

Level 1
Mission Critical
Difficulty 0/10



Shuttle

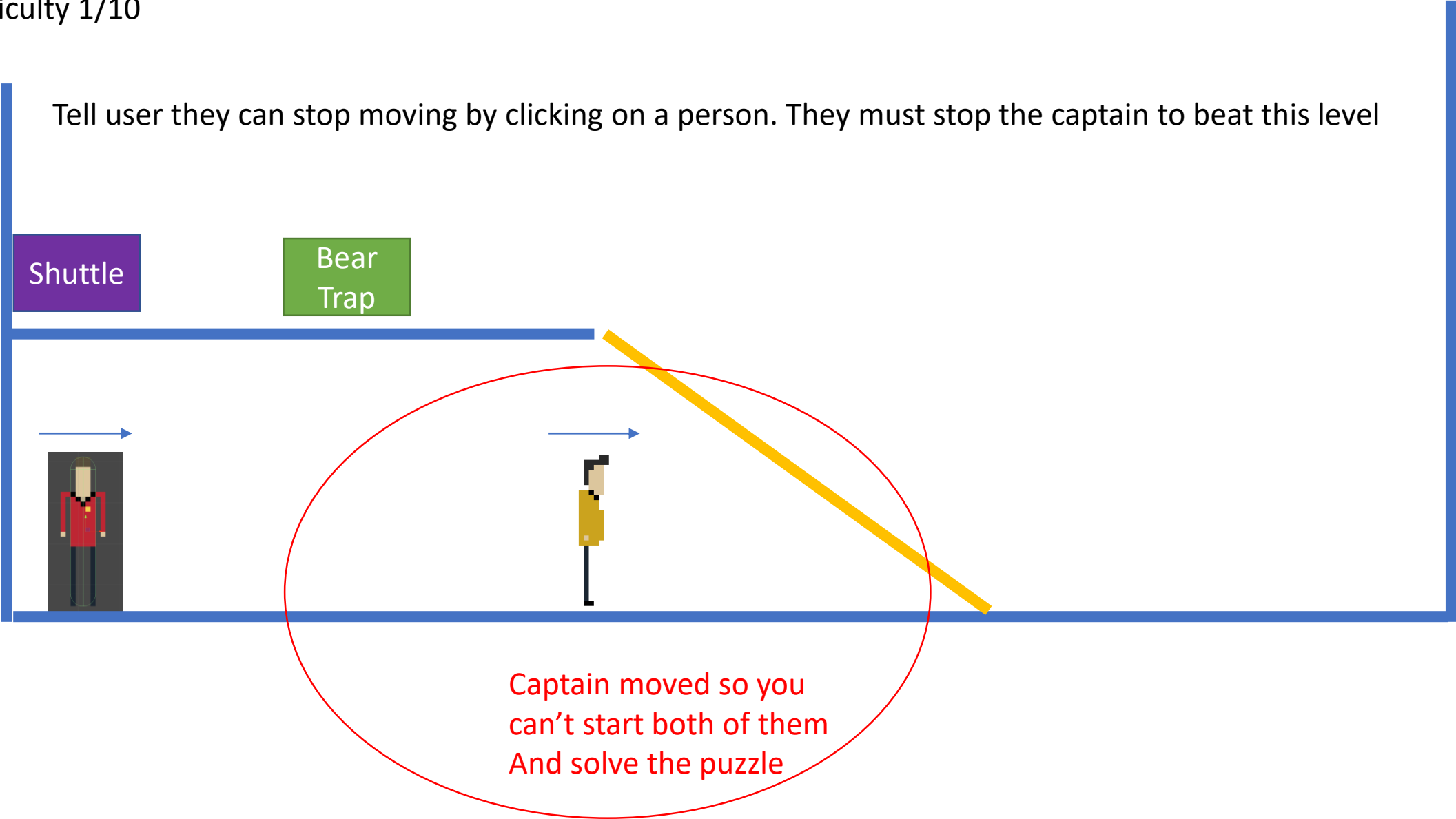
Level 2

Red Shirt and bear traps introduced

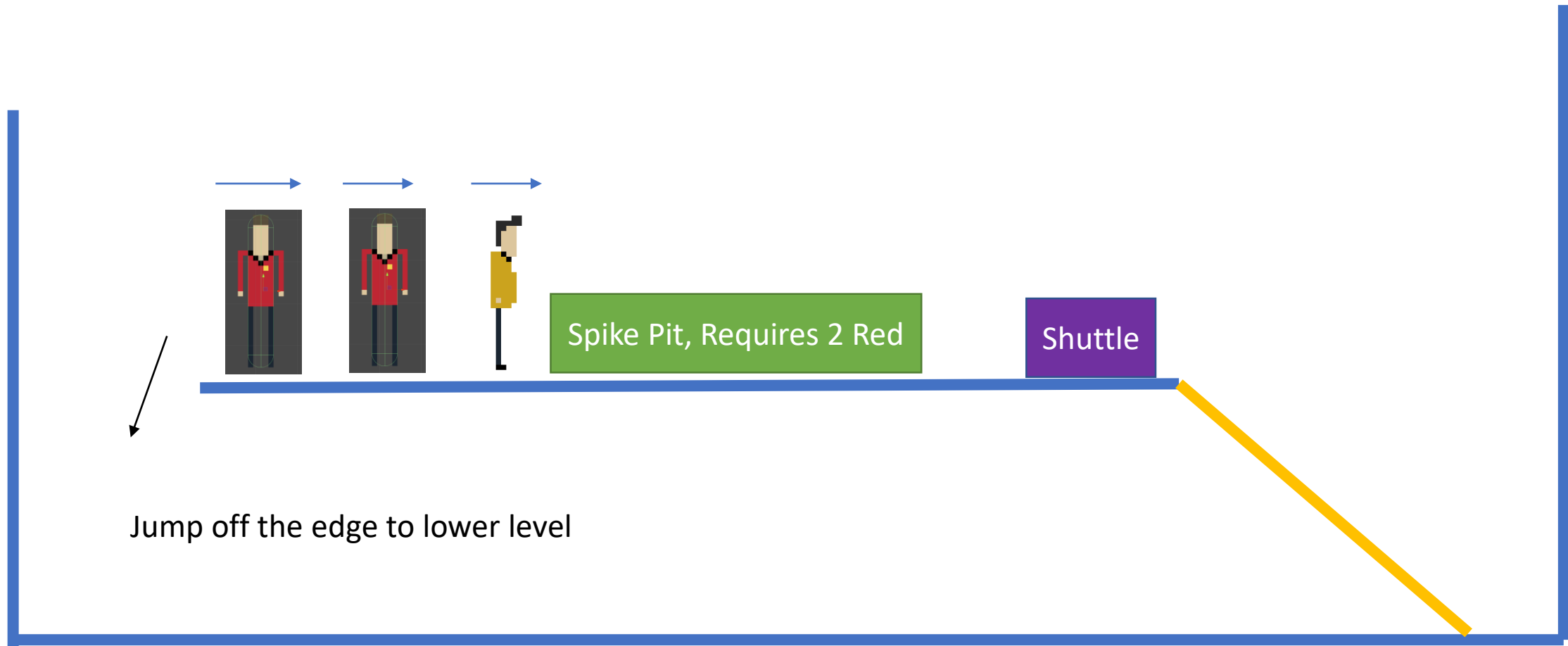
Difficulty 0/10



Level 3
Ramp introduction
Difficulty 1/10



Level 4
Difficulty 1/10



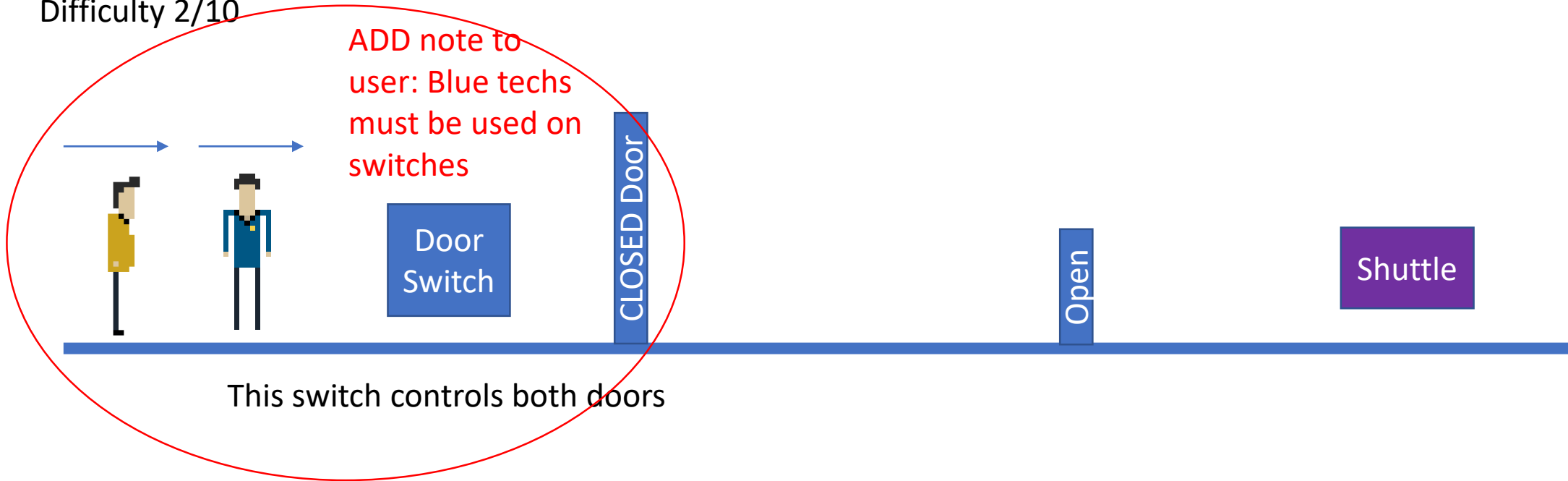
