

## **TABLE OF CONTENTS**

[GETTING THE PARTS](#)

[BUILDING THE COMPUTER](#)

[CONNECTING TO THE INTERNET](#)

[SENDING THE EMAIL](#)

[EXPLORING THE RAPTURE](#)

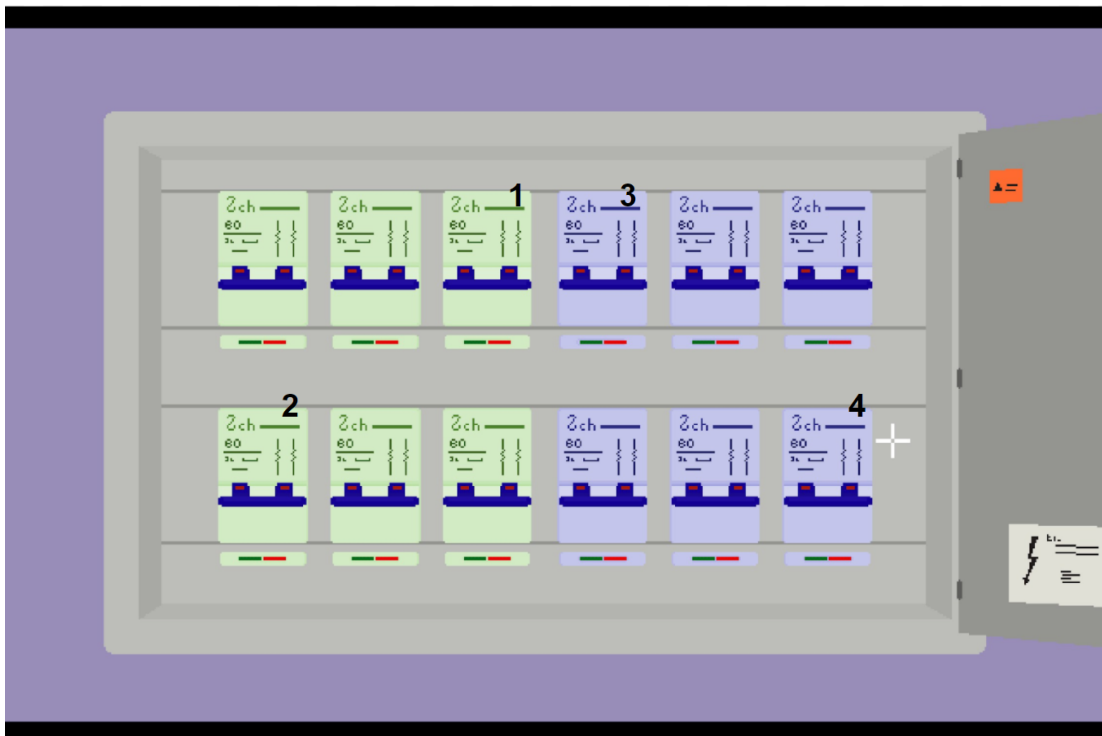
[TURNING ON THE ROCKET](#)

[FINISHING THE GAME](#)

## GETTING THE PARTS



Go to the room to the left of the back hallway, and left-click the thermal circuit breakers (white box on the right wall). Click the breakers in the following order:



Cole will then turn on the lights in this room.

