

SPACE RESCUE CODE PINK

Walkthrough for VERSION 5.5 of January 2021

Introduction

In this game you play as Keen; a young mechanic that just landed his first job on a 'Rescue & Relax' Spaceship.

Keen's task is simple; make repairs wherever needed. However what starts out as a series of straightforward tasks quickly devolves into a set of rather "sticky" situations!

Space Rescue is sexy 'point & click'-adventure game, where you will be talking to various characters -and have to solve their problems by finding items and making repairs.

Note; **Space Rescue: Code Pink** is still under development.

With every update, the game changes, so **you cannot use old savegames** in newer versions of the game.

You can always find the latest versions here:

<https://www.patreon.com/CodePink>



Basic Gameplay Reminder

(this is also listed in the game menu)

Search & Interact

Move your mouse around the screen. If you found something, the mousecursor will change shape depending on what it is. If you then click that object or person, you will interact with it.

(Phone? Slide finger!)

Are you playing SRCP on your phone? Then *slide* your finger over the screen to find things. If you found something, just lift up your finger & you will automatically interact with it. This way of playing is easier then trying to tap every spot on the screen.

Move around the ship

You can move from room to room. Move your mouse over the screen until your mousecursor will change into an 'exit icon'. Then click, to go the next room or the ship-map.

(ship-map)

Not all rooms are connected. Use the ship-map, to go directly to a room. If rooms can be accessed, they will be highlighted when you move your mouse over them. More rooms will become available as you continue your adventure.

Dialogs

While talking to characters, you will gradually unlock more talking points in the dialog-menu. Be sure to talk about everyting to progress the game.

(Requests)

Dialogs often end with a request. This request often means you have to do something, before the dialog will continue; *like finding an item, or making a repair.*

(Reminders)

If you forgot what to do, head back to the person you talked to; and they will give you a reminder about what to do.

Finding items & Inventory

Move your mouse over the screen until your mousecursor will change into a 'hand'. *Click* to pick

up the item; Keen will automatically put items in his toolbox / your Inventory.
You can access your Inventory by *clicking* on its icon in the top left corner of the screen. Click again to exit.

(Item hints)

Once in the Inventory, move your mouse over the items to read their names. Or click on an item to get a hint about what to do with that item.
Use the blue triangle buttons in the toolbox, to go to the next page of items.

Printing items

Keen has a 3-D printer inside the desk in his room. Here you can print items (that cannot be found).
Printing items requires minerals.

Collecting minerals -mini game

Play the mini-game to collect 'minerals', these are required to use your printer.
You find the mini-game by clicking the top window in the Shuttlebay.
The game has a cheat option, that will appear in the dialog-menu after your first try.

Making repairs

Move your mouse over the screen until your mouse cursor will change into a 'wrench'. This indicates you can make a repair.
If you click on this object, Keen will tell you what items you need to collect to make that repair.
If you have *all* the required items, Keen will start the repair automatically – and used items will be removed from your inventory.

Mini Games

(In the future) Space Rescue will have more mini-games with their own rules. You will always find the rules in the dialog-menu preceding the mini-games.

Walkthrough Introduction

In this game, each girl has a story of her own. And to complete the game, you need to play through all the stories.

To do so, you just have to read the dialogs & complete each requests that a **Character** might have. Often that means you have to find an **Item** & bring that item back to the character, or the specified **location**.

While playing you can simply jump into any available storyline & pick up anything you find.

But for the clarity of this walkthrough, the storylines are listed per girl.

Now before you dive in the walkthrough, know that **the game itself already gives quite a few hints**. So if you feel stuck, remember...

- Talk to the characters; if they requested something, their **last dialog option is always a reminder** of what you need to do.
- Click on the items in your inventory; **story-items always contain a hint** of what you need to do with them.
- Also, if you have to 'wait' for something; just walk around the ship, or go by keens room to 'let the time pass'.

If that doesn't help, then read the walkthrough below.

Or if it hasn't been updated yet, go to the Discord of Space Rescue & ask the community for help.

