

Level 1
Mission Critical
Difficulty 0/10



Shuttle

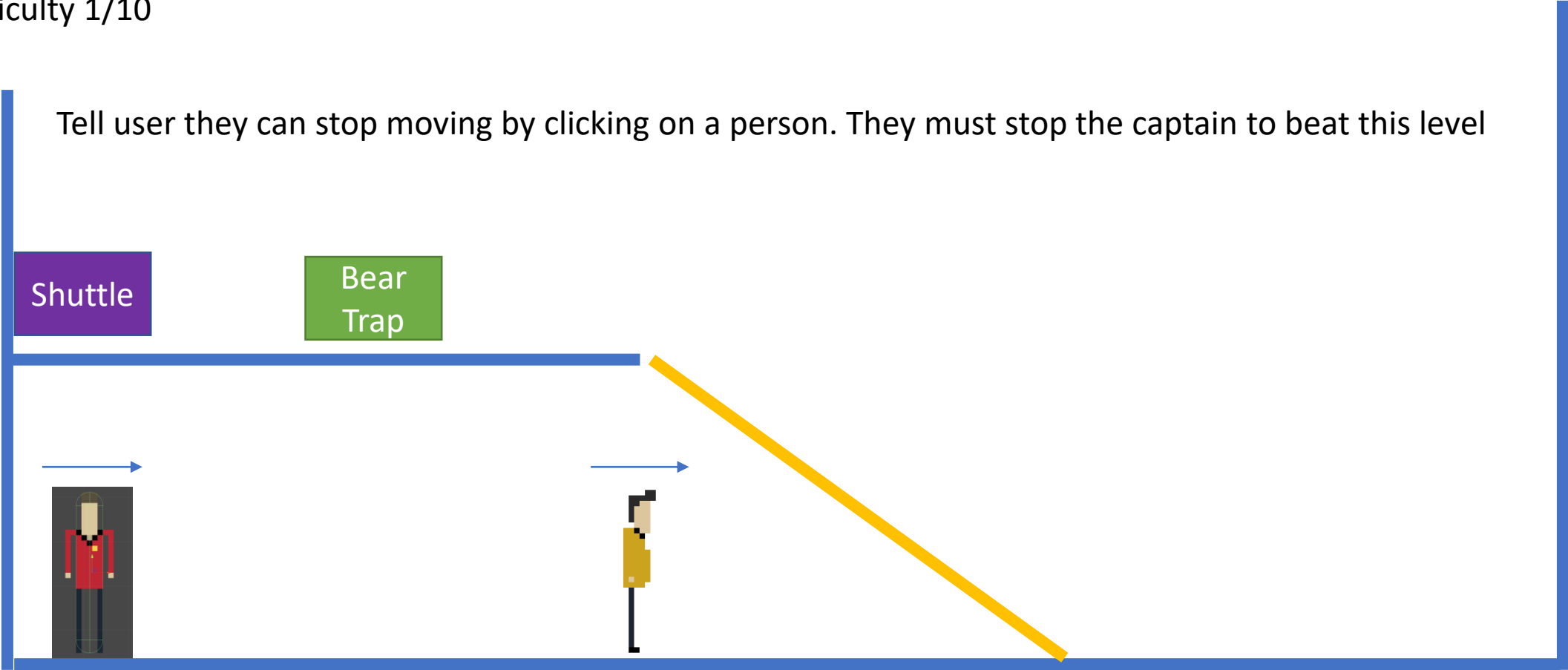
Level 2

Red Shirt and bear traps introduced

Difficulty 0/10

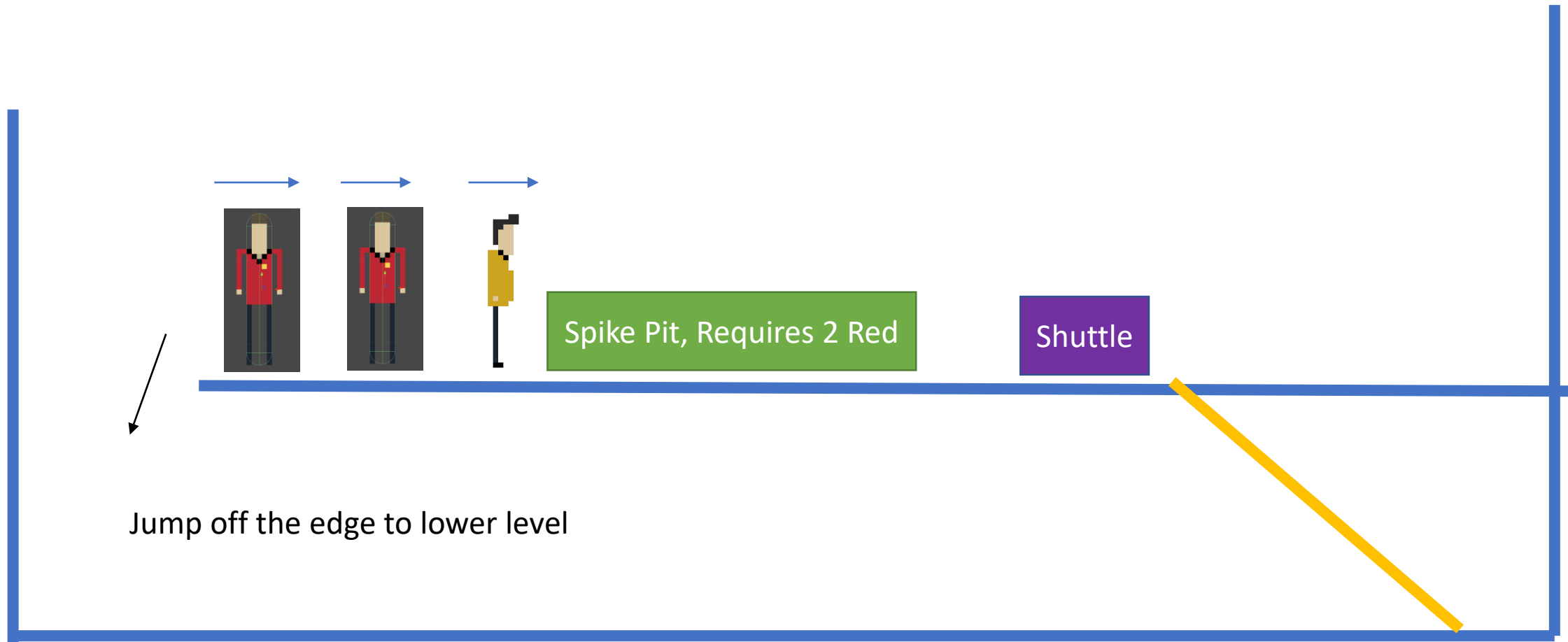


Level 3
Ramp introduction
Difficulty 1/10



Captain moved so you