I would like you to be able to stand on someone's head. It doesn't help in this puzzle but it would be a fun trick in future puzzles

Level 5

Doors and switches introduced

Difficulty 2/10

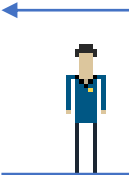
Tell user they can open door by clicking on the switches



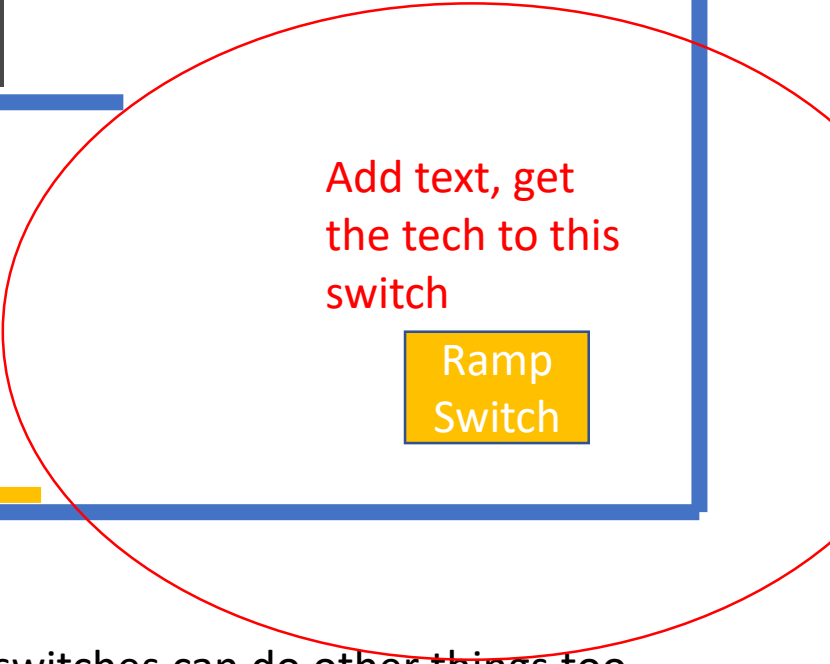
No outer wall
here, will fall off
map and die
←

