

# THIS WORLD YOU LIVE IN IS NOT A PLACE FOR PEOPLE LIKE YOU

a solo journaling game  
heavily inspired by Tim  
Hutchings' Thousand  
Year Old Vampire

**FUCK  
ADobe**

“If there were two guys on the moon and one  
killed the other with a rock  
would that be fucked up or what”

an alien signal intercepted by american scientists in 1976

.....

This world you live in is not a Place for People like You is an independent production heavily inspired by, but not affiliated with, Tim Hutchings' "Thousand year old vampire". It was made as a submission for Momatoes' Fuck Adobe jam.



The gorgeous stock photo my submission was inspired by

Distant future. You are a captain of a relatively small trusty space shuttle, traversing the depths of space in the name of the Space Federation, money or whatever else inspires people to explore the galaxy nowadays. During one of your cruises you decide to take a shortcut, going just slightly off-road in hopes of saving a week or two. Unfortunately, the planet you were flying over, a mysterious Earth-like world without an official name, clearly had different plans for you. Something caused a malfunction in your ship. You went down and you went down hard. Last thing you remember before you woke up on the ground was sending a rescue signal in hopes that someone will hear it and save you from whatever awaits you down in this god-forsaken world.

This world you live in is not a place for people like you is a solo journaling game in which you will chronicle the experiences, thoughts and emotional struggles of a space shuttle captain stuck on a mysterious planet full of aliens, bizarre anomalies and a nonzero amount of lovecraftian beings. Be warned, that the game will most likely not have a happy nor satisfying ending. The goal of the game is not to win, but to tell an engaging and hilariously bizarre story about people forced to survive on an unfamiliar planet. It is very possible it won't even be a good story! The prompts range from you discussing the fragility of life to you making out with an inanimate object with a funny face drawn on it. It's dumb. Embrace it! Laugh in the face of the inevitable demise! Show the eldritch gods who's the boss here!

The story you write should take the form of captain logs. Since your shuttle crashed and the access to electricity is limited at the moment, you can only allow yourself one captain log per week. The game loop is simple, the game provides you with a prompt that gives you a vague idea of what happened this week, you fill the gaps in the prompt with your own ideas and then you write it all down from the perspective of your captain, imagining them sitting down with a recording device and a bottle of space whisky at the end of a tiring week and letting loose of all their frustrations.

The captain whom you will play in this game and their crew are represented by three different Traits:

Crew members are all living beings that are loyal to you. All crew members should be named and accompanied by a short description, for example, “Wilson Wilson, my childhood friend and our engineer, british conspiracy theory wacko” or “Dog, a literal dog, doesn’t have a single thought behind her eyes”. As the game progresses some of the crew members may be heavily affected by the mysterious forces that rule the planet you’re visiting, so it may be a good idea to leave some space for further notes next to each name. If a crew member dies or disappears from the camp for a different reason, cross out their name. You may not use the help of crew members whose names were crossed out in the future events.

Resources are all important unusual items that you and your crew have access to. A resource may be anything from your favorite blaster gun to a photo of your family you brought with you on this journey. Write them down similarly to how you wrote down the characters. As the game progresses you may gain some new resources, so make sure to leave enough space to write them down whenever that happens. You may also occasionally use, lose or destroy your resources - if that happens, simply cross out their names. You may not use any of the resources the names of which you crossed out in future events. When writing your captain logs do not limit yourself to only the items that are in your resources - it is safe to assume that you do possess other items, but your resources should hold more narrative and mechanical weight than them.

Camp is the place you and your crew consider your home, until the rescue crew receives your help signal and takes you back to earth. At the start of the game your camp consists only of one building, your crashed spaceship, but as the game progresses you and your crew will definitely build more structures, change the purposes of the ones that already exist and occasionally destroy some of them.

## Lose conditions

If all the structures in your camp get destroyed, your crew is as good as dead. Describe how you all get picked up by predators one by one in the midst of night. Leave the last captain log halfway finished, almost like something found you before you managed to finish the sentence.

If at some point of the game you lose all your resources, feel free to use your crew members whenever a prompt asks for a resource. Describe how you are forced to push them past their limit to achieve your goals.

Similarly, if you run out of crew members and the prompt tells you that one of them dies, lose a resource instead. However, if you lose both all your resources and crew members, you are as good as dead. Describe how you spend the couple of your last days in the camp, starving to death and slowly going insane. Your last captain log should include you saying your goodbyes to the world and looking back on why your story ended the way it did.