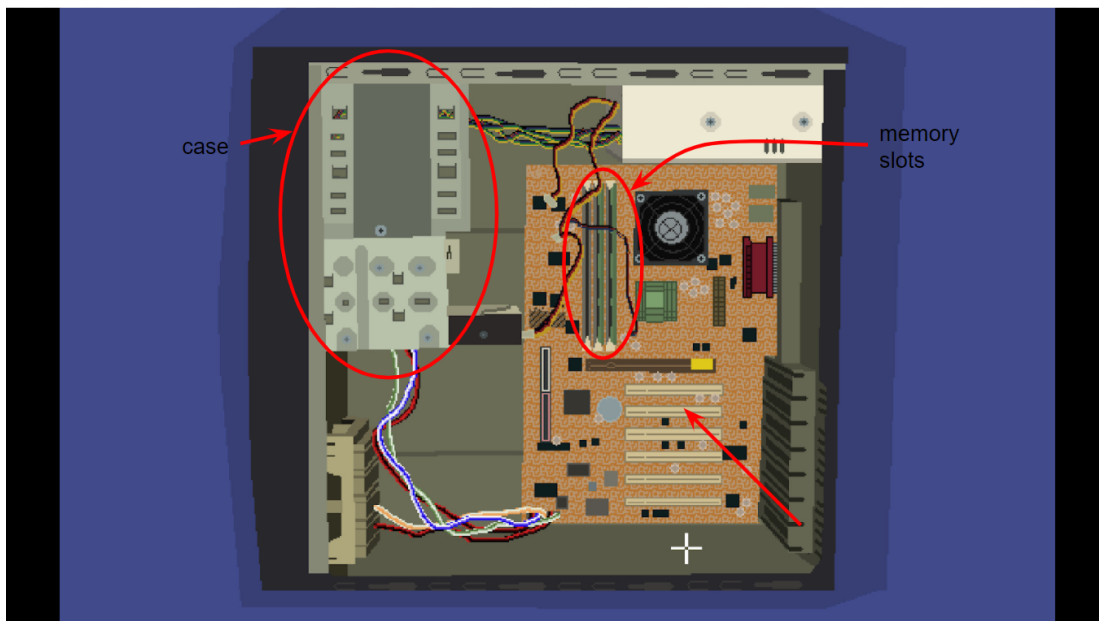
Left click the closet to open it. Inside, there will be a computer – which you can left-click to get a CD drive and a power cable – and a box – which you can left-click to get a keyboard, a second power cable, and a VGA cord. Left-click the box of books to get an Intro to Linux coding book, then pick up the black computer case on the floor, which Cole will take and put on his bed.

Turn on the lights in the main room (the switch is by the front door), then check the jacket in the hallway to get Cole's keys, as well as his phone.

Go into the room to the right of the back hallway. You'll need to turn on the lights in here as well, and the switch will be hidden behind Cole, so move him out of the way, then turn on the lights. Next, left-click the computer case under the extra bed to get some RAM, the hard drive, and the two flat cables. Then, unlock the fridge (move the cursor to the top of the screen, left-click the keys, then click the fridge). Left-click the fridge to get the CD, which has back-ups of all of Cole's information on Cosmic X conspiracy. Finally, left click the monitor on top of the stool, which Cole will then take back to the main room.

## BUILDING THE COMPUTER

To start, left-click the computer on the bed.



(To put everything in its place, left-click on it in the menu, then click on the place where it goes) Put the hard drive and CD drive in the case, and connect them to the computer. To do this, attach the white flat cable to the CD drive, and the green flat cable to the hard drive. Then put the RAM into the memory slots. Cole will declare the computer finished.

Next, you'll want to be able to power the computer. Attach one of the power cables to the computer, and the second power cable, as well as the VGA cord, to the monitor. Connect the keyboard to the computer as well.

While you're here, open the blinds, and then the window. Then unlock Cole's front door, and left-click the elevator on the right of the screen. Head to the ground floor.

## CONNECTING TO THE INTERNET

On the ground floor, head all the way to the left and left-click the log book. Click both of the more remarkable entries (3:00, and 23:00), then exit the log book and head back to the elevator, up to the 7th floor.

On the 7th floor, left-click the door on the left to ring the doorbell. You'll be invited inside Kat's apartment. In there, ask her about Fibercom, and she'll explain that her modem was fried, so she called them to come fix it. Cole will explain that his modem is fried too, and will ask to borrow her internet. Kat agrees, in exchange for Cole delivering a package to Boom, a homeless man who lives outside the building.

Before you leave, have Cole ask about the connection. Kat will then tell him that he can bring his laptop upstairs to connect it, but when he explains more about his computer, he gets the idea to hang an ethernet cord out the window. Once he gets this idea, leave and head back downstairs. Head out the front door.

Outside, there's a man in a green outfit who works for Fibercom. Ignore him for now, and instead head down and out of the apartment parking lot.



Head right. You'll pass a poster that you can rip if you want by left-clicking it (you'll get an achievement for this). Head further right and introduce yourself to Boom. Then give him the package, which holds tarot cards. He'll explain some about the archetypes of tarot cards, which will make sense in a little bit. Say hi to Aleister the chicken if you want, then head back to the parking lot.



