

STAR TREK: TIME LOOP GAME GUIDE



CONTENTS

Game Information.....	3
Blank room map.....	4
Room map with room names.....	5
Room map with room pickups.....	6
Room map with names and pickups.....	7
Room map with actions.....	8
Room map with names and actions.....	9
Game example solution.....	10



GAME INFORMATION

KEY

Instant Kill
Rooms

Health
Decrease
Rooms

Health
Increase
Rooms

Item pick up
rooms

Exits

Start and
Finish rooms

HOW TO PLAY:

User starts with health +5 in the Engine Bay

1. If there is nothing currently in the black terminal box, click on "Play Game"
2. Click within the black terminal box that says "Star Trek Time Loop"
3. Enter your name when prompted (Surnames usually work better during gameplay!) and press enter to continue.
4. When asked if you want to skip introduction - type yes or no and press enter (it is recommended for first time players to go through the introduction as this gives important gameplay information.)
5. When prompted, type which path/room Number you wish to take (1, 2, 3 or 4 depending on the amount of options.)
6. To be able to safely beam off the ship you must find: The Comms Device, The Location Device, the key for the Transporter device, and batteries for the Comms and Location devices. If you try to beam off the ship without having all of these items - you will die.
7. There are 3 automatic kill rooms, if you die your game progress will be reset and you must re-find any items you have acquired.
8. You can also gain and lose health depending on which rooms you visit. If your health reaches 0 or less, you will die and the game will end.

Play game at:

<https://startrek-timeloop.herokuapp.com/>

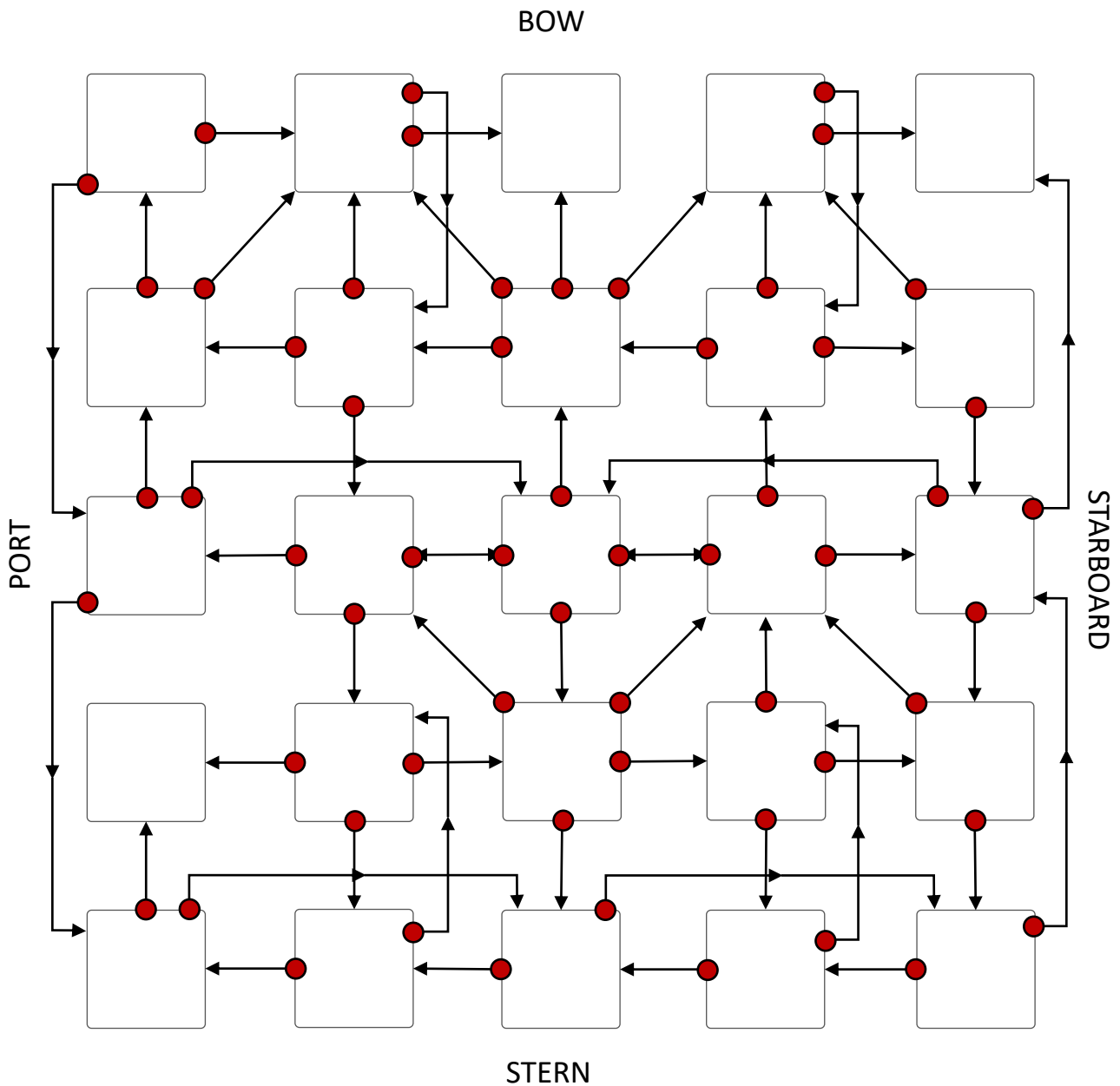
The following pages are for your guidance as the player, depending on how much help you would like there is a guide to fit your needs.

