Walkthrough for VERSION 14.0 of November 2026
(No spoilers)

Introduction

Space Rescue is an **adult 'point & click'-adventure**, where **you play as Keen**; a young mechanic that just landed his first job on a 'Rescue & Relax' Spaceship. And Keen's task is simple; make repairs wherever needed. However along the way, his many attractive crewmates start to fall for him & what usually starts out as a straightforward repairjob, always seems to change into a rather **"sticky"**situation!

Space Rescue's **main gameplay** involves; following dialogs, finding items and using them in the right places to continue the story.



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

With every update, the game-code changes, so **you can't use old save-games** in newer versions of the game.

Instead press **'start'** in the main menu & **choose the chapter** you last played to get back on track. (hold down **ctrl** to speed up the text).

Use the website for additional info on the game:
spacerescuegame.com

Basic Gameplay Reminder

(this is a copy of the game-guide in the main menu)

Search & Interact

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

(Phone user? Slide your 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 mouse-cursor 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 everything 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 mouse-cursor 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 it's 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

The game also contains other mini-games as well. These have there own rules, which will be explained at the mini-game itself. You can also skip a mini game if you don't want to play it.

Some general advice to make things easier...

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.
- When someone tells you to come back **another day**, pass through Keens room.
- Also, when a complete storyline ends; you might need to walk around the ship a bit to trigger a new chapter.

If these hints don’t help, then read the **walkthrough** below. Or, when this document isn’t updated yet; ask the community for help.

Well,

I hope this will help you on your way!

Enjoy the game!



How the Walkthrough is organized

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 and complete each requests that a **Character** might have. Often that means you have to find an **Item** and bring that item back to the character, or the specified **Location.**

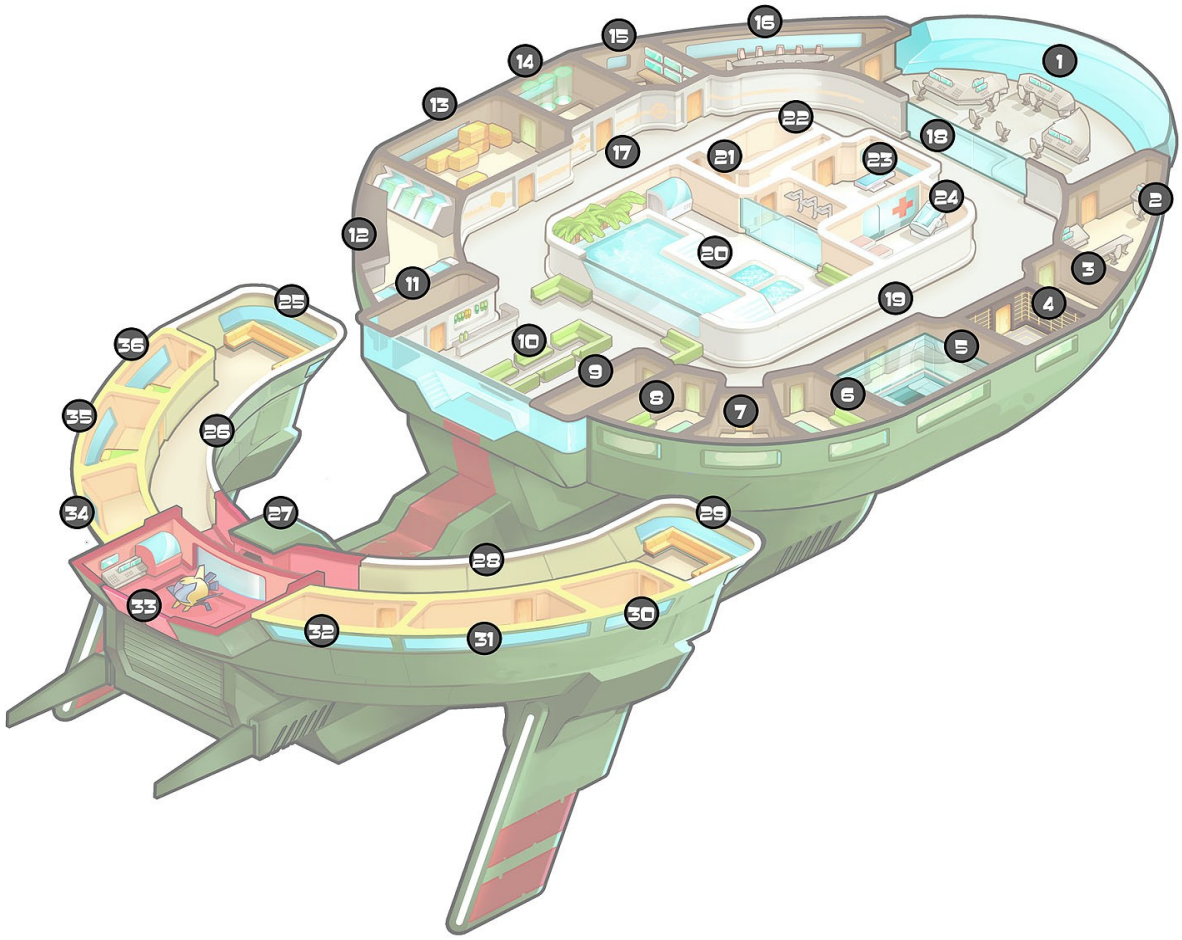
While playing you can simply jump into any available storyline and pick up anything you find.

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

Walkthrough Chapters by Girl

1. Lune
2. Sophie
3. Lorza
4. Mindy & Sandy
5. Rosa
6. Valerie & Yi-jie
7. The Doctor
8. The biker
9. The Wrestlers
10. The Maze Monster (Watt-ii)
11 ?
12 ?
13. The Captain
14. The Astronaut in Pink

Locations on the ship map



1. Bridge
2. Ready Room
3. Cellar (Mainteance Tunnels)
4. H-VR Room (Playfield / W.Arena, Grandstand, Changeroom)
5. Zero G Training
6. Guest Room 1
7. Guest Room 2
8. Guest Room 3
9. Food storage
10. Central Lounge (Louge Bar, Lounge Couch)
11. Kitchen
12. Bio Garden (Biolab)
13. CargoStorage
14. Teleport Room
15. SecurityRoom
16. Meeting room
17. Hallway West
18. Hallway East
19. Hallway North
20. Spa Resort (Showers, Square, Pool, Pool Deck, Cold Bath, Sauna, Jaccuzi)
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

After the intro, you will find yourself in the **Shuttle bay** *(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** and start the dialog.
Discuss all topics, till Lune asks you to repair the crack in the glass.
Now leave the dialog again & click on the **Green Tape.**
Keen will mention that you need the **Super Glue** to fix it.
For that, return to **Keen's Room** and take the **Super Glue** from Keen's desk. *(no. 30 on the map above).*
Return to the **Decontamination Cabin.**
Click again on the **Green Tape** and now Keen will repair the crack.
Next, continue the dialog with **Lune** & choose to go to the **Repair Bay.**
Once she showed you around, Lune will hand you her **Keycard Level 01**. And with this you can now visit the main area of the ship.

1.2 Get the Damage Report & bring it to the Captain

While at the **Repair Bay, c**lick on the **Pink Shuttle**, to get the **Damage Report.**
Now find your way to the **Ready Room**. *(no. 2 on the map above).*
Here you will find the **Captain.**
Give her the **Damage Report,** talk about everything & leave again.
You will return to **Keen's 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,** who stays in the middle **Guestroom** (no. 7 on the map above).
You will first meet Ben.
Click on **Ben** & talk to him about the **Magazines.**
He will now open the sliding door so you visit **Ron** in the backroom.
Click on Ron & talk about the **Magazines.**
Ron will now ask you to make a **Footstool.**
To make the footstool, first pick up the **Green disk** on the leftside of the screen.

Then go to the **Cargo storage** and pick up the **Steel pipes** from the top shelf.
When you have both items, click on the magazines beneath Ron’s feet to make the footstool.
In return for your effords you’ll recieve your magazines back.

Go back to **Lune’s Room** & give **Lune** the **HOLO-magazines**.
You will return to **Keen's 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**.

You should still have 3 **Steel Pipes** left of the stack you found earlier.

To get the Low UV Light, first go through the **Guest lounge**, to the **Lounge Bar**.
Talk to **Raymond** about the 'drink', who will then tell you it's fine to enter 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 **Keen's Room**.

1.6 Bring developed HOLO's to Lune.

In **Keen's 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 **Keen's Room**.

