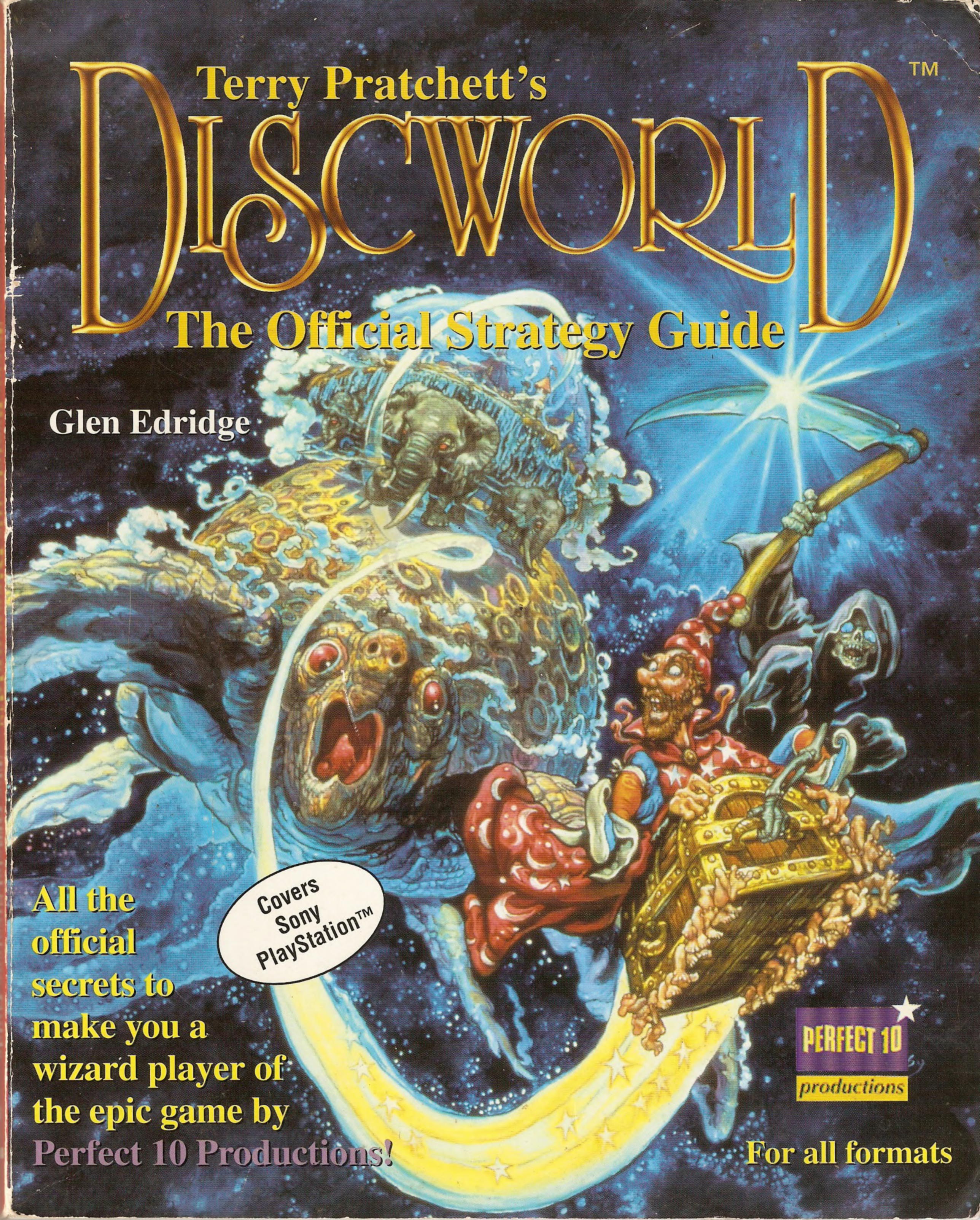
Terry Pratchett's

DISCWORLD™

The Official Strategy Guide

Glen Edridge



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Discworld™

The Official Strategy Guide



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Discworld™

The Official Strategy Guide

Glen Edridge

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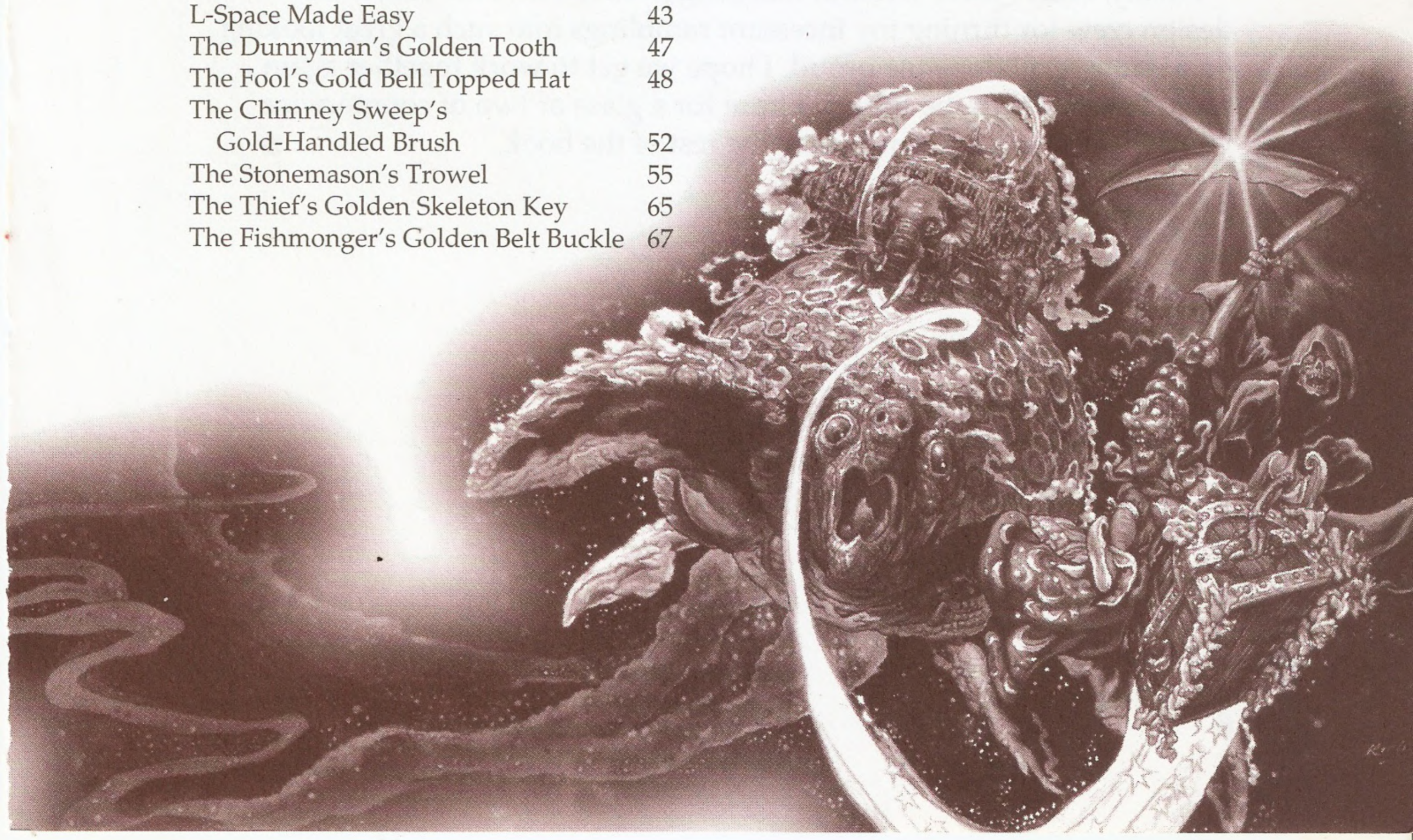
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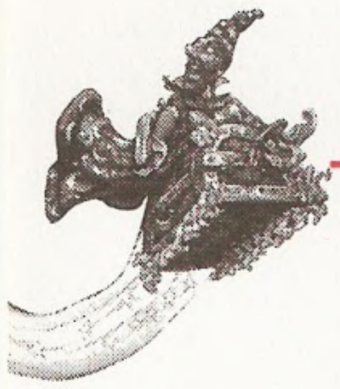
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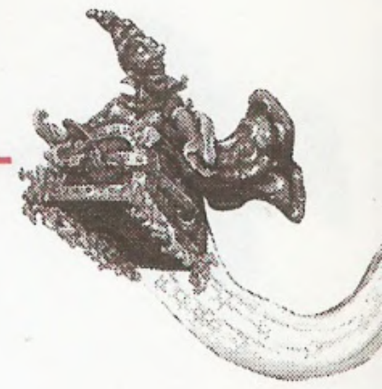
For many reasons Discworld is extremely special to me. Historically, this book sees the start of an exciting new relationship with Prima Publishing, a company who my colleagues and I have the greatest respect for. Without the kind support and enthusiasm of all the staff in Rocklin, California, this book would never have been possible. I'd particularly like to say a big thank-you to Project Editor and Tolkien devotee, Lothlórien Baerenwald for her grace under pressure and countless witty faxes… and yes, I believe that is her real name.

To work with, even if it was just spritually, the legendary Terry Pratchett has been a dream come true. The man is a genius. Enough said. Back here in the UK, I'd like to thank Perfect 10 Productions and Psygnosis for their technical support—I wish all projects ran as smoothly as this one. I'd also like to send out a big "respect due" to Simon Hill and the team of gamesplayers that helped make me look so good.

Finally, I can't leave without thanking Jo Lewis and the rest of the design crew for turning my incessant ramblings into such a great looking book. You've all done me proud. I hope we get to work together again soon. I'm off down the Broken Drum for a glass or two of counterwise wine now, so take care and enjoy the rest of the book.

Glen Edridge





Foreword

I never read forewords in books because I think that the people who write them are probably egotists who like the sound of their own inner voices.

In reality, who actually cares what anybody else thinks about a book? I hope that you, too, are one of the people who don't read forewords. However, if you are this far into it… mm… sorry. You don't know me (unless of course… hi mum). I run Perfect 10 Productions, the people who created the game called *Discworld* that this book is based on. That's a bit ironic really, because we actually created the game from an imaginary place called "Discworld" based on a series of books by Terry Pratchett.

When Gregg Barnett (my business partner) and I first started to collaborate on the concept of creating an adventure game, I never had an inkling that the game would be sooo BIG, and that so many people would have to suffer for so long at great expense to get it finished.

It seemed like a good idea at the time (funny thing is that it still seems like a good idea…).

The only problem is that the game really is big, that you do really need a water bag and a hint book to help you navigate around safely through the Shades of Ankh-Morpork, past Carrot the six-foot dwarf, and the death defying Temple of Offler.

Not only is this book a guide to the game, but it is also a handy guide to the devious mind warps and twisted logic of Gregg's head. He's certifiable, but what can I say… it's a bit like the joke about the man who's wife thinks she is a chicken. His shrink says, "She's bonkers, you've got to lock her up!" and he replies, "But Doctor, we need the eggs."

So now you have the passport to *Discworld* in your hand, use it wisely, have as much fun as possible, and most of all, stop reading forewords!

Angela Sutherland



Introduction

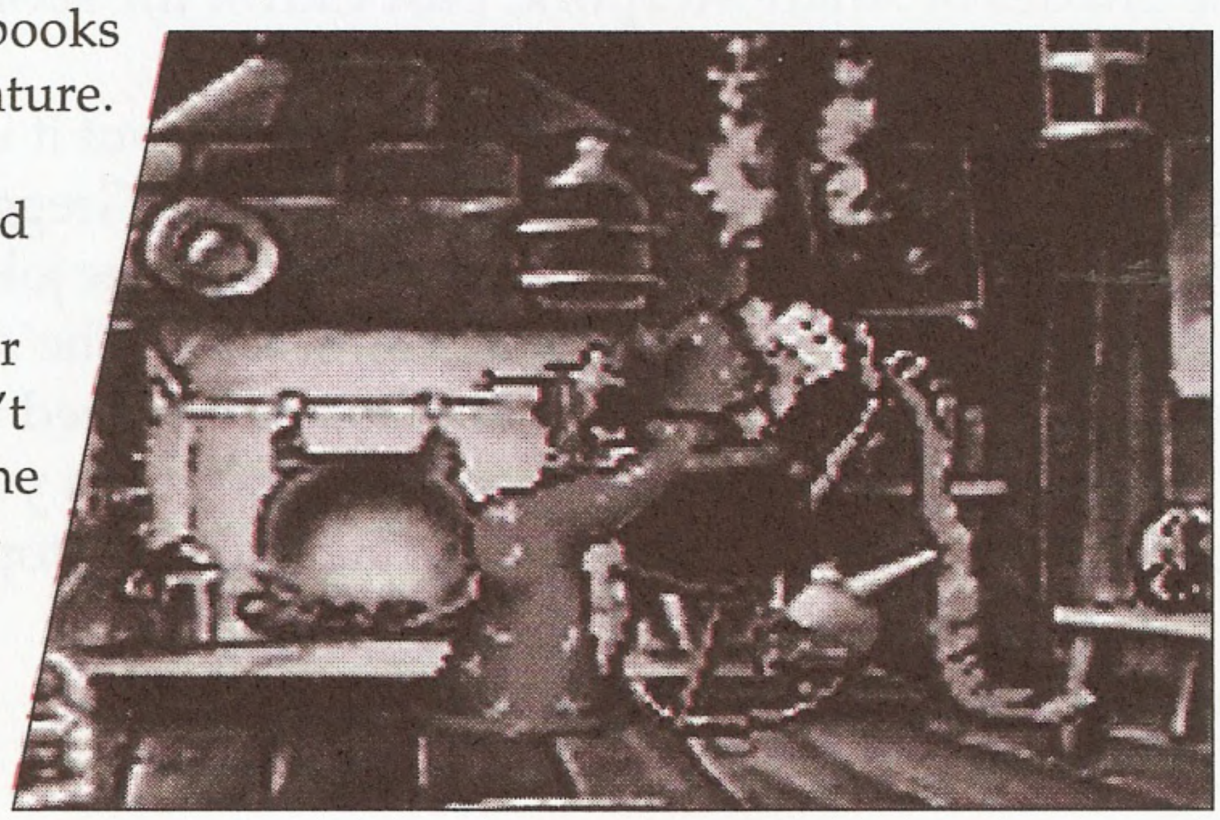


If you've already had the pleasure of playing Discworld, congratulations. The PC games market seems to be awash with graphic adventures, but few have playability, depth, graphics, humor, and gameplay in such abundance as this. If you haven't played it before, believe me, you have a real treat in store.

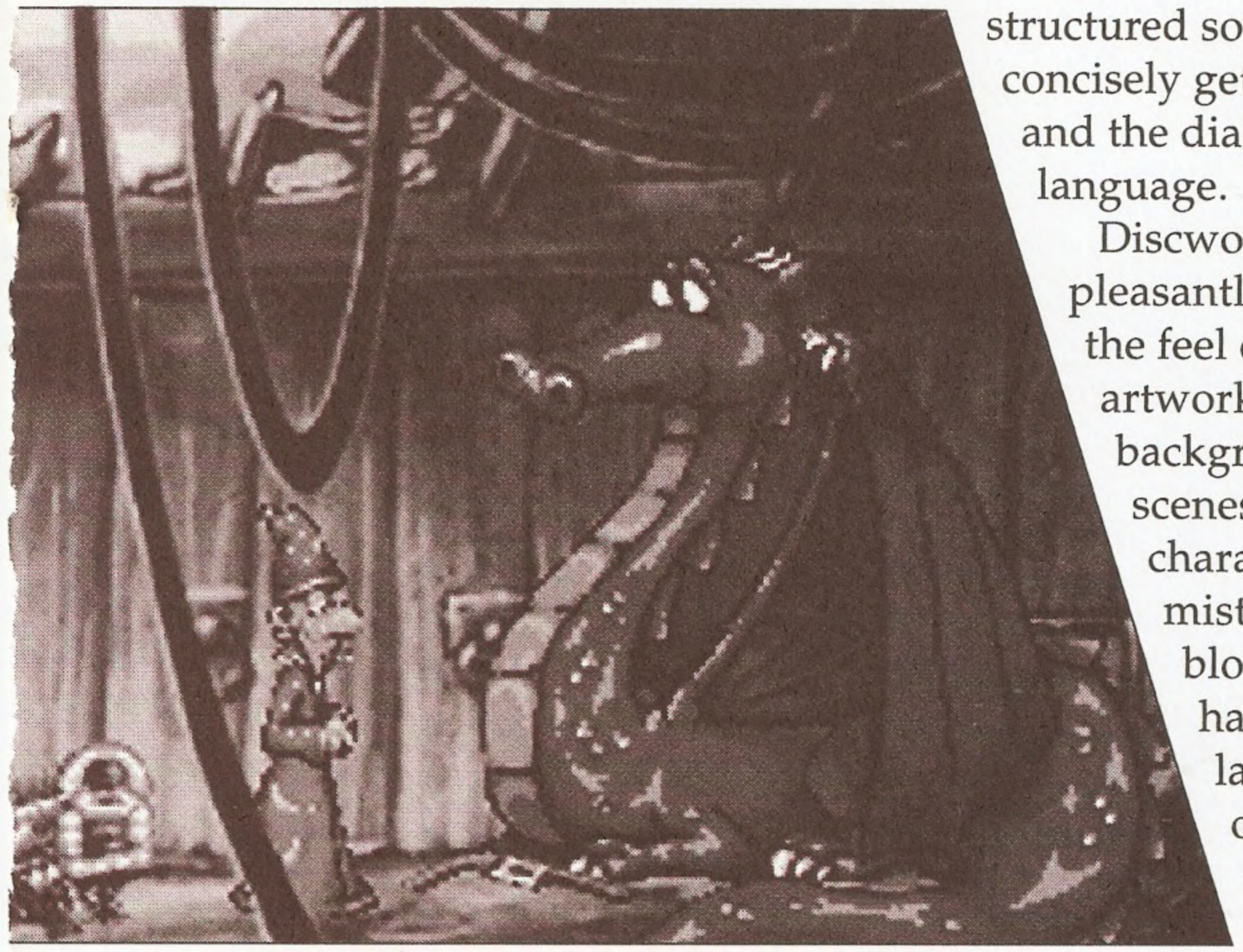
Developed by Perfect 10 Productions and TWG, this classy point-and-click adventure from British publisher Psygnosis has been widely recognized as one of the most innovative games of the decade.