Additionally, some prompts may also force you into a lose condition once you encounter them too many times.

## Win conditions

Remember that rescue signal you managed to send before hitting the ground? It will take 15 weeks for it to reach the nearest living being with access to a space shuttle. After writing 15 captain logs, roll a d20 before rolling for a prompt. Upon rolling a 20, a space shuttle arrives and rescues you from the planet. Record your one last captain log and express how being saved makes you feel, what are your plans for the future and how you feel about those of your crew members, who were not as lucky as you.

## Character creation

First, think of the reason why your character and their crew are traversing the space in the first place. Are you followers of space Jesus going on a pilgrimage? Members of the Space Federation on your way to colonize a planet or two? Based on that choice, think of who would travel with you as a part of your crew and what items you would always keep close and then write down 3 crew members and 3 resources. Remember, those are not the only people and items that were on your ship, they are just the only ones that survived the crash. Finally, add your crashed space shuttle as the first structure in your camp.

## Playing the game

Your first captain log should be something you recorded right after the crash. Describe what items you managed to recover from the wreckage of your ship and how you feel about those of your crew members who were (un)fortunate enough to survive the crash with you.

After that, roll 2d6. Multiply the first roll by 10 and add it to the second roll - that is the number of your prompt. For example, if I rolled 2 and 3, my prompt would be 23. 4 and 5 = 45, 1 and 6 = 16 and so on. When writing the next captain log remember to change your Traits as instructed. You will notice that Prompts have second, third and sometimes even further entries. These are encountered the second and third times you land on a Prompt. If you land on a Prompt and have already responded to all the entries, move along to the next Prompt.

Your clocks inform you that a week of time has passed since you went to sleep yesterday. Cross out one resource. Neither you nor anyone from your crew has any memories of what happened in said week. Are the clocks at fault here? Do you suspect anyone in the crew of lying? How does that event impact everyone emotionally? Are you happy that you are seven days closer to the rescue crew coming, or terrified of the bizarre anomaly you just experienced?

Scraps of memories of the skipped days start coming back to you, but no one else in the camp. The actions of which crew member terrified you the most? What did they do, according to the memories you recovered? How does that tie in with the lost resource? Do you tell anyone about it?

As you wake up, you realize your calendar tells you you've only been on the planet for one day. Your wait for the rescue crew starts anew. In despair, one of your crew members leaves the camp, never to be seen again. Cross their name out. How does the anomaly affect you? Is there a part of you that has also given up all hope, like that crew member did?

One of your resources mysteriously disappeared overnight, cross it out. Only half of the camp seems to remember it even existed in the first place. Did you keep your memories? How does the loss of memories affect the crew? Do you accuse the people who lost their memories of lying and stealing the resource themselves?

One of your crew members disappears overnight, cross their name out. Only half of the camp seem to remember they even existed in the first place. Did you keep your memories? How do people who lost their memories fill the hole left in them? Does this event in any way change the feelings of people who threw accusations around when a resource disappeared in the same way?

One of the structures in your camp disappears mysteriously. No one remembers that it even existed in the first place. The only reason you realize it is the fact that you mentioned it in one of your past captain logs. Do you notify your crew of what happened? How do you feel about all the sudden disappearances? Are you scared you may also disappear just like that one day?

# 13

Each night for the entire week you and your crew sit together by the fire and talk about the past. Are the stories you share heartwarming or sorrowful? What shakes the crew the most? What story do you share?

Sharing stories by the campfire became a daily occurrence in your camp. No matter how scary the everyday life on this planet is, you do not give up, knowing that your crew has your back. If one of the next 3 prompts you encounter tells you that one of your crew members dies, ignore it and describe how the rest of the crew saves them from death instead.

A very serious argument breaks out during one of the recent story sharing sessions. You do not meet by the campfire to talk about the past again. Your crew is reluctant to continue working together again. You can't no longer save someone from death thanks to the prompt described above.

# 14

One of your crew members reveals to you in secret that they are not a human, but a highly advanced android. During your crash landing they received a serious injury and they can no longer postpone fixing it. Cross out one resource you used to fix the android. Do you keep the information about their nature to yourself? For how many years have you worked with this crew member before this reveal? Are you happy that they found you trustworthy enough to share this secret or hurt, that it took them this long to do so?

