

Coloratura

Format: Interactive Fiction

Playing as a found entity gives every description aboard this research vessel a colorful and musical alien feel in a story that was praised for its unique perspective.

Puzzle hints: *While players are encouraged to possess Mercy here, players also only have 2 turns to “drop me” (or use a similarly viable command) before she’s irreparably damaged. This negative effect is warned after 1 ill-spent turn.*

Subtle impact: *Notice as well the name change to the “Loading Deck” room. Simple changes can have a big effect.*

Loading Deck

Dark clouds above are dissipating, the remnants of a terrible storm. The ocean gusts are overwhelming with both their strength and their overabundance of emotion.

A metallic vesicle is secured at the south end of the deck. The messdeck is to the north, the wet lab is sectioned off to the east, and a set of stairs lead up. Your Cellarium rests here.

>go east

Wet Lab

The Mercy glows as you enter her presence. Her mind still swims with bliss, and her Song is perfectly tuned. "Thank you. I... everything is so beautiful now," she moves her body and picks you up, "I know what you want - to return," you can feel her flesh react where it touches you, "I want to help you, get you back to your home," the flesh now oozes and ashes, "as thanks for the magnificence that you have granted me," her flesh now scalds acidic, but the Mercy continues, "what should I do for you first?"

>possess mercy

The Mercy willingly gives you possession of her body, and you seat your aura within hers. Your puppeting connection causes you to eavesdrop the nerve-scream of the flesh dissolving where she is holding you in her hands. She needs to drop you.

>drop me

You drop from the Mercy as she continues, oblivious, "Listen, I know what to do. We'll use the sub. But first, please, help me fix Ruvid. He's the uh, the Drifter. I heard him, when I was called. He's split. But I saw how we could fix him." You color her mind in agreeable blue to signal accepting the terms. She brightens, then waits patiently, eager to follow you and your every command.

>go west

Loading Deck (Controlling Mercy)

Dark clouds dissipate above, while the wind pushes and pulls everything.

A metallic vesicle is secured at the south end of the deck. The messdeck is to the north, the wet lab is sectioned off to the east, and a set of stairs lead up. Your Cellarium rests here.

You toy with controlling the Mercy's body. Your chords block together as her movements and emotions perfectly follow your direction.