can't start both of them

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

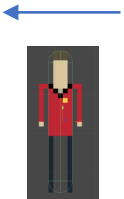


This switch controls both doors

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

Shuttle

Bear
Trap



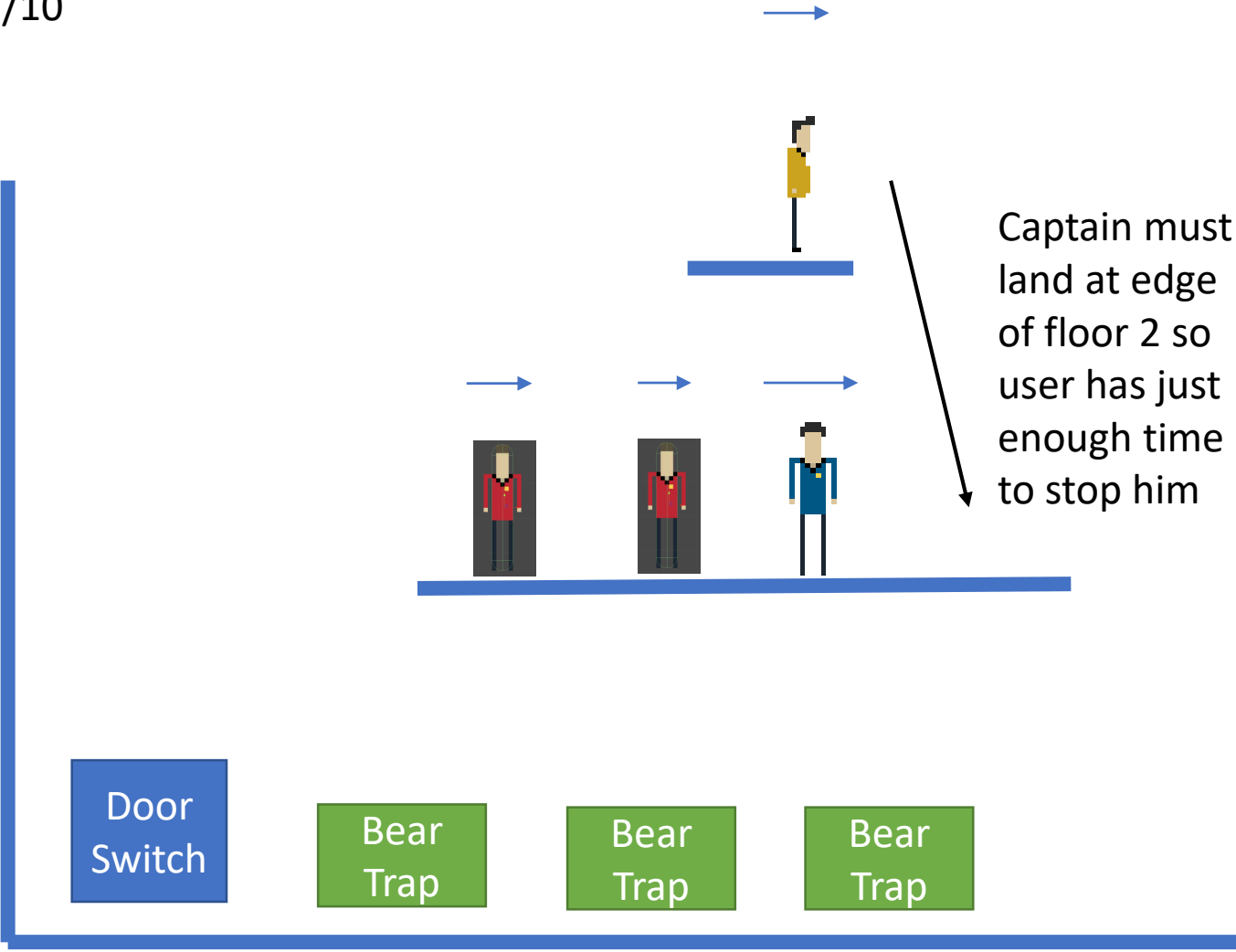
Ramp
