

# OFFICIAL SPACEVENTURE WALKTHROUGH

## PART I

### **AIRLOCK SCENE**

Proceed forward and begin talking to Mervin

(CUTSCENE WITH MERVIN PLAYS)

Use hand icon and drag the top door handle to the right

Use hand icon and drag bottom door handle left

Drag top handle down

Drag bottom handle down

(CUTSCENE WITH MERVIN PLAYS)

### **DOCK SCENE**

Proceed down hallway to red corridor

### **RED CORRIDOR SCENE**

Click hand on janitor cart

Cart slot puzzle: Move top toilet paper rolls both left, Move red "vac" down, move two middle toilet paper rolls up and to the right, move vac left. Keycard is exposed.

Use hand on keycard

Go back into Dock scene to the right

### **DOCK SCENE**

Use hand icon on crate 1 and drag down

Use hand icon on crate 2 and drag left

(iMOM CUTSCENE WILL PLAY ON PDA)

Use hand icon on crate 3 and drag down

Use hand icon on crate 4 and drag up

Use keycard on door keycard reader

### **JANITOR CLOSET SCENE**

Click talk icon on router

Click hand icon on router

Use router toolbox on empty shelf in middle

Open PDA and switch to router

Walk router towards sleeping janitor

Click router tongue icon on fork lift control panel

Use Ace walk icon to move him out of the way of the moving forklift

Click hand icon on workbench

### **WORKBENCH SCENE**

Use hand on handburger

Use hand on fries

Use hand to drag upper right can to the right and get bolt underneath

Use hand to move wired magazine diagonally down to the right. Get adapter rod and bolt underneath

Use hand on sock to drag diagonally down and to the left

Use adapter rod on vice. Get exposed bolt

Use hand on ACME grip glue remover in upper left of screen

Use ACME grip glue remover on glue stuck to red box. You might need to move magazine again

Click hand on red box and get bolts inside

Click hand on exit icon to leave scene

### **JANITOR CLOSET SCENE**

Click hand icon on the door to the right to leave the scene

### **DOCK SCENE**

Click hand icon on red corridor to exit dock

### **RED CORRIDOR SCENE**

Use hand icon on janitor's cart to push it to the right

Click hand icon on routers head

Use the eye icon on the exposed panel. This will show you which bolt to use



Open inventory, make one click on Rooters head in inventory, then click and hold the correct bolt. Drag that bolt over rooters head in inventory

This will connect the two.

Use roter drill head on exposed panel. The panel will get removed

Use roter's drill head on roter to reattach it to him

Use PDA to switch to roter

Use roter tongue on open panel

(CUTSCENE WHERE ROOTER OPENS FAR RIGHT PANEL)

Walk roter to lever to the right

Use roter tongue on lever to shut off steam

Use walk icon to move Ace to the far left

(CUTSCENE WITH iMOM MAY PLAY)

Exit scene to the far left

#### **ELEVATOR CORRIDOR WITH ROOMBOTS SCENE**

Wait for an opening for the roombots and walk Ace to the lab door on the far left

