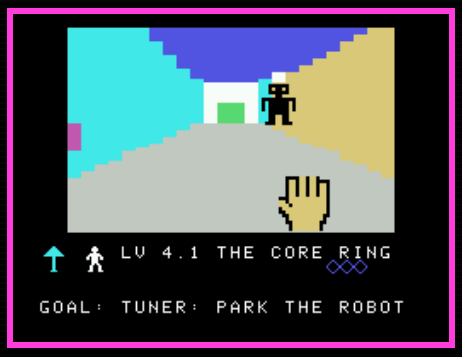
STRATA

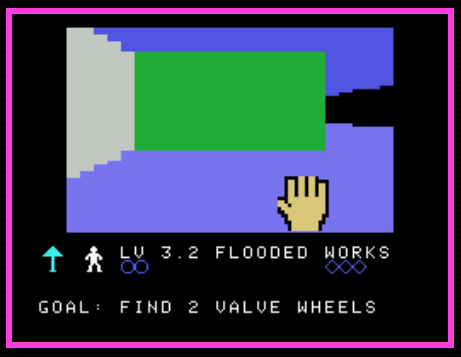
STRATEGY GUIDE · THE COMPLETE SOLUTION TO ALL 4 MISSION PACKS

16 SECTORS
48 SECRETS
8 PUZZLES











CONTENTS. One page per sector: map, numbered route, password, Puzzle Clinic. At the end: the 48 cores, every password and the secret ending.

Stick up/down: walk one cell forward/back. Left/right: turn. Left fire: use what you face (switch, panel, exit, hollow wall). Right fire: leave a panel.

Coordinates (x, y): x from 0 (west) to 31 (east), y from 0 (north) to 31 (south). The numbered circles on the map match the route notes.

Generated from the game data: maps, the bot's winning routes, the minigame solvers. Passwords checked in the emulator.

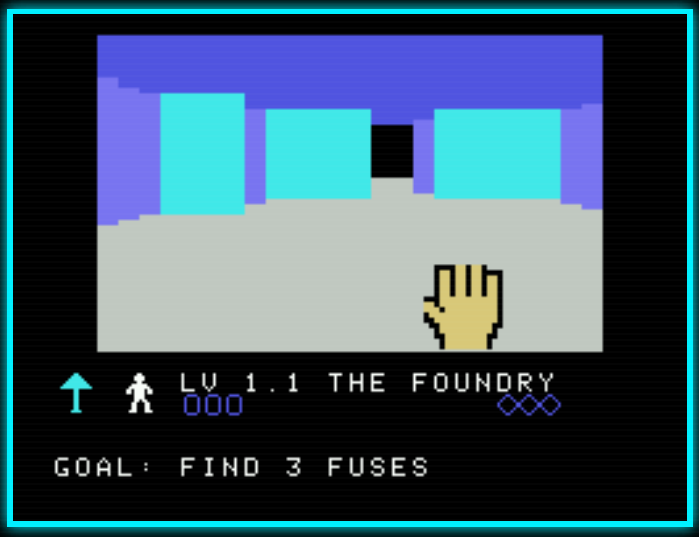
STRATA is an original game by Amy & Claude, 2026, for the ColecoVision MegaCart (Amy Studio).

MISSION PACK 1

THE FOUNDRY LEVELS

ALONE ON SHIFT

> *The presses still pound. Nobody answers the calls.*



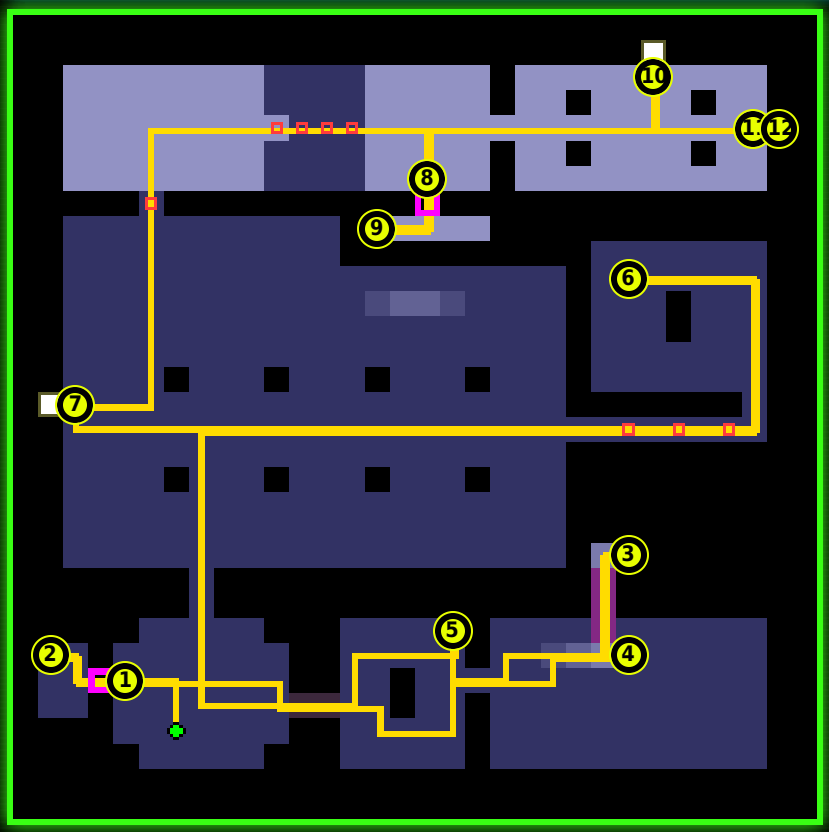
SECTORS

- **1.1 · THE FOUNDRY**
- **1.2 · THE GALLERIES**
- **1.3 · THE RESERVOIRS**
- **1.4 · THE MACHINE HALL**

STRATA, a research complex built down through the rock, has gone silent. The lifts stall, the presses run wild. You are the last engineer on shift: go down and restore the power, level by level.

SECTOR 1.1 · THE FOUNDRY

PACK 1



PASSWORD

K S F Q

enter it at the PASSWORD menu (every earlier core found). start with no cores : **KSFQ**

OBJECTIVES

1. “FIND 3 FUSES”
2. “REPAIR THE FUSE BOX”
3. “CATWALK CONTROL SWITCH”
4. “LEAVE BY THE EAST GATE”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

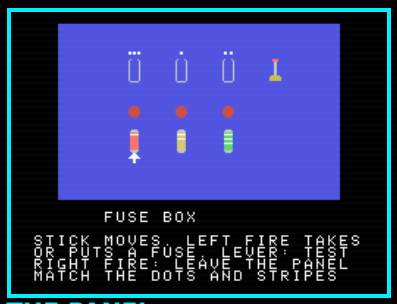
THE ROUTE

1. (4, 26) push the false wall, facing west
2. (1, 25) pick up: data core
3. (24, 21) pick up: data core
4. (24, 25) pick up: fuse (wait 13 ticks)
5. (17, 24) pick up: fuse
6. (24, 10) pick up: fuse
7. (2, 15) panel (fuse box), facing west
8. (16, 6) push the false wall, facing south (wait 8 ticks)
9. (14, 8) pick up: data core
10. (25, 2) switch, facing north
11. (29, 4) exit, facing east
12. (29, 4) go through the exit: sector cleared

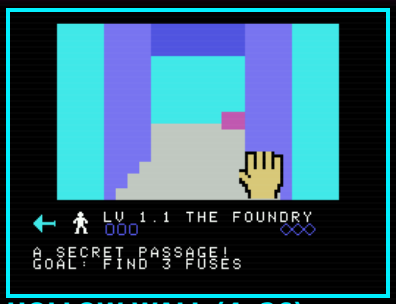
PUZZLE CLINIC : FUSE BOX (1, 15)

The rule. 3 fuses. Take a fuse from the tray (bottom row, left fire), put it in a socket (top row, left fire), then pull the lever (left fire on the lever, right of the sockets). The marks (dots and stripes) of each fuse and socket must match.

The solution. Solution (socket: tray fuse, counted from the left): 1:3, 2:1, 3:2.



THE PANEL



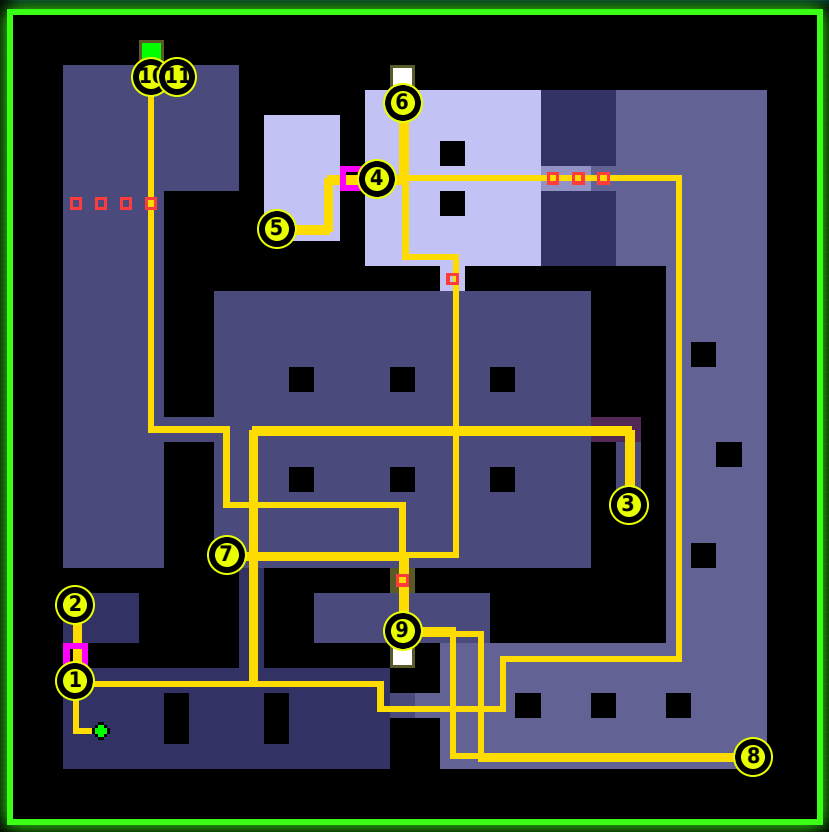
HOLLOW WALL (4, 26)



