

**Final Exam Hints, Walkthrough, and Maps**  
**IFComp 2015**

## Final Exam Hints and Walkthrough

*This document provides one solution to Final Exam. It is not the only solution. The game can be completed in 150-200 moves.*

### **ABOUT THE GAME**

Final Exam assumes that you have played an interactive fiction game before. The basic idea is to type what you want to do and then see what happens. However, the game only understands a limited set of actions, so it may be worth reading a general 'getting started' introduction such as this one: <https://emshort.wordpress.com/how-to-play/>

Final Exam is not designed to be a 'cruel' game, i.e. one that can be put into an unwinnable state. There should always be a way to progress to some ending. If you can't figure out how to solve some problem, and you've explored as much as you can, then you might try the 'HINT' command, which will provide a hint as to what you should do next. The output of the HINT command changes as you progress through the game; you can also ask for a HINT about a specific object, e.g. HINT BED.

Final Exam also has an 'EXITS' command, which lists the compass directions that you can move in from your current location.

The most recent version of the game may be found on the author's website at <http://www.jwhitham.org/fnlexam/>.

### **GENERAL HINTS**

Before you use the walkthrough, try the following general hints:

- Visit each room, enter "LOOK", and "EXAMINE" everything that you see. Useful objects are listed explicitly after the room description.
- Examine yourself – particularly if something might have changed your appearance.
- When a character or a description is hinting that a command can be used, the command is spelled out in capitals, e.g. "PLUG" or "UNPLUG".
- The candidate number and the nine-digit POKE numbers are different each time you play. The walkthrough just gives examples. If you use the wrong number, bad things will happen.
- Examine the display in the Observation Gallery if you're not sure what to do next.
- Use the "HINT" command if you're still unsure how to proceed.

The walkthrough begins on the next page. The last three pages of this document contain lists of objects you can find, lists of points that can be scored, and maps of the game world.

### **CREDITS**

Final Exam was written by Jack Whitham.

Thanks to Jillian Whitham for her patience, support, and proofreading; to my parents for more things than I can list; and to my testers, Ted Casaubon and Steven Postma, for invaluable feedback and playtesting. Without their help, this game would probably have remained unplayable. Thanks also to Olly Kirk for reporting bugs, and to the (anonymous) online players who provided transcripts.

This game was produced using Graham Nelson's Inform 6 library and compiler.

## **PART ONE – THE ADMINISTRATION CENTRE**

In the dream, you are already one of the Administrators...

### **Bedroom (on the bed)**

>get up

>s

You walk through a few deserted corridors. There is nobody here; the building is completely silent. Eventually, you end up in...

### **Quadrangle**

The quadrangle is completely surrounded by Administration Centre buildings...

>s

### **Lobby**

This is the main entrance to the sprawling Administration Centre...

On the reception desk is a fax machine.

>examine fax machine

It's on the reception desk... You notice some paper hanging out of the machine.

>get paper

Taken.

>examine it

Poor-quality paper from a fax machine. There's a message on it, which says:

'Dear candidate 10347, please go upstairs to the Observation Gallery where you will find further instructions.'

>u

>e

>s

### **Observation Gallery**

You are in a cavernous room built on the same vast scale as a concert hall...

>examine monitor

The display is an enormous high-resolution flat-screen monitor, suspended from the gallery ceiling. It shows a message: green text on black background.

'Dear candidate 10347...

...I need you to obtain the emergency access card. It's in the museum north of here. It allows you to enter the Maintenance Room, which is northwest of the Lobby. Then POKE 720675586.

Afterwards, please return here for further instructions.

Yours,

Central Administrator.'

>n

Corridor

There's a plaque bearing the word 'Liberty' on the north wall.

>n

### **Museum of Pre-Administration Government**

This is the Administration Centre's museum...

>examine case

The glass case bears a sign: 'In case of emergency, break glass. Penalty for improper use.'

>smash case

The glass shatters.

>get card

Taken.

>s

>w

>w

>d

>nw

### **Maintenance Room**

The maintenance room is a round room with a low ceiling...

>examine sign

The sign reads: 'POKE Room. Unauthorised access is prohibited...'

>w

### **POKE Room**

You are standing within core memory...

>poke 720675586

As you press the button, nothing obvious happens here, but you sense that something has changed elsewhere.

>e

### **Maintenance Room**

A portal occupies most of the northeast wall.

There is a console in the centre of the room. There's a message on the console's display.

>examine message

The console is on a pedestal in the centre of the room. There is a display and a keyboard. The

display shows a message:

'Dear candidate 10347,

The Administration Centre is under attack... In the outside world, find network sockets WS2 and WS3. PLUG a network cable INTO them, making a connection. That should re-establish some internal communication and let me run some diagnostics. It may be enough to fight the virus.

