

# PLANETFALL

## SOLUTION

### ABOARD THE FEINSTEIN

Basically there's nothing to do on board the Feinstein but wait on DECK NINE for the explosion. While waiting, read the diary and brochure for some amusement. Note that the ESCAPE POD is to the west. Immediately after the explosion the door to the west opens and you can get into the ESCAPE POD.

### ESCAPE POD

To survive the trip, get into the webbing. When the Pod lands a panel will open - revealing a towel and a survival kit. Take the survival kit (it's not necessary to take the towel). Open the bulkhead and immediately go up. Keep going up until you get to the COURTYARD.

### KALAMONTEE COMPLEX

Although not needed to solve any of the puzzles, the monitors in SYSTEMS MONITORS indicate that Planetary Defense, Course Control, Communications and Project Control are malfunctioning. These must all be repaired.

There are a number of exits and doorways that cannot yet be accessed. You'll need to find various objects to do this. You are limited in what you can carry, so it's a good idea to 'drop' the inventory items you won't need. I chose the CORRIDOR JUNCTION as a convenient place to leave everything. At this stage all you need is the survival kit.

### THE PADLOCKED DOOR IN THE MESS HALL

Examine the crevice in the ADMIN CORRIDOR SOUTH to find a steel key. Get the key with the metal bar (magnet) from the TOOL ROOM. Unlock the padlock with the key.

### THE RIFT AT THE ADMIN CORRIDOR

Get the ladder from STORAGE WEST. Note that you need to 'drop' all other inventory items before picking it up. You must extend the ladder to get it across the rift. It cannot be extended while you are carrying it.

### THE DOOR IN THE MESS HALL

Get the kitchen access card from the desk in the SMALL OFFICE. Slide the kitchen access card through the slot to open the door.

### THE DOORS IN THE ELEVATOR LOBBY

Press the blue button to open the blue door and the red one to open the red door. The doors take a while to open, so wait a while after pressing the buttons. The UPPER ELEVATOR (through the blue door) will take you to the COMM ROOM area, and the LOWER ELEVATOR (through the red door) takes you to the Shuttle.

### THE UPPER ELEVATOR

Get the upper elevator access card from the desk in the SMALL OFFICE. Slide the upper elevator access card through the slot to activate the elevator, then press the up button.

### THE LOWER ELEVATOR

The robot (Floyd) has the lower elevator access card. Search him when he's switched off) to get it. Slide the lower elevator access card through the slot to activate the elevator, then press the down button.

### BOOTH 2

Refer to BOOTH 3 in the LAWANDA COMPLEX section.

### THE DOOR IN THE REC AREA

You will get the combination to the dial much later on. However, it's not necessary to use this door to finish the game.

### FOOD

The survival kit has green, brown and red goo that can be eaten. The canteen in the MESS HALL can also be filled with liquid from the dispenser in the KITCHEN.

### SLEEP

You can sleep in any of the DORMS. Your inventory is automatically 'dropped' when you sleep. It's therefore not a good idea to sleep while carrying 'open' items containing liquids, eg. An open canteen or the flask.

### NOTES

Don't pick up the metal bar (magnet) while carrying any of the access cards. If you do, the access cards will be demagnetized.

## **COMM ROOM**

The colour of the flashing light and the "Kuulint Sistum Manyuwul Oovuriid" label are clues to repairing Communications. The colours of the flashing lights (random) are the same as the buttons on the dispensing machine in the MACHINE SHOP. First get the flask from the TOOL ROOM (Kalamontee Complex), then put it under the spout of the dispensing machine and press the coloured button corresponding to the flashing light. Pour the fluid (from the flask) into the hole on the enunciator in the COMM ROOM. If the light continues to flash in another colour, repeat the process until a message is transmitted.

## **SHUTTLE TRIP**

The shuttle does not operate in the evening, so it's best to use it immediately after you've slept. Through the window in ALFIE CONTROL WEST you see a wall. However, through the window in ALFIE CONTROL EAST you see the rails, so you must travel east. The shuttle access card is in the desk in the LARGE OFFICE. Slide the shuttle access card through the slot. The shuttle controls are operated as follows:

- 1) push the lever (to accelerate)
- 2) note the sign advising that the speed limit is 45
- 3) when the speed reaches 45, pull the lever (to the central position)
- 4) note that you 'wait' 3 times after reaching 45 until you reach halfway
- 5) therefore you must 'wait' 3 times after halfway before decelerating (pulling lever to lower position)
- 6) your speed should be 5 more than that shown on the signs

## **LAWANDA COMPLEX**

### **INFIRMARY**

Drink the medicine in the bottle to suppress the disease you have contracted.

