

## WALKTHROUGH

### ACT I – THE RITE STUFF

#### UNSEEN UNIVERSITY

HIGH ENERGY FACILITY: Take the **Bellows**, **Magnet** and **Test Tube**.

#### ANKH- MORPORK

PLAZA: Talk to Dibbler (Sarcasm) – he gives you a **Brochure**. Talk to him again (Corn) to get the **Corn**.

FOOL'S GUILD: Pick up the **Brick**. Talk to the Fool (Question) and then show him the **Brick** – he enters the **Brick** and you now have a **Haunted Brick**. The grate on which the Milkmaid (at the PLAZA) is standing is accessible from the FOOL'S GUILD UNDERGROUND.

FOOL'S GUILD UNDERGROUND: Use the **Bellows** to blow air through the grate (up the Milkmaid's dress) and get the **Glitter Dust**.

MORTUARY: Take the **Knife**. Examine the Witch to 'trigger' the topic with Casanunda.

BAR: Talk to Casanunda (Question, Ladder and Witch) – he will give you the **Ladder** and then leave. Talk to the Troll who gives you a **Tankard**. Take the **Matches**.

GIMLETS: Sit at the table. Take the **Chilli**. Talk to Gimlet (Greeting, Mouseburger) and get **Mousie**.

MRS. CAKE'S HOME: Take the **Petticoat**.

SHOP: Take the **Flamingo**, **Stuffed Fish** and **Incense**. Examine the Candles on the shelf to 'trigger' the topic with the Old Woman. Talk to the Old Woman (Candles) to get the ingredients, i.e. Beeswax, needed to make **Dribbly Candles**.

DOCKS: Cut the net with the **Knife** to free the Hammerhead Shark – take the **Shark**. Give the **Stuffed Fish** to the **Wading Bird** – it dives into the water and stuns itself, enabling you to take it.

#### UNSEEN UNIVERSITY

GARDEN: Talk to the Beekeeper (Question). Return and give him the **Brochure** to make him leave. Put the **Chilli** on the flowers. Put the **Petticoat** on Rincewind for face protection. Light the **Incense** with the **Matches**, then put the **Incense** in the hives. Remove the **Dribbly Beeswax**.

Give the **Shark** to the Bursar, the **Flamingo** to the Dean and the **Wading Bird** to the Librarian. You get a Mallet from each of them, i.e. **3 Sticks**.

Soak the **Corn** in the **Tankard**, then give it to the Rooster to make it drunk. Pick up the **Rooster**. Use the **Magnet** to get the **Boots** from the Imp.

HIGH ENERGY FACILITY: Put the **Haunted Brick** into the Accelerator to transform it into **Ectoplasm**.

#### ANKH- MORPORK

SHOP: Give the **Dribbly Beeswax** to the Old Woman – she gives you the **Dribbly Candles**.

MRS. CAKE'S HOME: Examine the **Genie Bottle** to activate the topic with Mrs. Cake, then talk to her in the following order: Sarcasm, Question, Muse. Talk to her again (Greeting, Genie Bottle). Give the **Ectoplasm** to her – she gives you the **Genie Bottle**. Put the **Boots** into the **Genie Bottle**.

### ANKH- MORPORK (continued)

THE 3 MEN: Use the Genie Bottle (containing the Boots) to capture the Vile Smell. Pour the contents of the can down the throat of the Rooster to sober it up.

BAR: Use the Rooster on the Vampire – he goes to his coffin in the CEMETERY.

CEMETERY: Put the Ladder up against the coffin. Climb up the Ladder to get to the Teeth. Use the Teeth on the Mousie to get some Blood on them. Put the Teeth in the Test Tube to get the Mouse Blood.

### UNSEEN UNIVERSITY

DINING HALL: Return to the Archchancellor and give him the Glitter Dust, the 3 Sticks, the Dribbly Candles, the Vile Smell and the Mouse Blood.



## ACT II – COME DIE WITH ME

### ANKH-MORPORK

CEMETERY: Take the **Pick**.

FOOL'S GUILD: Take the **Hooter**. Up the one ladder (underground) is the Pork Warehouse. Use the **Pick** to get some **Ice**.

