

Floyd SB the Company Man Walkthrough (BETA version)

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Created: June 2000

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How to use this walkthrough

Text in BLUE is the name of the room or location.

Text in black tells you the actions that need to be completed, in this location.

Text that is bold and italic are items that you need to collect and use.

This walkthrough is divided into 5 sections

[1] On The Planet

[2] Onboard the Starship Longshot

[3] The Escape

[4] Dead Endings

[5] Stuck in LIMBO ?

On The Planet

Big Boss Office

Talk to the Big Boss to learn about your mission. Walk down.

Company HQ Lounge

Pick up the issue of *Happy Face Magazine* that is on the table. Walk down.

Street

Interact with the Company HQ building so that you feel lucky (I failed to leave a clue on the planet about this, sorry). IT IS VERY IMPORTANT TO RUB THE COMPANY HQ BUILDING! By rubbing the building it will unlock objects later in the game. Then walk left and enter the Shipmaster's Office.

Shipmaster's Office

Look inside the cabinet under the fish tank and take the *Fish food*. Talk to the Old Man. Ask him about acquiring some tickets for a trip on the Starship Longshot. Then tell him about your phone bill. He will then give you *Boarding Papers*. **DO NOT** tell him that you are a doctor of journalism. Doing so will put you in LIMBO, and you will never be able to leave the planet. Walk down.

Street

Walk right to go to the Spaceport.

Spaceport

Give the door guard(green guy) the *Boarding Papers*. He will then get out of your way. Now touch the teleporter doors. They will open and you will be teleported to the Longshot. Once you board the Starship Longshot you will not be able to return to the planet. So make sure you have all the items and that you have rubbed the Comapnay HQ building.

Onboard the Starship Longshot

Teleporter Room

Walk right.

Blue Door

Walk right.

Storage Room

Pick up the **Blue Key Card**. Search the pile of junk at the bottom of the screen. You will find a mini bot. It is useless at this time because its main chip has burned out. Now interact with the board. Walk left.

Blue Door

Use the **Blue Key Card** on the control box. You will then walk through the door.

Blue Door and Commander Bob

Commander Bob will take you to see the Captain. All of the crew members on this ship are a Bob clone.

The Bridge

Talk to the Old Man (the captain of the longshot). Now go to the closet on the Lower Decks and pick up any items along the way. I'll tell you how; start by walking down.

Star Viewing Window

Walk left.

Blue Door and Commander Bob

Walk left.

Hallway (red diamonds)

Walk left.

The Grand Hall

Walk up.

Hallway (blue squares)

Walk left.

Yellow Door

Walk left.

Hallway (blue squares)

Take the **Poster**. Walk down.

Entrance to Lower Decks

Walk left.

Ships Library

Take the **Vase**. Walk right.

Entrance to Lower Decks

Walk down.

Lower Decks

This room has four locked doors, they will be open later in the game. To enter the Closet on the Lower decks walk down.

Closet on the Lower Decks

Take the **Rock** and the **Jar**. Now open up the item menu and use Rock to break the Vase. Now you will have a **Red Key**. Now return to the Grand Hall. Here are instructions in case you can't remember how to get back to the Grand Hall. Start by walking left.

Lower Decks

Walk up.

Entrance to Lower Decks

Walk up.

Hallway (blue squares)

Walk right.

Yellow Door

Walk left.

Hallway (blue squares)

Walk left.

The Grand Hall

Rooms on the top floor from left to right:

The Dining Room

Kitchen

Guest Rooms

Ship's Lounge

Medical

Rooms on the bottom:

To the far left are the Vending Machines.

The door on the left leads to the Crew Quarters.

The door on the right leads to the Escape Pods.

Some of the rooms are locked. If you want to enter one of the locked doors in the Grand Hall, just use the **Red Key** on them when you need to enter. Now enter the Crew's Quarters by using the red key on the correct door.

Crew's Quarters

Search the middle bed to find a **Longshot Dollar**. Leave this room and enter the Ship's Lounge.

Ship's Lounge

Search in the middle section of the sofa to find a **Longshot Quarter**. Leave this room and enter the Kitchen.

Kitchen

This is a way to get into the dining room without Host Bob seeing you. Walk left then down to enter the dining room.

Dinning Room

Take the **Artrilian Dollar** from the back table and leave the dining room. Go to the Vending Machines.

Vending Machines

Shake the middle vending machine to get the **C Key**. Use the **Artrilian Dollar** on the Robot Chip Machine. A **Robot Chip** will appear in the bottom of the machine, take it. Use the **Longshot Dollar** and **Quarter** in the Snack Machine on the left. You will receive a **Bag of Peanuts** and a **Stick of Chewing Gum**. Leave this room and enter the Guest Rooms.

Guest Rooms

Use the **C Key** on the C Door. This will take you into the C Room.

C Room

This next part is a little weird. Click on the walk button, then click on the upper part of

the wall above the night stand. This will make you walk in to the bathroom, where you will find the **Yellow Key Card**. Leave this room and go to the Storage Room. In case you can't remember how to get there, here is how:

The Grand Hall

Walk down.