### **REPAIR ROOM**

You cannot fit through the small doorway - but Floyd can! Ask Floyd to go north. When he returns he tells you that there's a shiny fromitz board on the other side. Ask Floyd to get the shiny fromitz board.

### **PLANETARY DEFENSE**

There are 4 fromitz boards inside the panel. Remove the second fromitz board and replace it with the one Floyd got for you. This repairs the Planetary Defense System.

### **COURSE CONTROL**

Remove the fried bedistor in the metal cube with the pliers. Replace it with the good bedistor you found in STORAGE EAST (Kalamontee Complex). This repairs Course Control.

### **LIBRARY LOBBY**

You can turn on the computer and learn a bit about the planet.

### **LIBRARY**

The green spool found in the dust in the LIBRARY LOBBY (Helicopter Manual) and the red spool found in the INFIRMARY (about the disease) can be viewed with the microfilm reader.

### **BIO LOCK EAST**

Look through the window and you'll see the miniaturization access card. Floyd will offer to get it for you. If he doesn't, go to the COMPUTER ROOM and wait for Floyd to tell you that the computer is the most important part of the project. Return to the BIO LOCK EAST and again look through the window.

Follow Floyd's instructions very carefully:

- 1) open the door - he goes through
- 2) close the door immediately
- 3) wait once - you'll hear him tell you to open the door
- 4) open the door - he returns
- 5) close the door immediately

### **BOOTH 3**

The teleportation access card is in the pocket of the lab uniform in LAB STORAGE. Slide the card through the slot and then press the beige button (2) to go to BOOTH 2 (Kalamontee Complex). Similarly, you can return here from BOOTH 2 by using the tan button (3). There is also a BOOTH 1 - situated beyond the door in the REC AREA (Kalamontee Complex). Pressing the brown button (1) will take you there.

### **RADIATION LOCK EAST**

Although there's a brown spool and a lamp in the RADIATION LAB, you won't live long enough to use either of them. They are not needed to complete the game, so they're best left alone.

### **PROJCON OFFICE**

There's nothing you can do with the mural on the wall. It has relevance later.

### **MINIATURIZATION BOOTH**

From reading the computer output in the COMPUTER ROOM you learn there's a malfunction in Section 384. Slide the miniaturization access card through the slot. Type '384' when asked for the sector number.

### **INSIDE THE COMPUTER**

Make sure you've completed everything else before entering the computer. You need to get the laser (from the TOOL ROOM in the Kalamontee Complex). You must remove the old battery from the laser and put in the fresh battery from the LAB STORAGE (Lawanda Complex).

#### **STRIP NEAR RELAY**

Examine the microrelay and you see a speck. Set the laser to 1. Keep shooting the speck until it vaporizes.

#### **MIDDLE OF STRIP**

Set the laser to 6. Shoot the microbe (blocking your path) until the laser is 'quite hot', then throw it into the void.

### **THE BIO LAB AND CRYO CHAMBER**

You exit the computer into the AUXILIARY BOOTH.

#### **LAB OFFICE**

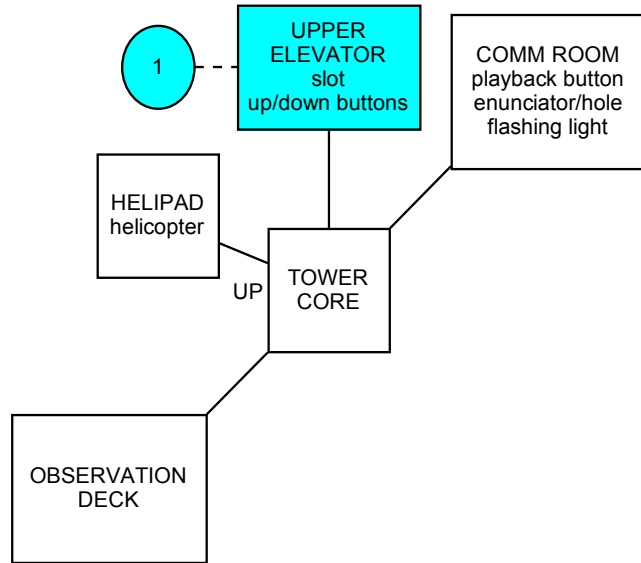
Get the gas mask from the desk. Wear the gas mask, press the red button and open the door.