The android crew member starts coming to you to share stories and their thoughts about what's happening in the camp. For the first time ever since you met, they finally open to you, happy that you didn't push them away due to their origin. They give you one resource that means a lot to them as a gift for your friendship.

Someone in the camp finds out about the android's secret and makes a scene out of it, forcing you to choose between them and the robot. Who do you choose to stay and where does the other person go? How did that crew member find out in the first place? Cross out the name of at least one crew member. If the android already died by the time you got to this prompt, this may be any major argument between two other crew members.

# 15

While exploring the area near your camp, you discover a species that is very reminiscent to one you know from Earth, with some unusual features. Roll 1d6. On 1-2 they are frightened of you, on 3-4 they are indifferent, on 5-6 they are suspiciously friendly, almost as if they recognize you. What theories about the origin of these creatures are told in the camp? Do you plan on exploiting the creatures in any way?

One of your crew members followed the creatures back to their nest and found what looked like ancient human skeletons clad in beautiful robes in there. Do you go there to search the nest yourself? Do you share the information with the crew? What are your theories as to the origin of the dead humans?

The mysterious creatures start bringing in offerings for your crew. Gain one unsettling resource that you were gifted by them. Does it change the way you treat the creatures? Does your crew want to exploit them further?

Everyone's appearance changes ever so slightly overnight. They are still recognizable, but looking at their faces causes you to feel deep unease. How did your appearance change? What do you think may have caused the change to happen?

When you wake up at the start of this week you realize the appearance of everyone in your crew changed to the appearance of someone else in your crew. Who do you look like now? Who from your crew looks like you? How do you feel talking to them, staring into your own eyes as you shout orders? How does it feel being in a body that feels so alien? Have you ever experienced a similar feeling before?

The appearance of everyone in your crew changes constantly now. You never know who you're talking to, as their face features shift so fast, that they become an entirely different person whenever you blink. How do you recognize each other now? How do you feel about your new ever-changing form? How does your crew feel about what's happening to them?

Meteors fall from the atmosphere somewhere near the camp. The person who is sent by you to explore the crater only finds an unusual small trinket with no other traces of something hitting the ground. Add it to your resources. What connection to the item do you feel? What mysterious force makes you keep it as a resource? How do you feel about the fact that your crew member is reluctant to give it away?

One of the crew members runs away or dies due to your actions. What did they do to you or your trinket to deserve this fate? Do you feel bad about what you did? What do you tell the rest of your crew when they start asking questions? What does your trinket tell you about them when you're alone?

You lost your trinket. Cross out one resource, as you go through the entire camp, destroying everything in your way, as you're looking for your valued possession. Who took it? Did you end up finding it? How does your crew feel about your actions? You may cross out the resource.

Walking through the camp at night, you can hear one of your crew members mumbling to themselves, thinking they are alone. What do they say that causes you to feel uneasy? Do you make your presence known or go back to bed, pretending you didn't hear anything?

Walking through the camp a few days later, you encounter said crew member again, counting down to something. What happens when they reach zero? Lose one crew member, resource or building in the camp as a result of their terrifying actions. What do you do with them afterwards?

As you sit down to write a log of a completely uneventful week, you catch yourself mumbling to yourself, just like the crew member you encountered all those days ago. What do you say, that causes you to feel uneasy? Does anyone hear you?

One of your crew members comes to you claiming they found a plant that seems safe to eat. Add a structure focused on growing said plant in your camp. How does it taste? What meal from the past does it remind you of?

The plant grows way faster and produces way more food than you could have ever expected. Where do you put all your food to keep it safe from decomposing? Add a resource that somewhat relates to this situation to your resources.

You wake up to find out one of your crew members died, a side-effect of eating the plant for a long period of time, as you found out after examining the body closely. One of your remaining crew members does not wait for your orders, as they burn down the structure meant for growing the plants. What side effects of consuming the plants do you feel? What will you and your crew eat now?

A mysterious growth appears on the body of someone from your crew. How does the growth look like and what body part is it on? Do you try to keep the crew member away from the rest of the crew? How do they feel about their companion's condition?

The growth expands, taking over more and more of your crew member's body. They seem to be in pain, but take the situation pretty well. How does the rest of the crew react? What measures do you take to make sure they don't go sick as well? Do you consider killing the crew member with the growth? How does that thought make you feel?