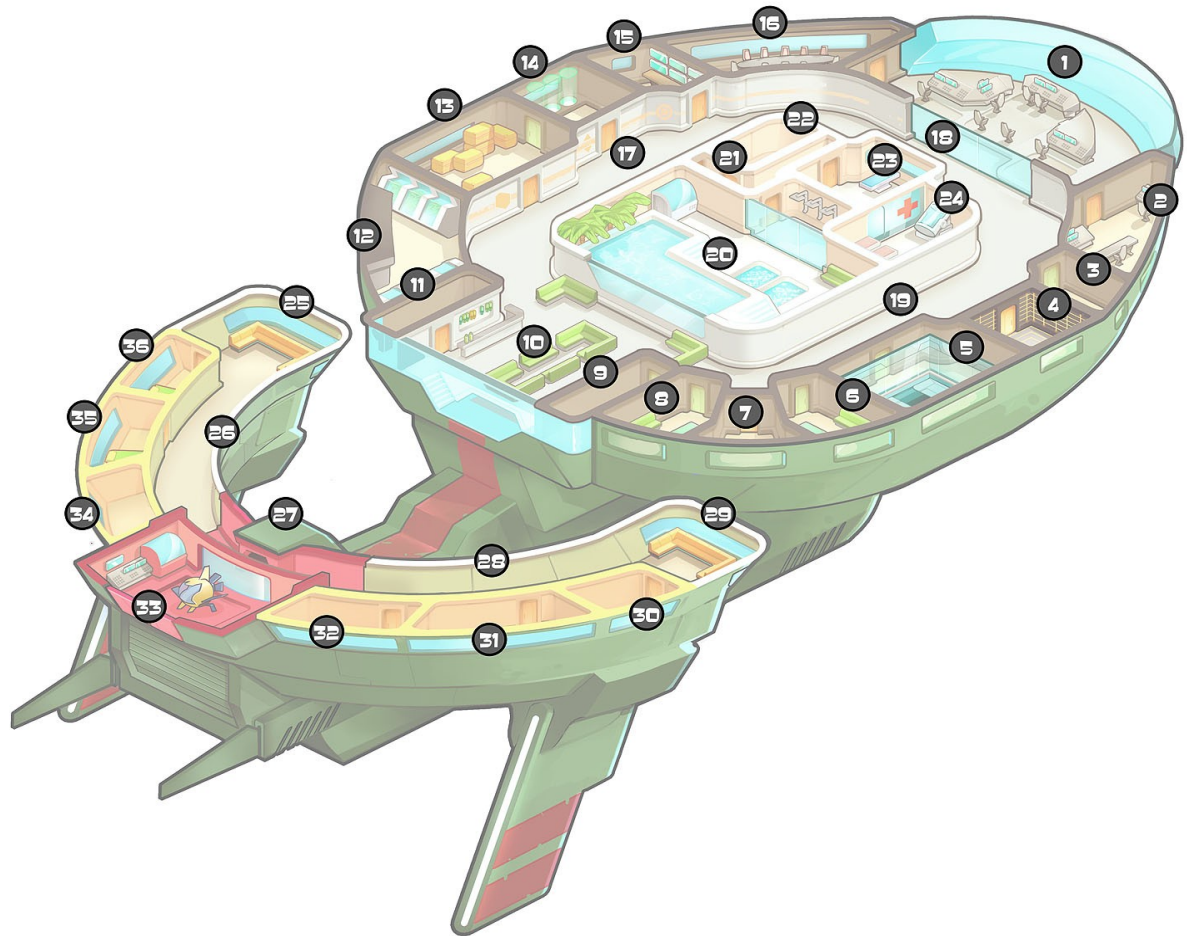
Well,

I hope this walkthrough help you on your way!

Enjoy the game!