#### **CRYO-ELEVATOR / PROJCON OFFICE**

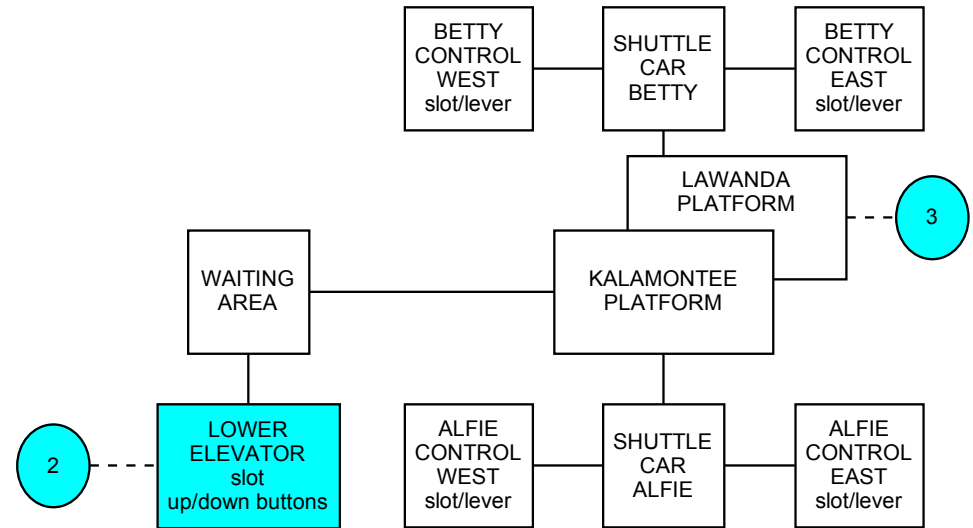
To get here you need to go through the BIO LAB. From the LAB OFFICE go west into the BIO LAB. Open the lab door and immediately go west to BIO LOCK EAST. Go west to BIO LOCK WEST, open the door and go west to the MAIN LAB. Make your way to the PROJCON OFFICE.

The CRYO-ELEVATOR lies to the south – where the mural was previously. Press the button to close the door and activate the elevator.