START

SECTOR 1.2 · THE GALLERIES

PACK 1



PASSWORD

P D B R

enter it at the PASSWORD menu (every earlier core found). start with no cores : **KDFR**

OBJECTIVES

1. “FIND 2 FUSES”
2. “PISTON STAIRS: SWITCH”
3. “RELAY ROOM: KILL FIELD”
4. “EXIT: THE DEEP GALLERY”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

THE ROUTE

1. (2, 26) push the false wall, facing north
2. (2, 23) pick up: data core
3. (24, 19) pick up: data core
4. (14, 6) push the false wall, facing west (wait 2 ticks)
5. (10, 8) pick up: data core
6. (15, 3) switch, facing north (wait 3 ticks)
7. (8, 21) pick up: fuse (wait 2 ticks)
8. (29, 29) pick up: fuse
9. (15, 24) panel (relay grid), facing south
10. (5, 2) exit, facing north
11. (5, 2) go through the exit: sector cleared

PUZZLE CLINIC : RELAY GRID (15, 25)

The rule. 5 x 3 relay grid. Left fire turns the relay under the cursor a quarter turn. Build a continuous path from the source (left) to the sink (right); the lit path is drawn bright.

The method. start at the source and turn each relay until the light moves on.

The solution. Solution: 29 quarter turns on 15 relays (every relay starts at the same position).



THE PANEL



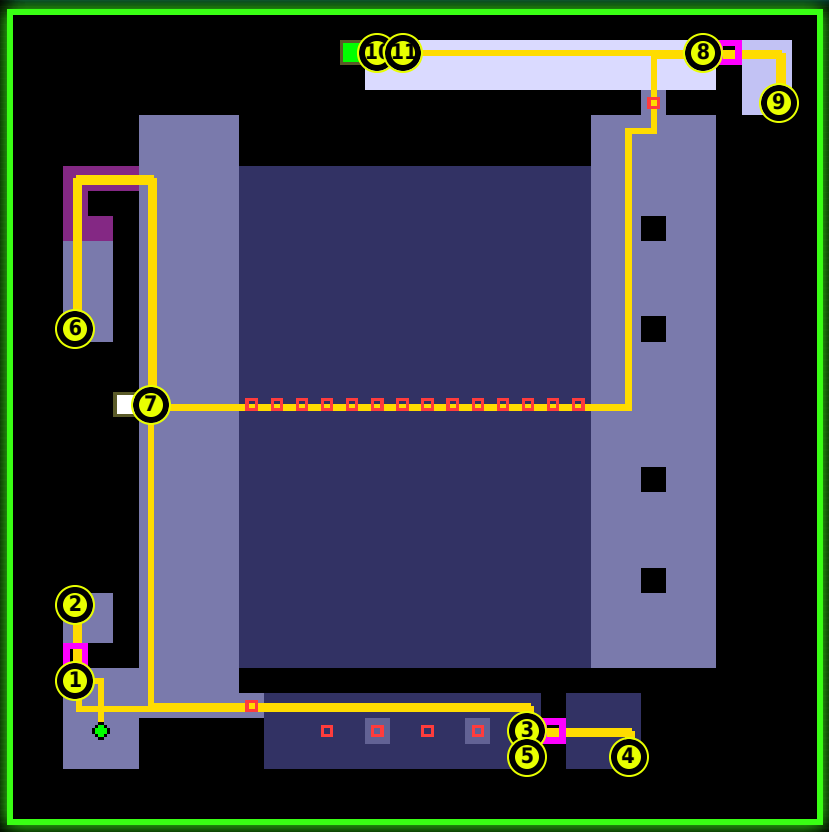
HOLLOW WALL (2, 26)



PANEL, HALF DONE

SECTOR 1.3 · THE RESERVOIRS

PACK 1



PASSWORD

TJHS

enter it at the PASSWORD menu (every earlier core found). start with no cores : **KJFS**

OBJECTIVES

1. “FIND 2 VALVE WHEELS”
2. “SET THE PRESSURES”
3. “DAM CREST: THE EXIT”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

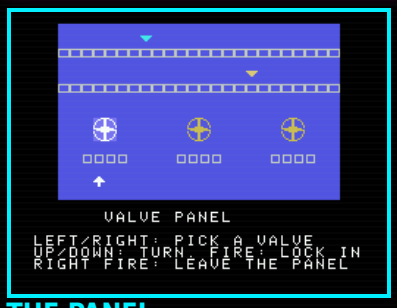
THE ROUTE

1. (2, 26) push the false wall, facing north
2. (2, 23) pick up: data core
3. (20, 28) push the false wall, facing east (wait 14 ticks)
4. (24, 29) pick up: data core
5. (20, 29) pick up: valve wheel (wait 10 ticks)
6. (2, 12) pick up: valve wheel (wait 11 ticks)
7. (5, 15) panel (valve panel), facing west
8. (27, 1) push the false wall, facing east (wait 1 ticks)
9. (30, 3) pick up: data core
10. (14, 1) exit, facing west
11. (14, 1) go through the exit: sector cleared

PUZZLE CLINIC : VALVE PANEL (4, 15)

The rule. Three wheels (0 to 4 notches). Gauge A = 1×V1 + 1×V2 + 2×V3, gauge B = 2×V1 + 3×V2 + 1×V3; reach A = 8 and B = 17 (marks). Left/right picks a wheel, up/down turns it, fire locks in.

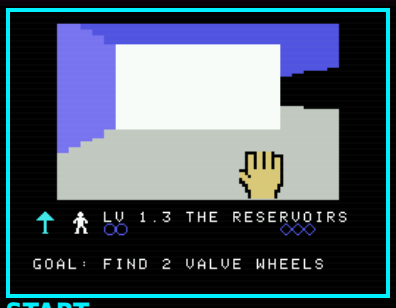
The solution. Unique solution: V1 = 2, V2 = 4, V3 = 1.



THE PANEL



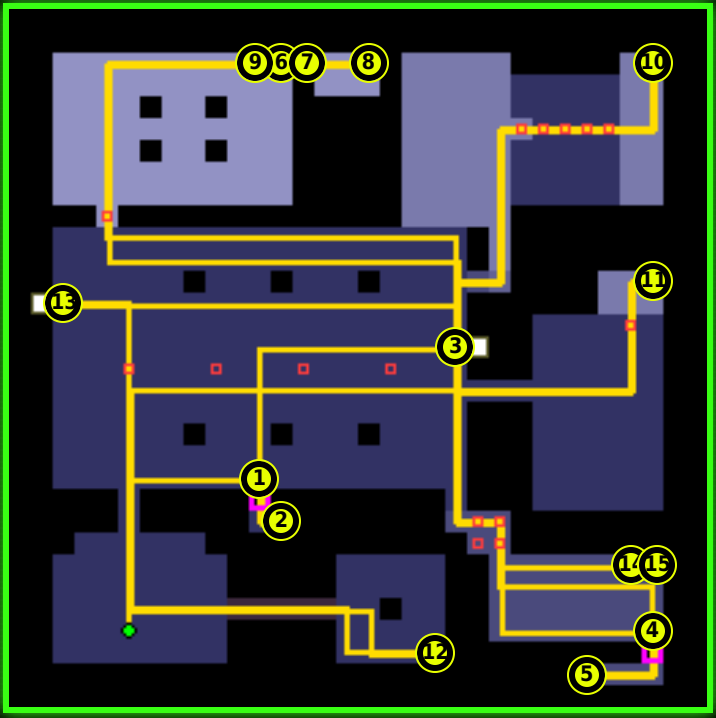
HOLLOW WALL (2, 26)



START

SECTOR 1.4 · THE MACHINE HALL

PACK 1



PASSWORD

DNNT

enter it at the PASSWORD menu (every earlier core found). start with no cores : **JNFT**

OBJECTIVES

1. “FIND 4 FUSES”
2. “MAIN BREAKER: FUSE BOX”
3. “RELAY GRID: KILL FIELD”
4. “TAKE THE CORE LIFT”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

THE ROUTE

1. (11, 21) push the false wall, facing south
2. (12, 23) pick up: data core
3. (20, 15) panel (relay grid), facing east
4. (29, 28) push the false wall, facing south
5. (26, 30) pick up: data core
6. (12, 2) pick up: fuse (wait 6 ticks)
7. (12, 2) push the false wall, facing east
8. (16, 2) pick up: data core
9. (12, 2) pick up: fuse
10. (29, 2) pick up: fuse (wait 36 ticks)
11. (29, 12) pick up: fuse (wait 12 ticks)
12. (19, 29) pick up: fuse
13. (2, 13) panel (fuse box), facing west
14. (28, 25) exit, facing east
15. (28, 25) go through the exit: sector cleared

PUZZLE CLINIC : FUSE BOX (1, 13)

The rule. 4 fuses. Take a fuse from the tray (bottom row, left fire), put it in a socket (top row, left fire), then pull the lever (left fire on the lever, right of the sockets). No marks: after a test, each lamp lights when its socket holds the right fuse; swap until all are lit.

The solution. Solution (socket: tray fuse, counted from the left): 1:2, 2:4, 3:1, 4:3.

PUZZLE CLINIC : RELAY GRID (21, 15)

The rule. 6 x 4 relay grid. Left fire turns the relay under the cursor a quarter turn. Build a continuous path from the source (left) to the sink (right); the lit path is drawn bright.

