

Level 1
Mission Critical
Difficulty 0/10



Shuttle

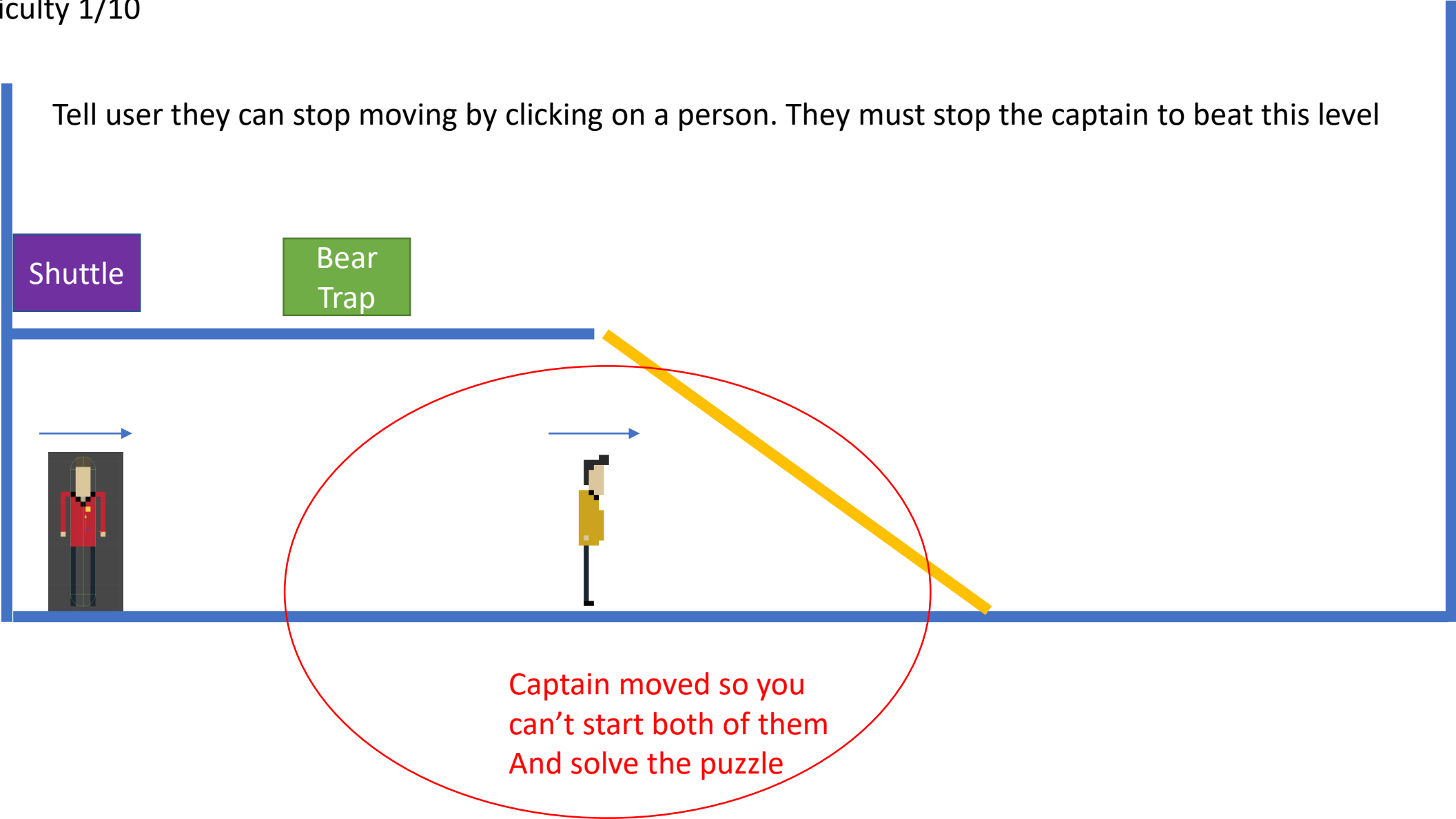
Level 2

Red Shirt and bear traps introduced

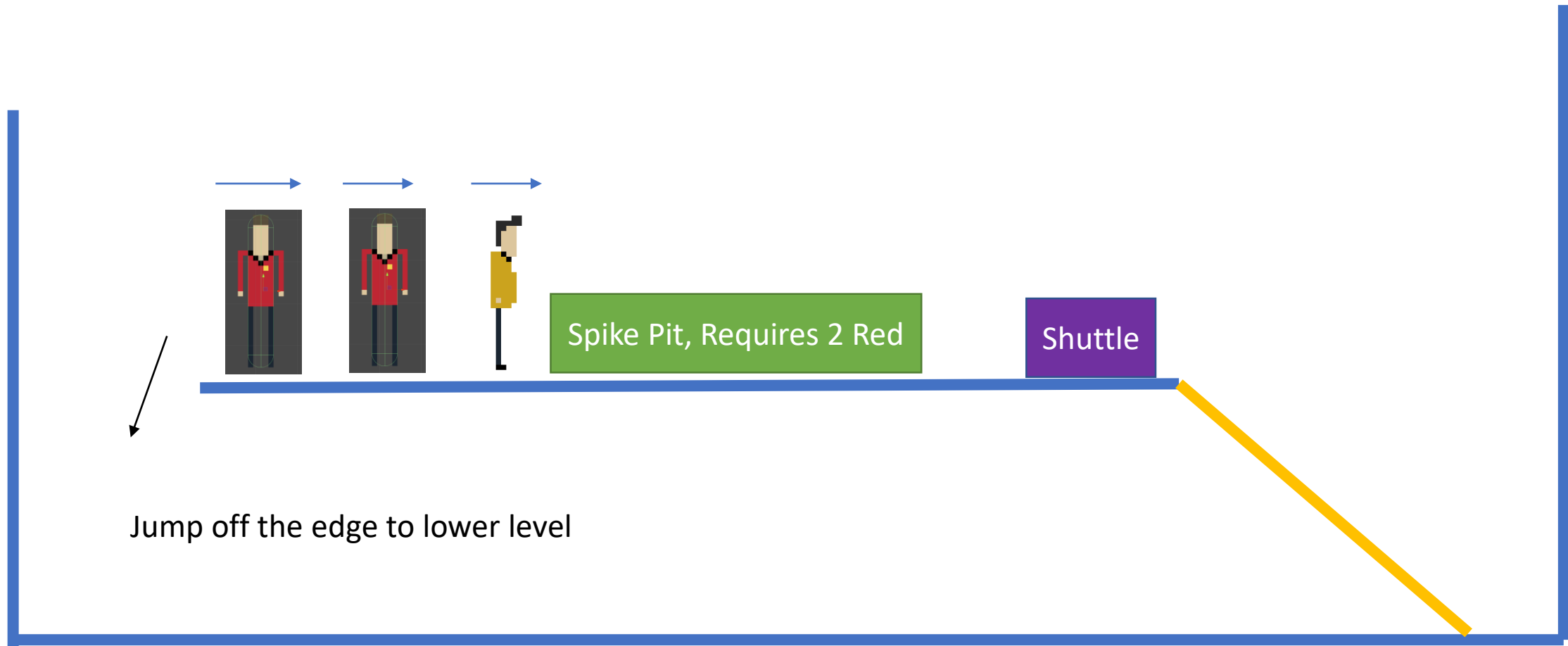
Difficulty 0/10



Level 3
Ramp introduction
Difficulty 1/10



Level 4
Difficulty 1/10



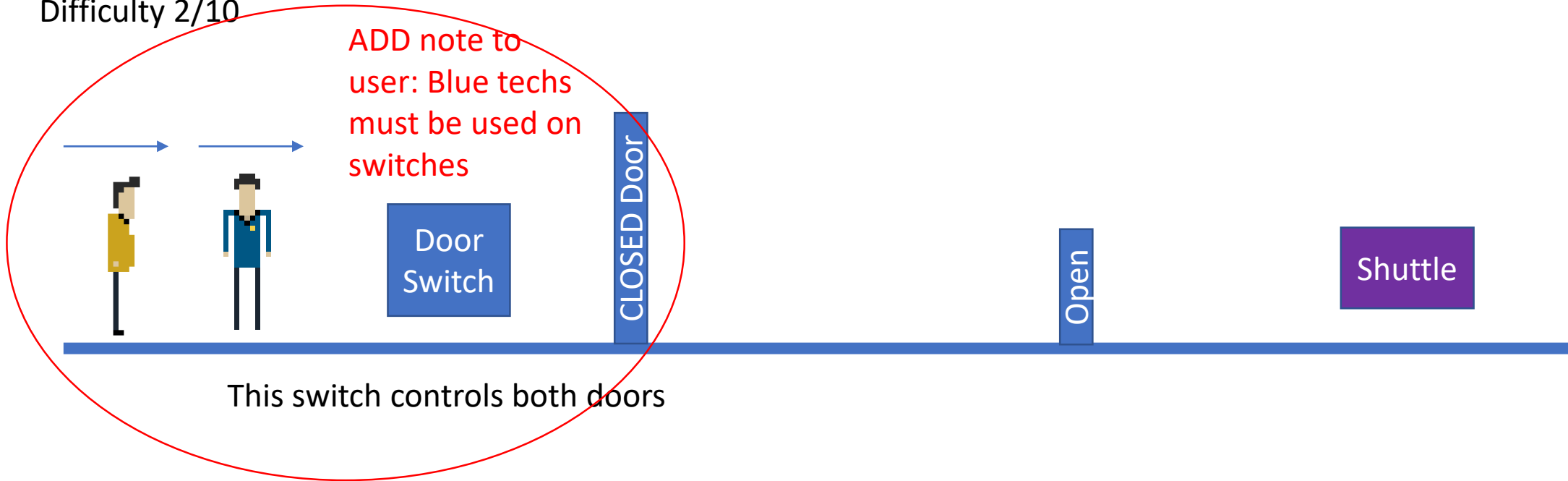
