



## Crash

# Walkthrough



A mechanic of the Omicron-5  
Repair Corps

In Crash you play a repairperson assigned to fix a couple of things on the Space Marines ship SS Usagi. Unfortunately, things don't go as planned and you find yourself on a terrifying adventure, with thousands of lives depending on you!

## The Beginning

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Start: Space Station Gangway

1. fore to Aft Airlock
2. f to Staging Area
3. u

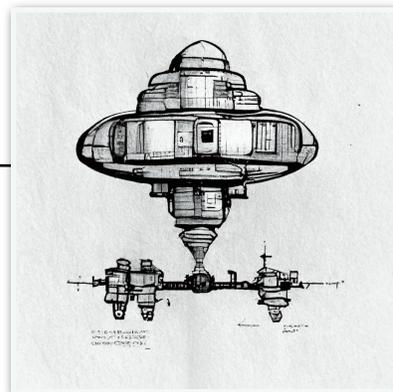
And everything goes to hell! Space Station Omicron-5 has exploded!

## Exploring the Lower Deck

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Start: Staging Area

4. wear vac suit



Space Station Omicron-5

5. u to Junction
6. p to Port-Side Crew Quarters
7. open cabinet
8. x engineering uniform
9. read paper (9467? Write that down)
10. type 9467 on keypad
11. read list
12. x storage unit
13. open bottom drawer
14. x universal game emulator
15. s
16. s to Starboard-Side Crew Quarters
17. read note
18. take slippers
19. look under bed
20. open trunk
21. open present
22. x bear
23. x eyes
24. take eyes



Universal Game Emulator



Bertie the Bear™

25. take trunk
26. p
27. d
28. drop trunk
29. a
30. x door
31. x panel
32. stand on trunk
33. x panel
34. take broken sensor
35. put new sensor in panel

- 36. a
- 37. a
- 38. save
- 39. a
- 40. undo
- 41. turn on boots
- 42. a
- 43. f
- 44. s
- 45. x suit
- 46. vent suit
- 47. s
- 48. in



Mag boots are so very important



One of many Engineering consoles

- 49. in
- 50. sit in chair
- 51. f
- 52. hello
- 53. tell caller about me
- 54. yes
- 55. hello
- 56. ask arvax about mulgrew
- 57. ask mulgrew about dalmatian
- 58. computer, access code 2

- 59. ask computer about dalmatian
- 60. a
- 61. p
- 62. take hand vac
- 63. open drawer
- 64. take all
- 65. s
- 66. a

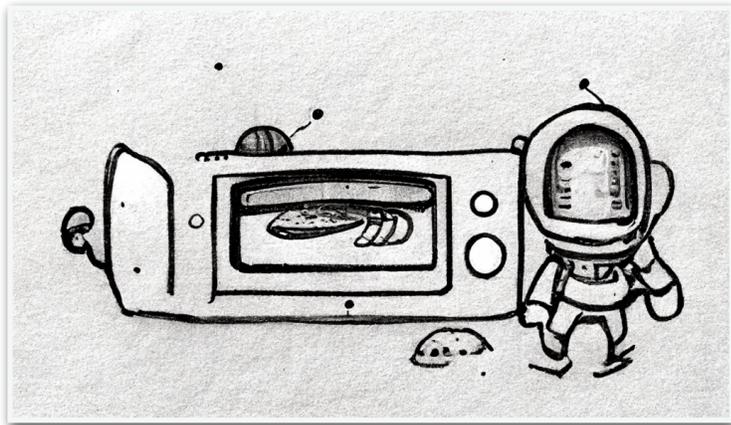


Space Marines Logo

- 67. x engine
- 68. f
- 69. f
- 70. push trunk
- 71. press blue button
- 72. d
- 73. x microwave
- 74. unplug microwave
- 75. x socket
- 76. vacuum socket



Repair Corps badge



An astronaut fixing a microwave (not to scale)

- 77. plug in microwave
- 78. open drawer
- 79. take knife
- 80. a
- 81. p
- 82. x unit
- 83. open bottom drawer

- 84. open bottom drawer with knife
- 85. take card
- 86. close bottom drawer
- 87. x unit
- 88. x keypad
- 89. open keypad with key
- 90. tape wires
- 91. s
- 92. a
- 93. open door with card
- 94. x door
- 95. open panel