Hallway (red diamonds)

Walk left.

Blue Door and Commander Bob

Use the **Blue Key Card** on the Control Box.

Blue Door

Walk right.

Storage Room

Chew the **Stick of Gum** and place it on the **Robot Chip**. Now put the **Robot Chip with the Gum** into the Mini Bot. This will activate the mini bot and you will have a conversation with it. Now talk to the mini bot again. He will leave, unlock all of the doors on the lower decks, and return. Now leave this room and go to the yellow door. If you need instructions on how to get there: Walk left.

Blue Door

Use the **Blue Key Card** on the Control Box.

Blue Door and Commander Bob

Walk left.

Hallway (red diamonds)

Walk left.

The Grand Hall

Walk up.

Hallway (blue squares)

Walk left.

Yellow Door

Use the **Yellow Key Card** on the Control Box. Once through the door walk to the right.

The Lab

Talk to the Scientist and ask him for some of the **Green Goo**. Give the **Bag of Peanuts** to the Scientist. Then use the **Jar** on the giant beaker of **Green Goo**. Walk to the lower decks.

Lower Decks

The four rooms on the Lower Decks; the top left Captain's Private Room, the top right Cargo Hold, bottom left Air Lock, and bottom right the Brig. Enter the Captain's Private Room.

Captain's Private Room

Throw the **Can of Fish Food** into the fish tank. Then pick up the **Mysterious Green Key** that appears next to the tank. Go to the Cargo Hold.

Cargo Hold

Talk to Cargo Bob. Then give Cargo Bob **Issue #1 of Happy Face Magazine**. Now take the **Lift** that is under the flying saucer. Head to the Brig.

The Brig

Push the big yellow button to turn off the containment shield. Now pick up the **Noggin Cleanser**. Walk to the Grand Hall and go to Medical.

Medical

Put the **Noggin Cleanser** on Doctor Bot 2. Turn the **Noggin Cleanser** ON. The Doctor Bot will open. Take the **Nuclear Eraser**. Go to the Ship's Lounge.

Ship's Lounge

Talk to Bartender Bob. Use the **Jar of Green Goo** on the Statue. Now give the poster to Bartender Bob, he will give you a **Pan Galactic Gargle Blaster**. Now go to the Warp Drive. Walking directions from the Grand Hall:

Walk North

The Grand Hall

Walk up.

Hallway (blue squares)

Walk left.

Yellow Door

Walk left.

Hallway (blue squares)

Walk left.

Warp Drive Room

Walk around to the right hand side of the room. Then walk up into the Warp Drive Control. Now use the ***Pan Galactic Gargle Blaster*** on the Warp Drive Control. This will start the Warp Drive. Go to the Main Computer. How to get there:

Leave the Warp Drive Room.

Hallway (blue squares)

Walk down.

Enterance to Lower Decks

Walk right.

Main Computer

Place the ***Lift*** under the Vent. Now interact with the ***Lift***. Now you will be able to see into the Vent.

The Vent

Place the ***Nuclear Eraser*** onto the Vent. Turn the ***Nuclear Eraser*** ON. Now you only have 2 mins to escape the Longshot. Walk to the Cargo Hold.

The Escape

If you've done everything that I've told you up to this point then you'll have no problem escaping the ship. However, if you failed to start the Warp Drive, when you try to leave the Longshot you will be thrown into the Brig, and you will be erased when the bomb goes off.

The Cargo Hold

Use the **Blue Key Card** on the **Yellow Key Card** to get the **Green Key Card**. Now use the **Green Key Card** on the Class Z Flying Saucer. Good Job you finished the game.

Dead Endings

Escape Pods

Talk to Maintenance Bob and he will tell you about the escape pods. If you decide to touch the escape pods Floyd will be sucked out into space.

Air Lock

Push the button and Floyd will be sucked into space.

The Mysterious Green Trunk

Use the **Mysterious Green Key** to open this object. A blue monster will come out and eat Floyd.

Thrown in the Brig

If you fail to get the Warp Drive back online before you try to escape, then the door guard will show up and throw Floyd into the Brig. Once the timer on the Nuclear Eraser runs out, it was set for 2 minutes, the Longshot will blow up taking Floyd along with it.

Stuck In LIMBO ?

This is more than likely one of these two things:

[1] If you are stuck on the Planet then you told the Shipmaster that you were a doctor of journalism. The Old Man (Shipmaster) hates doctors of journalism. There is nothing you can do. Start a new game and this time, don't tell the Old Man that you are a Doctor of Journalism.

[2] If you are on the ship and you can't get the **C Key** from the middle vending machine then you can still blow up the Longshot but you will get the Dead Ending "Thrown in the Brig." This is because, when on the planet you failed to rub the Company HQ building.

[3] If you are stuck and it is not either of the above problems, then re-read the walkthrough, and do everything it says.