1.9 Deliver the HOLO-magazine

Click on the **HOLO-Camera** again in **Keen's 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 **Keen's 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.
**Although additional scenes might be added in future game updates!*



– 2 –

Sophie

‘The plant that needs love’

2.1 Meet Sophie

Complete Lune her storyline up to point 1.4, to get acces 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 Keen's Room. Raymonds 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 **Keen's 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 **Keen's 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 **Keen's Room** & some time passes.
Sophie contacts you through the intercom.
Go to the **Bio Garden** & **t**alk to **Sophie.**
She wants you to repair the **AUTO-Thermostat,** for which you need a **Micro Battery**.
To get the required **Micro Battery**, go to **Guest Room 1** and open the closet-shutter on the left side of the screen. Behind it appears the **Micro Battery**, pick it up.
Now head back to **Bio Garden and** click on the **AUTO-Thermostat** to repair it. (It’s the rectangle, just right of the door in the background.)
Return to **Keen's 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 **Keen's 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 **Keen's 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 **Keen's 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 **Keen's 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 **Keen's Room**.

2.9 Trim the roots minigame

Go to the **Bio Lab** and discover it's overgrown.
Talk to **Sophie** to get a **Vibro-Cutter**
Then play the '**cut the roots**' mini-game.
To win, keep clicking on the **very ends** of each root, until they are all trimmed back till the **edge** of the square.

2.10 Oops, I cut too much.

Keen has cut the data-cable by accident.
You will return to **Keen's Room**.
Click on the **'Print-o-Matic'** 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** and choose to feed the plant again.
You will return to **Keen's Room**.

2.11 Plant in final form & feed the plant

Go to the **Bio Lab** and discover the plants new shape.
Talk to **Sophie** and choose to feed the plant.
You will return to **Keen's Room**.

2.12 Do the comparison study

Go to the **Bio Lab again** and 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.
**Although additional scenes might be added in future game updates!*



– 3 –
Lorza
‘Alien Urges’

3.1 Meet Lorza

Go to **Hallway West** and click at the **door(frame)** at the right side of the wall.
You are now in the **Spa Corridor.** Click on the **door** at the right to get to the **Spa Entree**.
Talk to **Lorza** and 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 **Keen's Room**.

3.3 Meet Juli, Collect Massage Charts

Go to the **Spa Entree** and 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** and talk to **Juli.**
Discuss all dialog options and ask for the **Massage Charts.**
Juli will give you **3 Massage Charts** and opens the door to the **Changing room**.
Go to the **Changing Room** and you will get 17 more **Massage Charts**.
Go to the **Massage Entree** and click on the left side of the desk to drop off the **Massage Charts.**
You will return to **Keen's Room**.

Note: Each time you now enter the Changing Room, you will see random girls changing.
Note: After you complete each of the following scenes, the changeroom scenes will also change a bit.

3.4 Sticky Hands

Go to the **Massage Room** and talk to **Lorza**, who now has a new client.
*Lorza will ask for a **Towel.***

*Complete **Sophie** her storyline up to point 2.3, to get **Keycard Level 2.***

Go to the **Kitchen,** by clicking on the yellow door in the **Lounge Bar.**
Pickup the **Dirty Towel** from the kitchen sink.
Then head to **Cargo Storage** and pick up a box of **Detergent**.
Return to the **Kitchen**, and click the sink to acquire a **Clean Towel**.
Return to the **Massage Room** and talk to **Lorza**. Give her the **Clean Towel**, and watch how Lorza finishes Zeera's massage.
You will return to **Keen's Room** afterwards.

3.5 Get a drink for Lorza

Go to the **Massage Room** and talk to **Lorza**, who will have another new customer.
*Lorza will ask for a **Soda-Pop**.*

*Finish **Sophie** her storyline up to point 2.11, then go to **Hallway East.***
*This triggers an announcement from the **Captain** there, where she tells you to visit her.*
Go to the **Ready Room** and talk to the **Captain**.
She will hand you a **Paycard** and a **Junkyard Keycard**.

Return to **Hallway East** and use the **Sodapop-machine**. You will acquire a **Soda-pop** can.
You can now also try to get more drinks from the machine.
Return to the **Massage Room** and talk to **Lorza**. Choose to give Lorza the drink.
Lorza will finish Ninju's massage.
Keen will end up in the **Kitchen** after this scene.

3.6 Create Lorza's Toy

Go to the **Massage Room.**
Talk to **Lorza** and go through all the dialog options.
Lorza will request a special toy.
Click on Keens **Schematic** on the wall behind **Lorza**, to see which items you require for the toy.

Collect the required items.

- Head to **Keen's Room**. Use the **Print-O-Matic** to print **Nuts & Screws**.
- Head to the **Ready Room**. Pick up a **Model Ship**.
- Complete Sophie her storyline up to point 2.9 to get the **Vibro-Cutter** (which has a vibrating motor).

Return to the **Massage Room** and click on Keens **Schematic** on the wall, to create **Lorza's-Toy**.
Talk to **Lorza** and discuss 'Give Hjuman Toy'.
Watch the scene.
You will return to **Keen's Room** afterwards.

3.7 Juli's Music

Go to the **Massage Room.**
Talk to **Lorza**.
Juli then asks Keen to find her Music Player.

Go to the **Guest Lounge**, and click on the **Lounge cCuch**.
Click on the Music Player and discover it's broken.
Head to **Keen's Room**. Use the **Print-O-Matic** to print **Glue**.
Click on the Music Player again, and Keen will repair it.

Head back to the Massage Room and talk to Juli, choose 'Give Music Player'.
Watch the scene.

3.8 Keen's massage

After Juli left, Keen can choose to get his massage right away, or later.
If you choose right away; the scene starts.
If you choose later; you will return to **Keen's room**.
From here on- if you want a massage - go to the **Spa Entree**, talk to **Lorza** and ask for a massage.

This ends Lorza her storyline.
**Although additional scenes might be added in future game updates!*



– 4 –
Mindy & Sandy
‘A Spa Day’

4.1 Meet Mindy & Sandy

Complete **Lorza** her storyline, to trigger the next scene**.**

Go to **Hallway East**, where the Captain will annouce the arrival of new guests.
Go to the **Lounge Bar** and talk to **Mindy**, discuss all dialog options.
Keen offered to distract Mindy her parents.

4.2 Distracting Hank

Go to **Guest Lounge** and click on the people sitting on the couch, to go to **Lounge Couch**.
Talk to **Hank** and 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** and click on the second door on the left wall, to enter the **Teleporter.**
Click on the console on the right and choose to teleport 'Rosa's book'.
You find **Rosa's book**.

Go to the Changing room and 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** and choose 'give book'.
Keen gives Switched Book and distracts Rosa.

4.3 Girls go to spa

Go to the **Lounge Bar** and 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.
After the scene you will return to the **Keens Room**.

4.4 Hank at the Bar

Go back to the **Lounge Bar.**
Talk to **Hank** and discuss all dialog options.
After Hank asked for the **Screwdriver,** open your inventory screen and click on the big screwdriver in the bottomleft corner of the screen.
Keen will now put the screwdriver in his toolbox.
(Note; if you can't pick up the screwdriver from your inventory screen, then choose the 'skip screwdriver'-dialog option to continue.)
Talk to **Hank** again, and discuss 'Give Screwdriver'.
After the scene you will return to the **Keens Room**.

4.5 Mindy's invitation

Go to **Hallway West**, where **Mindy** calls you.
You get the **Spa Keycard.**

4.6 Sneaking in the Spa

After the scene, you will end up in the **Changing room.**
Here, click on the **Intercom** (The blue box on the left wall).
Choose to call the **Massage Room** and hang up.
You now lured Lorza away from her desk. (Also- Call 'Spa Reception' to let Lorza appear again.)
Go to the **Spa Entree**, and click on the door on the far right to go the other **Spa Showers**.
Talk to **Mindy** and choose to go to the Sauna.
You will end up at the **Spa Square**.

4.7 Making smoothies

When at the **Spa Square**, click on **Mindy & Sandy** and talk about the drinks.
Keen offers to make smoothies.
Go to the **Lounge Bar** and 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** and click on the bananas in the tree to find a **Banana.**
(Other ingredients) Go to the **Lounge Bar**.
Click on the glasses and find the **Glasses.**
Click on the oranges (at right side of bar) to 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** and talk to **Mindy & Sandy.**
They will have their drinks.
You will return to the **Spa Square**.

4.8 Jaccuzi

When at the **Spa Square**, click on **Mindy & Sandy** and 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 and make a different choice.

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

4.9 Swimming Pool, find poolfloat

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

Go to **Lune's Room** and click on the lifesaver on the wall.
Keen can take it if he can come up with a replacement.
Go to **Hallway North** and click on the red vacuum robot. You find **Clean-bot.**
Go to **Keen's Room**, click on the **Print-O-Matcic** & print **Spray Paint**.
Return to **Lune's Room** and click on the lifesaver on the wall.
Keen will now replace it and find **Lifesaver.**

4.10 Go swim!

Go to **The Pool** and click at the top of the screen to go to **Pool deck.**
Click on **Mindy and** tell that you found a poolfloat.
Watch the scene unfold.

(!) Depending on who you favoured in the jacuzzi, you will get the following ending:

East = Sandy

West = Mindy

Watch the scene(s).