I would like you to be able to stand on someone's head. It doesn't help in this puzzle but it would be a fun trick in future puzzles

Level 5

Doors and switches introduced

Difficulty 2/10

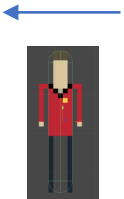
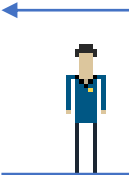
Tell user they can open door by clicking on the switches



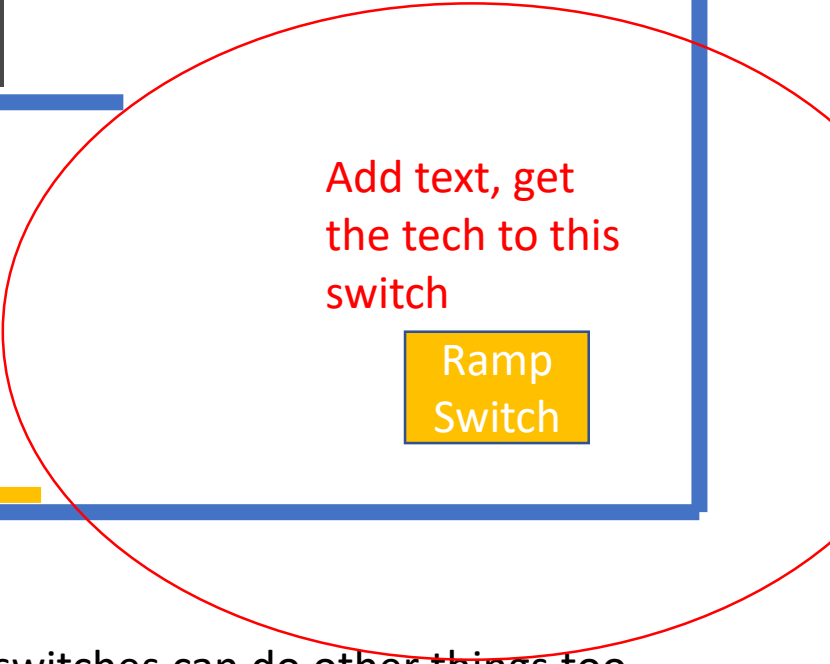
No outer wall
here, will fall off
map and die
←

