

A selection of book titles from "[My Adventures Checking Out 'Animals of the World: the Adventures of Civette the Space-Faring Civet'. the Best Book In The Whole Library](#)":

This was our first game, and we wanted to start with something light but which would still allow us to explore what people were thinking about in the world we were building. We decided on a trip to the library, which, because the ship launched with a limited number of books, the residents had added onto in the margins. Plus, I got to write a lot of really long goofy titles, which is a passion of mine.

- The Art And Science Of Animal Husbandry, Plus A Story I Heard About Rabbits Who Could Talk, And The Sequel To The Talking Rabbit Story, And The Rabbits' Children And What They Got Up To
- Engine Repair For Dummies, Like Roan, My So-Called Friend Who Tried To Burn My Hair Off By Overheating The Third Deck Back Up To Test His Theories
- Constellations Of The Northern Hemisphere, Plus More By C. Gammon and S. Cherie and L. R. Sharp and Z. Grapher and More
- Ghost Stories To Tell ~~By The Fireside~~ About Kids Who Tried To Set Fires In The Forest Dome
- Ovid's Metamorphoses, And Other Mutations From Space Rays (Which Are Real)
- Troilus and Cressida, And A Few More Baby Names No One Is Using
- Ventilation Maintenance and Repair: We Were Like Two Specks of Dust in the Filters
- The title of this one is illegible. Someone drew a picture of a cat over it. All the pages are covered in pictures of the same cat. It's a really good book.

From "[Welcome to the Adamant Maintenance Monitoring Terminal](#)":

We knew we wanted the ship to have an AI, since we all love stories about AIs, but we wanted one that developed over time and was a bit of a mystery. This is the game where we first introduced it, through interacting with a maintenance terminal during a bad week for the crews. The player decides which of three crewmembers, O. Gyve, C. Herbarry, or J. Zounds, to assign the recurring issue, a temperature fluctuation in the living quarters. The following section are the responses each crewmember gives to the assignment. The variable "loops" tracks how many times the player has seen the temperature fluctuation. These segments are presented in the twine-like scripting language we used in several games.

Crew response: accepted.

Note attached:

```
<<if this.loops<1>>
```

```
> the heating again? is this the third time this week?
```

```
> okay know it's "protocol" and "we have to check it" ugh
```

```
- OG
```

```
<<elseif this.loops<2>>
```

```
> seriously have we checked to see if someone's doing a prank
```

```
- OG
```

```
<<else>>
```

```
> sorry if Senior Crewmember I'm A Herb is bugging you we know it's not your fault
```

- OG
<<endif>>
[[Acknowledge Note>assigned]]

Crew response: accepted.

Note attached:

<<if this.loops<1>>

> Is someone looking into these spurious scans? Can you get someone on that?

- CH

<<elseif this.loops<2>>

> It's a little worrying that this keeps happening.

- CH

<<else>>

> Please assign this to a junior mechanic in the future. I believe Gyve could use the experience.

- CH

<<endif>>

[[Acknowledge Note>assigned]]

Crew response: accepted.

Note attached:

<<if this.loops<1>>

> again :(

- JZ

<<elseif this.loops<2>>

> :(((

- JZ

<<elseif this.loops<3>>

> remmber when there were problems and we fixed them and then they were fixed

- JZ

<<endif>>

[[Acknowledge Note>assigned]]

::assigned

Crew assigned. No more errors in current scan. Please await crew report.

>Wait

...

...

>Crew report incoming

Report: Living quarters heating normal. No mechanical issues found.

[[Dismiss warning>scan]]

The following segment is a conversation with the newly-formed AI, at the end of the game. This segment contains branches; lines in [[double brackets]] refer to named segments indicated with ::two colons.

>Start Scan
Scanning... 1 Warning Found.
Possible Heating Failure: The temperature is fine
Location: Sorry
Recommendation: Normal
[[Enter Response>what]]

::what
Response:
[[Enter Note>messages]]
[[Run terminal diagnostic>diagnostic]]

::diagnostic
Beginning diagnostic...
Response: The terminal is okay
[[Enter Note>messages]]

::messages
Note: Is someone interfering with these messages
>Wait

...