Use keycard on door

#### **LAB SCENE**

Walk Ace to middle of the scene

Drag hand icon up over display switch

Use hand icon on the newly exposed remote control to the left of the scene

Exit the scene out the right door

#### **ELEVATOR CORRIDOR WITH ROOMBOTS SCENE**

Use remote control on roombots to turn them off

Click hand icon on elevator button

### **ELEVATOR INTERIOR SCENE**

Click hand icon on panel

Choose basement level button

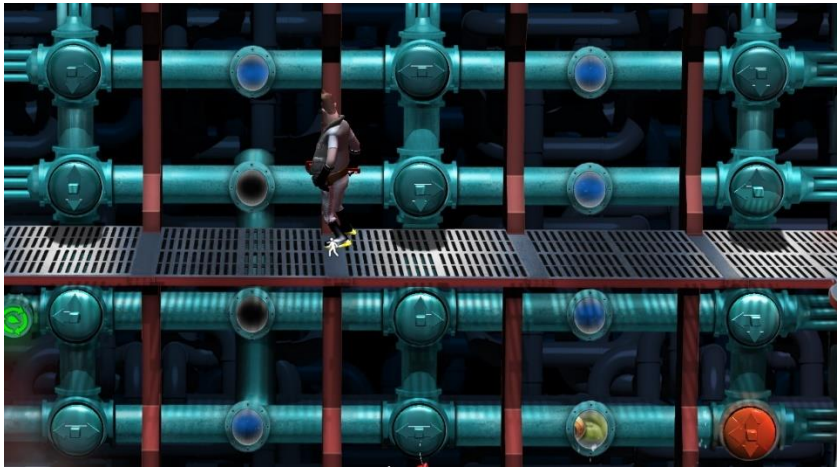
### **PIPES SCENE**

Walk ace to the far right

Use fries on rusted valve

Use wrench on rusted valve

You must now position all the valves so water can flow freely into the recycle output that is on the left.  
See screen shot



Once water is flowing freely, use wrench to bang on each pipe that you see the creature appear in.

Repeat that process until the creature is gone from the scene

Now enter elevator

### **ELEVATOR INTERIOR SCENE**

Click hand icon on panel

Choose any level

(CUTSCENE WITH ELEVATOR FLOODING)

Click hand icon on rooter to take his head

Click walk icon on rooter to stand on top of him

Open inventory and use same bolt from red corridor on rooter's drill head

Use rooter's drill head on top elevator panel

Use hand icon on open panel

Use rooter's drill head on the toolbox below to pickup rooter

Use tape on glowing elevator sensor

Use walk icon to leave the scene out the door to the right

### **GALLEY SCENE**

Exit to the right

### **RESTROOM ENTRANCE SCENE**

Enter restroom in right or left side

### **RESTROOM SCENE**

Walk into middle of the scene until you trigger creature in toilet to pop out

Move Ace until Rooter is not standing directly over him

Use hand icon on rooter to take rooters head

If you can't get his head, continue to move rooter around in different positions until you can get his head. This is a newly discovered bug that will be fixed soon!

Use rooter's drill head on 3<sup>rd</sup> from the top toilet

Use rooter's drill head on 4<sup>th</sup> from the top toilet

(CUTSCENE OF ACE BEING SUCKED INTO TOILET)

Walk rooter down to get his head

Click rooter walk on open toilet hole

### **SEWERPLANT SCENE**

Once rooter has stopped spinning, open PDA and choose butt thruster icon

Click thruster icon on rooter

When rooter is at the peak of his swing to the left, click the thruster icon on the ledge below on the left to trigger him to jump down



Walk rooter to the right and wait for Ace to appear

As Ace begins bobbing up and down, click rooter's tongue icon on Ace

Do this until you see the tongue catch on

Once rooter is struggling on the left side, open PDA and use defib icon on Rooter's tongue

(CUTSCENE OF ACE BEING PULLED OUT)

Walk rooter to far right

(CUTSCENE OF ROOTER BEING DESTROYED PLAYS)

Use hand icon to pickup all the rooter parts

Walk Ace to the right and use hand icon on ladder going down

Walk Ace toward left. Tentacle will appear

Wait for tentacle to wiggle in the lower position and use rooter drill on red protruding light in order to swing across

Walk Ace to left until tentacle pops out of glass

Use rooter's drill head on switch panel on far left

Use hand on ladder to go down

Walk Ace to far right and get rooters leg

Click hand icon on far right lever, then middle lever, then far left lever. If you don't do this fast enough, they will reset and you'll need to go back up the ladder and use the switch again to restart this sequence

(CUTSCENE OF CREATURE BEING BLENDED)

Use hand icon on ladder to go up

Use hand icon on ladder at top to leave scene

**GALLEY SCENE**

(CUTSCENE OF ACE COMING OUT AND GETTING TOOLBOX)

Use hand icon on Smoothy

Leave the scene on the right

### **RESTROOM ENTRANCE**

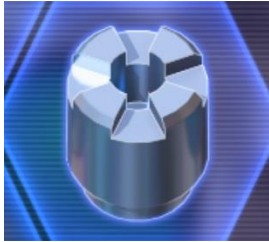
Leave the scene on the right

### **ESCAPEPODS SCENE**

Walk Ace to bottom of the scene

Use eye icon on floor panel to see what bolt to use

Open inventory and connect the correct bolt to rooter's head



Use rooter's head to open floor panel

Use Smoothy on CPU Heat Sink

(CUTSCENE OF COLLING HEAT SINK)