Shuttle

Bear
Trap



top

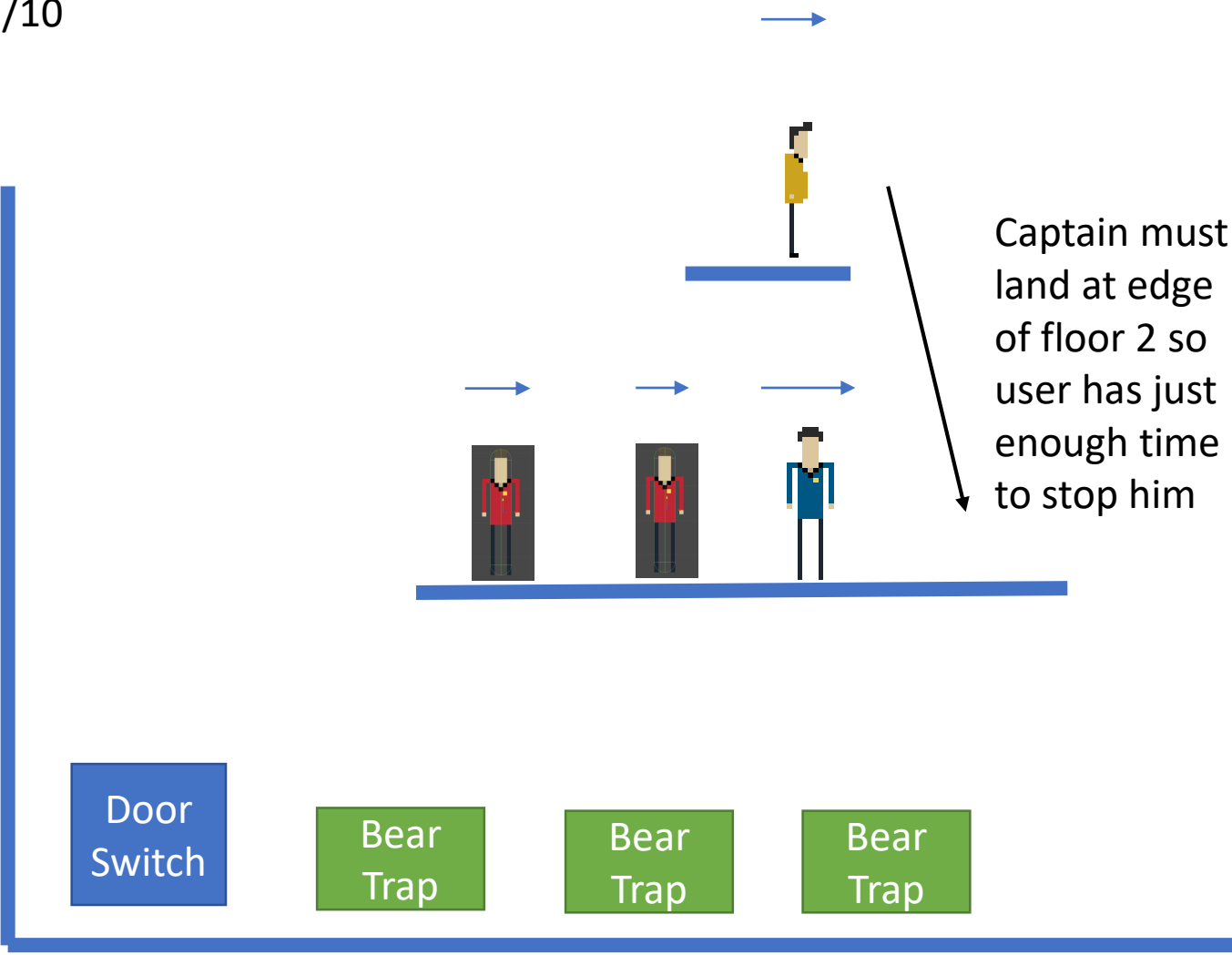


Add text, get
the tech to this
switch

Ramp
Switch

User will learn that switches can do other things too

Level 7
3/10

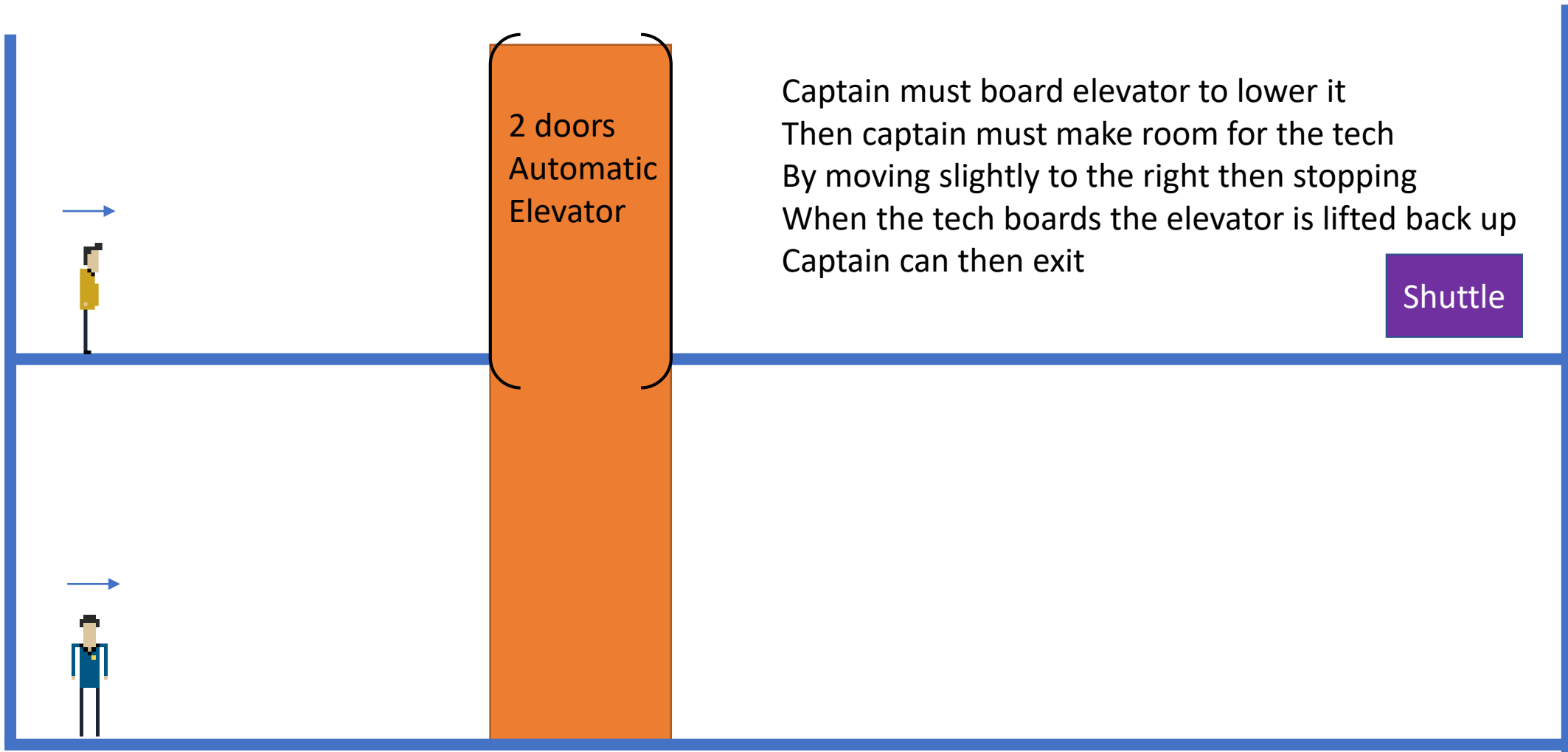


Only 2 red shirts and 3 traps??? To solve, the captain must jump to floor two and block the path so the tech can turn around and get to the switch.

