

The White Chamber

- - - Walkthrough - - -



DOCKING CHAMBER

Right click on the wires beside the panel on the right-hand wall then left click on the hand icon.

Right click on the panel then left click on the hand icon.

Note: Read the notes above before answering any questions. This walkthrough will answer the first two questions Yes to be able to see all four endings all in one time playing through.

Left click on Yes when asked "Do you know where you are?"

Note: If you choose no for the first question, the windows will open, and you will see that you are in space.

Right click on the panel then left click on the hand icon.

Left click on Yes when asked "Do you regret?"

Right click on the panel then left click on the hand icon.

Left click on Yes when asked "Are you ready?"

Go through the door at the bottom of the screen.

CRADLE

Go through the door to the right of the room.

Note: If you like, you can right click on the floor stains then left click on the eye icon to learn a little about them. It won't be until the end of the game until you see what happened in this room.

STORAGE ROOM

Right click on the lab coat (to the left of the scanner) then left click on the hand icon.

Go out the door you just came through.

CRADLE

Go through the door to the left of the room.

POWER ROOM

Right click on the backup unit then left click on the hand icon.

Left click on the override key in your inventory (move your cursor to the top of the screen to view your inventory).

Left click on the station rotation key slot.

Note: For an easter egg, you can place the override key in the comms key slot. Leave the view of the backup unit (described how to do so below). Right click on the "right" computer (as opposed to the "left" computer) then left click on the hand icon. Enter in the color code to get into the droid console and view the easter egg. We get the color code from a note (later in the game), but if you want to see this easter egg, the code is: Purple, White, Yellow, Green, Blue then Red.

Move your cursor to either side of the screen then left click when it says leave unit.

Go out the door you came through.

CRADLE

Right click on the console then left click on the hand icon.

Left click on the green "on" button.

Left click on either the green or red station axis adjust buttons (4 times either way) until the yellow arrows point to the yellow sphere (Irene star).

Note: The solar backup power gauge should be completely lit up now.

Move your cursor to the top of the screen then left click when it says leave.

Right click on the wall panel then left click on the hand icon.

Note: If you click on the lower cradle, you will not be able to come back to raise the cradle and return to the docking chamber (first room you started in to begin the game). There is nothing else to do in the docking chamber, so it is not important.

Go through the door at the top of the screen.

STATION LOUNGE

Right click on the switch (red light) next to the sealed, glass door then left click on the hand icon.

Left click on the glass door to learn that the door is sealed because of the fire.

Note: To get into the room with the fire, the fire will need to be extinguished before the safety lock is opened.

Right click on the cupboard (to the immediate left of the glass door) then left click on the hand icon.

Right click on the video disc (in the hand) then left click on the hand icon.

Right click on the severed arm then click on the hand icon.

Move your cursor to either side of the screen then left click to leave the view.

Note: Fun, a severed arm... and lots more body parts to collect throughout the game (6 body parts in all). If you saw the easter egg in the droid console I mentioned earlier, the body parts you collect (throughout the game) will construct that guy.

Right click on the other cupboard (left side of the room) then left click on the hand icon.

Right click on the strange box (later referred to as a steel box once it is in your inventory) then left click on the hand icon).

Note: You will never believe what's inside the box you've just collected, but you will find out later in the game. The only other item that can be collected in this cupboard is the soda can. It will not be used in the game, so collect it if you like.

Move your cursor to either side of the screen then left click to leave the view.

Note: You will notice a fire extinguisher to the left of the cupboard you were just in. It can be collected for your inventory, but it, like the soda can, will not be used. I believe these 2 items are given as false leads to make you think either item will be the item to extinguish the fire on the other side of the glass door.

Go through the door to the left of the room.

SLEEPING AREA

Right click on the mirror (between the beds on the lower level) then left click on the hand icon.

Go through the door to the left of the room.

Note: There is nothing to see or do on the beach. This beach will be seen again if you get the Redemption ending.

Go back through the door.

Go through the door you just came through to return to the sleeping area.

Note: As you can see, the beach was just an illusion (but it will be real in the Redemption ending). You need to go back out that door to trigger some events to proceed in the game.

Right click on the blanket (middle bed beside you) then left click on the hand icon.

Go through the door to the right of the room.

STATION LOUNGE

Go through the door at the top of the screen.

STATION LAB

Right click on the axe (between the door at the top and the elevator to the right of the axe) then left click on the hand icon.

Note: Before leaving this room, you will notice a blackboard with markings on it. These markings, later in the game, will dictate which game ending you will get. You will need 3 markings for the Redemption ending and 2 or less for the Damned endings. The Decaying and Venomous endings are dead ends (not endings to complete the game successfully), so the markings have nothing to do with either of them.

Go through the door at the bottom of the screen.

STATION LOUNGE

Go through the door at the bottom of the screen.

CRADLE

Left click on the creature (laying on the console).