THE 3 MEN: Get the **Saw** and the **Pot**.

MRS. CAKE'S HOME: Take the **Scissors**. Open the closet and take the **Ironing Board**. Use the **Saw** on the Dummy to get a **Wooden Arm**.

DEAD COLLECTOR: Talk to the Dead Collector (Question) – he tells you to get a Death Certificate, this 'triggers' the topic with the Mortician in the MORTUARY.

MORTUARY: Talk to the Mortician (Death Certificate) – he tells you how to get one. Pick up the **Mirror** and then put it on the Bunsen Burner to heat it. Replace the **Mirror** on the bench. Lie down on the slab and put the **Wooden Arm** and **Ice** on Rincewind. Talk to the Mortician again – he will test you and give you a **Death Certificate**.

DEAD COLLECTOR: Give the **Death Certificate** to the Dead Collector and get transported to HOLYWOOD.

### BEACH

Talk to Point-Me-Own-Bone Dibbjla – he gives you a **Stick**. Examine the Baskets to 'trigger' the topic. Talk to Point-Me-Own-Bone Dibbjla (Baskets) – he sells you a **Picnic Basket**.

### DJELIBEYBI

OUTSIDE THE SHOP: The women you see 'trigger' the topic of Women with Casanunda.

STONING AREA: Take the **Stake**.

CAMEL LOT: Talk to the Salesman (Greeting, Camel) to get him to sell you a **Camel**.

### PYRAMID

Take the **Glue**. Get the **Bandages** by cutting them with the **Scissors**.

### OASIS

Put the **Bandages** on the **Wooden Arm** to make a **Bandaged Wooden Arm**. Swap the **Bandaged Wooden Arm** with the **Rotten Arm**.

### HOLYWOOD

CASTLE: Examine the Horse Suit to 'trigger' the topic. Talk to the Dwarf (Horse Suit) – she asks you for a piece of costume jewellery. Examine the **Rotten Arm** and notice the **Ring**. Remove the **Ring** and give it to the Dwarf in exchange for the **Horse Suit**.

STREET CORNER: Take the **Weight**. Take the **Sticker** (on the Mailbox) and stick it on the **Weight** to make a **Ten Ton Weight**.

IMP SET: Take the **Camera** to 'trigger' the topic of an Imp with the Trainer. Talk to the Trainer (Imp) – one of the Imps runs off and hides in the set. Use the paint on the **Stick** to make a **Boomerang**. Throw the **Boomerang** at the **Imp** in the set to capture it. Get the **Camera** to work by putting the **Imp** inside.

MAKE-UP ROOM: The make-up girl tells you to get a picture of the Elven Queen – 'triggers' the topic of the Elves with the Witch.

### UNSEEN UNIVERSITY

DINING HALL: Fill the **Picnic Basket** with the Food. Talk to the **Librarian** (Horse Suit) – he joins you.

GARDEN: Put the **Stake** in the Compost Heap – the **Suffrajester** ties herself to it enabling you to capture her.

Pick up the **Hoops**.

Put the **Petticoat** on Rincewind for face protection, light the **Incense** with the **Matches** and put the **Incense** in the hives. Use the **Pot** on the hives to get a **Honey Pot**.

## **ANKH-MORPORK**

MORTUARY: Tell Casanunda about the women in DJELIBEYBI – he leaves. Talk to the Witch (Elves) to ‘trigger’ the FOREST.

DOCKS: Attach the **Ten Ton Weight** to the hook. Push the **Ten Ton Weight** against the wall to knock it down. Pick up the **Snow Storms**.

## **DJELIBEYBI**

CENTRE: Examine the Candy Rock to ‘trigger’ the topic with the Rock Seller. Try to buy the Candy Rock by talking to the Rock Seller (Candy Rock) – the women buy it first.

STONING AREA: Put the **Suffrajester** into the hole where the **Stake** was. After the stoning you are left with the **Candy Rock**. Pick up the **Rope**.

CENTRE: Talk to Uri Djeller (Jingle) to ‘trigger’ the CARTWHEEL. Give the **Hoops** to Uri Djeller – he will bend them to make **Wire**.

SHOP: Take the Poster off the wall – it’s a set of **Plans**. Use the **Plans** on the **Wire** to make a **Pyramid**.

