



Act III
Scene 1

Inversion

Authors: Pujith Vijayaratnam & Rory Tarnow-Mordi

Tif whistles at the flight controls. In the chair beside her, Wentworth studies his datascreen with jet-black, beady eyes.

“Instruments are detecting something,” he growls. “Below deck.”

Interesting, you think. “Interesting,” you say out loud. “Did you strap the water down properly, Tif?”

She rolls her head over slowly and glares at you.

“All right! I’m going down.” You move toward the corridor, but hesitate – then return to your seat for your light-barrel.

A moment later, you’re sliding down the ladder into the cargo hold. The space is apparently about the size of the bunk room, but once you add in all the hidden compartments, it’s practically half the ship.

The water crates are stacked up in plain sight. You listen intently, but can’t hear anything.

Which is peculiar, because you should be able to hear the engines from here...

“Captain, we have a problem,” says Tif over the radio. Then the lights go off.

You swear and turn your light-barrel onto illuminate mode. Then you notice some odd cards lying on a discarded green cloak behind one of the crates...

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