

Cheaters Guide for Cheating Cheaters

Here is your Cheater's Guide through the game of Starship! This guide will walk you through each aspect of the game including all of the smaller details that are included (just so you don't miss anything by the end). The first page will be an overall map of the environment and this will be followed by steps on how to progress through the game.

The Map of the Spaceship

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# # # # # # # # # # #
# # #   !   # # #
# # #   #   # # #
# # #   X   C   # # # <-- BRIDGE
# #   X       X   # #
#
# # # # # = # # # # #
-----
# # = # #
# ! X #
# X   =
#     \ #
# # = # # <-- HALL_BRIDGE
-----
# # # # # = # # # # # <-- JUNCTION_ROOM
# # # # # # # #
# \   =   # # C # # \   # # O   O #
#     # #   # # # # # /   # #   O #
# # #   # #   # # # # # \   # #   #
# ] !   # #   X # # # X   = = ! @ O #
# # #   # #   # #   # #   # #   O # <-- CRYO_STASIS
# ]   # # # # # = # # # # # #
# # #   # ----- # #   O   O #
# ]   # # # # # = # # # # # # O   O #
QUARTERS--> # # # # # # # # # # # # # # # # # # # # #
# #   # # = # #   # #
#   # / = # #   #
#   # # # = # # #
#   # # C # #   #
# # / ? # # /   #
# # # # # # # # # # # <-- ENGINE_ROOM
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Keys:

It's important to remember the main controls here as the terms for them will be used frequently: Move is determined via W, A, S, and D (there is no orientation in this game, just directions: forward (up), down (behind) left, and right). The interact key is "E" and the investigate key is "F". Your inventory is "I". Use "H" to access the help menu and "X" to exit.

Cryo-Stasis

You have awoken out of cryo-stasis aboard an unknown spacecraft to an alert from the computer that the oxygen levels on the ship are dangerously low and are continuing to drop. You are tasked with finding a way, however that way may be (spoilers: it's a linear path), to restart the life support system aboard the ship. You are not informed how to undertake this, but just that you must do it or everyone will die. You only have so many moves you can make before you have expended all of the oxygen. What are you to do?

Which one? Which one?

Notice first that you are surrounded by several circles. Investigating (F) these will reveal that they are cryo-stasis pods and many of them respond with "Doesn't look like this can be opened" upon trying to interact with it (E). However, one of these things is not like the others. If you investigate the south-most pod on the east wall you will be given the prompt that this pod looks like it can be opened. Interacting with it will provide a prompt that a keypad is lit up. Now is a good time to notice that fancy exclamation point that's been staring at you.

The Password and the Pod

If you walk over next to (orthogonally) or on top of the exclamation point, interact with that tile. You will pick up a small note. Open your inventory and select "O" to pick the "Small Note" item. You will be asked if you want to view its description or use it. Go ahead and view its description. It tells you that there is a password on it that belongs to a specific cryo-pod. Good thing you know which one. Head back over next to the "unique" cryo-stasis pod. To use the password, open your inventory, select the "Small Note," and choose the "Use" option. Select the cell belonging to the unique cryo-stasis pod and text will appear that the pod has opened. Interact with the pod again and you pick up the Green Key Card. Interacting again causes you to notice that the person smells rather odd. But there's no time to waste! You must save the crew!

What's Behind Door #1?

Walk back over to the door (the "=" symbol on the west wall). Open your inventory and you'll notice you now have a Green Key Card to use. You can use this card on the door and text will appear informing you that the door is now unlocked. With this door unlocked, you can move through it into the Junction Room.

Junction Room

You are now in the Junction Room. This room may appear confusing at first, but take a second to soak in your surroundings. The middle of the room is blocked by walls. There are several doors blocking your path through the room (and also to the doors that lead to other rooms). There are two X's (investigating these reveals that they are broken terminals ... oddly enough that much of the ship seems to be functional and unharmed). A "C" behind the north-east door (this is a computer terminal). The only thing you have that you can access are three switches (indicated by "/" or "\").

Irritating Switches!