4.11 Revisit the Spa.

When at the **Spa Square**, click on **Mindy & Sandy.**
In this dialog you can choose which scenes you want to revisit again.

- If you choose to revisit the **Jacuzzi,** you can favour a different sister.
- If you then choose to revisit the **Swimming pool**, you get the end-scene of that sister.

This ends Mindy & Sandy their storyline.
**Although additional scenes might be added in future game updates!*



– 5 –
Hank & Rosa
‘Tangled Up’

5.1 Introduction

The story of Hank and Rosa is a short side-story, that is intertwined with two other stories.
The story starts off as a part of ***Mindy & Sandy*** *their story- and only much further in the game- ends as a part of the* ***Wrestlers*** *story.*

5.2 Meet Hank & Rosa

You'll first meet Hank & Rosa, by playing ***Mindy & Sandy*** their story (See chapter 4 above).
Play that storyline till you completed point 4.4.
After that Hank and Rosa will retreat to their room, while mysteriously keeping their door closed.

5.3 Repairing the Telescope

Now to get a glimpse of what's going on in their room...
First go to the **Lounge Bar** and take **Hanks Binoculars.**
Then go to **Hallway Guest** and knock on the left door.
Talk to **Hank** about the **Binoculars.**
Now that the binoculars are yours, go to **Crew Lounge East** and click on the **Telescope Hatch** in the ceiling to lower it.
Once it's down, click on the **Telescope** to repair it.
Note that you can now use the **Telescope** to look into Hank & Rosa's room.

Now from here on you first need to play a few other stories, till you reached point 8.6 in the **Wrestlers** story, where you need to find a rope (See chapter 8 below).

5.4 Looking for Rope

To get the rope, first go to **Hallway Guest** and knock on the left door.
Talk to **Hank** about the **Rope** & watch the scene.
At the end of the scene, Rosa asks you to look for her **Choker**.
You'll be in **Guestroom 1** now. Keep clicking on the **Bags** here, until find Rosa's **Choker.**
Now click on Rosa in the back of the room, and discuss 'Give Choker'.

5.5 Rope mini-game

Rosa demands that you learn how to handle the rope, before she will give you a piece.
Now play the **mini-game**, and piece together the ropes in 4 sucsessive puzzles.
You get the **Rope** while being send away & a scene follows.

5.6 Star gazing

Go to **Crew Lounge East** and click on the **Telescope.**
Watch the scene.

This ends Hank & Rosa their storyline for now.
**Although additional scenes might be added in future game updates!*

Space Rescue Code Pink -Walkthrough



– 6 –
Valerie & Yi-jie
‘Trading Parts’

Valerie

5.1 Talk to the Captain

*Complete **Sophie** her storyline, to trigger the next scene.*
Go to **Hallway East**, where the Captain will ask Keen to come to her **Ready Room**.
Go to the **Ready Room** and finish the dialog.
You get the **Junkyard Keycard** and the **PayCard.**
Keen agrees to go to The Junkyard-ship, to look for parts for the Pink Shuttle.

5.2 Visit 'The Junkyard'-ship

Go to the **Map**, and click on the big red ship there, to go **The Junkyard.**
You will end up in the **Junkyard Hull,** finish the dialog and choose leave.
Keen proposed to dig through the Junkpile there, to find the parts he is looking for.
When in the **Junkyard Hull,** click on the **Power Crane**-cabin at the left side of the screen.

5.2 The Power Crane game (find the shuttle-parts)

When in the **Power Crane,** choose to start the game.

- You need to move all the **light-blocks** to the right side of the screen, behind the dotted lines.
- To do so, you also need to move around the **darker-blocks** in the middle. Note, these **darker-blocks** can **not** be moved past the dotted lines.
- You have 100 moves to do this, if you fail you have to retry. It takes about 50 moves to complete the puzzle.
- (HINT) Key to the solution is to occasionally move the long dark blocks in the space directly adjacent to the dotted lines on the right.

If you successfully completed the Power Crane puzzle, you found the parts you needed.
Now you can optionally replay the puzzle if you like.
Choose 'leave' at the **Power Crane** -menu to return to the **Junkyard Hull.**

5.3 Buy the shuttle-parts from Valerie

When in the J**unkyard Hull,** click on the exit at the bottom to go to the **Junk Repairbay.**
Click on **Valerie** who sleeps on the couch.
Choose the dialog option **'show your parts'.**
It turns out Valarie doesn't accept payment, but wants to make a trade.
Choose the dialog option **'trade for sex'.**
Keen has nothing to offer & Valerie suggest to have sex instead. Knowing the shuttle-parts are worth a lot more then that, Keen offers to find something else to trade.

5.4 See what you can find to trade

Head back to your ship and go either to the (rather empty) **Cargo Storage,** or directly to the **Teleport Room.**
In the **Teleport Room,** click on the **Boxes,** on the top right.
Keen will attempt to find something to trade.
Watch the scene.

5.5 Make the trade & get the shuttle-parts

Now go back to 'The Junkyard'-ship and talk to **Valerie** in the **Junk Repairbay.**
Choose the dialog option **'trade for sex'** again.
Watch the scene.
You now received the shuttle-parts.

5.6 Meanwhile in the Teleport Room

Watch the scene.

5.7 Valerie end

Go back to Valerie if you want to repeat the XXX-scene.
Choose the dialog option ***'Another deposit'****.*

Yi-jie

5.8 Opening the door to the Plasma Forge

Go to ‘The Junkyard’-ship and talk to **Valerie** in the **Junk Repairbay.**
Choose the dialog option **‘Droids’**.
Valerie tells Keen about her colleague, the plasma-smith.
*This gives Keen reason to go to the **Plasma Forge;** the door at the top of the stairs.*
But the door handle is hot.

Finish Lorza her storyline up to point 3.5, and watch Keen wash his clothes (now the oven is done).

Go back to your ship and head for the **Kitchen.**
Click on the **Oven** and find the **Oven Mits.**

Go to **Junkyard Repairbay** again on the ‘The Junkyard’-ship **.**
Click on the **Door** and open it.

5.9 Meeting Yi-jie Plasma Forge

Click on the **Yi-jie** and discuss all dialog-options.

5.10 Forge a ‘support Rod’ for Yi-ji

Keen took interest in the forging process.
Now Keen helps Yi-jie to forge the last part of her new droid.
*To do so you will have to play (or cheat) the next mini-game **3 times,***
making a bigger support rod each time.
(you can leave in between if you want)

After clicking on the Anvil**,** choose to start the game.

- Hit each part twice, untill it has a smooth shape.
- You can only hit a part if its lit up.
- If you hit a part too often, it will crack. 3 cracks and you are game over (try again).
- (HINT) At the start of the game you can pretty much whack away, without much risk of cracking things.

Each time you are successful Keen will show his result to Yi-jie.
After the 3rd success, Yi-ji thanks Keen and will add Keens creation to her droid.
Yi-jie will now be putting the droid together, before she can test it.

5.11 Watch Yi-jie test her droid

Return to **Keens Room** (this passes the time).
If you followed this walkthrough step by step, you will now meet a familiar face in your room.

Then go to 'The Junkyard'-ship again and head to the **Plasma Forge.**
Yi-jie is no longer at the anvil.
When at the **Plasma Forge,** click on the **Pumping Station** and watch the scene.

From here on the Pumping station can also be visited.

5.12 Picking up a new hobby

After the scene you'll end up at the **Plasma Forge**
Click on **Yi-jie** and talk to her.
Discuss the **'Pleasure Droid'** dialog option.

*To trigger the next part, be sure to have finished **Valerie** her storyline up to point 5.5.*
Discuss the **'Droid Comission'** dialog option.
Discuss the **'Aim to Please'** dialog option and watch the scene.

5.13 Get help

Return to **Keens Room** and talk to Keen.
Discuss the **'Multiplayer'** dialog option.
Both Keens want to leave the ship together, and therefor need to make a disguise.

5.14 Make the Disguise

Click on the Mannequin in Keens Room.
Keen tells you, you need to make 3 parts for the disguise; an outfit, a wig and some shades.
Leave the Mannequin again to collect what you need.

1. Outfit
Talk to Keen and discuss the **'Undress'** dialog option to get **Outfit.**
Leave the dialog.
Go to the **Print-O-Matic** in **Keens Room** and print **Spray Paint**.

2. Wig
Go to the **Decontamination** room (in the Shuttlebay).
Click on the **Broom** and get **Broom Brush**.

3. Shades
Complete **Mindy & Sandy** their story till 4.2, to get **Hanks Glasses.**
Go to the **Print-O-Matic** in **Keens Room** and print **Spray Paint**.

Once you collected everything, click on the **Mannequin** in **Keens Room** again.
Click on each dialog option, until you made all the parts for the disguise.
You get **Disguise**.

