

Walk through instructions for "Second Wind"

by Matthew Warner (MatthewWarner.com)

1. You begin in the post-apocalyptic Shelter 5's Garage. You need to return to your quarters, where your wife, Lorraine, is in labor. The east door has jammed shut behind you, however.
 - OPEN TOOLBOX: Inside, you find a wrench and put it into your pocket.
 - With the wrench, FIX DOOR so you can open the door.
2. Go east and south until you reach the Apartment A Bedroom.
 - TALK MIDWIFE to learn Lorraine needs a C-section, and the only person qualified is your ex-wife, Wendy, in Shelter 4. You cheated on Wendy to marry Lorraine.
3. Follow the Midwife to the Hallway.
 - TALK MIDWIFE to learn Lorraine will become too tired to push six hours after 08:00 (at 14:00). You can read the time at the upper right. The Midwife also gives you a slip of paper with writing on it.
 - READ PAPER to get a security override code, 4-9-9.
4. Go south and southwest into Apartment A's Bathroom. TAKE PAD and READ PAD, and then select 2 for "Important Notes." Select note 2, "My nightmare," to learn half of the airlock key code is 6-0-1.
5. Go to Storage.
 - TAKE SUIT, TAKE HELMET, TAKE FILTER, TAKE GUN, and TAKE BULLETS.
 - LOAD GUN to load the 6 bullets into the gun.
6. Go east to Control.
 - POWER COMPUTER to turn on the computer.
 - USE COMPUTER, and select 3 to read your diary. Read the entries to get the other half of the airlock key code, 2-4.
 - USE COMPUTER again, and select 2 for Security. Enter the override code you obtained from the Midwife (in step #3): 4-9-9. This will unlock the door to Apartment B.
7. Go to the Hallway.
 - Enter NW to Apartment B. Mister Drake will barge out, however. He tells you there is a working hoverbike at the Underground Bomb Shelter, which can help you on your journey to Shelter 4. He prompts you to remember the way to the Underground Bomb Shelter via an unmarked exit north of the Desert Road.
 - USE WRENCH to tighten the power connections to the airlock door's keypad.
 - INPUT CODE to enter the code (from steps #4 & 6) to unlock and open the interior airlock door. The code is 2-4-6-0-1, Jean Valjean's prisoner number in *Les Misérables* (mentioned in the data pad's e-reader).

8. Go east into the Airlock.
 - CLOSE DOOR to close the interior airlock door.
 - Make sure to WEAR SUIT, WEAR HELMET, and WEAR FILTER (putting on the air filter after the helmet), or the airlock will give you a warning about werespore exposure when you attempt to open the exterior airlock door.
 - OPEN DOOR to open the exterior airlock door.

9. Go east to Outside Shelter 5, and then go east to the Desert Road.

10. At the Desert Road:
 - Go north to access its hidden path to Outside Underground Bomb Shelter.

11. At Outside Underground Bomb Shelter:
 - REMOVE SAND from the entrance, and then go down.

12. At Inside Underground Bomb Shelter:
 - TAKE NOTES and READ NOTES to read the message from the late security chief, who stashed the working hoverbike somewhere. He gives you three puzzles to reference later.
 - Puzzle #1's solution is hibakusha (80) / Nagasaki (63) = 1.27, rounded to 1.
 - Puzzle #2's solution is Marie Curie's death age (66) / Puzzle #1's solution = 66.
 - Puzzle #3's solution is 12.
 - DIAL SAFE to enter the combination from the security chief's puzzles: 1 - 66 - 12. Inside the safe you find a GPS, which you take.
 - READ INSTRUCTIONS on the GPS. They tell you to go to Outside Underground Bomb Shelter and how to derive the Cartesian grid number for coordinates 3-5.

13. Go up to return to Outside Underground Bomb Shelter.
 - USE GPS to enter the grid number for 3-5, which is 48.

14. The GPS leads you to the Hoverbike Stash.
 - REMOVE TARP to reveal the hoverbike.
 - START HOVERBIKE to be prompted where you want to go. Select Shelter 4.