Thank you for playing!

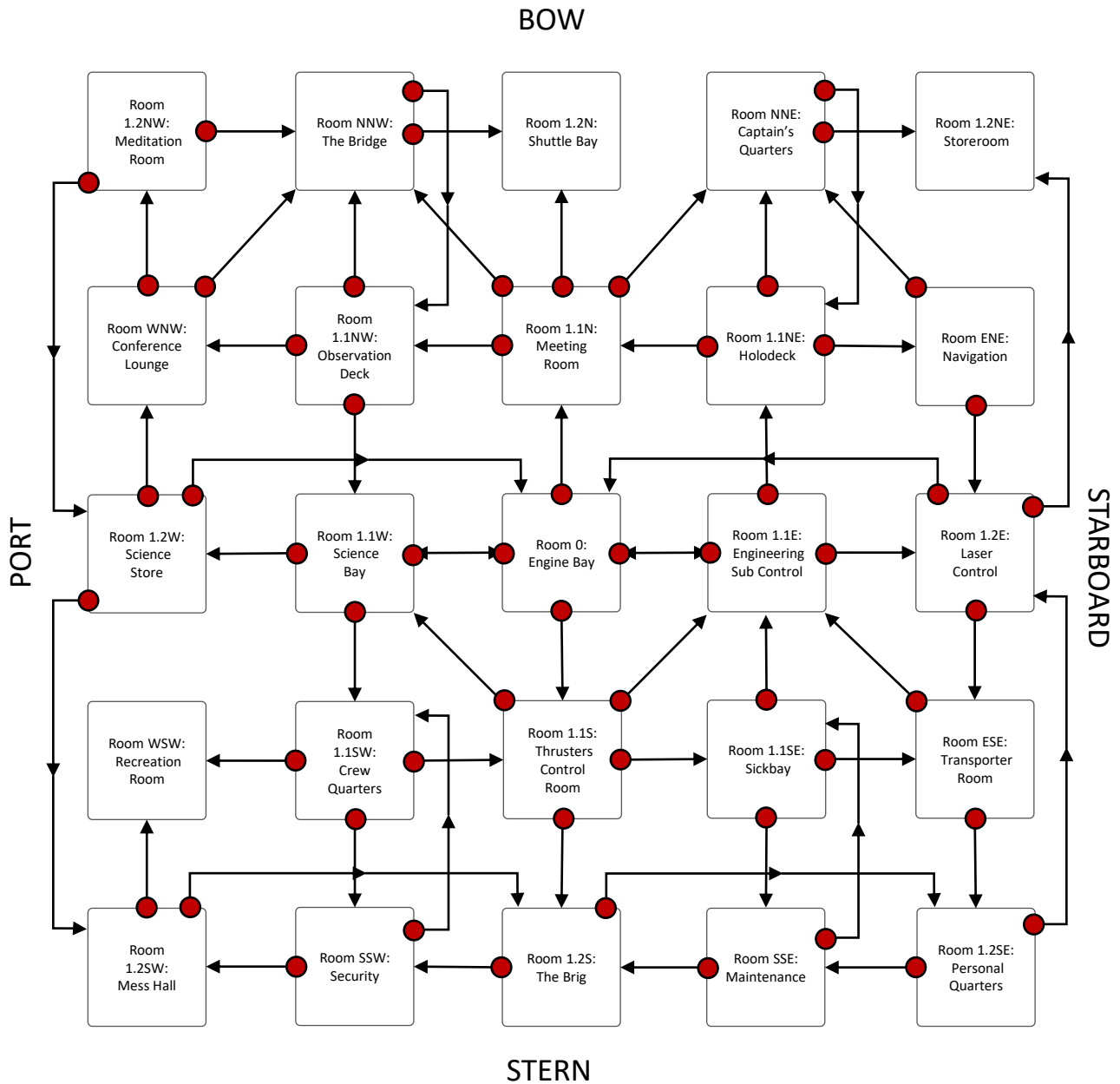
For any queries or bugs please email me on:
deannacarina@hotmail.com