Yours,  
Central Administrator.'

>ne

As you step into the portal, you take on physical form. You now find yourself standing in the outside world, in the metallic form of a maintenance robot...

## ***PART TWO – THE OUTSIDE WORLD***

### **Maintenance Room**

This is a cold and dirty room with concrete walls and an oily floor. There are no windows...

>w

### **Battery Room**

This dingy concrete room is filled with racks of batteries...

You can see a network cable here.

>get cable

Taken.

>e

### **Maintenance Room**

>plug cable into ws2

>plug cable into ws3

>in

As you step into the charging station, your robotic form shuts down...

### **Maintenance Room**

The maintenance room is a round room with a low ceiling...

>read message

(the console)

The console is on a pedestal in the centre of the room. There is a display and a keyboard. The display shows a message:

'Dear candidate 10347,

...You'll have to join two network cables together, and run them between the two rooms. You will find a tool for JOINing and CUTting cables in the store room to the northwest. Join the cables, then connect network sockets WS3 and WS4.

Yours,  
Central Administrator.'

>in  
>unplug ws2  
>w  
>n  
>nw  
>get toolbag  
>open toolbag  
>examine tool

This tool allows you to JOIN two network cables, or CUT one cable into two sections.

>get kit  
>se  
>s  
>e

### **Maintenance Room**

>join cables  
The cables are joined, creating two coiled lengths.

>w  
>plug cable into ws4  
>e  
>in  
>read message  
'Dear candidate 10347,

...You will need to open the blast door on the east side of the bunker, and run a cable from socket WS3 to some place where the sky is visible. Set up a satellite uplink unit there, and connect it to the cable. Due to the distance, you will need to join more network cables - probably as many as you can find. Look in the Network Room first. There will be more in other places...

>out

### **Maintenance Room**

>s

### **Generator Room**

This room contains disused electrical equipment...

There's a rusty metal switch on the north wall.

You can also see a heap of junk here.

>examine junk  
All of this junk seems to have been cleared away from other parts of the facility. It's mostly spartan furniture: bunk beds, mattresses, desks and chairs. You see a network cable amongst the junk.

>get cable

Taken.

>press switch

The rusty lever breaks off in your robot hand!

>examine switch

A large metal switch. A faded label reads 'Blast Door'. The casing is held shut by a large screw.

>n

>examine workbench

The workbench is made of (rotting) wood with (rusty) iron legs. It looks like it's been here for sixty years. There are some rusty tools on it.

>examine tools

Wrenches, a saw, drill bits: all rusted and completely useless. However, there is a screwdriver that seems to be in good condition.

>get screwdriver

Taken.

>s

>unscrew switch with screwdriver

The switch casing swings open, revealing the switch mechanism.

>push mechanism

You hear a frightful grinding of ancient machinery as the blast door opens.

>n

>e

### **Back Entrance**

You're in the southwest corner of a large cave...

>e

>ne

>e

>e

>ne

>get float

>sw

>se

### **Lakeside View**

You're standing on a rocky outcrop on the north side of an underground lake...

>drop all but kit

network cable: Dropped.

plastic float: Dropped.

screwdriver: Dropped.

toolbag: Dropped.

black box: The black box contains your mind. If you disconnect it, you die.

>s

You start to cross the lake by walking along the pipe, and you nearly lose your balance on several occasions, but luckily you make it to the other side...

### **Lake Beach**

You stand on a muddy beach on the south side of an underground lake...

>e

>u

### **Ruin**

You're standing in the ruins of a farmhouse. The roof is gone..

>drop kit

>open kit

>d

>w

>n

>get all

>nw

>w

>w

>sw

>w

>w

### **Maintenance Room**

>w

### **Battery Room**

>w

### **Secure Room**

This room was once an office...

You can see some old desks and chairs here.

>x desks

Old and poor quality. The chairs look uncomfortable and flimsy, while the desks are made of peeling chipboard. This could never have been a pleasant place to work. You see a network cable underneath one of the desks.

>get cable

>e

>n

>ne

### **Network Room**

This is where network links enter the bunker...

>get cable

>examine cabinet

Dozens of glass-fronted cabinets filled with modern networking gear. You can see many network cables in the cabinets, but they're mostly very short, just long enough to connect one router to another. However, you notice one long cable at the bottom of one cabinet, apparently unconnected, and just within reach.

>unplug cable

The broken robot stops twitching.

The network cable is now unplugged from Socket WS1.

>unplug cable

The network cable is now unplugged from the broken maintenance robot.

>get cable

Taken.

>sw

>look

### **Data Centre**

This large room is filled with racks of black boxes...

>examine rack

As you walk through the room, you notice a loose floor tile.

>open tile

The floor tile is bulky, but you manage to lift it. This reveals a void underneath the floor. You see a network cable in the void.