Switch

top



User will learn that switches can do other things too

Level 7
3/10

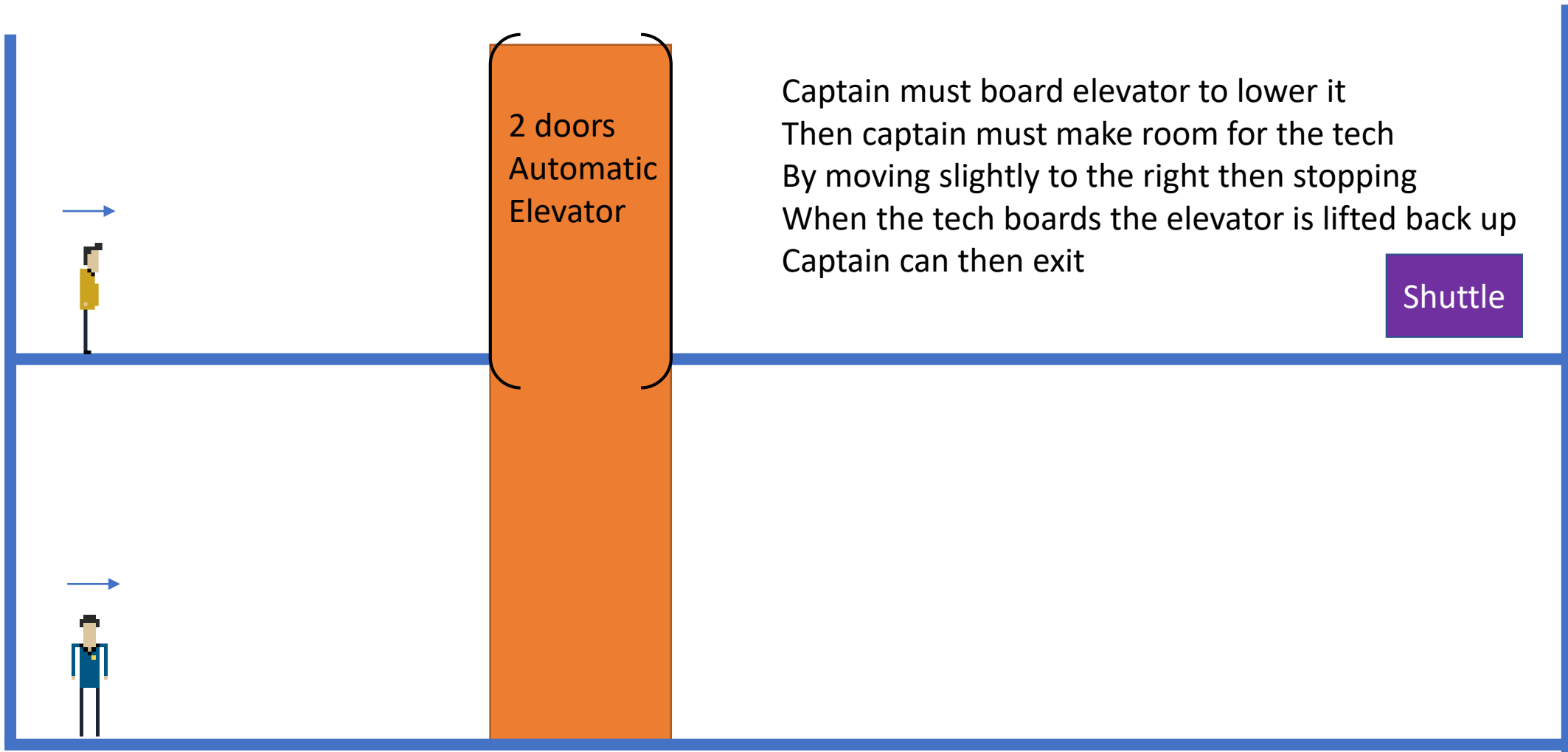


Only 2 red shirts and 3 traps??? To solve, the captain must jump to floor two and block the path so the tech can turn around and get to the switch.