Level 8

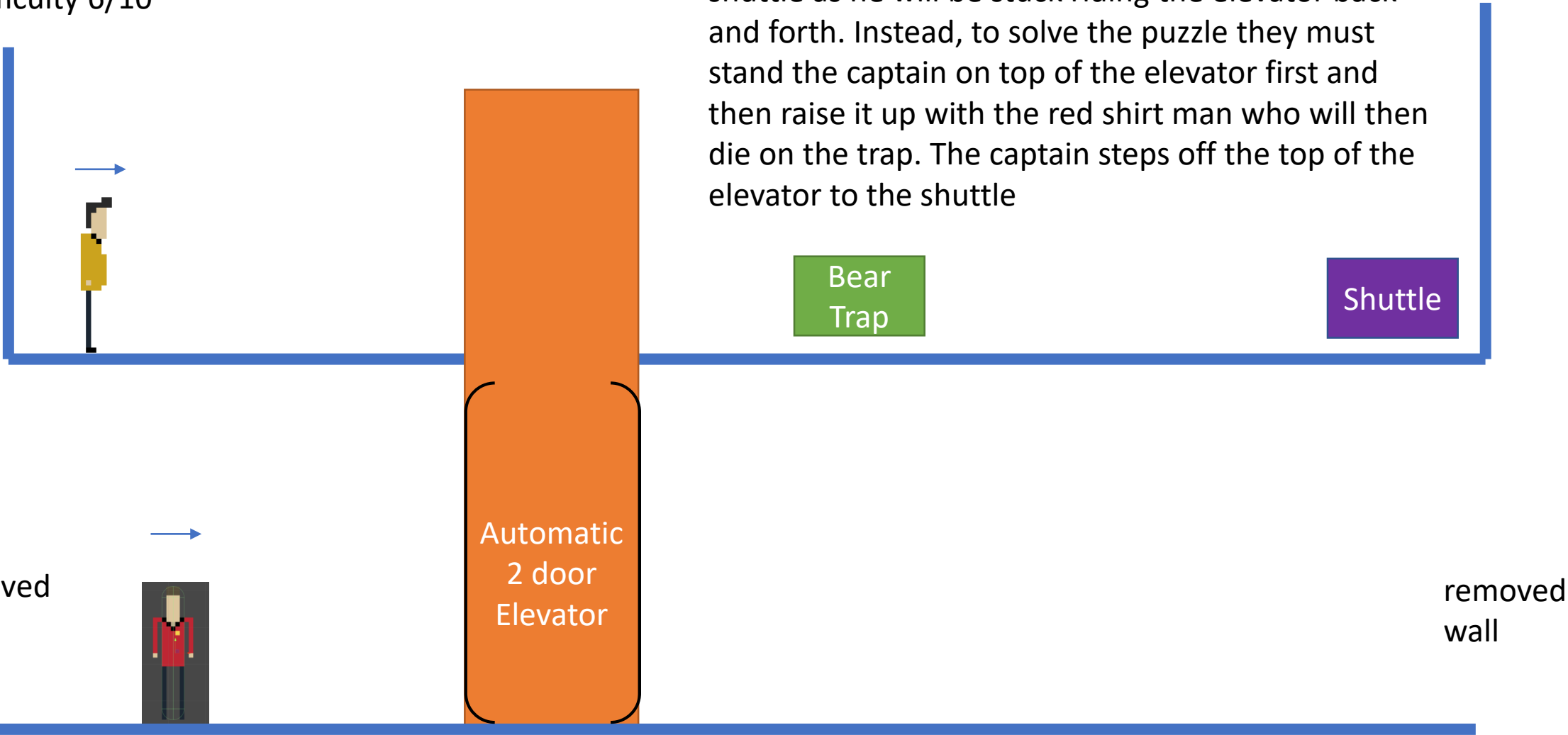
Elevators introduced

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

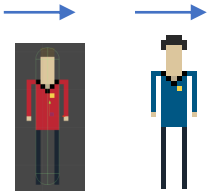
Lowers both ramps