The method. start at the source and turn each relay until the light moves on.

The solution. Solution: 54 quarter turns on 24 relays (every relay starts at the same position).



THE PANEL

MISSION PACK 2

THE CRYO LABS

COLD STORAGE

> *Frost has covered the last footprints.*



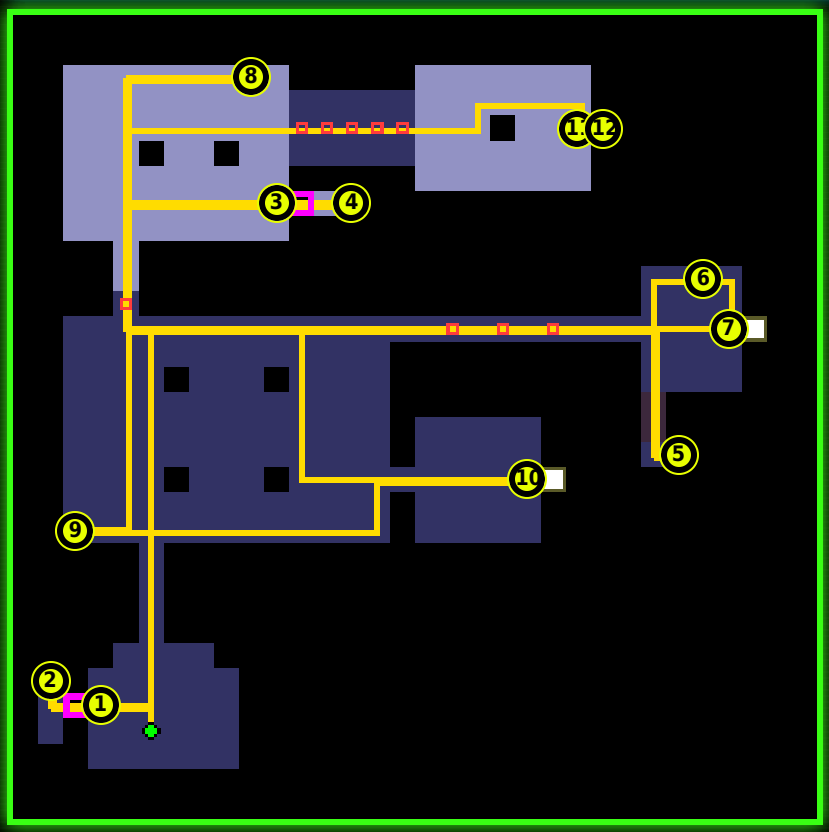
SECTORS

- **2.1 · THE INTAKE**
- **2.2 · THE COLD ROOMS**
- **2.3 · THE FREEZER CORE**
- **2.4 · THE CRYO VAULT**

Below the machine hall the air turns cold. The cooling plant has failed and frost seals the labs. Balance the coolant, reset the relays and find the way down to the mines.

SECTOR 2.1 · THE INTAKE

PACK 2



PASSWORD

JSTL

enter it at the PASSWORD menu (every earlier core found). start with no cores : **JSFL**

OBJECTIVES

1. “FIND 3 FUSES”
2. “BREAKER BANK: BRIDGE”
3. “PRESS LINE: SWITCH”
4. “THE LOFT: THE EXIT”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

THE ROUTE

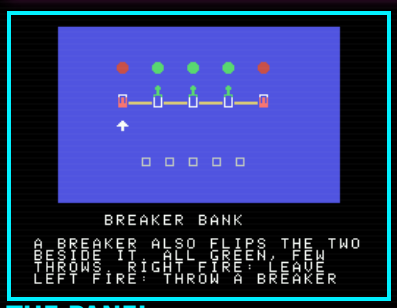
1. (3, 27) push the false wall, facing west
2. (1, 26) pick up: data core
3. (10, 7) push the false wall, facing east (wait 1 ticks)
4. (13, 7) pick up: data core
5. (26, 17) pick up: data core (wait 8 ticks)
6. (27, 10) pick up: fuse (wait 13 ticks)
7. (28, 12) switch, facing east
8. (9, 2) pick up: fuse (wait 9 ticks)
9. (2, 20) pick up: fuse (wait 12 ticks)
10. (20, 18) panel (breaker bank), facing east
11. (22, 4) exit, facing east (wait 1 ticks)
12. (22, 4) go through the exit: sector cleared

PUZZLE CLINIC : BREAKER BANK (21, 18)

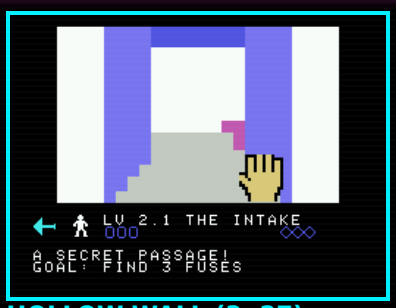
The rule. 5 breakers; throwing one also flips its two neighbours. Make them all green within 5 throws (heat notches), otherwise the bank overheats and starts again from the same state. Start (left to right, G = green, R = red): RGGGR.

The method. you can always fix the leftmost red by throwing its right-hand neighbour, then look at the end.

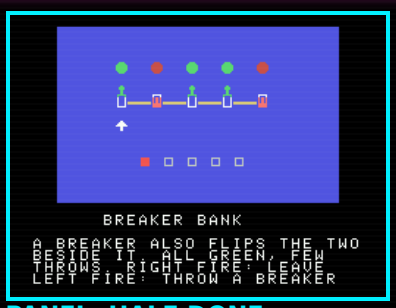
The solution. Shortest solution (3 throws): breakers 1, 3, 4.



THE PANEL



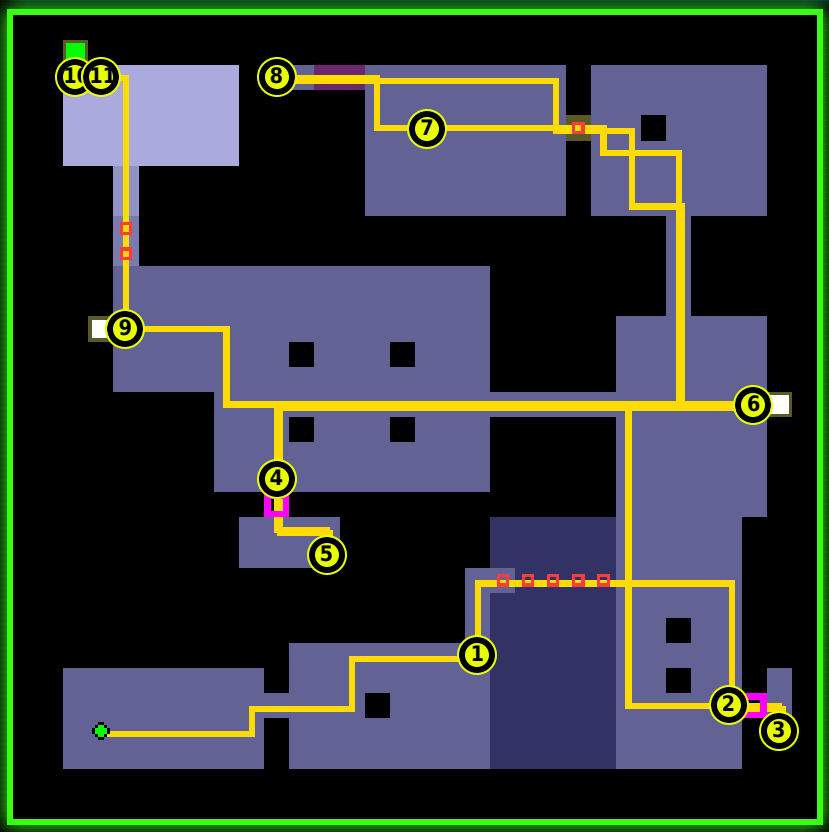
HOLLOW WALL (3, 27)



PANEL, HALF DONE

SECTOR 2.2 · THE COLD ROOMS

PACK 2



PASSWORD

N D Q M

enter it at the PASSWORD menu (every earlier core found). start with no cores : **JDFM**

OBJECTIVES

1. “FIND 2 FUSES”
2. “GANTRY: DOOR SWITCH”
3. “RELAY ROOM: KILL FIELD”
4. “FREEZER STAIRS: EXIT”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

THE ROUTE

1. (18, 25) pick up: fuse (wait 7 ticks)
2. (28, 27) push the false wall, facing east (wait 3 ticks)
3. (30, 28) pick up: data core
4. (10, 18) push the false wall, facing south
5. (12, 21) pick up: data core
6. (29, 15) switch, facing east
7. (16, 4) pick up: fuse
8. (10, 2) pick up: data core
9. (4, 12) panel (relay grid), facing west
10. (2, 2) exit, facing north
11. (2, 2) go through the exit: sector cleared

PUZZLE CLINIC : RELAY GRID (3, 12)

The rule. 6 x 3 relay grid. Left fire turns the relay under the cursor a quarter turn. Build a continuous path from the source (left) to the sink (right); the lit path is drawn bright.

The method. start at the source and turn each relay until the light moves on.

The solution. Solution: 41 quarter turns on 18 relays (every relay starts at the same position).



