crewmate #42 drifts through the maintenance spaces, turning off scrap compactors and fan blades.

STELA (CONT'D)

Ooh, I can see you are turning off some of the equipment, nicely done, 42! Keep up whatever it is that you're doing down there.

Crewmate #42 reaches the end of the shaft, passing through another fan that leads them to the next maintenance shaft.

LEVEL 5 - "WASTE COMPACTOR"

INT. MAINTENANCE SHAFT - CONTINUOUS

Crewmate #42 passes through a fan blade to a wider part of the maintenance shafts.

A CRACKLE comes out of an above speaker.

STELA
(joyfully)
Forty-twooooo, you alive down there?

#42 continues forward, narrowly evading heated metallic sheets.

STELA (CONT'D)
You know, even though you're kind
of a bad shot, I really am missing
your company right about now.

#42 makes their way to a larger shaft that leads to an exit. Red-hot metallic sheets fly by #42 as they drift through gaps, floating due to the low gravity after being shot forward.

The speaker CRACKLES some more.

STELA (CONT'D)
Ok, 42, this is getting quite
boring for me. Can you make it back
to the Central Hub already?

S.T.E.L.A continues mumbling from the speakers as #42 focuses on the obstacles up ahead. #42 hides in a few indents throughout the walls, providing a place of safety before evading more of the metal sheets.

STELA (CONT'D)
Oh, ohhh. Somehow our supply
reserve has been opened up, 42. You
may see some sheets of metal flying
your way.....
(distant from the speaker)
That must be why he is taking so
long. Or maybe he is already dead?
Oh dear.

Crewmate #42 hides in a cubby near the end of the shaft. They wait as sheet after sheet of metal fly by, only a few seconds a part. Bright yellow lights come from the left. An exit out of the maintenance shafts. Toward the right, purple emission comes from a dark hallway. #42 evades a few more metal sheets as their curious mind brings them to the unknown purple. A broken down terminal sits in the middle of a cargo room.

LEVEL 8 - "THE TOWER" LAST MAINTENANCE LEVEL AFTER PLAYER RETURNS TO THE MAIN PART OF THE SPACECRAFT FROM PREVIOUS LEVEL 5. AFTER THEY POWER ON ANOTHER GENERATOR, THEY COME TO THIS LEVEL.

INT. MAINTENANCE SHAFT - LATER

Crewmate #42 pulls himself down the main maintenance shaft of the recreational wing. The chamber stretches far down to where there is no light to shine on it. Eventually, a dot of red flickers in the distance.

#42 comes down to the first opening in the shaft's walls, but there is more below but an industrial fan is powered restricting the passage below. *This will be the lore area below that leads to the another powered down terminal, seemingly damaged and abandoned. A switch above the fan, hidden within some pipes, will power it down for the player to proceed.*

Straight ahead in the hallway, two bright red laser beams emit from the ceiling, parallel from one another, horizontally blocking off the path ahead.

As soon as the lasers come together and pass one another, #42 pushes himself forward to pass the lasers, but straight ahead behind metal gates, a tube slowly rotates in the central of much larger corridor.

This tube, or more like a massive pipe, stretches up four stories of catwalks and down below through the floor, unseeable past the bottom of the corridor.

A speaker crackles above #42.

STELA

Uh--What is all that noise down there?

The crackle trails off and #42 floats forward, taking in the rotating pipe from behind the safety of the metal gates. Lasers attached to the pipe braze against the other side of the wall.

STELA (CONT'D)

Oh boy, forty-two. I don't know what is going on but there are systems being activated down there that I have not seen used in a millennia.

Crewmate #42 makes their way under the grates, waiting for the beams to pass before pulling themselves forward into the towering corridor. Above them, the corridor comes to where the maintenance shaft must reconnect to the ground level of the spacecraft.

Before #42 can take in the path ahead, lasers come around as the pipe continues to rotate. #42 pulls themselves toward much smaller piping found around the corridor, and waits behind it as the lasers bounce off them, keeping safe.

They notice gaps and holes in the central rotating pipe, and as the section of lasers pass by, they make way for it.

Upon reaching the interior of the pipe, they find that it is double layered and nothing rotates from within, but there are obstacles like fans and lasers blocking them from ascending straight up the tube.

Crewmate #42 floats up to the fans, and traces the wiring along the edge of the tube. It goes outside to a lever, forcing #42 to race against the lasers that will rotate with the pipe as they reach the lever above and power down the fans.

As they make their way through the fans, S.T.E.L.A crackles on a nearby speaker.

STELA (CONT'D)

Whatever is affecting the ship does
not want you getting out of that
shaft alive, 42. Please, please, be
cautious.

Crewmate #42 continues weaving in and out of the tube, making it up the next few levels of catwalks and close to the top of the corridor, passing more obstacles and lasers. They reach the top of the tube, and light from the HUB emits from an opening above airlock interspace between doors.