**Walkthrough For What Once Was**

**by Luke A. Jones**

Here are the solutions to the puzzles in the game in case you get stuck, but before you read them remember you can email the game author at [luke.jones@gmail.com](mailto:luke.jones@gmail.com) if you would like a more specific hint first.

Scroll down to next page for the solutions….

Spoilers this way…..

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Lab password: its 2444666668888888 (i.e one 2, three 4s, five 6s and seven 8s), ‘use lab keyboard’ to get enter the code prompt

To gain entry to the stationery cupboard make the porter happy (give him a full battery that you can find in the remote control)

To make the huge boulder disappear use paper on it (paper beats rock), this will reveal a bunker – you will need a light source.

Your zippo can be filled with white spirit – you can find this in the broom cupboard in the sub-basement if you examine the shelf.

Examining the pigeon-hole in the post-room (2017) will give you a note from the Prof – which has his signature on.

You can’t use the photocopier until you have the paper to fill it with – once you have gained access to the stationery cupboard.

To cure Phil’s hangover get him a cheese and onion slice from Greggs (he’s a vegetarian – the clue is in what he is wearing if you examine him).

Once Phil is cured give him the cartridge that you picked up in the lab, he won’t be interested until he feels well.

Prof’s Office contains a whiteboard

Alex can forge the Prof’s signature for you, give him the form from the librarian and he’ll tell you what he needs.

To gain access to the Dean’s office you need to give the Incriminating Evidence to his secretary (you find the evidence in a filing cabinet in the bunker). Once in his office just talk/speak to him – he will give you two items, a Manchester City Season Ticket and a purchase order.

To get Barry to fix the power unit you need to make him happy first – give him the season ticket – the clue for this is in what he is wearing if you examine him.

To get the Time Suit you need the Purchase Order.

To get the new cartridge to fit properly inside the slot use the Diet Coke can that you can get from the drinks machine, drink it, then crush it.

To get past the security guard you need to be dressed in a guard uniform, to get the uniform you need the locker key, to get this you need to make friends with Gerald the mouse, you do this by placing cheese in the small hole in your office in 2037. You get the cheese by examining the mousetrap in the broom cupboard in 2017. Gerald will then appear on the ground floor corridor (2037), give him some more cheese and he’ll get you the key.

The prospectus is in the Outback café in 2037 (where Greggs used to be)

You can charge the PTFM by using the microwave in the common room in 2017, but you need to fix the microwave first – you need a new magnetron which you can find in technical services in 2037. When fixed just ‘use microwave’ while uncharged PTFM is in your inventory. It doesn’t matter if the microwave is dirty or clean, but cleaning it will change the smell in the room if you ‘smell’ or ‘sniff’

**Easter Eggs**

If you examine the Box in technical services in 2037 you will find a Doolittle machine, if you wear it you can talk to the pigeon (on the window sill of your office in 2017 – open the window to find him!) and you can talk to Gerald when he appears in the Ground Floor corridor in 2037 (that’s the only chance you have to talk to him).

You can shake the can before opening it, with the expected result

You can try giving the Season Ticket to the Porter (in 2017).

You can play pool in the pub/s and order a drink

Using scissors or punching the Huge Boulder returns hints for the real solution

Almost all items have some sort of pun or joke if you examine them.

The pigeon has something to say about most people and some general themes.

Examine the windowsill in all three time zones.

Examine the Porter’s cardigan or emblem