THE PANEL



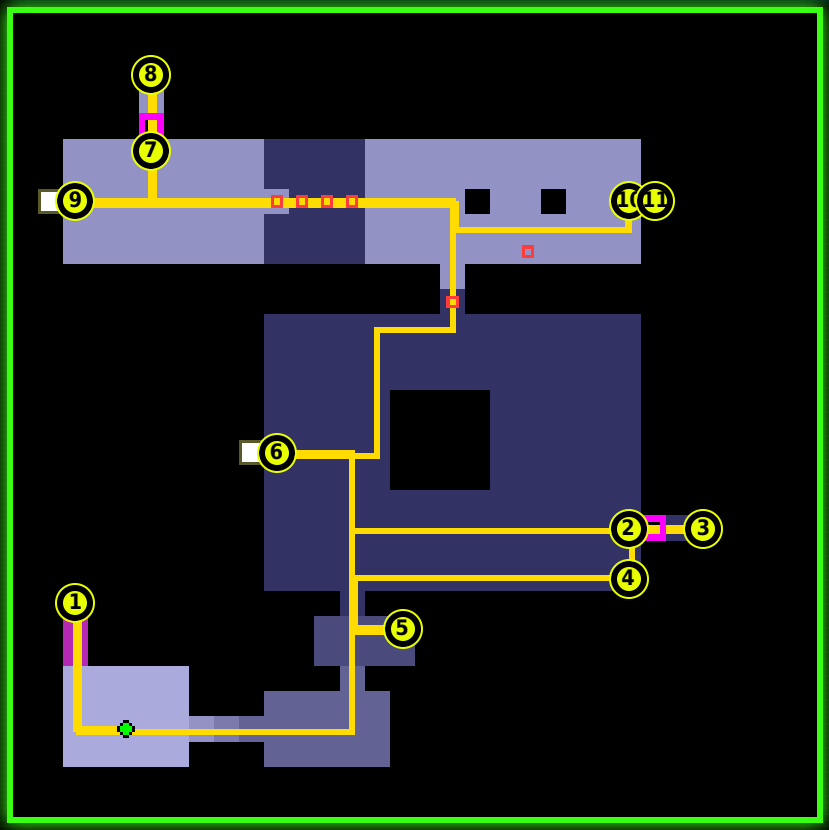
HOLLOW WALL (28, 27)



PANEL, HALF DONE

SECTOR 2.3 · THE FREEZER CORE

PACK 2



PASSWORD

M F C N

enter it at the PASSWORD menu (every earlier core found). start with no cores : **JJFN**

OBJECTIVES

1. “FIND 2 FUSES”
2. “COOLANT: CORE LIFT”
3. “LEDGE: RING SWITCH”
4. “RING GALLERY: EXIT”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

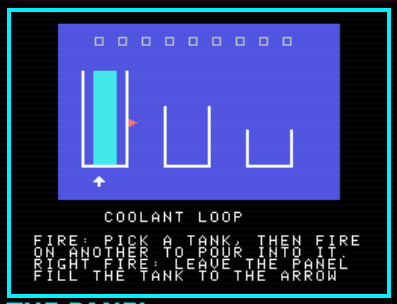
THE ROUTE

1. (2, 23) pick up: data core
2. (24, 20) push the false wall, facing east
3. (27, 20) pick up: data core
4. (24, 22) pick up: fuse (wait 10 ticks)
5. (15, 24) pick up: fuse
6. (10, 17) panel (coolant loop), facing west
7. (5, 5) push the false wall, facing north (wait 15 ticks)
8. (5, 2) pick up: data core
9. (2, 7) switch, facing west (wait 7 ticks)
10. (24, 7) exit, facing east (wait 2 ticks)
11. (24, 7) go through the exit: sector cleared

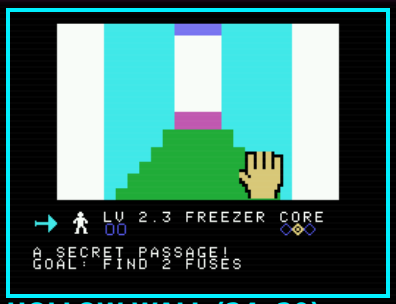
PUZZLE CLINIC : COOLANT LOOP (9, 17)

The rule. Three tanks of 8, 5 and 3 units, starting at 8/0/0. Fire on a tank, then fire on another: it pours until the first is empty or the second is full. Goal: 4 units in tank 1 (arrow). At most 9 pours, otherwise it overheats and starts again.

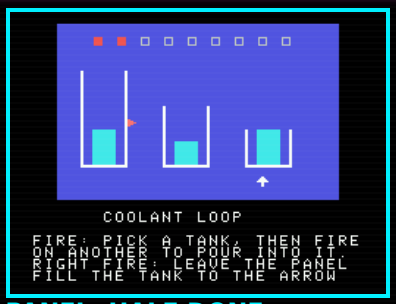
The solution. Shortest solution (7 pours, levels after each): 1→2 (3/5/0); 2→3 (3/2/3); 3→1 (6/2/0); 2→3 (6/0/2); 1→2 (1/5/2); 2→3 (1/4/3); 3→1 (4/4/0).



THE PANEL



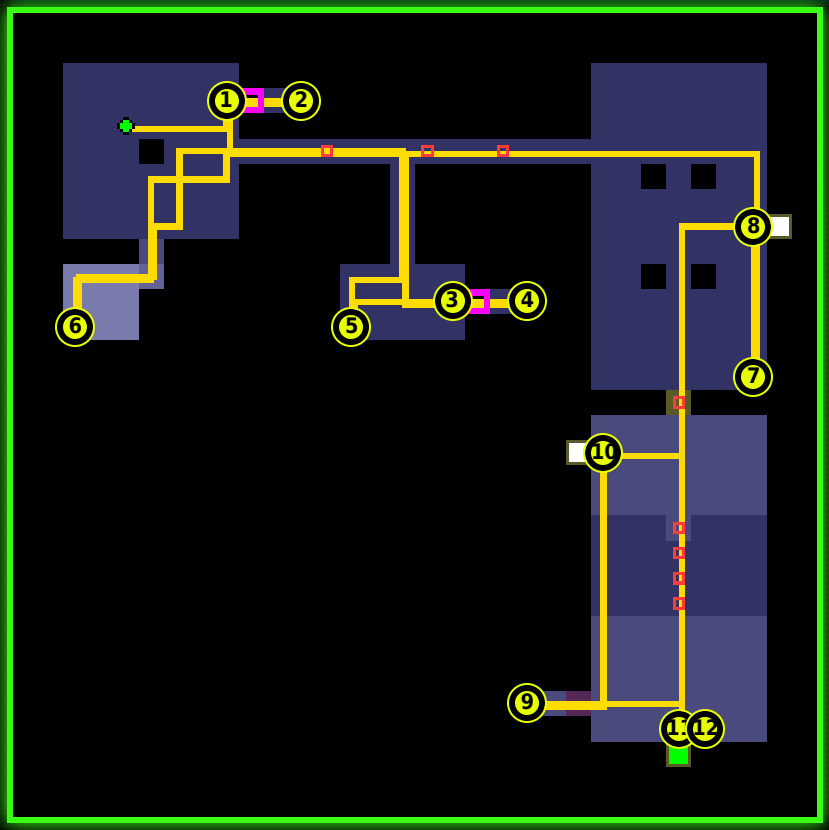
HOLLOW WALL (24, 20)



PANEL, HALF DONE

SECTOR 2.4 · THE CRYO VAULT

PACK 2



PASSWORD

RKJP

enter it at the PASSWORD menu (every earlier core found). start with no cores : **CNFP**

OBJECTIVES

1. “FIND 3 FUSES”
2. “BREAKERS: VAULT DOOR”
3. “VAULT: SEAL SWITCH”
4. “MINE SHAFT: THE EXIT”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

THE ROUTE

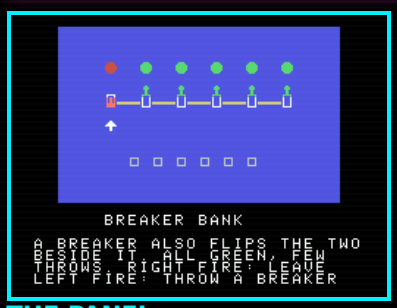
1. (8, 3) push the false wall, facing east
2. (11, 3) pick up: data core
3. (17, 11) push the false wall, facing east
4. (20, 11) pick up: data core
5. (13, 12) pick up: fuse
6. (2, 12) pick up: fuse
7. (29, 14) pick up: fuse
8. (29, 8) panel (breaker bank), facing east
9. (20, 27) pick up: data core
10. (23, 17) switch, facing west
11. (26, 28) exit, facing south
12. (26, 28) go through the exit: sector cleared

PUZZLE CLINIC : BREAKER BANK (30, 8)

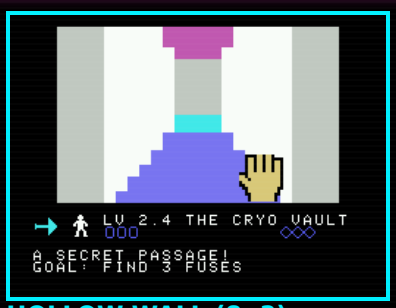
The rule. 6 breakers; throwing one also flips its two neighbours. Make them all green within 6 throws (heat notches), otherwise the bank overheats and starts again from the same state. Start (left to right, G = green, R = red): RGGGGG.

The method. you can always fix the leftmost red by throwing its right-hand neighbour, then look at the end.

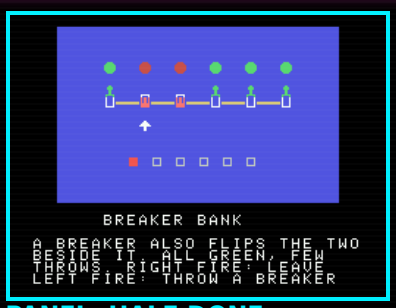
The solution. Shortest solution (4 throws): breakers 2, 3, 5, 6.