SLEEPING AREA

Right click on the video disc (on one of the beds) then left click on the hand icon.

Right click on the note then left click on the hand icon.

Go through the door at the right of the room.

STATION LOUNGE

Go through the door at the bottom of the screen.

CRADLE

Go through the door to the left of the room.

POWER ROOM

Note: You can use the "left" computer to read 4 e-mails, but it isn't mandatory to complete the game. You will learn of a note with a color code to use on the droid console (the "right" computer). You just got the note in the sleeping area with the code on it.

Right click on the "right" computer then left click on the hand icon.

Right click on the note (in your inventory) then left click on the eye icon.

Note: "Patience While You Grill Bacon Rind." This nonsense sentence relays the color code we need to access the droid console: Purple, White, Yellow, Green, Blue then Red.

Enter the code by clicking on the colors in the order listed above.

Move the bot, with your keyboard cursor keys, over to the door to the right side of the room then hit your spacebar key (on your keyboard) to open the door.

Note: You will see that the bot, and the burning body, flew out into open space. You can go back and use the droid console, and look through the bot's view as it floats through open space.

Go through the door to the right of the room.

CRADLE

Go through the door at the top of the screen.

STATION LOUNGE

Go through the glass door to the right of the room.

Note: You can go through the door now, because the fire has been extinguished.

QUARANTINE LAB

Right click on the power compartment (small, metal door beside the glass door you just came through) then left click on the hand icon.

Right click on the filing cabinet then left click on the hand icon.

Right click on the broken drawer then left click on the hand icon.

Right click on the envelope then left click on the hand icon.

Right click on the envelope (in your inventory) then left click on the hand icon.

Note: You will see that the envelope, once opened, has given you a VHS cassette.

Move your cursor to the left side of the screen then left click to leave the view.

Go out the glass door (left side of the screen).

STATION LOUNGE

Go through the door at the bottom of the screen.

PASSAGE

Go down the passage 5 times.

CRADLE

Go through the door to the left of the room.

POWER ROOM

Go to the far, left side of the room.

Right click on the panel (of the tank holding the body) then left click on the hand icon.

Go back to the far, right side of the room.

Left click on the Axe (in your inventory).

Left click on the pulsating pipe.

Right click to return the axe to your inventory then right click on the arm, and left click on the hand icon.

Go through the door to the right of the room.

CRADLE

Go through the door at the top of the screen.

STATION LOUNGE

Left click on the 2 video discs (in your inventory), individually, then left click on the video screen (in the middle of the room) to watch the video messages.

Note: Remember this guy; we will see him again later in the game both on a third video disc as well as in person.

Left click on the mirror (in your inventory) then left click on the video screen.

Go through the door at the top of the screen.

STATION LAB

Left click on the VHS cassette (in your inventory) then left click on the video player (bottom shelf on the right side of the room) to view it.

Right click on the laser cutter (next to your right hand) then left click on the video player.

Note: We will see this laser cutter in one of the closing cutscenes of the game. Our character has used this device before...

Left click on the laser cutter (in your inventory) then left click on the video player.

Right click on the batteries (to the left of where you are standing) then left click on the hand icon.

Right click on the sample dish (beneath the blackboard) then left click on the hand icon.

Right click on the scalpel (beneath the blackboard) then left click on the hand icon.

Note: You can use the sample dish, but it isn't mandatory, on the lab microscope (to the left of the welded vent door). We will use this sample dish, for another purpose, later in the game.

Go through the door at the bottom of the screen.

STATION LOUNGE

Note: Here is where one of the four endings occurs. If you wish to experience it, save your game so that you can pick up here where you left off. To save, use your Esc (escape) key (on your keyboard) and create a save.

Right click on the switch (red light to the left of the glass door) then left click on the hand icon (to open the pit/mouth).

Note: To view the Venomous ending, if you wish, go out the door at the bottom of the screen then come back into this room. Go back out the door at the bottom of the screen 2 more times. When you return to this room, the Venomous ending will occur.

Left click on the axe (in your inventory) then left click on the chain (connected to the left wall) to chop the fridge down.

Right click on the screen to return the axe to your inventory.

Right click on the torso (hanging out of the now-open fridge) then left click on hand icon to collect it.

Go through the door to the left of the room.

SLEEPING AREA

Right click on the shower panel (upper level, on the floor, to the right of the black panel) then left click on the hand icon.

Right click on the black hair (in the water) then left click on the hand icon to collect the head.
Go through the door to the right of the room.

STATION LOUNGE

Go through the glass door to the right of the room.

QUARANTINE LAB

Note: If you haven't already, right click on the power compartment (right, metal door to the right of the glass door you just came through) then left click on the hand icon.

Left click on the batteries (in your inventory) then left click on the open power-compartment door.

Left click on the steel box (in your inventory) then left click on the laser desk (just above the left door beside the open power compartment).

Right click on the "unsealed box" then left click on the hand icon.