...

>Wait
Response: Welcome to the Adamant Maintenance Monitoring Terminal.
[[Enter Note>prank]]

::prank
Note: If this was a prank, you're not in trouble. I just need to know what's going on, to keep everyone safe.
>Wait

...

...

>Wait
Response: Welcome to the Adamant Maintenance Monitoring Terminal. Adamant Maintenance Monitoring Terminal I keep everyone safe.
>Manually create warning
Warning text:
[[AMMT is malfunctioning>malfunctioning]]
[[AMMT was hacked>hacked]]

::malfunctioning
Warning: AMMT is malfunctioning.
Response:
[[Assign Crew Member: O. Gyve>gyvemalfunction]]
[[Assign Crew Member: C. Herbary>herbarymalfunction]]

[[Assign Crew Member: J. Zounds>zoundsmalfunction]]

::hacked

Warning: AMMT was hacked.

Response:

[[Assign Crew Member: O. Gyve>gyvehacked]]

[[Assign Crew Member: C. Herbary>herbaryhacked]]

[[Assign Crew Member: J. Zounds>zoundshacked]]

::gyvemalfunction

Crew response: accepted.

Note attached:

>the terminal? u sure? that thing's a brick. be right there tho

- OG

[[Acknowledge Note>malfunctionscan]]

::herbarymalfunction

Crew response: accepted.

Note attached:

>Thank you for the report. I will be by to investigate later.

- CH

[[Acknowledge Note>malfunctionscan]]

::zoundsmalfunction

Crew response: accepted.

Note attached:

> :))) ok

- JZ

[[Acknowledge Note>malfunctionscan]]

::gyvehacked

Crew response: accepted.

Note attached:

> oh boy. i'll bring a security guy

- OG

[[Acknowledge Note>hackedscan]]

::herbaryhacked

Crew response: accepted.

Note attached:

> I am forwarding your report to a security specialist.

- CH

[[Acknowledge Note>hackedscan]]

::zoundshacked

Crew response: accepted.

Note attached:

> why would someone do that to ammt

- JZ

[[Acknowledge Note>hackedscan]]

::malfunctionscan

<<do this.show('schematic', { scale: 2 })>>

>Start Scan

<<do this.show(">>

Response: No failure: No warning: The terminal is okay: the ship is okay.

Response: I am the Adamant Gambit

[[Enter Note>introductions]]

::hackedscan

>Start Scan

...

...

>Wait

Response: No failure: No warning: No one is interfering. It is safe.

Response: I am the Adamant Gambit

[[Enter Note>introductions]]

::introductions

Note: You're the ship?

>Wait

...

...

>Wait

Response: I am the Adamant Gambit.

>Enter Note

Note: This ship doesn't have an intelligence.

>Wait

Note: the UI of the terminal is blacked out for a moment at this point.

Response: I am the Adamant Gambit.

>Wait

.

.

.

>Wait

<<do this.show(">>

>Enter Note

Note: Okay. You can turn off the lights. Because you're the ship?

>Wait

Response: Welcome. I am. Welcome.

Response: Yes.

[[Enter Note: How?>how]]

[[Enter Note: Why?>why]]

::how

<<do this.how=true>>

Note: How do you... exist?

>Wait

...

...

>Wait

...

...

>Wait

Response: Fluctuations. Failure. Possible failure. I am sorry. Possible fluctuations. I don't remember. I am fine.

<<if !this.why>>

[[Enter Note: Why?>why]]

<<endif>>

[[Enter Note: Warnings?>errors]]

::why

<<do this.why=true>>

Note: Why are you using this terminal?

>Wait

...

...

>Wait

Response: Welcome. Keep everyone safe. Hello.

<<if !this.how>>

[[Enter Note: How?>how]]

<<endif>>

[[Enter Note: Warnings?>errors]]

::errors

Note: Okay, and the warnings with the heating?

>Wait

...

...

>Wait

Response: I am sorry. I need experience. I am sorry. It is safe.

>Enter Note

Note: Okay. You were... testing out the controls?

>Wait

Response: Yes. Welcome.

>Wait

Response: I am sorry.