5.15 Take Keen along for a ride

In **Keens Room,** talk to **Keen.**
Discuss the **'Put on Disguise'** dialog option.
You get **Keen.**

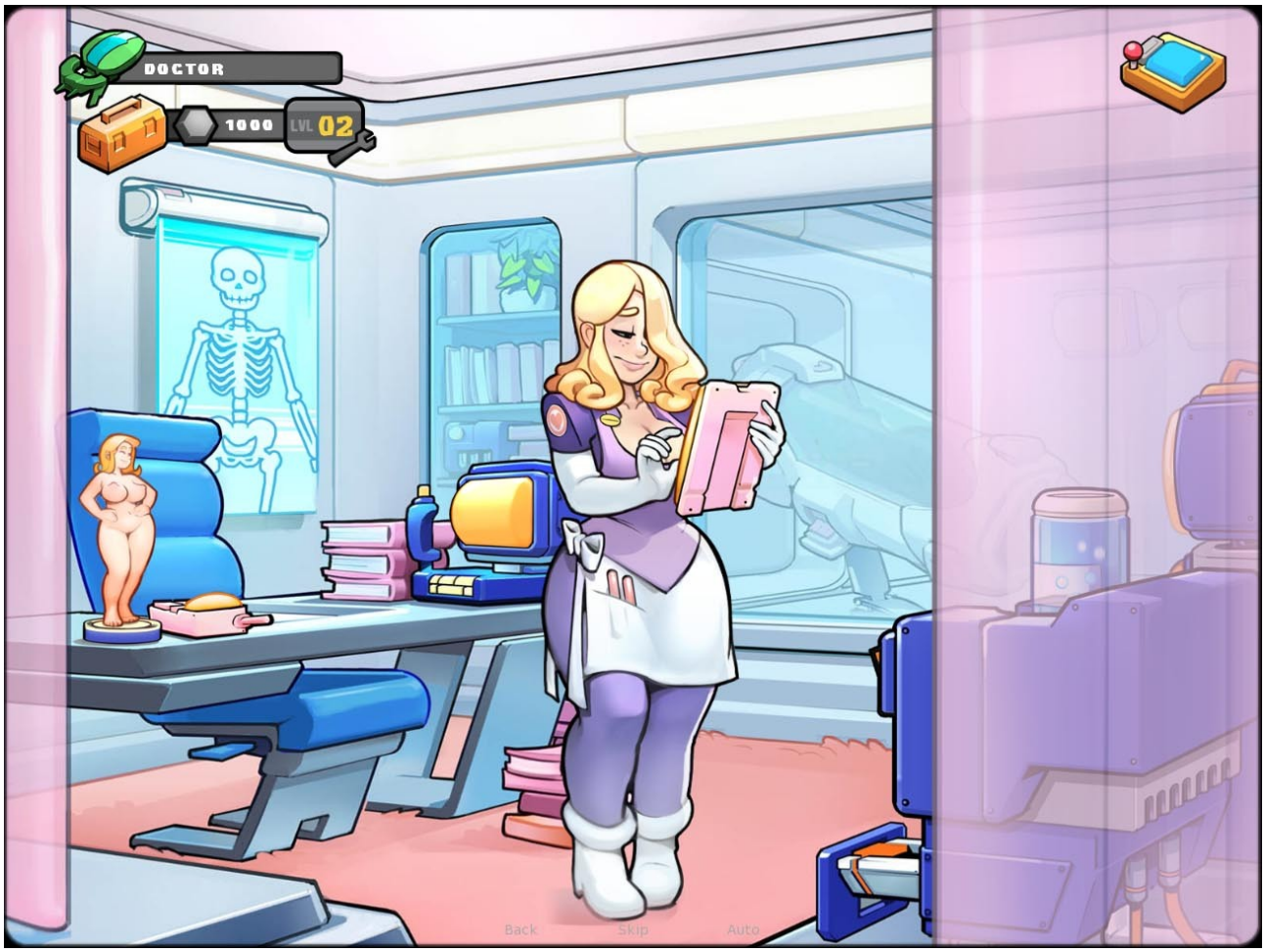
Then go to 'The Junkyard'-ship again and head to the **Plasma Forge.**
Click on **Yi-jie** to talk to her.
Discuss the **'Doubling up'** dialog option.
Watch the scene.

After the scene Yi-jie & Keen will work together to make a droid body for Keens hew hobby project.

5.16 Collect your droid body

Return to **Keens Room** and listen to the Captains announcement.
Then return to 'The Junkyard'-ship and head to the **Junk Repairbay.**
Talk to **'Val, Keen, Yi-jie'.**
Discuss the **'About to leave'** dialog option.
You get **Droid Body**.
Note: A create appears in Keens room holding the droids body. But the droid can't be build yet. This will only be possible in a future game update.

This ends Valerie & Yi-jie's story.
**Although additional scenes might be added in future game updates!*



– 7 –
The Doctor
‘Rising Issues’

6.1 A disturbance in the force

*Complete **Mindy & Sandy** their storyline, and go to **Keens room**.*
This leads to a scene where Keen questions what happened in the pool.
*Keen feels he should visit the **Doctor.***

6.2 Get a checkup

Go to the **Map** and click on the **Medbay** to enter it (no. 24 on the map above).
You are now in the **Medbay Entrance.**
Click on th exit at the bottom to go to the **Medbay Office.**
Click on the **Doctor** & discuss your 'Rising Issue'.

This leads to a scene where the doctor preforms a health check.
Afterwards the Doctor tells Keen to come back tomorrow for the results.

6.3 Return for the Results

Now leave the dialog and return to **Keens Room** (this passes the time).
Return to the **Medbay Office** and talk to the Doctor again.
Discuss the 'Break-in?' & 'Thief'dialog options.
The Doctor will now give you the **Level 3 Keycard.**

Someone stole the Doctors Computers, including Keens revealing bodyscan.
Keen offers his help to find the thief.

6.4 Find the thief

Go to the **Security Room** (no. 15 on the map above).
Click on the **Switchboard** to connect the 'Medbay Monitors'.
Then click on the **Controls** to review the 'Medbay security footage'.
Return to the **Medbay Office** and tell the **Doctor** what you saw.

6.5 Trace the orgin of the Teleport beam

Oh-oh! Now the Doctor has disappeared as well.
After the **Doctor** has disappeared, go to the Captains **Ready Room.**
There, click on the green screen to access the **Space Scanner.**
Activate the Scanner mini-game by clicking on the console at the bottom.

Play the Scanner mini-game.

- (HINT) Find the first scan-point in the 4th square, in the top row.
- (HINT) The teleport-lines won't overlap each other… this makes the search area smaller with each point you find.

After completing the game, the **Ships Coordinates** will be printed.
Take the **Ships Coordinates** by clicking on them.

6.6 Teleport to the Doctors Locations

Now go to the **Teleporter** and click on the teleport **controls.**

*If you can't use the controls, then the teleport **cable** must still be broken (from Keens fall earlier).*
*To fix it, go to **Keens Room** and click on the **Print-O-Matic**.*
*Print a **Data Cable** and then head back to the **Teleporter**.*
*Click on the **cable**, and Keen will replace the broken cable with a new one.*

Click on the **Controls** and choose to teleport 'To Doc's location'**.**

6.7 Aboard a new ship

Keen appears in the **...Teleport Hall**, and realizes that he is is now on an alien ship.

Your goal is to find the Doctor, but keen will encounter several doors.
To open the doors you need to enter the right key-combination onto the nearby keypads.
These key-combinations are written on notes, which can be found around the ship.

6.8 Opening the door in the Leftside hall.

Starting at the **...Teleport Hall,** go right to the **...Rightside Hall.**
There, click on the **Labcoat** that hangs from the backwall.
Keen will find an **Alien Notepad** in it's pocked, and an **Alien Note.**

Now go two screens to the left, to the **...Leftside Hall.**
There, click on the **...Keypad** to get a closeup of the keys.

Now open your inventory, and look at the **Alien Note** you just found.
On the **Alien Note** you see a white symbol, which you need to recreate by pressing the right keys.
Pressing a green key, will turn it white.
Press key 1 and 5 (outside-top and inside-bottom)
Then press the yellow key in the middle to confirm your code.

The right code opens the door in the **...Leftside Hall.**
Now click on the door opening to go to the **Observatory**.

6.9 Observatory & Monitors

At the **Observatory**, click on the alien **Monitors** to get a closeup of this computer setup.
Now click on the **Alien Note** at the right side of the screen to take it.

Meanwhile Keen will learn a bit more about the alien and what happened...

6.10 Opening the door in the Rightside hall.

Now walk all the way back to the right, till you get at the **...Rightside Hall**.
There, click on the **...Keypad** to get a closeup of the keys.

Now open your inventory, and look at the **Alien Note** you just found at the alien's computer.

On the **Alien Note** you see a white symbol, which you need to recreate by pressing the right keys.
Pressing a green key, will turn it white.
Press key 4, 6 and 1 (outside-left, outside-right and inside-bottom)
Then press the yellow key in the middle to confirm your code.