Right click on the eyes (in the box) then left click on the hand icon.

Move your cursor to either the right or left side of the screen then left click to leave the view.

Note: We need to do more before we can do anything else in this room.

Go through the glass door to the left of the room.

STATION LOUNGE

Go through the door at the bottom of the screen.

CRADLE

Go through the door to the left of the screen.

POWER ROOM

Left click on the machine (the "sequencer") to the left of the "left" computer.

Left click on the sample dish (in your inventory) then left click on the sequencer machine.

Left click on the ID card (in your inventory) then left click on the sequencer machine.

Right click on the screen to return the ID card to your inventory.

Right click on the analyzer machine (beneath the sequencer) then left click on the hand icon.

Right click on the panel then left click on the hand icon.

Left click on the scalpel (in your inventory) then left click on the wire in the open panel.

Right click on the screen to return the scalpel to your inventory.

Move your cursor to the right or left of the screen then left click to leave the view.

Go through the door to the right of the room.

CRADLE

Go through the door to the right of the room.

STORAGE ROOM

Left click on the ID card (in your inventory) then left click on the scanner to open the gate.

Right click on the screen to return the ID card to your inventory.

Right click on the explosive then left click on the hand icon to collect it.

Note: There is a magazine on the gray crate. You can view it if you like, but it does nothing and you cannot collect it. Perhaps this item is meant to be an "easter egg" in the game, but it proves to be useless.

Note: Time for a real easter egg in the game... This step isn't necessary to complete the game, but do it if you like. TO the right of the flickering screen is an M.E.S console. Right click on the console then left click on the hand icon. Again, right click on it then left click on the hand icon. Right click, one last time, on the console then left click on the hand icon.

Left click on the axe (in your inventory) then left click on the explosive.

Click on the "Game Over" words to change view.

Right click on the screen, if you performed the easter egg, to return the axe to your inventory.

Right click on the freezer-door handle then left click on the hand icon.

Go inside the freezer.

FREEZER

Right click on the freezing man then left click on the hand icon.

Left click on the axe (in your inventory) then left click on the exposed leg of the man on the wall.

Right click on the screen to return the axe to your inventory.

Go through the door at the bottom of your screen.

STORAGE ROOM

Go through the gate on the left of your screen.

CRADLE

Go through the door at the top of the room.

STATION LOUNGE

Go through the door at the top of the room.

STATION LAB

Left click on the explosive (in your inventory) then left click on the welded, vent door at the top of the screen.

Go through the door at the bottom of the screen.

STATION LOUNGE

Go through the glass door to the right of the screen.

QUARANTINE LAB

Place all 6 body parts (from your inventory) on the bed with the impression of a body (with the eyes going last).

Left click on the blanked (in your inventory) then left click on the body you just formed.

Right click on the laser desk then left click on the hand icon.

Go through the door to the left of the screen.

STATION LOUNGE

Go through the glass door to the right of the room.

QUARANTINE LAB

Walk over to the Quarantine/Biohazard enclosure.

Right click on the body inside then left click on the hand icon.

Note: Save your game. If you want to experience the 3, remaining endings. You can experience one the load a save to experience the remaining endings.

Right click on the red video disc (on the bed) then left click on the hand icon to collect it.

Right click on the "dirty wall" below the Quarantine/Biohazard sign then left click on the eye icon.

Note: First question is: "Do you want to leave?" If you left click on No, you will experience the Decaying ending. If you click on Yes, you will be able to view the Damned or Redemption endings.

Note: Second questions is: "And risk spreading the disease?" If you answer Yes, you will experience the Damned ending. If you answer No, you will experience the Redemption ending.

Go through the now-open door.

Go through the glass door to the left of the screen.

STATION LOUNGE

Left click on the video disc #3 (in your inventory) then left click on the video screen (to view the final video).

Right click on the screen to return the video disc back to your inventory.

Go through the door at the top of your screen.

STATION LAB

Note: Notice how many markings are on the blackboard: 2 will mean a Damned ending, and 3 will mean a Redemption ending.

Go through the open vent door at the top of the screen.

GRINDER ROOM

Go through the open vent to the right of the room.

ARTEFACT ROOM

Right click on the body then left click on the hand icon.

Go into the shaft (to the right of the artefact).

FAN/GRINDER ROOM

Go through the door at the bottom of the screen.

STATION LAB

Go through the door at the bottom of the screen.

STATION LOUNGE

Go through the door at the bottom of the screen.

CRADLE

Note: Although not mandatory to complete the game, you can go through the door to the left of the room and view more of the ending cutscenes. You can try opening the floor panel too.
Go through the door to the right of the room.

STORAGE ROOM

Go through the gate.
Go into the escape pod (green area) then view the closing cutscene.

THE END

See Caiman's review of The White Chamber @ <http://www.caiman.us/scripts/fw/f3278.html>
and visit <http://www.caiman.us> for more free games!