Click hand icon on open escape pod door

### **ESCAPEPOD INTERIOR**

Click hand icon on top left seat

(CUTSCENE WITH NOSTRODUMOS EXPLODING)

Click on phone ringing icon

(CUTSCENE WITH ACE GETTING FIRED)

Once Ace begins spinning, click hand icon in the middle of the screen to allow ace to grab onto things

Allow Ace to grab left seat handle

Click hand icon on all the bins below the seats which will expose items floating around

Click Ace to allow him to spin

Click Ace so he grabs the seat handle on lower right

Click hand icon on all the bins below the seats which will expose items floating around

Click to spin ace and allow him to flail his arms to get items floating around

Open inventory and get first aid kit and use it on Ace to open it

Get pill bottle

Use pill bottle on Ace to cure space sickness

Allow Ace to grab left seat handle

Use spork on left seat cushion

Take seat cushion foam

Click to spin Ace and grab upper right seat

Click hand on top panel

Click hand on filter

Use square filter on round hole

Use seat cushion foam on filter

(CUTSCENE WITH SCRAPS AND MILO PLAYS)

## **PART II**

### **GARAGE SCENE**

Walk out of the garage at the top of screen

### **SCRAPYARD SCENE**

Walk towards the middle of the screen and trigger the meteorites cutscene

Use hand to take the hoverboard in the trash bin on the lower left

Re-enter the garage

### **GARAGE SCENE**

Click walk icon on the elevator disc to the right

### **HOME SCENE**

Click hand icon on gold record to the right

Click hand on couch to sit down

(CUTSCENE WITH SCRAPS)

Exit couch

Use walk icon on elevator to go back into garage



## **GARAGE SCENE**

Click hand icon on the record player

Place gold record on record player

Use hand icon to grab the record player head back and forth to scratch record and create gold dust

Use pill bottle on gold dust to pick it up

Use walk icon to re-enter elevator and go up

## **HOME SCENE**

Click hand on workbench to the left of the scene

## **ROUTER REPAIR WORKBENCH**

Use router toolbox on workbench stand

Use router head on router toolbox that is on stand

Pickup green connector and put it in routers mouth

Use hand to push all the buttons that are displayed on the screen

Use router legs on open leg ports on the router stand

Pickup nano flea container

Place nano flea container on hole of microscope

Use hand to drag blue prints on the desk to the right out of the way

Use hand to take mule keys

Use eye on newly exposed blue prints

Use hand to grab glowing brain chip out of routers head

Use brain chip on the open port on the microscope

Use the pill bottle containing the gold dust on the port on the microscope

Use the eye to look into the microscope

## **MICROCIRCUIT SCENE**

If you have all the tasks listed above complete, you can click the “Wimp Out” button to skip this sequence and repair routers brain chip

## **OR TO COMPLETE THIS SEQUENCE OUT RIGHT**

Click the flea buttons on the left to place all the fleas on the scene

Use the pusher flea to position the chips in the corresponding number

Use the tester flea to check the circuits for breaks(NOTE THAT THIS FLEA REALLY ISN'T NEEDED TO COMPLETE THE SEQUENCE)

Use the soldering flea to fix the damaged circuit spots. There should be 3 of these somewhere on the scene

Once you've completed all the tasks, the game will automatically switch back to the roter repair workbench scene

### **ROOTER REPAIR WORKBENCH**

Use the hand to take the brain chip out of the microscope

Place the brain chip back on rooters head port.

If you've connected all his legs, a cutscene will begin

(CUTSCENE OF ROOTER FULLY REPAIRED WILL PLAY)

### **HOME SCENE**

Use elevator to exit to garage

### **GARAGE SCENE**

Exit to scrapyard at top of the screen

### **SCRAPYARD SCENE**

Use the wrench on the meteorite in order to get the Azbitum crystal

Use mule keys on mule seat to get on mule

Click arrow in middle of the screen to cause mule to backup

Click arrow toward top of the screen to trigger mule to drive into the crane pit scene

### **CRANE PIT SCENE**

Drive the mule so that it is underneath the crane magnet on the right side of the screen

Exit the mule

Walk Ace back to the top of the scene

Open Ace's PDA

Go into the App store and purchase the Booty Sniffer App

Now use PDA to switch to roter

Use roter walk icon on the exposed hole opening on the left of the screen

(CUTSCENE WHERE ROOTER GOES ONTO THE TRASH HEAP)