Take notice of the position that the switches are currently in – this will save you some time in solving this (relatively easy) puzzle. If you look at your help menu you will notice that the top and the bottom are in the "Off" position while the middle is in the "On" position. It is not told to the player (but can be discovered) that the switches will interact with the switch next to them. This means flipping the top also

flips the middle. Flipping the middle also flips the top and bottom. Flipping the bottom will also flip the middle. You can solve this puzzle in two moves though. Interact with the bottom switch. This will turn it on and leave the top and middle in the off position. Now flip the top switch and this will bring the top and middle into the on position as well. Now a notification displays that the north-east, north-west, and south-east doors have been unlocked. You can now traverse freely throughout this room.

Moving Along

If you explore this room, you will notice that the northern door (called the Bridge Corridor Door) and the southern door (the Engineering Door) are both locked and you are unable to go through them right now. If you attempt to use the terminal you will be told it is locked and using your Green Key Card doesn't seem to do much. There is another door on the western wall though. Trying moving through it and you'll see that it's unlocked. You will be taken to the Quarters.

Quarters

This room is rather quick to move through. You see some walls a few "]". These are bunks. Investigating them reveals that they don't appear to have ever been used.

The Floor is Hiding Things From You

Move to the switch on the west side of the room and you'll reveal a secret item at the bottom of the room. Move south, picking up the items along the way. These will be the Head Engineer Key Card and a Holy Bible. You can read the Holy Bible by reading its description to get your daily dose of scripture (if you so choose). If you view the description on the Head Engineer Key Card you will be presented with a little wink to the Firefly universe. If you're unfamiliar with that television show you can simply head back into the Junction Room with your newly acquired key card.

Junction Room Part Deux!

Run over to the northern computer terminal and use your Head Engineer Key Card to unlock it. The Engineering Door is now unlocked! 50% of the rooms have now been completed! Good job!

Engineering

Walking into the Engineering room you'll notice the path is fairly linear, but two-pronged. The center presents you with three doors and a computer terminal. You'll see a switch on either side of the room and a curious little "?" symbol.

Two Switches, a Wall, and an Engine Core

Let's knock the right side out of the way first. Run east and make your way south to the switch and give it a flip. The Engine Core Middle Door has now been unlocked. Moving around the room to the western portion, flip the other switch into the on position and the Engine Core Outer Door is then unlocked. Now move on top of the switch and investigate the wall. It says that there are markings on the wall. They appear to be tally marks totaling to 46. Curious. Now move into the engine core and you can flip the last switch. This unlocks the Engine Core Inner Door and you now have access to the computer terminal. This terminal is locked as well, but you already have the correct item. Use the Head Engineer Key Card one last time. The Bridge Corridor Door is now unlocked! You're almost there!

Bridge Corridor

From the Engineering room, move north into the Junction room and make your way through the northern door here as well. You're now in a tiny room with a few objects in here. An item on the floor that you cannot reach because it's blocked by two piles of debris (investigating and interacting with this will reveal that it's just too much to try and move all of this with your low amount of oxygen). Interacting with a door on the east wall shows that is an airlock.

Let it go! Let it goooo!

A wonderfully placed switch in this room is actually the key to all of your problems. Simply turn it on and it opens the airlock. This will in turn suck the debris over to it and clog the gaping hole in the ship (though you do admit that this is probably something that will need be addressed after life support is running again). Run over to the item and pick it up. It's a Scrawled Note. Reading its description just states "This is familiar ..." Move north and make your way to the Bridge.

Bridge

The Bridge is another small and simple room. A few broken computer terminals, a single working one. An item lays ominously directly ahead of you.

The End ... ?

Pick up the item at the end of the room to reveal that it is the Captain's Key Card. Use this on the working computer terminal and the ship's computer will give you a rather bleak message. You have just completed test number 47 (either you or one of the other frozen people must have made the other 46 tally marks). This has all been a ruse by an unfeeling machine. You are now being put to sleep so you may be carried back to the cryo-chamber in hopes that the computer will find additional tests that it wants to run. This explains why random things were broken and bunks were never used – it was a set. What about the people in the cryo-pods? Are they alive? Was the odd-smelling one dead? Is this even real or is it a simulation? These are questions for you, the player, to decide.