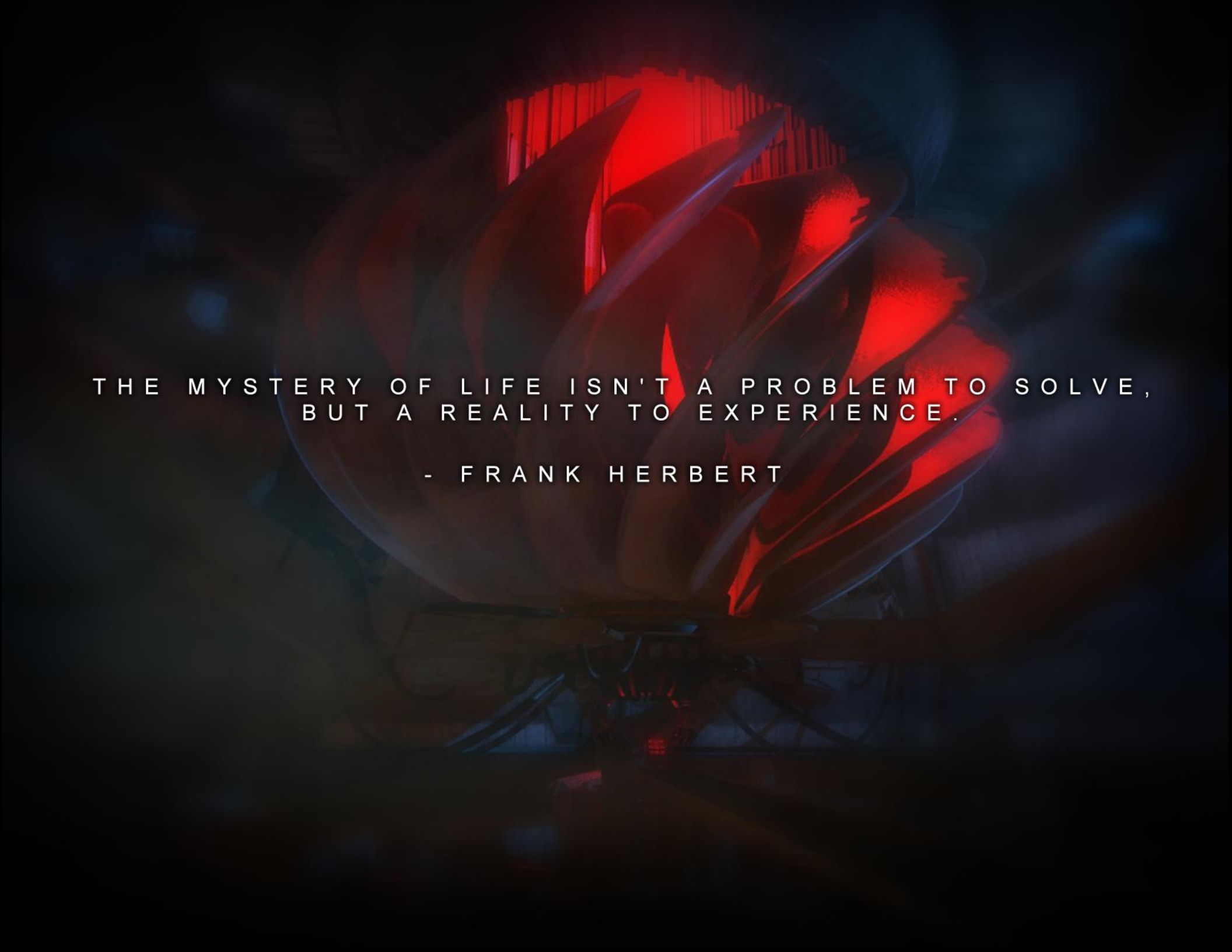


MORNINGSTAR

DESCENT TO DEADROCK

OFFICIAL WALKTHROUGH



A large, stylized flower with glowing red petals and a dark blue background. The flower is the central focus, with its petals radiating outwards. The background is a deep, dark blue with some lighter, ethereal blue highlights, suggesting a night sky or a dreamlike atmosphere. The overall mood is mysterious and contemplative.

THE MYSTERY OF LIFE ISN'T A PROBLEM TO SOLVE,
BUT A REALITY TO EXPERIENCE.

- FRANK HERBERT



Go towards the cockpit.

Pick up WRENCH.

Search CARGO CONTAINER, you get a DOLL.

Use WRENCH on CONTROL PANEL.

Go TO COCKPIT.

Go to CAPTAIN NOVAK.

Pick up SCREWDRIVER.