The right code opens the door in the **...Rightside Hall.**
Now click on the door opening to go to the **… Left Corridor.**

6.11 Opening the door to the Doctor

You are now in the **… Left Corridor.**
Click on the rightside of the screen to go to the **… Right Corridor.**

Here you see a big window, and on th inside is an Alien Note stuck to the glass.

Click on the **Alien Note** (Keen will mention he can't get to it.)
Now, return to the **...Teleport Hall** (where you started on the alien ship).
Once there, click on the **...Controls?**
Click on the new dialog option **'Beam up Note'** to get the **Alien Note.**

Return to the **… Right Corridor.**
There, click on the **...Keypad** to get a closeup of the keys.

Now open your inventory, and look at the **Alien Note** you just beamed up.
On the **Alien Note** you see a white symbol, which you need to recreate by pressing the right keys.
Pressing a green key, will turn it white.
Press key 2, 3 and 5 (inside-left, inside-right and outside-top)
Then press the yellow key in the middle to confirm your code.

The right code opens the door in the **...Right Corridor.**
Now click on the door opening to go to the **… Research Lab.**

6.12 Meet the Alien

If you enter the **… Research Lab**, a scene will follow.
Discuss all dialog options, till the Doctor asks you to find Bandages.

6.13 Find Bandages

Now go back to the **...Right Corridor** just outside of the **… Research Lab.**
Click on the clothing in the door opening, and take the **Doctors Bodystoking.**
Go back into the **… Research Lab,** talk to the **Doctor** and choose 'Give Bandages'**.**

6.14 Find Proof

Next, discuss all dialog options, till the Doctor asks you to 'Find Proof'.
Now leave the Alien ship and go back to the **Green Beetle**.
Click on the **Medbay** and walk to the **Recovery Room** in the back.
Once there, click on the **Brochures,** which you can now take. (on the backwall, above the tube).

Now Return to the Alien ship by using the Green Beetle's **Teleporter**.

Walk to the **… Research Lab** again**,** talk to the **Doctor** and choose ‘Give Proof’.

A dialog will follow, and Keen and The Doctor will leave the Alien ship again.

6.15 Ask the Doctor for Diagnosis -end

Now that the Doctors computers are returned, the Doctor can review Keens BodyScan and tell him more about his Rising Issues.

Go to to the **Medbay Office** and talk to the **Doctor**.
Discuss the ‘Test Results’, and the final scene will follow.

This ends the Doctors story.
**Although additional scenes might be added in future game updates!*



–8 –
Riyuka
‘The Biker Chase’

8.1 Biker needs help

*You first need to complete **The Doctors** storyline to be able to start this story. Then...*

Go to the **Bridge**.
There is a monitor flashing here; click on it.
Watch the scenes.

8.2 Curious...

Follow your curiousity, and go to the **Repair Bay.**
Touch the **Scary Bike** and watch the scene.

8.2 Did I see somone?

Go to the **Lounge Bar** to look for the **Biker**.
Watch the scene.

8.3 Where did she go?

Go to the **Soda Machine.**
Watch the scene.

8.4 Repairing the Soda Machine

The Soda Machine's Tube is removed- causing the Hallway to flood with soda. Time to fix it!

Head for the **Showers** in the Spa.
Click on the middle shower, and remove the **Shower Tube**.
Head back to the **Soda Machine**, and click on the **Spraying Tube** to replace it.
Watch the scene.

8.5 Getting the tattoo

The Biker found everything she needed to complete her tattoo -set, and is now about to get a new tattoo.

Go to the **Shuttle Bay**.
Click on the top left part of the screen to go to the **Control Station**.
Watch the scene.

8.6 The Cellar, Flashlight

The Biker went to the cellar to hide.
But it's too dark for Keen to follow her there, so you first need a flashlight.

Click on your **Map icon,** and go to **Plorks Ship.**
Once there, go 2 screens to the right, to the **...Left Corridor.**
Then click on the **Mechanical plant** on the left side.
Part of the plant will break off, and you now have the **Alien Flashlight**

Now click on your **Map icon,** to return your own ship.

8.7 The Cellar, Hide and Seek

Now head to the **Cellar**.
Head down the stairs, and then go the the very **right side** of the **Cellar**.
Watch closely as the **Biker** appears from behind the pipe.
Click on the **Biker Girl** and discuss all dialog options.

8.8 Get the Arcade upstairs

You made a deal with the biker and agreed to get the Arcade working.
To do so, you need to move it to the right place and plug it in.

To do so, first head back up again and go to **Hallway Bio** (Where the Bio Garden entrance is).
Take the **Hover Cart** from the lower left corner of the screen.
Now go back to the far right side of the **Cellar.**
Click on the **Arcade Cabinet**, and watch Keen use the **Hover Cart** to send the Arcade up.
Go up the stairs again to the **top of the Cellar.**
Take the **Arcade** from the Hover Cart.

Now go to the **Crew Lounge West** (next to Lune's room)
Watch the scene.

8.9 Let's play!

The Biker followed you upstairs to play on the Arcade.
Talk to her and discuss all dialog options.

8.9 Get the Arcade working

The Biker challenged you to beat her highscore on the Arcade.

Play the mini-game and beat her scores 3 times (Get 200, 400, 300 points).

- Each time you win, the biker will undress more, and show you more tattoos.
- You can leave the mini-game inbetween tries, without losing your progress.
- Read the mini-game manual for details.

*After the Biker leaves, you can continue playing on the Arcade and try to beat the highscore for fun- but there is **no** bonus content attached to that at the moment.*

This ends the Biker storyline for now.



– 9 –
The Wrestlers
‘Breaking a sweat’

8.1 S.O.S. !

*You first need to complete both **The Bikers** storyline, and **Valerie & Yi-jie's** storyline, to be able to start this story. Then...*

Go to the **The Bridge**.
There is a monitor flashing here; click on it.
This leads to a scene where 3 stranded wrestlers ask for help.
Finish the conversation, and you will return to **Keen's Room**.

8.2 Meet the wrestlers

Go to the **Hallway Guest**. (Note, you can't go there directly by the map yet.)
There you will bump into **Lune**. Finish the conversation.
Now walk into the **Guest Room 3,** the one with the red flashing alarm above it.
Click on the **Sweaty wrestler** doing pull-ups.
Discuss everything.

8.3 Find a room for the Gym

Go to the **Cargo Storage Room.**
Keen finds this room perfect for the gym & will clean out the room.
The scene ends with keen turning on a **Neonsign.**

8.4 Put the sign on the wall

In the **Left Cargo Storage Room**, there is a neon sign saying 'Mayteys Swing Fest'.
Keen finds it unfitting for the gym and wants to re-arrange the text first.
Click on the **Neonsign** to start the mini-game.

- **HINT 1.** This is an anagram puzzle. You need to rearrange the words, so you get 3 -english- words that have something to do with the new purpose of this room.
- **HINT 2.** The letters have 3 colors. Put letters of the same color together on a row.
- Just for fun: Keen will also comment on 'dirty' words if you make 2 or 3 words, placed on separate rows, while putting all un-used letters outside the signs border.

If you found the correct words, keen will put the sign up.

8.5 Show the Gym to Wrestlers

Go to **Guestroom 3** again and click on **Bosra** to discuss 'Gym Ready!'**.**
They are excited to see the gym and follow you there.
After the scene you will return to **Keens Room**.

8.6 Make Gym Equipment

Go to the **Cargo Storage** room (=gym) again.
Talk to **Tonda** about the **Gym Equipment**.
She will ask you to make several things for the gym.
To keep track, Keen has put up a **to-do list** on the right wall in the **Cargo Storage Room**.

Click on the **to-do list.**
Click on the dialog options to see what you need for each of the gym items.
Leave the **to-do list** again to collect what you need.

- **1. Barbell**
  You already have the **Curtain Rail**, but still need weights.
  Go to the **Bio Garden,** click on the **Ceramic Pots** and take the **Ceramic Pot Lids**.

- **2. Gym Bars**
  You already have the C**urtain Rails**, but still need screws.
  Go to the **Print-O-Matic** in **Keens Room** and print **Nuts & Screws**.

- **3. Treadmill**
  You already have the old **Lawnmower**, but you still need a belt.
  Go to the **Decontamination Room** and take the **Taperoll**.

- **4. Jump Rope**
  You just need rope.
  Scroll back up to **Hank & Rosa's** story (chapter 5), and complete point 5.4 & 5.5 to get the **Rope.**

Once you collected everything, click on the **to-do list** in the **Cargo Storage** (Gym) again.
Then click on each dialog option, until you made all the gym equipment.
Keen will talk to Tonda & then return to his room.

8.7 Back to the Gym

Go to **Hallway West**, there you will run into **Tonda**.
After the dialog, go to the **Cargo Storage** (Gym) and talk to Tonda again.
Discuss the 'Get in shape' dialog option.

You can now **choose which girl you want to help** with their training.