Shuttle

Bear
Trap



top

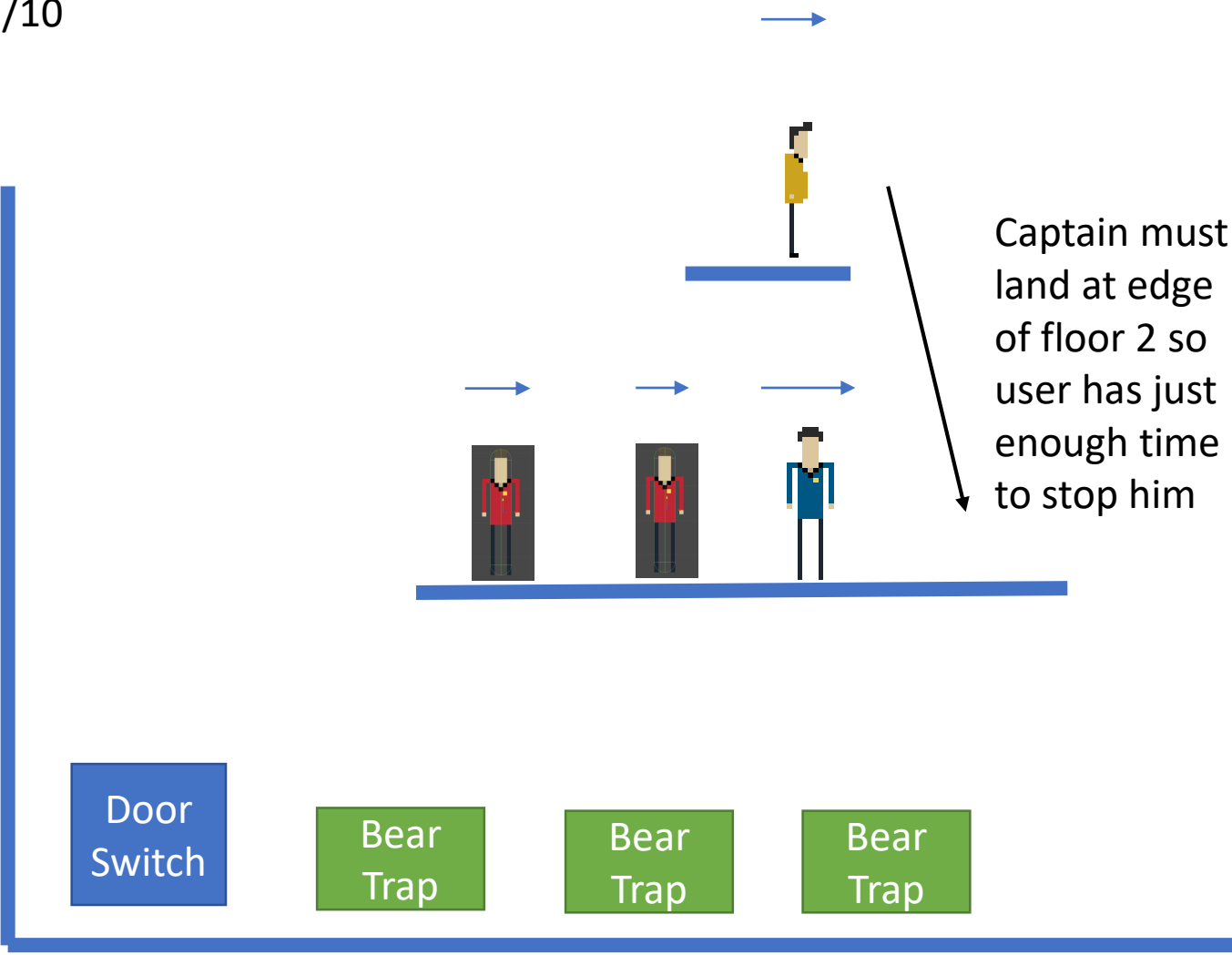


Add text, get
the tech to this
switch

Ramp
Switch

User will learn that switches can do other things too

Level 7
3/10

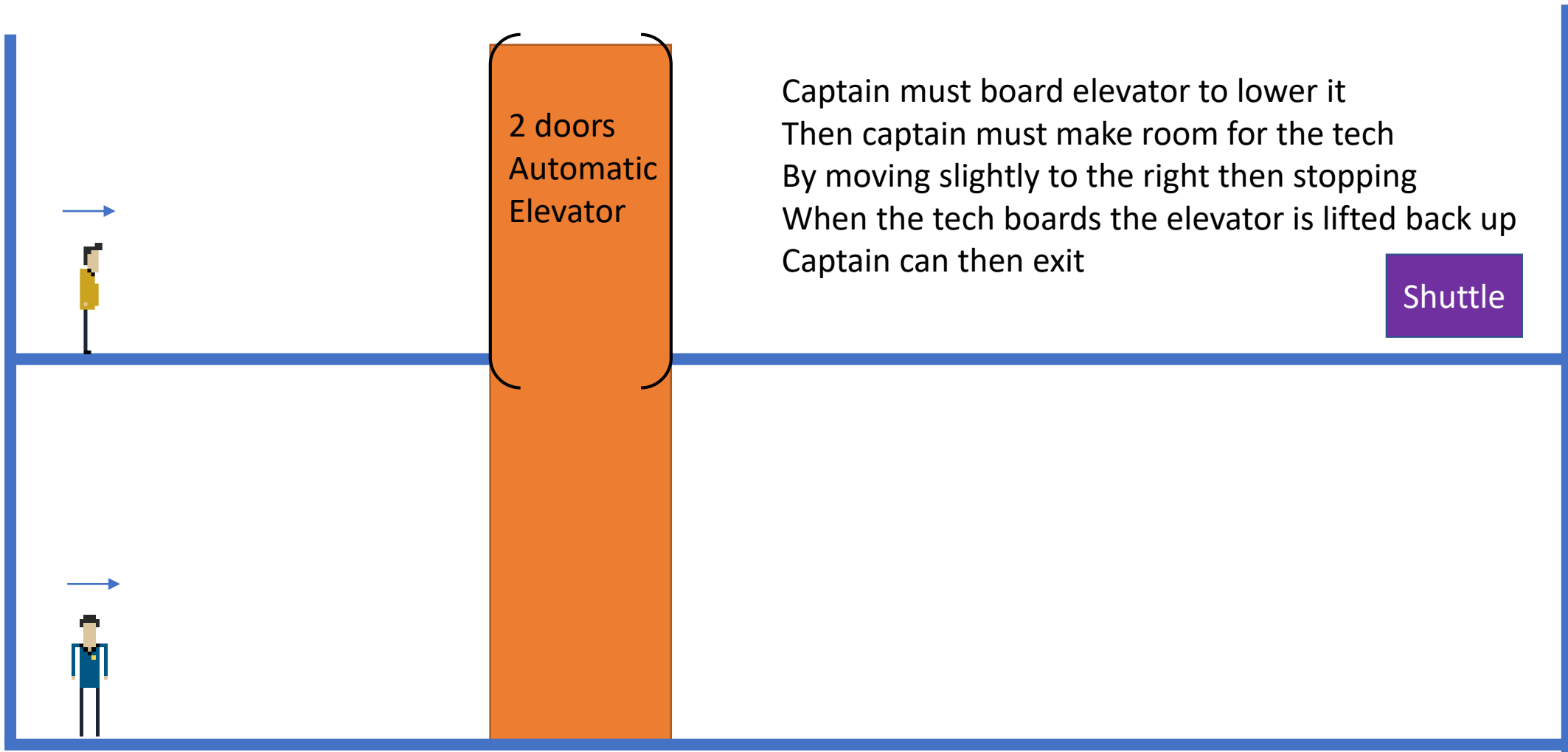


Only 2 red shirts and 3 traps??? To solve, the captain must jump to floor two and block the path so the tech can turn around and get to the switch.