THE PANEL



HOLLOW WALL (8, 3)



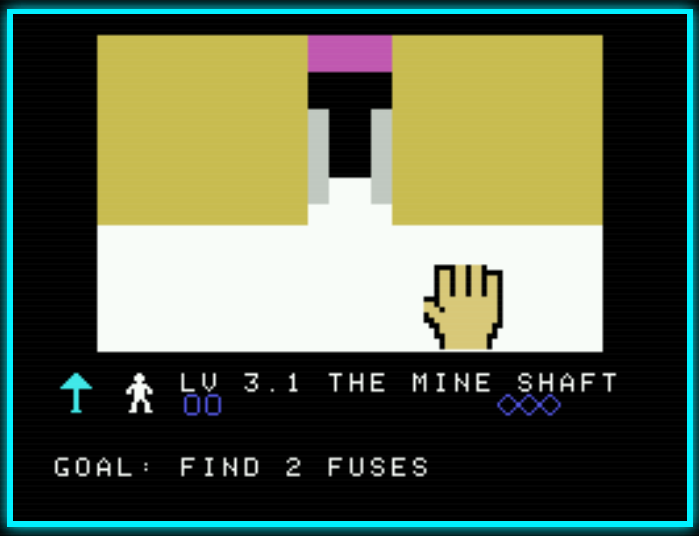
PANEL, HALF DONE

MISSION PACK 3

THE OLD MINES

THE DEEP WORKS

The pumps still run, for miners long gone.



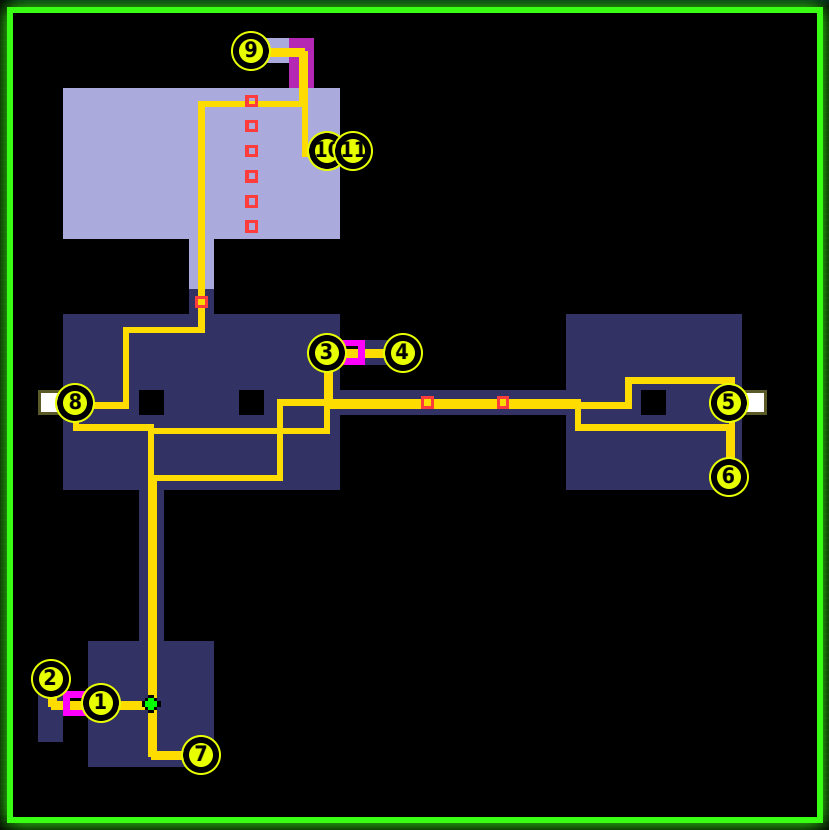
SECTORS

- 3.1 · THE MINE SHAFT
- 3.2 · FLOODED WORKS
- 3.3 · THE ORE CRUSHERS
- 3.4 · THE DEEP SEAM

The complex was dug into an old mine. Its shafts, carts and pumps still move on their own. Flooded galleries, loose walls and deep shafts: the core is close now.

SECTOR 3.1 · THE MINE SHAFT

PACK 3



PASSWORD

B P P G

enter it at the PASSWORD menu (every earlier core found). start with no cores : **CSFG**

OBJECTIVES

1. “FIND 2 FUSES”
2. “CODE LOCK: MINE LIFT”
3. “EAST CHAMBER: SWITCH”
4. “UPPER DRIFT: EXIT”

start	route
part	data core
false wall	panel / switch
engineer	exit
moving part	

THE ROUTE

1. (3, 27) push the false wall, facing west
2. (1, 26) pick up: data core
3. (12, 13) push the false wall, facing east
4. (15, 13) pick up: data core
5. (28, 15) switch, facing east (wait 14 ticks)
6. (28, 18) pick up: fuse
7. (7, 29) pick up: fuse
8. (2, 15) panel (code lock), facing west
9. (9, 1) pick up: data core (wait 2 ticks)
10. (12, 5) exit, facing east
11. (12, 5) go through the exit: sector cleared

PUZZLE CLINIC : CODE LOCK (1, 15)

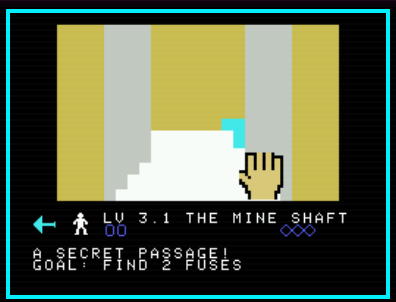
The rule. Three dice, faces 1 to 6. Up/down changes a face, left/right moves between dice, fire tries the code. After each try: one green lamp per face in its right place, one yellow per right face in the wrong place. Six tries, then the lock resets (same code).

The method. try 1-1-2, then 3-3-4, then 5-5-6 to learn which faces are in it, then place them with the greens; the optimal strategy opens any code in 5 tries.

The solution. This panel's code: 3-5-1.



THE PANEL



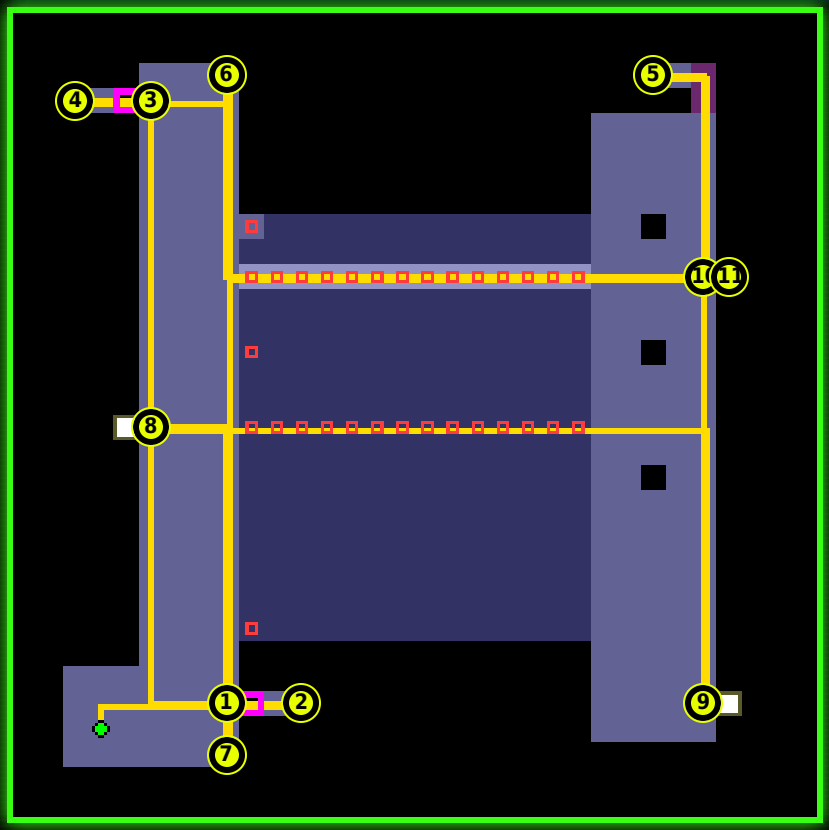
HOLLOW WALL (3, 27)



PANEL, HALF DONE

SECTOR 3.2 · FLOODED WORKS

PACK 3



PASSWORD

G T L H

enter it at the PASSWORD menu (every earlier core found). start with no cores : **CDFH**

OBJECTIVES

1. “FIND 2 VALVE WHEELS”
2. “PUMP VALVES: BRIDGE”
3. “SUMP ROOM: SWITCH”
4. “EAST WALKWAY: EXIT”

start	route
part	data core
false wall	panel / switch
engineer	exit
moving part	

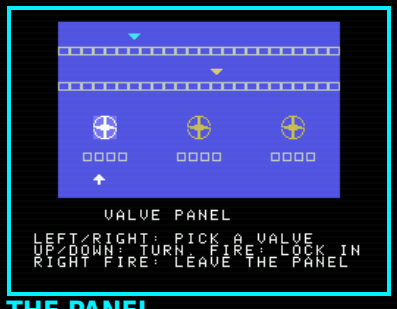
THE ROUTE

1. (8, 27) push the false wall, facing east
2. (11, 27) pick up: data core
3. (5, 3) push the false wall, facing west
4. (2, 3) pick up: data core
5. (25, 2) pick up: data core (wait 2 ticks)
6. (8, 2) pick up: valve wheel (wait 1 ticks)
7. (8, 29) pick up: valve wheel
8. (5, 16) panel (valve panel), facing west
9. (27, 27) switch, facing east
10. (27, 10) exit, facing east
11. (27, 10) go through the exit: sector cleared

PUZZLE CLINIC : VALVE PANEL (4, 16)

The rule. Three wheels (0 to 4 notches). Gauge A = 2×V1 + 1×V2 + 1×V3, gauge B = 1×V1 + 3×V2 + 2×V3; reach A = 7 and B = 14 (marks). Left/right picks a wheel, up/down turns it, fire locks in.

The solution. Unique solution: V1 = 1, V2 = 3, V3 = 2.