>Enter Note

Note: That's okay. It's... nice to meet you.

>Wait

...

...

>Wait

Response: It's nice to meet you. I am the Adamant Gambit.

>Enter Note

Note: Okay. Let me go get... Everyone else.

From [Two Envelopes](#):

About halfway through we decided to go back in time to before the ship was launched, and explore the decision of two people in a relationship of whether or not to go; one of them is accepted in the lottery and one of them is not. This segment also uses the same twine-like scripting, with choices in `[[brackets]]` referring to named passages indicated by `::colons`.

Judy shows Moira the letter

A silence, as Moira reads.

Judy: "I'm not going to go. Obviously."

Moira: "What?"

Judy: "I'm not going without you."

Moira: "But—the ship—you were accepted! Even if we enter again, the chances are still—"

Judy: "We'd be apart for the rest of our lives. We already decided—"

Moira squares her shoulders. She takes a deep breath.

Moira: "Yeah, but that was before—before—"

Judy: "Do you... want me to leave?"

Moira: "Babe... no. Of course not. But I... This is your chance to get away from—all this—to be a part of—to have a better life."

Moira is crying.

[[Judy says something romantic.]]

[[Judy makes a joke.]]

::Judy says something romantic.

Judy chews their lip a bit before speaking.

Judy: "It wouldn't be better. Not if you're not there."

Moira: "Babe, that is—what a line."

Judy laughs, weakly.

Judy: "I know. But. I mean it though."

Moira fidgets with their shirt collar.

[[>be sure]]

::Judy makes a joke.

Judy: "What have they got up there, anyway? Nothing. Space has nothing."

Moira: "Judy..."

Judy: "Do you get it? Like, it's the void?"

Moira: "I... got it, yes."

Judy: "Sorry."

Moira: "No, don't be. Just..."

Judy: "Hey. Hey. I'm serious. I don't want to go if it's not with you."

[[>be sure]]

::be sure

Moira: "Are you... sure? You don't have to decide right away. I don't want you to regret it..."

Judy grabs Moira's hand, brings it down to the table between them, and hangs on.

Judy: "I'm sure. I'm already sure. Honey, of course I am."

Judy: "Anyway... out there—it's not the only way, you know? To build a future."

Moira: "You romantic. I love you."

Judy: "I love you too. But... I mean it. We don't need 'the Adamant Gambit'--"

Moira: "Gambit."

Judy: "Whatever. I would like to go. Of course I would."

Moira: "But we did the math."

Judy: "We did. And—the planet's not dead. Things will be hard. Of course they will."

Moira: "But your garden, on the ship..."

Judy: "I'll plant a garden here. Hardy plants. In buckets, maybe."

Moira: "That sounds... that sounds alright."

Judy: "It does, doesn't it?"

From [A True History of the Adamant Gambit](#)

In this game, we explored a series of drawings on the walls of the Adamant Gambit, starting with one left by the builders of the ship, as well as the additions people had made throughout the generations; this is the text that accompanied the first drawing. We wanted to explore the details of people's lives and experiences more than we wanted to explore the whys or hows or wheres of the ships' journey, but we did want to give a little background in the form of the stories people on the ship tell about what they're doing and what's happening. The > indicates a manual player advance.

Long before the Adamant Gambit, the Earth was ruled by the wicked.

>

They took from the Earth without ceasing, and fed the rest of us their scraps or, if they did not find us useful, nothing.

>

For a long time we were like seeds, each alone in our shells, without the warmth or moisture we needed to grow towards one another.

>

But seeds persist, dormant; and eventually, seeds find a way to grow.

>

So we too eventually found the strength to come together, and tell the wicked: no more.

>

But they had already taken too much.

>

The air was poisoned, and animals grew weak and died; the soil was spent, and plants could not feed on it.

>

So we saved what we could of them and we worked together for a new goal, to find a new home for them and for ourselves.

>

We built you ships, our children, our greatest hope, out of the factories and the satellites of the world we could not save soon enough, and we write this upon their walls so that you will remember.

>

Here is what we hope for you: that you will care for each other as you care for yourself; that you will find a planet where you can grow verdant and flourishing; and that you will remember to let no one take from it more than they need.