Level 8

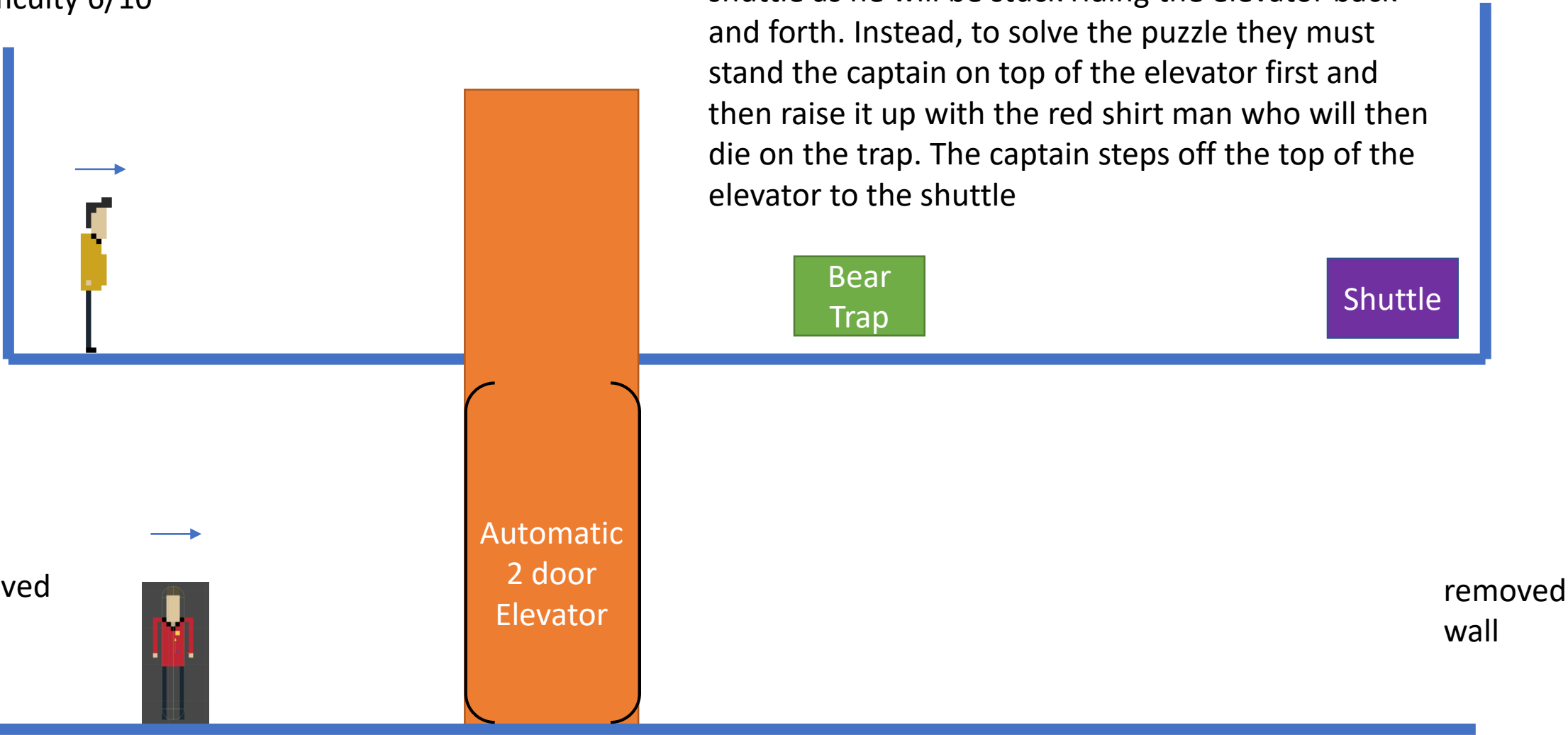
Elevators introduced

Difficulty 2/10



Level 9
Elevators introduced
Difficulty 6/10

If the player tries to move the redshirt to the bear trap first, the captain will be unable to get to the shuttle as he will be stuck riding the elevator back and forth. Instead, to solve the puzzle they must stand the captain on top of the elevator first and then raise it up with the red shirt man who will then die on the trap. The captain steps off the top of the elevator to the shuttle