Locations on the ship map



1. Bridge
2. Ready Room
3. Engine Room
4. HOLO Resort
5. Zero G Training
6. Guest Room
7. Guest Room
8. Guest Room
9. Food storage
10. Central Lounge (Lounge Bar, Lounge Couch)
11. Kitchen
12. Bio Garden (Biolab)
13. Storage
14. Teleport
15. Security
16. Meeting room
17. Hallway West
18. Hallway East
19. Hallway North
20. Spa Resort (Showers, Square, Pool, Pool Deck, Cold Bath, Sauna, Jacuzzi)
21. Spa Hallway
22. Changing Room
23. Spa Entree (Massage Room)
24. MedBay
25. Crew Lounge West
26. Crew Hallway West
27. Crew Corridor
28. Crew Hallway East
29. Crew Lounge East
30. **Keen's Room**
31. CrewRoom
32. Crew Room
33. **Shuttlebay** (Control Station, RepairBay, Decontamination)
34. Crew Room
35. Crew Room
36. Lune's Room



– 1 –
Lune
Miss HOLO

1.0 Game intro

*The intro shows Lune performing a rescue operation in space.
When she returns from her mission, Keen is asked to make a damage-report of the ship that Lune just salvaged. Here starts the game.*

1.1 Find the Repairbay & meet Lune

Find the **Shuttle bay** on the map, go there (no. 33 on the map above).
Once there, go to the **Decontamination Cabin** (it's the glass box, right of the shuttle).
Click on **Lune** & start the dialog.
Talk about everything, till Lune asks you to repair the crack in the glass.
Leave the dialog. You can now click on the **Green Tape**; fixing the crack requires **Super Glue** .
Find the **Super Glue** on the desk in **Keens Room**.
Return to the **Decontamination Cabin**. Click on the **Green Tape** and Keen will repair the crack.
Next, continue the dialog with **Lune**.
She is now ready to leave & will bring you to the **Repair Bay**. Before she leaves, Lune will hand you her **Keycard Level 1** (Keycards unlock new rooms and allow you to print new items).

1.2 Get the Damage Report & bring it to the Captain

At the **Repair Bay**, click on the **Pink Shuttle**, and choose to 'inspect it'.
After the dialog, you will get the **Damage Report**.
Now go to the **North Hallway**, enter the door and proceed to the **Ready Room**.
Here you will find the **Captain**.
Give her the **Damage Report**, talk about everything & leave again.
You will return to **Keens Room**.

1.3 Repair the HOLO-Camera & find HOLO Magazines

Lune will stop by & asks you to repair her **HOLO-Camera**. She leaves it on the floor.
Click on the **HOLO-Camera** and 'inspect it'.
Go to **Lune's Room**.
Click on **Lune** & talk about everything.
Lune will eventually ask you for the **HOLO-magazines**.
Go to **Ron's Room** (no. 6 on the map above).
Look under the table & find the **HOLO-magazines**.
Go back to **Lune's Room** & give **Lune** the **HOLO-magazines**.
You will return to **Keens Room**.

1.4 Customize the HOLO-Camera

Go to **Lune's Room** & find her practicing poses.

Talk to **Lune** about everything.

Lune likes to do a test shoot, but first you will need to customize the camera.

Click on the **HOLO-Camera** in **Lune's Room**.

Customizing the HOLO-camera requires 3 **Steel Pipes** and 1 **Low UV Light**.

Go to the **Hallway West** & take the door to the **Cargo Storage**.

Here you will find the **Steel Pipes** on a shelf.

Then go through the **Guest lounge**, to the **Lounge Bar**.

Talk to **Raymond** about the 'drink', who will then tell you about the **Biogarden**.

Now go to the **Biogarden** & find the **Low UV Light** on the floor.

Return to Lune's Room & click on the **HOLO-Camera** to customize it.

1.5 The test shoot

*Once done, Lune will bring you to the **Zero-G training room** for a test-shoot.*

Talk to Lune & continue with the shoot.

You will return to **Keens Room**.

1.6 Bring developed HOLO's to Lune.

In **Keens Room**, click on the **HOLO-Camera** to get the **Developed HOLO's**.

Go to **Lune's Room**.

Talk to Lune & give her the **Developed HOLO's**.

1.7 Asteroids for the shoot

Lune asked you to add Asteroids to the decor of the HOLO-shoot.

Go to the **Shuttlebay**.

Click on the box. You need to fill it with **500 minerals**.