Left-click the Fibercom guy, and ask him for help. He'll ask if you're a Fibercom client. It doesn't matter if you answer yes or no, because all he'll tell you is that you can get your computer fixed in one to two weeks, time which Cole doesn't have. He'll then say something weird about squirrels, which opens up a new dialogue option. Ask him about squirrels, and, when prompted, say there are some nearby. When the Fibercom guy asks where, tell him that they're by the trash cans (if you want to get an achievement, send him to every other place first. When you try to click on the van, he'll come back and say they're not there, and then you can send him somewhere else). He'll leave. Now, you're free to left-click the van and get the ethernet cable, connectors, and wire crimpers from the van. Once you've gotten those, head back to Kat's apartment.

Talk to Kat and confirm that you've delivered the package. She'll thank you, and give you the credentials to her network. Attach the connectors to the ethernet cable by left-clicking them in the menu, then clicking on the cable. Then, connect the ethernet cable to Kat's modem and head back to Cole's apartment.

When you're in the apartment, you should see the ethernet cord hanging just outside the window. Left-click it to attach it to the computer, then left-click the computer to boot it up.



Once the computer is booted, type in "net lawanddisorder" (make sure you type both d's!). It'll prompt you for a username and password, which can be found on the note that Kat gave you (if you don't know L33t, the password is k4tbr00m3). Now you're connected to the internet, and can send Mick an email!

## SENDING THE EMAIL

Before you can send an email, you're going to need to get access to the backup, using the information in the Intro to Linux book. To start, type in "cd dev" to get into the device menu. In dev, open the devices list by typing in "cat devices.dat." Then open the disk by typing in "mount sr0 cdrom." Finally, exit back to the main menu ("cd ..") and then go to the mount point menu ("cd mnt"). In the mount point menu, open the CD ROM (cd cdrom), and now you can send an email!

To send the email, first just type "mail" into the computer. It will prompt you for Mick's email, which you can find in Cole's phone, in the contacts section. It's m.white@info.com. The computer will then prompt you for a subject (you can type anything here), and an attachment. The file you want to attach is called conspiracy.tar. Once you've typed that in, the email will automatically send, and Cole will automatically head to Kat's apartment.



## EXPLORING THE RAPTURE

While talking to Kat in her apartment, Kat will give Cole a salt lamp (important later). Once she does this, he'll receive a call from Mick, but the reception in her apartment is bad, so Kat tells Cole to go to the roof. To get there, exit Kat's apartment, then use the elevator to go to the twelfth floor. Use the stairs to get to the roof, then call Mick using Cole's phone. Mick will explain that Cole's "information" is complete nonsense, and will suggest a therapist, which Cole refuses. During the conversation, the green man from the beginning cutscene will appear, as well as a floating eye that replaces the sun. The green man will tell Cole to "walk under the Waning Moon." This will be important later!





After the green man disappears, Cole passes out, and wakes up on the roof of a building not quite his own. After the eye attempts to zap him, have Cole head down the stairs and through the elevator to the strange hallway. Walk right to the red door with the eye on it and head through. On the other side is a Kat-esque person who calls herself the Empress. Ask her about the smoke in the room, and she will explain that it's sulfur (which will be important later). Leave her room and head all the way to the right and through the metal door.

Outside the apartment building, head further right to the chicken and the Hanged Man (you'll also pass another rippable Cosmic X poster). Talk to the Hanged Man, and ask him all the questions in order. He'll explain to Cole, in some nonsensical terms, that they are in the Rapture, and that the green man shouldn't and should be listened to. When asked about the giant chicken, the Hanged Man will tell Cole that her name is Aleister, and she's an alchemist. He will then ask Cole to give her some lead, and in return she lays a golden egg, which you should then take. Once you've talked with the Hanged Man, head right.



Farthest to the right is a small opening. Cole won't go through it until you right-click the waning moon above it. Once he's realized that he has to go through the small opening, have him crawl through. He'll complain about it, and eventually give you a prompt (it doesn't matter what you click, he'll still keep moving forward).



