



THE WALKTHROUGH

CAUTION: SPOILERS AHEAD!! ONLY READ AS FAR AS YOU NEED TO

The Tutorial

- 1) Once you wake up, follow the instructions given to you by DOC:
 - a) Choose any of the options when prompted to speak
 - b) LOOK DOC
 - c) Choose "3"
 - d) TAKE SCREW
 - e) LOOK SCREW
 - f) USE COMPUTER
 - g) Choose "System Status Report"
 - h) Choose a name ("None of These" will generate three more random numbers)
 - i) Go NORTH
 - j) USE COMPUTER
 - k) Choose "Mission Briefing"
 - l) USE COMPUTER
 - m) Choose "Open Door to Charitable Donation"
- 2) Entering the Charitable Donation:
 - a) Go NORTH, then go EAST until you no longer can
 - b) USE COMPUTER
 - c) Choose "Power Status"
 - d) Choose "Yes"
 - e) Choose any of the options

The Loop

!! MAJOR SPOILERS START HERE !!

For the next part of the game you will need to complete as much as you can within the context of each loop, which is 50 turns (or, actions: going NORTH or LOOKing at something, for instance. Navigating a computer terminal's menu, however, will only spend one turn no matter how many things you do within it).

Each time you reset, you lose any physical items you pick up (except the Password Log) and any progress with doors or puzzles. You do, however, keep the knowledge you've picked up along the way and important door passwords will be automatically kept in the Password Log once you obtain it in the Research Lab.

To begin, let's see what you need to do to unlock the game's core puzzle.

- 1) Getting to the Captain's Quarters:
 - a) Upon waking up again, go NORTH twice, then EAST until you no longer can
 - b) TAKE PYRAMID
 - c) Go WEST three times, then NORTH, WEST, WEST.
 - d) The pyramid will automatically be taken from your inventory and unlock a door
 - e) Go NORTH
 - f) LOOK DESK
 - g) LOOK CHALK
 - h) USE COMPUTER
 - i) Choose "Enter Code" and enter 993305
 - j) LOGIC PUZZLE #1: Each bullet has a single number. Simply use those in order to discover the next six-digit password.**
 - k) Choose "Enter Code" and enter 425750
 - l) LOOK DRAWER
 - m) LOOK NOTE
 - i) Mentally note or write down the new password: 239478
 - n) LOOK JOURNAL (optional, gives story context)
- 2) Getting to and Exploring the Research Lab
 - a) From the Captain's Quarters, go SOUTH, then EAST, EAST, NORTH, EAST, SOUTH
 - b) USE COMPUTER
 - c) Choose "Enter Password" and enter 239478
 - d) Go EAST
 - e) TAKE LOG
 - i) This will put the Password Log in your inventory so you don't have to remember the passwords/codes to any doors in the game. This will not be removed from your inventory upon reset. Type "LOOK LOG" to view it.
 - f) LOOK NOTE

- g) Choose "Enter Passcode" and enter "OHNOHELPME" or "ohnohelpme"
- h) TAKE DATAPAD
- i) USE DATAPAD
- j) Read through the story context to gain the password 999111 for the Officers' Quarters
- k) Go WEST, NORTH, WEST, SOUTH, WEST
- l) USE COMPUTER
- m) Choose "Enter Password" and enter 999111
- n) Go NORTH
- o) LOOK DRAWER
- p) TAKE PAPER
- q) LOOK PAPER

The Core Puzzle

You have now learned that there are three things you need to do to complete the game:

- 1) Unlock the Chronology Wing and complete the puzzle
- 2) Unlock the Engineering Wing and complete the puzzle
- 3) Go to the bridge and submit your final report

You must do ALL of these things in the same loop (yes, there's plenty of time to do so). You can do the first two in any order.

- 1) Unlock the Chronology Wing
 - a) Go to the RESEARCH LAB
 - b) USE COMPUTER
 - c) Choose "Open C-Wing Door". The door will jam, and you have two options to search for. Either will work:
 - i) The Fork
 - (1) Go WEST, NORTH, WEST, SOUTH, SOUTH
 - (2) LOOK CUPBOARD
 - (3) TAKE FORK
 - (4) Return to the Lab. Go NORTH, NORTH, EAST, SOUTH, EAST
 - ii) The Flag Pole
 - (1) Go WEST, NORTH, WEST, SOUTH, WEST, SOUTH
 - (2) LOOK MEMORIAL
 - (3) TAKE POLE
 - (4) Return to the Lab. Go NORTH, EAST, NORTH, EAST, SOUTH, EAST
 - iii) Savvy players will note that you can always grab the fork from the Mess Hall or the pole from the Crew's Quarters at the very beginning of any given loop, before you get to the Research Lab. You don't have to LOOK CUPBOARD first, you can just TAKE FORK in the Mess Hall to save one step (same goes for TAKE POLE).

- d) LOOK DOOR
 - e) LOOK PANEL
 - f) Choose "Yes" and then "Yes"
 - g) Go NORTH
 - h) USE COMPUTER
 - i) **LOGIC PUZZLE #2: Choose "Chrono-Coordinate Generator". The answers are:**
 - i) **6**
 - ii) **8**
 - iii) **4**
- 2) Unlock the Engineering Wing
- a) Go to the RESEARCH LAB
 - b) USE COMPUTER
 - c) Choose "Open E-Wing Door"
 - d) Go SOUTH
 - e) **LOGIC PUZZLE #3: LOOK NOTE**
 - i) This will give you the instructions to the logic puzzle.
 - f) USE COMPUTER
 - g) Click on each switch to set the switches to the following directions: **1 - Up, 2 - Up, 3 - Down, 4 - Up, 5- Down, 6 - Down (since they're set to DOWN by default, you can just access switches 1, 2, and 4)**
 - h) Choose "Execute"
- 3) Go to the Bridge
- a) From the RESEARCH LAB, go WEST, NORTH, WEST, SOUTH, SOUTH, EAST
 - b) USE COMPUTER
 - c) Choose "Enter Password" and enter 737373
 - d) Go NORTH
 - e) USE COMPUTER
 - f) (OPTIONAL) Choose "Read Report" for story context
 - g) Choose "Submit Report"

Then just follow the prompts. There are two endings to choose from! Thanks for playing.

If you do everything OPTIMALLY (which mostly just means skipping LOOK CUPBOARD in the Mess Hall while grabbing the fork on the way to the Lab and LOOK DOOR in the Research Lab) you'll have 21 turns out of your 50 remaining.

(Optional) Dumb Ways to Die

There are three totally optional "deaths" that will be tracked on the end screen. You (perhaps obviously) do not need to complete them all in the same loop. They are:

- 1) The Big Red Button

- a) Go to the DROP POD BAY
 - b) LOOK BUTTON
 - c) Choose "Yes" and then "Yes"
- 2) The Refrigerator
 - a) Go to the MESS HALL
 - b) LOOK FRIDGE
 - c) Choose "Yes" and then "Yes"
- 3) The Black Cat
 - a) Go to the CREW'S QUARTERS
 - b) LOOK HAMMOCKS
 - c) LOOK MARKS
 - d) Choose "Meow loudly, and poorly"
 - e) LOOK CAT
 - f) Choose "Reach out and pet it"