Level 8

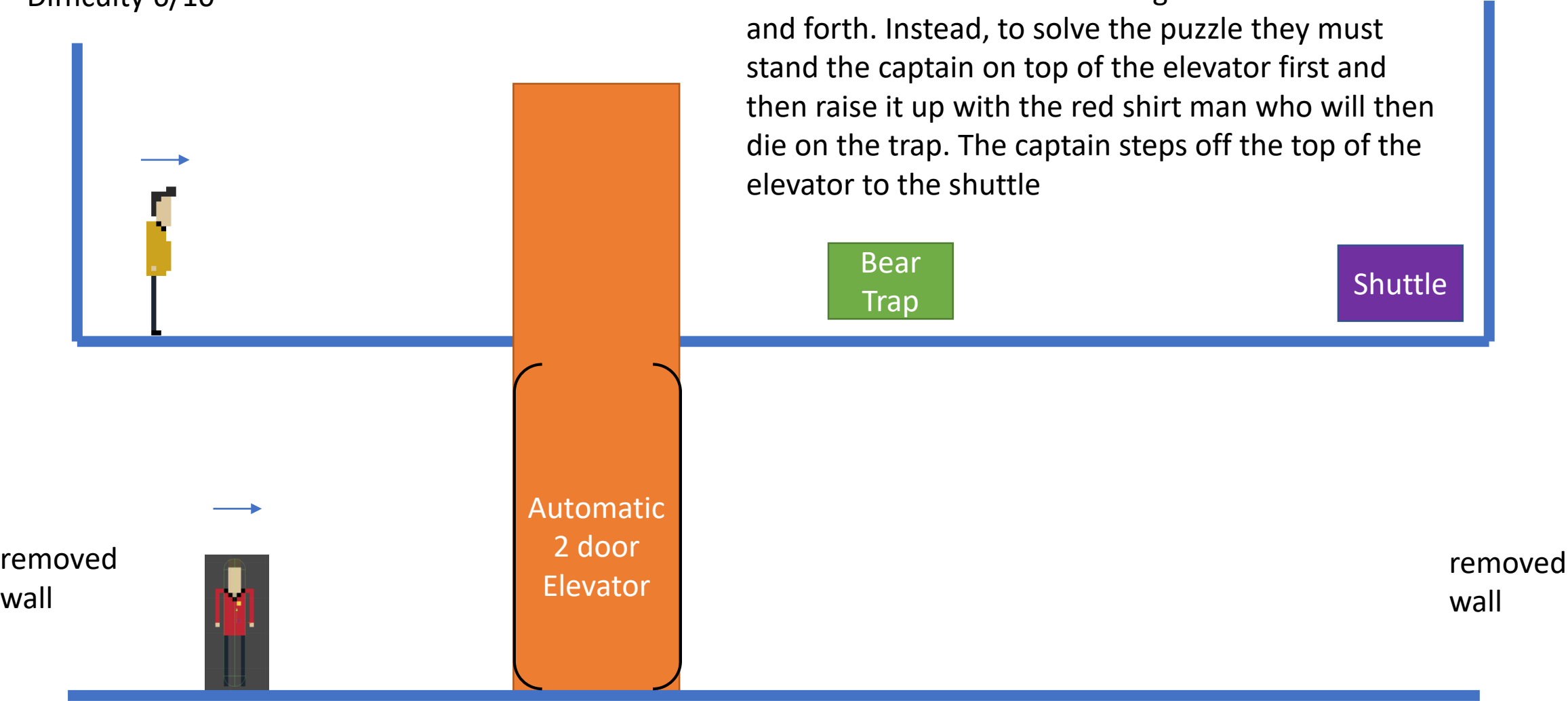
Elevators introduced

Difficulty 2/10

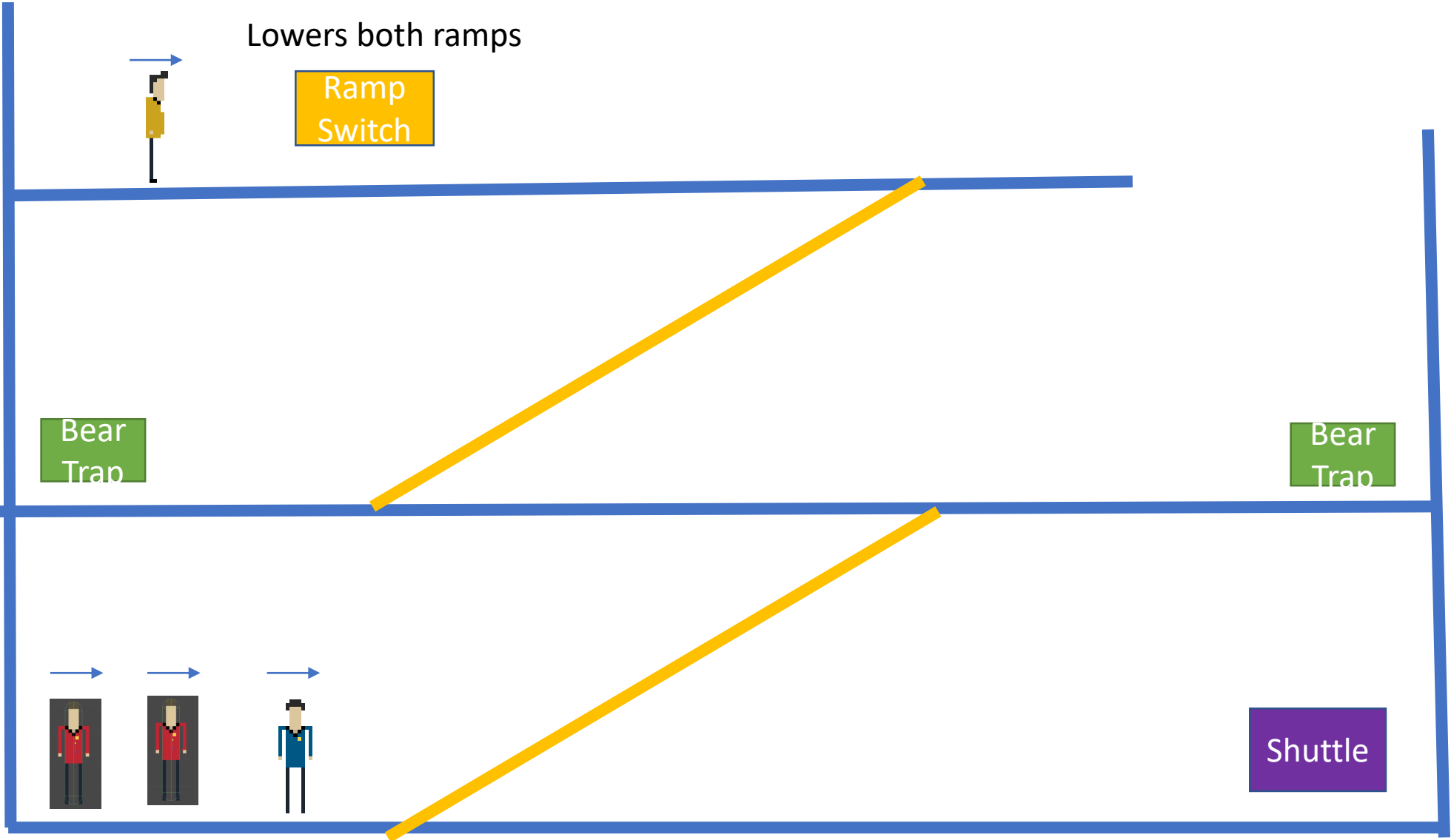


Level 9
Elevators introduced
Difficulty 6/10