## **CARTWHEEL**

Talk to S.T. Ungulant (Jingle) – he will write one for you, but tells you to find the answer to the question [WHY?] before he gives it to you.

## **FOREST**

THE STONES: Put **Glue** on the **Hooter**. Stick the **Hooter** onto the **Horse Suit** to make a **Unicorn Suit**. Put the **Librarian** into the **Unicorn Suit**. Move the **Money Pouch** from Rincewind’s Inventory to the Luggage. Move the **Camera** and the **Unicorn Suit** into Rincewind’s Inventory – then pass through the Stones. On the other side of the Stones put Rincewind in the **Unicorn Suit** to avoid being thrown out.

QUEEN’S ROOM: Use the **Camera** to get a **Film (of the Queen)**.

## **BEACH**

Use the **Picnic Basket** to get the ants from the Ant Hill. Cut the legs off the **Ironing Board** with the **Saw** and make a **Surfboard**. Put **Glue** on the **Surfboard**. Now use the **Surfboard** on the Surf to get to the cave.

Take pictures of the cave paintings (in the Cave) with the **Camera** – you get a **Film (of the Sheep)**.

## **UNSEEN UNIVERSITY**

HIGH ENERGY FACILITY: Try to put the ants (from the **Picnic Basket**) into HEX. Put the **Honey Pot** on HEX to attract the ants – this also to ‘triggers’ the topic of [WHY?] with Skazz. Place the **Pyramid** on HEX. Talk to Skazz (Why) to get the **Answer**.

## **CARTWHEEL**

Give the **Answer** to S.T. Ungulant and get the **Jingle**.

## **THE HILL**

Talk to Bone Idle (Jingle) – ‘triggers’ being able to release all the skeletons. Cut the ropes (on Bone Idle) with the **Knife** to free all the skeletons and get a **Band**.

## **HOLYWOOD**

MAKE-UP ROOM: Give the **Film (of the Queen)** to the make-up girl to get Death to the FILM SET.

TRAILER: Try opening the door to the trailer – ‘triggers’ the topic of the Key with the Troll. Talk to the Troll (Key) to get him to give you the **Key**. Use the **Key** to unlock the door. Give the **Candy Rock** to the Troll – he eats it and gets a toothache. Tie the **Rope** to the Troll to extract the **Tooth**. Enter the trailer and talk to the Milkmaid. Give the **Tooth** to the Milkmaid – she becomes a **Babe**.

FILM SET: Give the **Snow Storms**, **Jingle**, **Band** and **Babe** to Dibbler.

## ANKH MORPORK

SHADES: Show the **Death Certificate** at the door (extreme left of the SHADES).

MEETING: Open the closet to reveal the Black Sheep. Talk to the Black Sheep (about Stand-in) – then give the **Film (of the Sheep)** to him to get him to the FILM SET.

## PROJECTION ROOM

Take the **Reel** and put it in the Device. Put the **Film (leftovers of the Queen)** in the Device to insert subliminal clips. Load the **Reel** into the projector to show the 'new' film.



## ACT III – THE GRIM RINCEWIND

### OUTSIDE THE HOUSE

Lift the mat to get a **Key**. Knock on the door to open it.

### INSIDE THE HOUSE

HALLWAY: Take the **Scythe** (from the Umbrella Stand) and the **Curtain** (far left).

KITCHEN: When you enter Albert tells you what you need. Show the **Scythe** to Albert – he tells you to learn how to use it by ‘reaping the field’.

SUSAN'S BEDROOM: Take the **String** and **Bunny (Rabbit)**. Open the **Bunny** (in Luggage) to get **Pyjamas**.

STUDY: Take the **Ink Well**. Pull the Cord to summon Albert and get him to leave the KITCHEN.

KITCHEN: Take the **Sugar (Bowl)** and the **(Oily) Rag**. Open the Pot Belly Stove to enable Albert to hear you when you talk to him through the Chimney.

### STABLE

Take the **Rope**. Give the **Sugar** to Binky – he will let you put the Saddle on and mount him. Put **Glue** on the Saddle and then put the Saddle on Binky. Mount Binky – you are can now prove to Albert that you can **Ride a Horse**.