The crew member's body gets rapidly overtaken by the growth in one night. They can't move nor talk and you have no way of knowing if they are still alive. Do you decide to end their misery? Or do you hope that when the rescue crew comes, they will find a way to remove the growth? Either way, cross out the name of the crew member from your crew, as they are unable to take any actions.

The growth spreads to another person in your group. You watch them go through the same process as the last crew member you lost to this prompt. Does seeing someone suffer the exact same fate again knowing you can't do anything to help feel worse or no different than it did for the first time? How do you keep yourself from also catching the growth? Cross out one crew member.

You could not escape the growth. No one in the camp could. Describe how the growth overtakes your body and how you don't think you will be able to record another captain log. What do you do in your last moments? Do you end your own suffering or lie down hoping that the rescue crew will find a cure for the growth? The game ends here.

You notice that whenever you're alone, you can see a weird humanoid creature in the distance that looks suspiciously similar to one of your crew members. How do they react when you call for them? Do you tell your crew what you saw? Has the crew member the creature reminded you of acted suspicious lately?

Something leads to you becoming even more suspicious of that crew member. What have they done? Do you share your feelings with everyone else? Do you still see the weird creature in the distance? Has anyone else in the camp reported seeing it?

The creature with the face and voice of one of your crew members walks into the camp, claiming to be them. Do you trust the creature or the original? Do you kill or banish neither of them? Add or cross out crew members accordingly.

The temperature on the planet changes suddenly. How do you keep yourself and your crew members comfortable? What may be the cause of this sudden change? Add one structure to the camp or resource accordingly.

The sudden changes in weather continue, causing horrible damage to your crew and camp. What exactly happens? How did you manage to survive? Cross out one structure or crew member accordingly. Create one resource that will help in avoiding similar tragedies in the future.

One of your crew members dies suddenly in the middle of the camp leaving everyone around them equal parts confused and terrified. What leads you to believe that the death may have been caused by something supernatural? How does the cause of death relate to the sudden changes in the weather? Do you feel like there is a conscious being that controls all that happens on the planet?

# B1

A crew member reports that they felt sick throughout the whole week. Right before you sit down to record your captain log, they vomit on the ground and a small, mysterious creature comes out of their mouth. How does the camp react as it runs out into the dark of night? How much of it did you see before it did so?

You investigate the case of that crew member closely. What do you think caused the bizarre event? Do you think it may happen again? Where do you think the creature may have gone after being born? Add one resource that served as a major clue in the investigation.

The creature comes back in the middle of the night, way bigger than it was all these days ago. They damage one structure in the camp and kidnap one crew member. Cross them out from your Traits. What do you think was the creature's goal? What does the crew member scream as they're taken further and further away from the camp?

Looking around the camp you find a small item from an historical era long gone. Add it to your resources. How do you think it arrived on this planet so far away from earth? Does it look new or old? Do you suspect any of your crew members of bringing it along?

Exploring the area near your camp you find a giant structure that also reminds you of Earth's history, feeling completely out of place in relation to the area surrounding it, like a viking boat in the desert or a skyscraper in a rainforest. Do you get closer to explore it or only admire it from afar?

Turns out inanimate objects and structures are not the only things from the past that are on this planet. A giant carnivore from a time before humans walked the earth attacks your camp, destroying one structure. Do you recognize the creature? Does anyone from your crew? How does it make you feel to see an extinct predator in the wild like that?

A new person joined your crew this week. No one noticed it. Deep down you feel like something is wrong, but even your past captain logs include said new crew member. Add one mysterious person to your crew and change the name in two of your past captain logs to include them.

For some reason, it becomes harder for you to feed everyone in the camp. What do you suspect may be the cause of that? Do you suspect anyone of stealing food? Add a new structure or resource that will help you to make sure everyone is being properly fed.

A crew member disappears suddenly, taking two of your resources with them. Cross them out from your traits. What may have been the reason for the sudden disappearance? Do you try to look for them?

Cross out one resource that was lost due to misuse by you or another crew member

As you listen back to your past captain logs, you notice one that you don't remember recording. Add a captain log recorded from the perspective of someone or something watching your camp from afar, hidden in the shadows. What embarrassing secrets do they uncover? What horrible things do your crew members say when they think no one is listening? Who do you think recorded this captain log?

Two of your past captain logs suddenly disappear. You ask your crew if they know what happened to them, but they don't have any answers. More than that, they don't even really remember what happened during the weeks the logs were chronicling. Neither do you. Lose any resources that you gained in the logs you lost.

