



# LIFE OF DELTA

WALKTHROUGH BROCHURE



AIRO GAMES



DAEDALIC  
ENTERTAINMENT



slovak  
arts  
council

Joe has been taken away and **our mission is to find him** and bring him back home.  
The first task we need to do is to get out of the house. Unfortunately, Delta's batteries are depleted



01

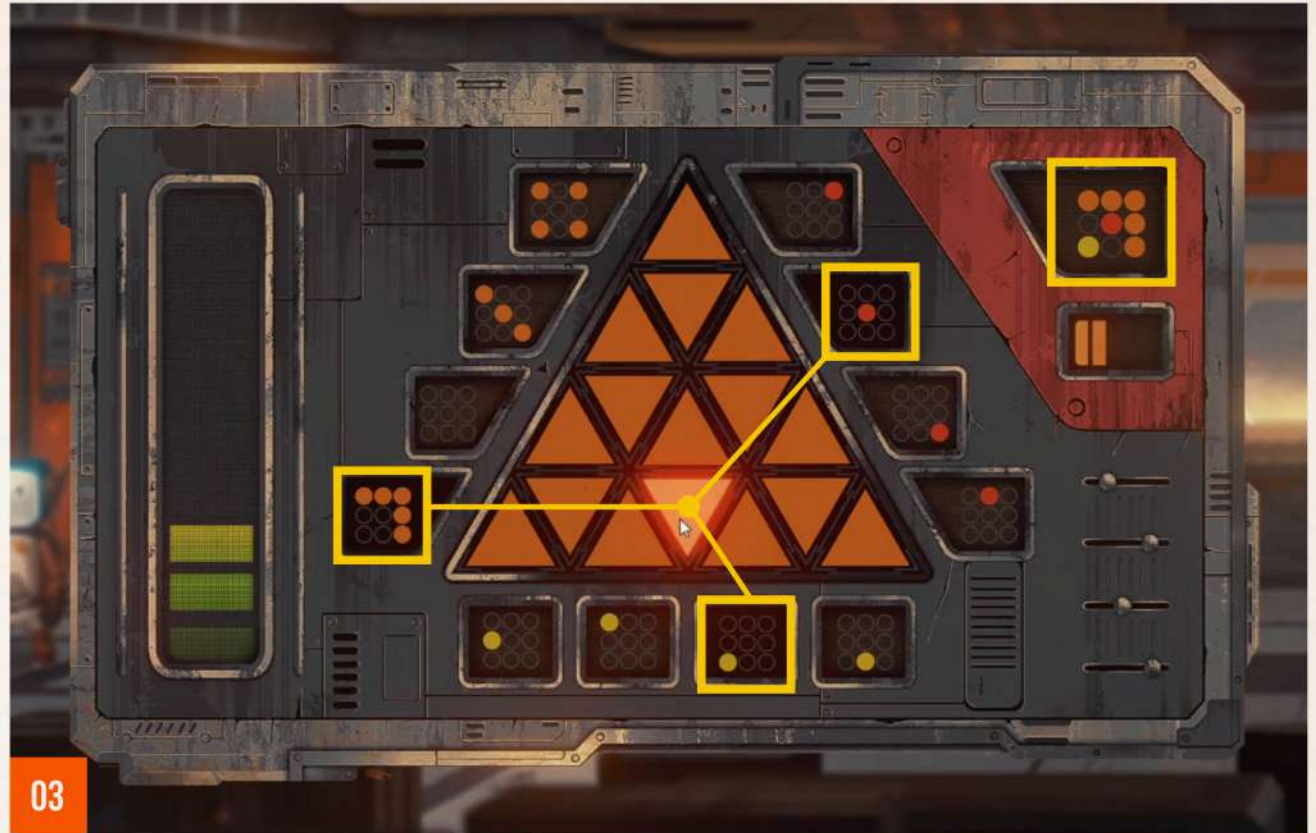
## GET OUT OF THE HOUSE

01 Firstly, we need to pick up Joe's **pass card**.



02

02 We will use it to open the **battery charger** and power up Delta's batteries.



03

03 To use the 'Battery Charger', we simply need to find the **correct symbol combination** for the main symbol that is shown at the top right corner of the mini-game.

Once we find all symbol combinations, Delta will get charged and we can walk out of the house.



## WHERE IS JOE?

To finish this objective, we need to talk to Joe's neighbours that are outside his house. We will show you how to get there.

**01** Once we are outside, we need to speak to **LV422**. She will tell us that she saw the soldiers taking Joe into their ship and then flying back toward Megacity.

We need to save him.



## GET THE FLAG

We need a ride to the nearby village. This can be done only with the Trader's and his Buthan cow's help. In order for him to help us, we need to take down the flag and trade it with him.



01 Get back to the house and open the radio.

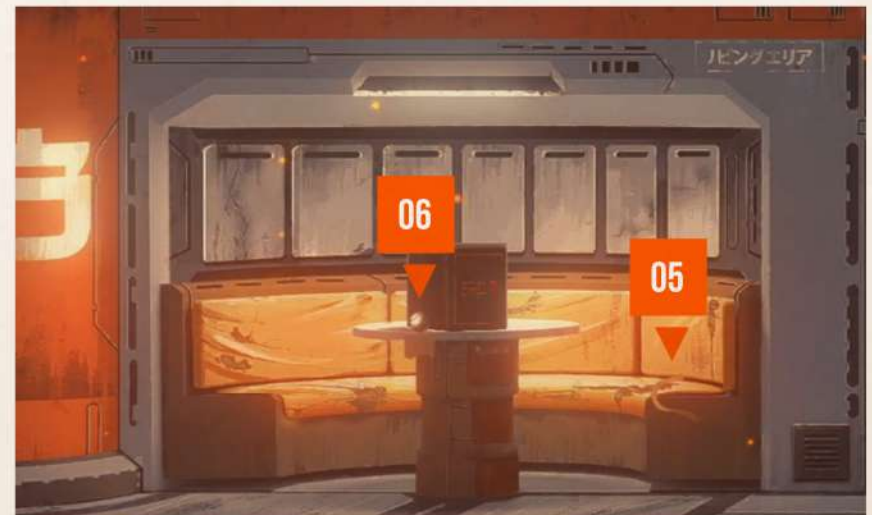
02 If you tune the very last radio station, you will see a secret password combination.

03 Use this password combination to open the metal safe.

04 Once you open the metal safe, you will find a key inside. Use the key to open the cage and take the yellow bird from inside.

05 Take the 'Rubber' from the couch.

06 Take the 'Metal Ball' from the table next to the metal safe.





**06** Walk to RZ-7 who is standing outside the house. Talk to him and exchange the yellow bird for the broken slingshot.



**07** Merge the broken slingshot with the rubber inside your inventory. This will create a new **slingshot** item.



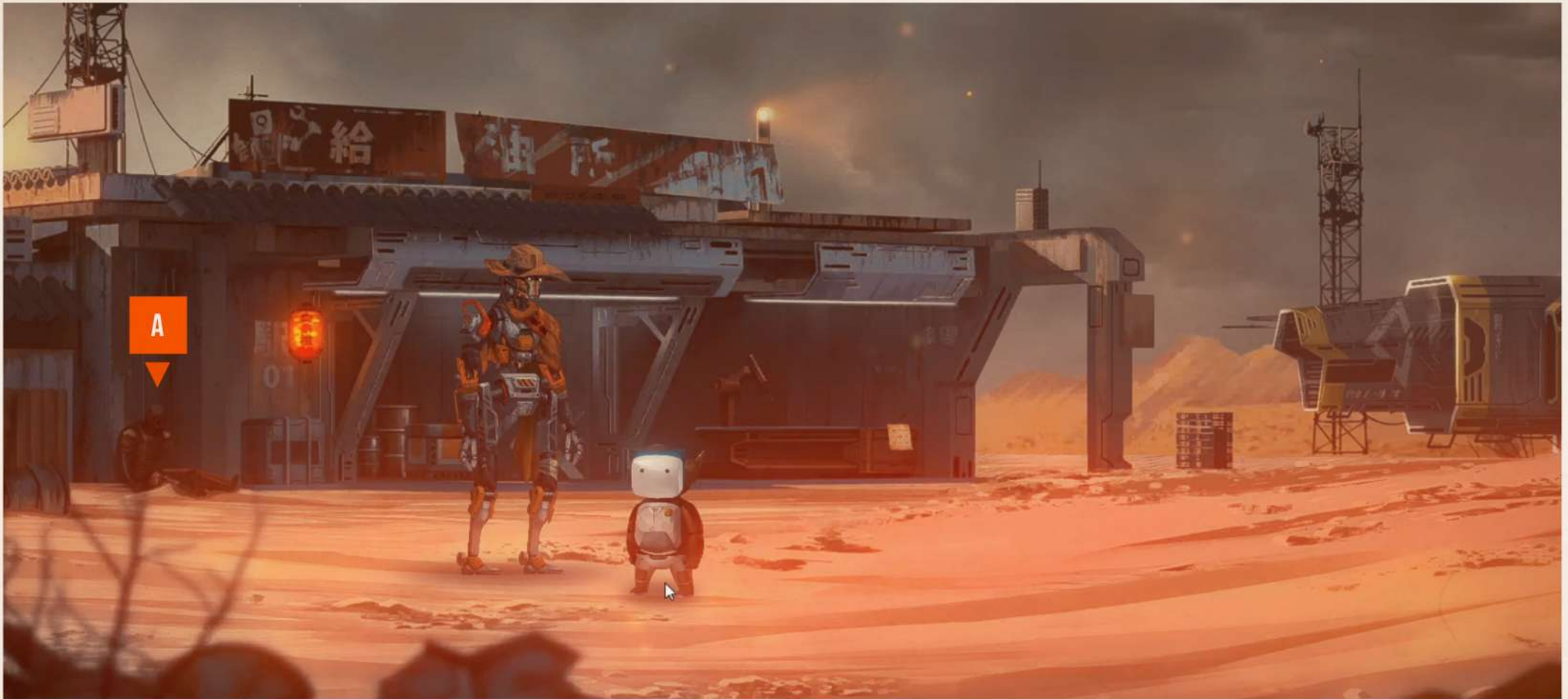
**08** Drag and drop either the metal ball or the slingshot on the flag. Delta will then shoot the flag down.



**08** Pick up the flag.



**09** Give the flag to the Trader. He will put you on his Butham cow and take you to the nearby village.



## GET THE MISSING PARTS

In order to repair Drifter's old ship, so we can use it to get to the Megacity, we need to get the following missing items:

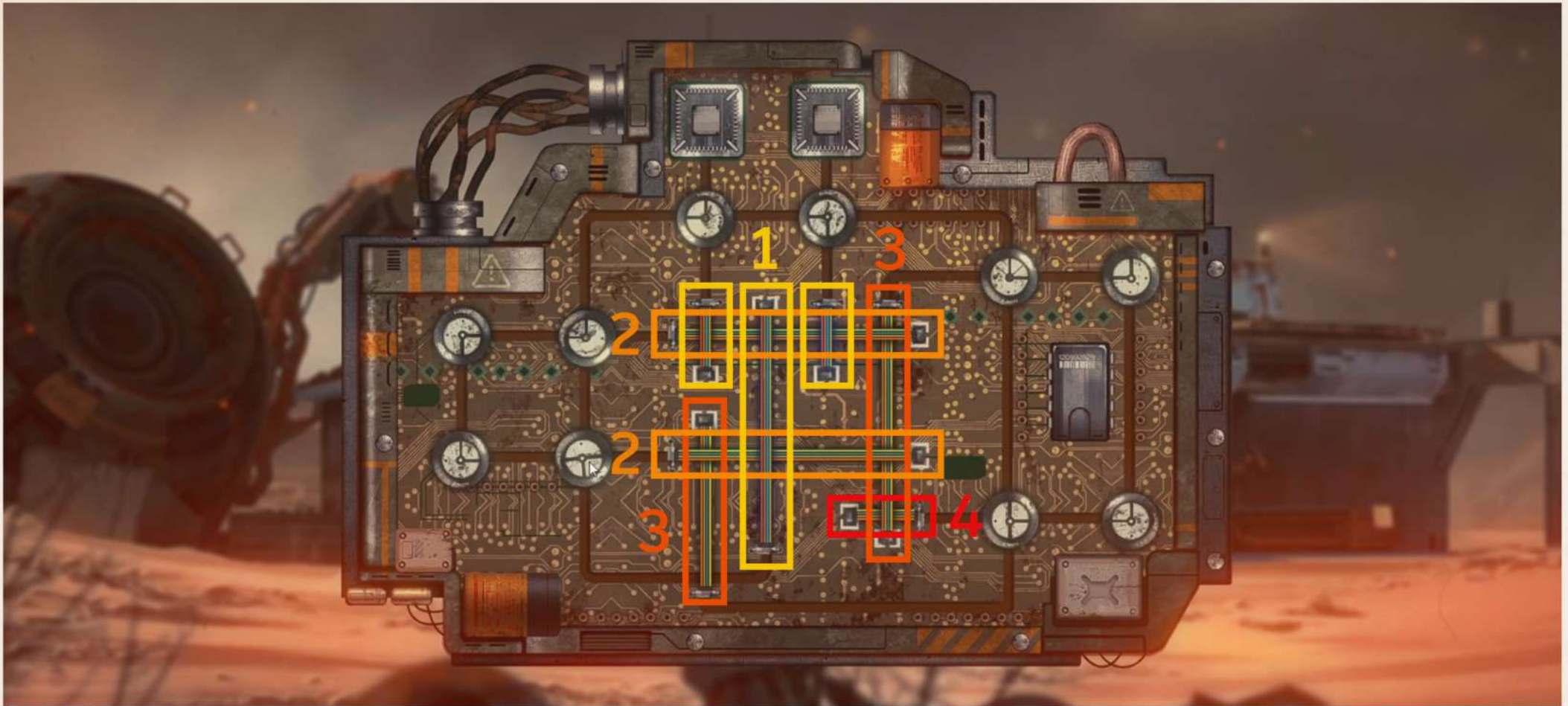
**cable connector, engine battery, cooling liquid** and a **computer chip**.

**A** The computer chip we can extract from the head of the robot that is sitting in front of the Drifter's house.

**B** The cable connector we can find inside the Mechanic's house on the right side of the intersection level.

**C** The engine battery we can find inside the junkyard level.

**D** The cooling liquid we can get from the local Chemist.



### GET THE MISSING PARTS > CHIP

The computer chip we can extract from the broken robot's head that is sitting next to the Drifter's house. We do it by torching all the cables that are on top of each other **in this order**:

**YELLOW** = first

**LIGHT ORANGE** = second

**DARKER ORANGE** = third

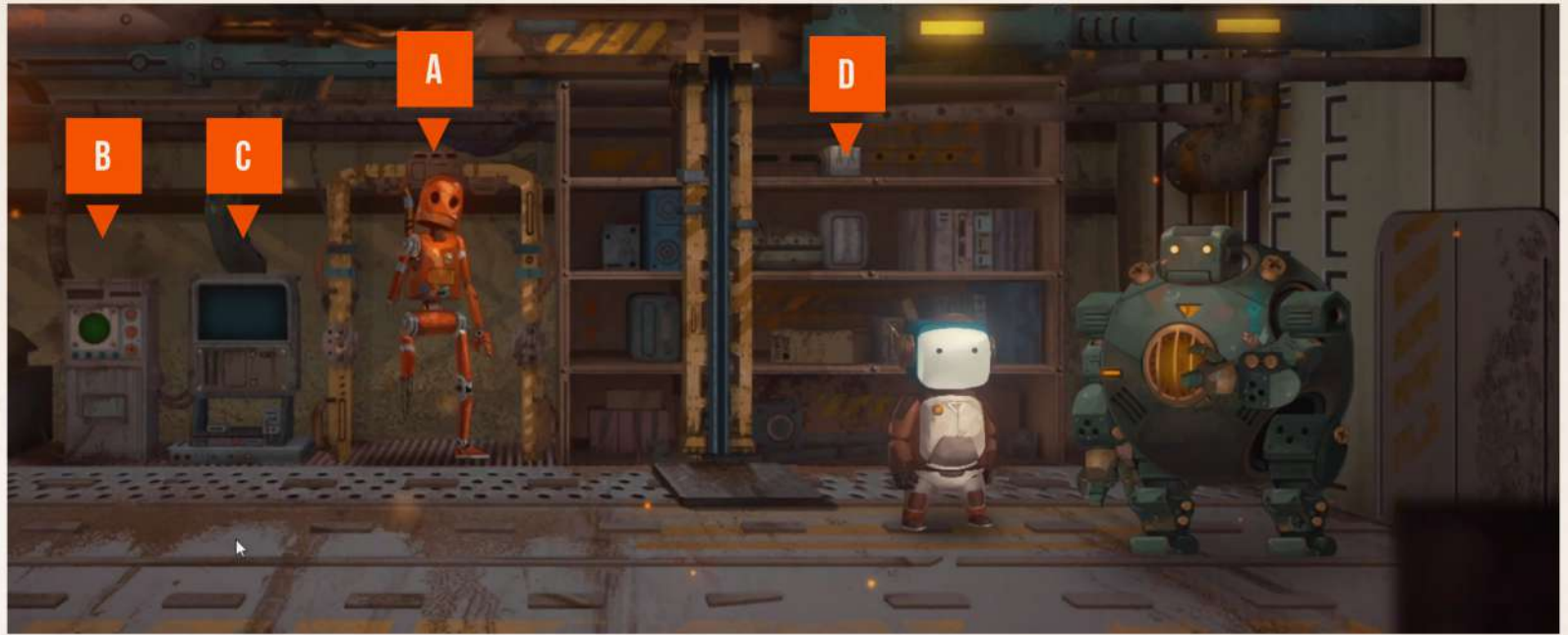
**RED** = fourth

We activate the electricity current with these two buttons



and then aim the current, by rotating these switches.





