Sleeping Quarters (Finish, this is where the surviving astronauts are seeking refuge)



Problem: Key needed open door which can b found in gym, filtration room or in the main hu but it is hidden. Solution: Find one of it three copies of the key cards used to unlock the door to the final room

Problem:Door is voice activated. You normal voice does not work.
Solution:Inhale a small amount of helium to alter your voice.

Laboratory



Filtration (All waste filtration from air to human waste)



Main Hub (Ship control and logitstics)



(Electronics managed here, aswell as all tools + equipment)

Maintenance

Problem:Will get sucked out of ISS when hatch needs to be opened Solution:Collect coper wire, nail and battery to make an electromagnet Use this to stay connected to flat metal



Gym



Problem:Door wont open without two buttons on different side of the room being opened.

Solution:Use another object/item in the room to hold down one button while you press the other.

Kitchen



Problem:Need a specific item to progress through. Checked each room and nowhere to be found.

Solution:Move another item to find the item you are looking for.

Docking Hatch (Start)