Based on the events, characters, and legends outlined in cult fantasy writer Terry Pratchett's Discworld books, the game thrusts you into the shoes of Rincewind—a sarcastic but amiable wizard whose only friend is a luggage chest that doubles as an inventory holder. Your mission is to save the quiet city of Ankh-Morpork from the clutches of a dragon that is hell bent on causing chaos and destruction. This task will take you through hundreds of interlinked mind-bending puzzles spread over four acts. To give you some idea of the depth of the gameplay, the programmers suggest that there's about 100 hours of it, although by using this guide you can reduce this enormously. This is no inflated estimate either: the experienced team of game gurus I unleashed on it confirmed that it was one of the hardest they had pitted their wits against—good job you've got this solution then!

While many gamesplayers will be converted to the game having read the Terry Pratchett books first, don't worry if, like me, you haven't had the pleasure of the Discworld books before beginning the adventure. Although those already familiar with Discworld and its colorful population will obviously benefit from their inside knowledge, it doesn't matter if you don't know the color of the river Ankh, the name of Ankh-Morpork's local pub or the dimensions of the mighty A'Tuin. The adventure is







structured so that you quickly and concisely get the feel of the environment, and the dialog is just plain funny in any language.

Discworld aficionados will be pleasantly surprised at how much of the feel of Josh Kirby's original artwork has been included in the background artwork for the various scenes and locations, as well as the character costumes. Make no mistake about it, there's a lot of blood, sweat, and tears that have gone into creating this labor of love, but as you'll see over the course of this book, the result is one of the true classic graphic adventures.

Assumptions

Naturally, the author assumes that you have a copy of the game and are running it on at least a 386 machine, or equivalent, with a CD-ROM drive. While this is the minimum required to run the game, to experience the game in its full glory, it's recommended that you use a 486 machine with a minimum of 4 Meg RAM, more if possible.

It's also assumed that you are using the mouse to play the game. For those who may have lost their manual the controls are as follows:

Mouse

Left mouse button (single click):	Walk
Left mouse button (double click):	Pick up or use an item
Right Mouse Button:	Examine an object

Keyboard equivalents

Space bar:	Walk
Enter:	Pick up or use an item
Ctrl:	Examine an object



Act One

In Search of a Dragon

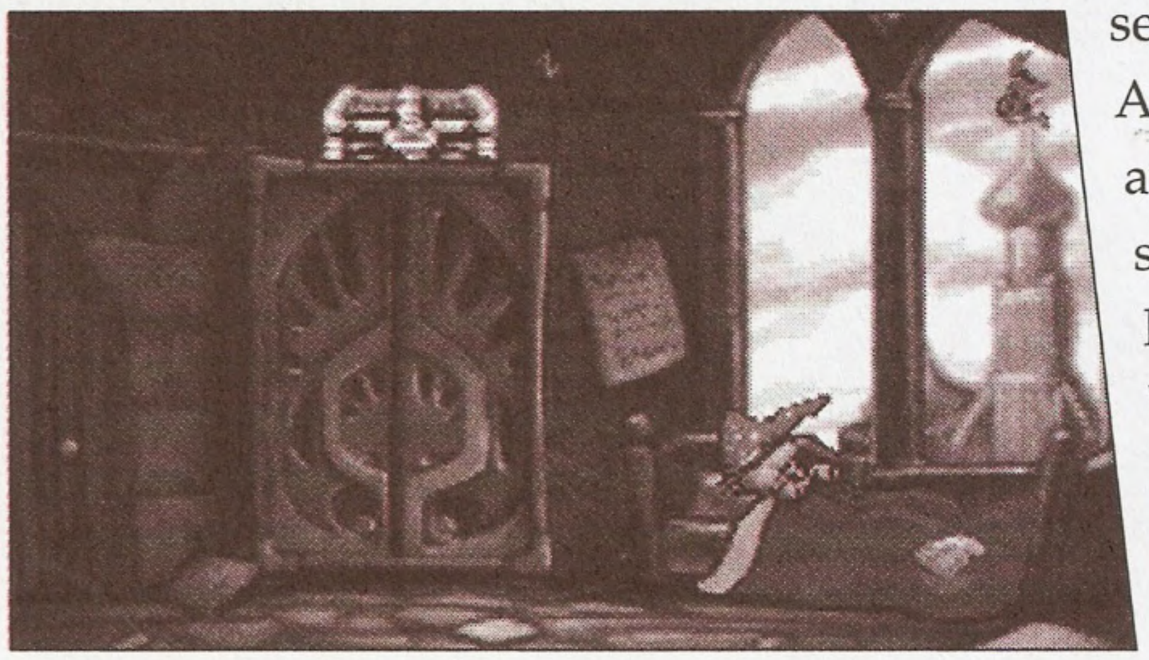
In Search Of A Dragon

Okay, now we've got the preliminaries out of the way it's time to begin the adventure. The cinematic animated opening sequence sets the scene for the quest. From the introduction players can work out that they're assuming the role of Rincewind, a loveable but inept wizard, and that the plot is in some way concerned with dragons: not a lot of information to work with, but this is about to change—big time! As Rincewind, you're about to embark upon a magical, spectacular, and often hilarious adventure.



So, oil your mouse button, crank up the volume on the speakers, grab your thinking cap, and prepare for the journey of a lifetime.

You'll recall that in the opening sequence Rincewind is awakened by a loud knocking on his bedroom door and given a message to visit the Arch Chancellor. This gives you a starting point. Don't worry if you miss this initial clue, it's impossible to leave the Unseen University without seeing the Arch Chancellor first. Although the initial area available to you is relatively small, eventually you're able to leave the confines of the Unseen University[1] and explore Ankh-Morpork and the world beyond the city gates.



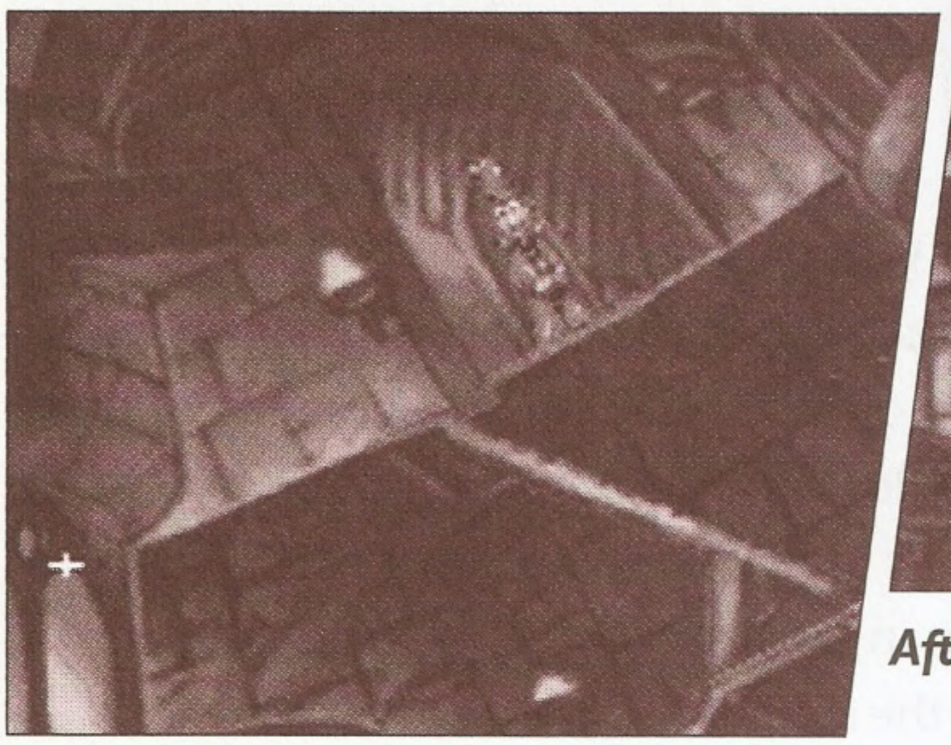
While Ankh-Morpork is under siege, Rincewind sleeps off his hangover. Note the mysterious shape in the window.

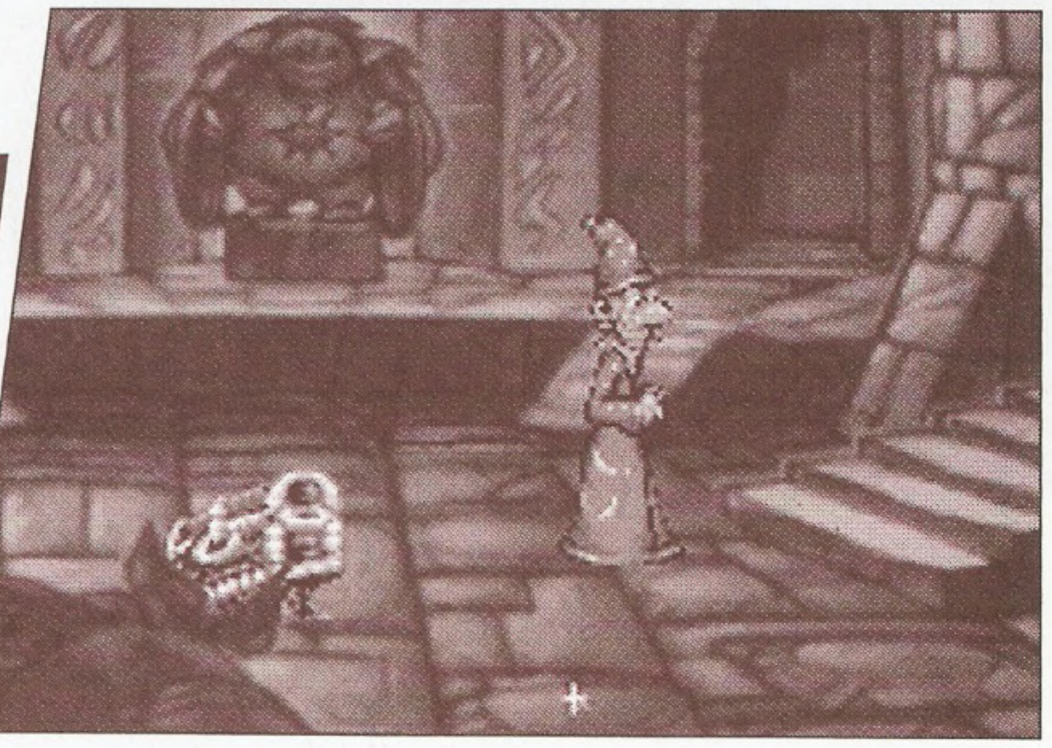
You take control of the action as Rincewind awakes. As the player

[1]Contrary to its name, the Unseen University can in fact be seen from virtually any point in Ankh-Morpork, except the Shades of course where even the five o'clock shadows arrive about half past one. These ivory towers of academia are home to the Arch Chancellor, a very wise man with impeccable taste in shelving.

takes the role of the wizard for the rest of the game, I will refer to the hero as "you" rather than "Rincewind." This will avoid confusion and make the often complicated instructions easier to absorb.

The Arch Chancellor's room lies down these stairs and to the left.





After collecting the broom from the closet, go to the bedroom and use it on the luggage.

As you get to your feet, move the cursor around the room with the mouse and experiment with the control mechanism by clicking on various objects. A single click with the right button examines an object, while a single click with the left button makes you walk to the cursor. To use or pick up an item, or perform a task, double click the left mouse button.

Straight ahead of you is a large wardrobe. Curiosity should lead you to try and open the closet, so double click on it. Rincewind tries to open it with finger waggling[2] (introducing the concept which you use later in the game), but fails and eventually kicks the door open, revealing a money pouch. Double click on this pouch and put it in your personal



The apprentice wizard has the spell to open the University's gates.

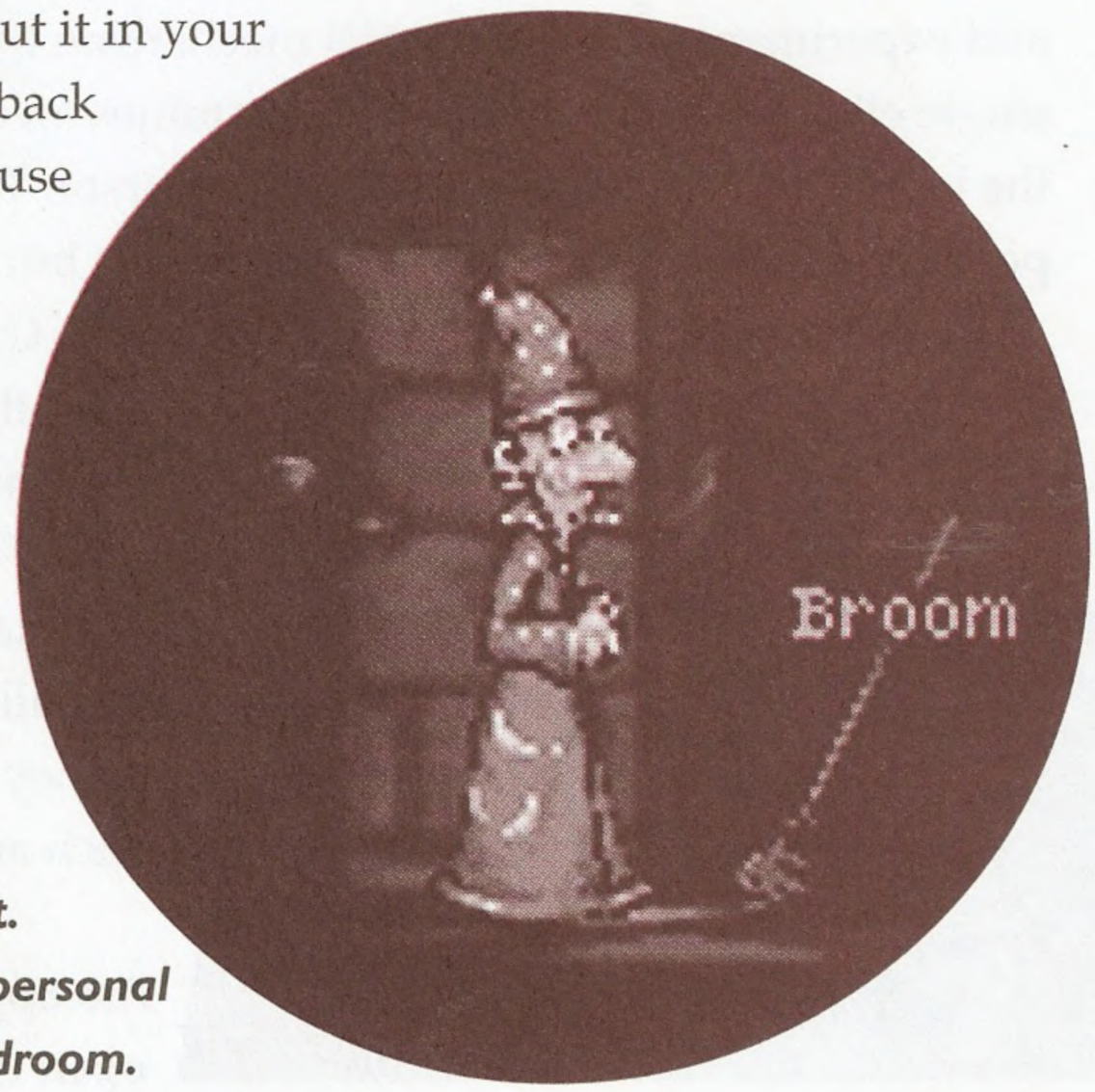
[2]Waggling is an every day part of adult life in Discworld. Most wizards learn to waggle during their teenage years, and once they've mastered the art can carry on waggling right up until the day they die—no wonder there are so many apprentices!



The money pouch is on the second shelf of the wardrobe. To pick it up, highlight it and then double click.

inventory; you now have cash! Next, examine the snoring luggage[3] on top of the wardrobe. You can try to grab it, but you haven't got the reach to wake it from its deep sleep. What you need is something long and sharp to poke it with—a broom would be ideal. Before you set off in search of the Arch Chancellor and a broom, examine the mysterious shape visible through the window. You receive some information that helps illuminate your task.

Okay, once you've examined everything in the room, walk out of the door and down the stairs. Keep walking down the stairs until you reach the courtyard flanked with two statues. To the left is the library, to the right lies the kitchen, but your first stop is the closet—a perfect place to find a broom! Grab the broom, put it in your personal inventory, and then head back up the stairs to the bedroom. Now use the broom on the luggage. The luggage wakes up, and from this point on it follows you around, acting as an unending storage facility. Take advantage of your new-found buddy by placing the broom inside it. Right, now it's time to meet the Arch Chancellor.

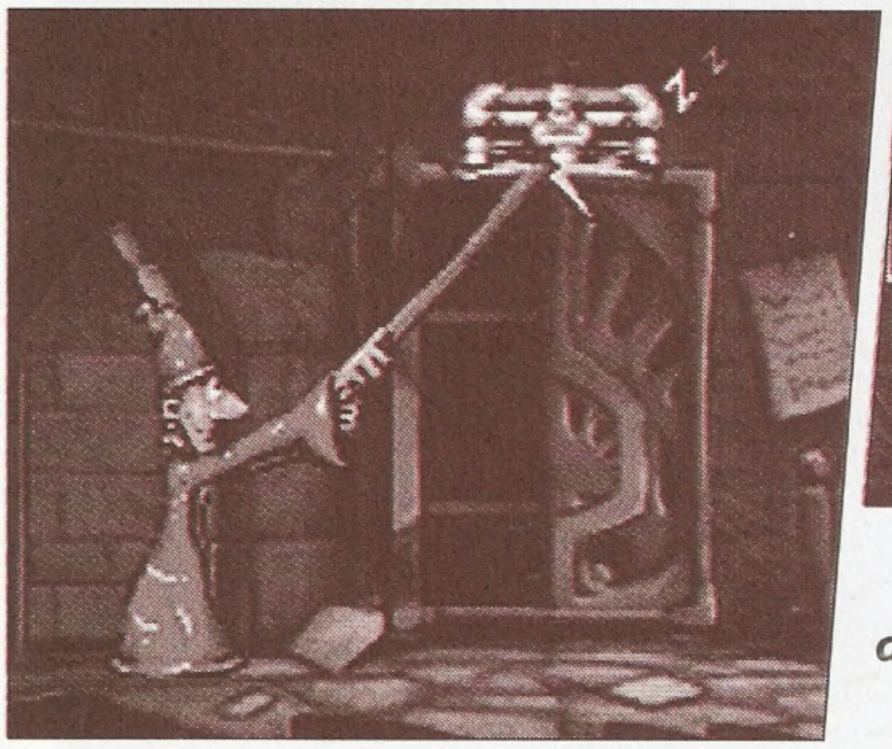


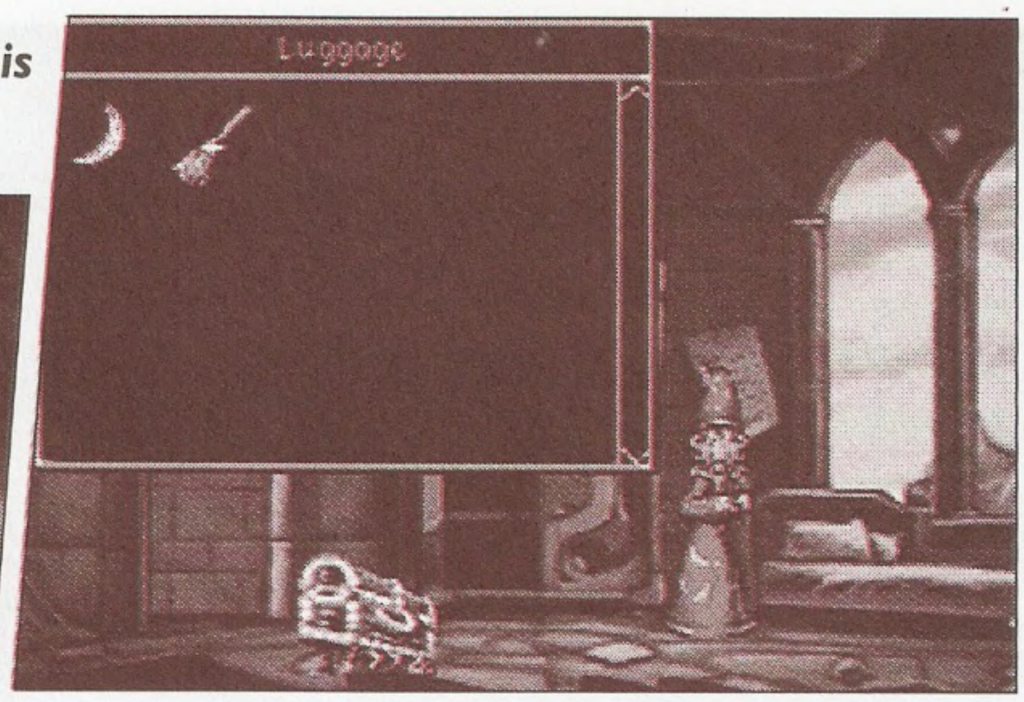
The broom is stored inside the closet. Once you've got it, place it in your personal inventory and then return to the bedroom.