Go to the **Control Station** (by clicking on the top-window in the **Shuttle Bay**.)

Click the left monitor to start the mini-game.

Talk about the 'Flight Instructions' and start the game to collect minerals.

(!) PC/Mac users can use keyboard arrows.

If you have trouble collecting minerals, you can ask for help after you did a first try.

Fill the box with **500 minerals** and get the **Box of Asteroids**.

1.8 The nude shoot

Go to Lune's Room

Talk to **Lune** about the **Box of Asteroids**.

Click through the dialog options.

Now you will start the nude HOLO-shoot.

You will return to **Keens Room**.

1.9 Deliver the HOLO-magazine

Click on the **HOLO-Camera** again in **Keens Room** to get the **Developed HOLO's**.

Go to **Lune's Room**.

Talk to Lune to give the **Developed HOLO's**.

Lune will send in the HOLO's & will wait for a response.

Go to **Hallway East**, where the **Captain** now announces that there is mail.

Go to the **Cargo Storage** & click on the mailbox.

Will find 2 **jetmail packages**, one is for Lune, the other for Lorza.

Go to **Lune's room**, where Keen will leave the **Jetmail for Lune** behind.

Go to **Keens Room**. Lune will barge in and show you that's she made it into the **HOLO-magazine**.

Lune will now invite you to catch up with your Zero-G training.

1.10 Get rewarded for your help

Go to the **Zero-G Training room**.

Talk to **Lune** & continue 'the training'.

From here on you can revisit the **Zero-G training room** to repeat the 'training' & 'HOLO-shoot'.

1.11 Mini-game bonus scene with Lune

Survive at least 9 waves in the mini-game & complete Lune's main storyline as described above.

You now impressed Lune, talk about the high scores to see this confirmed.

Lune will appear in the **Shuttlebay**.

Talk to **Lune** about your 'joystick'.

You will return to the **Shuttlebay**.

This ends Lune her storyline for now.



– 2 –

Sophie

The plant that needs love

2.1 Meet Sophie

Complete Lune her storyline up to point 1.4, to get access to the **Bio Garden**.
Go to the **Bio Garden**.
Talk to **Sophie** & discuss all dialog options.

2.2 Give the alien plant to Sophie.

Complete Lune her storyline up to point 1.10, to unlock the scene below.
Go to Keens Room. Raymond now knocks on the door to say goodbye.
Raymond gives Keen a **Pink Plant**.
Go to the **Bio Garden** & talk to Sophie.
Talk about the **Pink Plant** and give it to Sophie.
You will return to **Keens Room**.

2.3 Care for plant

Go to the **Bio Garden**.
Talk to **Sophie** & click 'care for plant'.
You unlock the **Bio Lab** & get the **Keycard Level 2**.
Keen will help Sophie taking care of the plant.
You will return to **Keens Room**.

2.4 Things heat up! The Auto thermostat

Go to the **Bio Garden**.
Talk to **Sophie** & click 'check on plant'.
You will return to **Keens Room** & some time passes.
Sophie contacts you through the intercom.
Go to the **Bio Garden** & talk to **Sophie**.
Click on the **AUTO-Thermostat** (the rectangle, right of the door) to repair it. (In this version you already have the micro-battery)
Return to Keens Room. Keen wonders about what happened.

2.5 Plant is not doing well

Go to the **Bio Garden**.
Talk to **Sophie** & click 'Raymonds plant'.
The plant is now withering.
You will return to **Keens Room**.

2.6 Sophie is getting hot

Go to the **Bio Garden** & watch a scene unfold.
Sophie is hot, Keen tries to repair the vent.
Both are overwhelmed by a pink fog.
You will return to **Keens Room**.

2.7 Make vent lever & be surprised

Go to the **Bio Garden**.
Click on the door to the Bio Lab & discover it's closed.
Sophie wants Keen to make a new **Vent Lever**, for this you need **1 Steel Pipe & 1 Nuts & Screws**.
Return to **Keens Room**.