Ramp
Switch



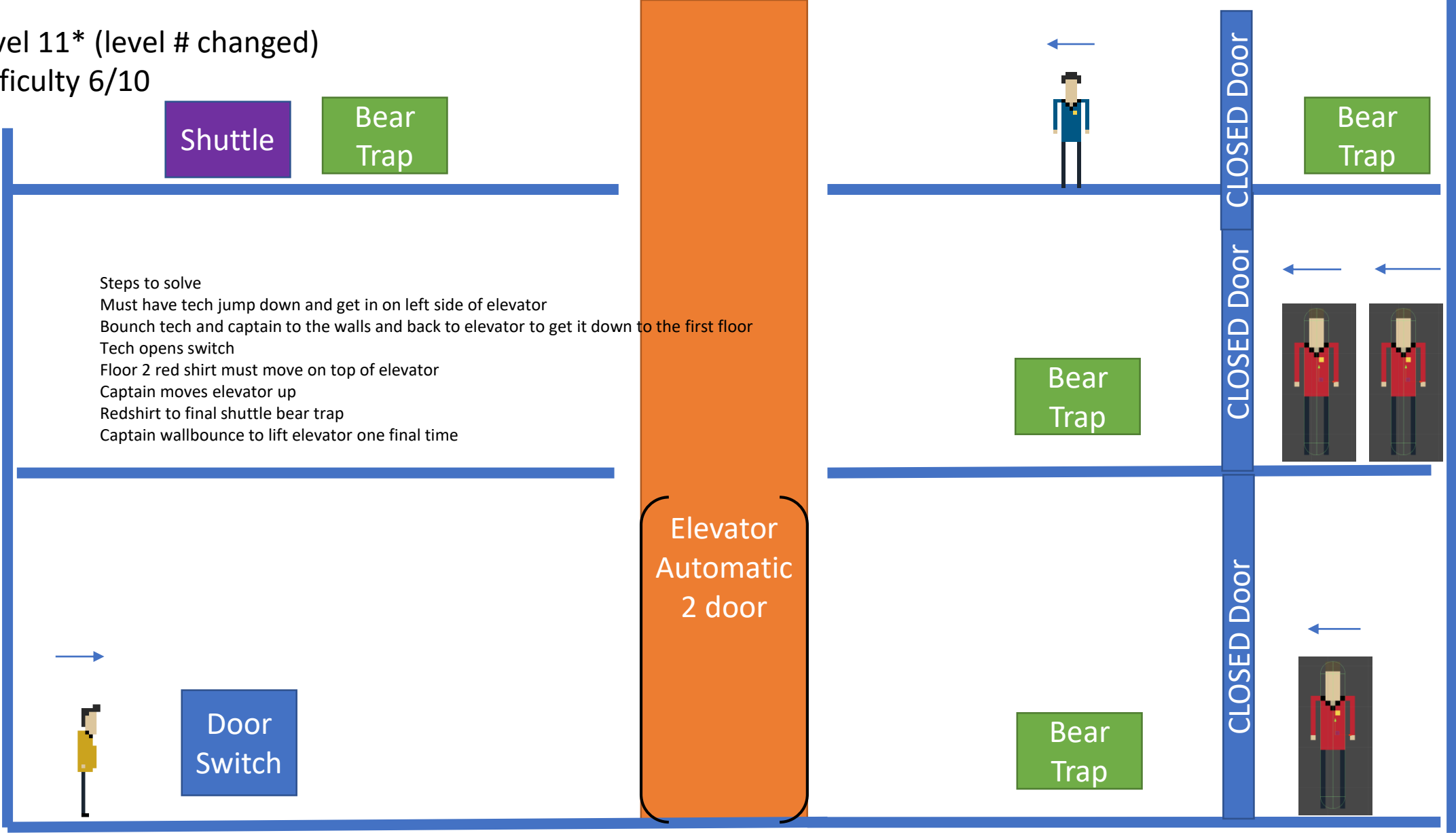
Bear
Trap

Spike
Trap



Shuttle

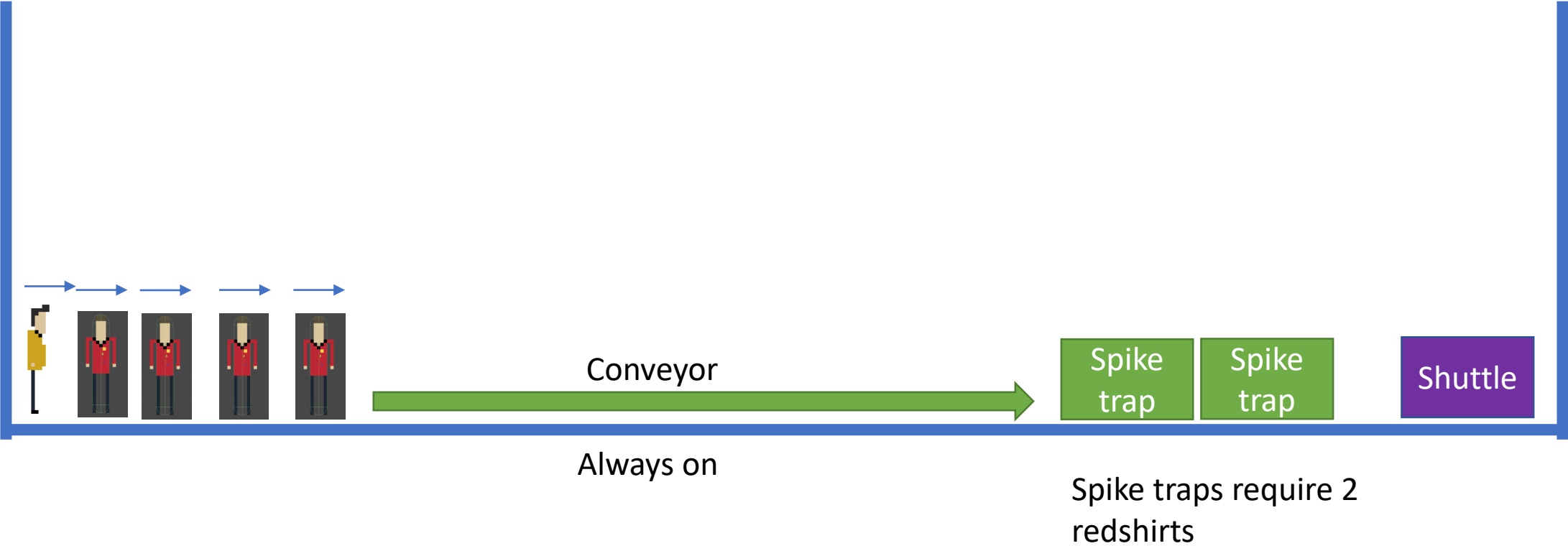
Level 11* (level # changed)
Difficulty 6/10



