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Alien: Adrift

Game Guide

Items:

Xenomorph deterrent (made in bio lab): protect you from being detected by alien for 2 turns

Mining tool (made in loading bay): defend yourself against attack 1 time

Medkit (made in med bay): heals you for 3 health

*all items require an amount of turns to wait to make another of the same item

Secrets:

-your pilot, Tennessee is locked in a stasis pod in the colony chamber, if you get the access code from the terminal in the comms room, you can unlock him and he will help you

-looking out the window in the navigation room will produce a different image depending on how close the game is to being won

-while it is never eluded to, there are really 2 enemies from the start

-when the event happens that says that 2 enemies are now on the ship near the end of the game, there are actually 3

-this is all because it did not produce enough encounters to have only 1 alien

-there are 2 endings, which one you get depends on whether you have unlocked Tennessee or not during the game

-if you survive for 25 turns without completing the first objective, you die of boredom

Tips:

-a mining tool can be better than a medpack (the alien does 2 – 5 damage each attack)

-if you have a mining tool and want to use it, don't hide!

-the mining tool is carried in the inventory, but used automatically

-you can only make 4 medkits at the med bay before supplies run out

-the xenomorph deterrent is very helpful to use to buy time to make other items, but takes many turns to make again

Walkthrough

I will present what I feel is the fastest way to complete the game, but results may vary as there is a random element. Remember to always have enough items and heal if you are low on health. (the following way skips the way I planned the average user to play the game by going to the nav room first; this defies the logic of the objective but is faster for completion)

1. Move to biology lab
2. Look around room
3. Create xenomorph deterrent
4. Move to navigation room
5. Look around room
6. Access nav terminal
7. Make sure to remember that coordinate code
8. Move to comms room
9. Access comms speaker
10. Enter correct code (this will unlock the final objective: to survive for 18 turns)
11. Look around room (still in comms room)
12. Access computer terminal
13. Move to colony chamber
14. Look around room
15. Unlock Tennessee's stasis pod (he will give you medkits every 4th turn)
16. Survive by stocking up on mainly xenomorph deterrents (biology lab) and mining tools (loading bay) while healing when low on health