>get cable

Taken.

>s

>unplug cable

The network cable is now unplugged from Socket WS4.

## ***PART THREE – SOLVING THE MAIN PUZZLE***

>e

### **Maintenance Room**

>join cables

...network cable: The cables are joined, creating eight coiled lengths.

>e

(laying the network cable as you go)

### **Back Entrance**

>e

>se

(laying the network cable as you go)

## **River Overlook**

You are holding a coil of network cable. The cable runs northwest from here.

>tie cable to float

The network cable is now tied to the plastic float.

>throw float in water

The float is sucked under the water by a powerful current. The network cable is dragged along with it.

>nw

>ne

>e

>e

>se

>s

>w

## **Waterfall**

On the underground lake is a plastic float.

A network cable passes through the waterfall. It is tied to the plastic float.

>get float

Taken.

>untie cable

The network cable is now untied from the plastic float.

>e

>e

>u

(laying the network cable as you go)

## **Ruin**

>plug cable into kit

>examine uplink

The satellite uplink kit is housed in a metal case (which is open). Within it, you see a small satellite dish and a network socket. It provides emergency network access via satellite. The status panel on the uplink kit shows that a data link is established.

>d

>w

>n

>nw

>w

>w

>sw

>w

>w

## **Maintenance Room**

>in

...You have passed the final exam... your life as an Administrator has begun.

**\*\*\* You have won \*\*\***

## **WHERE TO FIND THE NETWORK CABLES**

1. Battery Room (on the floor)
2. Broadcasting Studio (in the toolbag)
3. Generator Room (in the heap of junk)
4. Secure Room (behind one of the desks)
5. Network Room (under the cabinet)
6. Network Room (on the floor)
7. Network Room (connecting the broken robot to WS1)
8. Data Centre (under a floor tile)
9. North of Chasm (in the cabinet)

The final puzzle may be completed with 8 cables.

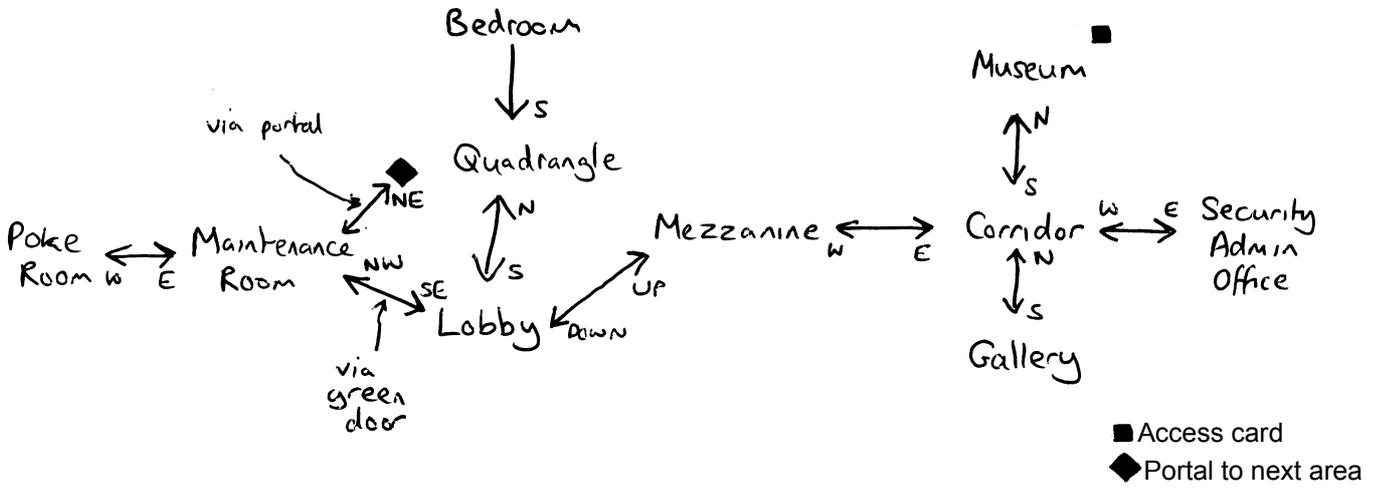
## **HOW POINTS ARE SCORED**

- 3 points for reading the Central Administrator's instructions (at various times)
- 1 point for using the POKE room (first time)
- 1 point for connecting WS2 and WS3
- 1 point for joining two cables (first time)
- 1 point for connecting WS3 and WS4
- 1 point for opening the blast door
- 5 points for finding hidden cables in the heap of junk, behind the desks, under a floor tile, under the cabinet (Network Room), and inside the cabinet (North of Chasm)
- 6 points for completing the final puzzle
- 1 point for returning to the Administration Centre after completing the final puzzle

Total 20 points.

# Maps

## Administration Centre



## Bunker