Use roter's tongue on the metal rod

Open the PDA and select the booty sniffer app

Move rooter towards robot head eye

Once you see the red glow, exit the booty sniffer app

Use rooter tongue on eye

(CUTSCENE WHERE ROOTER FLINGS OUT THE METEORITE)

Click rooter to trash heap to the left where Ace is

(CUTSCENE WHERE ROOTER COMES OFF OF TRASH HEAP)

Game should switch to Ace

Use Wrench on meteorite

Walk Ace down to where the metal rod is and take the rod

Use the hoverboard on swamp water

Use hand on hoverboard

Once Ace is in the swamp water on the hoverboard, use the metal rod on the swamp water to paddle across

(CUTSCENE WHERE ACE PADDLES TO CRANE)

CRANE GAME SCENE

There are four things you need form this scene.

1. The left enginal ship piece
2. The right engineer ship piece
3. The body of the ship
4. Meteorite

**You can't get all these at one time.** You'll need to drop the ship pieces, one at a time on the mule and take them one at a time back to the garage.

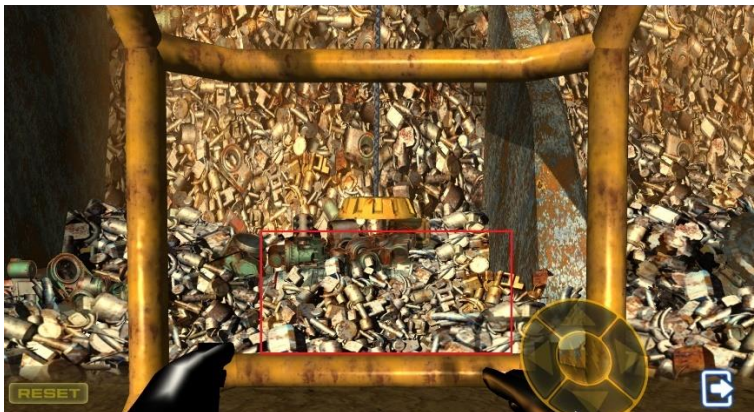
The left enginal piece can be found here



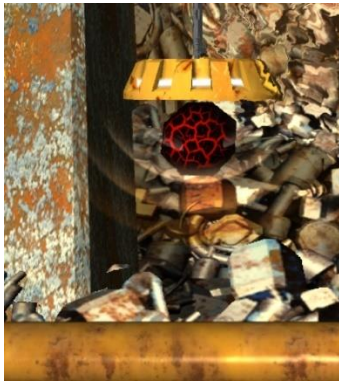
The right engineer piece can be found here



The ship body can be found here in the last bay on the far left. Make sure to clear all the stuff on top of the body and around the body. Make sure to pickup the body right in the middle of it.



The meteorite can be found here (look for the glowing effects). Be sure to clear all the stuff on top of and to the side of the meteorite in order to pickup it.



Once you get the meteorite, drag it toward the mule and drop it near the mule, it will roll out of the scene into the crane pit scene

Once you exit the crane game scene and are back on the crane pit scene, if you pulled out the meteorite, use your wrench on the meteorite

Once a ship piece is on the mule, the game will auto switch back to the crane pit scene. Take each mule piece one at a time back to the garage.

Once you have all the ship pieces and the meteorite you no longer need to return to this scene.

Head back to the garage scene.

### **GARAGE SCENE**

Click walk icon on ship body to enter the scene

### **SHIP INTERIOR (BAD SHAPE)**

Exit the scene back into the garage

### **GARAGE SCENE**

Click talk icon on Weldon

Click arrow on ship body to order Weldon to go into ship for repairs

Click hand icon on the open hatch of the enginal ship piece

Click hand and take the broken hose

Open PDA and go into the App store. Purchase the Fuber app

Use the Fuber App to catch a ride to Nurbs landing

### **NURBS LANDING EXTERIOR**

(CUTSCENE ACE BEING DROPPED OFF)

Click walk icon on Nurbs bar to enter it

### **NURBS BAR**

Walk to the right and sit down with Nurb and Urb

(CUTSCENE TALKING TO NURB AND URL)