Your entire crew seems to grieve about a person who you never knew existed. What is the name of that person? What role did they fulfill in your camp? Do you blame them for making that person up or yourself, for falling victim to another of this planet's memory manipulating anomalies?

You lose all of the memories you had. All knowledge that you now possess is limited to what you recorded in your previous captain logs. Do you tell anyone in your crew about what happened? What do you think of your crew members, not remembering any of your past adventures together?

Everyone in the camp awakes at the same time, speaking of horrible visions of the future they saw in their dreams. You have not seen any visions whatsoever. Do you admit it to the crew or make something up hoping they don't notice? Which one of their visions terrifies you the most? What do they say about your future?

One of their visions came true this week. What happened and how did it affect everyone emotionally? Are you scared what other of their visions may come true? Cross out one camp structure, crew member or resource.

Your crew members destroy one resource claiming that it would bring them misfortune in the future. Do you agree with them, considering that their visions came true in the past? Cross out one resource.

Your crew members report that a dangerous looking creature has been watching them from the shadows, getting closer and closer with each day. How do you imagine the creature from their chaotic descriptions? How do you prepare for its inevitable attack? Add one resource or structure to the camp.

The beast strikes, tearing through your defences as if they were made out of paper, harms one of your crew members and kills another. Cross out the resource or structure that failed to protect you and the lost crew member. You managed to strike at the beast before it ran away. Does the trail of blood it left behind tempt you to follow it and finish the deed? Are any of your crew members eager to get revenge?

The crew member that was harmed by the beast and survived has suddenly fallen ill. As you examine the wound they received from the monster, you see some mysterious shapes moving under their skin, reminding you of worms and snakes. Do you attempt to get them out? Do you succeed? Do you end their suffering? Either way, cross them out from their crew, as they are way too weak to continue helping you.

# 41

One of your crew members wanted to explore a certain area near your camp, but they were stopped by a powerful predator that considers said area its home. Cross out one resource that was lost when you had to run away from the monster. What does the creature look like and what traits do allow it to live comfortably in the place it does? Is there any way for you to kill the predator or get past the area it protects without alarming it?

What methods have you found to make exploring and traveling this planet safer and easier? What are some beautiful locations you found whilst using this method? Can locations like that exist naturally on Earth? Create one appropriate resource or camp structure.

One of your crew members suffers a horrible accident whilst exploring a nearby area. You can either cross out one resource and save them, or not use any resources and let them die. What does the rest of the crew think of your decision?

A group of 2 people comes to your camp seeking shelter. Where did they come from? Were they also in your space shuttle when it crashed, or have they crashed here weeks, months or maybe even years before you did? Add 2 crew members.

Seeking to improve your camp, one of the crew members builds a camp structure that makes your life significantly easier. Add one structure to your camp.

A major argument breaks out in the camp. It ends in a brutal fist fight leaving one of your crew members bloodied and too injured to walk. How do you react? Do you enact a punishment on the one who started the fight? Cross out the crew member who lost, as they are too hurt to stand up and can't recover due to the lack of advanced medical equipment.

One of your crew members walked away from the camp and committed suicide when everyone was sleeping. Do not describe the method which they used to end their life and focus on what led them to this state of mind instead. Have they acted strangely as of late? Do you think you may have stopped them, if you paid closer attention to what they said or did in the last week? Who was the closest to that crew member? How do you break the news to the rest of the crew? Cross out one crew member.

Wanting to honor all of those who perished during your time on this planet, you build a structure in your camp. What is its specific purpose? Is it more like a graveyard or a monument? Do you give your crew some sort of speech before revealing what you built? How do they react?

How have you been dealing with all the despair and misery surrounding you? Do you talk to your crew members often? Do you look forward to recording captain logs each week? Are you afraid of death?

A group of seemingly harmless herbivores migrates into the area. Roll 1d6, on 1-3 they are frightened of you, on 4-6 they are indifferent. What part of the creatures' appearance grabs your interest the most? Are you planning on exploiting them in any way?

One of your crew members takes the initiative and builds a new camp structure to keep the animals in. How do the aliens respond to being held in a cage? Are you planning on using them for meat or one of the other products they may make? Cross out one resource that was used in the building process and add one structure to the camp.