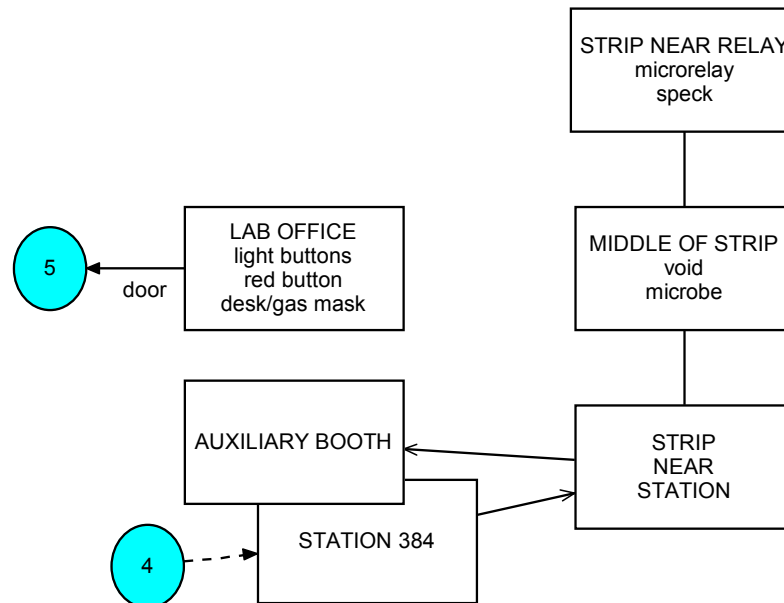
## UPPER ELEVATOR / COMM ROOM



## LOWER ELEVATOR / SHUTTLE AREA

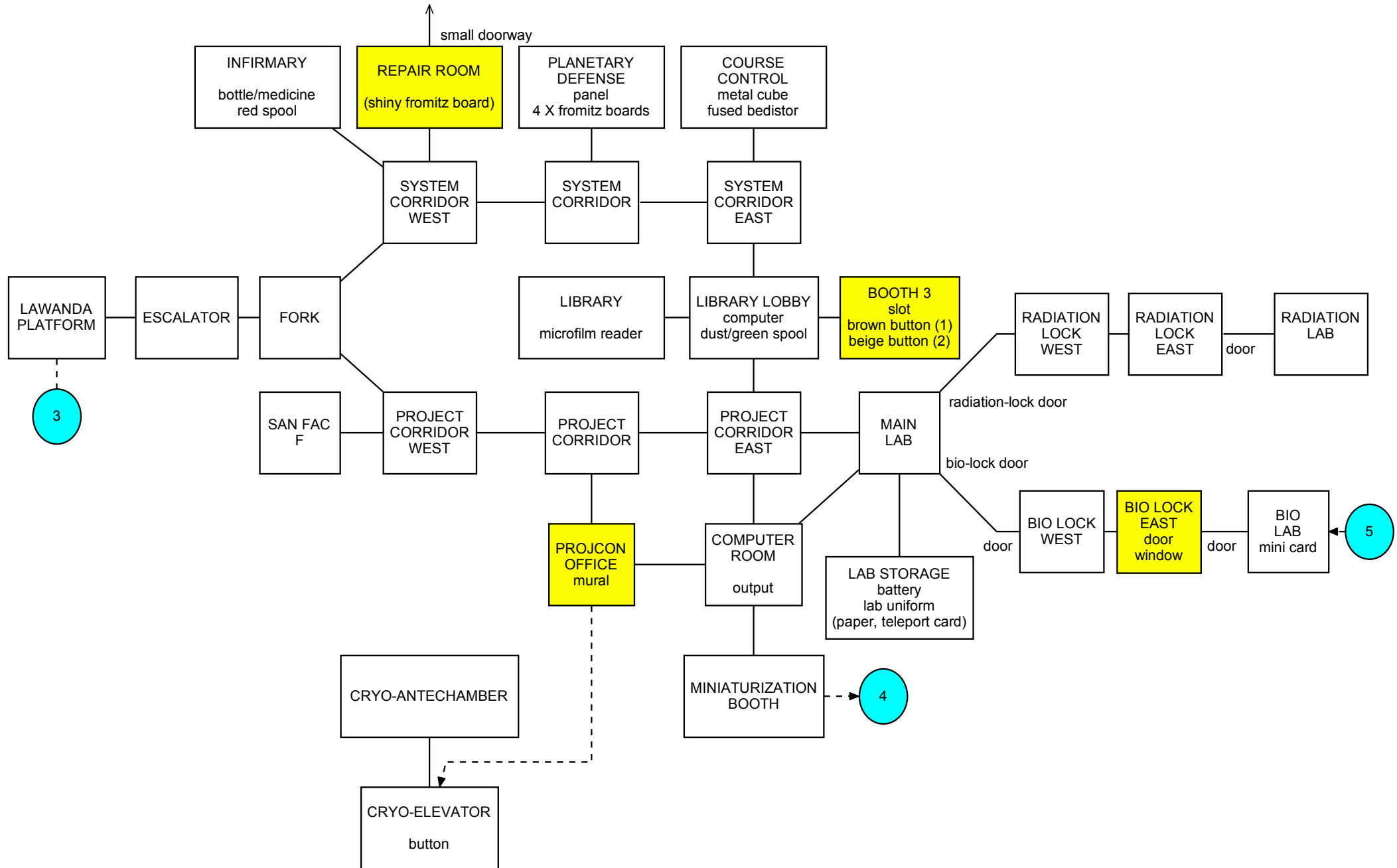


## INSIDE THE COMPUTER



# PLANETFALL

## LAWANDA COMPLEX MAP



# PLANETFALL

## KALAMONTEE COMPLEX MAP