### GET THE MISSING PARTS > CABLE CONNECTOR

The cable connector we can find inside the Mechanic's house on the right side of the intersection level.

**01** We need to enter Mechanic's house. In there we will see him lying on the floor.

**02** Pick Mechanic up

**03** Talk to him. He will tell you about his problem with his assistant Fred. (A)

**04** Help repairing Fred by fixing the **power charger** (B) ( mini-game explanation on the next page )

**05** and also his bugs, with the **CPU debug** (C) ( mini-game explanation on the page after the next one )

**06** After we fix both mini-games ( B and C ), go talk to the Mechanic again. He will offer you his **cable connector** and also ability to use his **workshop table**.

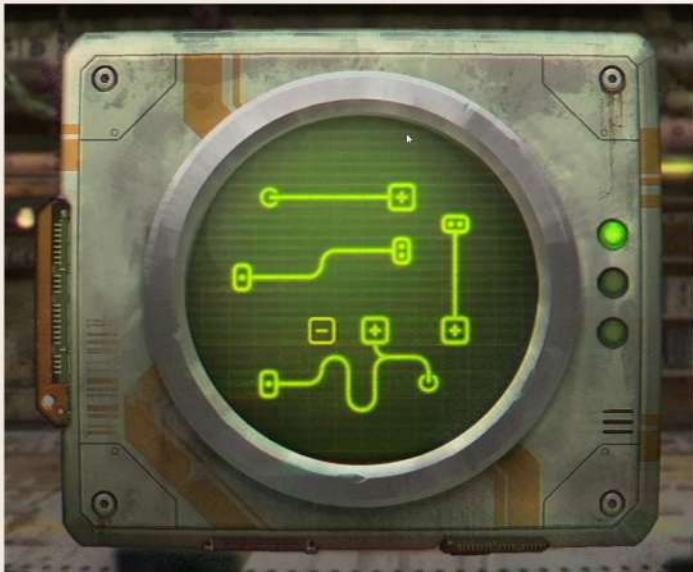
**07** We can pick up the **cable connector** from this shelf.



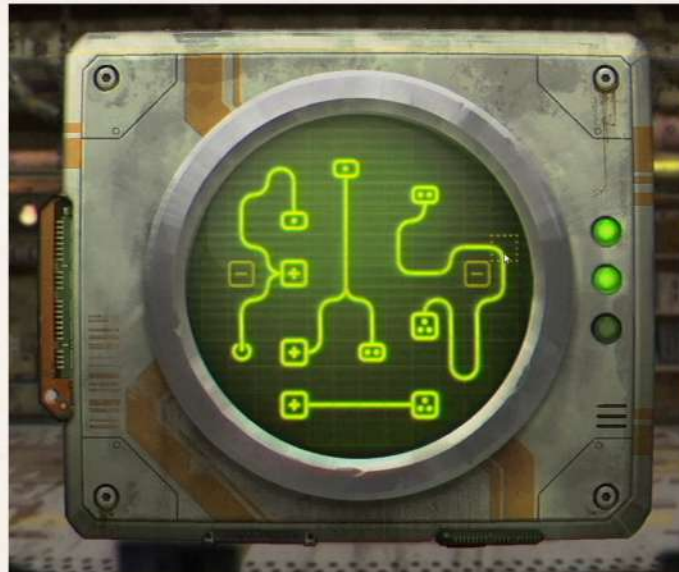
## BRING FRED BACK TO LIFE

-> POWER CHARGER

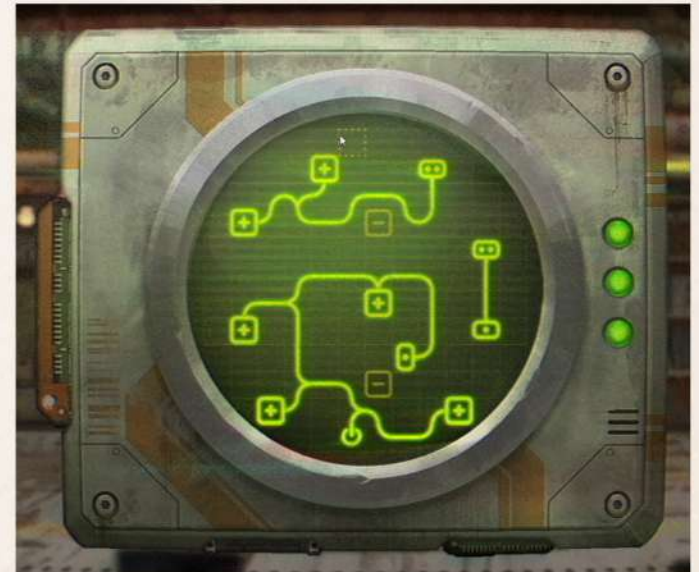
To fix the power charger mini-game, we need to correctly rotate the electricity connections in 3 x different levels avoiding 'negative' icons.



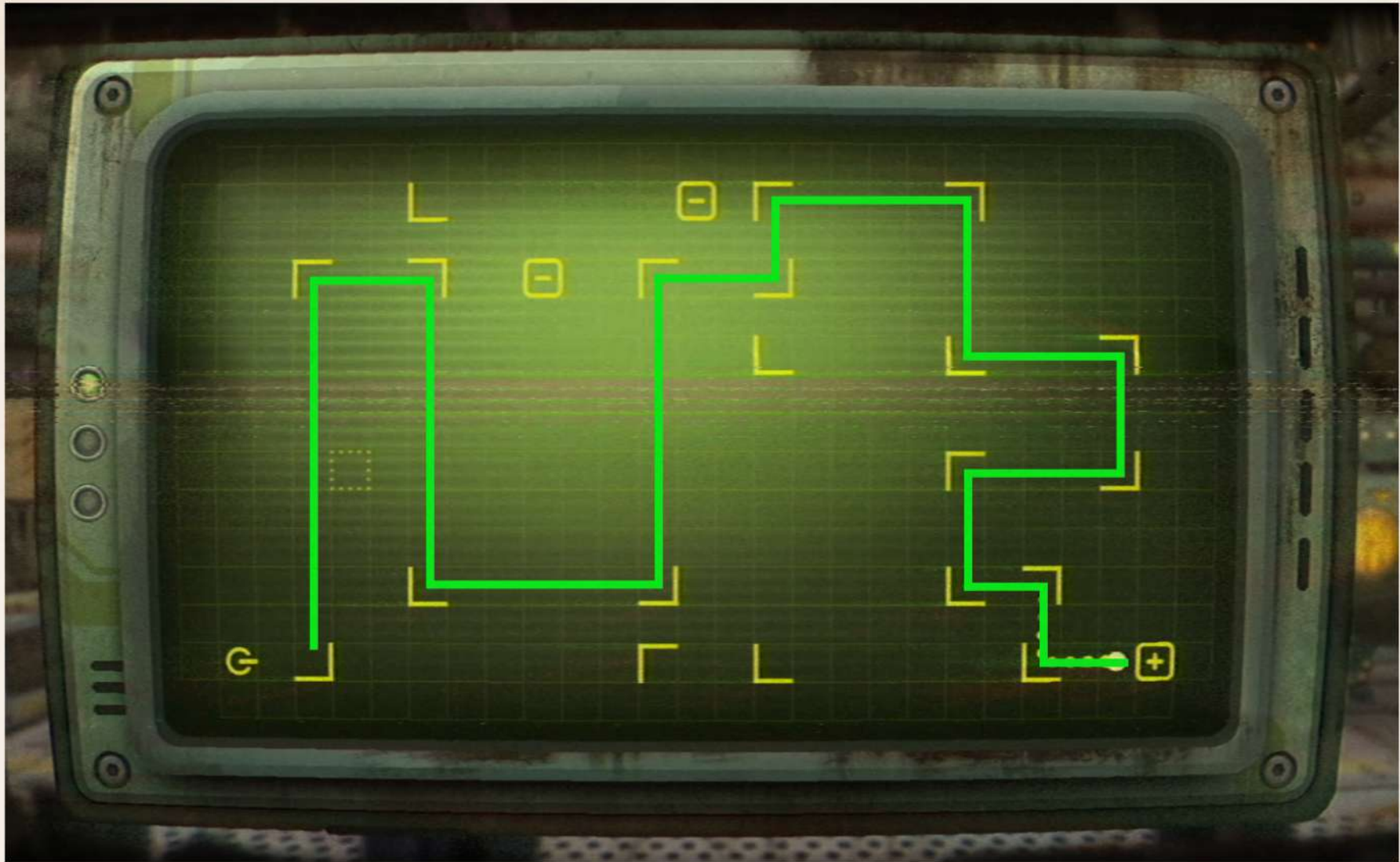
Level 1



Level 2



Level 3



## BRING FRED BACK TO LIFE

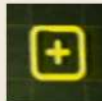
-> CPU DEBUG - LEVEL 1

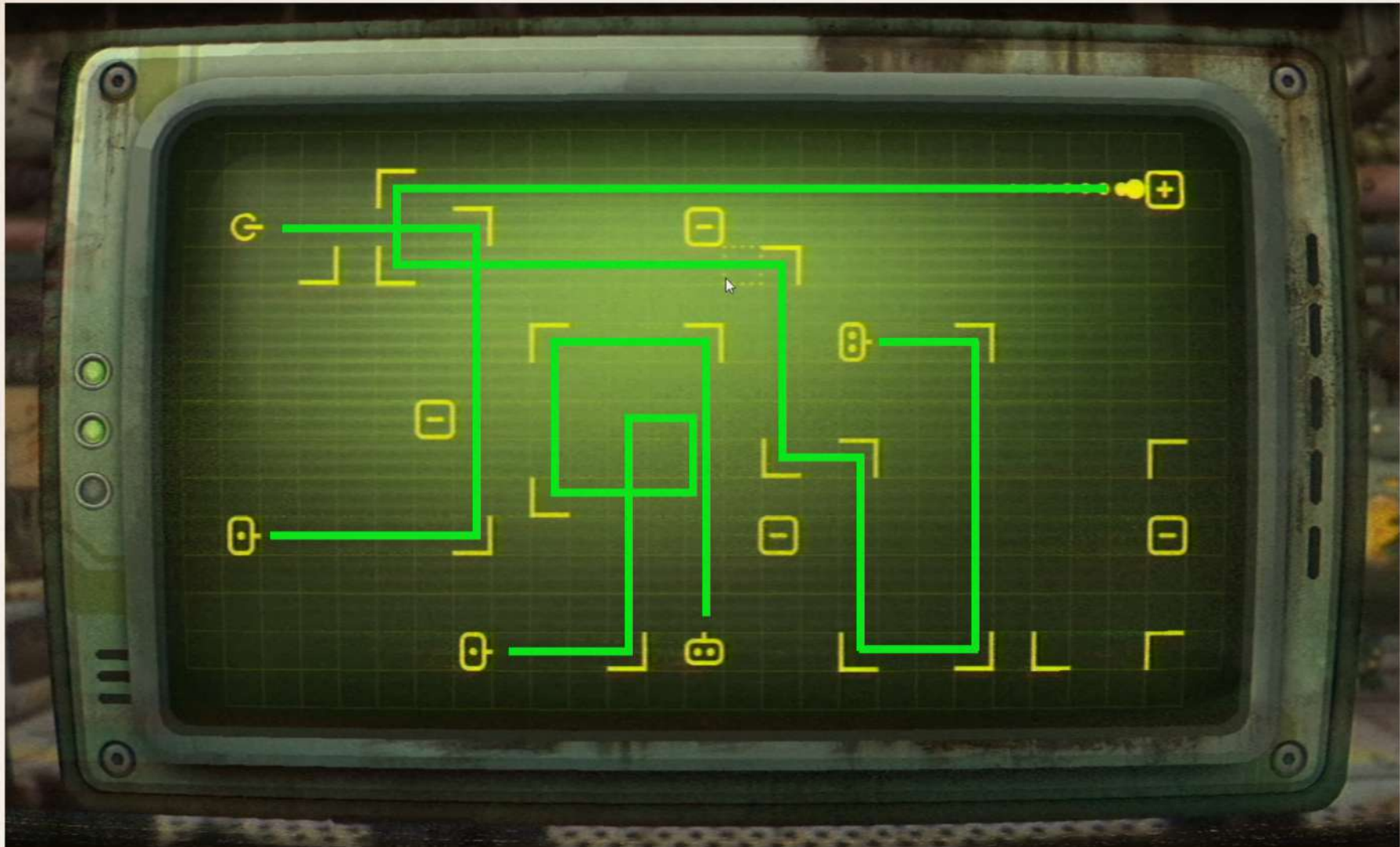
To fix the CPU debug mini-game, we need to rotate the 'corner icons' correctly, so the 'debugging ball' can destroy all viruses

( skull icons )



and reach the final destination ( positive icon ).





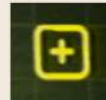
### CPU DEBUG - LEVEL 2

To fix the CPU debug mini-game, we need to rotate the 'corner icons' correctly, so the 'debugging ball' can destroy all viruses

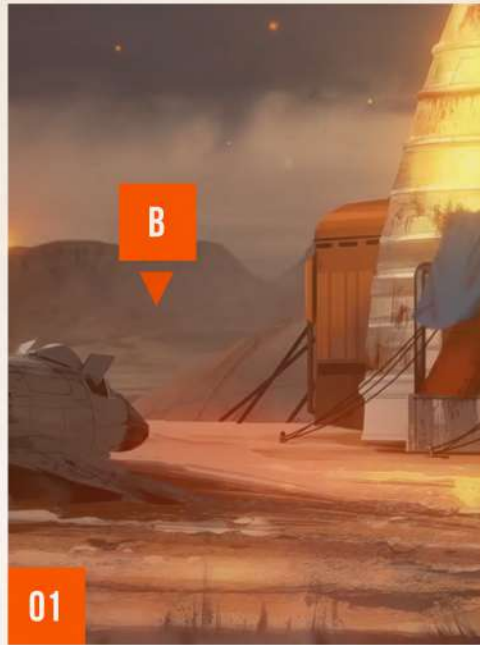
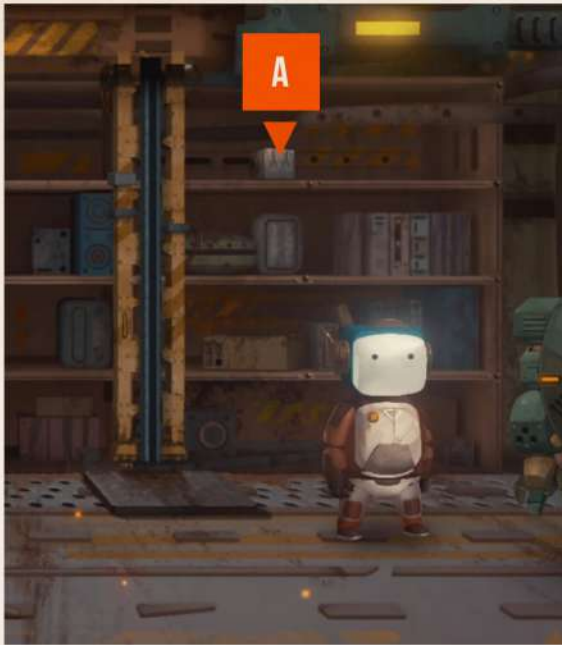
( skull icons )



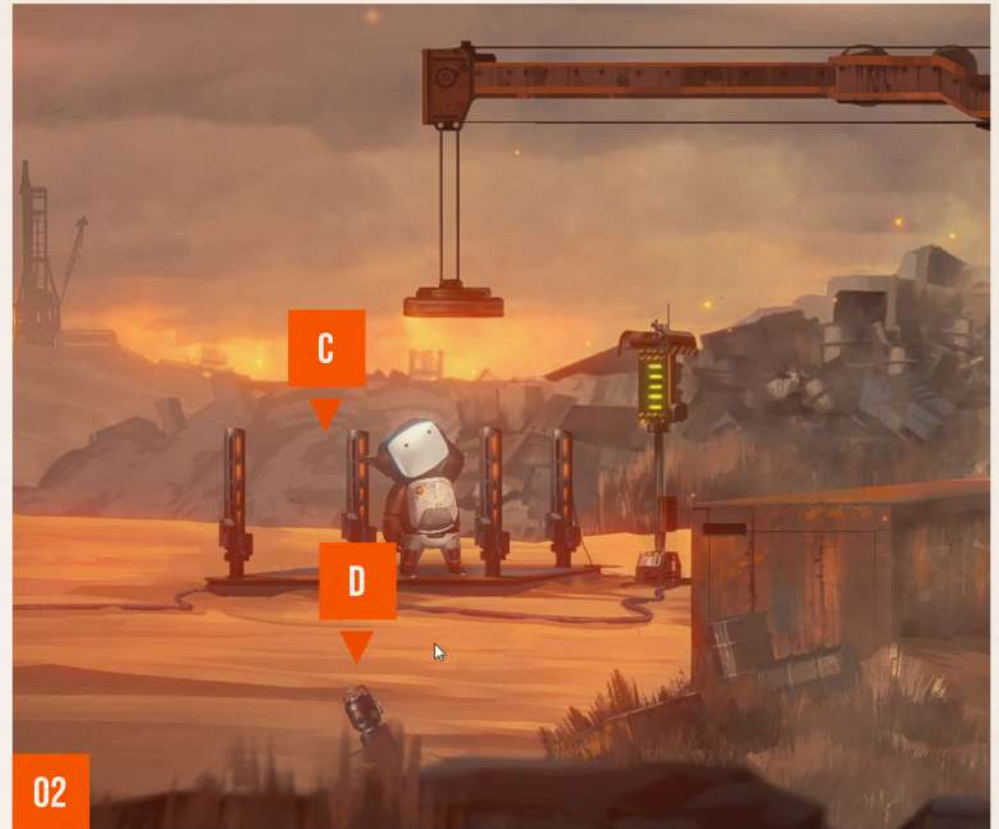
and reach the final destination ( positive icon ).