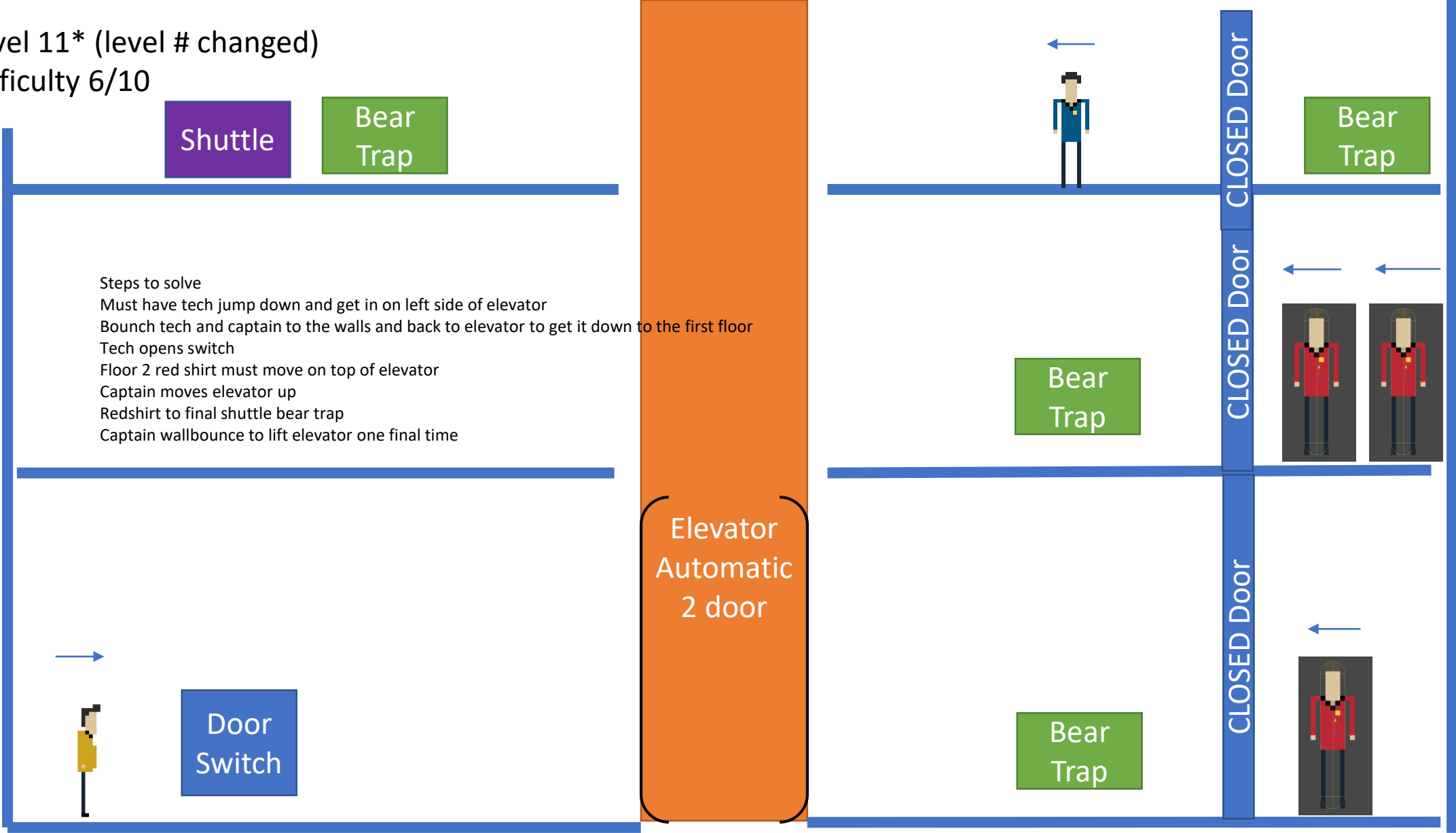
If the player tries to move the redshirt to the bear trap first, the captain will be unable to get to the shuttle as he will be stuck riding the elevator back and forth. Instead, to solve the puzzle they must stand the captain on top of the elevator first and then raise it up with the red shirt man who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