Walk to the far left and out of the bar

### **NURBS LANDING EXTERIOR**

Walk to upper left and enter the Hose Shop

### **HOSE SHOP**

Talk to Nurb

(CUTSCENE OF NURB LOOKING FOR HOSES)

Once Nurb walks away grab the two middle hoses on the sign display towards the bottom of the scene

Use the Fuber app to return back to Scraps Garage

### **GARAGE SCENE**

Look at the panel on the enginal piece

Place the left and right hose pieces

Click walk icon on the ship body to enter the ship

### **SHIP INTERIOR (WELDON REPAIRING)**

(CUTSCENE WITH SCRAPS ABOUT ANGIES FIST)

Exit the scene back into the garage

### **GARAGE SCENE**

(CUTSCENE MESSAGE FROM THE TWO GUYS FROM ANDROMEDA)

Click the text message to review it

Exit into the scrap yard

### **SCRAPYARD SCENE**

Re-enter Garage

### **GARAGE SCENE**

Enter Aces ship

### **SHIP INTERIOR**

Weldon should be done with most of his repairs

Exit the ship

OPTIONAL: To see what needs to be repaired on the ship, re-enter the ship and sit in the pilots seat.

Click the systems button

### **GARAGE SCENE**

Weldon should follow you out

Use talk icon on Weldon

Click arrow on pod (front of ship)

Weldon should begin welding the ship

Exit to scrapyard at top

### **SCRAPYARD SCENE**

Exit back into garage

### **GARAGE SCENE**

Weldon should be done welding the pod piece

Do these exact same steps for having Weldon weld the two engine pieces.

Once all 3 ship pieces are welded, walk over to the workbench and click the hand icon on the covered object

Drag the hand icon up over the cover cloth to remove it

Drag the hand icon to the right over the red handle to open the crap converter compartment

Open inventory and place an azbitium piece in the compartment

Do this action for all 3 pieces

The crap converter compartment should be glowing a bring color now

Talk to Weldon and click the arrow on the crap converter

(CUTSCENE WELDON PICKS UP CRAPCONCERTER)

Click the arrow over the ship body

(CUTSCENE WELDONS PLACES CRAPCONVERTER IN SHIP)

Exit weldons display

Click walk icon on ship

### **SHIP INTERIOR (FULLY REPAIRED)**

Click hand icon on pilot seat

(CUTSCENE WITH SCRAP PLAYS)

Click the launch button to fly out of the garage on the ship

## **PART III**

### **FRACTURA FREEFLIGHT**

Fly ship around until you see a glowing hyperspace stargate

Fly into the hyperspace star gate

### **HYPERSPACE BELTWAY**

Fly Aces ship to the top of the screen and exit on 42B. If you miss it, wait awhile at it will come back around. You can also use the navigation display at the top of the screen and select Dominion Estates and there will be a skip button that you can use to autoshift to the scene

### **DOMINIAN ESTATES**

Fly Aces ship past the big asteroid in the lower part of the scene

Look for a Space Dome with green smoke and thousands of pink flamingos floating around

Fly Aces ship towards that dome to enter the Two Guys Carport.

Optional you can use the skip button in the lower left of the screen to auto shift to the scene

### **TWO GUYS CARPORT**

Click hand icon on the letter laying on the ground to the left

Write down the code on the letter

Click the hand icon on the door leading to the elevator

### **TWO GUYS DOME**

Walk down and click the hand icon on the panel to the left

Enter the number you wrote down in the carport

Walk Ace across the newly formed polygon bridge

Talk to the Two Guys From Andromeda



(CUTSCENE PLAYS FOR TALKING WITH TWO GUYS)

Click hand on elevator

### **TGFA LAB**

Exit into the pump room at the top part of the screen

### **TGFA PUMP ROOM**

Click hand icon on clothes basket to get a Twinkie

Click hand icon on middle console to open center hole

Click hand icon on center hole to enter actual pool pump

Watch the display on the screen

Ace will throw out parts

Use rooters tongue to help ace put the parts back in the right order by dragging them into the hole