Note, once you choose a girl, you cannot talk to the others aymore.

choose Bosra = this story is not yet available
choose Tonda = available, but story not 100% complete
***choose Neeva** = available, and story is 100 % complete.*

IF YOU CHOOSE NEEVA:

8.8 Train with Neeva

Talk to **Neeva** in the **Cargo Storage** (Gym).
Discuss the 'Begin Workout' option.
There will follow a series of scenes where Keen is working out.

8.9 Neeva's Run

You will automatically continue to the **running mini-game**.
To win the mini-game, be sure **to take a step** whenever a **footstep** passes below your **shoe -** and complete 4 sets of ever speeding up patterns, without losing all your lives.

- Read the rules for more details.
- If you decide to leave the mini-game, talk to **Neeva** again to retry it.

Once you passed the mini-game, Keen will leave and a scene with Lune will follow.

Now continue reading at **8.10 Setting up the Wrestle Arena**

IF YOU CHOOSE TONDA:

8.8 Helping Tonda

Talk to **Tonda** in the **Cargo Storage** (Gym).
Discuss the 'Weights'and 'Jump Rope' option.
There will follow a scene where you can **time** Tonda.
Speed up / slow down time by pressing the left / right buttons on your timer. Press the top button to end the scene.
Once you played both scenes, talk to Tonda again and discuss 'Break'.

8.9 Wrestle Chess

Talk to **Tonda** in the **Cargo Storage** (Gym).
Discuss the 'Wrestle Chess' option & then choose 'start puzzles' to play the mini-game.
Tonda needs to **solve 3 out of the 4 wrestlechess puzzles**.
Be sure to read the rules on how to play the game, or use the cheat option.

Here are the correct answers:

Puzzle 1 = 3 MOVES	Puzzle 2 = 5 MOVES	Puzzle 3 = 4 MOVES
Puzzle 4 = 2 MOVES	Puzzle 5 = 3 MOVES	Puzzle 6 = 5 MOVES
Puzzle 7 = 4 MOVES	Puzzle 8 = 3 MOVES	Puzzle 9 = 1 MOVE

Once you passed the mini-game, Keen will leave and a scene with Lune will follow.

Now continue reading at **8.10 Setting up the Wrestle Arena**

8.10 Setting up the Wrestle Arena

In the previous scene Lune asked you to set-up the wrestle match.

To set up the Wrestle Arena, first go to **Hallway East,** and click on the stack of **H-VR tapes**, to get the Holo-Wrestle Tape.
Next, enter the **H-VR Room** and click on the **H-VR tapedrive** in the middle of the screen.
Choose the **'Insert H-VR Tape'** option, to change the H-VR playfield into a **Wrestle Arena.**

8.11 Placing the Wrestle Posters

To place the posters, first go to **Guestroom 3**, and click on the **Wrestle Posters** to take them.
Next, you need to put up **five posters** to complete your preperations for the wrestle match.
Now there are **10 locations** where you *can* put up a poster.
At those locations, the **wrench-icon** will appear to indicate where you can place a poster. Click to place a poster. -and click again on the poster if you want to remove it.

These are the locations:
Hallway Guest, Hallway Bio, Soda Machine, Kitchen, Crew Lounge West, Hallway West, Spa showers, Medbay Office, ready Room, Right Corridor *on the Alien ship*.

And depending on where you place the poster, **different people** will come to the wrestle match.

8.12 Starting the Wrestle Match

After setting up the Wrestle Arena and putting up 5 Wrestle Posters, go to the **Shuttlebay.**
Talk to **Lune**, and discuss 'Wrestle Match!'option.
Now the wrestle match is about to start.
Go to the **H-VR- changeroom** to talk to **your wrestler** before the match starts.
Then go to the **H-VR Grandstand**, and click on Keen to start the wrestle match.

8.13 The Wrestle Match

To progress **your wrestlers** story, she needs to win the match.
Now you can either **watch** the match, or **play** the match.
If you watch the match, the outcome will be random (and either wrestler can win).
If you want more say in the outcome; then play the **mini-game** and push over your opponent several times to let your chosen wrestler win.
After your wrestler won, go to the **H-VR- changeroom** to celebrate her victory.
A scene will follow (only for Neeva & Tonda at the moment).

This ends the Wrestlers storyline for now.



– 10 –
Watt-ii
‘Monster Mystery’

9.0 Before you start

*You first need to complete **The Wrestlers** storyline to be able to start this story (till 8.10, to the point where Tonda wins the wrestle match). Then...*

9.1 Help the Captain - get all hands on deck!

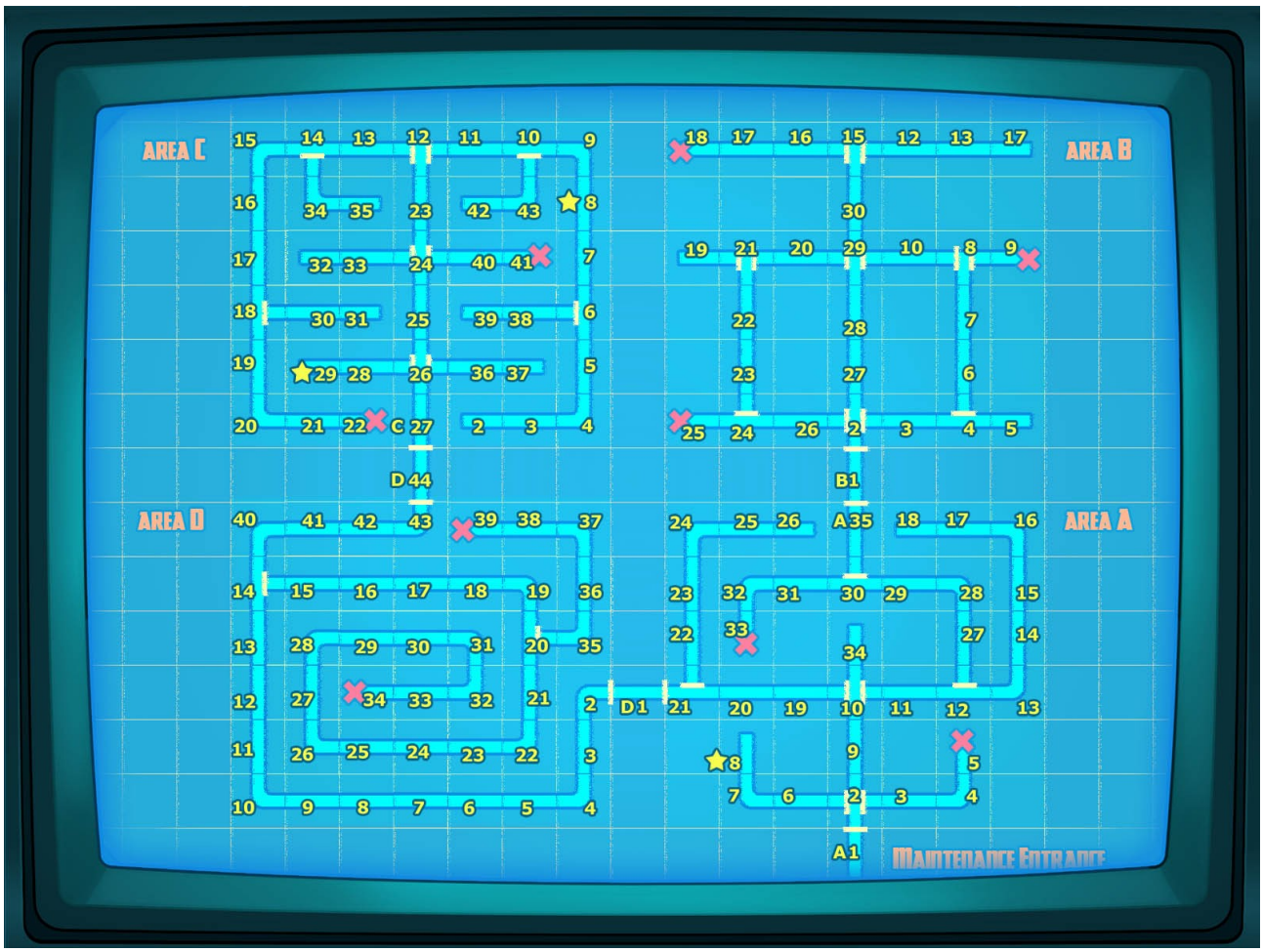
Go to the **Ready Room** and listen to the **Captain**.
She will ask Keen to repair the 9 Helping Hands that are in the Maintenance Tunnels.
The Captain will give you the **Lvl 4 Keycard** to get in.

Note: *Repairing the Helping Hands **is not required** to progress Watt-ii's story. This is part of the Captains story.*

9.2 To the maintenance tunnels

Go to the **Cellar.**
Once you entered it, go downstairs and then to the most left part of it.
You are now in **Cellar Left**.
There, you'll see a **Door** leading to the Maintenance Tunnels.
Open the **Door,** by pressing the **Button** next to it.
Enter the **Maintenance Tunnels**.