### GARDEN

Put the **Pyjamas** on Rincewind for face protection. Light the **Rag** with the **Matches**, then put the **Burning Rag** into the Bee Hive. Remove the **Beeswax** from the Bee Hive. Use the **Sugar Pot** to get a **Honey Pot** from the Bee Hive.

Pour the **Ink** into the Pond to blacken the water. Dip the **Curtain** in the Pond to get the **Robe**.

### OUTSIDE THE HOUSE

Attach the **Rope** to the **Stick** to make a **Boomerang**. Throw the **Boomerang** at the Chimney. Climb up to the top of the Chimney and talk to Albert (through the Chimney) to prove to him that you have the **Voice**.

### INSIDE THE HOUSE

LIBRARY: Take the **Book** (Your Autobiography). Use the **Beeswax** and **String** to make a **Candle**. Light the **Candle** with the **Matches**. Unlock the door to the ALCOVE with the **Key**. Carry the **Lit Candle** when entering the ALCOVE.

ALCOVE: Use the **Lit Candle** to light up the ALCOVE. Take the **Tablet**.

### GARDEN

Examine the **Toy Cart** to ‘trigger’ the topic with Susan. Talk to Susan (Toy Cart) – she will ask for the **Book**. Give the **Book** to her. When she asks for an older book, give her the **Tablet** – you get the **Toy Cart**. Attach the **Scythe** to the **Toy Cart** to make a **Reaper**.

### CORNFIELD

Use the **Reaper** on the Corn – you learn how to use the **Scythe**.

### INSIDE THE HOUSE

KITCHEN: Show the **Robe** to Albert. Albert tells you that you need to practice – you must collect 100 Dead Souls.

### GARDEN

Take the **Fishing Rod**. Attach the **Honey Pot** to the **Fishing Rod**. Use the **Fishing Rod** (with the **Honey Pot** attached) to get the Dots from the Pit – you get the **Ant Souls**.

**INSIDE THE HOUSE**

KITCHEN: Give the Ant Souls to Albert.





## ACT IV – TILL DEATH US DO PART

### BONESTOCK

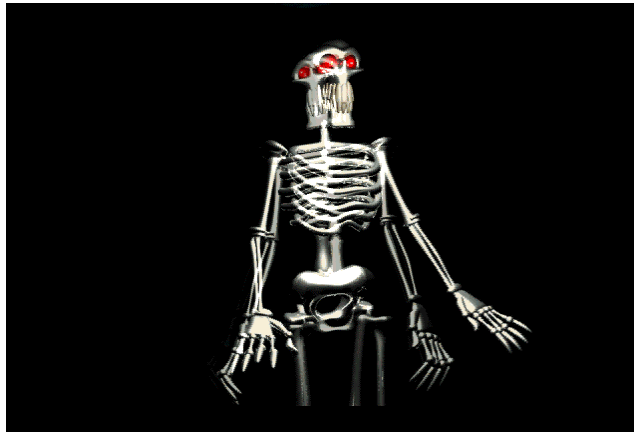
Take the **Cork** (from the hat).

### DJELIBEYBI

Wait at the entrance until the Prospector arrives and goes to the CAMEL LOT. Examine the Saddle Bags on the Prospector's camel – you get a **Canteen**. Put the **Rotten Arm** in the Saddle Bags – the vultures will follow the Prospector when he leaves and this 'triggers' the FOUNTAIN OF YOUTH.

### FOUNTAIN OF YOUTH

Put the **Cork** in the Fountain to stop the water flow – leaving only Sand in the Fountain. Fill the **Hour-glass** (its in your Luggage) with Sand to **Revive Death**.





## EPILOGUE – QUEEN KONG

### BASE OF THE TOWER

Talk to Dibbler (Question, Bladder) – he gives you **Bladders**. Fill the **Bladders** with water from the **Canteen**. Put the **Bladders (Full of Water)** into Rincewind's Inventory. Examine the raven to 'trigger' the topic with the Witch. Talk to the Witch (Raven) – she will swap minds with the raven and drop her **Broom**. Pick up the **Broom** and use it on Rincewind to **Rescue The Librarian!**