[3]The chest and the luggage are one and the same. Made of sapient pearwood, it attaches itself to its finder and follows them everywhere like a puppy. In this game, the luggage is a handy storage device, and a convenient homicidal maniac, should one be required.

The only way to wake up the luggage is to prod it with the broom.





For the rest of the game it follows you around acting as a storage device—note the banana already inside it.

Exit the room and walk downstairs again. Just as you reach the last flight of stairs walk to the left, past a statue, into the Arch Chancellor's room. Once inside, the Arch Chancellor reveals your initial quest—the relatively simple task of getting the *Dragon's Lair* book. You learn that a dragon is terrorizing the city, and that the head of the University has decided that the wizards should do something about stopping it. However, before they can expel the mythical beast they need the book to determine his hide-out. With all this information ringing in your ears, go downstairs to the library. You'd think asking the Librarian[4] for a book would be a simple task, but when the head honcho is a monkey (oops! orang-utan) you know you're in trouble. It quickly becomes apparent that if you say the dreaded M word, you



The Arch Chancellor asks you to get the Dragon's Lair book.

[4]It's rare, even in a place like Discworld, for orang-utans to be Librarians, though after seeing the way this primate performs his public duties it's hard to imagine why. One fateful day the Librarian got caught up in a magical accident and was transformed into an orang-utan. He has since resisted all efforts to turn him back, preferring the handy long arms (ideal for those hard-to-reach shelves) and the right to scratch himself in public.



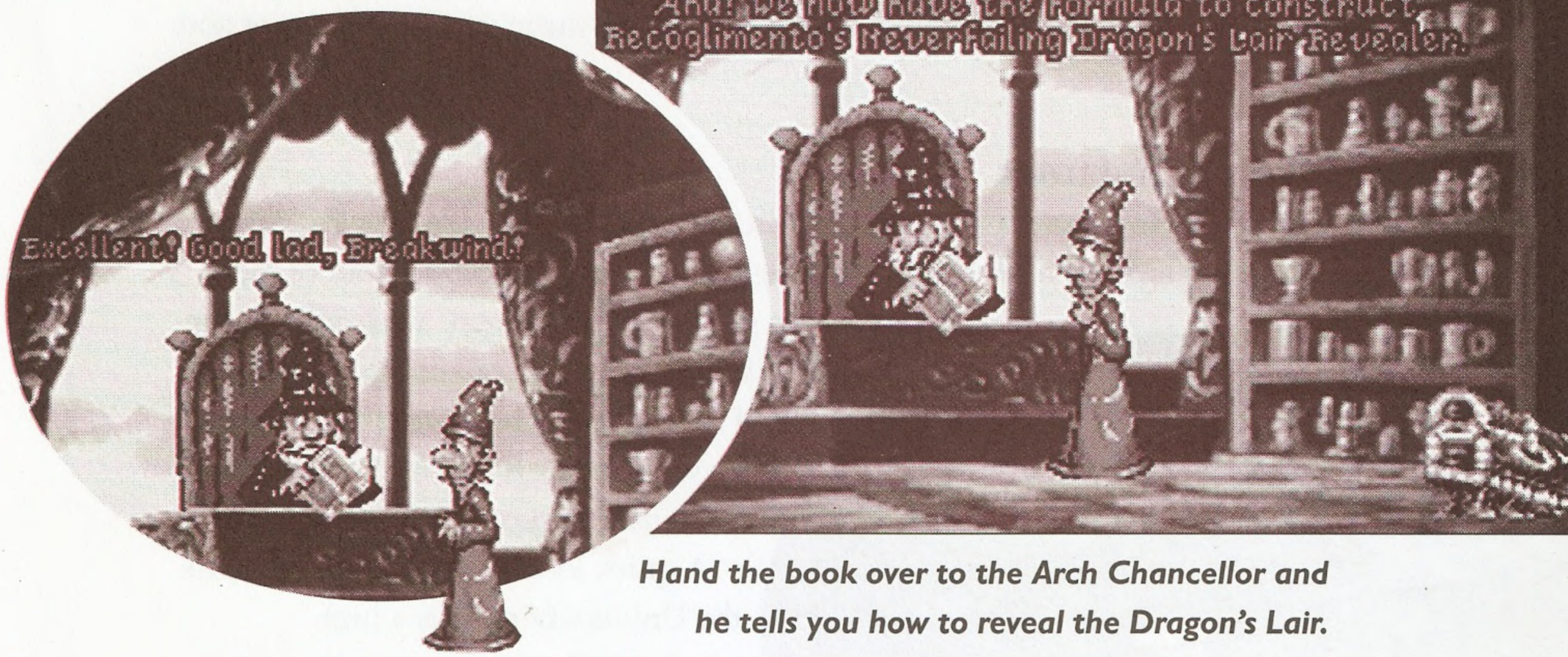
There's no time for monkey business in the library. Give the orang-utan a banana as a library card.

get smacked on the head, and also that you need a library card to borrow a book. Look in the luggage and take out the banana. This is going to act as a library card, so give it to the mon… sorry, orang-utan. He's so pleased by your offering that he goes and gets you the book.

Return with the book to the Arch Chancellor's room and hand it over. He deciphers the runes on the book's picture showing a dragon-detecting device, and tells you to collect the components for the machine: a staff of tumultuous thermaturgy, a metal container, a spiral of neverfailing induction, a miniature creature of excitable chitters, and dragon's breath. Alternatively, you can double click on the book. This gives you a close-up of the page containing the objects you have to collect.

This is your first major task and it forms the basis for the rest of the action in Act One. The game now opens up, with five separate quests to be completed. Virtually all these quests force you into situations and conversations that will be built upon later in the game. You can do the tasks in any order, but here's the fastest way.

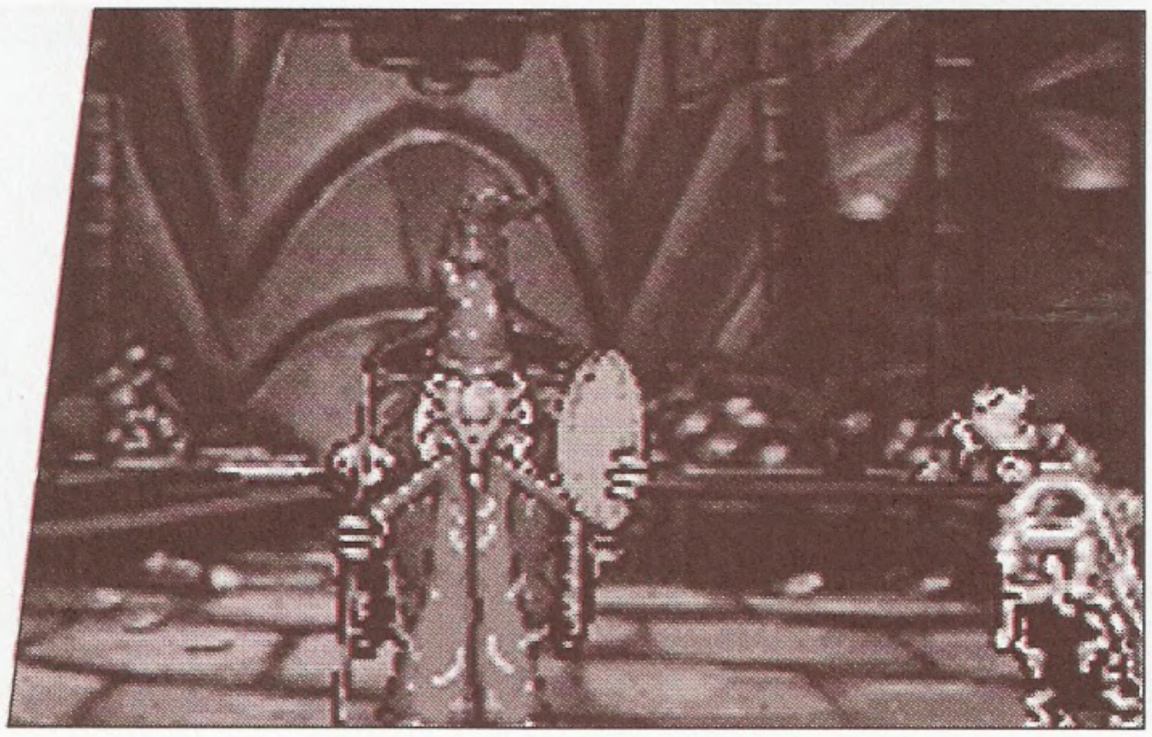
Breakwind? That's no way to treat a guy that's just found the library book.



Hand the book over to the Arch Chancellor and he tells you how to reveal the Dragon's Lair.

A Staff Of Tumultuous Thermaturgy

Although this sounds like an incredibly complex device, it's actually a relatively easy puzzle, and the answer is right under your nose. Begin by making your way to the dining room located in the University on the floor above the library. Inside this room you find a Lecturer in Recent Runes, the Dean, and the University Bursar; but it's Windle Poons, the cantankerous old wizard seated in the middle of the room, that you're looking for. A quick conversation with this bad-tempered fellow reveals that he's as deaf as a post. It's also clear that



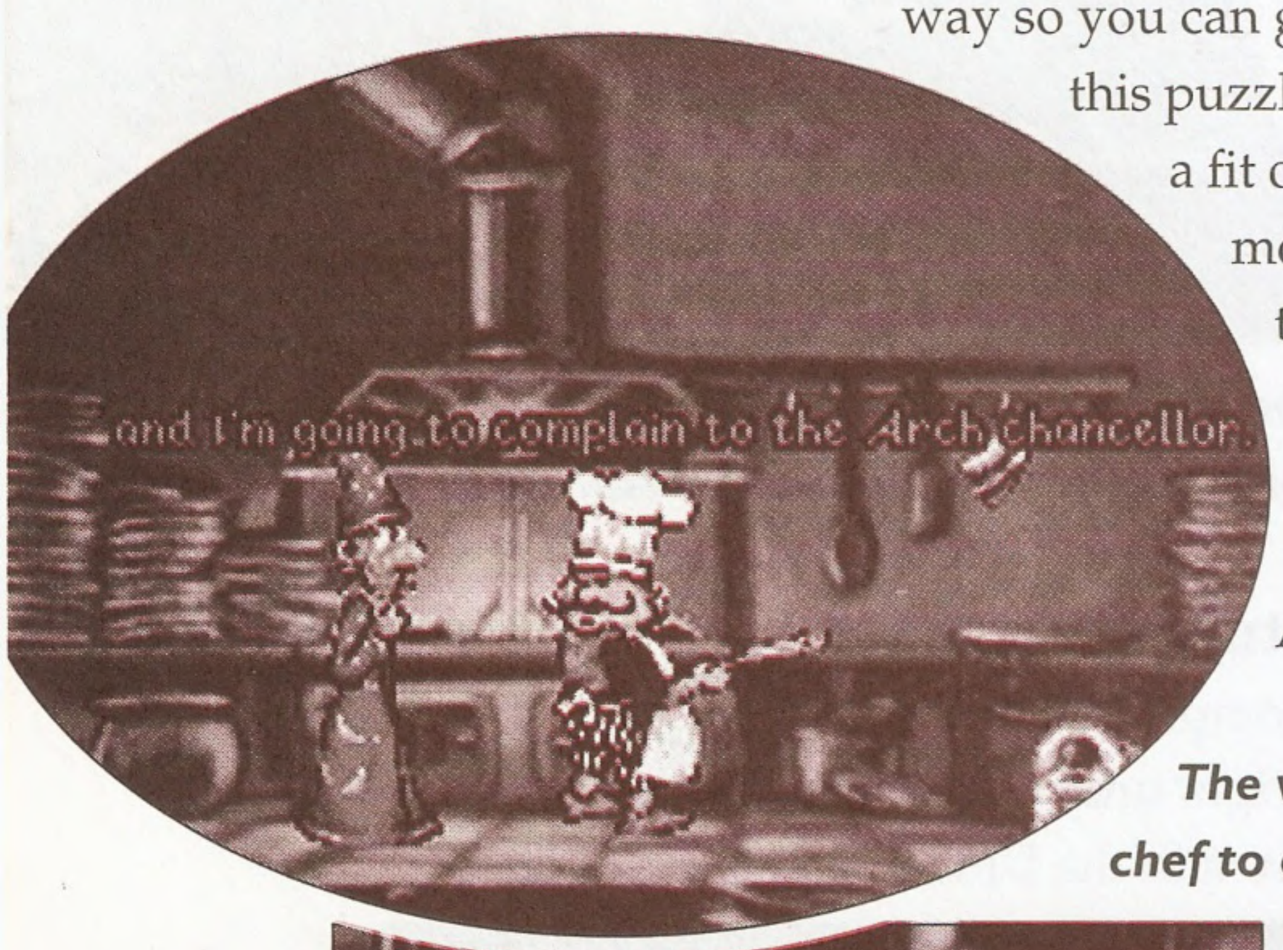
To get the first item, head to the dining room and swap the broom with Windle Poon's staff.

he's holding a magic staff. The question is how to get the staff without him knowing? Rather than waste time with his meaningless conversations, simply swap the broomstick for the magic staff. Windle Poons is so docile he doesn't even notice that you've switched items. Now place the staff in the luggage and exit the room.

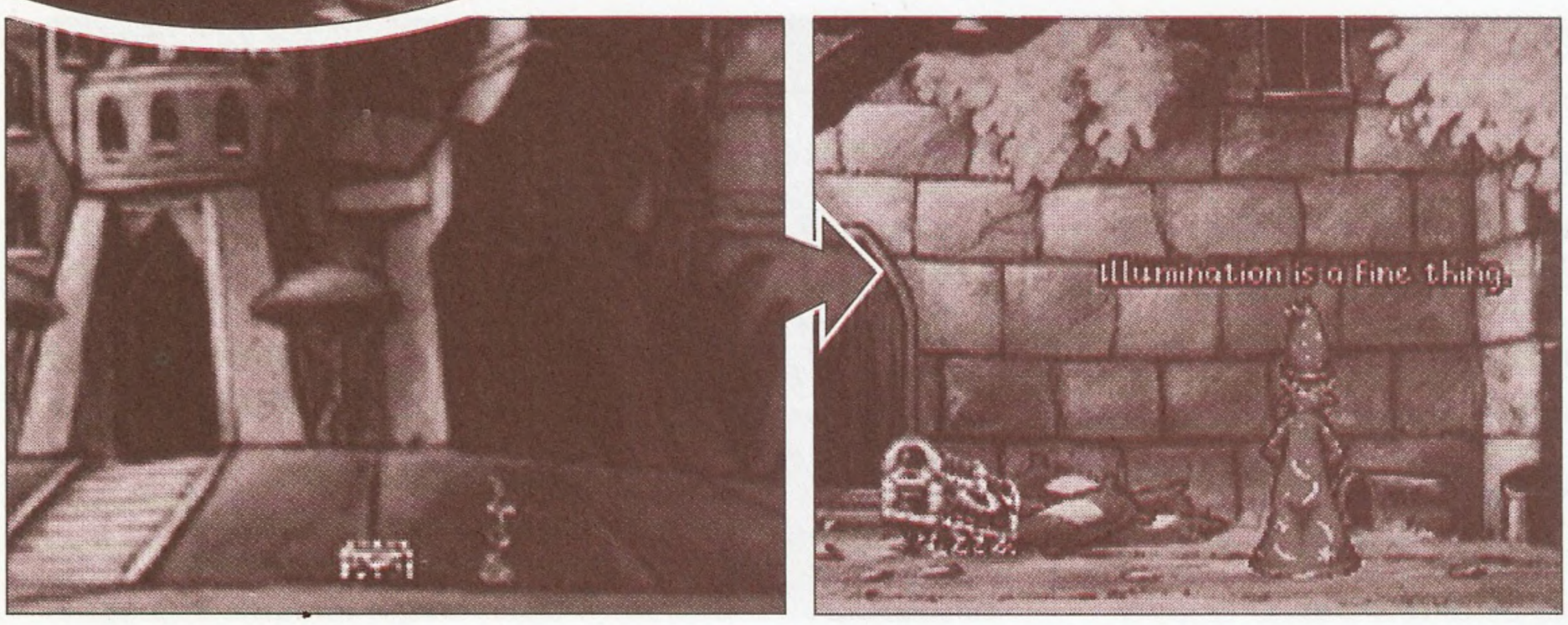
A Metal Container

This is the frying pan used by the cook in the kitchen. It's quite easy to work this out, but again the problem is finding a way to lure somebody out of the way so you can get the required item. Your only clue in this puzzle is found when talking to the chef. In a fit of rage he vows he'll walk out if one more weird thing happens. It's up to you to ensure that he does.