NEW Level **10**
Difficulty 5/10

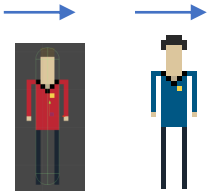
Lowers both ramps

Ramp
Switch



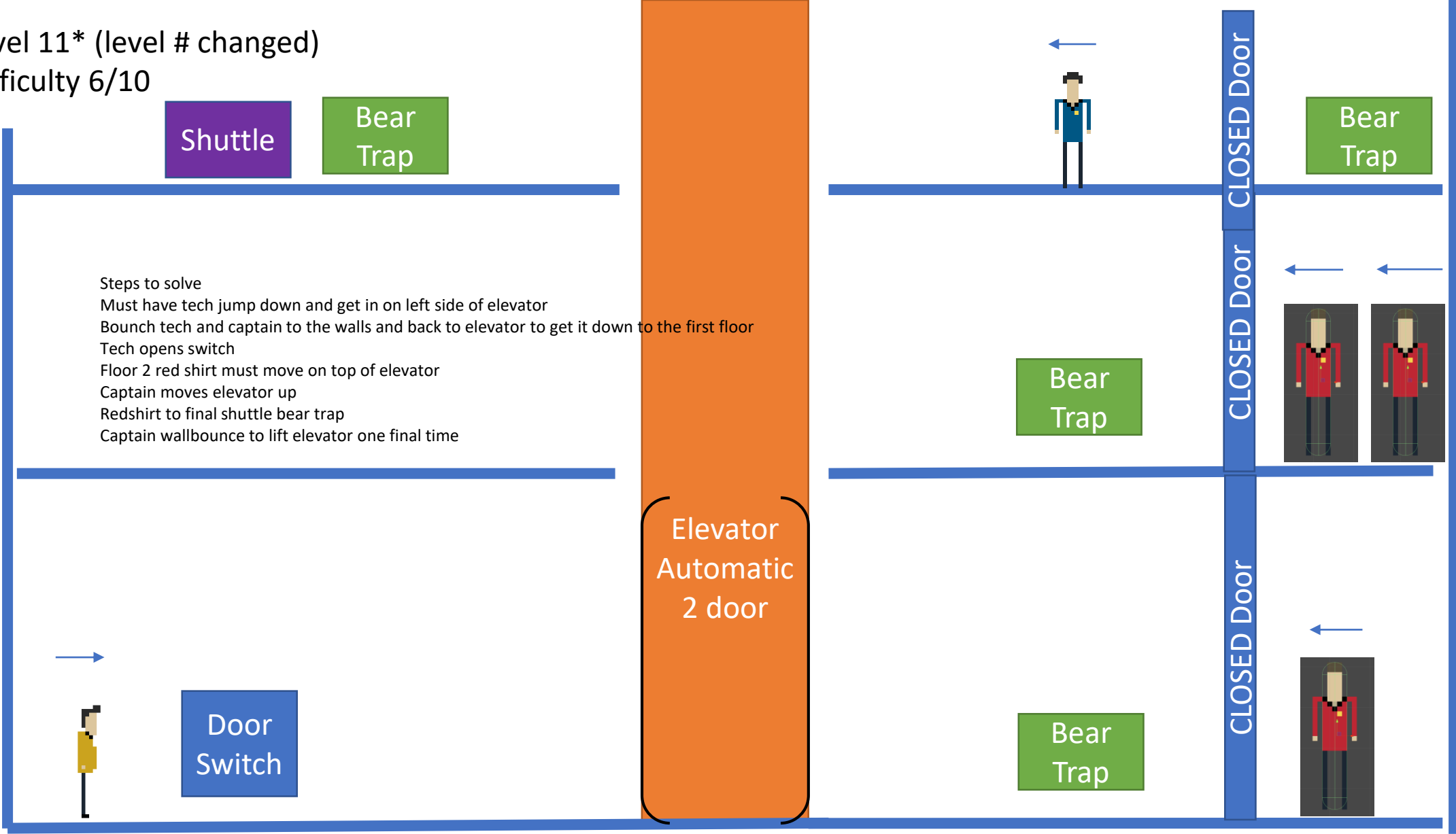
Bear
Trap

Spike
Trap



Shuttle

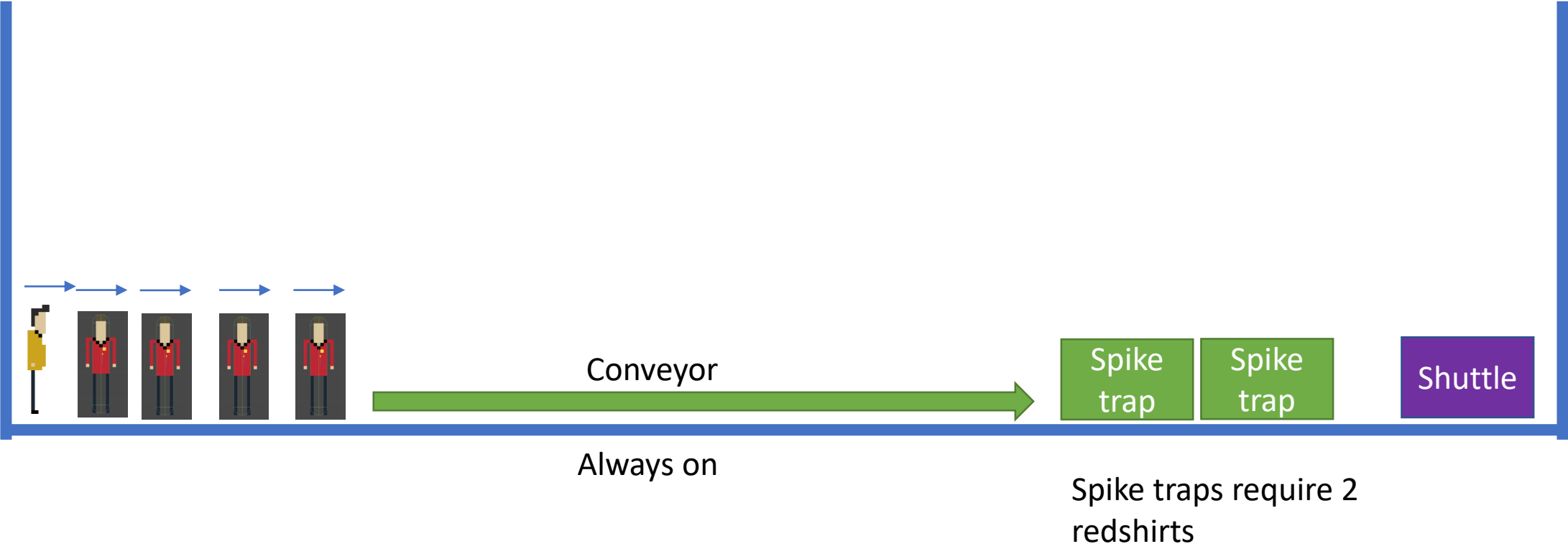
Level 11* (level # changed)
Difficulty 6/10



