

Alien Ship Guide

Game Description

You wake up on an alien ship on an operating table with no clothes on and your arm has been cut off. You can see a scalpel next to you on the table. You will need to make your way through the alien ship to the teleporter and use it to get off the ship.

Actions

go direction. – used to navigate in the game, valid directions are north south east west

take Item. – to pick up an item and place it in your inventory. It is important to spell the item exactly as it is shown.

Eat Item. - to consume an item, like eating blue goo in the game, the item has to be in your inventory to eat it

search. - used to search area or object, you do not have to put search Item, just search. works best

open Item. - used mainly to open doors in the game.

use Item. - to use an item in your inventory, this is also used for putting clothes on, ie. use boots.

drop Item. - to take an item out of your inventory and drop it where you are at in the game.

Inventory. - print a list of what is in your inventory.

Puzzles

Kill operating room alien – you have to take the scalpel(operating room, small table) and use it.

Open medical office door– you first have to use the keycard(operating room, shelves) and you also have to put the whiterobe (operating room, alien) on because you can't run around naked.

Open lab door – you have to kill the alien that is studying your severed left hand, to do this you need the butchersknife(operating room, alien)

Use machines to attach alien face and arm to yourself – use the alienhead and alienarm found on the alien in the medical office. You have to do this to disguise yourself so you won't get caught.

Open cafeteria door – To open this door you have to eat the bluegoo found on the table on the east side of the cafeteria so you will have enough strength to continue on.

Open armory door - You need to use the alieneye(operating room, shelves) to unlock the door.

Open Control desk door – Use the largekey (storage closet, dirtyclothes) to unlock it. You can't enter the control desk until you have on the correct attire, because medical personnel aren't allowed in. Put on the helmet(armory, helmets/shields), the uniform(sleeping quarters, cabinets), and boots(storage closet, bins).

Turn on the teleporter – Use the secretcode(Control desk, cabinet) at the keyboard(control desk) but first you have to start a distraction by using the laserpointer to start a fire in the storage closet with the flammable papers.

Kill the 2 aliens in the teleporter room – use the bazooka and light saber in the armory weapons cabinet.

Get in the teleporter – open the door after turning it on, Game Over, You win!!!