Go to the corridor to the door leading to engineering.

Use DOLL on CONTROL PANEL.

Go TO ENGINE ROOM.

Pick up GLUEGUN.

Search SPACE BETWEEN CABINETS. You get ADHESIVE COMPARTMENT.

Use SCREWDRIVER on LOOSE PANEL.

Use WRENCH on POWER CONDUIT PANEL.

Pick up BROKEN FUEL CELL.

Go to the medical room.

Open FIRST AID BOX.

Pick up SYRINGE.

Go to the CARGO BAY.

Search all cargo containers. (One will give you a FIRECRACKER. Red container will give you an achievement.)

Use the SYRINGE on INDUSTRIAL NANOGLUE. You get a SYRINGEFUL OF NANOGLUE.

Go to the cockpit.

Use SYRINGEFUL OF NANOGLUE on CAPTAIN NOVAK. You get a STEEL ROD.



Go to the CARGO BAY.

Use STEEL ROD on CONTAINERS BLOCKING THE WAY.

Go to LOADING AREA.

Search CARGO CONTAINER. You get a MILITARY GAS MASK.

Pick up A CAN OF BEER.

Go back to CARGO BAY.

Go to the medical room.

Use KEYBOARD. Johansen's chamber opens in the corridor.

Go to the CORRIDOR.

Pour the CAN OF BEER into the DRAIN.

Search DRAIN. You get an APPLICATOR HEAD.

Use WRENCH on HIBERNATION FLUID TUBE.

Pick up ADAPTER TUBE.

Pick up ELECTRIC WIRES.

Use APPLICATOR HEAD on GLUEGUN. You get a HALF-ASSEMBLED GLUEGUN.

Use ADHESIVE COMPARTMENT on HALF-ASSEMBLED GLUEGUN. You get an ASSEMBLED GLUEGUN.

Go to the cargo bay.

Use ASSEMBLED GLUEGUN on INDUSTRIAL NANOGLUE. You get an ARMED GLUEGUN.

Go to the medical room.

Use SCREWDRIVER on SERVICE PANEL.

Use WRENCH on STEEL PIPE. You get a STEEL PIPE.

Pick up INSULATION.

Use ADAPTER TUBE on GAS MASK. You get GAS MASK WITH TUBE.



Use INSULATION on GAS MASK WITH TUBE. You get GAS MASK WITH TUBE AND FOIL.

Use ARMED GLUEGUN on GAS MASK WITH TUBE AND FOIL. You get MAKESHIFT FILTER.

Go to the cockpit.

Go to FANCY SCREENS.

Use VENTILATION CONTROL. The ventilator in the medical room stops.

Go to the medical room.

Pick up USED CARBON FILTER.

Use MAKESHIFT FILTER on VENTILATOR.

Go to the cockpit.

Go to FANCY SCREENS.

Use VENTILATION CONTROL. The ventilator in the medical room starts again.

Go to cockpit.

EXAMINE HULL.

Use ARMED GLUEGUN on HULL BREACH.

Go to the medical room.

EXAMINE HULL.

Use ARMED GLUEGUN on HULL BREACH.

Go to the cargo bay's loading area.

EXAMINE HULL.

Use ARMED GLUEGUN on HULL BREACH.

Go to the medical room.

Pick up GLASS CONTAINER.

Go to the corridor.



Use GLASS CONTAINER on SPILLED HIBERNATION FLUID. You get HIBERNATION FLUID SAMPLE.

Go to the medical room.

Use HIBERNATION FLUID SAMPLE on ANALYZER.

Go to the cargo bay's loading area.

Use ELECTRIC WIRES on CONTROL PANEL.

Use CONTROL PANEL. The loading door opens.

EXIT SHIP.

EXAMINE SAND.

Pick up SALTPETER from SAND RICH IN SALTPETER.

WALK TO DESERT. Your satmap appears.

Go to MILITARY CRUISER WRECK. You end up at a GORGE.

Go to WEIRD STONE HEADS.

Search CARGO CONTAINER. You get an INSECT REPELLENT.

Use INSECT REPELLENT on USED CARBON FILTER. You get CARBON AND SULFUR.

Use SALTPETER on CARBON AND SULFUR. You get BLACK GUNPOWDER.

Use BLACK GUNPOWDER on HUGE STONE PILLAR.

Use FIRECRACKER on STONE PILLAR WITH EXPLOSIVES.

WALK OVER GORGE.

WALK TO DESERT. Your satmap appears.

Go to MILITARY CRUISER WRECK.

ENTER SHIPWRECK.

Search CORPSE. You get MENDEZ'S PASSCARD.