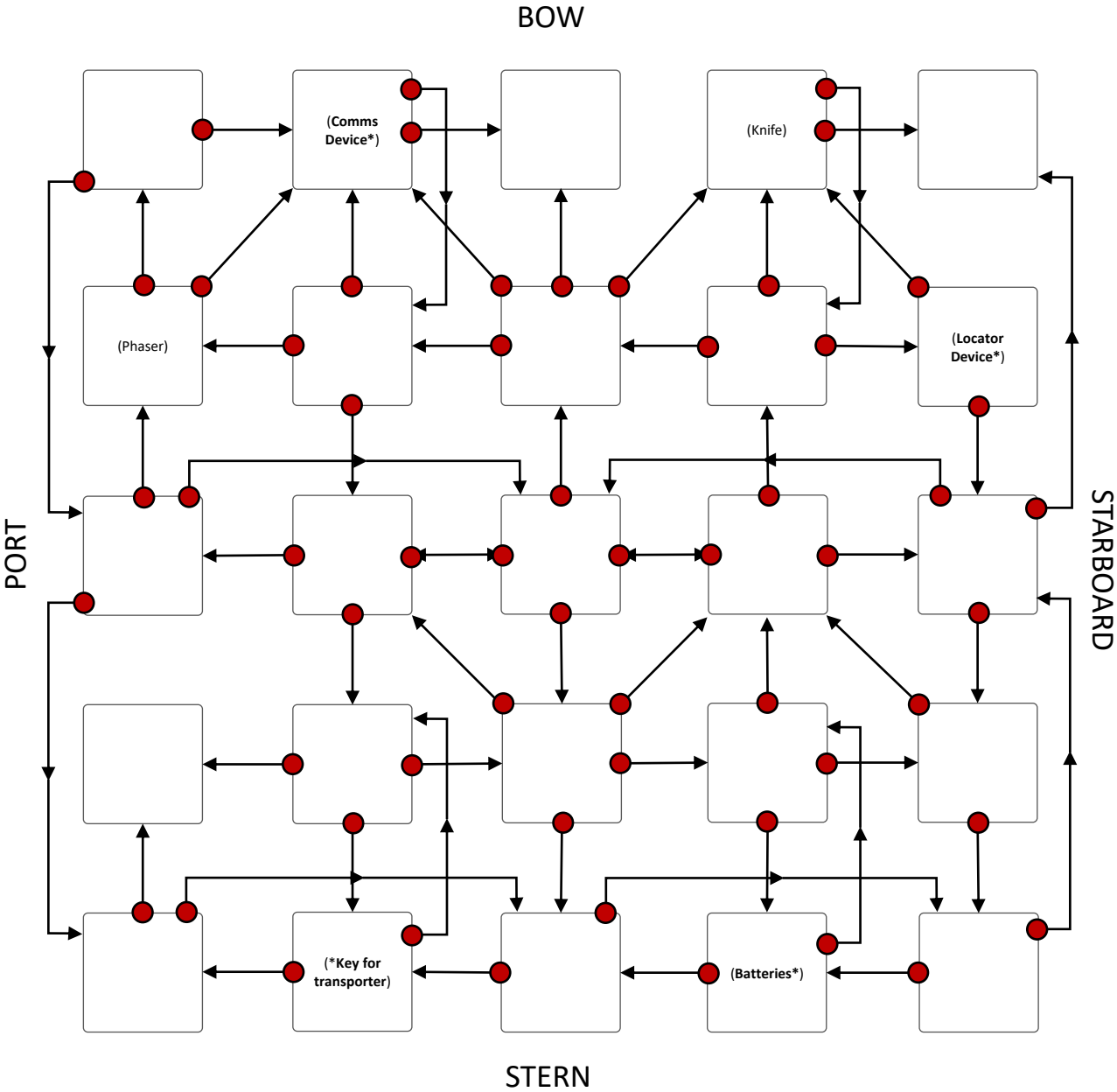
BLANK ROOM MAP (FILL IN AS YOU PLAY)