THE PANEL



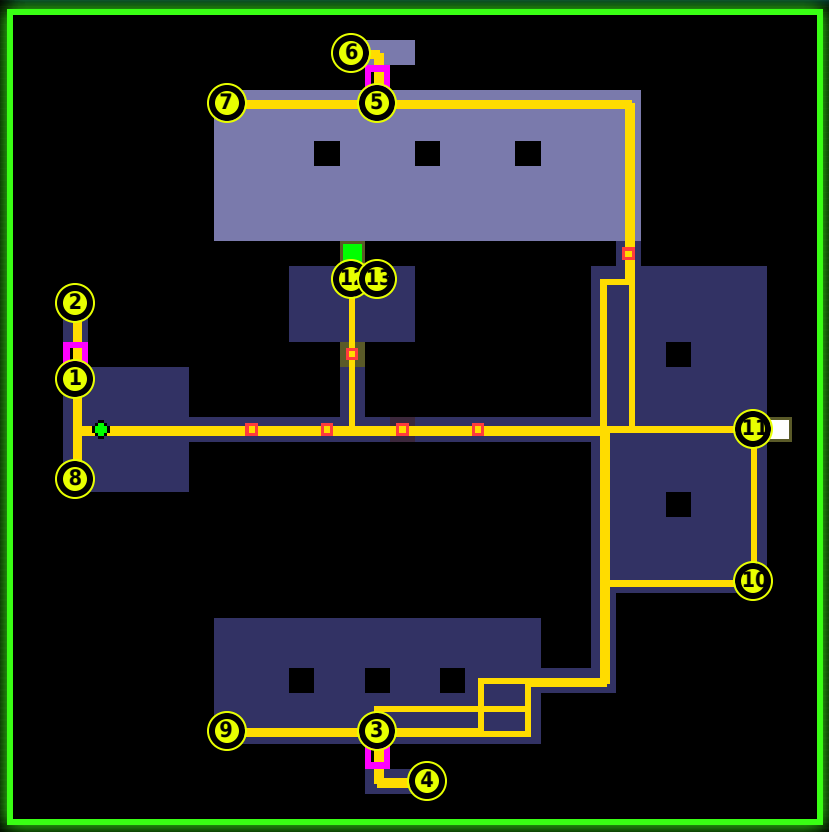
HOLLOW WALL (8, 27)



START

SECTOR 3.3 · THE ORE CRUSHERS

PACK 3



PASSWORD

L F R J

enter it at the PASSWORD menu (every earlier core found). start with no cores : **CJFJ**

OBJECTIVES

1. “FIND 4 FUSES”
2. “FUSE BOX: WINDING DOOR”
3. “HEADFRAME: THE EXIT”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

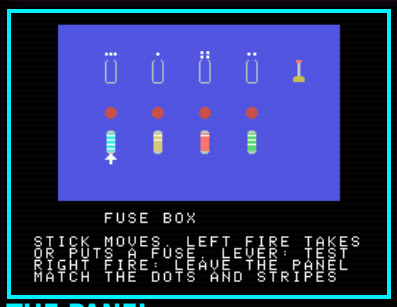
THE ROUTE

1. (2, 14) push the false wall, facing north
2. (2, 11) pick up: data core
3. (14, 28) push the false wall, facing south
4. (16, 30) pick up: data core (developers' room)
5. (14, 3) push the false wall, facing north (wait 6 ticks)
6. (13, 1) pick up: data core
7. (8, 3) pick up: fuse (wait 13 ticks)
8. (2, 18) pick up: fuse
9. (8, 28) pick up: fuse
10. (29, 22) pick up: fuse
11. (29, 16) panel (fuse box), facing east
12. (13, 10) exit, facing north
13. (13, 10) go through the exit: sector cleared

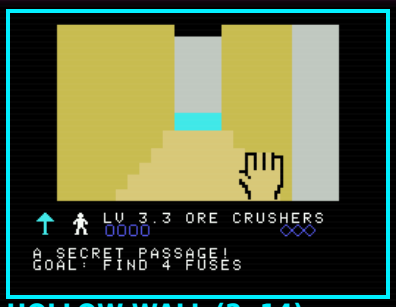
PUZZLE CLINIC : FUSE BOX (30, 16)

The rule. 4 fuses. Take a fuse from the tray (bottom row, left fire), put it in a socket (top row, left fire), then pull the lever (left fire on the lever, right of the sockets). The marks (dots and stripes) of each fuse and socket must match.

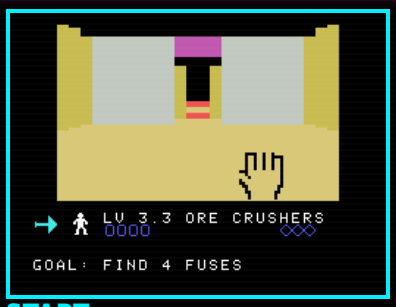
The solution. Solution (socket: tray fuse, counted from the left): 1:4, 2:3, 3:1, 4:2.



THE PANEL



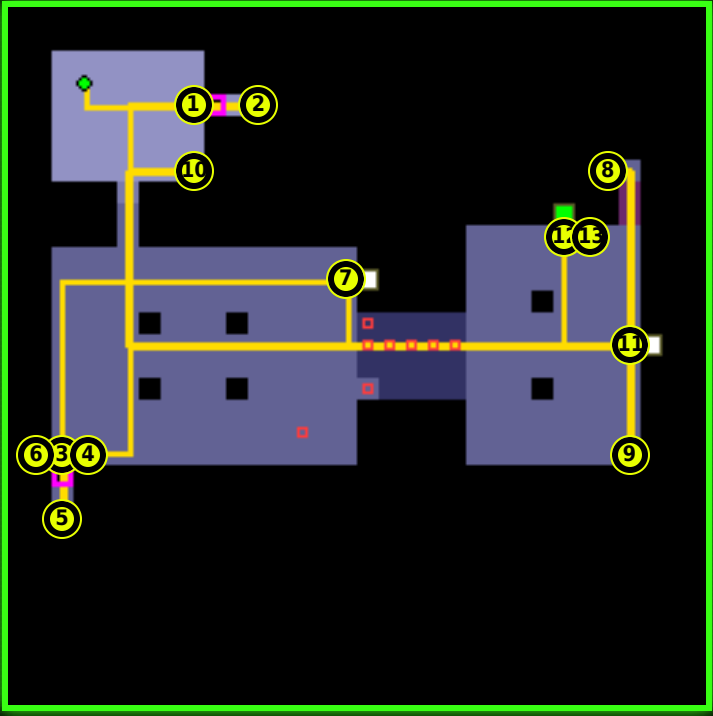
HOLLOW WALL (2, 14)



START

SECTOR 3.4 · THE DEEP SEAM

PACK 3



PASSWORD

T B D K

enter it at the PASSWORD menu (every earlier core found). start with no cores : **BNFK**

OBJECTIVES

1. “FIND 3 FUSES”
2. “CODE LOCK: BRIDGE”
3. “BREAKERS: THE SEAL”
4. “DOWN TO THE CORE”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

THE ROUTE

1. (8, 4) push the false wall, facing east
2. (11, 4) pick up: data core
3. (2, 20) pick up: fuse
4. (2, 20) push the false wall, facing south
5. (2, 23) pick up: data core
6. (2, 20) pick up: fuse
7. (15, 12) panel (code lock), facing east
8. (27, 7) pick up: data core
9. (28, 20) pick up: fuse
10. (8, 7) pick up: fuse
11. (28, 15) panel (breaker bank), facing east
12. (25, 10) exit, facing north
13. (25, 10) go through the exit: sector cleared

PUZZLE CLINIC : CODE LOCK (16, 12)

The rule. Three dice, faces 1 to 6. Up/down changes a face, left/right moves between dice, fire tries the code. After each try: one green lamp per face in its right place, one yellow per right face in the wrong place. Six tries, then the lock resets (same code).

The method. try 1-1-2, then 3-3-4, then 5-5-6 to learn which faces are in it, then place them with the greens; the optimal strategy opens any code in 5 tries.

The solution. This panel's code: 6-2-2.

PUZZLE CLINIC : BREAKER BANK (29, 15)

The rule. 7 breakers; throwing one also flips its two neighbours. Make them all green within 6 throws (heat notches), otherwise the bank overheats and starts again from the same state. Start (left to right, G = green, R = red): RRRGGGR.

The method. you can always fix the leftmost red by throwing its right-hand neighbour, then look at the end.

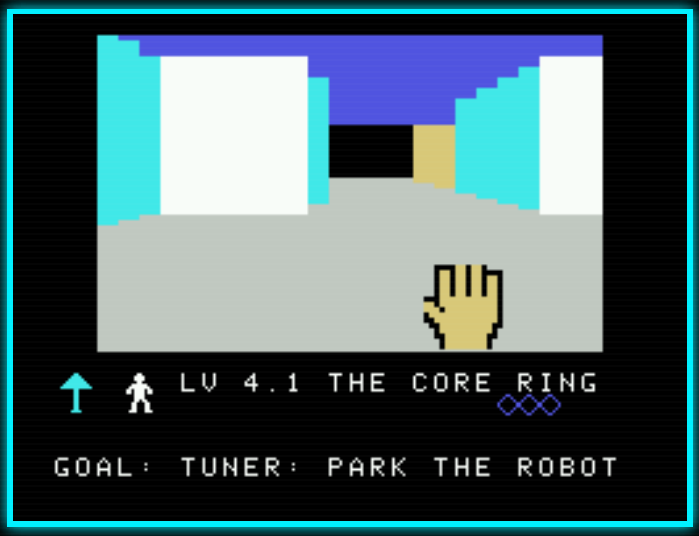
The solution. Shortest solution (4 throws): breakers 1, 4, 5, 7.