01



02



03

#### GET THE MISSING PARTS > ENGINE BATTERY

After we get the **cable connector** from the shelf (A), we can finally go get another item that is needed for the ship's repairs, which is the **engine battery**.

**01** Enter the **junkyard**, which is on the left side of the intersection level (B).

**02** We need to use the **magnet platform** (C) to pick up Delta and get him inside the junkyard compound. To do that, we need to open the **magnet** (D) that is lying in the sand.

**03** Unscrew both screws anticlockwise and then push the **magnet** cover upwards.

**04** Drop the **magnet** cover on top of the magnet platform to get inside the junkyard compound.



04



#### GET THE MISSING PARTS > ENGINE BATTERY

**01** Talk to the **junkyard spider**, he will offer to give you the engine battery in exchange of a shiny crystal, which we have to create.

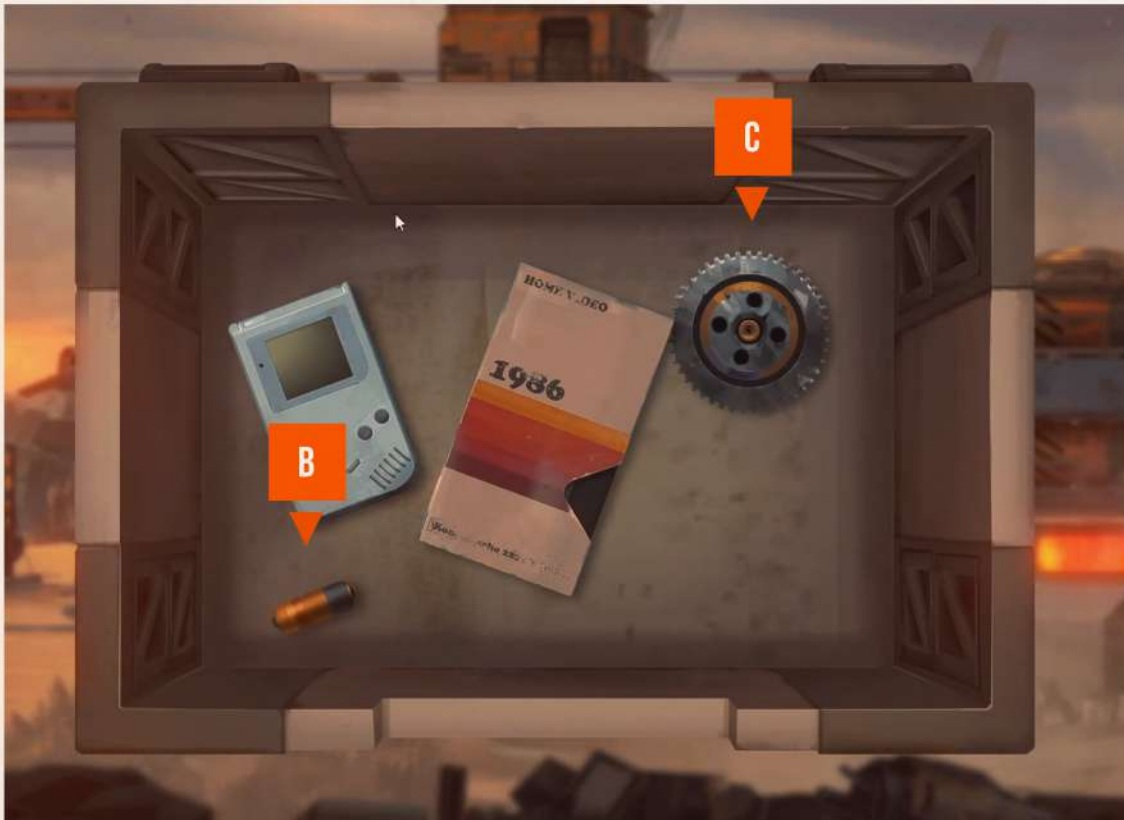
**02** Pick up an empty **bottle** (A).

**03** Drop the bottle on the **conveyor belt** (B).

**04** Pick up the **melted glass** from the ground.

**05** Drop the melted glass inside the **toxic tank**, which will create a new shiny **crystal**.

**06** Give the crystal to the spider, who will in exchange give you an engine **battery**.



After we get the engine battery, we need to find a way to get out of the junkyard compound, which is by repairing an old **ejection seat** (A) that can fly us outside.

**01** Open a tool box and take a **battery** (B) and a **gear** (C) from inside. We will use it to repair the **power generator** (D) later on.

**02** Open the **ejection seat trigger** (E) and reposition the cables in this way.



After we open the **power generator**, this is how we need to reposition the gears in order to repair it. We also need to insert the **battery** (A) from the tool box, then turn ON the **switch** (B) and also insert an additional **gear** (C) that we have found inside the tool box.

After the power generator is repaired, we can finally jump on the **ejection seat** to catapult Delta out of the junkyard compound.





### GET THE MISSING PARTS > COOLING LIQUID

After we get the **engine battery** from the junkyard spider, we can finally go get the cooling liquid from the Chemist.

You can find the entrance to her compound on the left side of the intersection level, behind the wreck of an old fighter jet.



### GET THE MISSING PARTS > COOLING LIQUID

After talking to the Chemist, she will tell you that you can use her **chemkit (A)** to mix the cooling liquid, but **one valve from the chemkit is missing**. Her cow ate it.

To retrieve the valve, we need to visit the **Potion Maker** and mix a **medicine** for the cow, so she can throw up the valve.

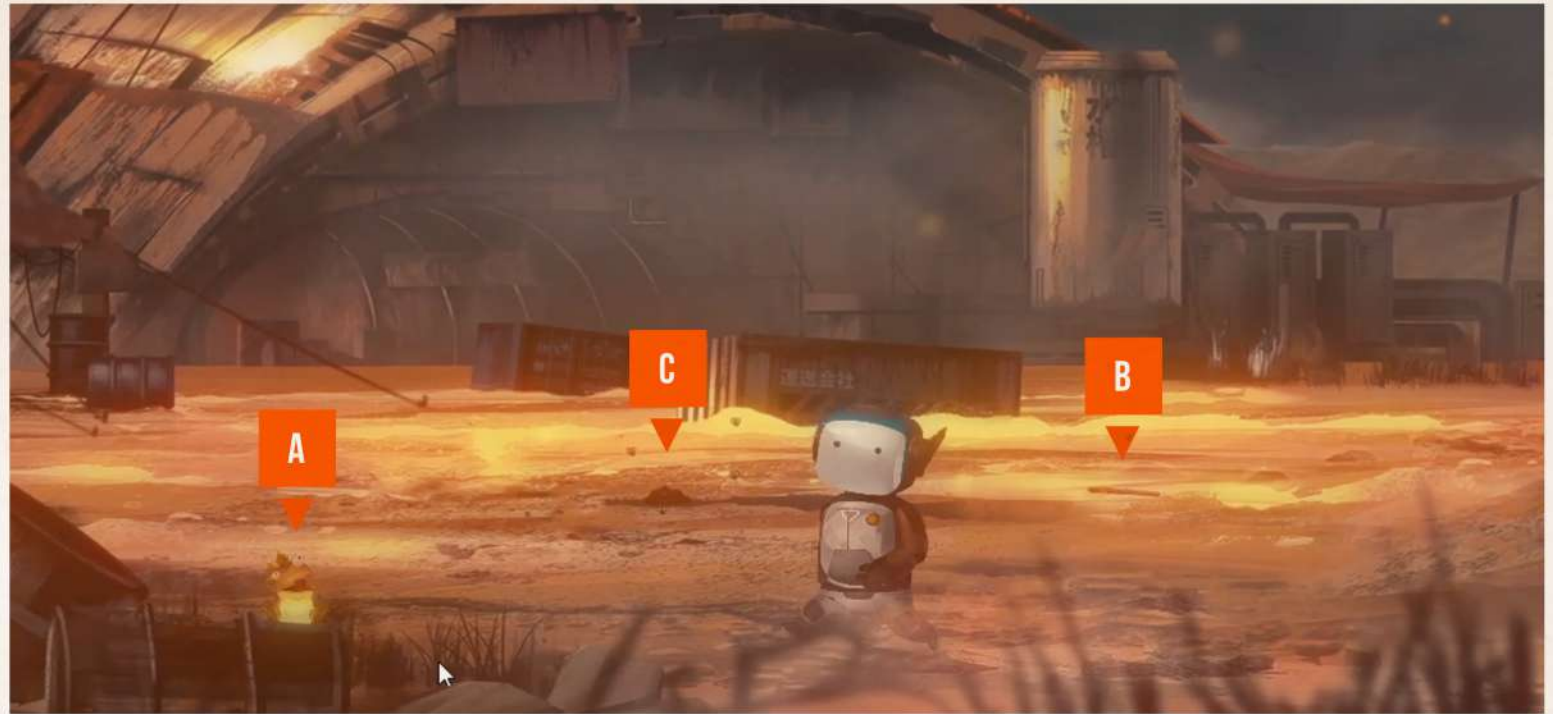


### GET THE MISSING PARTS > COOLING LIQUID >

#### **CURE THE CHEMIST'S COW**

Go visit the Potion Maker, he will explain us how to get the items for mixing this particular medicine.

You can find his house in the middle of the intersection level.



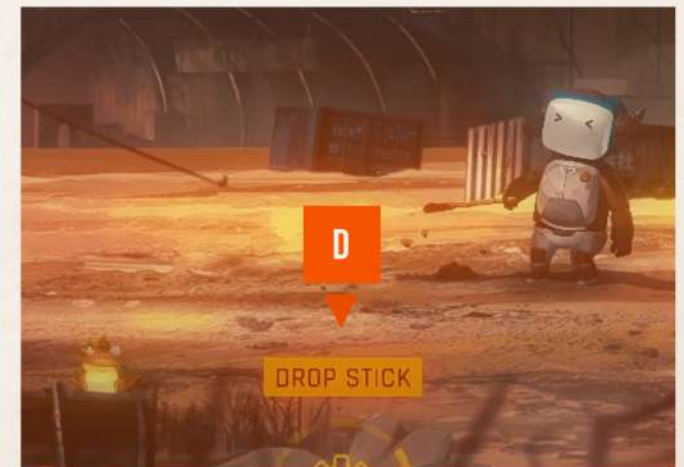
After talking to the **Potion Maker**, he will explain how to mix the medicine.

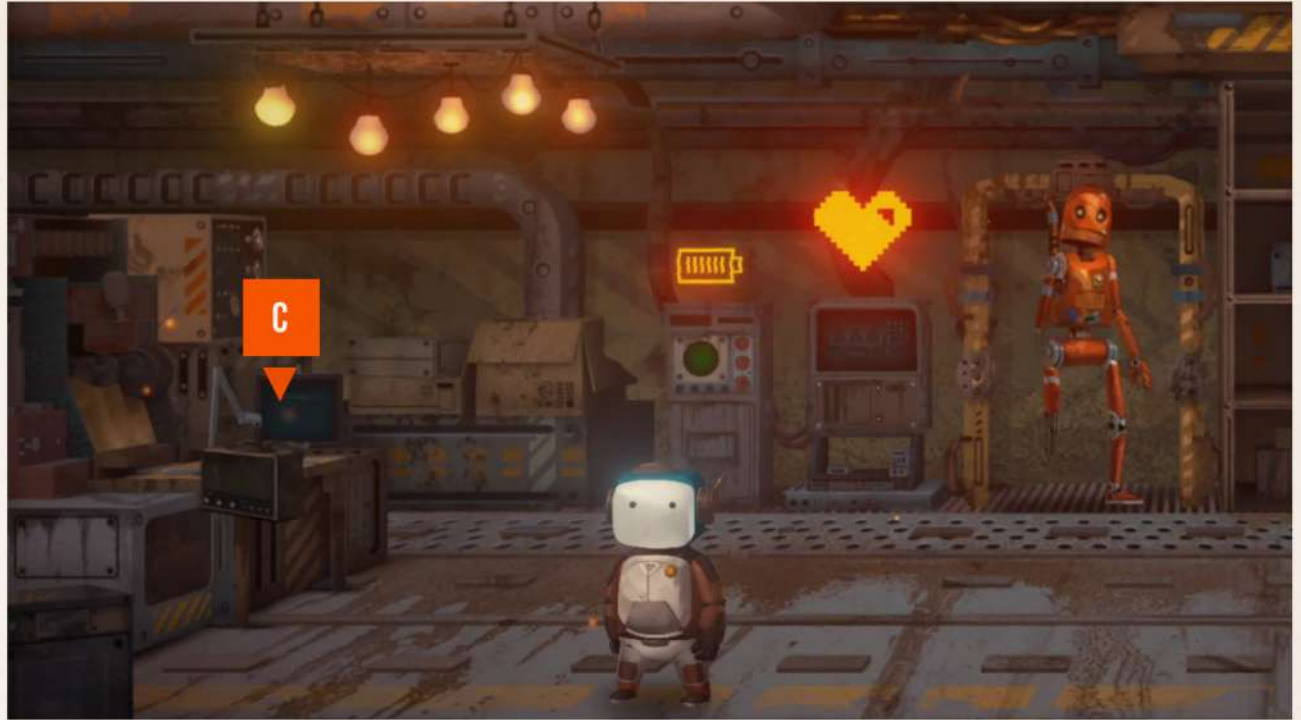
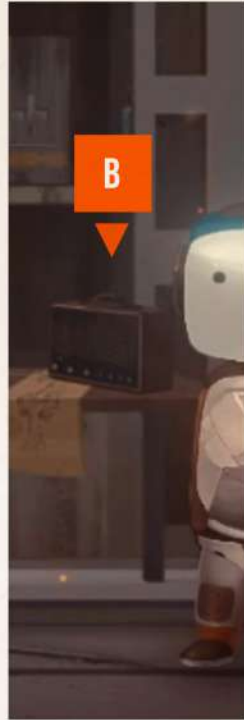
**01** One of the items needed for mixing the medicine is a **frog (A)**.

We can find it outside the Potion Maker's house, which is at the bottom of the intersection level.

We can get the frog by picking up the **stick (B)** from the ground, then using the stick to poke the **poop (C)** and then throwing the **poopy stick (D)** on the ground next to the frog. If we do that, the frog won't jump away when we try to pick it up as it will start eating the flies.

**02** Take the frog and bring it to the Potion maker.





Potion Maker will ask us to get a **2nd item** needed for making the potion, which is a **seed** extracted from the **dancing plant (A)**.

The dancing plant is located on the left side of the Potion maker's house. The only way how to extract the seed from the plant is by playing the plant's favourite song to her using the **radio (B)** that's on the table. This will make her **dance and extract** the seed.

The problem is that the radio is broken and we need to take it to the Mechanic's house to fix it.

Because we have already helped the Mechanic, he will let us use his **workshop table (C)**.

We will **drop the broken radio** on the workshop table and assemble the parts like this:

( sample on the next page )



We will **assemble the parts** like this to repair the broken radio.



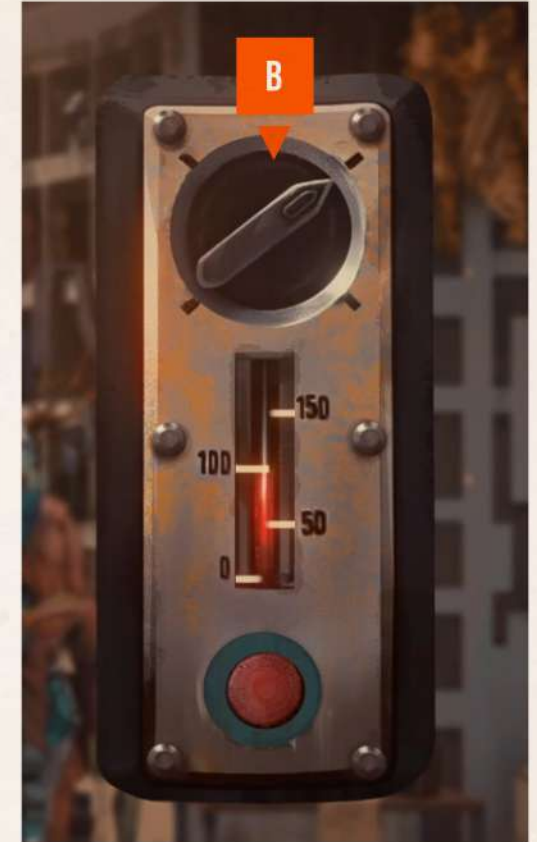
After we repair the broken radio, we need to bring it back to the Potion Maker's house, **drop it on the table (A)** and turn it ON.