A quick look in the gardens outside the University reveals a high window—the kitchen window. Although you can't climb up into this



The way to get the frying pan is to force the chef to complain.



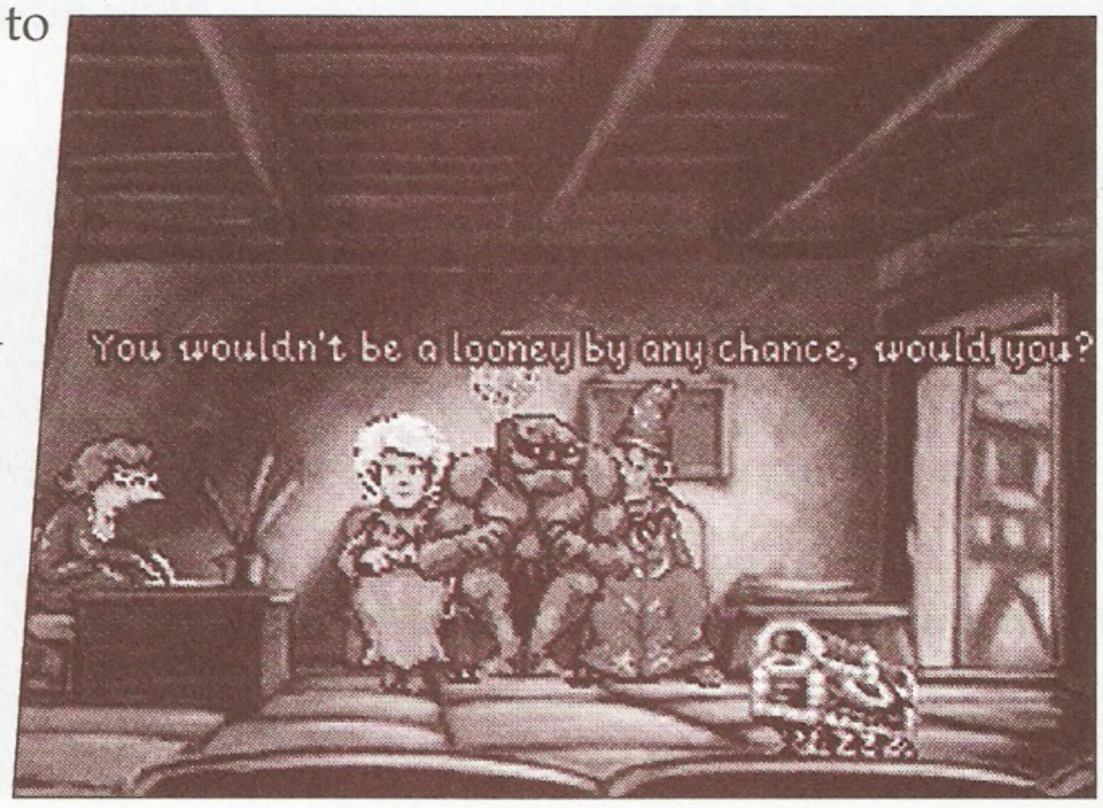
Once you've got the ladder and the butterfly net, take the secret passage around the side of the University until you see a window that looks down onto the kitchen.

window yet, it's pretty obvious that a ladder would be useful. This essential item is found on the city rooftops in the alley outside the University gates. Before you can open the gate and explore the town you need to learn the correct hand waggles from the apprentice wizard eating prunes in the garden. Speak to him and he tells you that the hand waggles have changed. An animated sequence follows showing Rincewind opening the gate. One of the magic blasts rebounds off the gate and hits Rincewind, clearing a frog out of his throat. Pay special attention to this sequence, it's very important later in the game. Pick up the frog, put it in the luggage and exit the University's grounds.



Before you can open the University's gates, you need to learn the hand waggles from the apprentice wizard.

On the map screen, take a trip to the square and visit the first building on the right—the Psychiatrickerist's[5]. There's always only one seat available in the waiting room, next to the Troll, but you need to free the



The butterfly net is in the Pyschiatrickerist's waiting room. Sit down and talk to the Troll.

[5]You may have noticed that every time you step into a doctor's waiting room there's always only one seat available and it's always next to the psychotic bloke. Strange too that if you leave the room even for a nano-second, someone will take your seat. It doesn't matter that previously everybody was avoiding this chair like the plague, suddenly it becomes a butt magnet.



Pick up a rotten tomato from the stall in the square and a worm falls out.

middle chair so you can reach up and take the butterfly net directly above the seat. Talk to the Troll, ask him a question, and then leave the room. In the square outside go to the fruit stall and pick up a tomato. Throw the tomato at the tax collector in the stocks, and then return to the stall and pick up another tomato. This one is rotten and a worm falls out of it onto the floor. Pick up the worm and put it in the luggage (you'll need it later) and then return to the Psychiatrickerist's. The seat beneath the butterfly net is now empty, so sit down and grab the net.



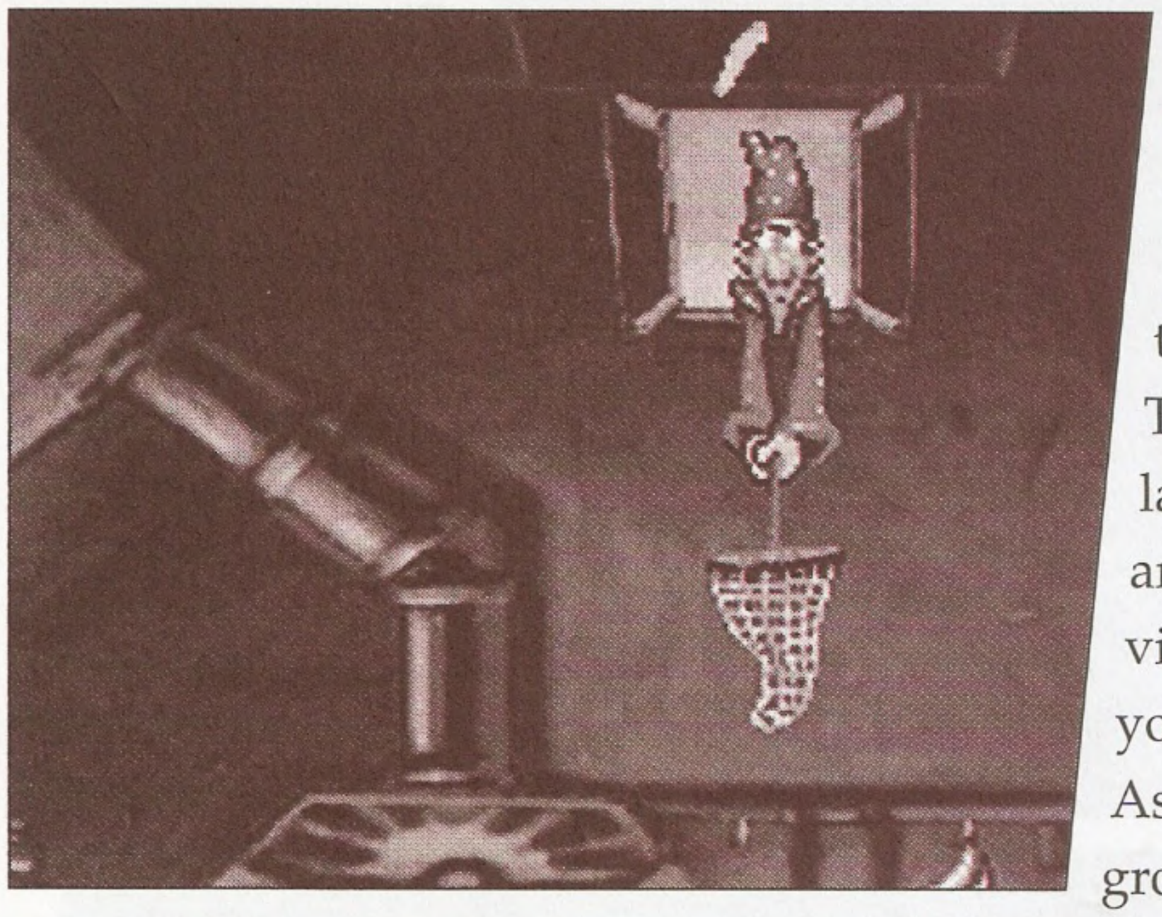
Now return to the Psychiatrickerist's and the middle seat is vacant.

With the butterfly net safely stashed in the luggage, exit the square and head for the alley. Walk along the alley until you reach a magic paving stone that transports you onto the city rooftops and into



The ladder is part of the Assassin Training Course on the alley's rooftops.





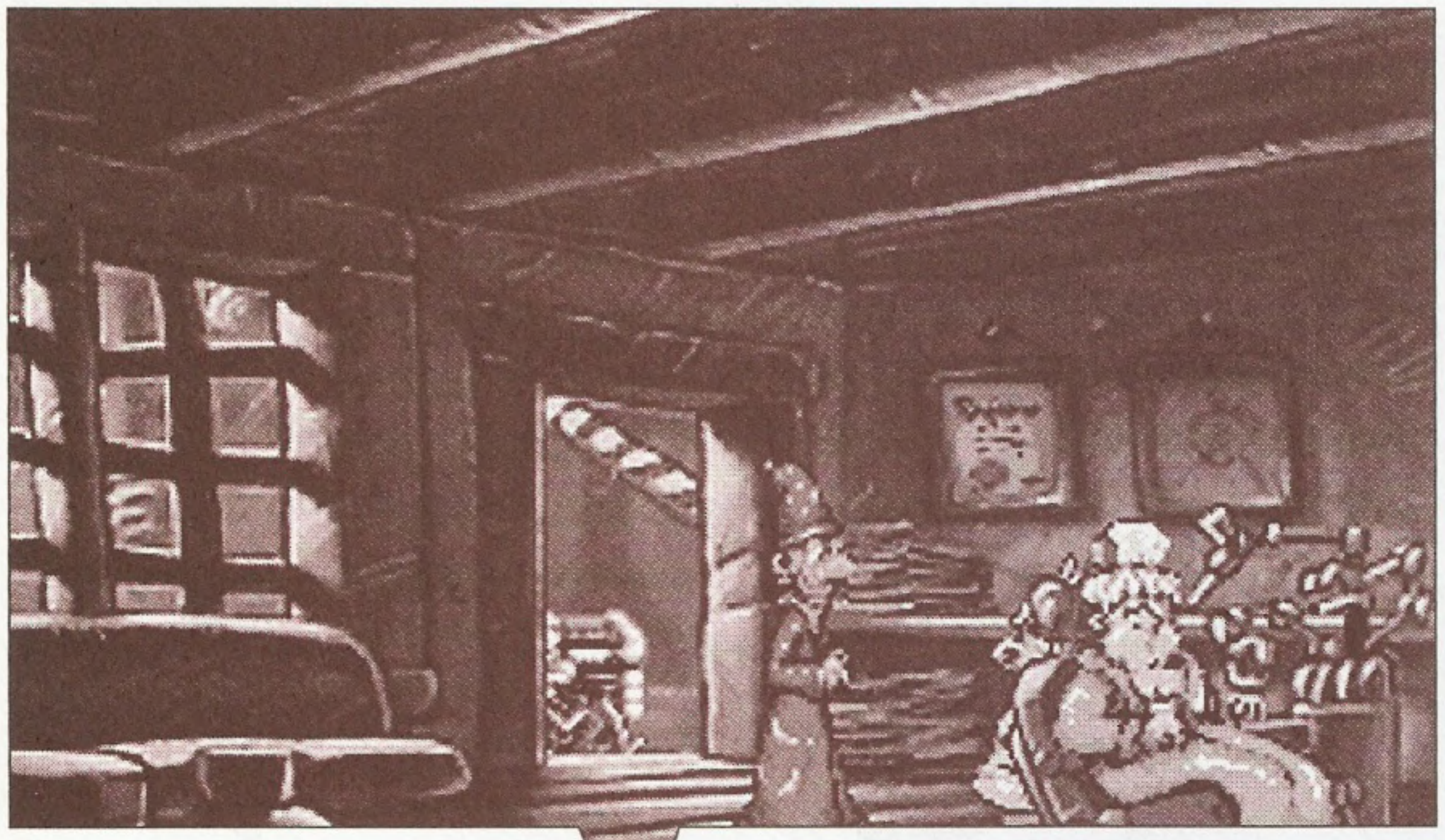
Once you've got the net and the ladder, use them on the window.

the middle of the Assassin Training Course. Grab the ladder that lies ahead of you and then return to the ground via the rooftop window. When you return to the street, the Assassin comes tumbling to the ground. In a state of shock he asks, "Did you get the number of that donkey cart?"—the start of a long running gag that ends in a puzzle solution in Act Three.

Now you have the ladder and the butterfly net, return to the Unseen University. Take the path situated to the left of the University building entrance around to the back of the building. Transfer the butterfly net from the luggage to your personal inventory, and then use the ladder on the open kitchen window. After climbing the ladder, use the net to capture the chef's pancake. When the chef goes to investigate his missing pancake, run through the University's front entrance, into the kitchen, and take the frying pan. Two items down, three to find!

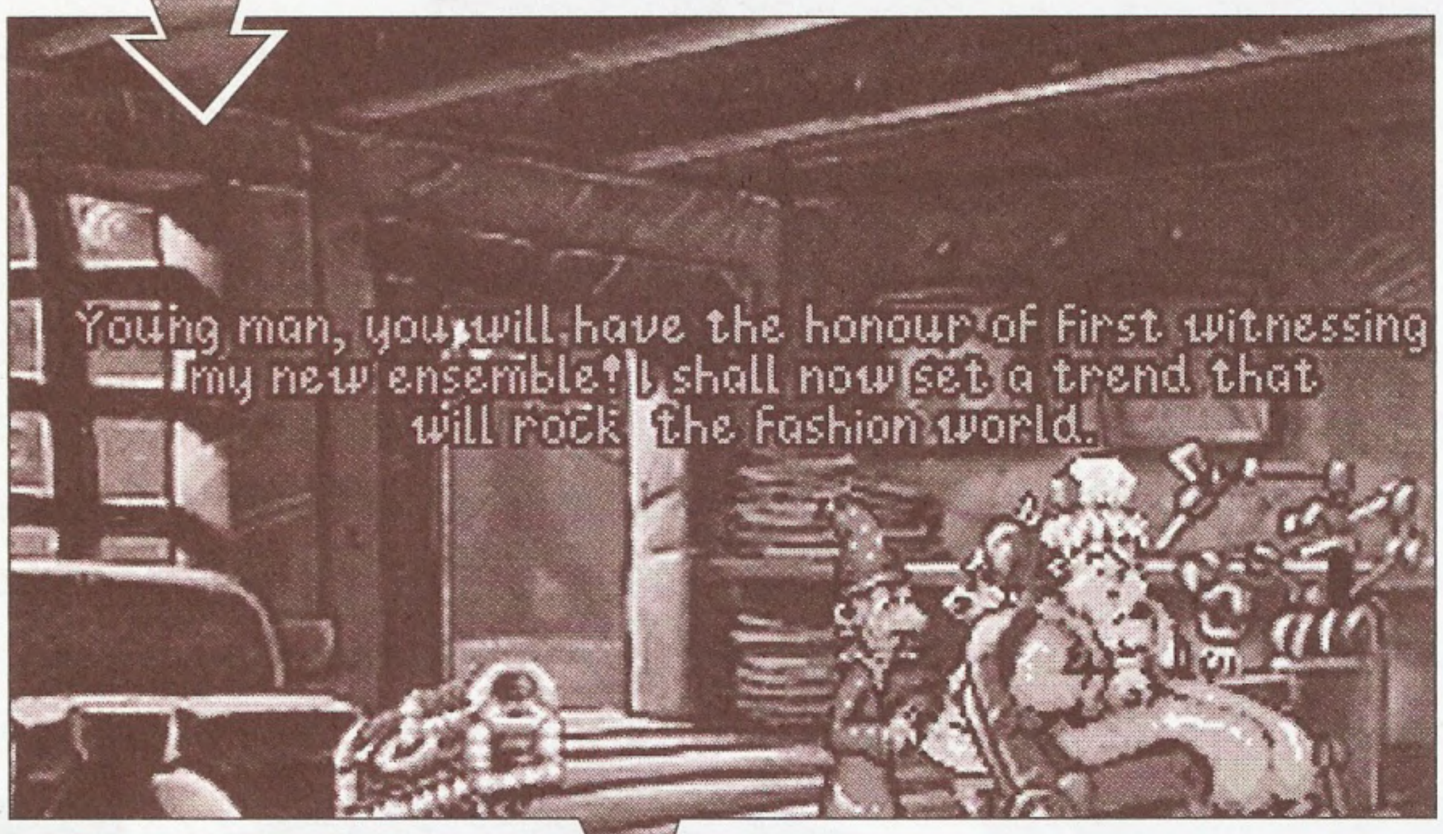


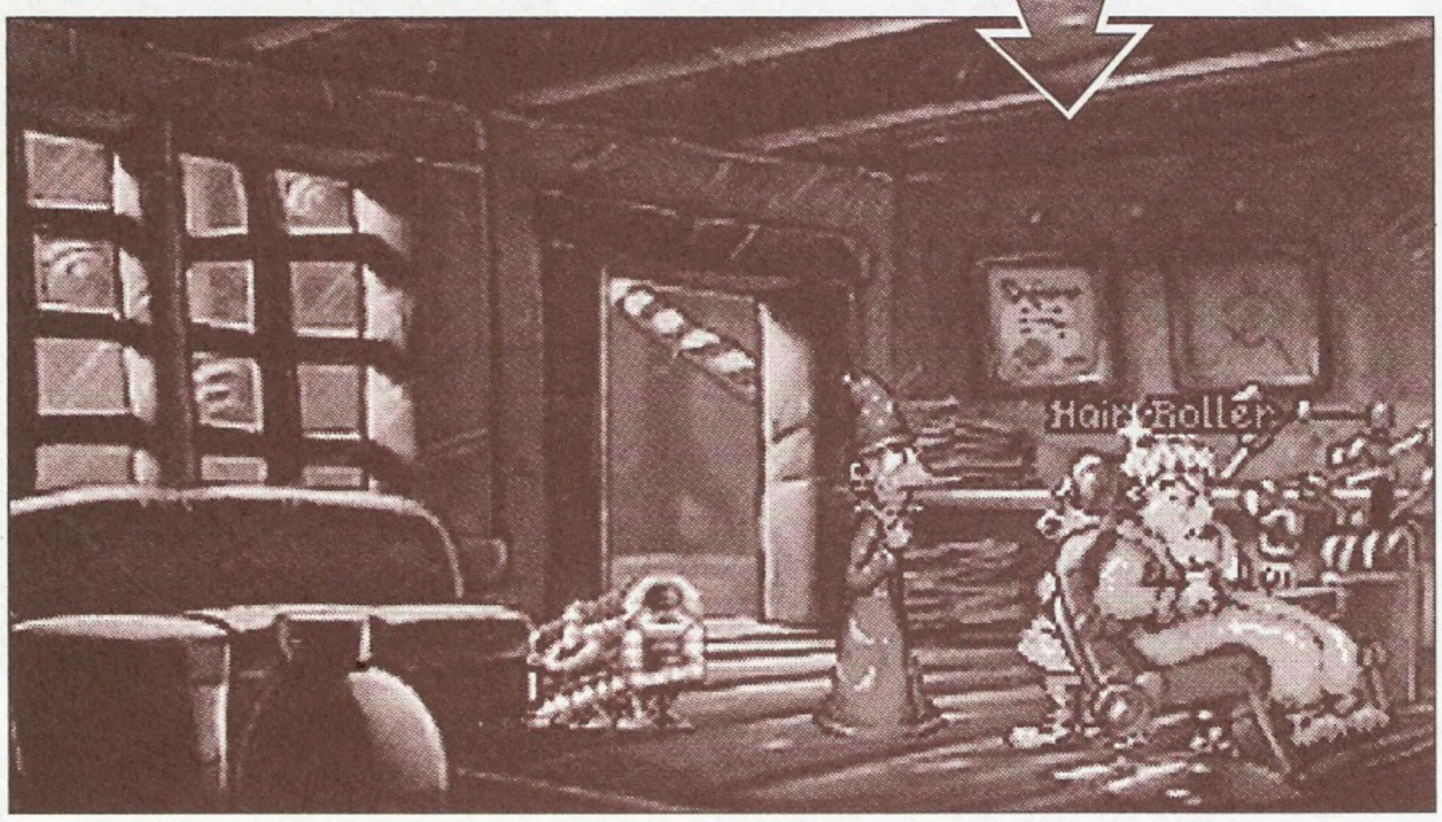
After grabbing the pancake, run down to the kitchen and pick up the chef's frying pan. Your next task is to cross town to the street and pay a visit to the Barber's Shop.