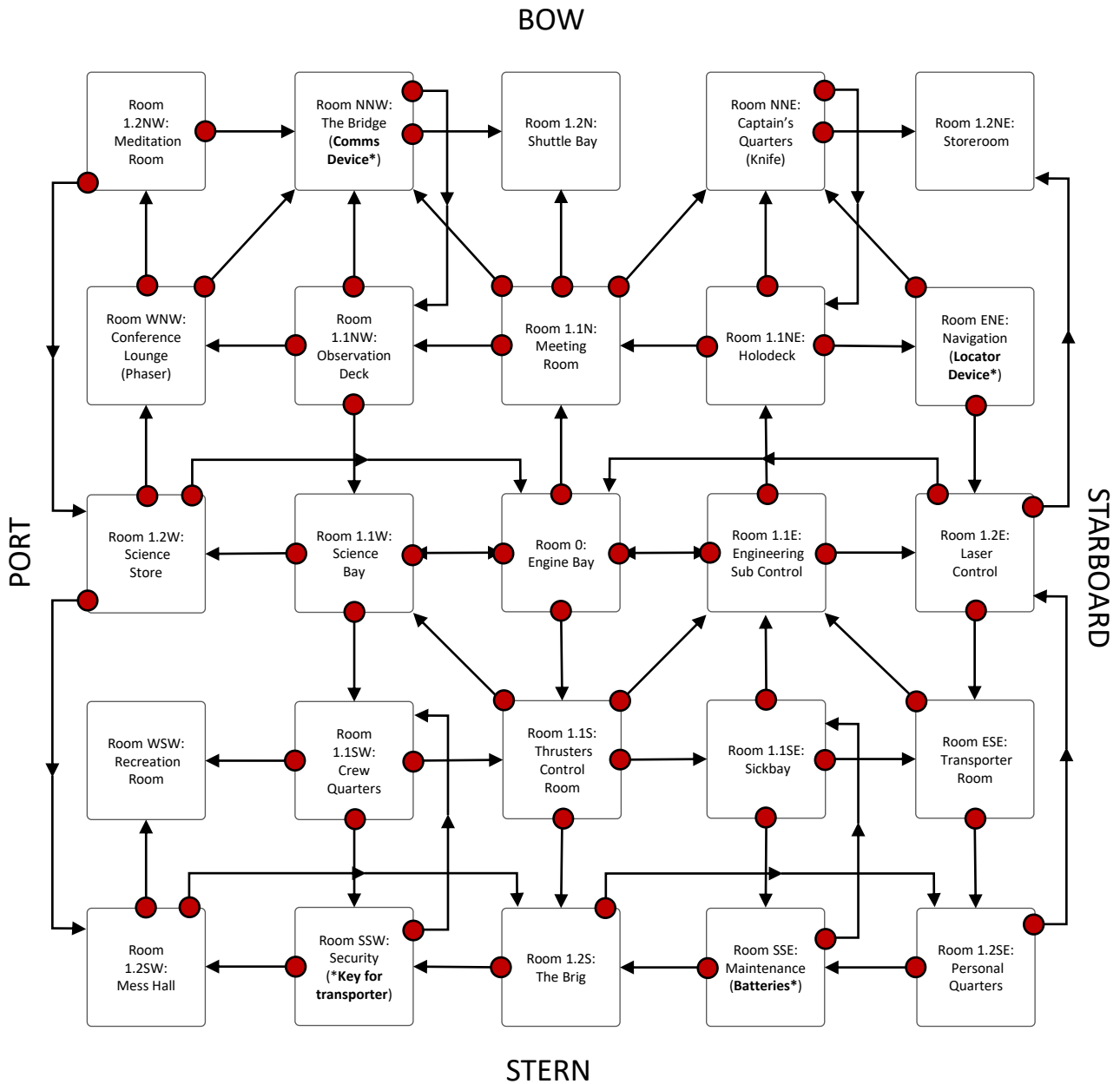
ROOM MAP WITH ROOM NAMES



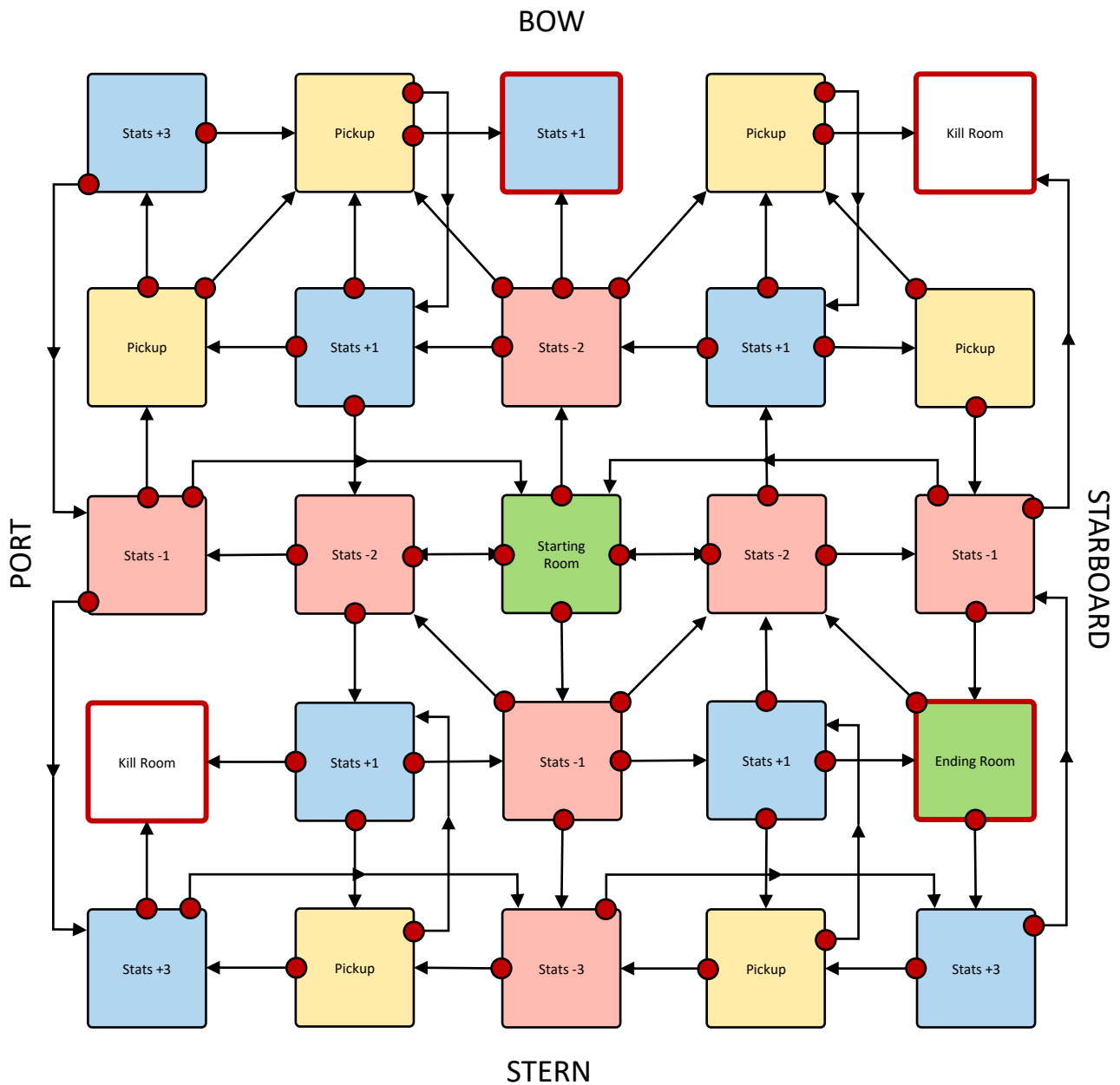