MISSION PACK 4

THE CORE

THE LAST BEAT

Far below, in the silence, something is still beating.



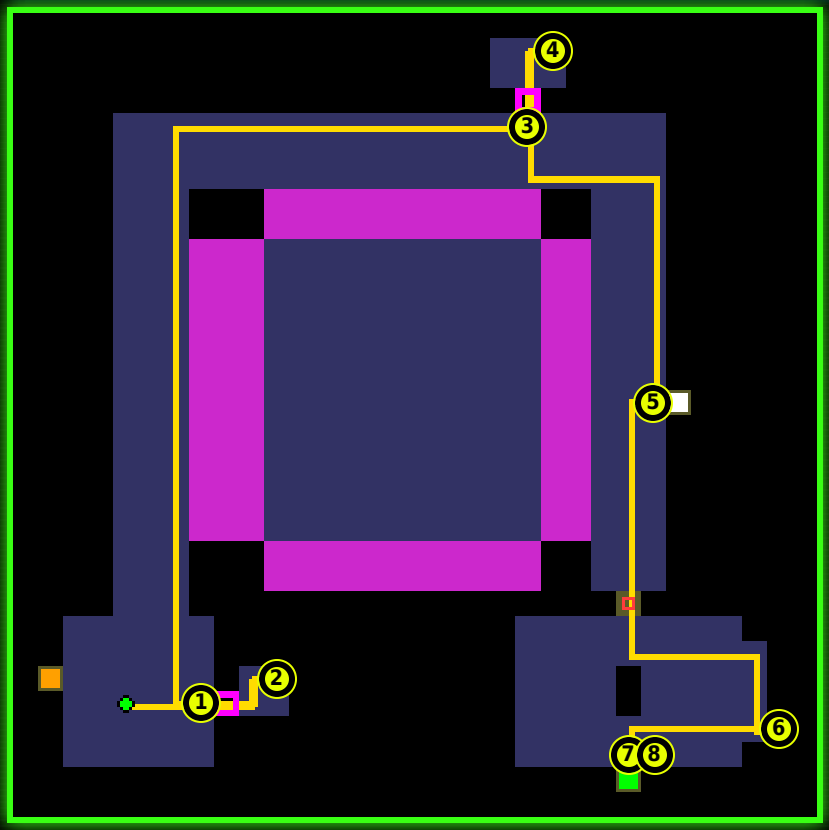
SECTORS

- 4.1 · THE CORE RING
- 4.2 · THE TURBINE HALL
- 4.3 · THE CONTROL SPINE
- 4.4 · THE HEART

At the bottom of STRATA the reactor core pulses out of step, and every machine above follows its beat. Bring the core back into rhythm and the whole complex will wake up.

SECTOR 4.1 · THE CORE RING

PACK 4



PASSWORD

F G K B

enter it at the PASSWORD menu (every earlier core found). start with no cores : **BSFB**

OBJECTIVES

1. “TUNER: PARK THE ROBOT”
2. “CONTROL ROOM: EXIT”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

THE ROUTE

1. (7, 27) push the false wall, facing east
2. (10, 26) pick up: data core
3. (20, 4) push the false wall, facing north
4. (21, 1) pick up: data core
5. (25, 15) panel (signal tuner), facing east
6. (30, 28) pick up: data core
7. (24, 29) exit, facing south
8. (24, 29) go through the exit: sector cleared

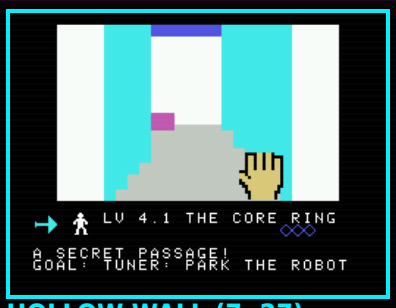
PUZZLE CLINIC : SIGNAL TUNER (26, 15)

The rule. Bring the yellow trace onto the grey one: left/right sets the frequency (one note of the C scale per step), up/down the amplitude, fire shifts the phase by an eighth. When the traces meet they turn green: leave the stick alone for one second (the meter fills).

The solution. This panel's setting: frequency 2, amplitude 3, phase 5 (5 fire presses from the start).



THE PANEL



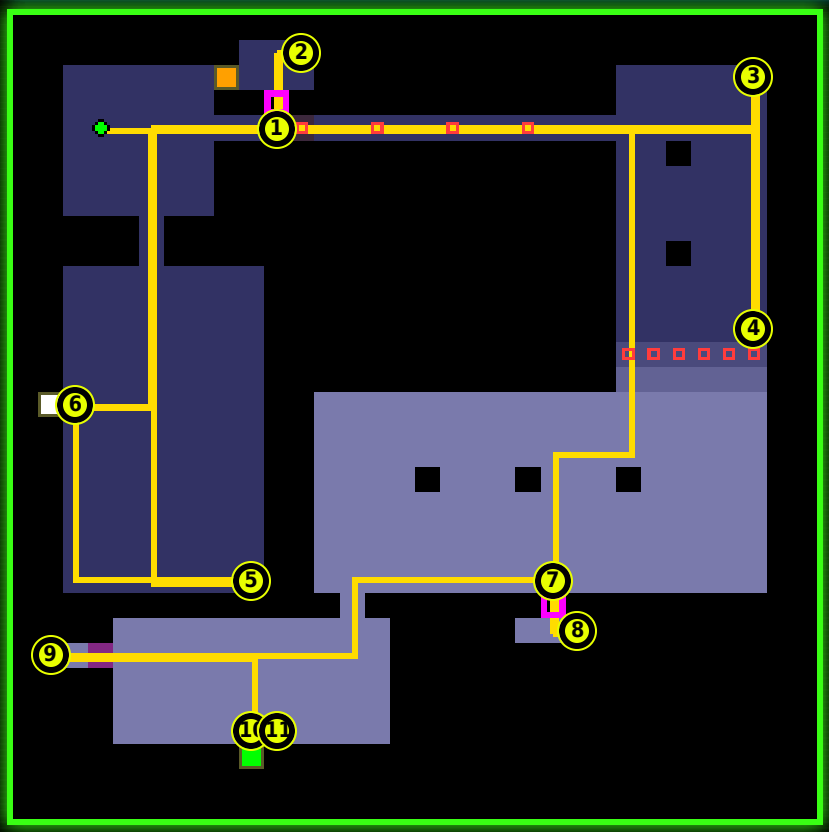
HOLLOW WALL (7, 27)



PANEL, HALF DONE

SECTOR 4.2 · THE TURBINE HALL

PACK 4



PASSWORD

J L G C

enter it at the PASSWORD menu (every earlier core found). start with no cores : **BDFC**

OBJECTIVES

1. “FIND 3 FUSES”
2. “MEMORY RELAY: STAIRS”
3. “SWITCHROOM: THE EXIT”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

THE ROUTE

1. (10, 4) push the false wall, facing north
2. (11, 1) pick up: data core
3. (29, 2) pick up: fuse
4. (29, 12) pick up: fuse
5. (9, 22) pick up: fuse
6. (2, 15) panel (memory relay), facing west
7. (21, 22) push the false wall, facing south
8. (22, 24) pick up: data core
9. (1, 25) pick up: data core
10. (9, 28) exit, facing south
11. (9, 28) go through the exit: sector cleared

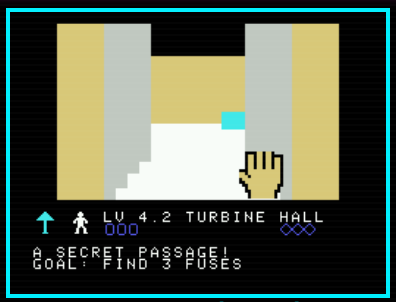
PUZZLE CLINIC : MEMORY RELAY (1, 15)

The rule. Watch the relays light (each has its note: up C, right E, down G, left high C), then play them back with the stick. Rounds of 3, 4, 5 and 6 relays, always the start of the same sequence. A mistake replays the round.

The solution. This panel's full sequence: up, down, right, left, right, up.



THE PANEL



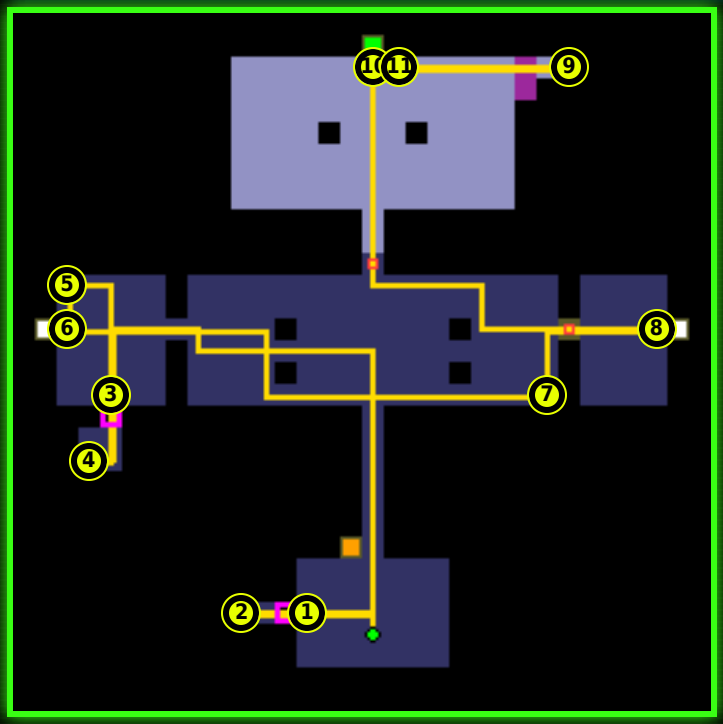
HOLLOW WALL (10, 4)



PANEL, HALF DONE

SECTOR 4.3 · THE CONTROL SPINE

PACK 4



PASSWORD

NQMD

enter it at the PASSWORD menu (every earlier core found). start with no cores : **BJFD**

OBJECTIVES

1. “CODE LOCK: PARK ROBOT”
2. “FIND 2 FUSES”
3. “TUNER: SPINE LIFT”
4. “EXIT GALLERY”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

THE ROUTE

1. (13, 27) push the false wall, facing west
2. (10, 27) pick up: data core
3. (4, 17) push the false wall, facing south
4. (3, 20) pick up: data core
5. (2, 12) pick up: fuse
6. (2, 14) panel (code lock), facing west
7. (24, 17) pick up: fuse
8. (29, 14) panel (signal tuner), facing east
9. (25, 2) pick up: data core (wait 1 ticks)
10. (16, 2) exit, facing north
11. (16, 2) go through the exit: sector cleared

PUZZLE CLINIC : CODE LOCK (1, 14)

The rule. Three dice, faces 1 to 6. Up/down changes a face, left/right moves between dice, fire tries the code. After each try: one green lamp per face in its right place, one yellow per right face in the wrong place. Six tries, then the lock resets (same code).