The neverfailing coil is the hair roller in Lady Ramkin's hair.

The only way to get the hair roller is to convince Lady Ramkin that she looks better with her hair straight.





To activate this conversation, double click, or press Enter, on the hair roller.

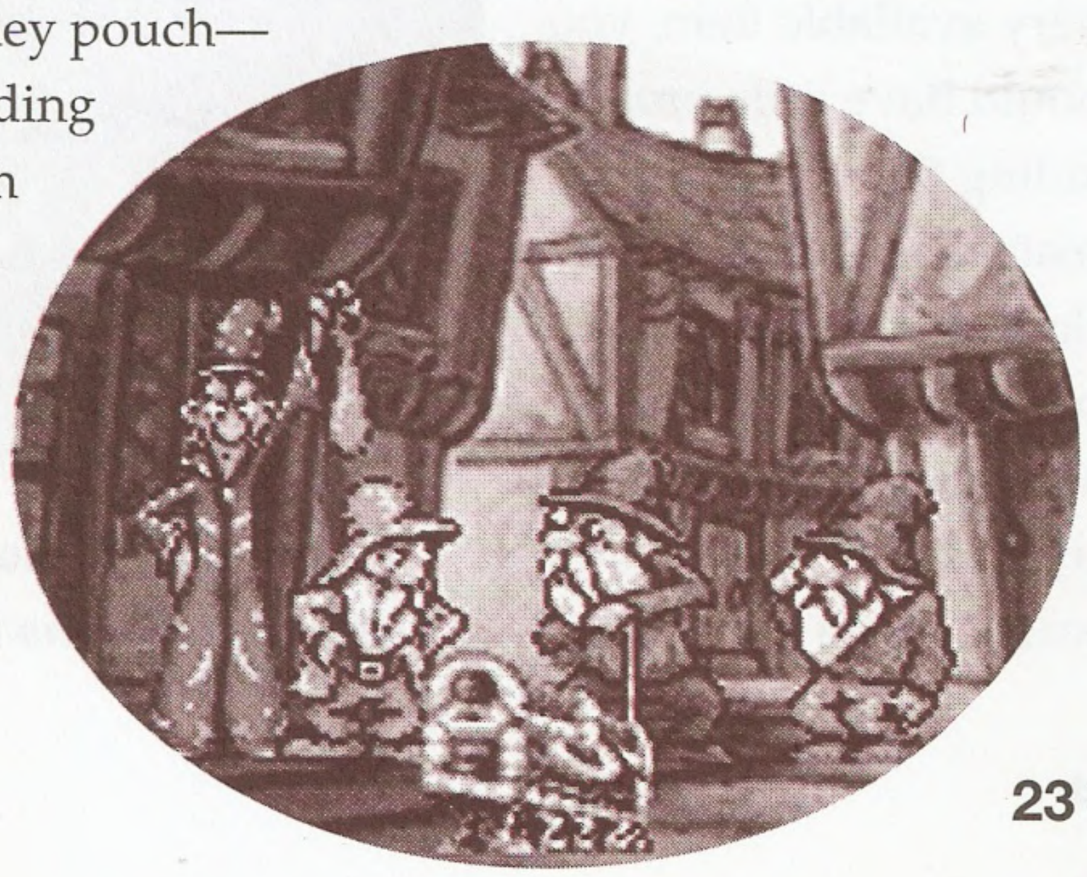
A Neverfailing Coil

This turns out to be a metal hair roller, found in Lady Ramkin's hair in the Barber's Shop. After placing the frying pan in the luggage, immediately head for the entrance on the right side of the street. The Barber's Shop is on the right of the street, just past a beggar. Make sure you talk to this guy, he's a real laugh. Once inside the Barber's Shop, talk to Lady Ramkin, then double click on the hair roller. With a bit of friendly persuasion you can talk her into believing that she will look better with her hair straight, rather than in a bun. She eventually agrees and the Barber takes the roller out and places it in his pocket. The next problem is getting the roller out of the Barber's pocket. If you talk to him he tells you that he's madly in love with the Milkmaid (the girl you spoke to earlier in the Psychiatrickerist's), and starts to daydream about her. If you try to take the roller out of his pocket he snaps out of his daydream and gives you a stern rebuke. There's nothing else you can do in the shop, so exit and head back to the square.



After a bit of persuasion, the fashion-conscious Lady finally agrees. Now you need to visit the Street Urchin in the square.

When you get to the square, have a chat with the loveable Street Urchin. This tricky thief tries to sell you a money pouch—your money pouch! After demanding your pouch back, ask him to teach you how to pick pockets. Eventually, he agrees and sends you off to practice on the three



After three practice attempts, you finally get the old man's bloomers.



As soon as the Barber starts day-dreaming about the Milkmaid, use the pickpocket skill on his pocket.

old guys in the town square. It takes three embarrassing attempts to perfect the skill. On the first attempt you get hit with a handbag, then get caught with your hand in one guy's pocket, before finally succeeding and ending up with the third old man's bloomers. To show you now have the skill, a pickpocket icon appears in your personal inventory. Store the bloomers in the luggage—you don't want to be seen waving them around Ankh-Morpork!—and then return to the Barber's Shop.

Armed with your new deft pickpocket skill, speak to the Barber again. As soon as he starts dreaming about the Milkmaid, take the pickpocket skill out of your personal inventory and use it on his pocket. The coil is yours.

A Miniature Creature Of Excitable Chitters

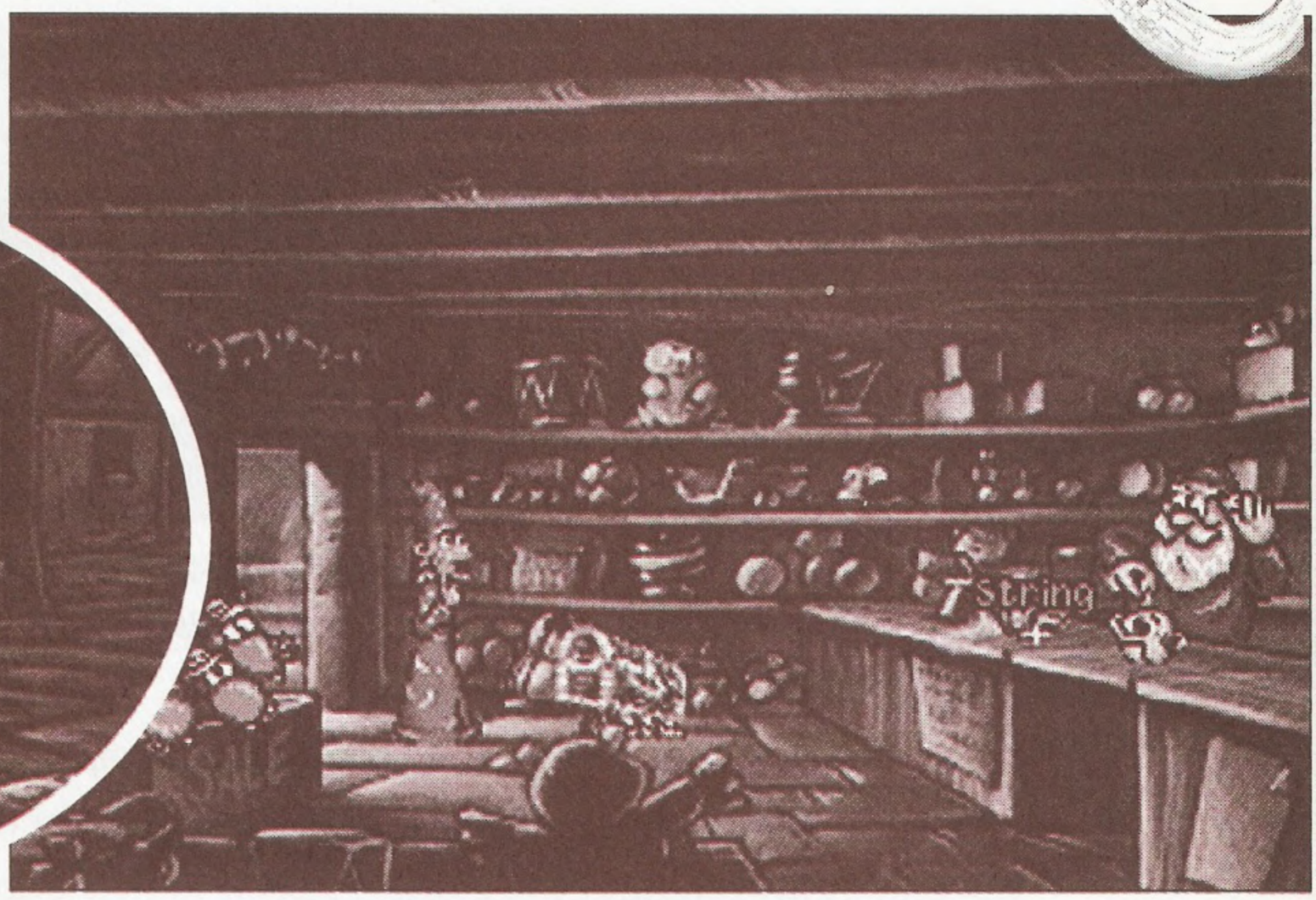
This is another tough task, but if you explore all the scenes available, talk to everyone you meet, and pick up every available item, you should have little problem finding the imp. The creature is hiding in the Alchemist's place at the right end of the alley. Before you go there, though, you need to pay a visit to the toy shop located at the left entrance



The search for the miniature creature begins with a visit to the left side of the street.

Call into the toy shop and pick up a ball of string off the counter.

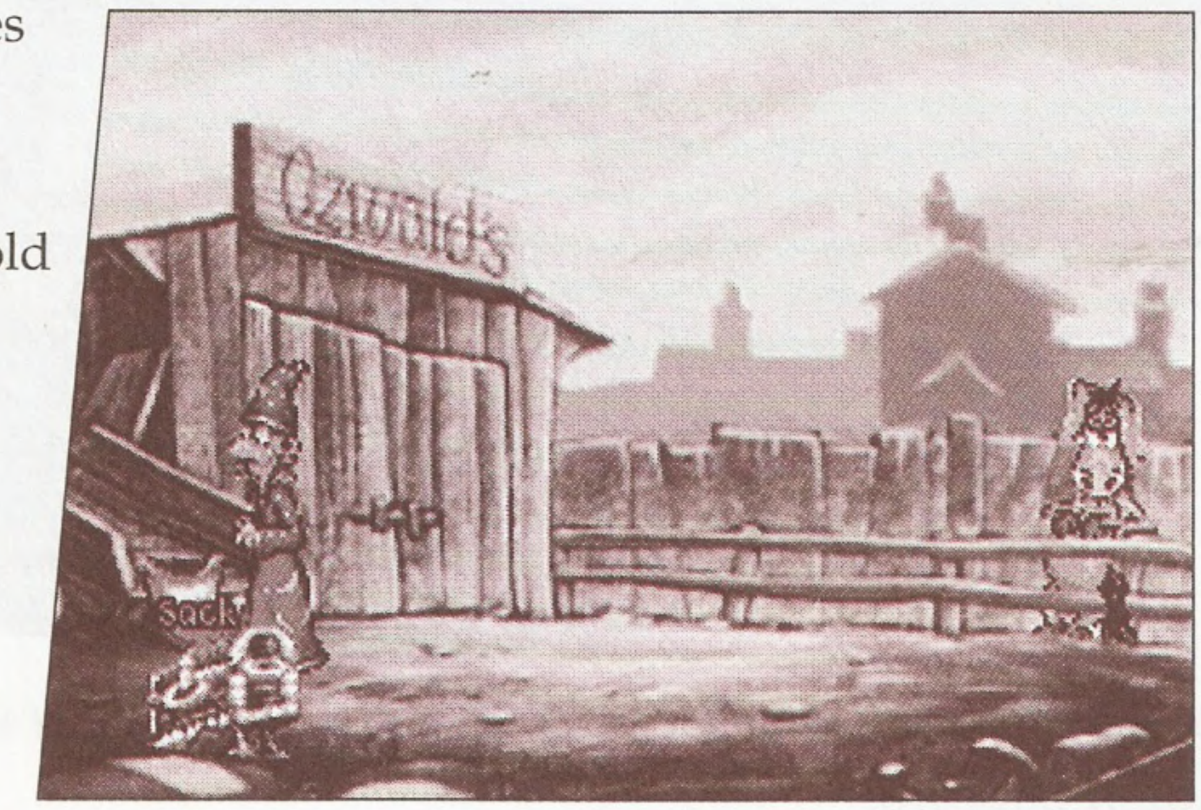




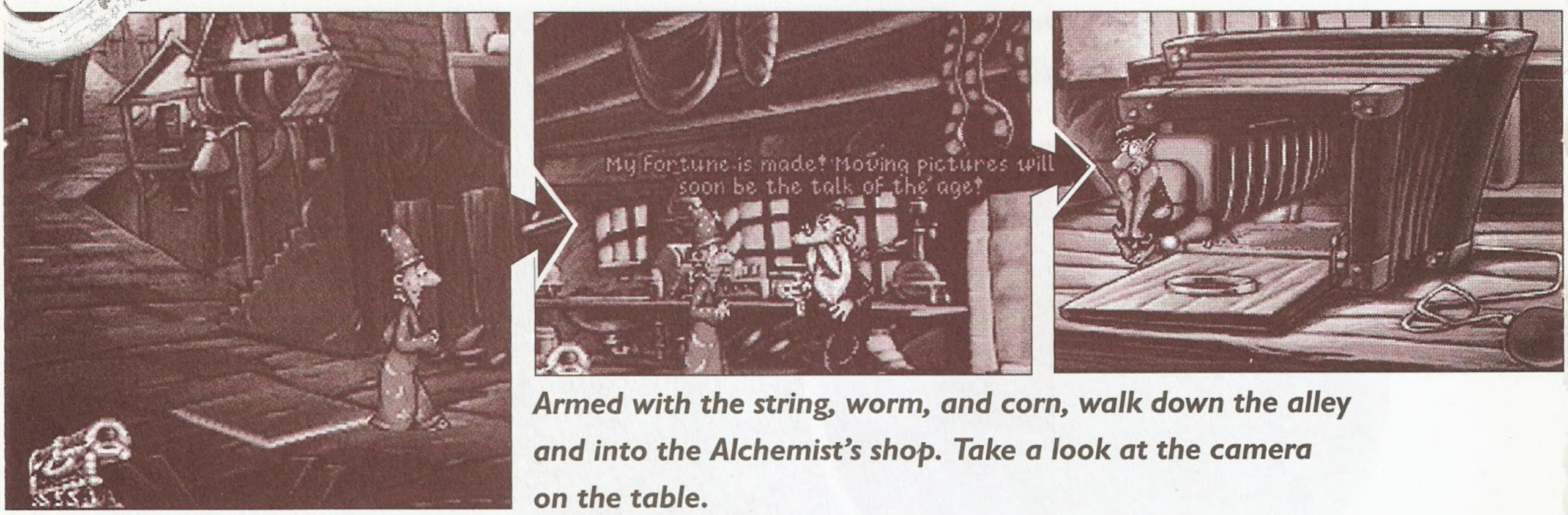
There are also plenty of other useful items in the shop, including the toys and the glue.

to the street. There are all kinds of wondrous things in the shop, so grab whatever you can—toys and string are must-have items. With the goodies tucked safely away in the luggage, take a trip to the livery stable situated at the bottom right of the map. You're going to be seeing a lot of this place later on in the game, but for now the only available item here is some corn. Put the corn in the luggage and head back to the alley. Walk down the alley, make sure you don't activate the magic block that launches you up to the roof tops, and enter the Alchemist's place.