NEW Level **10**
Difficulty 4/10



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



Switch opens and
shuts all 3 doors

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

Elevator
Switch
1 door
Right side

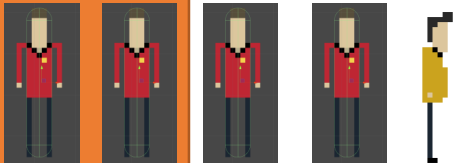
Level 12*

Elevator travels 1 floor at a time

Floor 1,2,3,4,5 then all the way down back to 1 and repeat

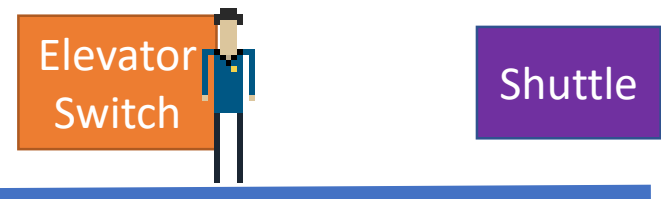
Difficulty 6/10

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.



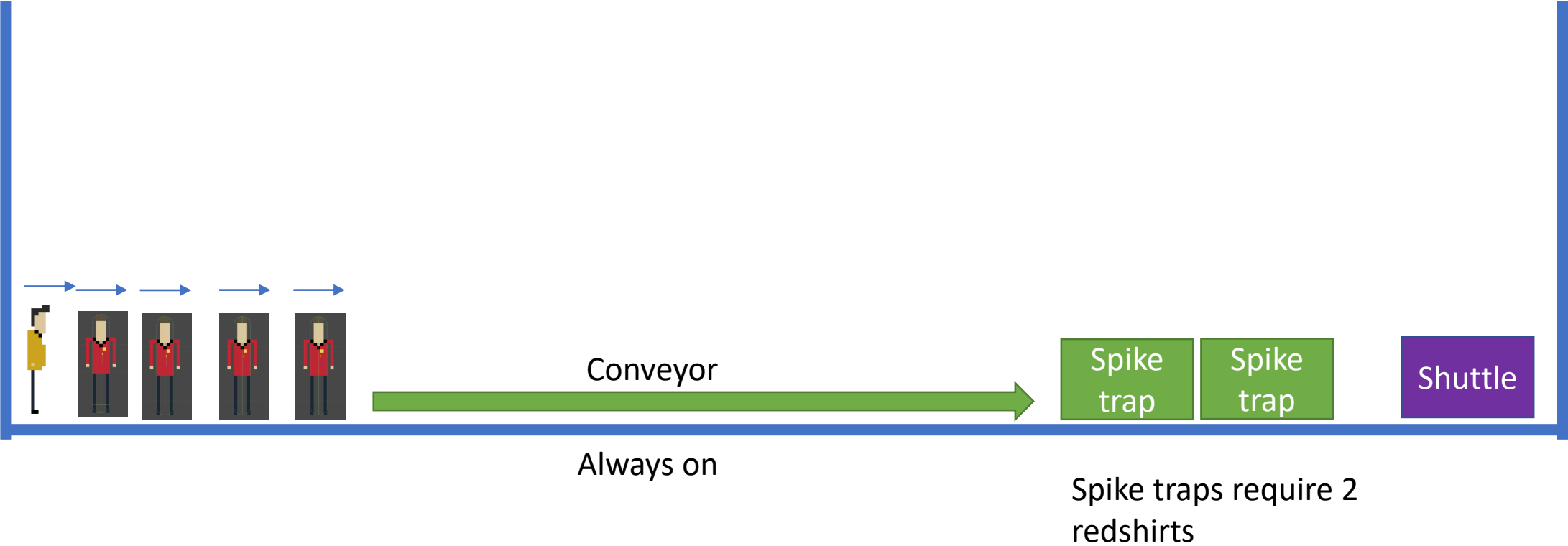
These 2 die to
the elevator if
you don't move
them