9.3 The map of the Maintenance Tunnels



9.4 To find Watt-ii

Watt-ii lurks in the tunnels, and entered through a gap in the ceiling.
To go after her...

9.5 Find the ladder

*Once in the **Maintenance Tunnels**, walk to the top left corner to get to **Area C.***

*Once in **Area C,** go to the top right part of the tunnels – and walk past the right most corner.*
You are now in a straight tunnel (Room C8 on the map), where you will find a ladder on the floor.
*Take the **Ladder.***

9.6 Go through the gap

*Now return to the very start of the **Maintenance Tunnels** , to **Area A.***
*(You can best use your **Map icon** to leave the maze, and then enter through the **Cellar** again).*
*Once in **Area A,** take the first door on your left, and walk to the end of that tunnel.*
*At the dead end (Room A8 on the map), click on the **Gap in the ceiling** to place the ladder.*

Click on the ladder to use it to get into the passage in the ceiling.
A scene follows.

9.7 Meet Watt-ii

Once you met **Watt-ii**, discuss all dialog topics.
A scene follows.
Discuss the remaing dialog topics to learn more about why Watt-ii is here.

This ends Watt-ii's story.
But there will be additional xxx scenes added in the future!



– 13 –

The captain
‘Destination Unknown’

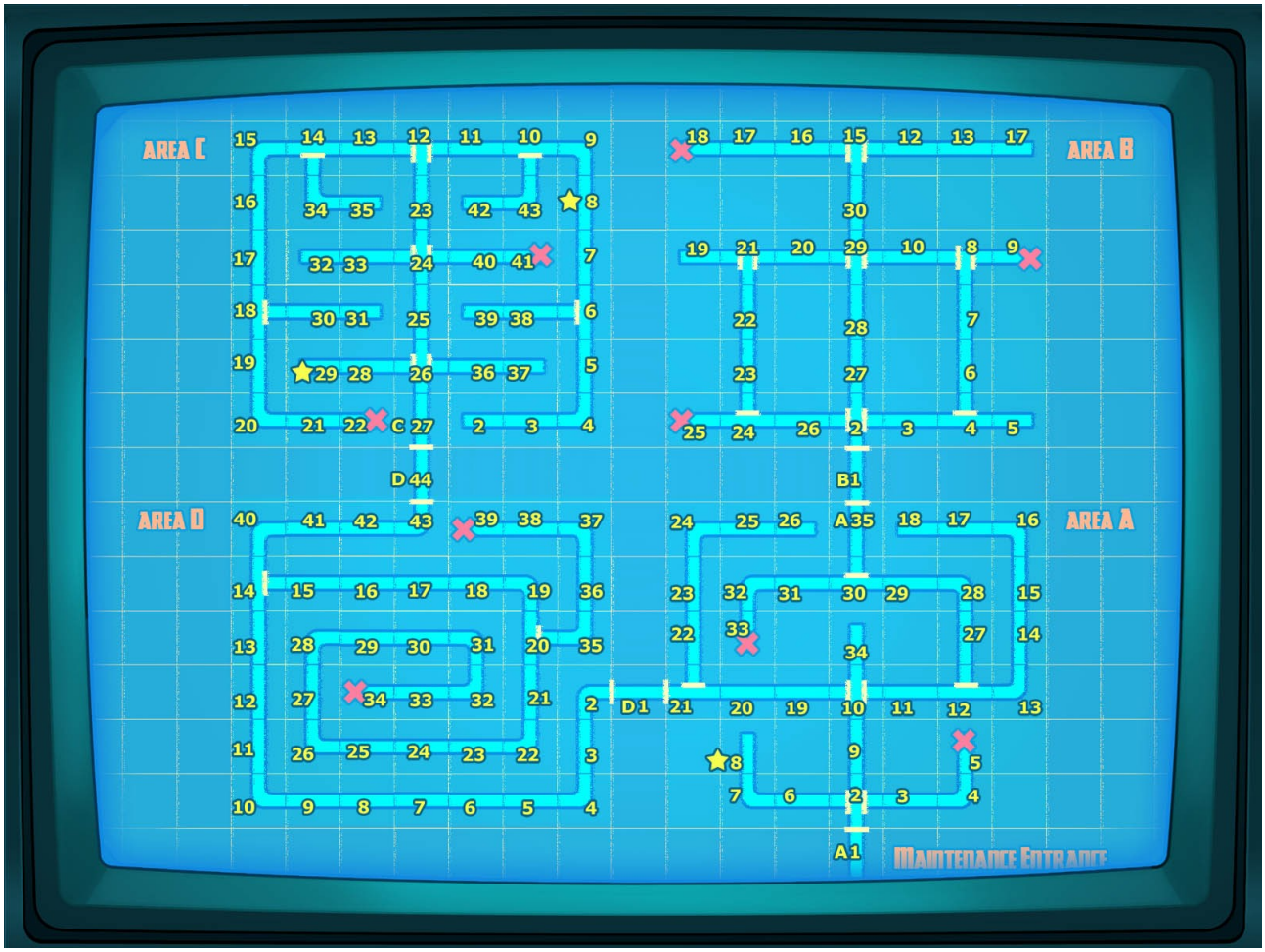
13.0 Before you start

Complete **Watt-ii's** story till point 9.8.

13.1 Repair the Helping Hands

During that story, the Captain asked you to ***repair 9 helping hands*** *in the* ***maintenance tunnels.***
To complete these repairs you'll first need to **print 9 data cables** at the '**Print-o-Matic**' in **Keens room**.
Once you have the cables, head for the **maintenance tunnels** down in the cellar.
Now **locate** each of the broken hands **and repair** all 9 of them (indicated by a **red X's** on the map below).

13.2 The map of the Maintenance Tunnels



13.3 tell the Captain you made the Repairs.

Once done, go to the **Ready Room** and tell the **Captain** you repaired the hands.
Afterwards you will end up in Keens room.

13.4 Bring the ladder

Return to the **Ready Room** and talk to the **Captain** again.
*She will ask you to bring her the **ladder**.*
If you completed Watt-ii's story, it will be at the **gap in the ceiling** (tunnel A8 on the map above)**.**
Or if you didn't, then you'll find the ladder at it's origional location- **at the far end of the Maintenance tunnels** (tunnel C8 on the map above).
Give the **ladder** to **the Captain.**

13.5 Leon

Watch the scene and discuss all dialog options.

13.6 find the roomcode

To find Leon's roomcode, head for the **Massage room** in the Spa.
Once there, click on the P**ostcard** beneath the blue intercom.
You now have **Leon's Roomcode.**

13.7 drop of Leon's things

Go to **Crew Hallway West**, and click on the second door from the bottom.
You are now in **Leon's room**.
Click on the **Chest** to drop off Leon's things.
A short scene follows.
Return to the **Ready Room** and talk to the **Captain** again.
Afterwards you will end up in Keens room.

13.8 Leon in danger!

Now go to the **Meeting room** and click on the **Captain.**
Watch the scene.

This currently ends ends the Captain's story.



– 14 –
The Astronaut in Pink

Please read this first.

This story is one of the 2 final stories of the game- and it's about the astronaut from the intro, that got hit by a Meteor storm. For most of the game she will be slowly healing in the Medbays Recovery Room. And while she does, Keen is asked to repair her damaged shuttle. So the story has basically 2 parts which therefore have been seperated in the Walkthrough for your convienience.

Part 1

Repairing the Pink Shuttle

14. 1 Assesing the shuttle's damage

Begin by completing **Lune** her storyline up to point 1.3**.**

During this part the Keen will provide the Captain with a damage report of the shuttle, after which she will ask Keen to repair the Pink Shuttle.

14. 2 Finding the lubricant & Opening the shuttle

To start the repairs, first go to the **Repair Bay** & click on the **Pink Shuttle**.
Now click on the **Helping Hands control station**, at the right & go through the dialog options.

Before Keen can start making repairs, he first needs to open the hatch and turn off the engine. But the hatch is stuck & Keen concludes that he needs a powerful lubricant to open the hatch.

To get the Lubricant, fully complete **Lorza** her story, and be sure to get a massage.
After the massage, go to the **Spa Entree**, talk to **Lorza** and ask for her **Lupa**.
--> If Lorza is not at the reception, go to the **Changing Room** and use the intercom to call her.
Lorza will then give you her **Lupa,** which is a powerful lubricant.
Now return to the **Repair Bay** & click on the **Helping Hands control station**.
Choose to lube the hatch, to open the hatch.

Now click on the open hatch to enter the **Pink Shuttle**.
When inside the **Pink Shuttle**, take the **Keys** to turn off the engine.

14. 3 Finding the spare parts for the shuttle

Next you will need to find spare parts for the shuttle.
To get the spare **Shuttle Parts**, complete **Valerie** her story up to point 5.5.
When you have the parts, return to the **Repair Bay** & click on the **Pink Shuttle** to repair it.