A conversation with this old scientist reveals that he's movie mad; indeed he

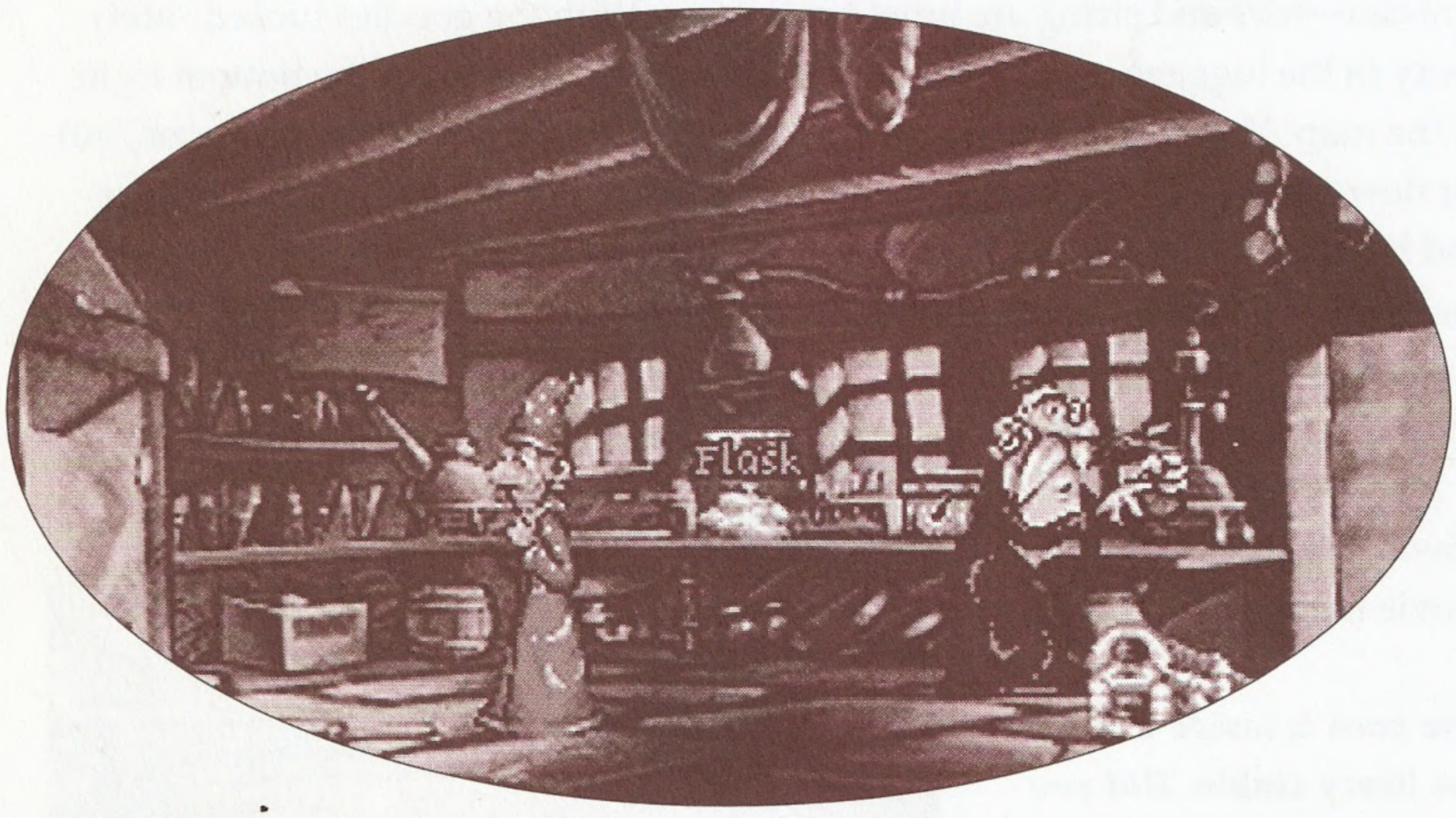


The corn is inside a sack at the livery stable. Did you get the number of that donkey cart?

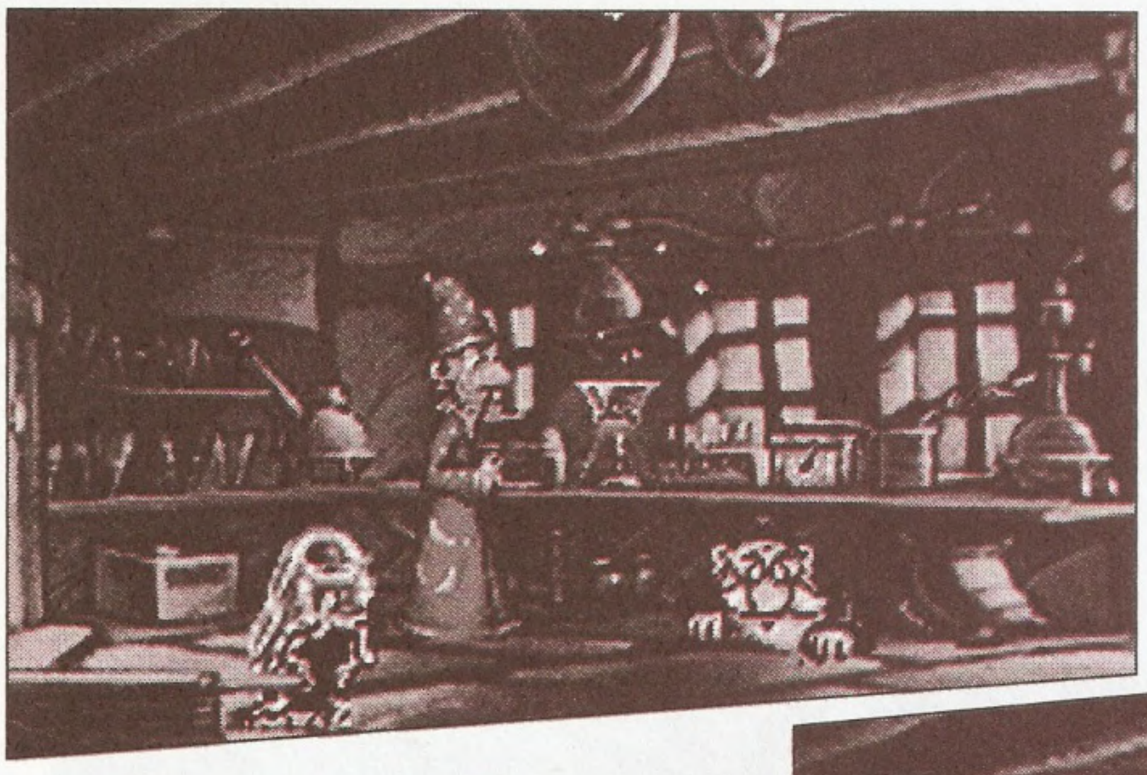


Armed with the string, worm, and corn, walk down the alley and into the Alchemist's shop. Take a look at the camera on the table.

believes he's invented moving pictures, and has named the new discovery "clickies." Make sure you pay attention to this discussion, as this theme is developed throughout the game. A good look around the room reveals a camera on the workbench, and if you examine it you find there's a little imp with an easel inside. Before you can swipe the imp you need to create a distraction. The dominant theme of the room is the movies, and if you examine

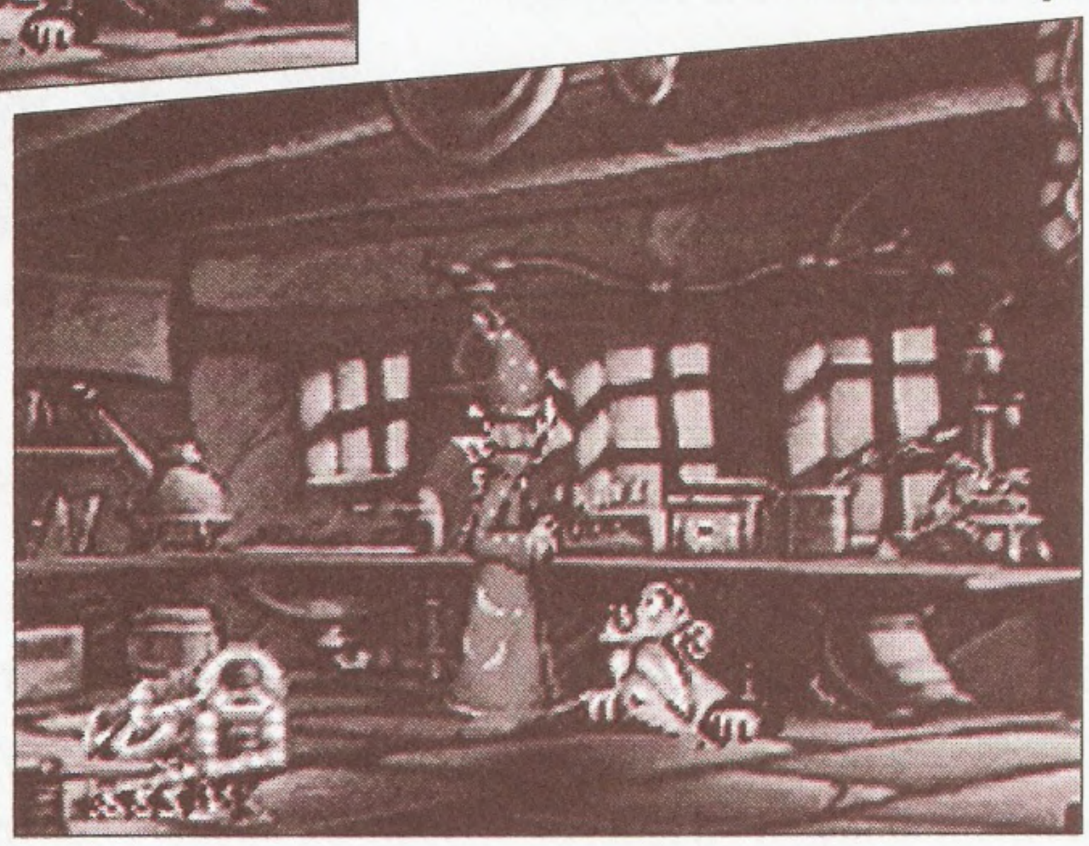


To grab the imp you need to cause a diversion, so put the corn in the flask. Instant popcorn!



With the Alchemist cowering under the table, you're free to make a grab for the imp.

Don't just stand there looking at it. Go on! Get it before it runs away.



your inventory you'll notice a bag of corn. This should make you think of popcorn; all you need now is a popping machine. There isn't a popcorn popper in the Alchemist's room, but there is the next best thing, a Discworld flask[6]—no science lab should be without one. Use the corn on the flame and then wait for all hell to break loose. As the corn starts popping the old man hides under the table, leaving you free to grab the imp.

Just as you make a grab for the imp, though, he slips through your fingers and makes a break for the door. You chase him outside, but he's now hiding in a mouse hole. It's going to take some crafty coaxing to get him out, but fortunately you have all the tools for the job at your disposal. Open the luggage and use the string on the worm (click on one and then double click on the second item); this puts the worm



To coax the imp out of the mouse hole, use the worm on the string.

[6]A flask is the Discworld equivalent of a Bunsen burner. It's a gas-powered flame that is ideal for heating food, removing warts, or getting lifelong secrets out of imps.

on the string. Armed with your new invention, use the worm-on-a-string on the mouse hole. The Imp can't resist the temptation and rushes out to grab the worm. Before he gets so much as a sniff of the bait, pick him up and thrust him into the luggage.



Once you've put the worm on the string, place the worm on the hole. The imp takes the bait and you're able to grab it.

Dragon's Breath

When the game started in the bedroom, you should have noticed out of the window that there was a dragon perched high on a tower, not too far from a spire that is accessible from the rooftops. Also on your travels you will have learned from the townsfolk that dragons are vain and like shiny objects. So now you know where the dragon is, you need to go about finding something shiny; a mirror would be ideal. One of the few places on the map you haven't explored yet is the Patrician's Palace[7], so take a trip there. Getting





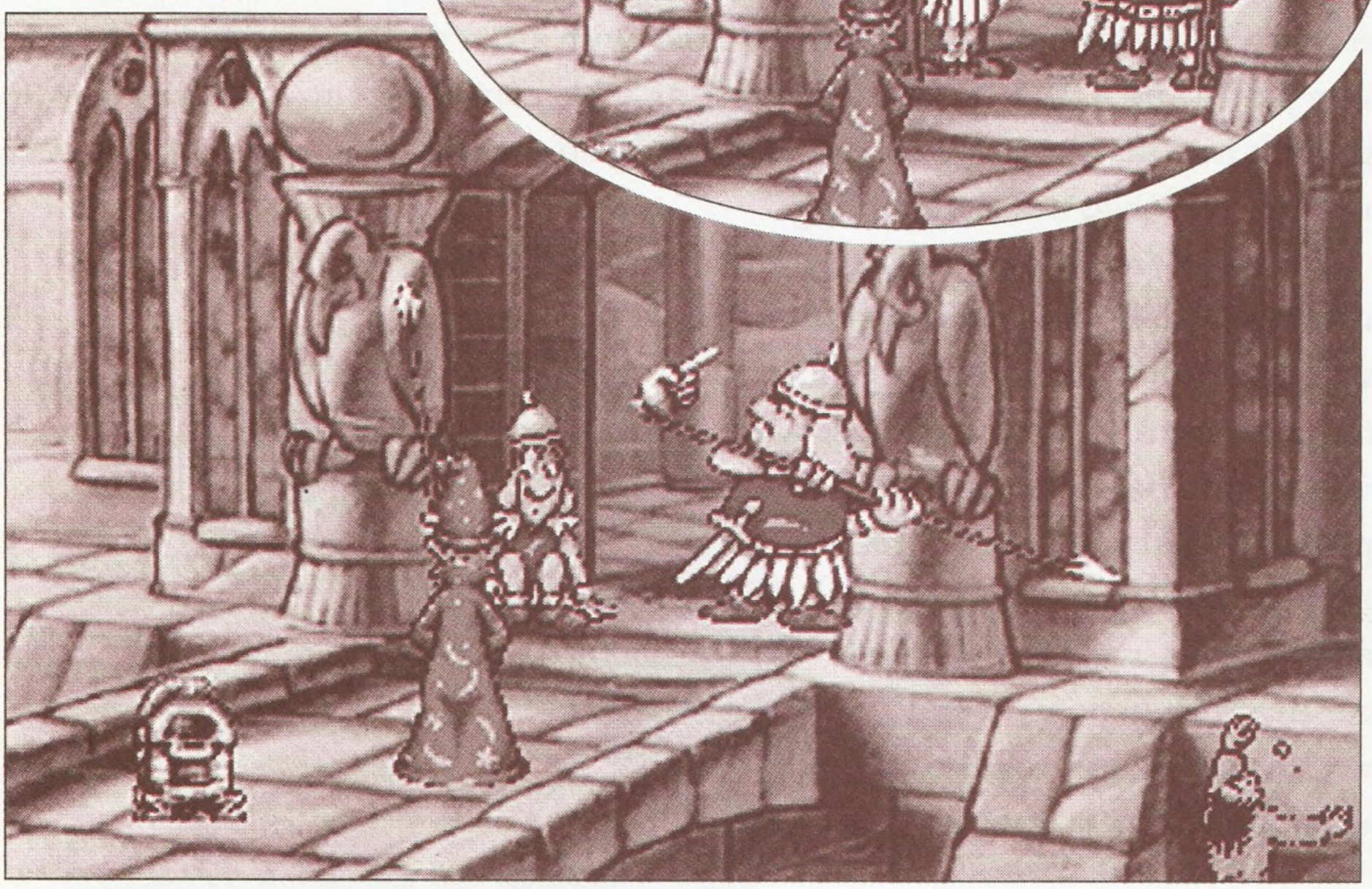
Getting the dragon's breath is quite a lengthy process that starts with a visit to the Palace. The gateway is guarded by two hilarious soldiers, who just love insulting each other's wives.



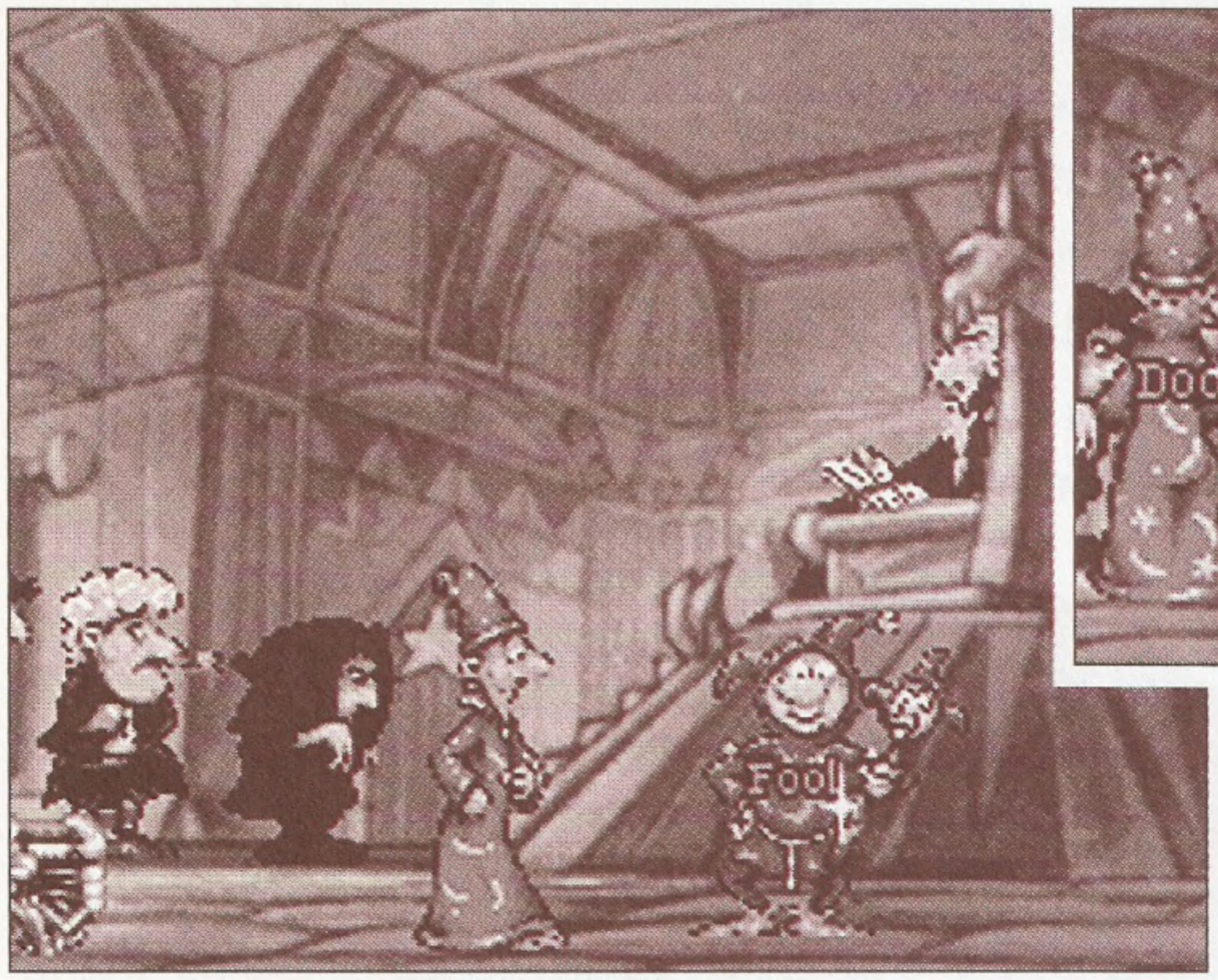
[7] As the great one writes: "The Patrician can be sort of thought of as the semi-benevolent dictator of Ankh-Morpork, administering not so much a reign of terror, but more an occasional light shower."

into the Palace is a constant hassle, as the entrance is guarded by two soldiers. In the first act you can talk to the guards and find out that one is sensitive about his overweight wife, and the other doesn't like being teased about his ugly wife. The only way to get into the Palace is to talk to one of the guards and make him think that the other one is making fun of his wife. This results in the offended guard knocking out his companion, leaving the way clear for you to waltz into the Palace. If you need to get into the Palace a second time, speak to the other guard and another fight breaks out.