Once we do that, the **plant will start dancing** and it will extract the seed. We can then pick up the **seed** from the floor.



After that, we **turn ON the boiler** and set up its temperature to **100 degrees (B)**.



We drop the **frog** and the **seed** to the boiling pot.



We pick up the **flask from the table (C)** and use it to extract the medicine from the pot. We then go back to the Chemist and give it to her cow.



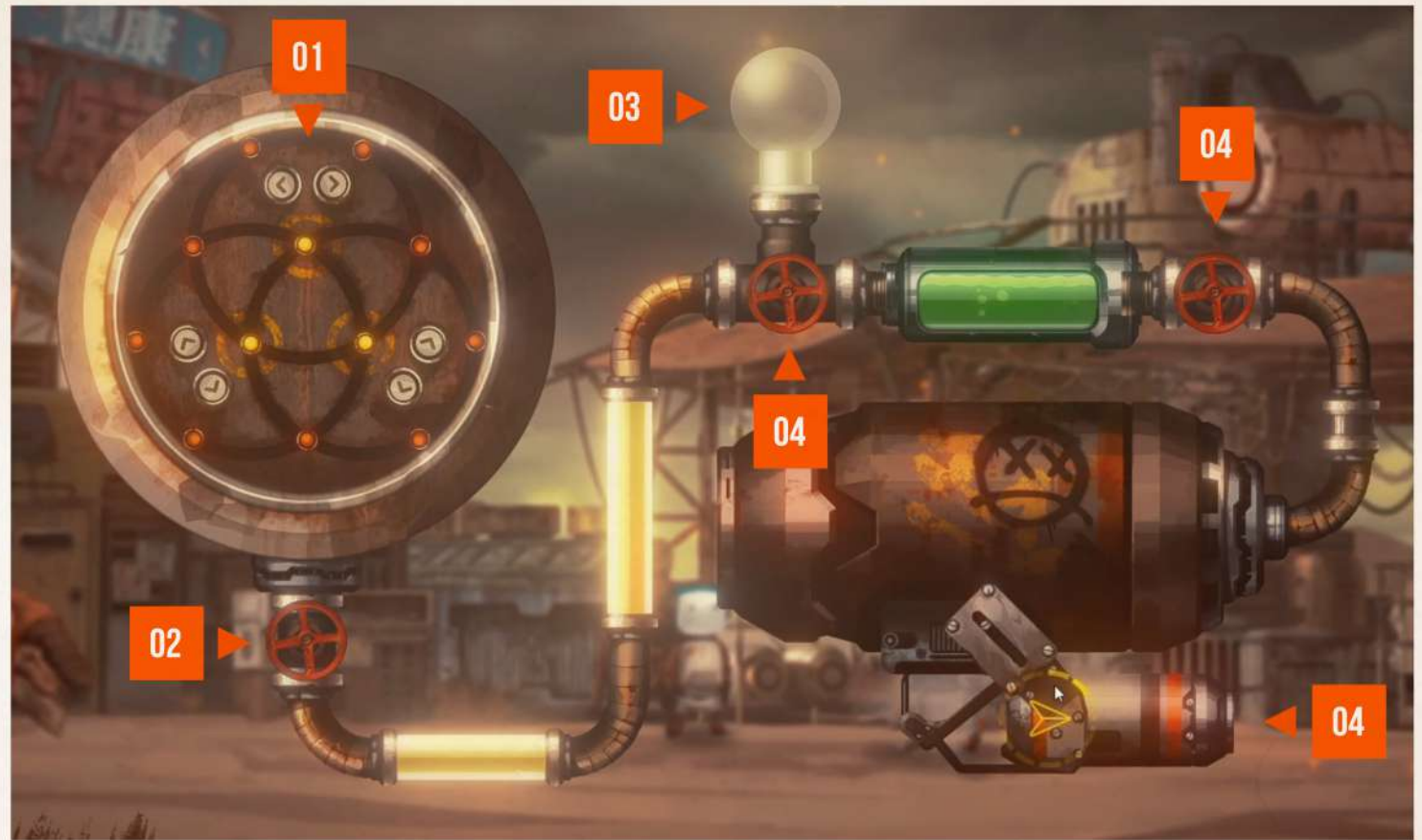


We bring the medicine to the Chemist's cow and give it to her. She will throw up the valve.



We pick up the **valve** from the ground and also pick up the **blue flask** from the bottle rack that is on the right side from the Chemist.

Once we have all the items, we can finally start using the **Chemkit**.



This is how to extract the **cooling liquid** from the Chemkit.

**01** We need to rotate the panels like this, so we can get all yellow dots inside the triangle.

**02** After that we drop the valve from the inventory and use it to release the yellow liquid.

**03** We then drop the blue liquid from the inventory.

**04** We open these two valves.

**05** We release the cooling liquid.

Once we have the cooling liquid, we can finally go to the Drifter and tell him about our success. He will explain us how to fix the engine.



After we come back to the Drifter with all the needed items, he will let us to repair the ship's engine. There is an **engine blueprint** on the table that we can pick up. It will give us **these hints** in order to repair the ship:

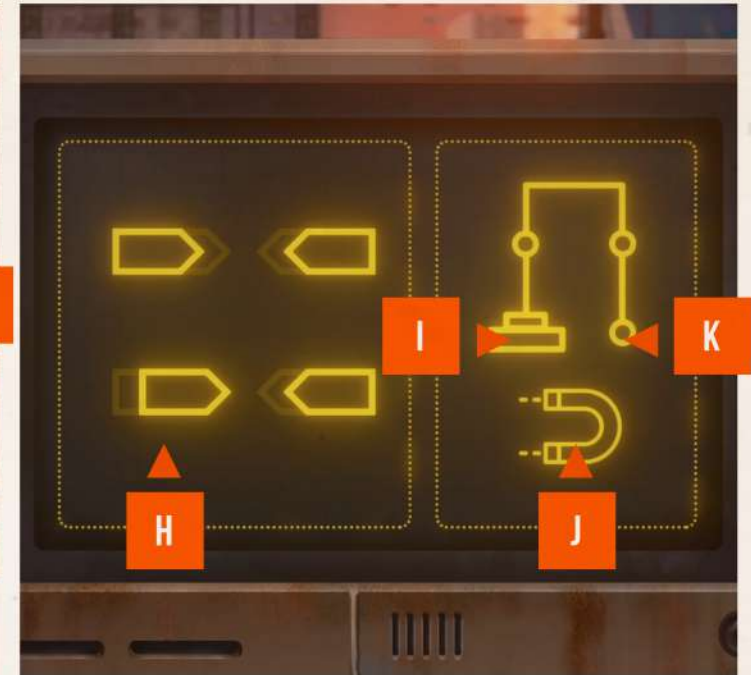
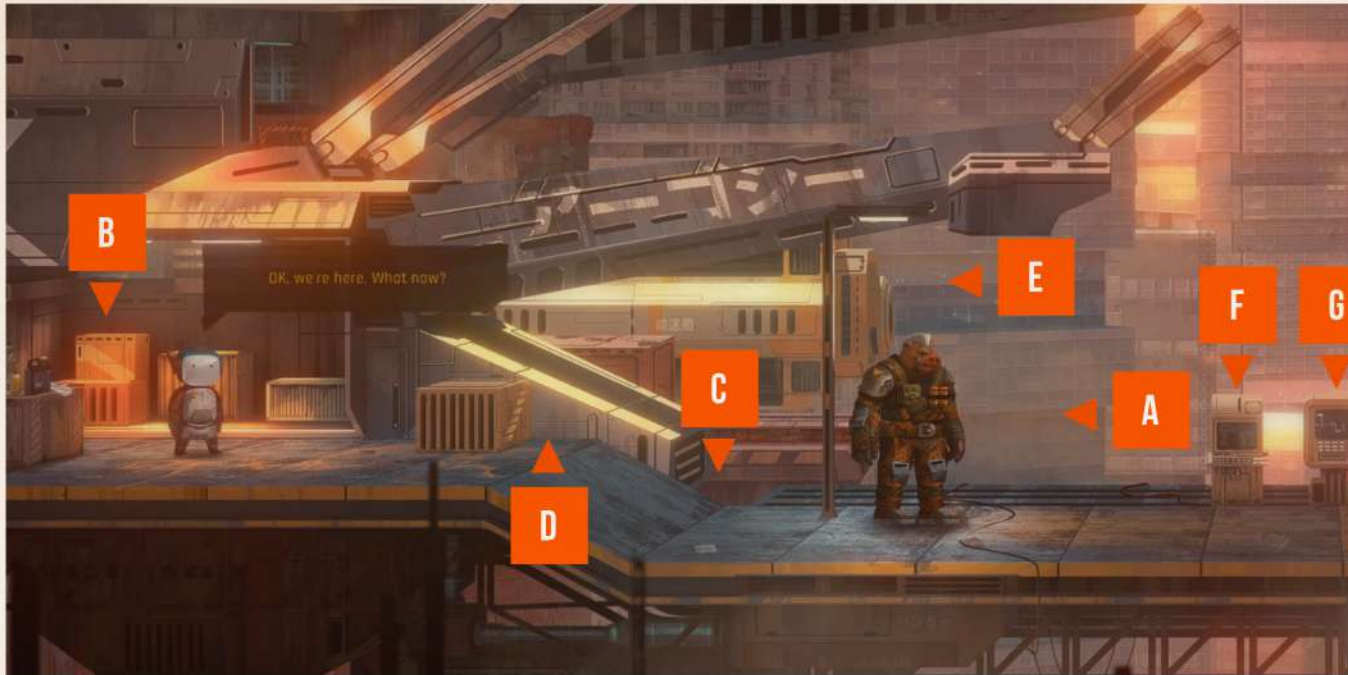
**01 Power cable** and **cooling liquid cable** need to be connected with the **cable connector**

**02 Cooling device** and **engine battery** need to be connected with the **cables**

**03 Cooling device**, **cooling liquid** and the **chip** need to be connected

There is a hologram on the right side from the mini-game that will give us similar hints.

Once the ship is repaired, we can fly to the Megacity and continue looking for our friend Joe.



## DETECTIVE TIME

We have finally arrived at the Megacity. If we try to get across the bridge, the pig officer (A) won't let us pass through. We need to eliminate him somehow.

1. Pick up all the items that are on top of the **box** (B) ( Alcohol bottle, Cloth, Oil, Lighter, Cigarettes )
2. Pour the oil on the **floor** (C) and then push the **crate** (D), which will then slide over the oil and will hit the lamp afterwards. This will cause the lamp's light to fall on top of the pig's head and taking him out.
3. We can now walk over to the **magnet monitor** (F). It is the only computer we are able to use, as the **bridge monitor** (G) can be used only by the lizards.
4. We will use the magnet monitor to pick up a **metal bar** from one of the ships at the back and use it as a **bridge** to walk across to the right side of the level.

To do this, we need to open the **magnet monitor** console, then slide forward the bottom left ship icon (H), then move the magnet to this position (I) and then activate the magnet (J).

After we activate the magnet, move the magnet back to the original position (K) ( the magnet will lift the metal bar and move it ) and deactivate the magnet (J) ( this will make the metal bar drop on the ground )

We now have a **bridge** to pass through to the right side of the level.



This is where we need to place the **metal bar** to use it as a bridge



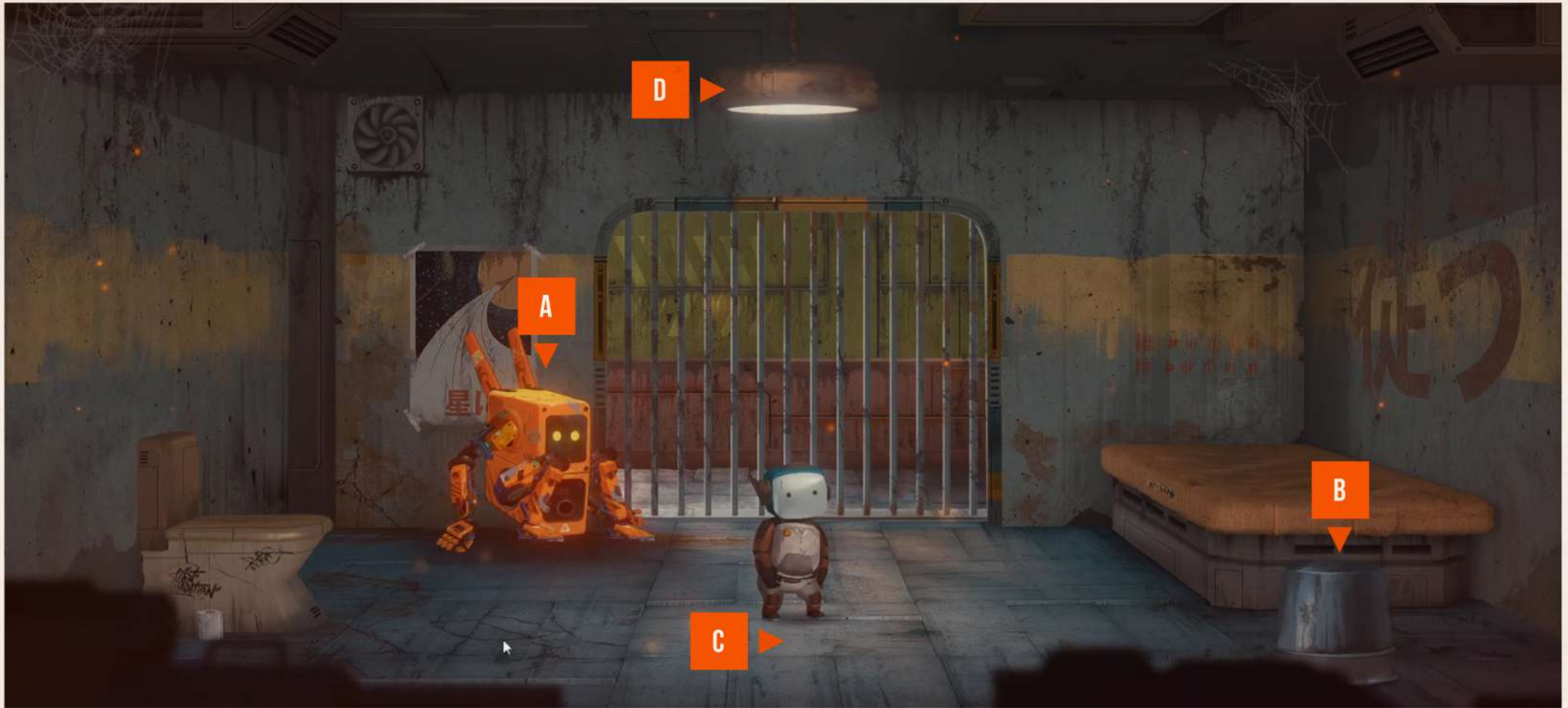


We have finally passed on the other side. We'll see two police officers beating a **battery robot** (A). We need to help him:

1. Open the **police car** gas tank (B)
2. Merge **alcohol** bottle and a piece of **cloth** inside the inventory. You'll get a new item = **molotov cocktail**
3. Drop **molotov cocktail** inside the gas tank (C).
4. Drop **lighter** on top of molotov cocktail and Delta will light it up.

This will cause an explosion. Unfortunately Delta will get caught and we'll end up in jail.



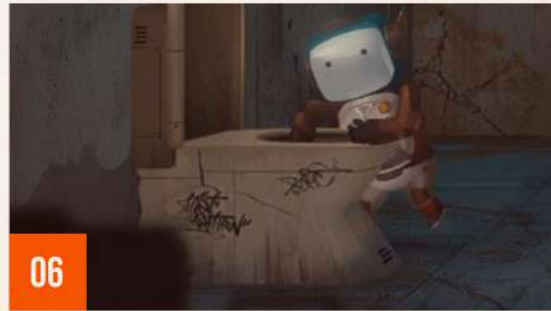
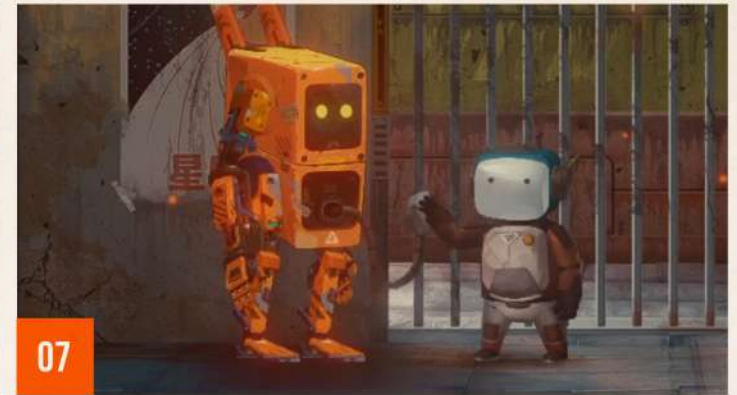
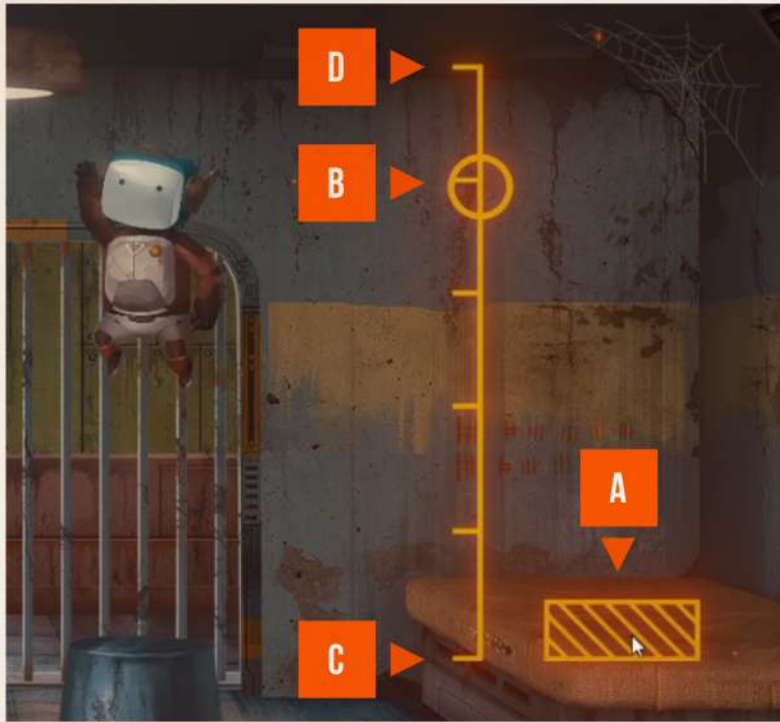


## POLICE CELL

The police officers took us to one of their police cells. We need to get out of there.