You come up with a new idea for how to utilize the animals. What part of your day to day life becomes easier thanks to their help? Do you use them for transportation or to guard the camp? Have you named any of the aliens now that you have gotten closer to them? Write one of them down as either a crew member or a resource, depending on how you feel about them.

You and your crew clash with one of the wild beasts that roam this planet. Is it one of the monsters you already encountered in the past or something entirely new? How does it feel, fighting against something as big and powerful as it? Cross out the name of one crew member who didn't make it out alive.

A crew member you thought has died appears in the camp, unharmed and just as confused as you are. Add them to your crew again. Do you ask them about how dying felt like? How do they feel about coming back to life? Has their death caused them to develop any phobias or other disorders?

You frequently confuse a living crew member with a dead one. For what reason? Do they look alike? Do they have similar mannerisms? How does everyone react whenever you use the wrong name in a conversation?

Draw a smiling face on one of your resources. Nice. Now give it a funny name. Very nice. This resource now officially counts as a crew member. How does the rest of the crew feel about that? Are they jealous of your new super awesome friend? I bet they are.

While listening back to some of your captain logs may paint living and surviving on this wild planet as exciting, you actually spend most of your free time just sitting around and doing nothing in particular. What new hobby have you picked up recently to pass the time? Do you try to get some of your crew members to join you in pursuing it? Create one resource or camp structure related to your new interest.

One of your crew members takes you aside and confesses their romantic interest in you. How do you react? When did they start feeling this way? In the case of your entire crew being dead or you not wanting to date an actual human (which is valid), you may be hearing voices or fall in love with an inanimate object instead.

# 51

You find a mysterious large object hidden somewhere near your camp. Does it look man-made? What draws you to it? Why do you keep its existence a secret from your crew?

The mysterious large object suddenly appears in the middle of the camp. How does your crew react? How do you hide the fact that you found this object before? You may add the object as a camp structure if there is a sensible reason to do so.

You start hearing voices coming from the large object at the centre of your camp. You may, but don't have to, convert it into a crew member or just leave it as is, a regular talking camp structure. What weird things does the voice tell you to do? How does its voice sound?

You reconnect with one of the crew members you haven't talked to in a long time. Why did you stop hanging out together in the first place? Was the conversation pleasant or painfully awkward? What adventure from the past do you suddenly remember?

How do you fool yourself into thinking you're a valuable part of the crew despite the fact you just shout out orders and do nothing all day? Does your crew think you're worthy of being the leader?

One of your crew members organizes a plot to overthrow you and take over the camp. What are their reasons for doing so? Do you agree with them? Cross out one resource that you used to gain the upper hand during combat. Do you punish the traitor in any way? You may, but don't have to, cross out one crew member.

53

You begin a fantastic construction that deeply confuses all of your crew members. Whenever they ask about it, provide only a short, evasive answer. Cross out two resources you used during construction.

Someone or something interrupts you when you're tinkering with your construction. Cross out one crew member or resource. What horrible deeds are you willing to commit to protect your construction?

You've finally finished your construction. What does it do? How do the people around you feel about it? Add one camp structure or resource.

You destroy something in a fit of rage. Cross out one resource or camp structure.

A lost resource reappears in the hands of one of your crew members. What is their excuse for having it? Do you believe in the story they tell you? Add one crossed out resource back to your inventory.

Form a nonsensical plan that will, in your opinion, allow you to go back to Earth. Lose two resources as you attempt and fail to execute it. Good job.

You develop an allergy to something that is very common on this planet. Create a resource that makes the allergy bearable.

Circumstances force you to move your camp. Cross out every existing camp structure and then add a new one, that serves as your home in this new area.

Your crew constructs a lot of buildings that serve the same purpose in the area around your camp. What is their reason for doing that? Are they watchtowers, road stops or hiding spots? Add one structure to your camp.

Whilst searching the area near which you found the disembodied hand, you find an entrance to what looks like an underground shelter with a person inside of it. The person has clearly lost their mind after spending on this planet, but you may add them to your crew.

You find a disembodied human hand that is, to your surprise, still moving around as if it was alive. Write it down as either a new crew member or resource, whatever feels more appropriate. What do your crew members say when you show them the hand?

A monster tenfold larger than any building you saw in your life comes out of nowhere and ravages your camp, without even noticing you, before it vanishes behind the horizon. Cross out two camp structures, a resource and a crew member, all lost due to the actions of this arbitrary, insanely powerful being.