To get past the guards you need to make them fight.



Talk to one of the guards and he tells you all about his partner's ugly wife. The soldier is so infuriated by the insults that he starts hitting the other guy, leaving you free to enter the Palace.

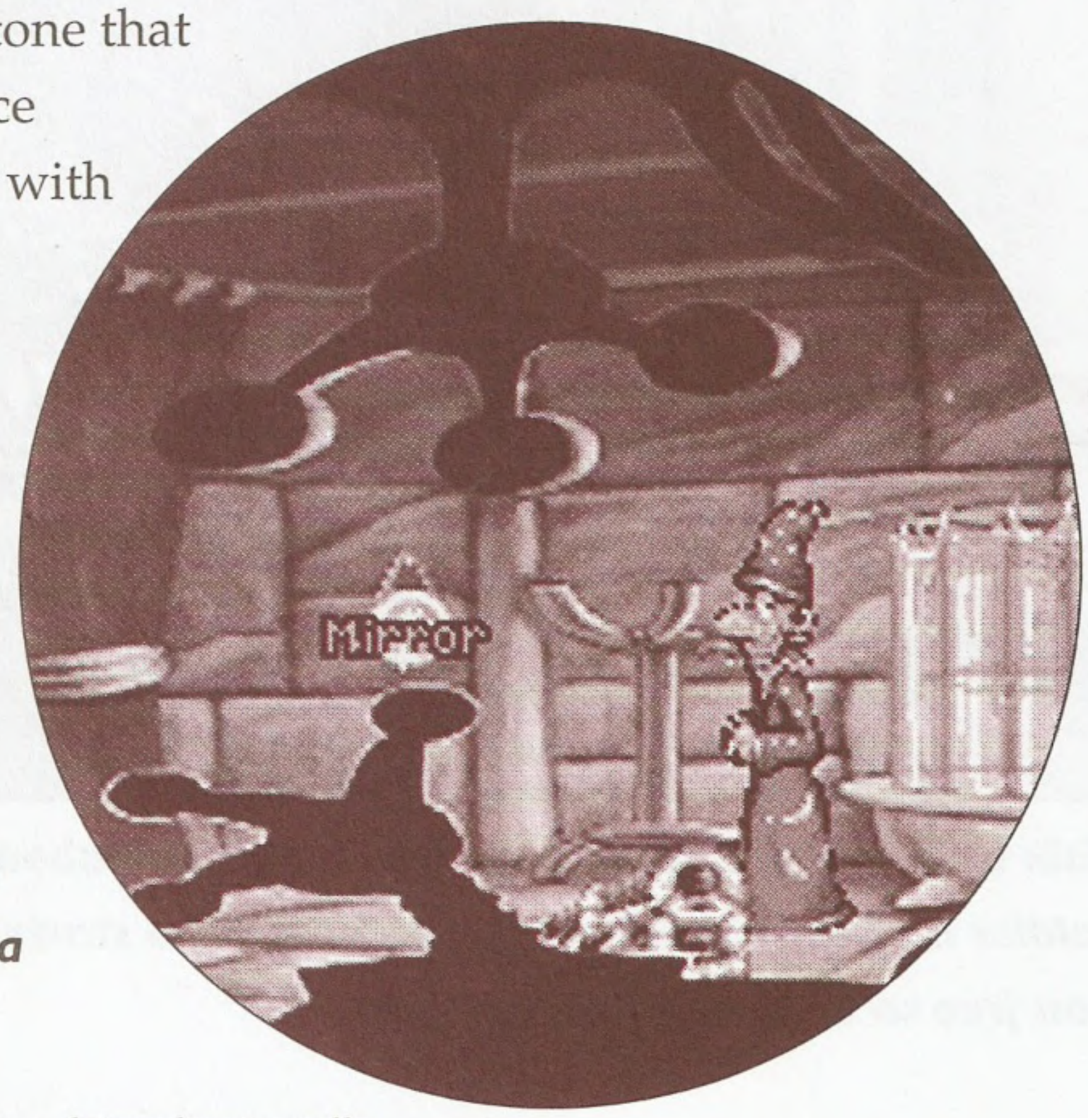




As soon as you're in the Palace, talk to the Fool and then visit his dressing room.

Once you're inside, speak to the Fool and all the people gathered there, before entering the Fool's room—it's the one with a star on the door. Inside the room you'll find a bath, as well as a dressing table complete with actor's make-up. Grab the small portable mirror, place it in your personal inventory (*not* the luggage), and then exit the building.

Now go to The Alley, double check that the mirror is in your personal inventory, and then stand on the stone that transports you to the rooftops. Once you're up there, click on the tower with the spire and begin the long trek upward. When you arrive at the spire, climb out on the horizontal flagpole—this causes a hilarious near-death[8] experience—and then hang the mirror on the tip of the flagpole. This is done by



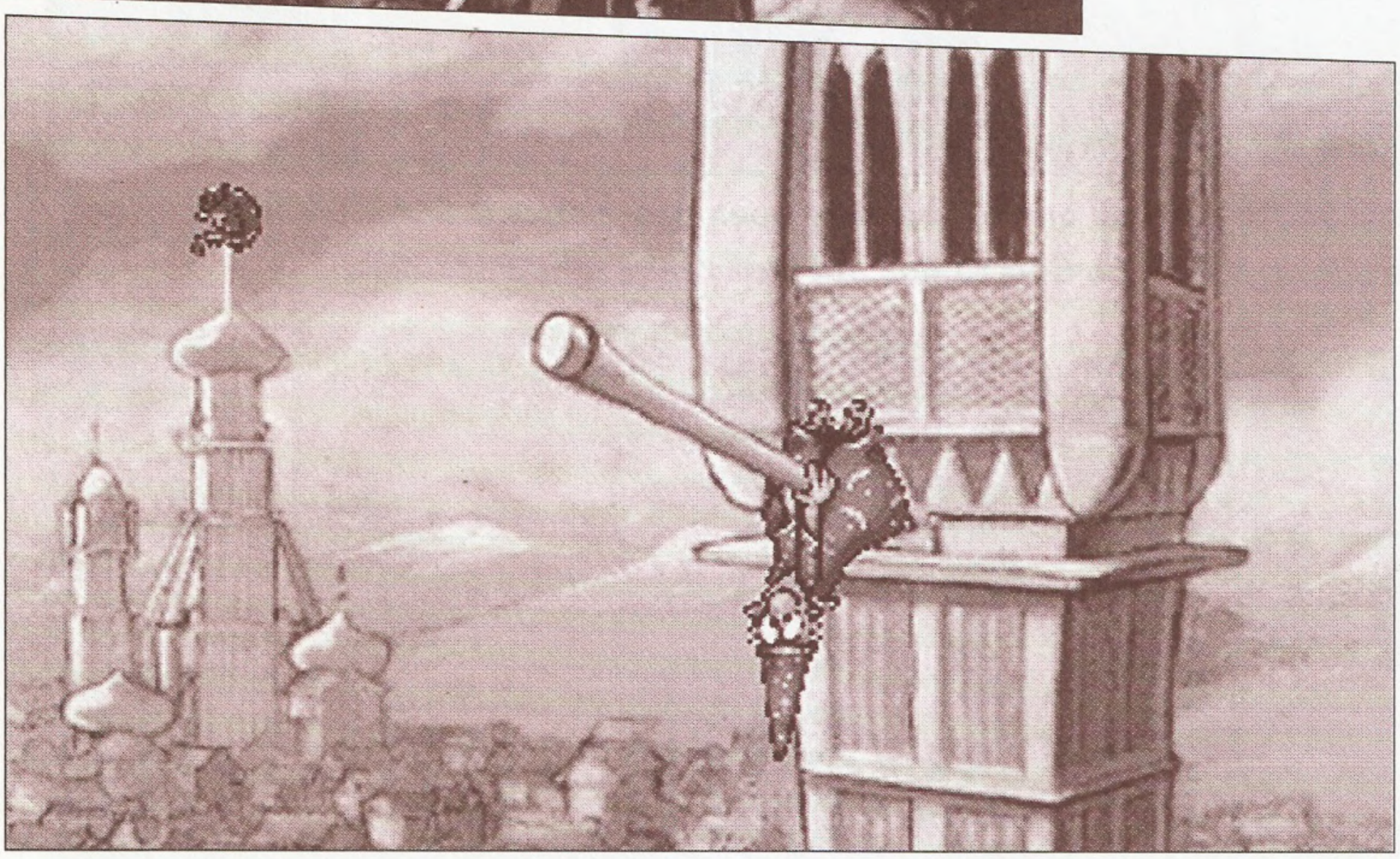
The mirror is hanging on the wall in the Fool's dressing room. Now take a look at the table.



[8]Wizards have the dubious honor of being claimed personally by Death, rather than the long-winded process lesser beings have to go through. Not only that, wizards can actually see and talk to Death, which is great for spooking people at seances, or conning your way into mental institutions.

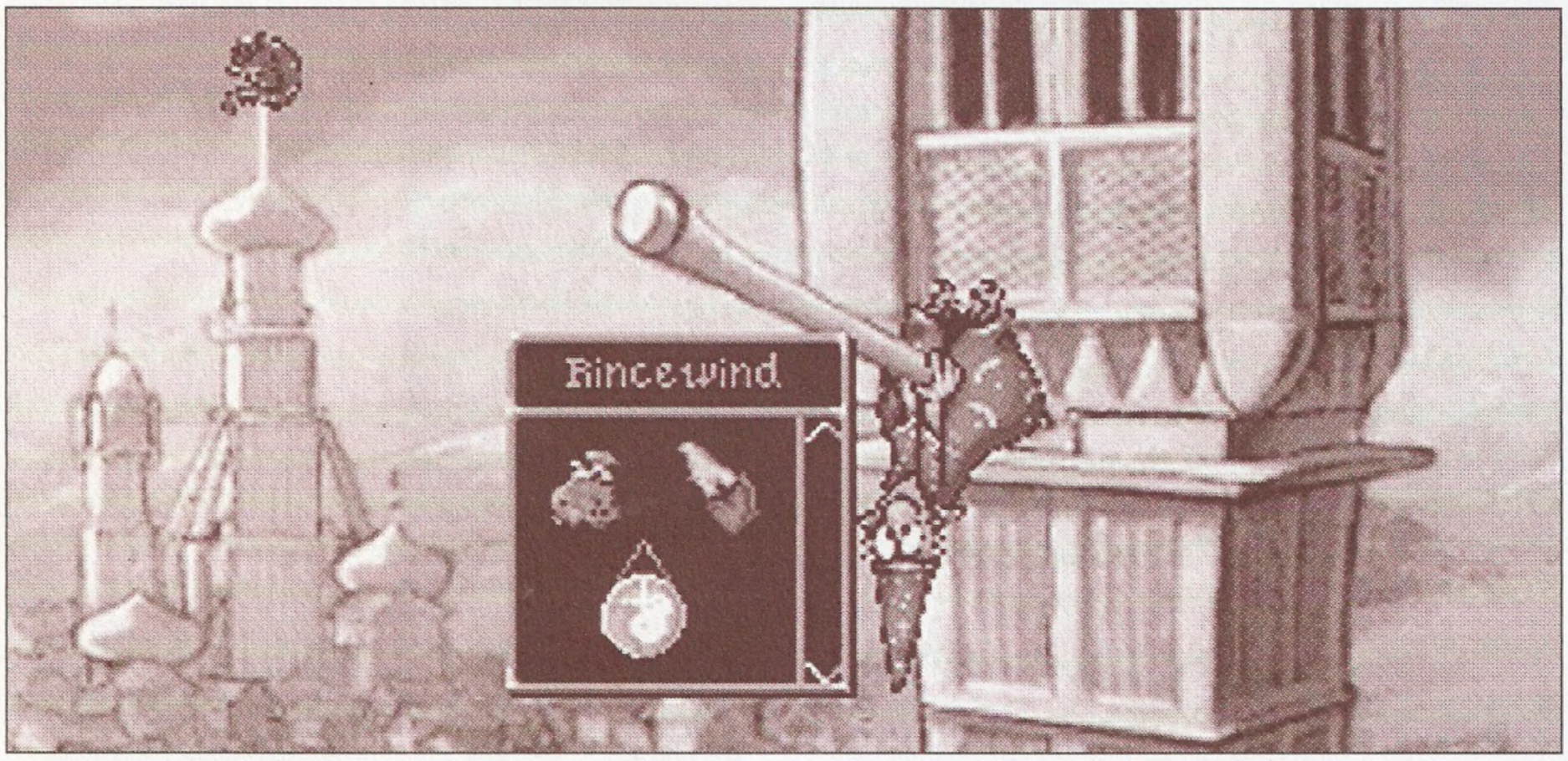


It's vital that you put the mirror in your personal inventory before you begin the long climb up to the tower.

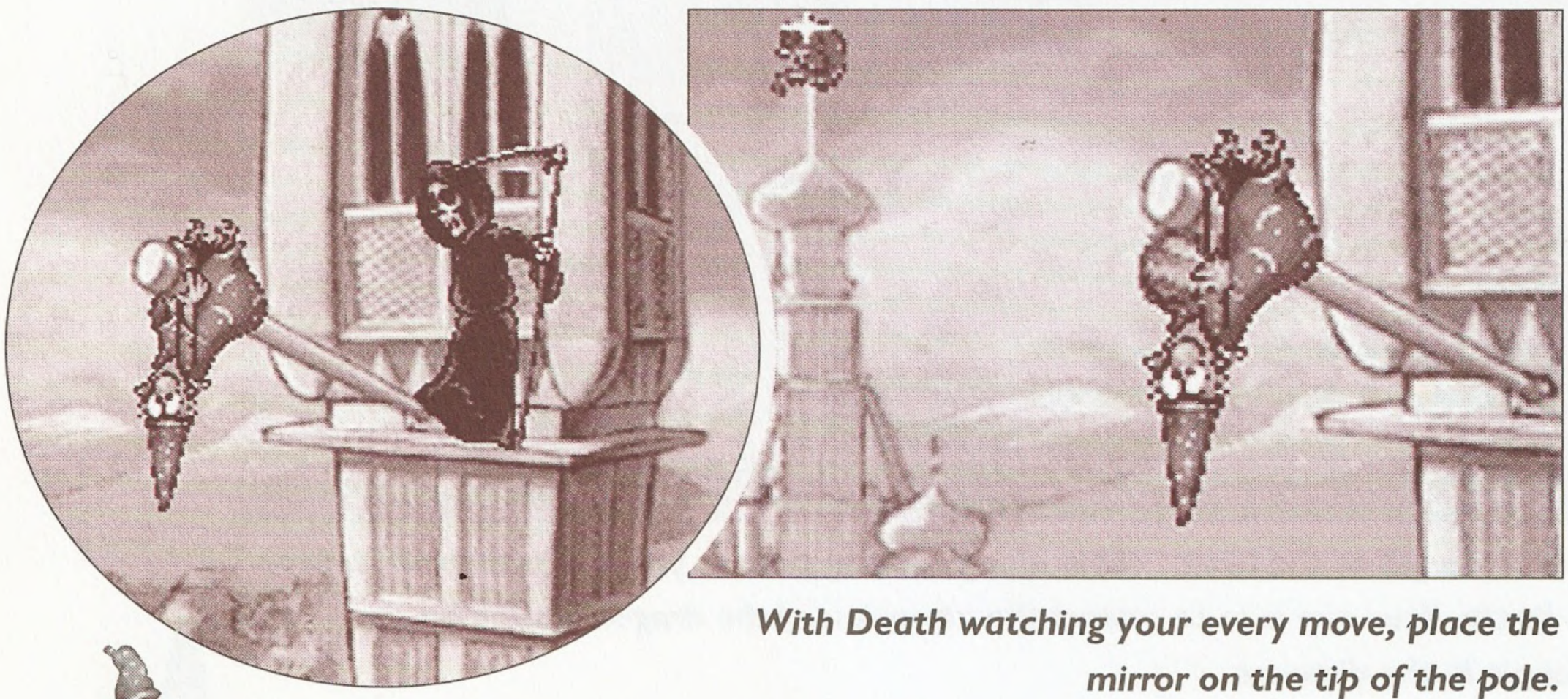


Once you get to the tower, climb along the flag pole so you can attach the mirror to its tip. Your aim is to to attract the attention of the dragon resting on the steeple in the distance.

selecting the mirror out of your personal inventory and then double clicking on the tip of the flagpole. Once the mirror is secured safely on the flagpole, double click on it to adjust it so it reflects the sun into the nearby dragon's eyes. True to form, the dragon is attracted by the bright light and flies closer to investigate. As soon as the dragon realizes that the light is coming from a mirror, an animated close-up sequence starts, showing the beast preening itself. After it

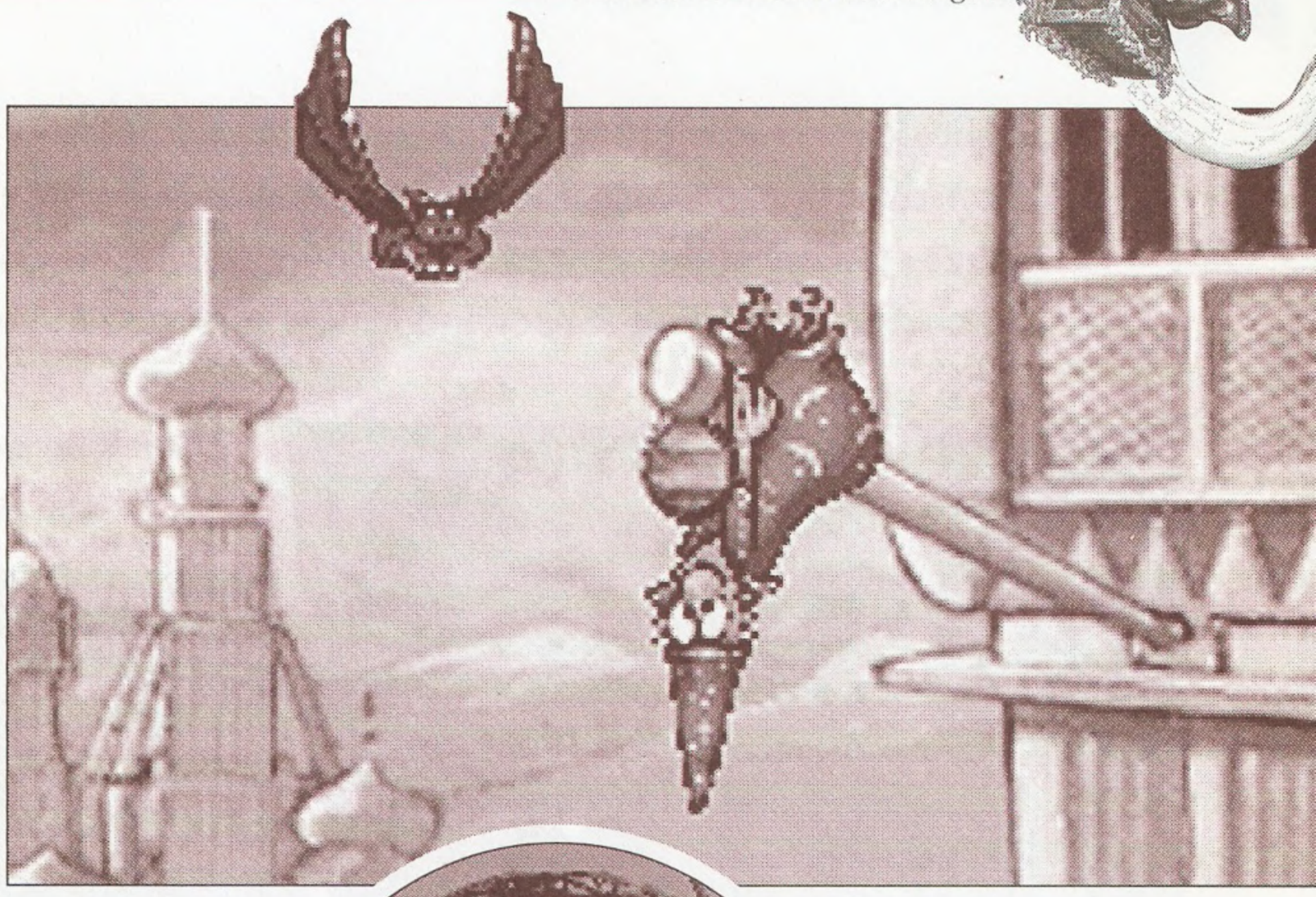


Once you're perched on the flag pole, open your personal inventory and take out the mirror. Now is no time to find out that you're afraid of heights.