ROOM MAP WITH PICKUPS



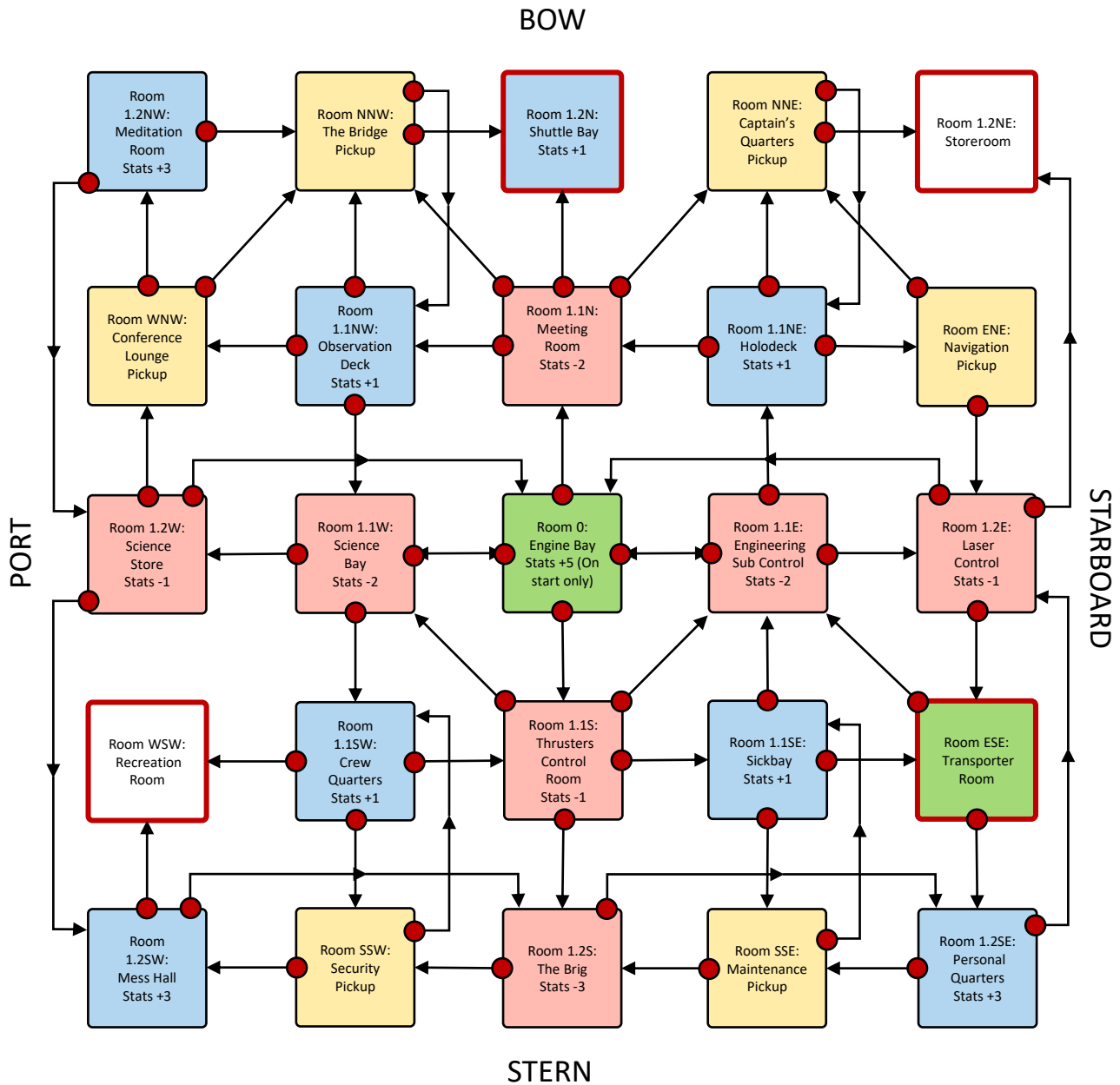
ROOM MAP WITH NAMES AND PICKUPS



ROOM MAP WITH ROOM ACTIONS



ROOM MAP WITH NAMES AND ACTIONS



GAME EXAMPLE SOLUTION