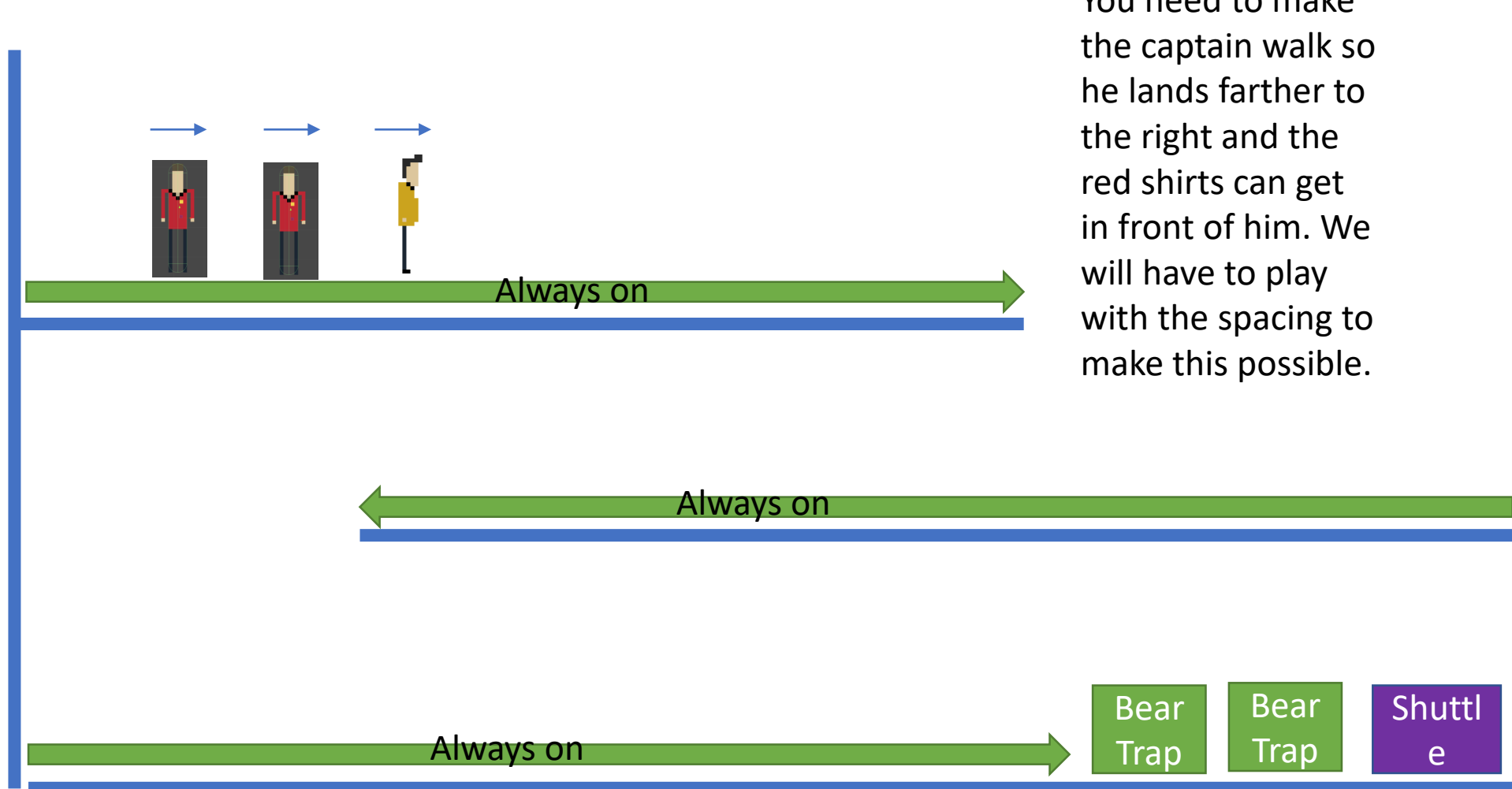
Switch opens and
shuts all 3 doors

Elevator goes from floor 1,2,3,2,1 repeat

Level 12
Conveyor introduction
Difficulty 0/10



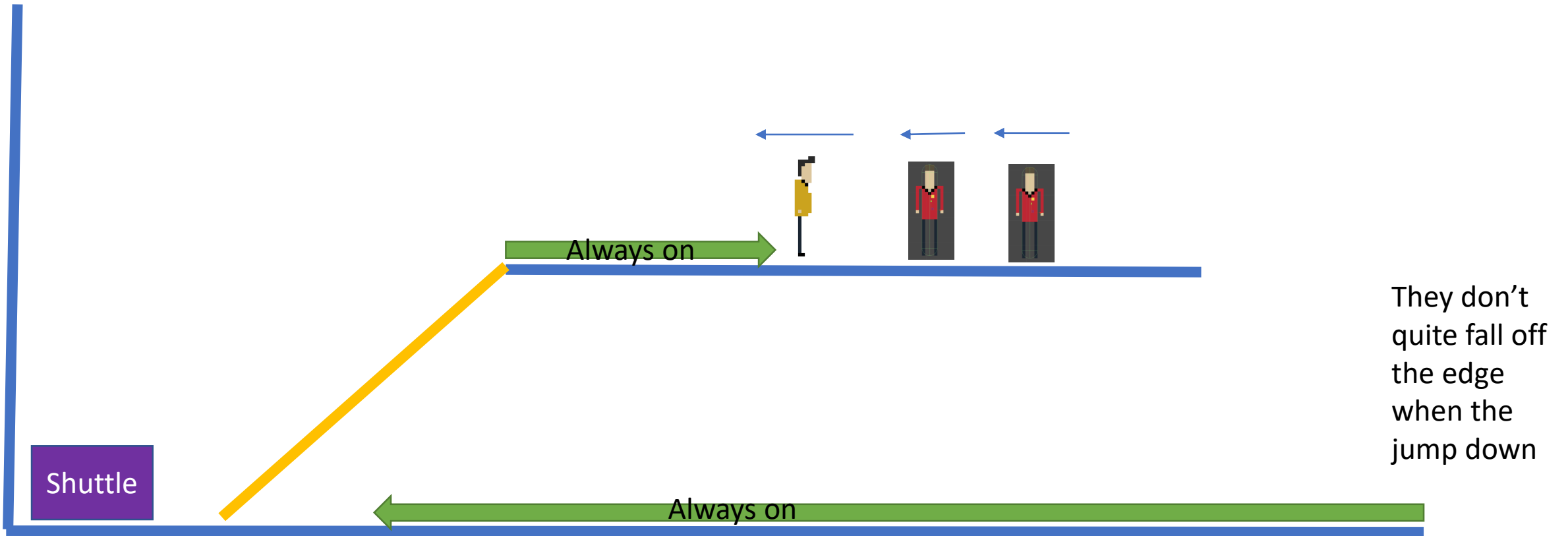
Level 13
Difficulty 4/10



You need to make the captain walk so he lands farther to the right and the red shirts can get in front of him. We will have to play with the spacing to make this possible.

Level 14
Difficulty 5/10

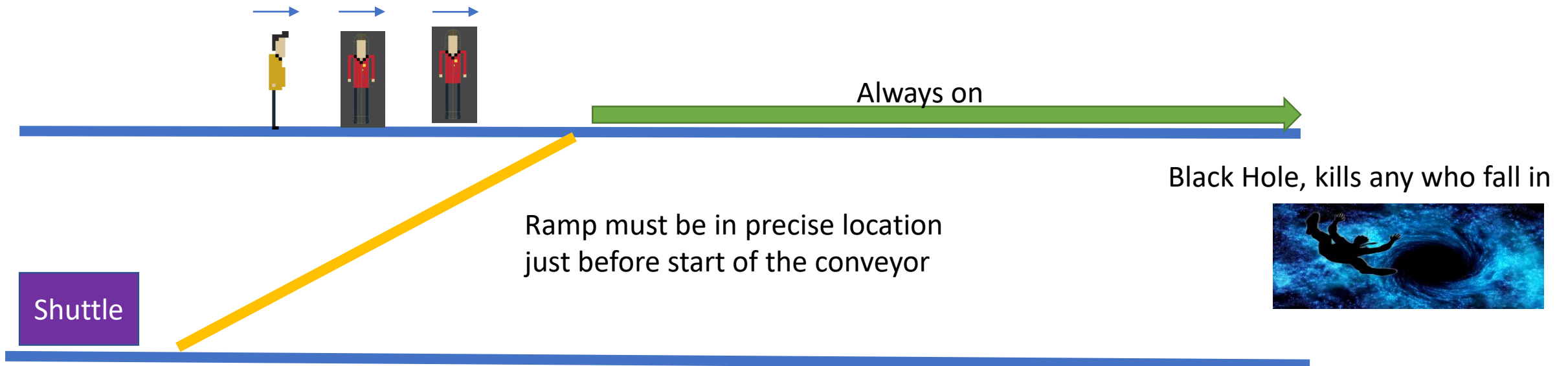
Solution hidden in white text (in case any of you guys want to try and solve)