To do that, we need to use the **battery robot's** power output and electrify one of the guards that is patrolling outside the jail cell.

1. Talk to the battery robot (A), he will tell us to find a **cable** first.
2. Push the **bucket** (B) into the middle of the police cell (C), underneath the **lamp** (D).
3. Jump on the bucket and keep jumping until the indicator reaches the highest level. ( Jumping mini-game explained on the next page )
4. Once we reach the highest level of the jumping indicator, Delta will pull down the lamp from the ceiling.



Inside the **jumping indicator**, we need to make sure we press the button (A) each time 'the ball' (B) is at the bottom (C) of the jumping indicator. Each time we press the button in that exact moment, the ball will move higher and higher. If we maintain the same 'button press timing' the ball will eventually reach the top (D). Once that happens, Delta will pull the lamp from the ceiling, along with an electric  **cable**.

5. We can pick up the  **cable** that's next to the lamp. We then give it to the battery robo. He will tell us we need something wet, to connect the cable to the jail door.

6. We pick the  **toilet paper** that's next to the toilet. We then drop it to the toilet and then pick up the  **wet toilet paper** from the toilet.

7. We give the wet toilet paper to the battery robot. Delta will then connect the cable from the battery robot to the jail door.

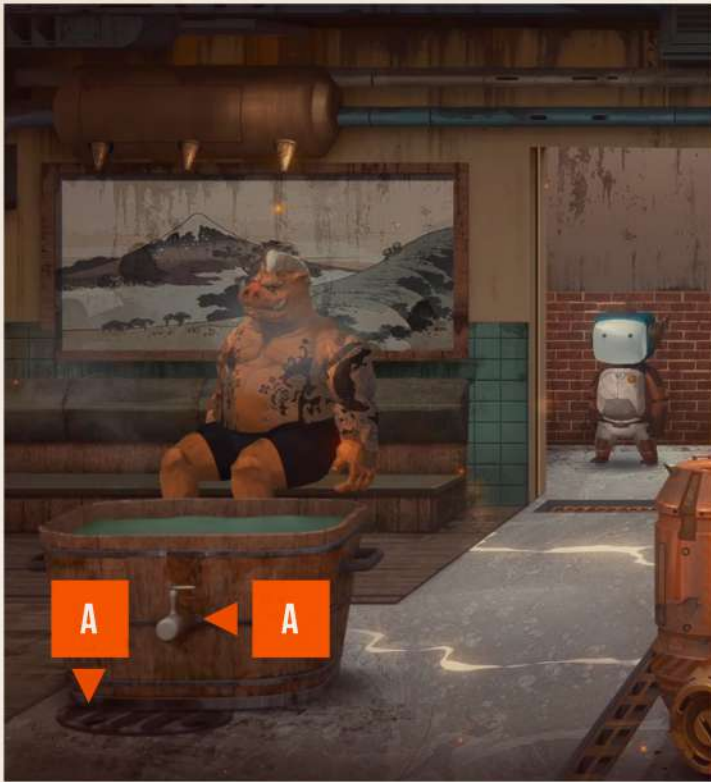
8. We will knock on the police cell door, which will lure the police officer. He will knock on the jail cell door and gets knocked out by the electric shock.



## POLICE OFFICE

This level is pretty straight forward, but we need to do it in the correct order. Our goal is to get across the room and jump into the **garbage chute** (A) without being noticed by the drunk **police officer** (B).

1. Pick up the **dog food** from the **bucket** (C).
2. Drop the dog food into this corridor (D). This will make the dog run into the storage room behind the wall and the police officer will run there right after.
3. Once the police officer runs behind the wall, we **switch off** the light (E). This will make the police officer fall on the floor.
4. We can finally run across the room and jump into the garbage chute.

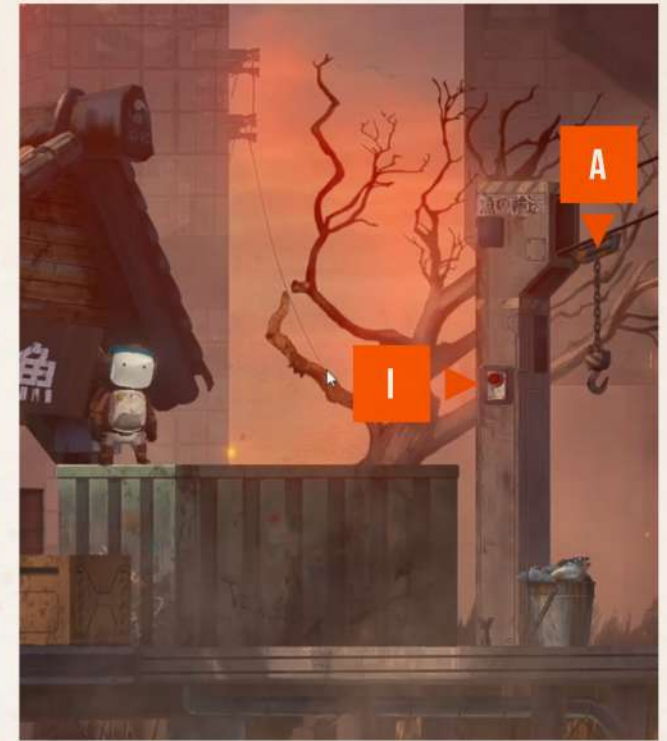
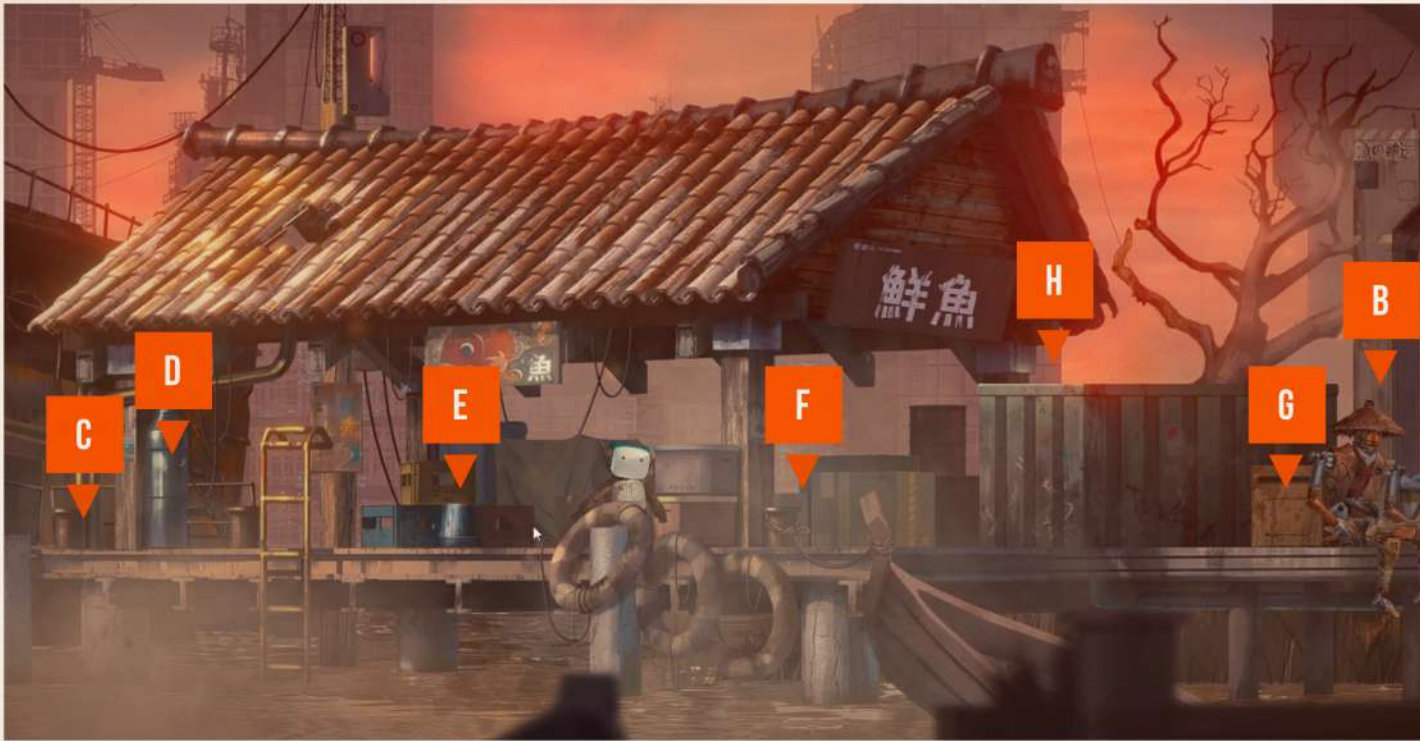


## POLICE SPA

We have fallen inside the spa for the police officers. Our goal is to escape through this **canal** opening (A)

1. First of all we need to take this **tape** (B), **pipe** (C) and **hook** (D).
2. We merge tape with a pipe, to get **taped pipe**, and then we merge it with the hook, to create **pipe hook**.
3. We use the pipe hook to take down the **key** (E), which we will use to open the **boiler** (F).
4. Inside the boiler, we need to rearrange the the pipes in this way, so we can maximize the flow of hot water. This will cause the pipes to burst and burn the pig police officer.
5. Push the red box off the orange box, then open the orange box and take out a grenade.
5. Go to the left side of the room and open the faucet on the wooden tank, which will empty the water.
6. Push the wooden tank off the canal opening.
7. Throw the grenade inside the canal opening and then jump inside.

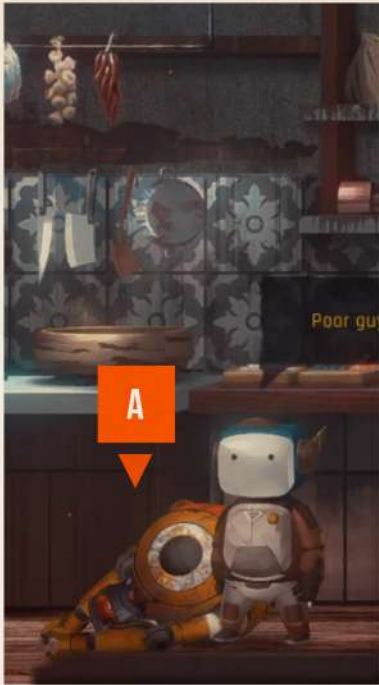




## WATER HUT

Our goal is to jump on the chain (A) without being caught by the Fisherman (B).

1. Pick up the **rope** (C), **scissors** (D) and **sponge** (E).
2. Merge scissors and sponge to create **two sponges**, then merge scissors and rope to create **two ropes**, then merge two ropes and two sponges to create **sponge shoes**.
3. Put on the sponge shoes and then use scissors to cut the **rope** (F) that holds the boat. This will tangle the Fisherman's fishing hook and make him fall into the river.
4. Push the **box** (G) to the left side and use it to jump on top of the **metal crate** (H).
5. Press the button (I) on the console and jump on the chain (A). The mechanism will pull you towards the next level which is a **sushi restaurant**.



## RESTAURANT

We have knocked out the restaurant's cooking robot (A). We need to pretend we work at the restaurant while figuring out how to escape through the locked door (B).

1. Talk to the police officers, they will make an order of two sushi sets. Sushi **set-1** for the Rhino (C) and a sushi **set-2** for the Pig (D).
2. Take the **sushi menu** (E) off the wall.
3. Prepare sushi **set-1** based on the recipe from the menu and give it to the Rhino.
4. Prepare sushi **set-2** based on the recipe from the menu and give it to the Pig.

( sushi set-2 recipe tutorial on the next page )



## SUSHI SET-1

**Piece-1:** Drop rice on the main wooden board, then tap on it to mold it, then drop a shrimp on the molded rice and then drop the finished piece on the stone plate on the right side.

**Piece-2:** Drop rice on the main wooden board, then tap on it to mold it, then drop octopus on the main wooden board, then drop the knife on it to slice it, then take one octopus slice and drop it on the molded rice, then drop a thin piece of dried seaweed on it and then drop the finished piece on the stone plate on the right side.

**Piece-3:** Drop rice on the main wooden board, then tap on it to mold it, then drop fish eggs on the molded rice, then drop a thick piece of dried seaweed on it and then drop the finished piece on the stone plate on the right side.

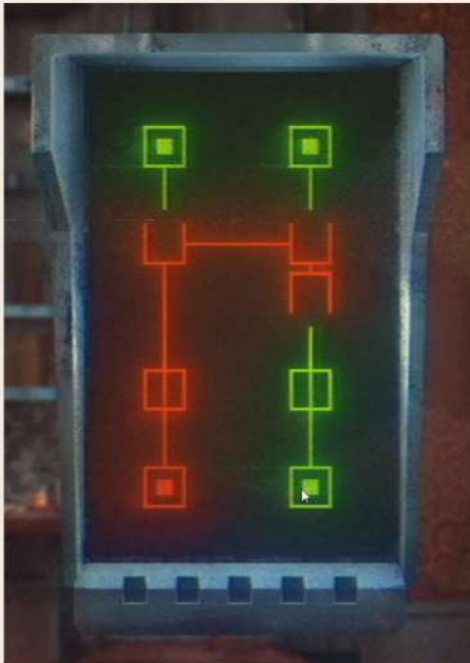
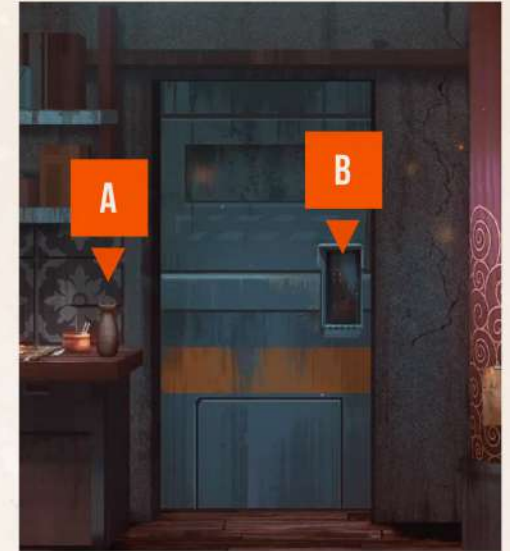


## SUSHI SET-2

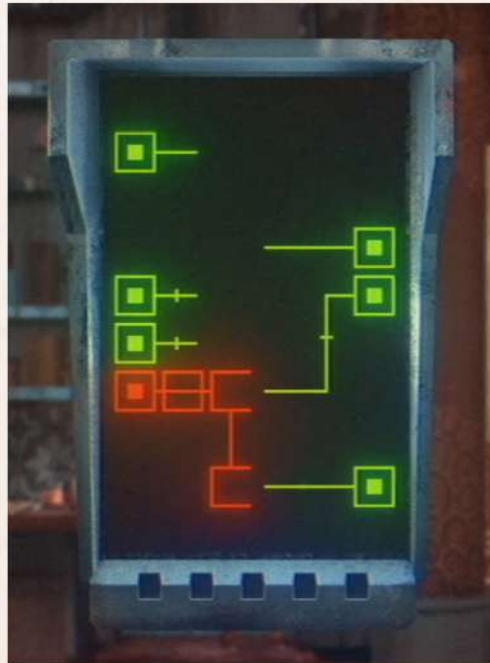
**Piece-1:** Drop rice on the main wooden board, then tap on it to mold it, then drop a shrimp on the molded rice and then drop the finished piece on the stone plate on the right side.

**Piece-2:** Drop rice on the main wooden board, then tap on it to mold it, then drop octopus on the main wooden board, then drop the knife on it to slice it, then take one octopus slice and drop it on the molded rice, then drop a thin piece of dried seaweed on it and then drop the finished piece on the stone plate on the right side.