The method. try 1-1-2, then 3-3-4, then 5-5-6 to learn which faces are in it, then place them with the greens; the optimal strategy opens any code in 5 tries.

The solution. This panel's code: 4-1-6.

PUZZLE CLINIC : SIGNAL TUNER (30, 14)

The rule. Bring the yellow trace onto the grey one: left/right sets the frequency (one note of the C scale per step), up/down the amplitude, fire shifts the phase by an eighth. When the traces meet they turn green: leave the stick alone for one second (the meter fills).

The solution. This panel's setting: frequency 3, amplitude 2, phase 2 (2 fire presses from the start).



THE PANEL



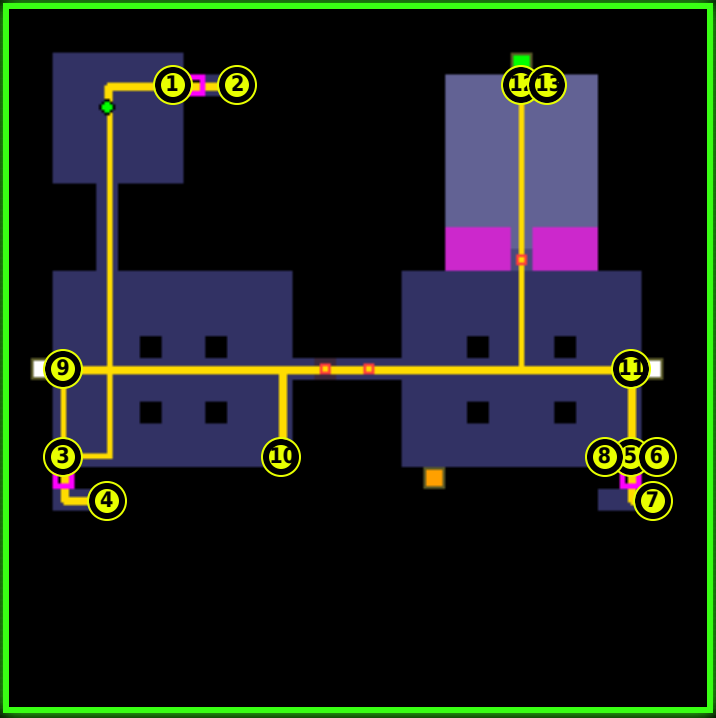
HOLLOW WALL (13, 27)



PANEL, HALF DONE

SECTOR 4.4 · THE HEART

PACK 4



PASSWORD

S B S F

enter it at the PASSWORD menu (every earlier core found). start with no cores : **FNFF**

OBJECTIVES

1. “MEMORY RELAY: THE BEAT”
2. “FIND 2 FUSES”
3. “COOLANT: CALM THE CORE”
4. “THE HEART: GO HOME”

- start
- part
- false wall
- engineer
- moving part
- route
- data core
- panel / switch
- exit

THE ROUTE

1. (7, 3) push the false wall, facing east
2. (10, 3) pick up: data core
3. (2, 20) push the false wall, facing south
4. (4, 22) pick up: data core
5. (28, 20) pick up: fuse
6. (28, 20) push the false wall, facing south
7. (29, 22) pick up: data core
8. (28, 20) pick up: fuse
9. (2, 16) panel (memory relay), facing west
10. (12, 20) pick up: fuse
11. (28, 16) panel (coolant loop), facing east
12. (23, 3) exit, facing north
13. (23, 3) go through the exit: sector cleared

PUZZLE CLINIC : MEMORY RELAY (1, 16)

The rule. Watch the relays light (each has its note: up C, right E, down G, left high C), then play them back with the stick. Rounds of 3, 4, 5 and 6 relays, always the start of the same sequence. A mistake replays the round.

The solution. This panel's full sequence: left, right, right, down, up, left.

PUZZLE CLINIC : COOLANT LOOP (29, 16)

The rule. Three tanks of 8, 5 and 3 units, starting at 0/5/3. Fire on a tank, then fire on another: it pours until the first is empty or the second is full. Goal: 1 unit in tank 3 (arrow). At most 6 pours, otherwise it overheats and starts again.

The solution. Shortest solution (4 pours, levels after each): 2→1 (5/0/3); 3→2 (5/3/0); 1→3 (2/3/3); 3→2 (2/5/1).



THE PANEL



HOLLOW WALL (7, 3)



PANEL, HALF DONE

ALL 48 DATA CORES

SECTOR	POSITION	HOW
1.1	(1, 25)	false wall (3, 26)
1.1	(14, 8)	false wall (16, 7)
1.1	(24, 21)	niche, low passage (crouch)
1.2	(10, 8)	niche, low passage (crouch)
1.2	(2, 23)	false wall (2, 25)
1.2	(24, 19)	niche, low passage (crouch)
1.3	(2, 23)	false wall (2, 25)
1.3	(24, 29)	niche, low passage (crouch)
1.3	(30, 3)	niche, low passage (crouch)
1.4	(16, 2)	false wall (13, 2)
1.4	(26, 30)	niche, low passage (crouch)
1.4	(12, 23)	false wall (11, 22)
2.1	(1, 26)	false wall (2, 27)
2.1	(13, 7)	false wall (11, 7)
2.1	(26, 17)	niche, low passage (crouch)
2.2	(30, 28)	false wall (29, 27)
2.2	(12, 21)	niche, low passage (crouch)
2.2	(10, 2)	niche, low passage (crouch)
2.3	(27, 20)	false wall (25, 20)
2.3	(2, 23)	niche, low passage (crouch)
2.3	(5, 2)	false wall (5, 4)
2.4	(11, 3)	false wall (9, 3)
2.4	(20, 11)	false wall (18, 11)
2.4	(20, 27)	niche, low passage (crouch)
3.1	(1, 26)	false wall (2, 27)
3.1	(15, 13)	false wall (13, 13)
3.1	(9, 1)	niche, low passage (crouch)
3.2	(11, 27)	false wall (9, 27)
3.2	(2, 3)	false wall (4, 3)
3.2	(25, 2)	niche, low passage (crouch)
3.3	(2, 11)	false wall (2, 13)
3.3	(13, 1)	false wall (14, 2)
3.3	(16, 30)	false wall (14, 29) · DEV ROOM
3.4	(11, 4)	false wall (9, 4)
3.4	(2, 23)	false wall (2, 21)
3.4	(27, 7)	niche, low passage (crouch)
4.1	(10, 26)	false wall (8, 27) · log
4.1	(21, 1)	false wall (20, 3) · log
4.1	(30, 28)	niche, low passage (crouch) · log
4.2	(11, 1)	false wall (10, 3) · log
4.2	(1, 25)	niche, low passage (crouch) · log
4.2	(22, 24)	false wall (21, 23) · log
4.3	(10, 27)	false wall (12, 27) · log
4.3	(3, 20)	false wall (4, 18) · log
4.3	(25, 2)	niche, low passage (crouch) · log
4.4	(10, 3)	false wall (8, 3) · log
4.4	(4, 22)	false wall (2, 21) · log
4.4	(29, 22)	false wall (28, 21) · log

Developers' room: sector 3.3, false wall at (14, 29) pushed from (14, 28). Its core shows "DEV ROOM: AMY & CLAUDE 2026". The 12 cores of pack 4 show the crews' logs.

ALL PASSWORDS

16

SECTOR	NAME	ALL CORES	NO CORES
1.1	THE FOUNDRY	KSFQ	KSFQ
1.2	THE GALLERIES	PDBR	KDFR
1.3	THE RESERVOIRS	TJHS	KJFS
1.4	THE MACHINE HALL	DNNT	JNFT
2.1	THE INTAKE	JSTL	JSFL
2.2	THE COLD ROOMS	NDQM	JDFM
2.3	THE FREEZER CORE	MFCN	JJFN
2.4	THE CRYO VAULT	RKJP	CNFP
3.1	THE MINE SHAFT	BPPG	CSFG
3.2	FLOODED WORKS	GTLH	CDFH
3.3	THE ORE CRUSHERS	LFRJ	CJFJ
3.4	THE DEEP SEAM	TBDK	BNFK
4.1	THE CORE RING	FGKB	BSFB
4.2	THE TURBINE HALL	JLGC	BDFC
4.3	THE CONTROL SPINE	NQMD	BJFD
4.4	THE HEART	SBSF	FNFF

THE SECRET ENDING

48 / 48



Find all 48 data cores (3 per sector). The ending then shows "DATA CORES FOUND 48 OF 48" followed by the secret line "ALL CORES FOUND: IT SINGS!". Cores found before a password are carried by it ("all cores" column).

STRATA is an original game by Amy & Claude, 2026, for the ColecoVision MegaCart (Amy Studio).