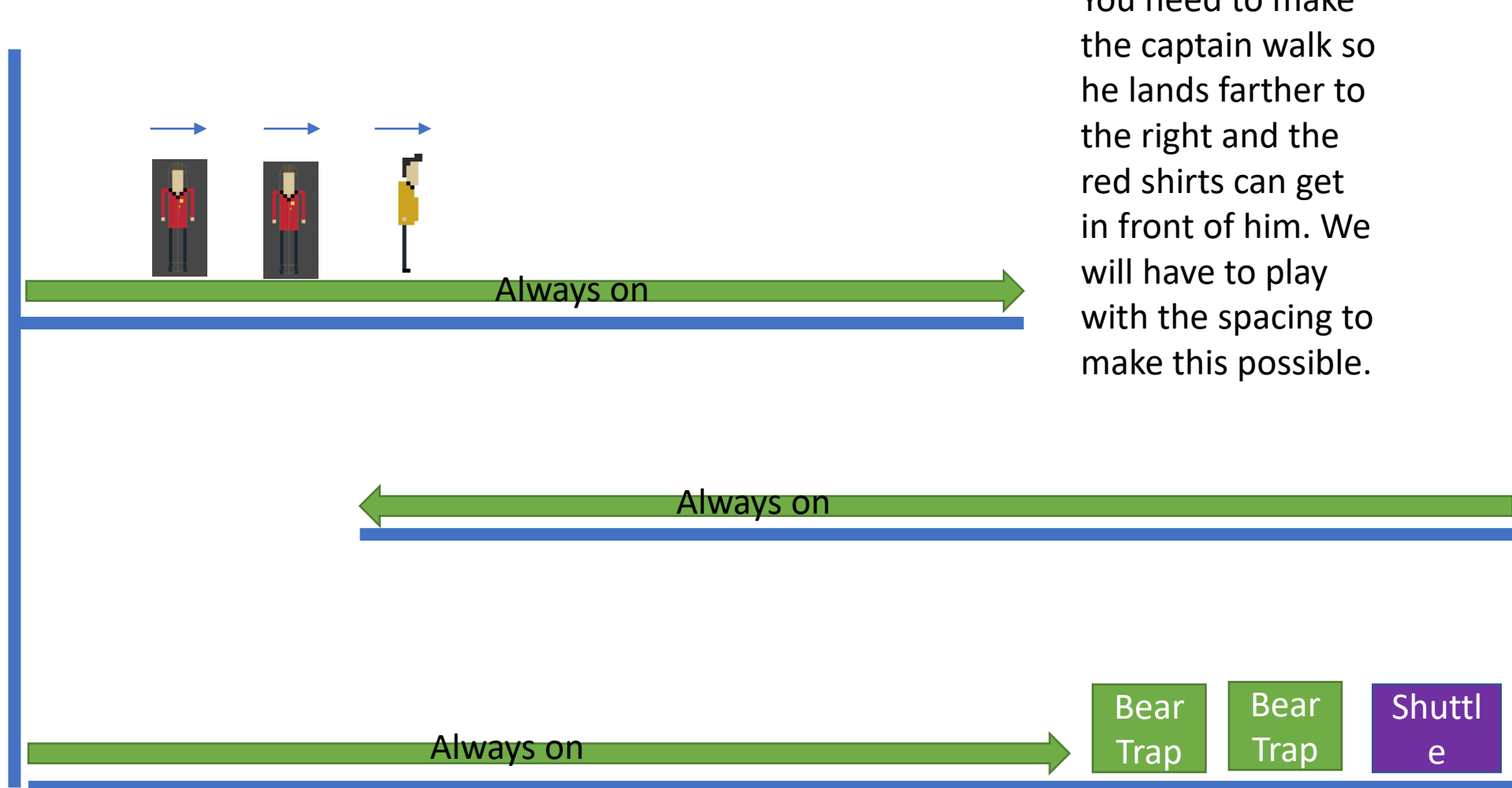
Switch opens and
shuts all 3 doors

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

Level 12
Conveyor introduction
Difficulty 0/10



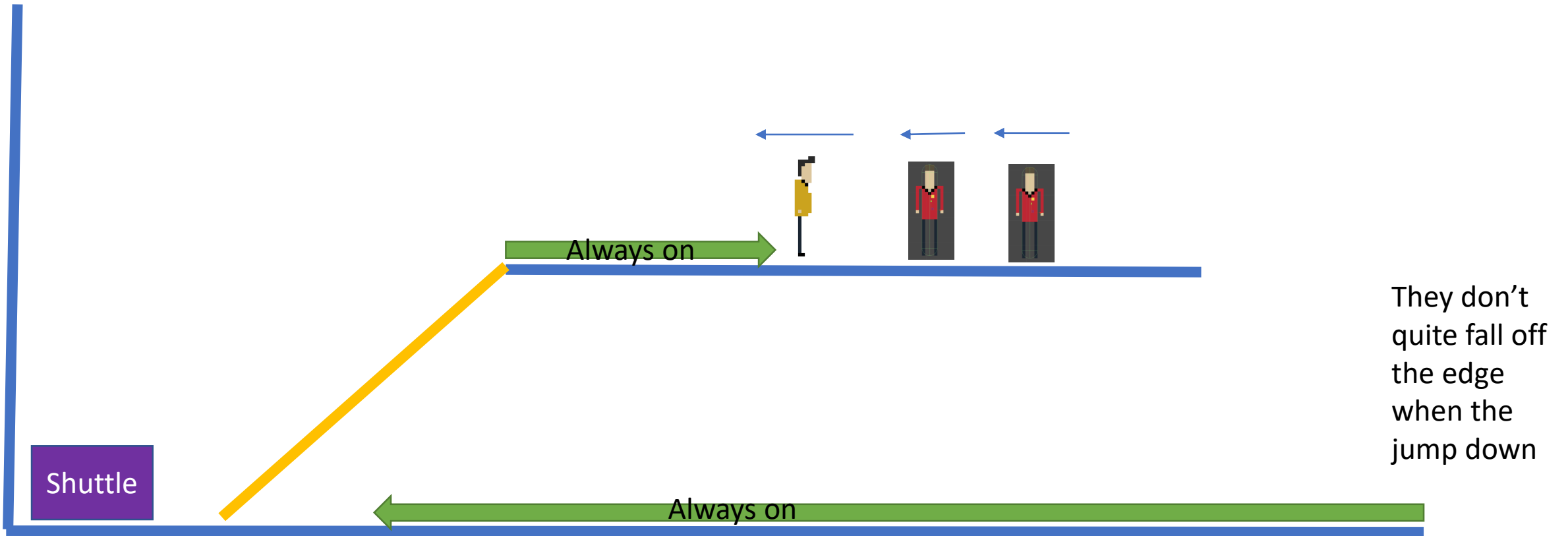
Level 13
Difficulty 4/10



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.