Ace will discover that a loconut was stuck in the pump and throw it out

Once the parts are all in the right order, Ace will auto exit the hole

Get the loconut sitting on the clothes hamper

Exit the scene on the left

### **TGFA LAB**

Click hand icon on the cans

Click hand icon on the snoutstick where the cans were

Open inventory and use snoutstick on Ace

Take off top and click bottom of expose snout tick

Walk over to the Scott sleep chamber on the left

Click hand icon on it

Click on Scott sleep pod to show zoomed in display

Click snout stick on Scott pod

Walk over to Mark sleep pod

Click hand on open sleep pod to show zoomed in display

Click twinkie on Marks zoomed in display

Use twinkie on Marks computer display

Use snoutstick on Scotts computer display

Click hand icon on lab chair

### **CLUCK YEGGER IN ESCAPE FROM THE PLANET OF THE POULTROIDS**

Start the cluck yegger game

You can play through the whole game or you can click the wimp out once the game starts

Once you either beat the game or click wimp out, the game will malfunction

When game malfunctions, walk Cluck Yegger over to the spot light area and click cam 2

The game will shift back to the lab with rooter and Ace is shaking uncontrollably

### **TGFA LAB**

Walk rooter to the elevator and exit back to the dome

### **TGFA DOME**

Walk rooter over to the empty Two Guys chairs and click the tongue icon on them.

(CUTSCENE OF TWO GUYS JOYRIDING IN ACES SHIP PLAYS)

Walk rooter back towards top elevator and to the right as close as you can get to the loconuts

Use rooters tongue on loconuts to knock one back into the pool and cause the computer to overheat again



(CUTSCENE WHERE ACE AWAKENS AND FIXES PUMP AGAIN)

### **TGFA PUMP**

Game will autoshift to the TGFA DOME scene

### **TGFA DOME**

(CUTSCENE WHERE ACE TALKS TO TWO GUYS)

Walk ace back into top elevator

(CUTSCENE WHERE ACE MEETS VERONICA)

### **TGFA CARPORT**

Go back into ship and take off

(CUTSCENE ACE WILL BE PULLED OVER BY OFFICER QUICKSILVER FOR LEAKING WASTE)

### **ROOTER DISABLES LEAK SCENE**

Fly roter into the red lever that is under the ship engine to stop the leakage



Once Ace confirms the leak is gone, fly roter back into the top of the ship

Ace will fly into Taco Nova

### **TACO NOVA EXTERIOR**

Click the walk icon onto the Taco Nova Door

(CUTSCENE OF TRUCK LEAVING AND STARTOURISTS ARRIVING)

### **TACO NOVA INTERIOR**

Walk Ace towards the counter

Once Star tourists appear, talk to the habeneros

Ace will be the one billionth customer and trigger them to start singing

Click the hand icon on the coin door of the arcade machine

Click the hand on the coin return button

Click hand on the buckazoid that appears

Use the buckazoid on the tip jar located on the counter

(CUTSCENE OF STAR TOURISTS EATING, POLUTTING THE BATHROOM AND LEAVING)

Wait for tourists to leave

Try to exit back to your ship

(CUTSCENE WITH MERVIN PLAYS)

### **SHIP INTERIOR**

(CUTSCENE WHERE NURB TELLS YOU TO COME AND CHECK ON URL PLAYS)

Click hand on pilot seat

Click launch

Click walk icon on fuel port located underneath taco nova

(CUTSCENE WHERE ACE REFUELS SHIP AND FLIES AWAY)

### **TACO NOVA FREEFLIGHT**

Fly ship into Stargate

### **HYERSPACE BELTWAY**

Fly aces ship to the bottom and take exit 35B to nurbs landing

### **NURBS LANDING EXTERIOR**

Walk into Nurbs Bar

(CUTSCENE WITH ACE, NURB, AND "RONNIE" AKA VERONICA PLAYS)

Click ringing phone and answer

(CUTSCENE WITH GOREN LARDS)

### **NURBS LANDING EXTERIOR**

Enter ship

### **SHIP INTERIOR**

Click hand on pilot seat

Click launch

### **FRACTURA FREEFLIGHT SCENE**

Fly ship into stargate

### **HYPERSPACE BELTWAY SCENE**

Move Aces ship to far left and take the tattoorakis exit

### **TATOORAKIS FREEFLIGHT SCENE**

Fly towards planet

### **TATOORAKIS LANDING SCENE**

Click walk icon on the far right so Ace leaves the scene

### **TATOORAKIS HYDROLATOR SCENE**

Walk down hill and click hand icon on pile of bones

Get Goggles

Walk Ace down near the hydrolator

Use PDA and activate the Booty Sniffer App

Walk rooter towards the sand grooves on the ground near the far right

Once you see red flashing, exit the booty sniffer app

Switch to Ace

Click hand on grooves on the ground to pickup the hydrolator spigot

Walk Ace off the scene to the far right and enter desert

### **TATOORAKIS DESERT SCENE**

Use Goggles on Ace

Walk towards the right of the desert until you see a mysterious looking sand dune