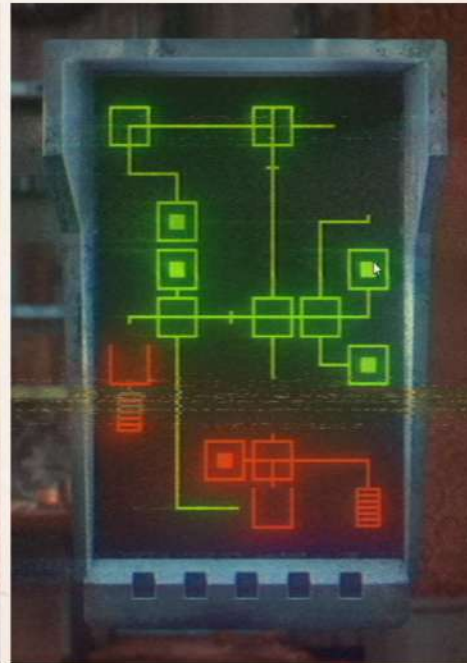
**Piece-3:** Drop rice on the main wooden board, then tap on it to mold it, then drop fish eggs on the molded rice, then drop a thick piece of dried seaweed on it and then drop the finished piece on the stone plate on the right side.



LEVEL 1



LEVEL 2



LEVEL 3

Once we serve both sushi sets to the officers, they will ask for a **sake** (A), which we need to pour to both of them. They will continue asking for it over and over again. Our only option is to do something about it.

1. Open the **storage room** door (B).
2. Hack the storage room door lock. It has 3 levels. Our goal is to reach all green key icons.

You can see how each of the levels should look like at the end. ( screenshots on the left side )

3. Once we hack the storage room door, we'll take out the **sleeping pills**.
4. Merge sleeping pills with sake to get **sleepy sake**.
5. Serve sleepy sake to both officers.

6. Once they fall asleep, one of them drops a **pass card**. Pick up the pass card and use it to open the exit door on your right side.



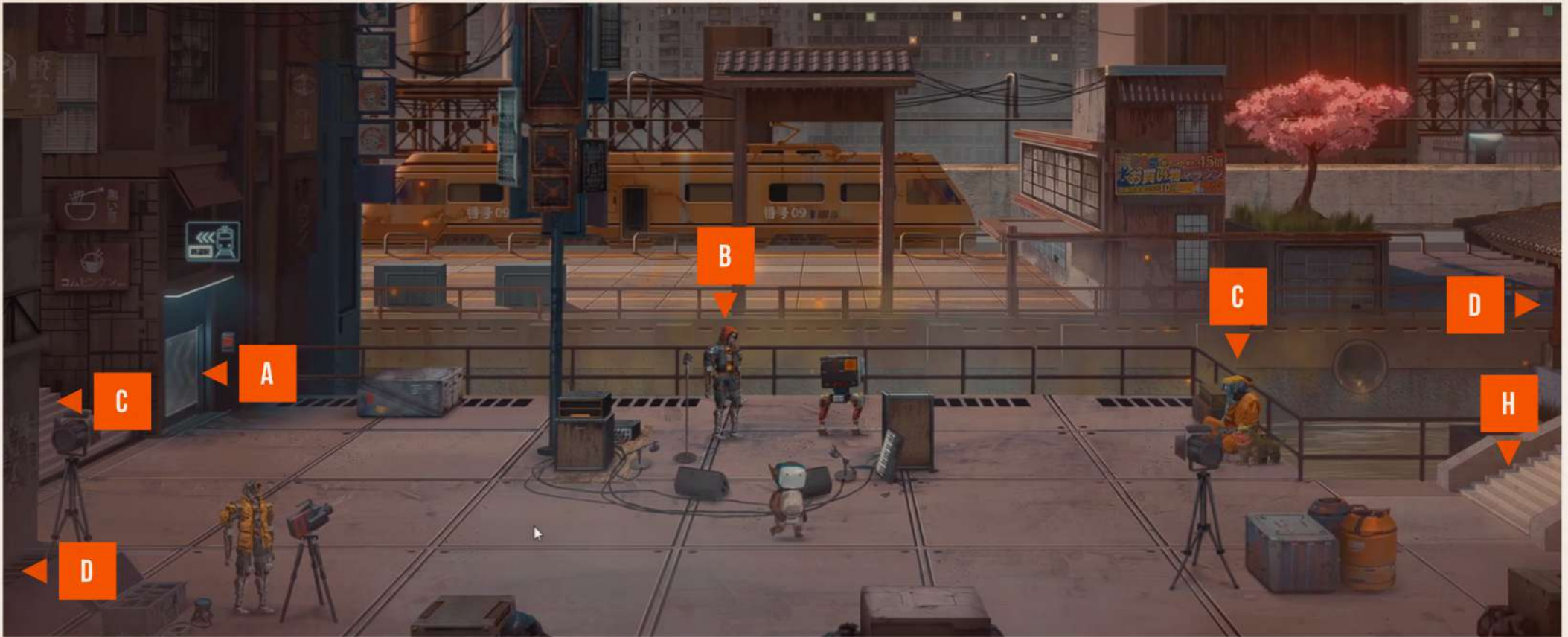


## CITY CANAL

We need to continue on our journey and find Joe. There is an **exit** (A) on top of the bridge on the right side of the level (B). It is guarded by a **mean robot** (C) who is bullying another **cooking robot** (D).

1. Hit the **phone booth** (E) at the bottom left side of the level. A **coin** will fall out of it. Pick up the coin.
2. Give the coin to the **food vendor** (F). In exchange he will give you a piece of **fish**.
3. Drop the fish on this spot (G), a **cat** (H) will jump across the river canal to eat the fish. You can pick up the cat.
4. Go inside the **elevator** (I) and drop the cat on the sleeping **dog** (J). The dog will chase after the cat and scare away the mean robot.
5. We can finally approach the cooking robot. We need to open the **electric box** (K) and turn off the electricity in order to free the cooking robot from the cables.
6. Talk to the cooking robot and **exit** (A) the level.



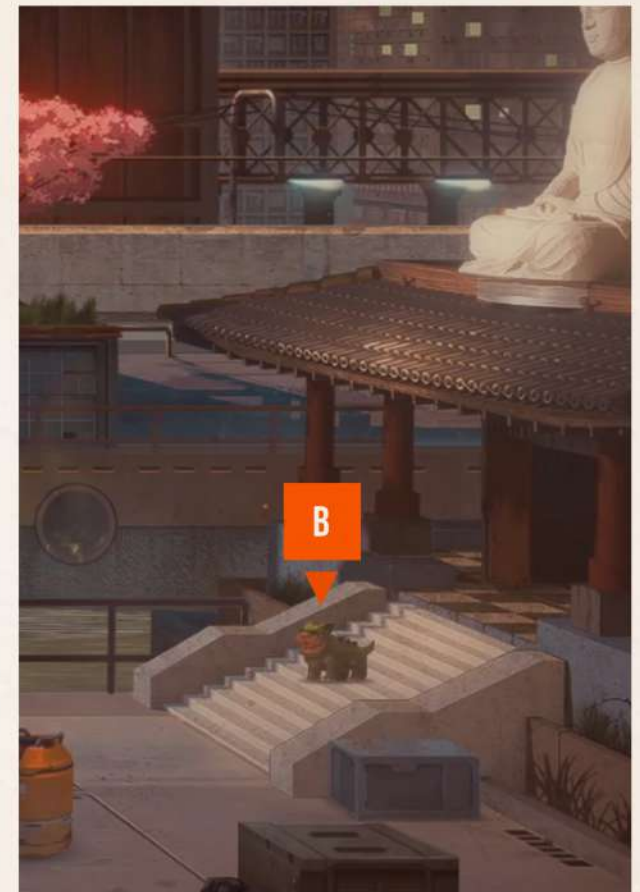
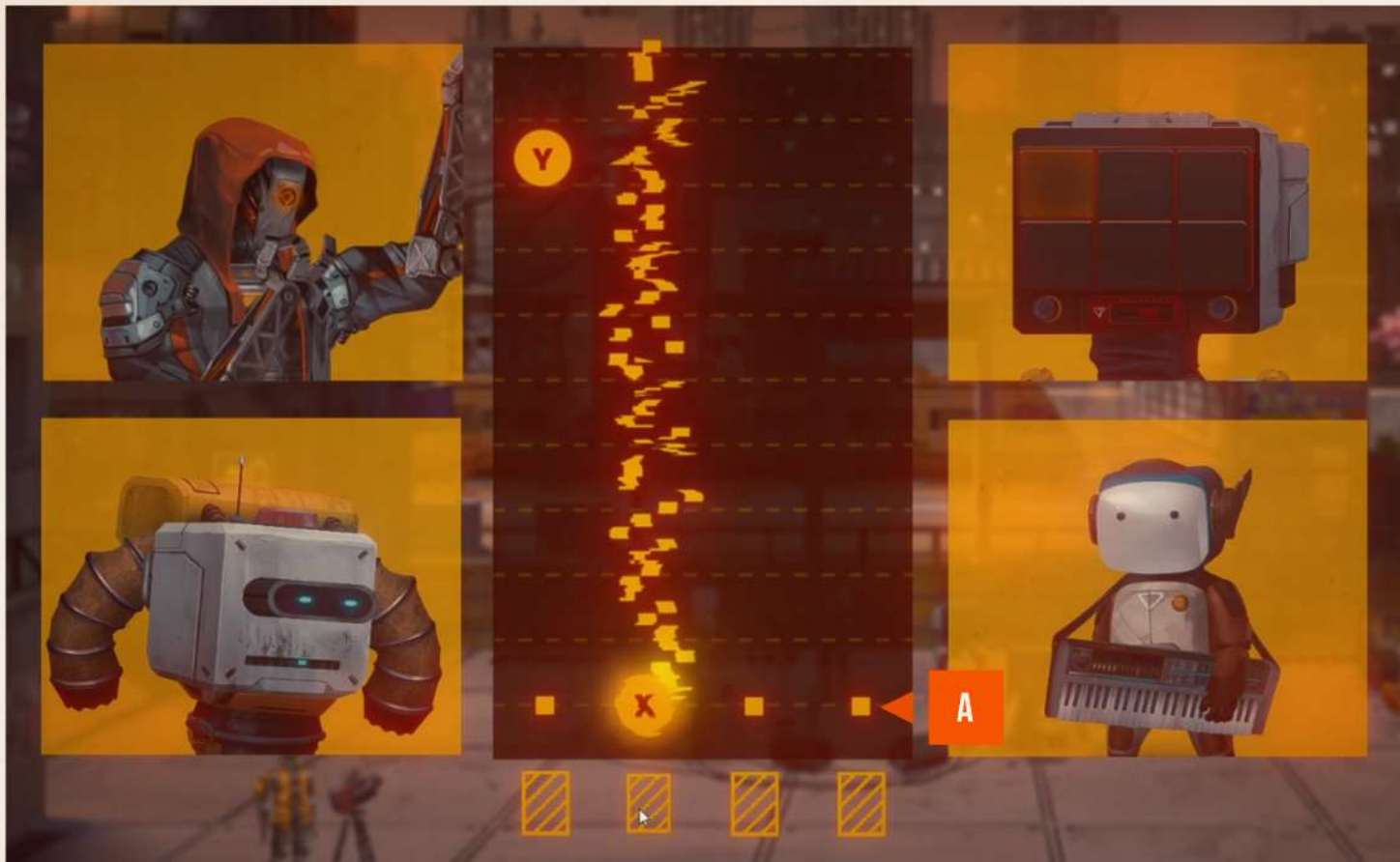


## TRAIN STATION

Our goal is to **jump on the train** and travel to the nearby army train station, where Joe could be located. In order to do that, we need to pass through the **gate** (A). To do that, we need a pass card from the A-7 robot, who is a singer in a band. He will offer to give us the pass in exchange of helping him with his missing band member problem.

1. Talk to **A7** (B), he will tell you that you need to find a new band member.
2. Talk to the **Monk** (C), he will tell you how to lure out the cleaning robot from the **pagoda** (D). We will use him for our music band task.
2. Go to the previous level through the **entrance** (C) and talk to the food vendor, he will give you some dog food for free. We helped his cooking robot previously.
3. Pick up a soda can from the **garbage** can (D) and throw it somewhere in the middle of this level. The **cleaning robot** will come out of the pagoda to clean it.
4. Quickly drop the dog food on the **stairs** (H) to block the cleaning robot from returning back to pagoda.
5. Talk to the cleaning robot and persuade him to join the band for the performance. Once he agrees, go and talk to A7 again to start with the performance.

( Performance mini-game tutorial on the next page )



## TRAIN STATION

To finish the musical performance mini-game, we need to press the correct **4 x notes** in the right time, when they are close to these **4 x dots** (A).

Once we do that, the musical performance will be accomplished and we can finally receive the pass card from A7. We then use it to open the gate and board the train.

### Note:

This (B) is the **position** where the dog will run after we drop the dog food on the stairs.



## ARMY TRAIN STATION

We have finally arrived to the army train station. Our next step will be getting inside the army base through the army gate, which is in the next level (A). To get inside, we'll need another pass card (B), which is hanging on the **Sigma-7's** (C) truck. We can't just take it, as he would see us. We'll need to figure out a different way to do it.

1. Push the **lamp** (D) which will drop a light on top of Lambda-10's head (E). Once Lambda'10 passes out, we'll pick up his **pass card** from the floor next to him.

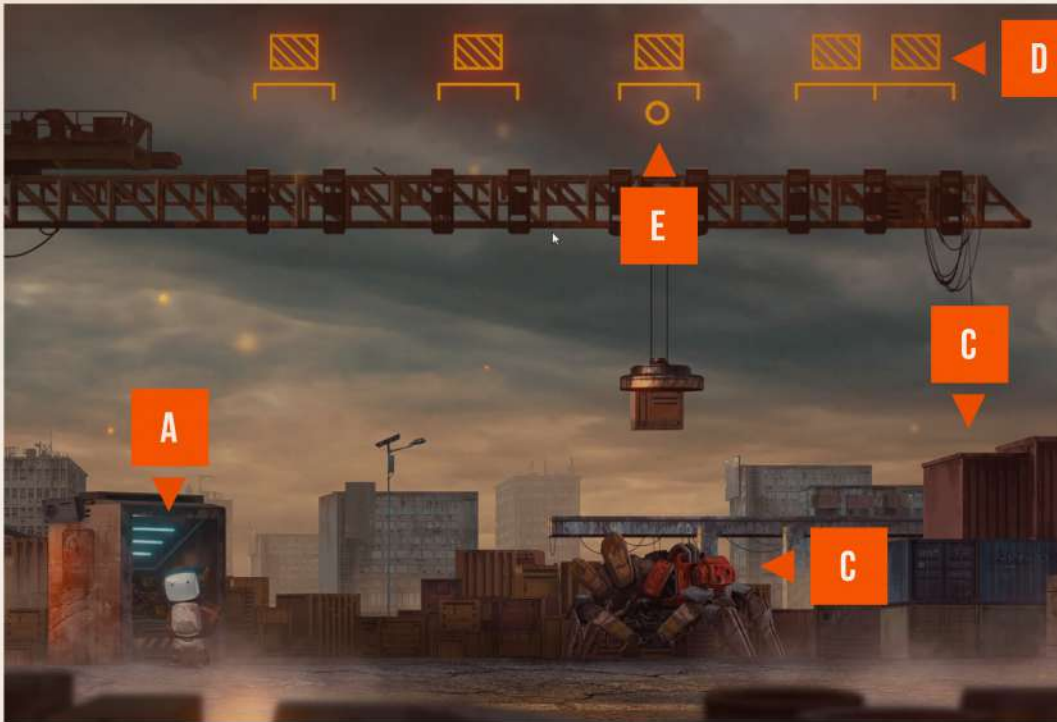
2. Go to the next level on the right side and use it to unlock the crane console. Use the crane console to drop a box on top of the police spider.

( *tutorial on the next page* ).

3. Once we do that, Sigma-7 will run to check on the police spider and his pass card will be unguarded. We'll take his pass card (B).

4. Jump on the forklift (F) and use it to pick up the box (G). Take the forklift and move it all the way to the next level, next to the army gate. We need the box to be on top of the forklift in order to hide behind it when passing by Sigma-7.

5. Jump off the forklift and enter the army gate.

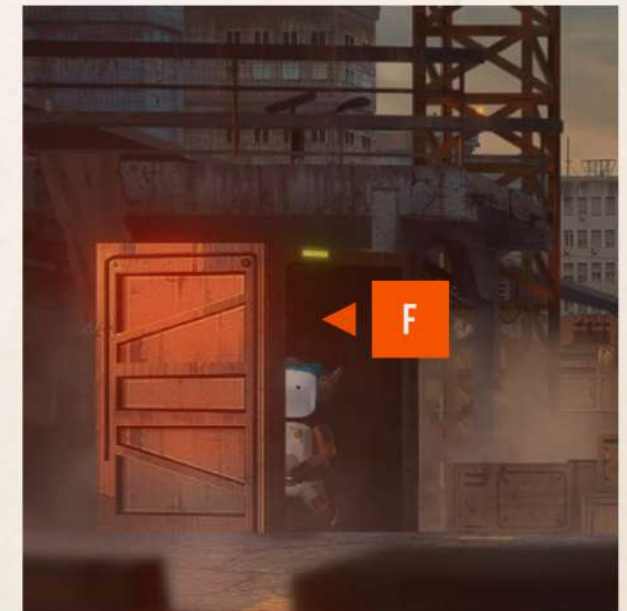


## ARMY TRAIN STATION

1. Once we get the pass card after dropping the light on top of Lambda-10's head, we will use it on the **crane console (A)**.
2. After we open the crane console, we will pick up the box from **here (B)** and drop it on top of the **police spider (C)**.
3. We'll use these **position buttons (D)** to move the crane left / right and a small **release button (E)** to release the box.
4. Once the box falls on top of the police spider, we'll quickly need to hide inside the **booth (F)**, otherwise we'll get caught by Sigma-7.