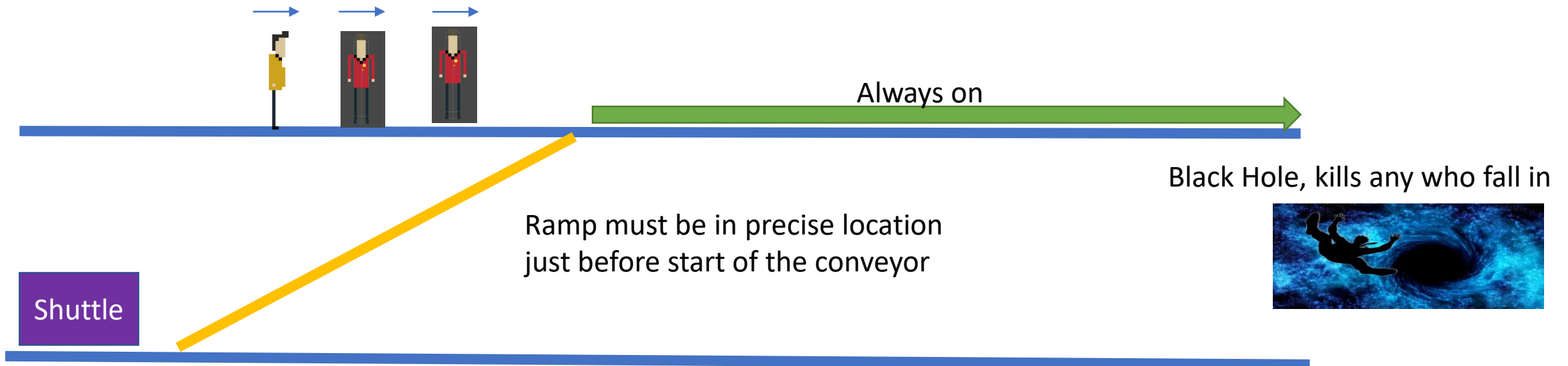
Level 14
Difficulty 5/10

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



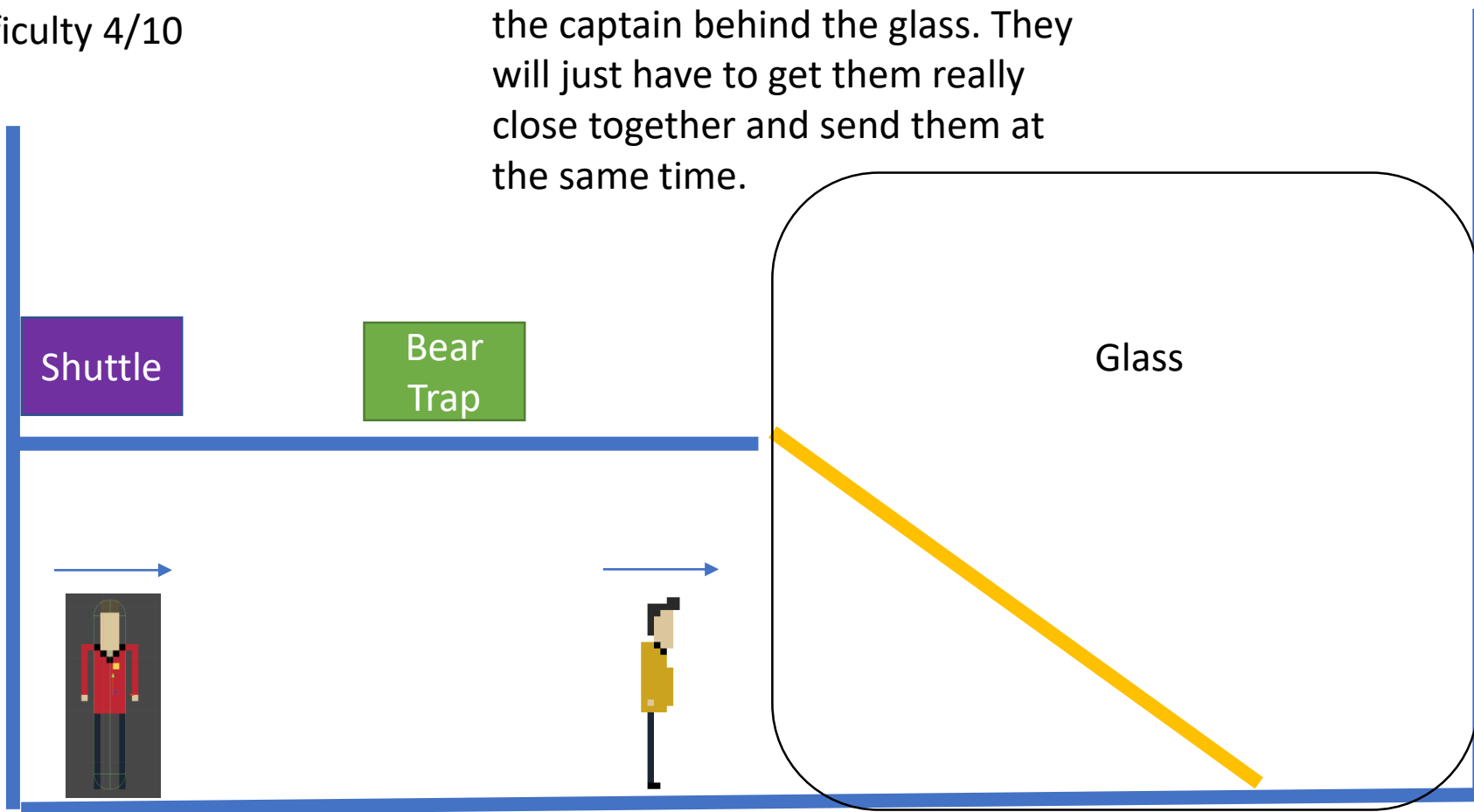
Level 15
Difficulty 7/10

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

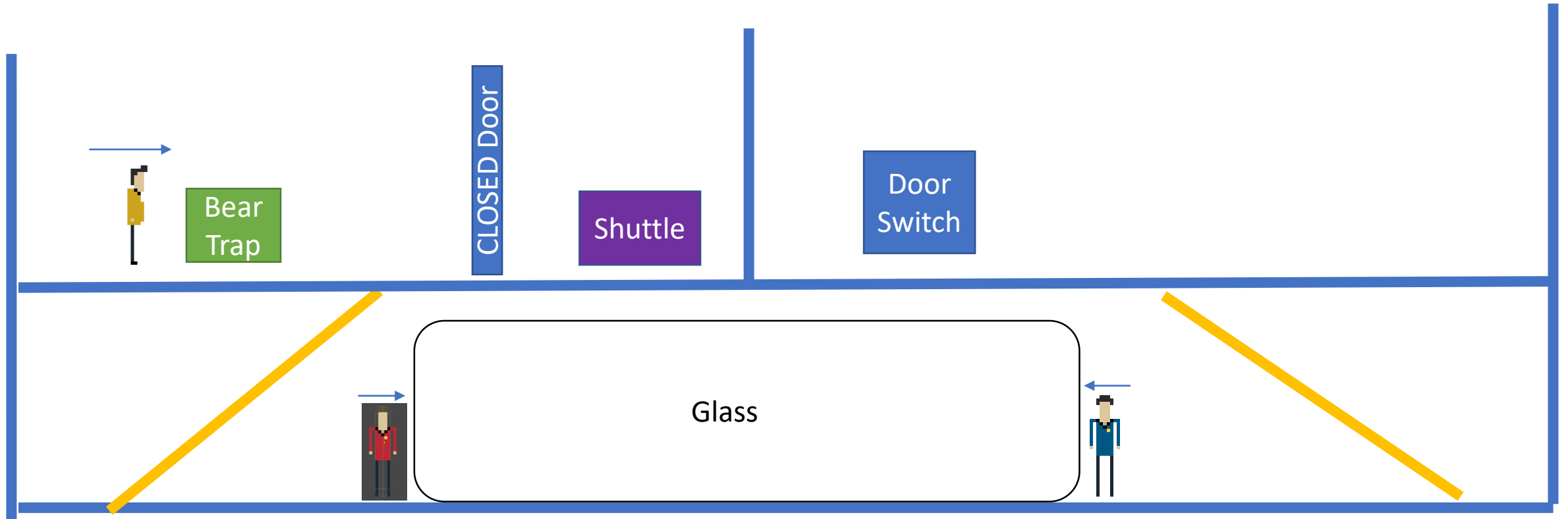


Level 16
glass introduction
Difficulty 4/10

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 17
Difficulty 4/10



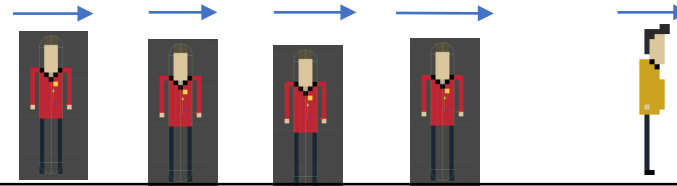
Level 18
Difficulty 7/10

This one may or may not work. If it doesn't work we can skip it. Or reduce the bear traps below

Conveyor Starts off



Glass goes just to the elevator



Elevator
Automatic
1 door
Left side



Conveyor Starts off

Conveyor
Switch

Bear
Trap

Bear
Trap

Bear
Trap

Bear
Trap

Shuttle