Use the PDA to activate the booty sniffer App

Move rooter towards the dune

(CUTSCENE WHERE ROOTER DIGS OUT DUNE)

Click hand on thumper that appears

(CUTSCENE WHERE ACE GETS EATEN BY WORM)

### **SANDWORM BELLY**

Once Ace gets up, get the thumper

Use hand icon to pickup 6 different hydrolator pieces

Use the thumper on the nerves hanging from the ceiling to give yourself more time

Don't let Ace get all the way to the end before using the thumper on a hanging nerve

Once you have all the parts, use the thumper on the last nerve, then the middle nerve, then the front nerve. If you do this quickly enough, the worm will vomit ace out

If you get vomited out before getting all the pieces, you can go back into the desert and get eaten again by using the thumper on the ground anywhere

### **TATOORAKIS HYDROLATOR SCENE**

(CUTSCENE WHERE WORM VOMITS OUT ACE)

Click hand icon on hydrolator. Ace will lift it

Now click hand icon on the hydrolator again to zoom in on it

Place each piece one at a time

Drag your cursor to rotate the pieces into place



(CUTSCENE WHERE ACE GETS DRUNK AND TAKEN BY QUICKSILVER)

Veronica will appear

Walk roter down to talk to Veronica

(CUTSCENE WITH VERONICA PLAYS)

Walk roter back up the hill to the landing scene

#### **TATOORAKIS LANDING**

Walk roter onto ship and he'll takeoff

(CUTSCENE WITH MILO AND IMOM PLAYS)

## **PART IV**

#### **CENTARI/ANDROMECON EXTERIOR**

Once roter is out of ship, walk him towards Andromecon

#### **ANDROMECON INTERIOR**

Walk Rooter over towards where the crowd to the right (near the Facebox/Centari display) are standing and listen to Milos speech about the Facebox

Once the speech is done, walk Rooter to the right to where Quicksilver is standing

Quicksilver will begin following Rooter

Walk rooter as quickly as you can towards the crowd letting Quicksilver stay a few feet behind you

Move rooter into the crowd until Quicksilver loses rooter. He will say "Where did he go?". The star tourists will surround him

Walk rooter over towards the elevator on the right and talk with Veronica who is standing there in a space suit

(CUTSCENE PLAYS BETWEEN VERONICA AND ROOTER)

Click rooters tongue icon on the air vent near the elevator

Go tongue icon on vent to go into air vent

Use the PDA to activate butt thrusters on rooter

### **CENTARI INTERIOR CHAMBER**

(CUTSCENE WHERE ROOTER APPEARS WHERE ACE IS BEING MIND WIPED)

Click tongue on red chair button at the bottom

Now walk rooter to Aces feet so he'll get lifted up with chair

Click memory display

Confirm to stop erasing memory

Click Attempt File Repair

The memory orb puzzle will begin

Click on each orb and match them by dragging your curser

Scraps should be facing right

Rooter should be facing right

Url should be facing left

Nurb should be facing left

Veronica should be facing right



(CUTSCENE WITH MILO AND IMOM)

After iMom starts destroying platforms and milo is rolling around in his bubble, walk Ace towards the center platform where iMom is at

Click Hand icon on iMom until Ace climbs up into her satellite

### **IMOM SATALITE INTERIOR**

Use the hand icon to move the circular panels until you see a glowing button. There three sets of panels per color that needs to be disabled. Do this until there is no more colors and iMOM will shutdown

(CUTSCENE FOR VERONICA PICKING UP ACE)

Click routers tongue on right panel

Click routers tongue on wires

Use PDA and use Defib on wires

CONGRATULATIONS YOU BEAT SPACEVENTURE!

(CUTSCENE OF GAME END)

### **GARAGE**

After the credits Ace will appear back in the garage. You can now go back to previous scenes of the game and get backer cards in places you might now have been able to get to earlier.