Click on the **Print-o-Matic**, behind Keens desk.
*(If you still miss the **Printer Cable**, go to the **Cargo Storage** & find it there, with this Keen will repair the Printer.)*
Now click on the item-buttons & click 'yes', to print the items you need.
(If you are short on minerals, go through the Shuttlebay, to the Control Station & play the mini-game.)

Go to the **Bio Garden**.
Click on the door to the **Bio Lab**. Now Keen has made the **Vent Lever**, Sophie will call him in.
Shophie will show you that the plant has grown.
Talk to **Sophie** & discuss all dialog-options.
You will return to **Keens Room**.

2.8 Help to feed the plant

Go to the **Bio Lab**.
Talk to **Sophie** & choose to feed the plant.
Sophie mentions she will be gone for a week, installing a biogarden elsewhere.
You will return to **Keens Room**.

2.9 Trim the roots & feed the plant

Go to the **Bio Lab** & discover it's overgrown.
Talk to **Sophie** & help her cut the roots.
*Keen will get a **Vibro-Cutter** & will cut the datacable by accident.*
You will return to **Keens Room**.
Click on the '**Print-oMatic**' and print a **Data Cable**.
Go to the **Bio Lab** and click on the cut-cable on the floor. Keen will now repair it.
Talk to **Sophie** & choose to feed the plant again.
You will return to **Keens Room**.

2.8 Plant in final form & feed the plant

Go to the **Bio Lab** & discover the plants new shape.
Talk to **Sophie** & choose to feed the plant.
You will return to **Keens Room**.

2.8 Do the comparison study

Go to the **Bio Lab** & discover Sophie sleeping on her desk.
Talk to **Sophie** and discuss all dialog-options.
From here on you can revisit the **Bio Lab** to repeat the 'Long Term Study & Feed Melonie'.

This ends Sophie her storyline for now.



– 3 –
Lorza
Alien Urges

3.1 Meet Lorza

Go to **Hallway West** & click in the doorframe at the right side of the wall.
Now go through the door at the right in the **Spa Corridor** to get to the **Spa Entree**.
Talk to **Lorza** & discuss all dialog options.

3.2 Deliver jetmail to Lorza

Complete Lune her storyline up to point 1.9, to find **Jetmail for Lorza**.
If you have **Jetmail for Lorza**, you can talk about 'jetmail'.
You will return to **Keens Room**.

3.3 Meet Juli, Collect Massage Charts

Go to the **Spa Entree** & click on the roomscreen to enter the **Massage Room**.
Talk to Lorza in the Massage Room. She will ask you to collect **20 Massage Charts**.
Go the **Spa Corridor** & talk to **Juli**.
Discuss all dialog options & ask for the massage charts.
Juli will give you **3 Massgae Charts** & opens the door to the **Changing room**.
Go to the **Changing Room** & you will get 17 more **Massage Charts**.
(Returning to the Changing Room will now show random girls changing)
Go to the Massage Entree & click on the left side of the desk to deliver the Massaga Charts.
You will return to **Keens Room**.

3.4 Sticky Hands

Go to the the **Massage Room**.

*This ends Lorza her storyline for now.
The rest will be added in a next update.
We skip forward in time as if this storyline has ended.*



— 4 —

Mindy & Sandy A Spa Day

4.1 Meet Mindy & Sandy

Complete Lorza her storyline, to trigger the next scene.

Go to **Hallway West**, where the Captain will announce the arrival of new guests.

Go to the **Lounge Bar** & talk to **Mindy**, discuss all dialog options.

Keen offered to distract Mindy her parents.

4.2 Distracting Hank

Go to **Guest Lounge** & click on the people sitting on the couch, to go to **Lounge Couch**.

Talk to **Hank** & discuss all dialog options.

Keen discovers Hank can't see in the distance without glasses.

Click on the camping gear at the couch, you can now take **Hank's Glasses**.

4.2 Distracting Rosa

Go to **Lounge Couch**.

Talk to Rosa.

Rosa asks Keen to get her book.

You will return to the **Guest Lounge**.

Go to the **Hallway West** & click on the second door on the left wall, to enter the **Teleporter**.