Pick up ENERGY CABLE.



ENTER HIBERNATION ROOM.

Go to LOCKERS on the right.

Use MENDEZ'S PASSCARD on CARD SLOT.

Pick up LOADED PARTICLE RIFLE.

Go back to the wrecked ship's cockpit.

CLIMB DOWN LADDER.

Use LOADED PARTICLE RIFLE on CONTROL PANEL.

Use STEEL ROD on DOOR.

Enter DOOR.

Go to ENGINE.

Search CORPSE. You get HABIB'S LOG. A CAMP is revealed on the SATMAP.

Use WRENCH on PLASMA COUPLING.

Pick up PLASMA INJECTOR.

Go to the GORGE.

Use ENERGY CABLE on PORTABLE PYLON.

CLIMB DOWN TO LEDGE.

Search CORPSE. You get a SHOVEL HEAD.

Search CARGO CONTAINER. You get some COPPER WIRE.

Go to CAMP.

Search CORPSE. You get ROSSO'S LOG. APPROXIMATE SOURCE OF DISTRESS BEACON is revealed on the SATMAP.

Search other CORPSE. You get a TASER.

Search DEAD GUNNER. You get COULTER'S PASSCARD.

Pick up TENT POLE.

Pick up ROPE.



LOOK BEHIND BOULDER.

Use STEEL PIPE on SHOVEL HEAD. You get a SHOVEL.

Use SHOVEL on GRAVE.

Search CORPSE.

You get a BROKEN SCANNER.

Go back to CAMP.

Use SHOVEL on CARGO CONTAINER. You get a BROKEN RADIO.

Use BROKEN RADIO on BROKEN SCANNER. You get a SHORT RANGE SCANNER.

Use TENT POLE on SHORT RANGE SCANNER. You get a LONG RANGE SCANNER.

Open your satmap.

Use LONG RANGE SCANNER on APPROXIMATE SOURCE OF DISTRESS BEACON.
The SOURCE OF DISTRESS BEACON is revealed on the SATMAP.

Go to SOURCE OF DISTRESS BEACON.

WALK TO LEDGE.

Search DEAD GUNNER. You get DERTL'S PASSCARD.

Search WRECKAGE. You get a BREACHING CHARGE.

Go back to the MILITARY CRUISER WRECK.

Use COULTER'S PASSCARD on CARD SLOT.

Pick up PICTURE FRAME.

Use DERTL'S PASSCARD on CARD SLOT.

SEARCH DARK LOCKER. You get an EMPTY PLASMA FLARE.

Go to the GORGE.

CLIMB DOWN TO LEDGE.

Use ROPE on BOULDER.



Use PLASMA INJECTOR on EMPTY PLASMA FLARE. You get a CHARGED PLASMA FLARE.

Use CHARGED PLASMA FLARE on BOTTOM OF GORGE.

Go to BOTTOM OF GORGE.

Search CORPSE. You get a WRIST-WATCH.

Go to the CRATER.

WALK TO LEDGE.

Use LONG-RANGE SCANNER on MASSIVELY HUGE DOOR. The scanner picks up gravitational fluctuations.

Use TASER ON BREACHING CHARGE. You get a CHARGE WITH DETONATOR.

Use WRIST-WATCH on CHARGE WITH DETONATOR. You get an ARMED CHARGE WITH TIMER.

Use ARMED CHARGE WITH TIMER on MASSIVELY HUGE DOOR.

Go BACK TO CRATER. The charge implodes.

WALK TO LEDGE.

Enter MASSIVELY HUGE DOOR.

Go to DOOR on right.

Go to BACK OF AISLE on the right.

Look at STORAGE CYLINDER. There's a human skeleton in there.

Go back to STORAGE, then exit BACK TO WALKWAY.

Enter DOOR on the left.

Find the SOLAR SYSTEM. Write down its code, shown on the top-left (ALIEN MARKINGS).

Go to STORAGE.

Go to BACK OF AISLE on the left.

Write down ALIEN MARKINGS above the cylinder that's switched off, it's the code for 'OFF'.



Write down ALIEN MARKINGS above the cylinder that's switched on, it's the code for 'ON'.

EXAMINE DEVICE.

Write down ALIEN MARKINGS, they stand for 'GRAVITY'.

Go to STORAGE.

Go to CONSOLE.

Enter the code for the Solar system, then the code for 'OFF', then press X in the middle. The cylinder with the skeleton opens in the back.

Go to STORAGE.

Go to BACK OF AISLE on the right.

Search DISASSEMBLED SUIT. You get the CAPTAIN'S LOG. It mentions a star system with a lonely planet.