Switch turns both conveyors off and both conveyors on.

Level 19
Difficulty 7/10

This switch turns one the lower escalator off and the upper escalator on. It toggles between them

Shuttle

Spike
Pit



Conveyor
Switch

Entire floor is glass panel

Bear
Trap

This conveyor starts off

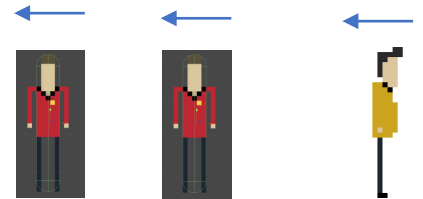
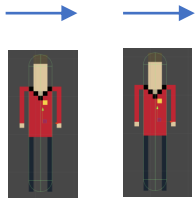
Bear
Trap

Entire floor is glass panel

Bear
Trap

This conveyor starts on

Bear
Trap



Elevator
Switch
1 door
Right side

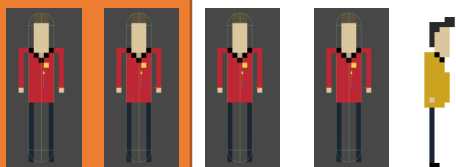
Will be placed as Level 20 if we can get units to stack. Otherwise this will not be in the game

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



Shuttle

Black Hole, kills any who fall in



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