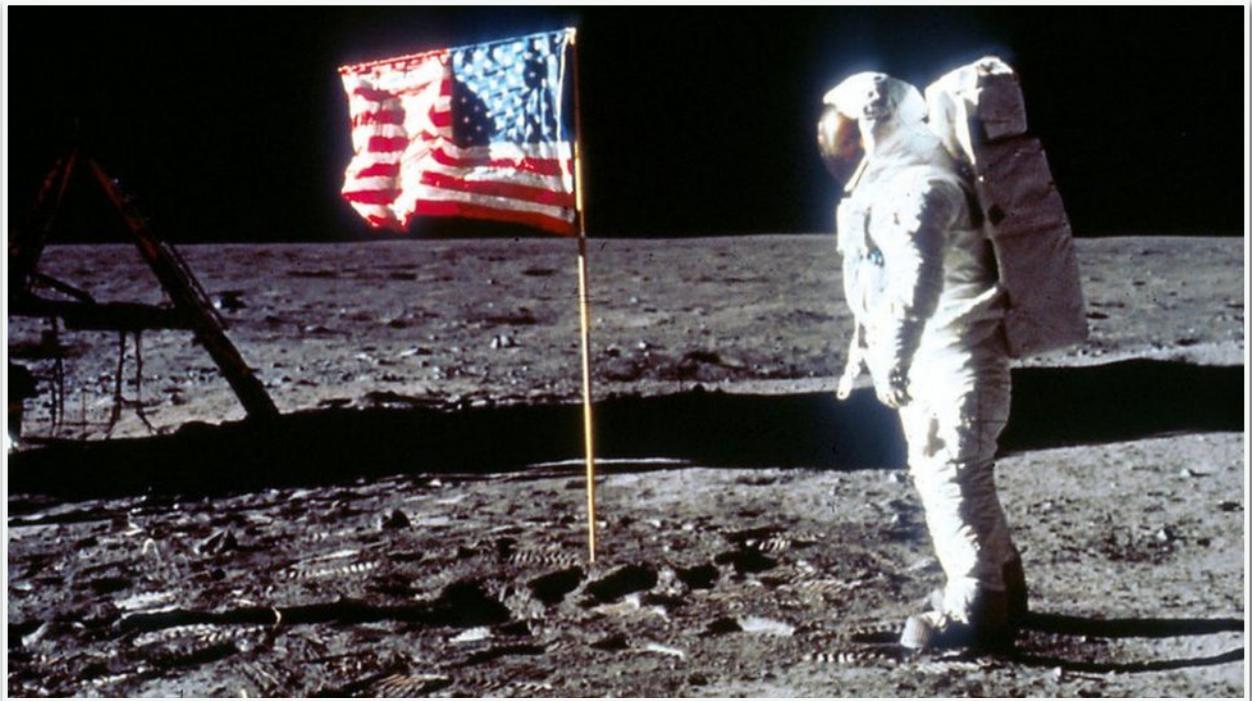


Fixing the door

96. take blown fuse
97. put fresh fuse in panel
98. close panel
99. close panel
100. put gum in hole (oops)
101. remove suit
102. put gum in hole
103. wear suit
104. turn on boots
105. close panel
106. open door with card
107. a
108. x desk
109. x dog
110. x moon
111. open drawer



Pluto the dog



Neil the astronaut

112. take journal
113. read it
114. journal, password walrus
115. ask computer about pluto
116. journal, password charon
117. read diary
118. f
119. s
120. get on bed
121. x cabinet
122. replace screw
123. p
124. f
125. u
126. set gravity control to 1
127. jump
128. d
129. a
130. d
131. x engine part
132. x cord
133. x locker
134. turn it over
135. open it
136. a
137. a
138. attach line to hook
139. f
140. attach line to hook
141. s
142. attach line to hook
143. p
144. a
145. in



Reading the captain's journal



Spacewalking

- 146. in
- 147. push engine a
- 148. g
- 149. push engine f
- 150. push it s
- 151. push it in
- 152. push it p
- 153. push engine a
- 154. read list
- 155. computer, reboot
- 156. f
- 157. f
- 158. ask arvox about ship
- 159. z
- 160. z
- 161. ask arvox about ship
- 162. a
- 163. a
- 164. x diagram

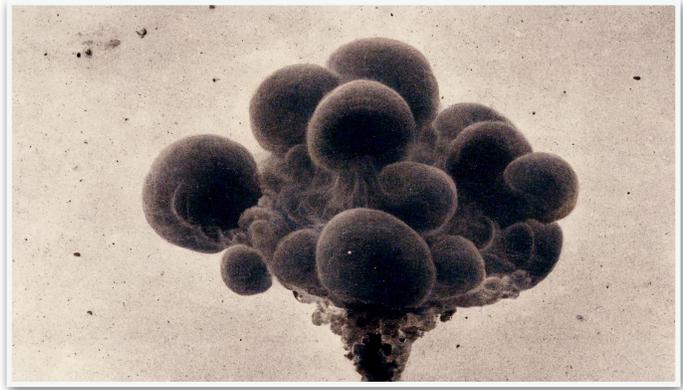


Master Sergeant R. Mu Arvox



Captain Jane Mulgrew

- 165. ask computer about LC
- 166. Og > 4
- 167. ask computer about RM
- 168. TC > 3
- 169. ask computer about Un
- 170. AH > 2
- 171. Og > 1
- 172. f
- 173. f



Oganesson



Anti-Helium



Liquid Copernicium



Tachyon Crystals



Unobtainium

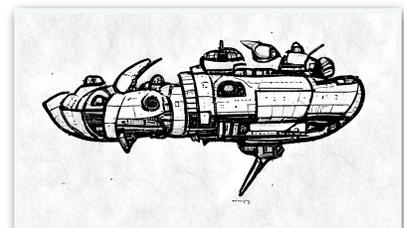


Void Matter



Red Matter

- 174. ask arvox about ship
- 175. f
- 176. x command console



SS Usagi

177. touch it

178. computer, execute



New Da Nang



Artist's conception of the narrowly averted crash