Go to the Star Chart.

Locate the star system with a single planet and write down its code.

Go back to STORAGE.

Go to CONSOLE.

Enter the code for the lonely star system you just learned, then the code for 'OFF', then press the X in the middle. A cylinder opens in the back.

Go to STORAGE.

Go to BACK OF AISLE on the left.

Go to Storage CYLINDER.

Use GLASS CONTAINER on GREEN GOO. You get ALGAE SAMPLE.

Go out to the big spinning spiral generator.

WALK TO END OF WALKWAY.

Use COPPER WIRE on PICTURE FRAME. You get a TRANSFORMER.

Use TRANSFORMER on BROKEN FUEL CELL. You get a FIXED FUEL CELL.



Go closer to the CONSOLE.

The ALIEN MARKINGS on the cable stand for 'ENERGY'.

Enter the code for 'ENERGY', then the code for 'OFF' into the console, then press the X in the middle.

Go BACK.

Use FIXED FUEL CELL on CABLE END.

Go closer to the CONSOLE.

Enter the code for 'ENERGY', then the code for 'ON' into the console, then press the X in the middle.

The fuel cell is quickly recharged.

Enter the code for 'ENERGY', then the code for 'OFF' into the console, then press the X in the middle.

Go BACK.

Pick up CHARGED FUEL CELL.

Go closer to the CONSOLE.

Enter the code for 'GRAVITY', then the code for 'OFF' into the console, then press the X in the middle. A CRYSTAL lowers itself from the top.

Use CHARGED FUEL CELL on EMPTY PARTICLE RIFLE. You get a LOADED PARTICLE RIFLE.

Use LOADED PARTICLE RIFLE on CRYSTAL.

Go back to the main generator hall.

Try to EXIT TO CRATER. There's a STONE HEAD blocking the way.

Use LOADED PARTICLE RIFLE on STONE HEAD. It transforms into a DRONE and a COMPUTER BOARD falls out of it.

Pick up COMPUTER BOARD.

EXIT TO CRATER.

Go BACK TO CRATER.



WALK DOWN INTO CRATER.

Search SERVICE PANEL. You get some WIRES.

Search the DAMAGED AUTOMATIC GUN. You get a SERVO CONTROLLER.

Go to the Star Chart room.

Use SCREWDRIVER on WALL PANEL.

Crawl through VENT.

Go to PANEL

Use SCREWDRIVER on PANEL.

Disconnect the WIRES.

Use COMPUTER BOARD on the CIRCUIT BOARD.

Use WIRES on COMPUTER BOARD.

Use the WIRES to cycle to the code for 'OFF'. The ventilator stops.

Go BACK TO VENTILATOR ROOM.

Crawl through VENTILATOR.

LOOK BEHIND STONE HEADS.

GO TO HIDDEN ROOM.

Pick up ENERGY CELL.

Pick up WELDING TOOL.

Pick up DIAGNOSTICS COMPUTER.

Use DIAGNOSTICS COMPUTER on STONE DRONE.

Search CORPSE. (Get achievement.)

Go back to the hangar.

Examine DAMAGED STONE DRONE.

Use DIAGNOSTICS COMPUTER on any part of the DAMAGED STONE DRONE.

Go back to the DAMAGED STONE DRONE.



Use ENERGY CELL on EMPTY SLOT.

Use WRENCH on WEAPONS.

Use one of the LOGS from the inventory on the SERVO CONTROLLER.

Use another LOG from the inventory on the SERVO CONTROLLER.

Use the SERVO CONTROLLER with 2 memory cards in it on the MAIN COMPUTER.

Use the LONG RANGE SCANNER on the MAIN COMPUTER.

Go BACK TO HANGAR.

Use SHOVEL on a PILE OF ROCKS.

Use WELDING TOOL on DOOR.

Use SHOVEL on DOOR.

Push the DAMAGED STONE DRONE outside.

Go out the DOOR.

Use the STONE DRONE to fly back to the ship.

ENTER SHIP.

Close the loading door.

Go to medical room.

Use ALGAE SAMPLE on ANALYZER.

Go to engine room.

Use CHARGED FUEL CELL on MAIN REACTOR.

Use PLASMA INJECTOR on MAIN ENGINE.

Use WELDING TOOL on RIGHT ENGINE.

Go to cockpit.

Go to FANCY SCREENS.

Use SCREWDRIVER on right TOUCH-SCREEN.

You get a TOUCH SCREEN.



Go to CAPTAIN NOVAK.

Use TOUCH-SCREEN on CONSOLE.

Go to engineering.

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