In the room at the end of the tunnel, left-click the TV. Cole will say he needs to turn it on, and you can do so by left-clicking the knob on the top left. A man named Jack will appear on the screen. Talk to him (none of the options here matter – pick what you think is funniest). At the end of his speech, he'll ask Cole to find the rocket.

## TURNING ON THE ROCKET

To find the rocket, first go to the gray panel on the left side of the room. Click the buttons in this order:



Once the puzzle is finished, a door will open to reveal a ladder. Go up the ladder and look at the rocket. If you want to get an achievement here, open the box and right-click all the gnomes. Then go back down the ladder and back to the TV. When prompted, ask Jack about direction, and then propulsion. He'll tell you a little bit about the punched cards, as well as Vitriol, which is used to power the rocket. He'll also have Cole get a book that tells you how to make Vitriol.



Go to the control center. Turn it on, grab the shaker from the coffee table by left-clicking it, then leave Jack's house through the pet door.

Go left to the Empress' apartment, and pick "the sulfur" dialogue option. She says she'll give it to you, as long as you can procure her some pot in exchange. Leave her apartment and head to the Hanged Man. On either side of him are weird flowers – right-click them, then left-click them to ask the Hanged Man if you can take one. Bring the weird flower back to the Empress, and take the sulfur. On the way back to Jack's house, stop by the normal door in the hallway, which opens onto a version of Cole's apartment overrun by refrigerators.

In this version of Cole's apartment, first left-click the washing machine, which Cole remarks could be used as the centrifuge to make Vitriol. Then, go to the map on the other side of the room and left-click the map. Cole will read out the randomly generated coordinates (you don't have to memorize them). Once he's done that, head back to Jack's house.

Go back to the control center and left-click the used punched cards. Cole will take two, which you can inspect to try and puzzle out how to input the coordinates into the clean punched cards. If you talk to Jack after doing this, he'll tell you that, instead of using binary, the rocket uses an octal system. Go back to the control center and left-click the new punched cards. Left click them again, and put them in the card puncher at the bottom left of the control center. This will pull up an image of the punched card, which you can now... well, punch!

To punch the cards, you're going to need to convert to octal. You can just put the numbers into [this converter](#), or, if you want to be fancy, the website has steps on how to do it by hand.

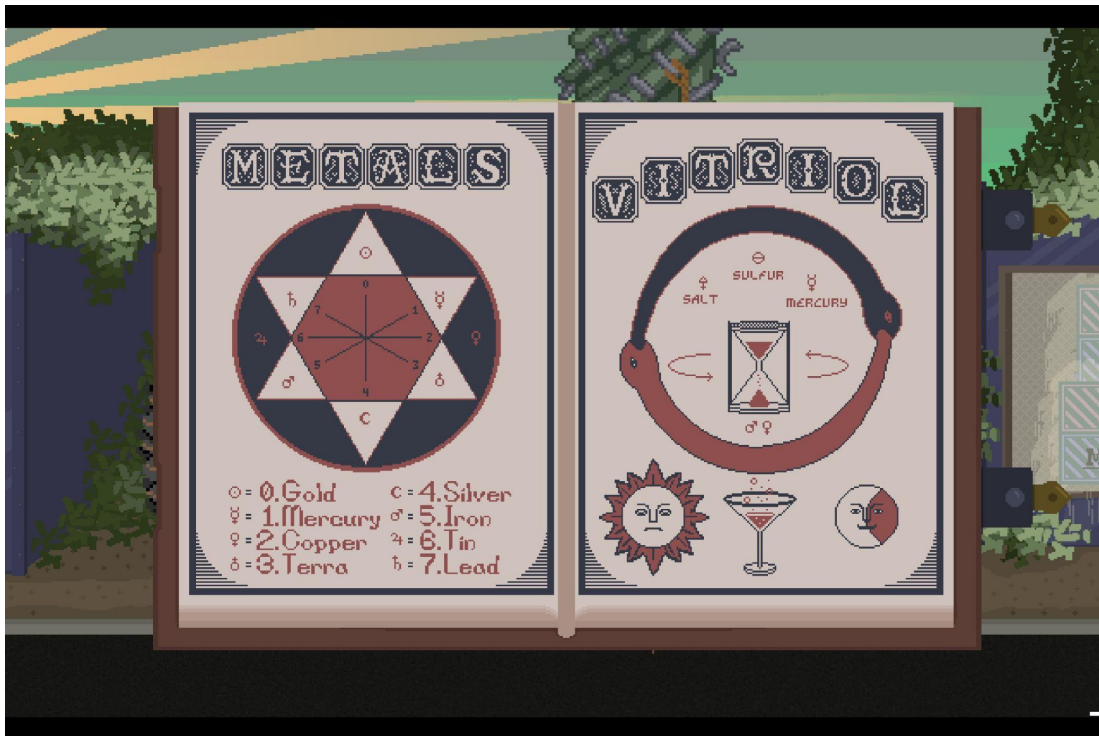
Once you've gotten the octal versions of all the coordinates, it's time to input them. If you check the symbols in the book, you'll find that all the columns are numbered 0-7, so you can now put the first digit of the octal number in the first column, and the second digit in the second column, and everything will fit quite nicely.