15. With the hoverbike, the journey to Shelter 4 takes only a few minutes, which is valuable since Lorraine doesn't have much time.
 - At the exterior airlock door, OPEN DOOR to be prompted to press your palm to a hand scanner for identification.
 - PRESS PALM to trigger a pre-recorded message from Wendy. Wendy gives you one of three random sentences to unscramble. You must enter the numerical value of the last letter of the sentence's grammatical subject to unlock the door:
 - If TGCNHAIE DBRSTAA SI LYCA LOHSDU ISH A EDI OWEHR NDA (Clay is a cheating bastard and his whore should die): Y = 25
 - If NLYO OTUAB RAEC FUSLOYER OUY (You only care about yourself): U = 21

- If RGOHTTEE VHEA PHAYP LOCUD EW ENBE (We could have been happy together): E = 5
 - With the exterior airlock door now unlocked, OPEN DOOR.
16. Go east into Shelter 4's airlock.
 - CLOSE DOOR to close the exterior airlock door.
 - OPEN DOOR to open the interior airlock door.
 17. Go east into Shelter 4's hallway, and then go north to enter the Observatory.
 - TALK WENDY three times to learn Wendy's legs are amputated below the knees, so the only way she could return to Shelter 5 with you to help Lorraine would be for you to carry her. You come up with the idea to convert the parachute harness in Storage into a carry harness.
 - TAKE CARD and READ CARD to read your old anniversary card message to Wendy, talking about Tommy Tutone's song, "Jenny." The 0-9 reference mentions the "first 5 digits," which research will reveal is 8-6-7-5-3.
 18. Go south and then east to Storage.
 - (optional) If you came to Shelter 4 by way of the Ruined City and suffered a torn environmental suit, then TAKE KIT and USE KIT.
 - TAKE HARNESS and CONVERT HARNESS into the carry harness you will need later.
 19. (optional) In the Medical Bay is a treatment bed. If you came to Shelter 4 by way of the Ruined City and were exposed to werespores and/or injured, USE BED to cure yourself.
 20. In the Hallway, Wendy is waiting for you in her environmental gear.
 - WEAR SUIT, WEAR HELMET, WEAR FILTER, and WEAR HARNESS to prepare for your journey back. The suit must be put on before the harness, and the helmet must be put on before the filter.
 - CROUCH so that Wendy can climb onto your back and into the carry harness.
 - USE KEYPAD to enter the code to unlock and open the interior airlock door: 8-6-7-5-3 (see step #17).
 21. Go west to enter the Airlock.
 - CLOSE DOOR to close the interior airlock door.
 - OPEN DOOR to open the exterior airlock door.
 22. Go west to Outside Shelter 4.
 - START HOVERBIKE to sit down and start its engine.
 23. Go west to the Ruined City. A Wereman attacks you, causing Wendy to fall out of the carry harness and for the hoverbike to crash.
 - SHOOT GUN: the gun misfires, and the Wereman attacks Wendy, tearing the hose connected to her air filter. SHOOT GUN again: this time, you blow his head off.

— Wendy is holding a hand over her torn air hose to prevent werespore exposure. You have no winning option but to GIVE HOSE—to give your own intact air hose to Wendy. You do so over her objection, saving her but exposing yourself to werespores. You now have one hour before you lose your mind, on top of the 14:00 deadline to save Lorraine.
— CROUCH so that Wendy can climb onto your back and into the carry harness.

24. Go west. Because of the werespores taking over your body, you become lost in the Ruined City. You randomly arrive at one of three districts, which are mazes that loop back on themselves.
 - If at District 1: go northeast to H Street, north to Cemetery Road, and north to exit.
 - If at District 2: go northwest to I Street, northwest to Valley Road, and northeast to exit.
 - If at District 3: go north to F Street, north to 3rd Street, north to J Street, east to Plains Road, and southwest to exit.
25. Back at the Desert Road, go west to Outside Shelter 5.
 - OPEN DOOR to open the exterior airlock door.
26. Go west into the Airlock.
 - CROUCH so Wendy can climb out of the carry harness.
27. Go east to Outside Shelter 5 to win the game.