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After we pick up Sigma-7's pass card and park the forklift next to the army gate, we'll drop the pass card on this **console (G)** to open the gate.





## ARMY BASE

Once we are inside the army base, we need to enter through this **door** (A). The problem is that it's guarded by a **police officer** (B). We need to find a way how to take him out.

1. Enter this **army tent** (C), inside you will find cigarettes, lighter and a laxative. ( Tutorial on how to obtain them is on the next page ).
2. Once you have all these three items, give the **cigarettes** and a **lighter** to the police officer. He will light up a cigarette.
3. Give the **laxative** to the cow. She will start farting immediately.

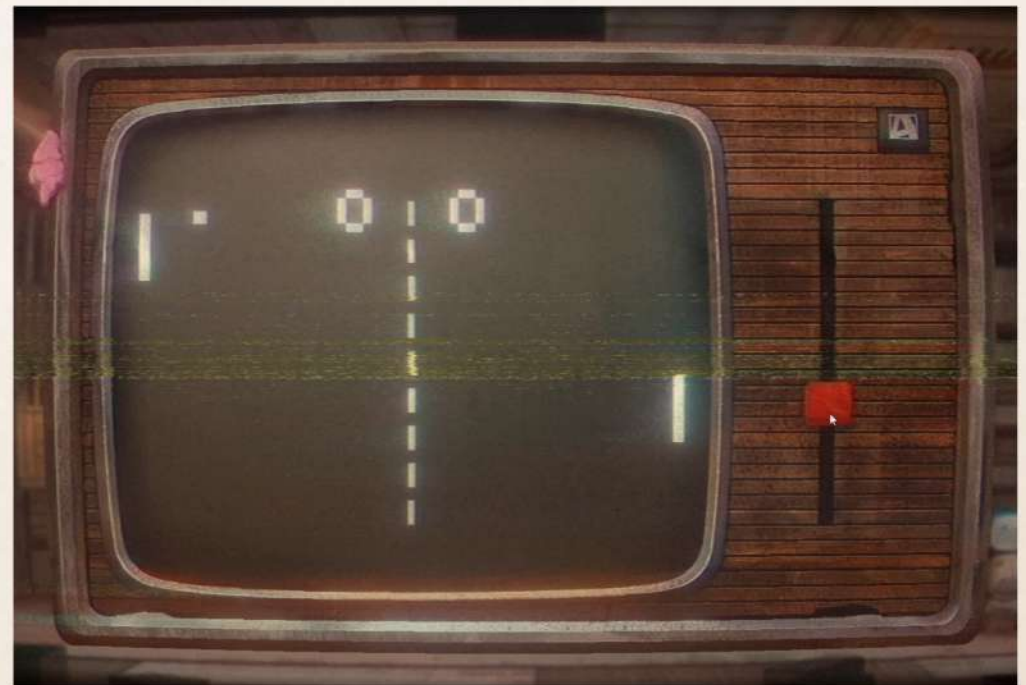
Cow's fart and the fire from the cigarette will combust and explode, knocking out the police officer.

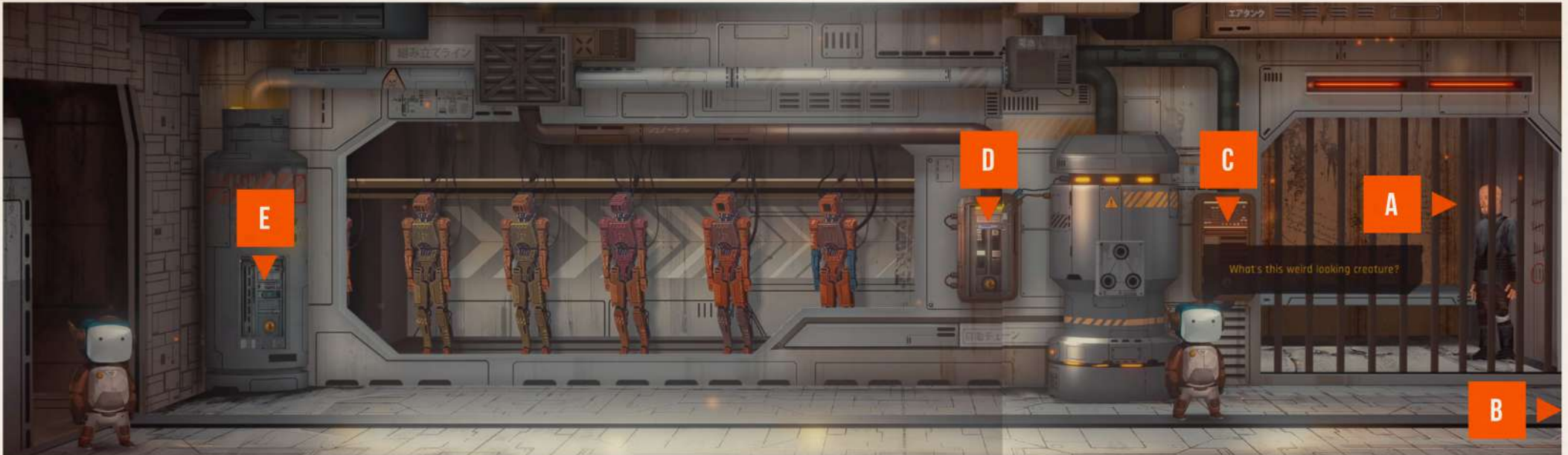


## ARMY TENT

Once we are inside the army tent, we need to get the following items: **cigarettes** (A), **lighter** (B) and a **laxative** (C).

1. To do that, we need to talk to the **officer** (D) and make him persuade you to crack his high-score on the **arcade machine** (E).
2. Once we do that, he will get angry and start playing the arcade machine.
3. We can now take all the items unnoticed.





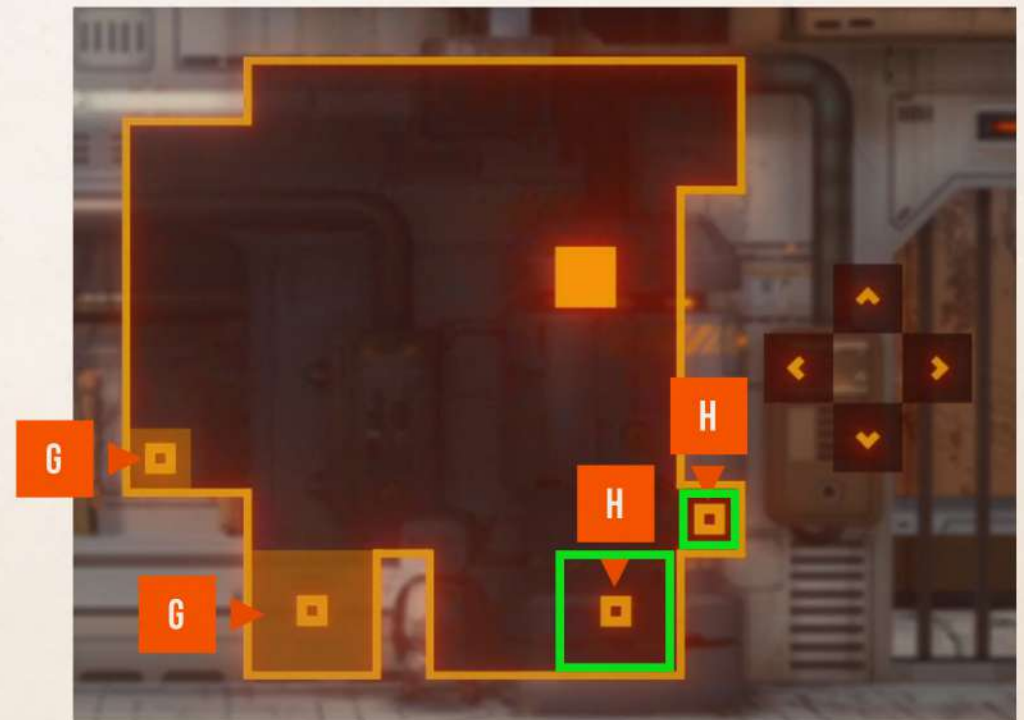
## ARMY FACTORY

Once we enter the army factory, we'll see a **human** (A) locked inside a jail cell. He will tell us about the lizard masterplan. We need to get him out of that jail cell and proceed to the **elevator** (B).

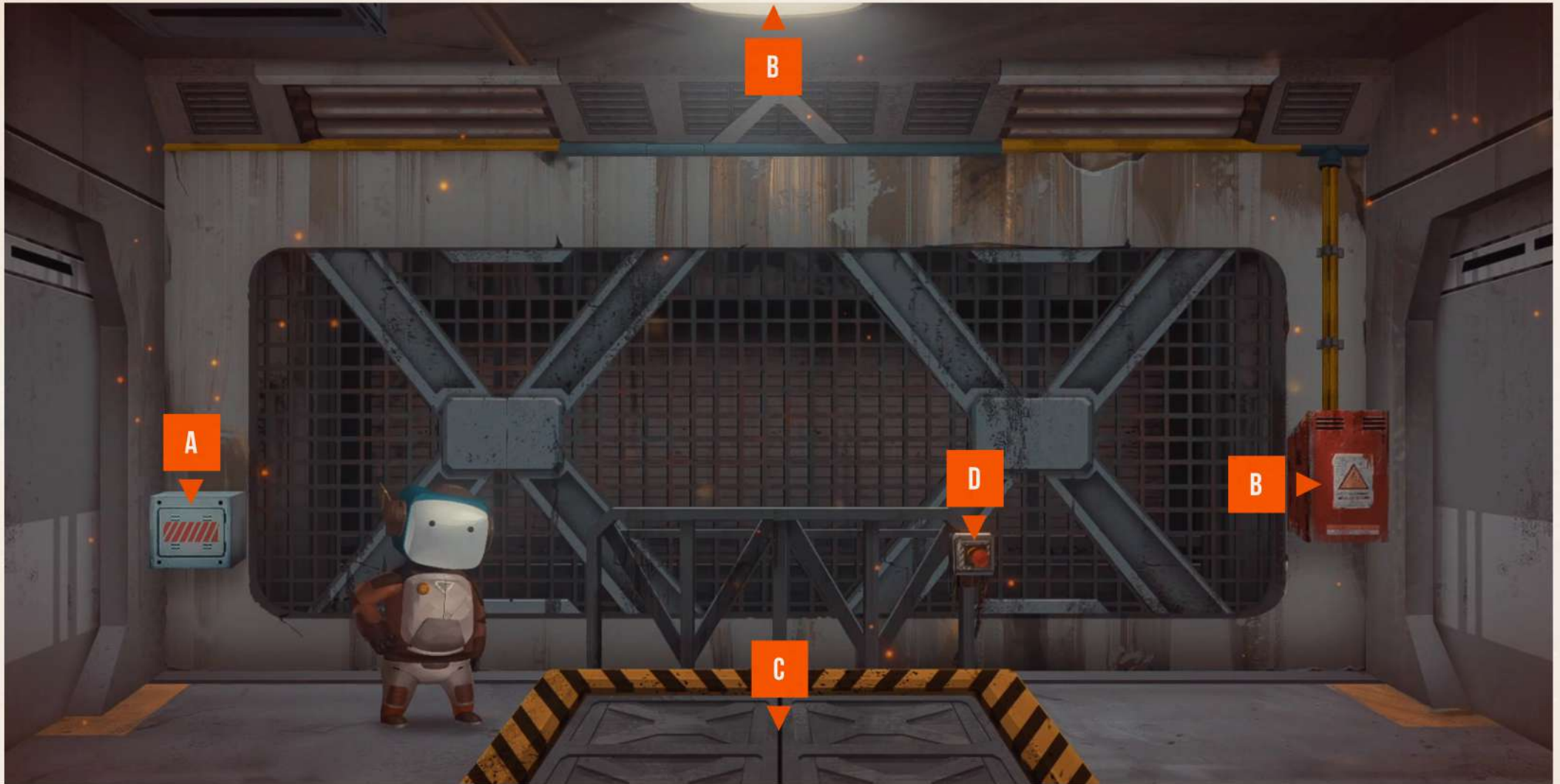
1. Unlock uranium rods from all **three reactors** (C) (D) (E) and insert them into the main reactor (F).

To unlock an uranium rod from a reactor, we need to correctly move squares (G) from their original position to the 'unlocking' position marked by small squares (H).

This will overload the main reactor and open all doors in the level.







## ELEVATOR

If we get out of the elevator without doing anything, the police officer that is standing outside in the corridor will arrest us. We need to figure out something.

1. Take the **stun gun** from the **storage box** (A).
2. Open the **electric box** (B) and drop the stun gun on it. Delta will shoot it, which will make the **ceiling lamp** (C) explode, leaving the cables hanging from the ceiling.
3. Turn on the **switch** (D), which will make the **elevator shaft door** (E) open.
4. Go outside to the lobby. After you'll see the police officer, run back to the elevator and **swing to the left side** across the opened elevator shaft using the cables from the exploded lamp. The police officer will run after you and fall down the shaft. We are now free to continue on our journey.



Our ultimate goal in this part of the game is to release Joe, who is located inside the captain's office.

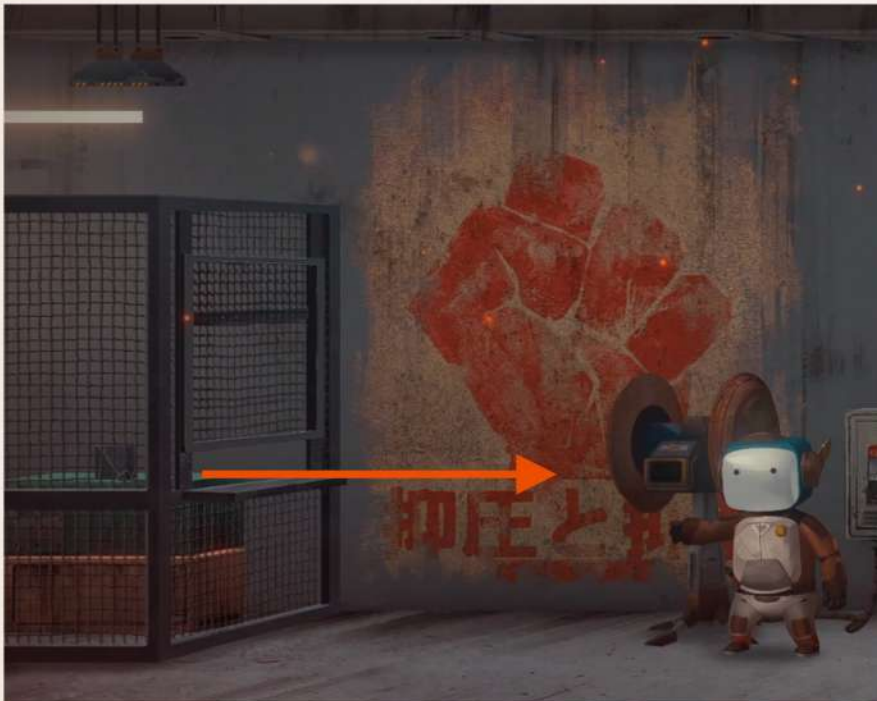
We can do it by **getting the cube** ( experimental battery ), **charging it** and **using it to power** the computer that will load the virus from **USB stick** that human gave us.

Let's get to it.

### GETTING THE CUBE

Go to the laboratory that's next to the elevator. At the far left side of the laboratory you will see a cage. Inside that cage is a **cube** (A) which is a powerful battery.

Because the cage is locked, the only way how we can get the cube out is using the nearby **magnet** (B) to pull it out.



For that, the cube needs to be on the same level as the cage opening. We can do it by stacking certain boxes on top of each other and then putting the cube on top of them.

We can move the boxes around with the **console** (C).

Once the cube is in the correct position, we can use the magnet to **pull the cube out**.