# 61

You find yourself in an incredibly dark place and one of your crew members does everything in their power to help you feel better.

You and one of your crew members make a very manly space pinky promise to look out for each other no matter what. Do you mean what you promised? If you had a choice between saving yourself and saving them, who would you choose?

You suffer a horrible injury that leaves a permanent mark on your body. In an attempt to make you feel better, one of your crew members gives you a resource that's supposed to make your life with the injury easier.

You find the wreckage of another space shuttle, way older and more destroyed than yours. To your surprise, it's filled not with people, but incredibly advanced androids. You may attempt to revive one of them by crossing out two resources. The android possesses almost no memories of what happened to their shuttle and has next to no free will. You may name and add them to your crew members.

The way one of your crew members acts almost makes it seem like they're attuned with this planet, always knowing where to find food and shelter, predicting weather patterns and anomalies long before they happened. What may be the source of their intuition?

You find a dog. Nice. Don't question how it got there. It is now the most important member of your crew. Give it a funny name and protect it with your life.

After spending some time on this planet you start feeling like it's eating away at you, taking small bits and pieces from your being and leaving holes that you don't know how to fill. What parts of your personality, memories or skills do you lose? How does it affect your relationship with the rest of the crew?

The planet is taking no more, instead deciding to fill up the holes it left behind after the last feast. You feel something sinister growing under your skin. How does it affect your personality? Does it change the way your body looks in any way?

You somehow figure out how to communicate with the planet. You can allow it to safely feed on you and in exchange receive whatever you want. You may add one crew member or resource.

Your appearance becomes more and more monstrous with each passing day. You also are starting to realize that the planet is controlling more and more of your personality. Cross out the name of one crew member, whom you killed despite yourself. Even if you meet one of the lose conditions at any point of the game, you will not die and instead become one of the predators roaming this planet.

One of your crew members notifies you of a very important Earth holiday that's coming up. Do you allow yourself and your crew members a break from work to celebrate? Either way, cross out one resource your crew used during festivities, either with or without your approval.

A crew member presents you with a gift. Add one resource that means a lot to them.

You share a gift with one of your crew members. Cross out one resource you think they would like. In case of the lack of crew members, you give your resource to something, or someone, else. In case of the lack of resources, you actually just spend the entire week feeling horrible about not presenting a gift to your friend.

Your entire crew is paralysed with fear as you hear a song you remember from earth playing in the distance, so far away it would take you weeks to reach the source of the sound. Does the melody make you feel nostalgic or terrified? Does the fact that the music still hasn't stopped playing after a full week worry you? The far away noise is now heard in all of your captain logs from this point forward.

The sound of music starts becoming unbearable, leading to frustration in the crew. Cross out one resource that is destroyed due to someone lashing out.

The sound of music leads to insanity. Cross out the name of one crew member that died from the hands of another. Was it you who killed them? Why did they have to die? Did the music order that, or were it the people who we should hold accountable?

The sound of music destroys. Cross out one camp structure that burns down, the sound of flames becoming a sweet release from that horrifying sound that usually fills your ears.

Cross out everything, as you kill and destroy everything and everyone that remains in the camp. Journey towards the sound of music. Embrace the sound of music. Sing along, why don't you? Before revealing what you find, the captain log becomes incomprehensible as the music drowns the sound of your voice. The game ends here.

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A giant bottomless hole in the ground opens up right next to your camp. Cross out one camp structure, crew member or resource, as they fall down the pit. What grabs your interest as you examine its walls? What do you think lies at the bottom, if it even has one?

Strange beings start walking out of the hole at night. You quickly discover they are not only weak and very easy to kill, but their remains are also very useful to your crew. Add one resource created from their remains.

One of your crew members disappears along with one resource. All the evidence suggests they decided to go down the hole. Do you think they will come back? What makes you want to follow them?

You awaken in the middle of the night lying right next to the hole, centimetres away from falling down to your demise. Did you walk here on your own or were you carried by something? How long does it take you to force yourself to go back into the camp instead of climbing down, like you know you want?

You were not strong enough to fight against it anymore. You take all the resources you can carry, prepare a lengthy rope and start climbing down. What horrible things do you see, before the light from the surface stops reaching you? How deep do you get when you realize, you have to abandon the rope and climb on your own the rest of the way? You record your last captain log right after reaching the bottom, trying and failing to understand the things that you find there.