Black Hole, kills any who fall in

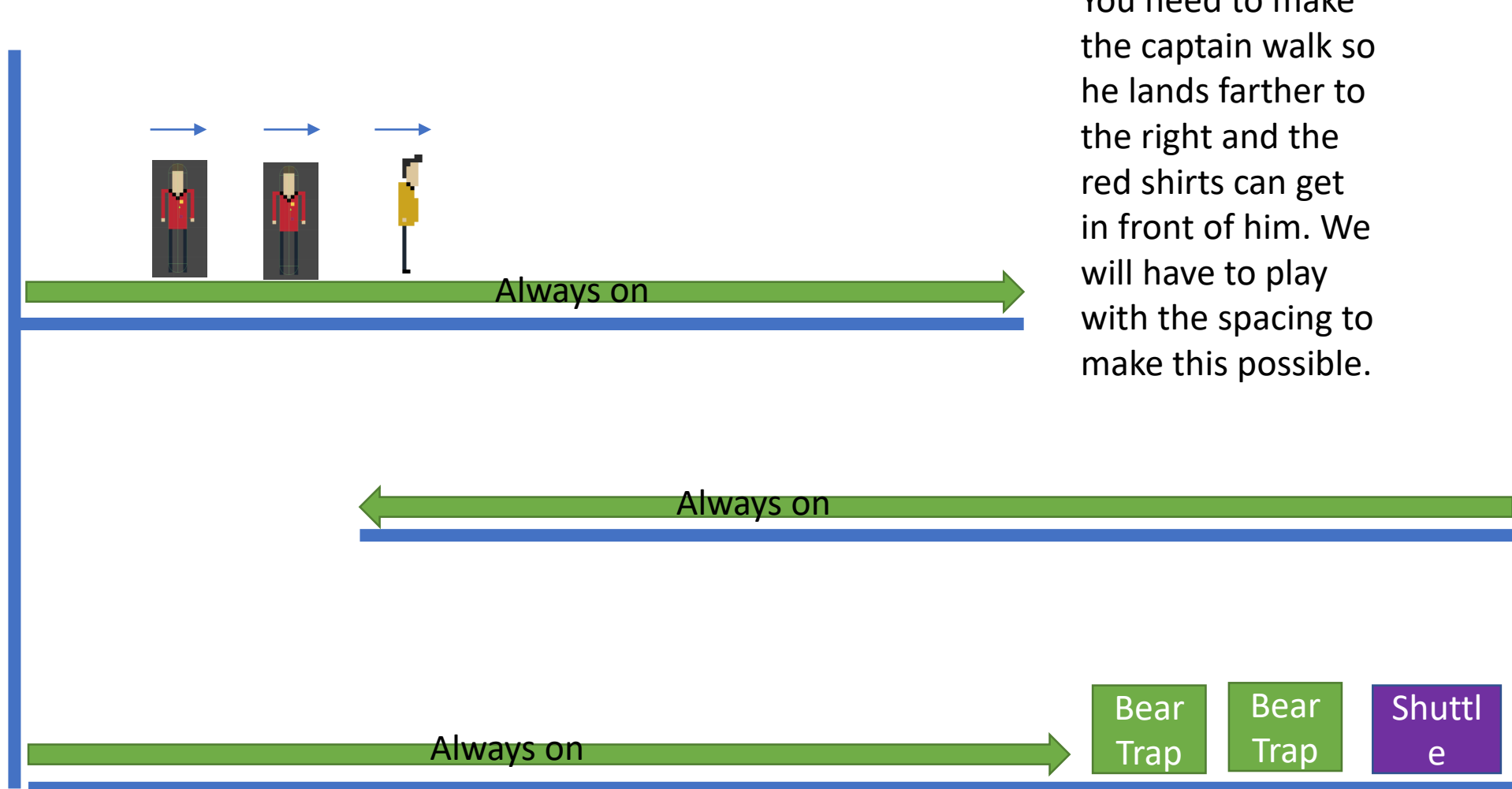


Important note: Play the
Wilhelm scream each time
someone falls in the black hole

Level 13
Conveyor introduction
Difficulty 0/10



Level 14
Difficulty 5/10



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 15
Difficulty 7/10

Conveyer must travel exact same speed as a person walking for this to work. Let's see if any of you can figure this one out 😊



Ramp must be in precise location just before start of the conveyer

Black Hole, kills any who fall in