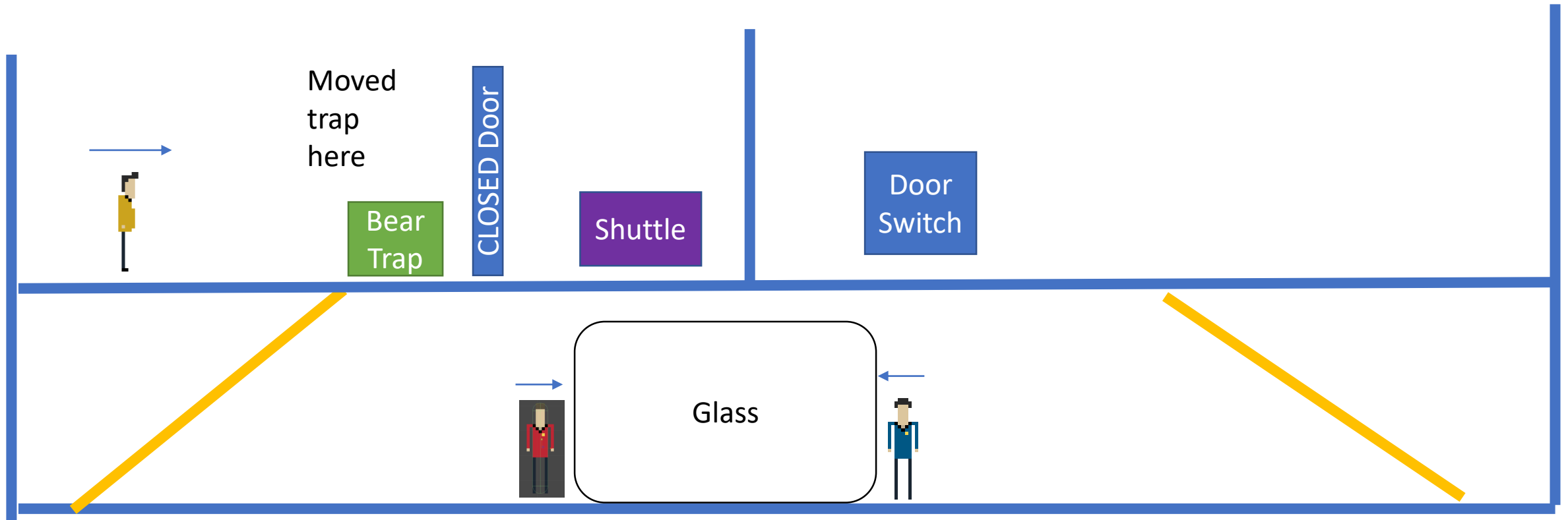
Level 15
Difficulty 7/10

Conveyer must travel exact same speed as a person walking for this to work.

You must make the middle redshirt turn around by running into the first redshirt on the conveyer and walk to the left at the very edge of the conveyer so when the captain runs into him he turns down the ramp.



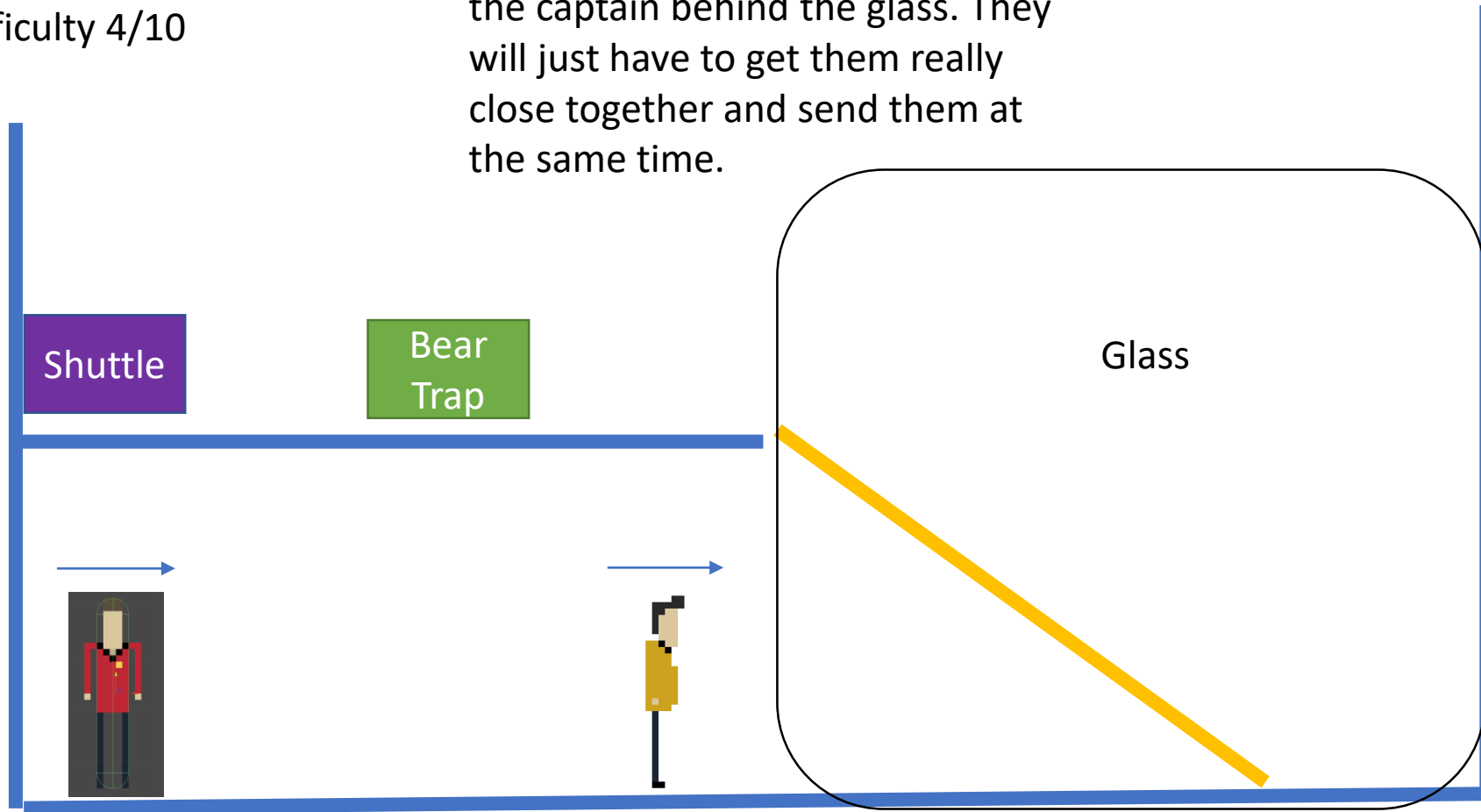
Level 16
Difficulty 4/10
Introduction to glass