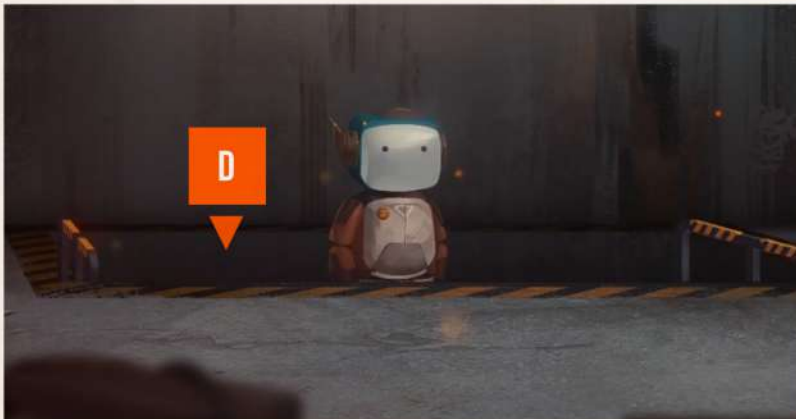


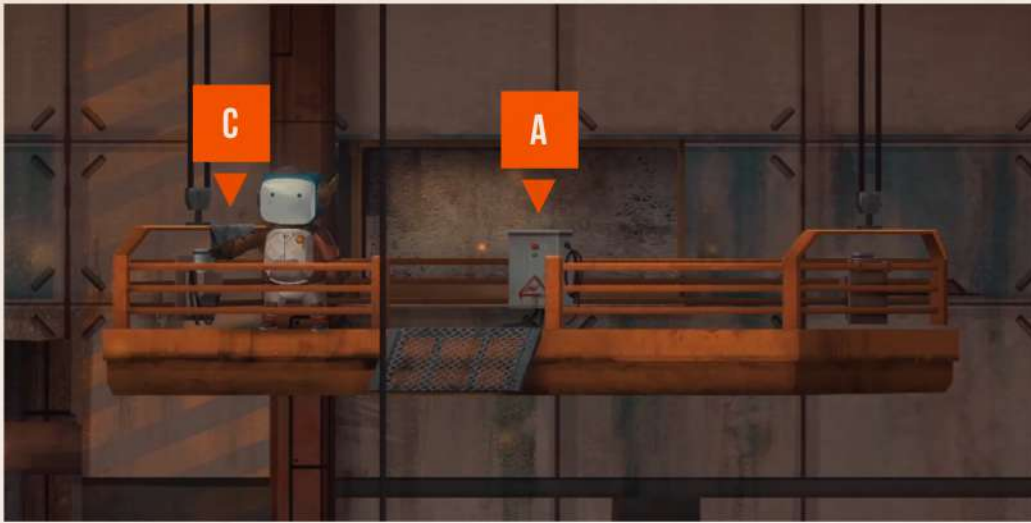
### CHARGING THE CUBE

Once we have the cube, we need to charge it with the nearby **laser gun** (A). The problem is that the gun needs an energy source itself before being used. We can do it with with the nearby **solar panels** (B) and **solar tripods** (C).



Go to the captain's office and use the **elevator** (D) to go outside the building. There we will use the **console** (E) to move the **metal bar** (F) as a bridge again and walk across it to the right side.





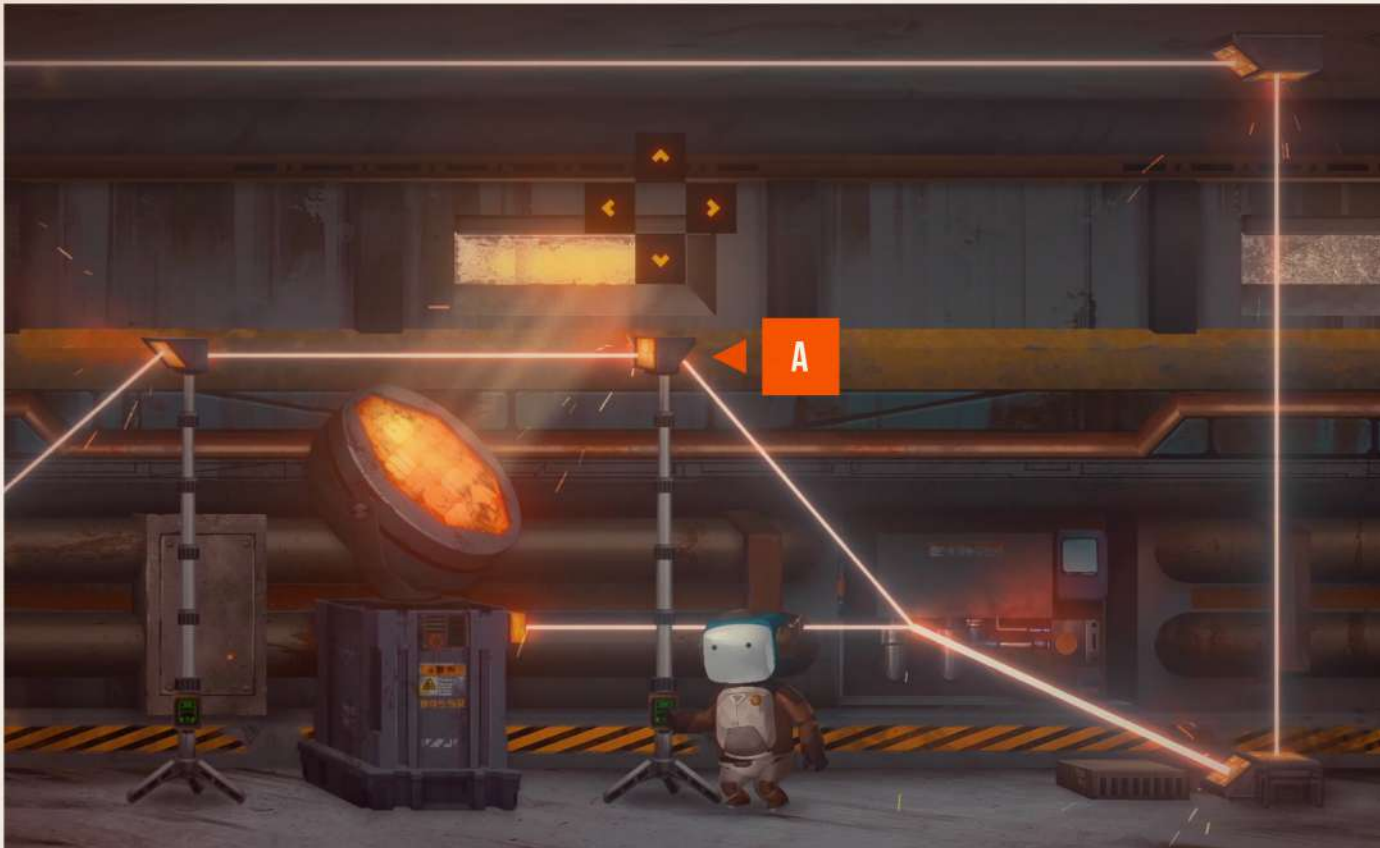
Once we cross the metal bar bridge, we walk on the nearby elevator. We'll use its **controller** (A) to move up and wash both **windows** (B) with a **cloth** (C).



The reason we're cleaning both windows is because both solar panels need sunlight in order to charge and extract a laser beam.

Our job now is to aim the laser beam towards the laser gun.

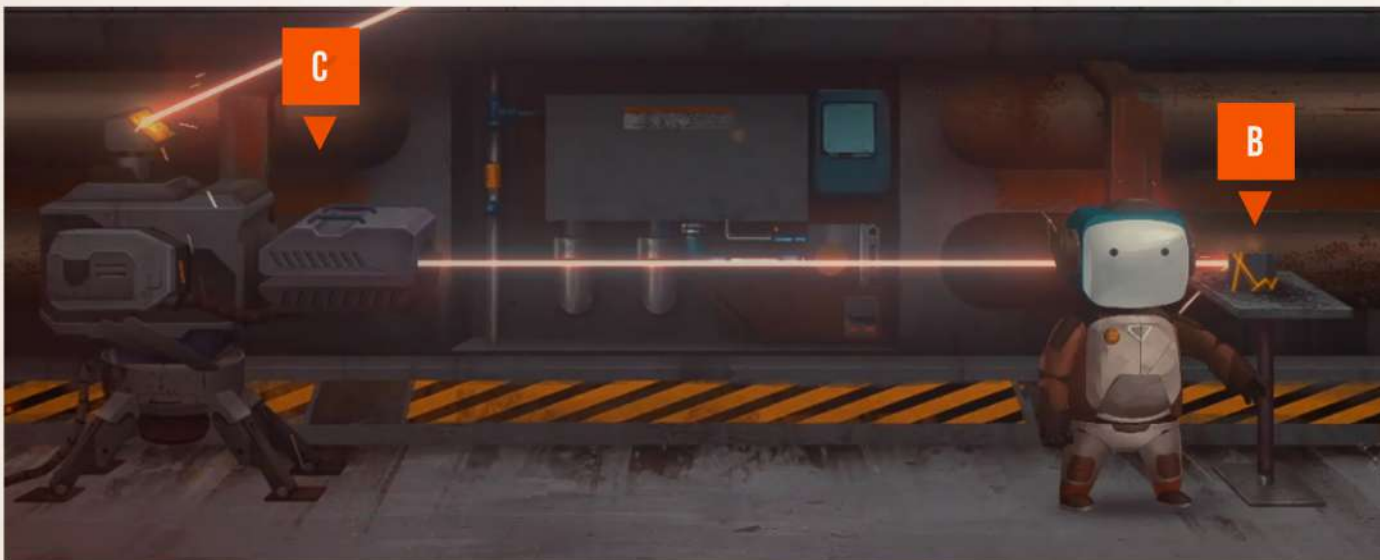
We can move the head of this **solar panel** (D) all the way up, to aim the laser beam to the right side like this.



We'll then push the other **solar tripod (A)** to this position and we'll move its head up all the way up again.

After that we'll put the cube on the **table (B)** and activate the **laser gun (C)**.

The cube will get charged and we can finally use it with the USB stick.



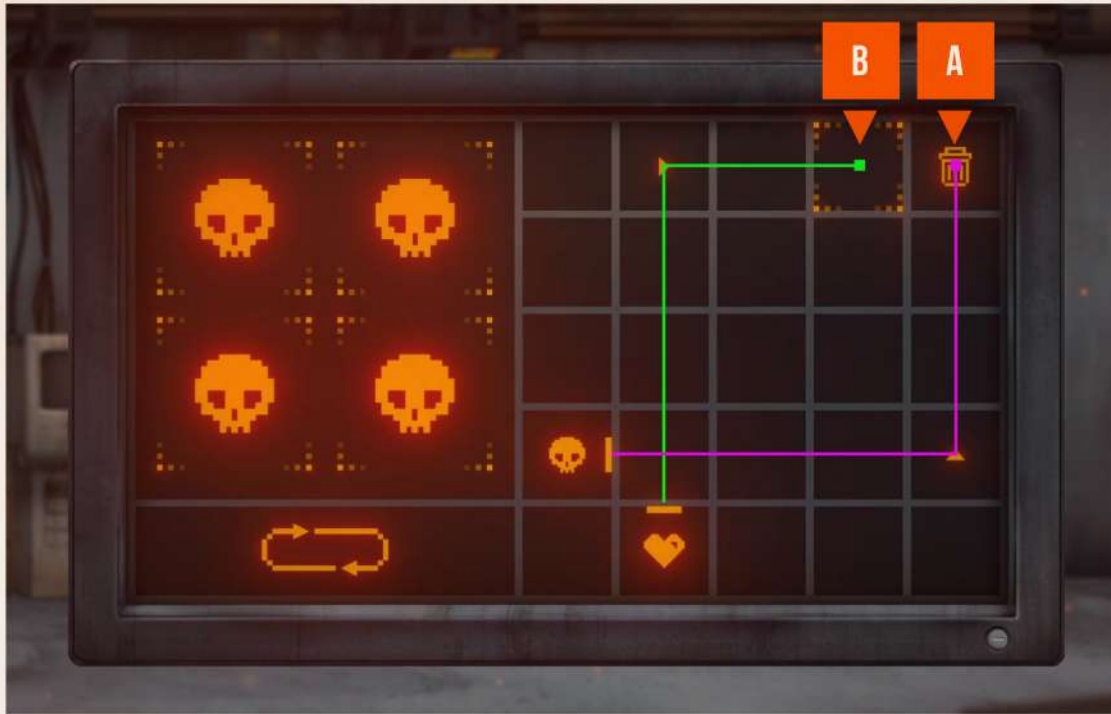


To wake up Joe, we need to insert charged cube to the **integrated power console** (A).

Once that is charged, we can finally insert the USB stick to the **computer mainframe** (B) and open it.

After we do that a console will open. We'll need to drag and drop the **USB stick icon** (C) on the **skull icon** (D) to release the virus.





The last mini-game in this section has **4 x levels**.

The main goal is to push the skull into the bin (A) and heart inside the frame (B). We can push the skull and heart between each other and also change the direction of the items with the small yellow arrows.

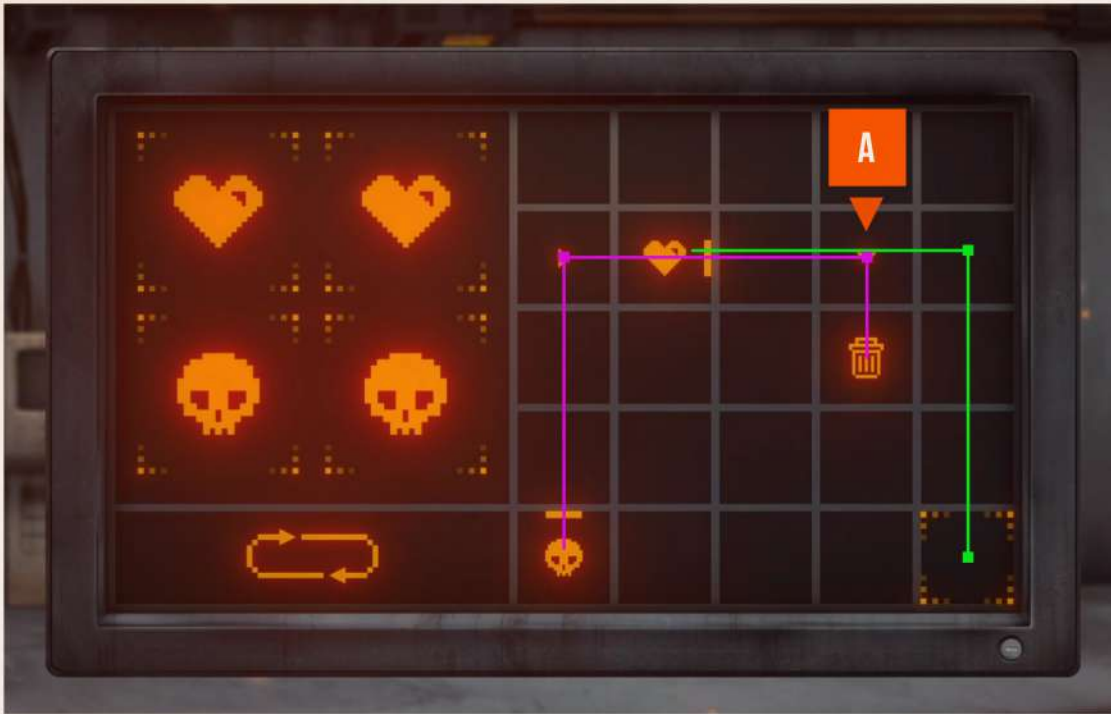
In the **first level**, we simply need to push the heart forward and to the right side. ( **purple line** )

The skull to the right side and then to the left. ( **green line** ).

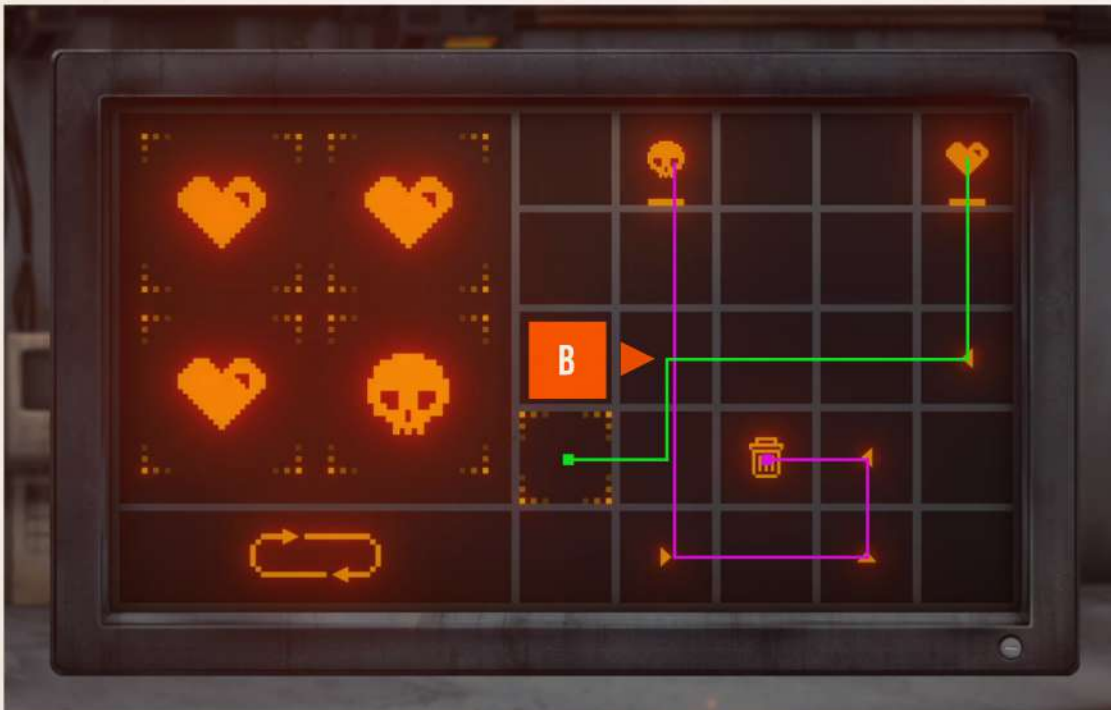


The **second level** is a little bit more difficult.

We firstly need to push the skull upwards by one square in this place (C), then continue moving the skull to the left side towards the bin.



In the **third level**, this is the point (A) where we need to push the heart icon with the skull.



The **fourth level**, this is the place (B) where we need to place the heart, so it can be pushed by the skull.





In the very last section of the game, we need to heal the human.

Let's take a **medkit** from this box (A).



After that, we need to drop the medkit on the human. Once we do that, we'll then need to continue using the items from the top to bottom.

**Antiseptic Spray** (B)

**Surgical skin stapler** (C)

**Bandage** (D)