Click on the console on the right & choose to teleport 'Rosa's book'.

You find **Rosa's book**.

Go to the Changing room & click on the middle locker.

Keen now swaps the boring book for an erotic novel.

You find **Switched book**.

Go to **Lounge Couch**.

Talk to **Rosa** & choose 'give book'.

Keen gives Switched Book & distracts Rosa.

4.3 Girls go to spa

Go to the **Lounge Bar** & talk to **Mindy** and tell her that you distracted her parents.

Mindy & Sandy leave for the Spa.

Go to the **Massage Entree**, where you hear a scream.

You will return to the **Guest Lounge**.

Go to **Hallway West**, where **Mindy** calls you.

You get the **Spa Keycard**.

4.4 Sneaking in the Spa

You will end up in the **Changing room**.

Click on the **Intercom** (The blue box on the left wall).

Choose to call the **Massage Room** & hang up.

You lured Lorza away from her desk (call to the desk and she will return again).

Go to the **Massage Entree**, and click on the door on the far right to go to the **Spa Showers**.

Talk to **Mindy** & choose to go to the Sauna.

You will end up at the **Spa Square**.

4.5 Making smoothies

When at the **Spa Square**, click on **Mindy & Sandy** & talk about the drinks.

Keen offers to make smoothies.

Go to the **Lounge Bar** & click on the **Meal-Maker** (the pink machine in the middle of the bar).

Keen will list the required ingredients, you will find them here:

(Ice Cubes) Go upstairs at the **Spa Square**, to **The Pool**.

Click on the left side of **The Pool** to go to the **Cold Bath**.

Click on the ice bucket to find the **Ice Cubes**.

(Bananas) Go to the **Bio Garden** & click on the banana's in the tree to find a **Banana**.

(Other ingredients) Go to the **Lounge Bar**.

Click on the glasses & find the **Glasses**.

Click on the oranges (at right side of bar) that & find the **Oranges**.

Click on the Stasis-box (yellow box at right of mealmaker) to find the **Yoghurt**.

At the **Lounge Bar**, click on the **Meal-Maker** to make the smoothies.

Go to the **Spa Square** & talk to **Mindy & Sandy**.

They will have their drinks.

You will return to the **Spa Square**.

4.5 Jacuzzi

When at the **Spa Square**, click on **Mindy & Sandy** & talk about the Jacuzzi.

Keen ends up in the Jacuzzi and is asked to choose East or West. This determines with which girl you will end this storyline – note, afterwards you can revisit the Jacuzzi & make a different choice.

You will return to the **Spa Square**.

4.5 Swimming Pool, find poolfloat

When at the **Spa Square**, click on **Mindy & Sandy** & talk about the swimming pool.
As a result, Keen needs to find a poolfloat.

Go to **Lune's Room** & click on the lifesaver on the wall.

Keen can take it if he can come up with a replacement.

Go to **Hallway North** & click on the red vacuum robot. You find **Clean-bot**.

Go to **Keens Room**, click on the **Print-O-Matic** & print **Spray Paint**.

Return to **Lune's Room** & click on the lifesaver on the wall.

Keen will now replace it and find **Lifesaver**.

4.6 Go swim!

Go to **The Pool** and click at the top of the screen to go to **Pool deck**.

Click on **Mindy** & tell that you found a poolfloat.

Watch the scene unfold.

This ends Mindy & Sandy their storyline for now.

The rest will be added in a next update.

You will be set back to the Spa Square, before this scene took place.



— ? —

The Astronaut in Pink

6.1 Repair the Pink Ship

Complete Lune her storyline up to point 1.2.

Go to the **Repair Bay**.

Click on the blue gloves on the right, to operate the **Helping Hands**.

Go through the dialog options.

Keen twists and pulls at the hatch.

Find a **Powerful ubricant** to open the hatch.

This storyline is still work in progres!



— ? —

The captain Destination Unknown

This storyline is still work in progres!



Many more stories will be added in the future!

If you like, you can support the project to help speed up the development.

<https://www.patreon.com/CodePink>

Let's meet again at the next update!