Ez glass introduction

Level 17
Glass again
Difficulty 4/10

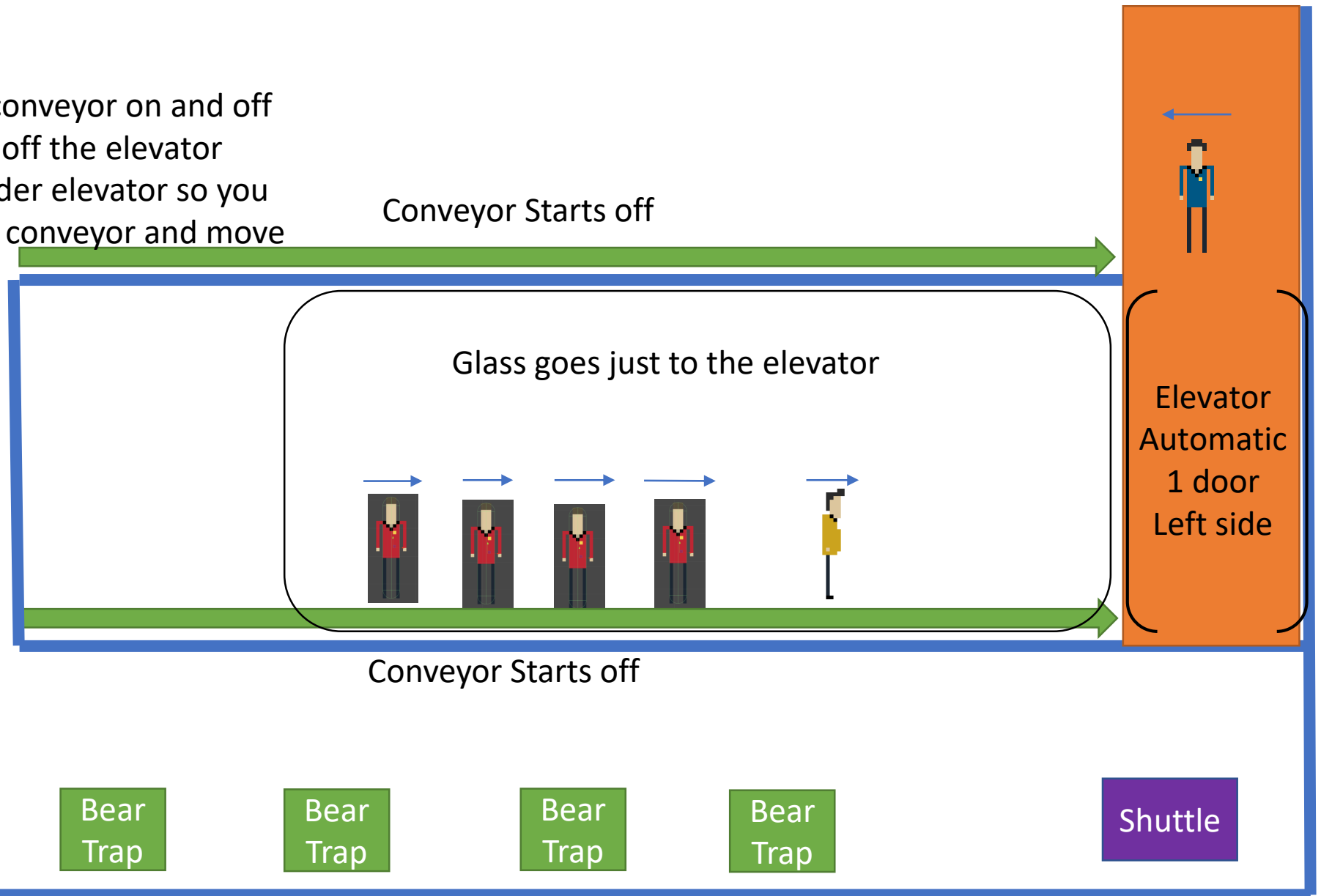
Repeat of level 3 except with a glass panel. Now they can't click on the captain behind the glass. They will just have to get them really close together and send them at the same time.



Level 18

Difficulty 7/10

You will have to turn the conveyor on and off to put the captain on and off the elevator. Redshirts will be killed under elevator so you have to be fast to shut off conveyor and move them out.

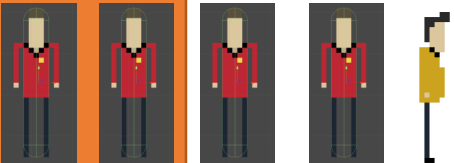


Switch turns both conveyors on and off.

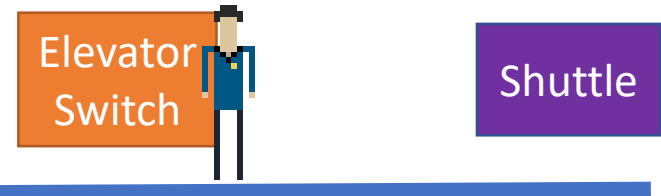
Elevator
Switch
1 door
Right side

Will be placed as Level 19 if we can get units to stack. Otherwise this will not be in the game
Elevator travels 1 floor at a time
Floor 1,2,3,4,5 then all the way down back to 1 and repeat
Difficulty 6/10

This is the first “timing” challenge. Users must first solve the puzzle and figure out they can stack all 5 people on top of each other with the captain on top. Then they click the redshirt on the bottom and once they all start being sucked in the captain must be clicked to have him start walking again to make it over to the other side.



These 2 die to the elevator if you don't move them



Black Hole, kills any who fall in



Important note: Play the Wilhelm scream each time someone falls in the black hole