Once the punched card has been checked (put it in the checker above the card puncher), Jack will tell you to put the punched card in the rocket. To do this, go upstairs and left-click the wheel until the rocket is all the way down. Then, put the punch card in the panel near the cone of the rocket. Then, head back downstairs.

Go to the control center to crosscheck the rocket by left-clicking the crosscheck button, which is in the center below the screen showing the rocket. Most of the crosscheck lights will turn green, except for the angle light and the fuel light. Go back up the ladder, fix the angle, then go back downstairs. Leave Jack's house and go to talk to the Hanged Man.

When you get to the Hanged Man, ask him about Aleister and metals. He will tell you that she has the capability to turn any metal into a different metal, but it's on Cole to figure out which metals she can turn into mercury, which is the only ingredient you don't have for the Vitriol. Cole will remark that his book might be of some use.

Once you've talked to the Hanged Man, check the book. In it, you'll see that there are numbers that correspond to each of the 7 elements.



Remember how Aleister turned lead into gold? That's  $7 > 0$ , or clockwise around the star. Because of this, it can be assumed that gold can be turned into mercury, and if you try to feed Aleister the golden egg, he'll confirm this, saying that he needs to make the egg smaller before he feeds it to the chicken.

To get the gold smaller, you'll want to head back up to the roof. Put the golden egg that you got from Aleister, then taunt the eye by left-clicking it. Get the gold nuggets and head to Cole's apartment.

In the apartment, put all the ingredients in the washing machine. However, when you try to put the salt lamp in, Cole will say that he doesn't want to try and improvise the recipe. To get around this, grate the salt lamp, then put the resulting salt powder in the machine. Then, hook the shaker up to the washing machine hose, and 42 in-game minutes and a cutscene with the Empress later, you'll have Vitriol!

Once you've gotten the fuel for the rocket, head back to Jack's roof to put it in the rocket's fuel inlet. Make sure that the rocket's at the right angle by doing a crosscheck, and then Jack will tell you to "say goodbye to your old life" and launch it. A video game will pull up, and Cole will play it before the rocket starts its launch sequence.

Once you've hit the rocket's launch button, you'll have to get in the mini-bunker, which can be found in the cabinets under the control center. There will be another cutscene where the rocket, covered in all the gnomes from the roof, passes over Cole's head. And then... it detonates, and you get an achievement for it.



## FINISHING THE GAME

After the rocket detonates, Cole wakes up in the front yard of the abandoned house, confused. Walk to the right to talk to Mick, Kat, and Boom, who tell him that his washing machine blew up.

Head further right and you'll see the fire department, which is actually the two Fibercom guys from the beginning of the game. If you talk to them, they tell Cole that his washing machine blew up, but they got everything under control. The (volunteer) fireman will also thank Cole for showing him some beautiful squirrels. If you try to go further right to the building, Cole will remark that he's not ready to talk to the press yet.

Head back to Mick, Kat, and Boom and talk to each of them individually. Cole apologizes to each of them, and they each offer Cole a place to live. Depending on who you chose to live with, you'll get a different achievement, so it's up to you who you pick. Once Cole has picked where to live, click "I'm ready," and he'll go talk to the press, and you get to watch the credits.

If you watch till the end credits, you'll get to see the Empress and Jack watching Cole on the TV together, and you get another achievement!