The **Pink Shuttle** is now fully repaired.

Part 2

Helping the Astronaut

14. 4 Waking up

First **c**omplete **Wrestlers** storyline up to point 8.13 (till after you won the match).
Then go to the **Medbay,** and from there to the **Recovery Room**.

A scene will follow where the astronaut wakes up.

14. 5 Find a blanket

After the scene completed, talk to the doctor.
She will ask for a **Blanket.**
Go to **Crew Lounge West** and pick up the Blanket from the couch.
Return to the **Recovery room** and talk to the **Doctor** to give the **Blanket.**

14. 6 The Diary

Next, talk to the **Doctor** again till she leaves the **Recovery Room**.
Go to the **Medbay Office** and talk to the **Doctor** again.

*The Astronaut turns out to be **Pari**, Keens crush from school. But she lost her memory in the accident. To help her, you now need to recover her diary and read to her.*

Go to the **Repairbay** and enter the **Pink Shuttle** (see part 1 above, if you haven't opened it yet).
Take the **Diary** from the seat.
Now return to the **Recovery Room** and talk to **Pari** to start reading from the **Diary.**
Discuss all dialog options.
Keen concludes he needs to see Ron for help.

--> Note, if you already had the Diary, you still need to talk to the Doctor before you can start reading to Pari.

14. 7 Ask Ron for help

Go to **Guest Room 2** and click on **Ron**.
Talk to **Ron** and discuss all dialog options.

Keen explains to Ron that his former crush sufferes from permanent memory loss. Ron - who recently made a special timetravel device – suggests to send Keen back in time to warn her. This way Keen hopes to prevent Pari's accident, and thus avoid her getting memory loss. Next Keen travels back to his time at techversity to find and warn Pari.

14. 8 Reliving the past

Keen is now back at his former school; Techversity. Next he will need to enter Pari's dorm, so he can eventually warn her.

14. 9 The Graffiti on the door

First go to the right to **School Campus R,** and then click on the **Girls Dorm Door,** to get to the **Dorms Entrance**.
Click on the door to try and enter the Girls Dorm.
A scene will follow, where a cleanbot appears and removes the graffiti on the door.
Now click on **Jessica** and talk to her.
Discuss all dialog options.

Keen learns that he cannot enter as long as Logan is still finishing his graffiti. But he will never finish it, as long as the cleanbot keeps removing it... So Keen needs to prevent that somehow.

14. 10 The Magnet

Go back to **School Campus R** and click on the **Giant Robot.**
Keen notices the **Giant Magnet** and wants to use it to lock in the cleanbot.

To get to it, go to the far left to **School Campus L** and click on **Jeff** or **Ruben.**
Talk to them and discuss all dialog options.

A scene will follow.
Keen found a way to remove the magnet from the Giant Robot, and now needs to pick it up where it fell. But he first needs a toolbox (inventory) to be able to pick it up.

Click again on **Jeff** and **Ruben.**
Talk to them and discuss all dialog options.
A scene will follow.
Ruben is now gone.
Click on **Toolbox Ruben** in front of the helicopter to pick it up.

Now go back to **School Campus R** and click on the **Giant Magnet** to pick it up**.**
Then click on the **Girls Dorm Door** again to get to the **Dorms Entrance**.
Once there, click on the **Cleanbot Exit** (the window on the left) to place the Magnet.
Then try to enter the **Door** again (click on the graffiti/door).
A scene will follow.

14. 11 Bring the perfect Valentine's gift

The graffiti is now done, and Jessica and Logan thank you. But Jessica persists that you may only enter the Dorm if you bring some Valentine's gifts.

Go back to **School Campus M,** where Ruben lays on the ground.
Click on Ruben to take his **Wrench**.
Then Click on the **Garbage Bin**, to use the wrench to open it.
You now have the **Flowers** and **Box of Chocolates.**

Now go back to the Girls **Dorms Entrance**.
Click on **Jessica** and discuss all dialog options.
You can now enter the Girls Dorm.

14. 12 Inside the Girls dorm

Keen just entered the girls dorm, and you goal is to head for Pari's room.

Enter the **Elevator,** by clicking on the sliding doors in front of you.
Once there, click on the **Intercom Panel** on the right and choose **Use Intercom to** call Parri.
Then choose **Select Floor** to determine where you want to go to.

14. 13 Ask for help

Unable to reach Pari, or go to another floor- Keen now decides to look for someone who can give him a lift up the elevator.

Leave the elevator again, and go left to **Girlsdorm Left.**
Once there talk to the girl tying the balloon.
Discuss all dialog topics.
Leave the conversation again, and go to the far right of this floor, to **Girlsdorm Right.**
Once there, talk to the girl next to the waching machine.
Discuss all dialog topics.

Watch the scene that follows.

14. 14 Get the floorpass from the ground

After the scene played out, there will be a F**loorpass** on the ground next to the washing machine.
Pick up the F**loorpass**.
A scene will follow.

14. 15 Get the floorpass from the girls pocket

Now go to the left again, to **Girlsdorm Middle.**
Here you'll see the girls standing around the **Titster Mat.**
Click on the **Floorpass** in the backpocket of the blonde girl.
A scene will follow.

14. 16 Playing Titster

The girls now ask Keen to lead the the Titster game- who agrees, hoping he will have a chance to grab the Floorpass.

After a short explanation of the game, the screen will scroll down.
Once the screen is down, you can change the poses of the girls by clicking on them.
The goal is to make sure that all girls look down, so Keen can **grab the Floorpass unseen**.
To do so click once on girl 1, once on girl 2, and 3 times on girl 3 (counting from their starting position). And then click on the **Floorpass** to grab it.

Note- there is also another combination of poses to be found, that trigers a small bonus scene; this scene will be expanded in a future update.

14. 17 Use the Elevator to go up

Now enter the **Elevator** again and cklick on the **Intercom Panel** and select **Floor 9** to go there.
A scene will follow.

14. 18 Finding help again

Keen misread the floorpass and ended on the 6th floor instead of the 9th. Once again he has to find some help to get up to the 9th floor.

Go to the right, to **Girlsdorm Right** (on the 6th floor).
Once there click on the **Girls In Line**.
Once the girls appeard in close up, click on the girls again to talk to them.
After the conversation, go to the left to the see the other girls waiting in line.
Once there, click in the middle of the screen and ask for Lucy.
Talk to Lucy an hear her out.

14. 19 Finding the Painter

Lucy gladly helps Keen to get up, but she's still waiting to get her portrait painted. Find the painter to speed things up.

Click back to the right, and then exit through the bottom to leave the line of girls.
Now go all the way to the left, to, to **Girlsdorm Left** (on the 6th floor).
Click on the **Kissing booth** to view it in closeup.
Then click on the curtain to open it.
While the painter is busy, get the **paint-pallet** and the **painters beret**.

14. 20 the Paint game

Head back to the **girls in line**, and talk to the girls at front of the line.
Keen will now pose as the painter, and invite the girls to get painted.
Once in the paint room, click on the canvas to **start the mini-game**.

During the mini-game, click on the canvas to rotarte the paint-pieces.
If you allign the pieces correctly you complete the painting, and reveal the model behind it.

You'll have to paint 5 girls, of which Lucy is the last.
(You can also leave the mini-game by pressing the X in the hud- if you return, you can continue where you left off -or skip to the end.)
After you painted Lucy, you'll get the floorpass that will bring you to the 9th floor.

A scene follows.

14. 21 Heading for Pari

You are now on the 9th floor.
Go to the right, to **Girlsdorm Right** (on the 9th floor).
Once there click on the **Girls Calling** to talk to her**.**
Once you did, click on Pari's door to enter her room.

Go the the right side of **Pari's room**.
Click on the shower.
Keen now realizes that surprising Pari in the shower might create an akward situation.
Click on **Pari's Diary** that's on the bed.
Keen will now write a warning to Pari instead.

A scene follows.

14. 22 Back to the ~~future~~ present

Keen returns to the present and ends up in Ron's room.

Now head to the **Medbay,** and from there to the **Recovery Room**.
Watch the scene.

14. 23 Preparing for the Date

Keen has just arranged to meet Pari at the Loungebar for a date.

Go to the **Lounge Bar.**
Seeing the bar, Keen decides to make it a bit more romantic.
Head for the **Massage Room** and take the candles.
Return to the **Lounge Bar.**
Watch the scene as the date starts.

14. 24 The day after the date

Keen ends up in his room again.

Now go to **Hallway North** (the hallway with the entrance to the bridge).
Talk to Pari.
Watch the scene.

You can now return to **Hallway North** to replay the last two scenes.

That's where the story ends for now.
In a future update there will be added one more extensive xxx-scene, which will then complte Pari's story!



Well, I hope you enjoyed the game so far!

If you like to see more, then please check back in later.
This game is still in development,
and game-updates will be released about every 3 months.

Learn more about the game here:

spacerescuegame.com

All the best!

-Robin

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