With Death watching your every move, place the mirror on the tip of the pole.

With the mirror firmly in place, double click on it to reflect the sunlight into the dragon's eyes.

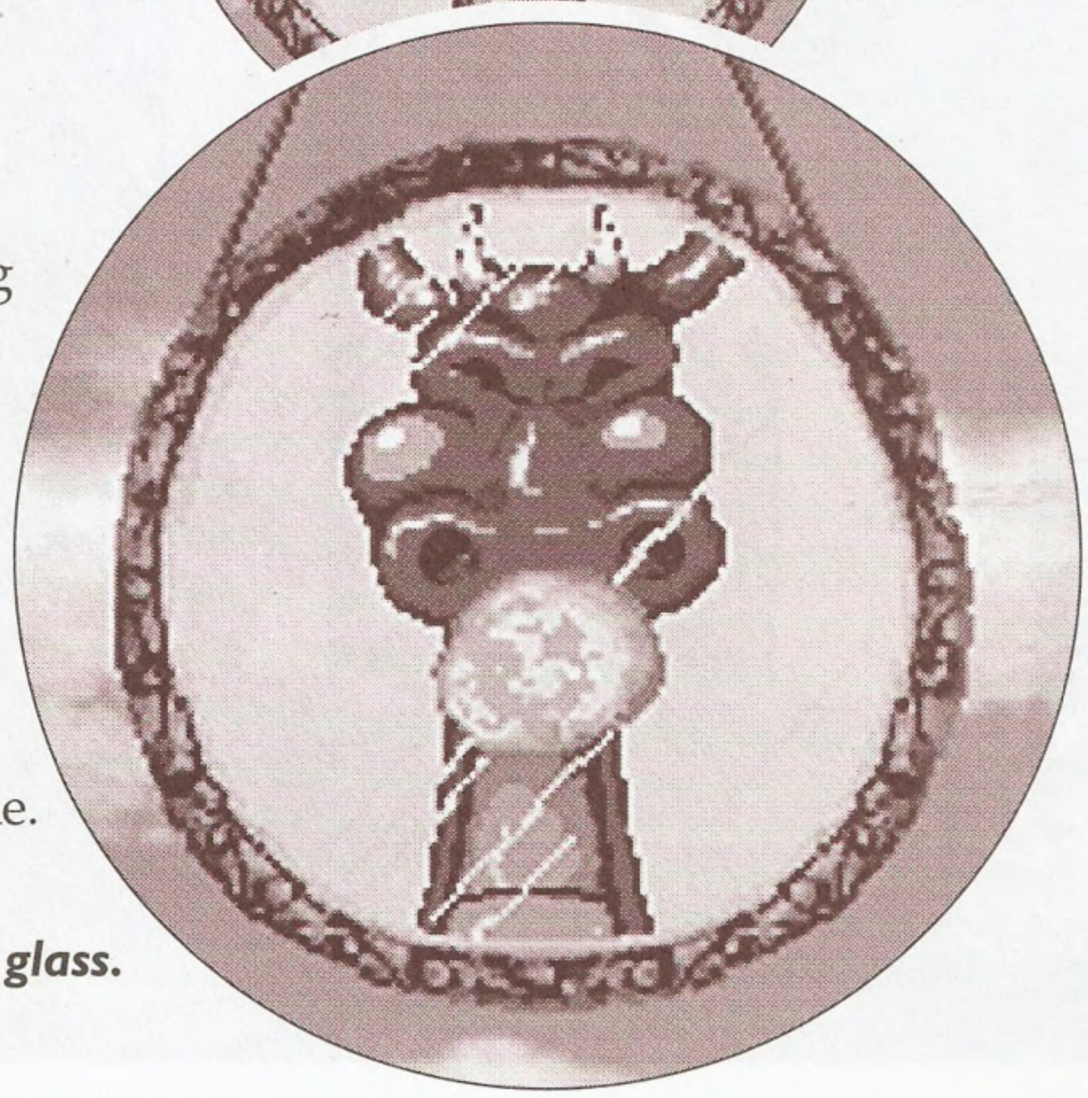


finishes admiring its beauty it exhales, fogging up the mirror and sizzling the cord, causing the mirror to drop and be caught by the luggage, which is waiting patiently in the streets below.

Now you have all five items, it's time to return to the Unseen University and hand them over to the Arch Chancellor. The smart-mouthed scholar is absolutely delighted by your accomplishments and sets to work building the dragon-detecting device lavishly illustrated in the book. The action pauses and then cuts to a short animated sequence, in which the computer takes control of Rincewind. At the end of the scene, Rincewind is presented with the finished machine.



What a ham! The vain beast begins to preen itself in front of the looking glass.



When it breathes out it fogs up the glass. At last you have all five items.

The device turns out to be a medieval metal detector and the Arch Chancellor hopes to use it to steal the dragon's treasure. When Rincewind realizes the metal detector can make him rich for life, he steals it from the Arch Chancellor. Control of Rincewind is now returned to you, and you appear on



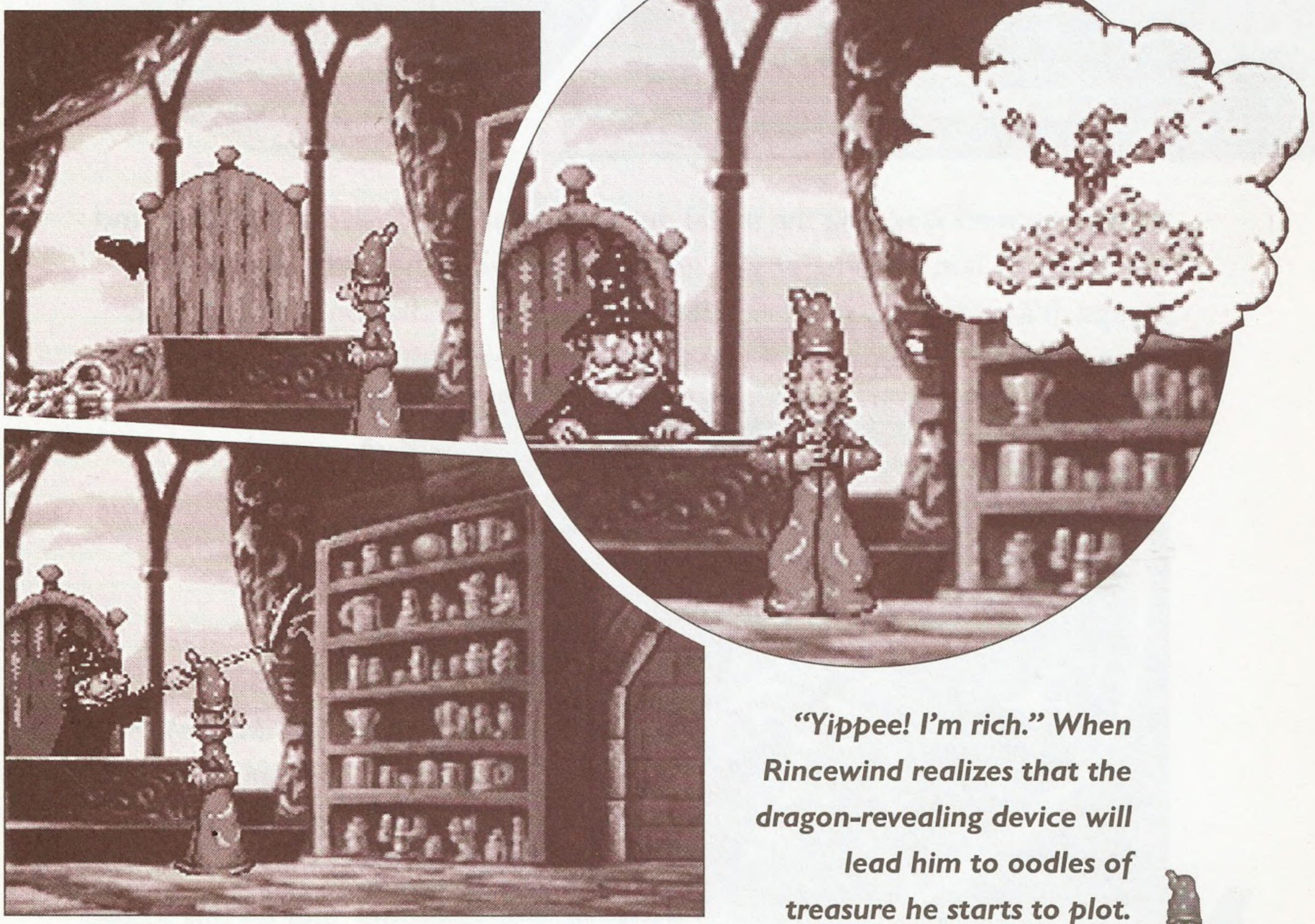
There's no time for looking at statues, the Arch Chancellor is waiting.



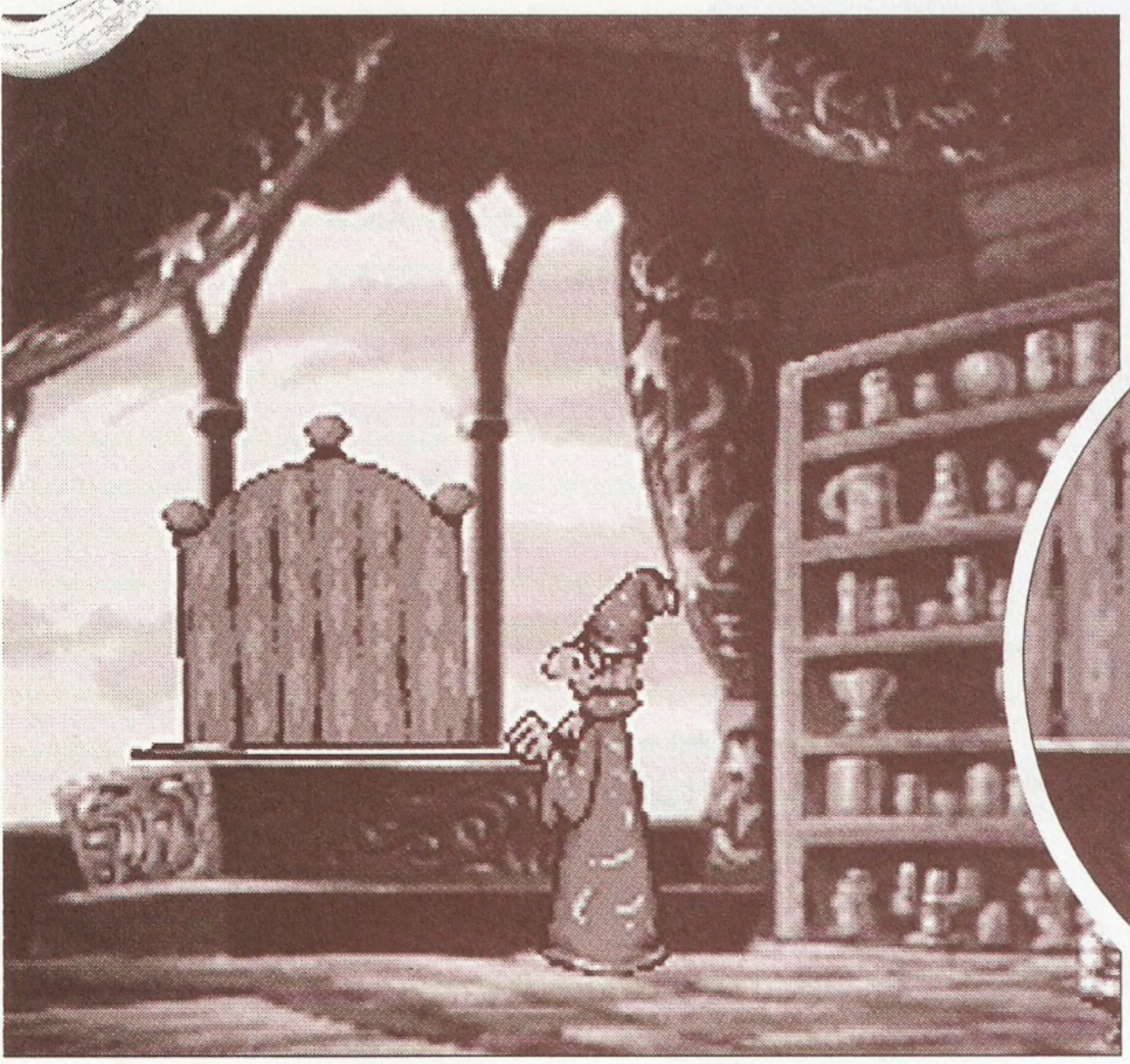




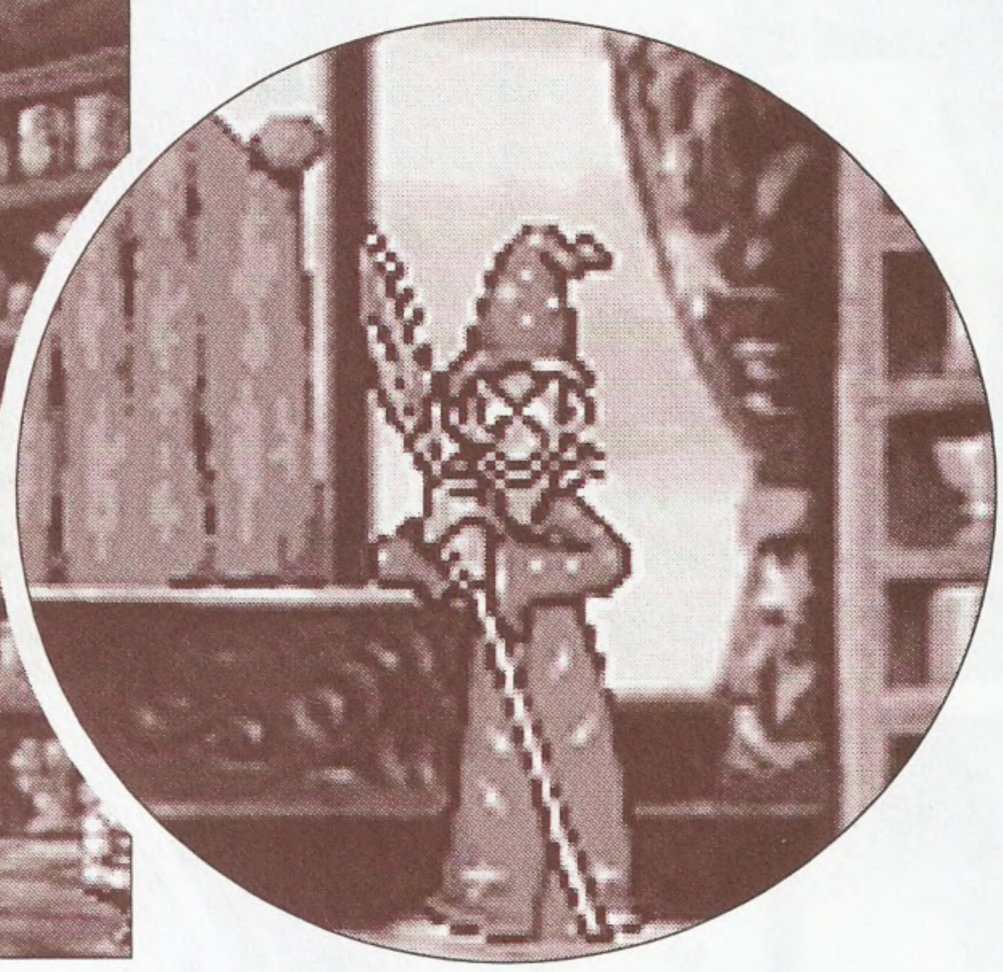
Once you've collected the five items, take them to the Arch Chancellor and he begins making the dragon-detecting device.



"Yippee! I'm rich." When Rincewind realizes that the dragon-revealing device will lead him to oodles of treasure he starts to plot.



Overcome with greed, our hero steals the metal detector and vows to search for the gold.



the map screen wielding the metal detector. Your next task is to use it to find the dragon's lair. The nearer you get to the hide-out the faster the detector bleeps. It's pretty easy to work out the location of the dragon's lair from the frequency of the bleeps, but if you're in a rush head straight to the gathering in



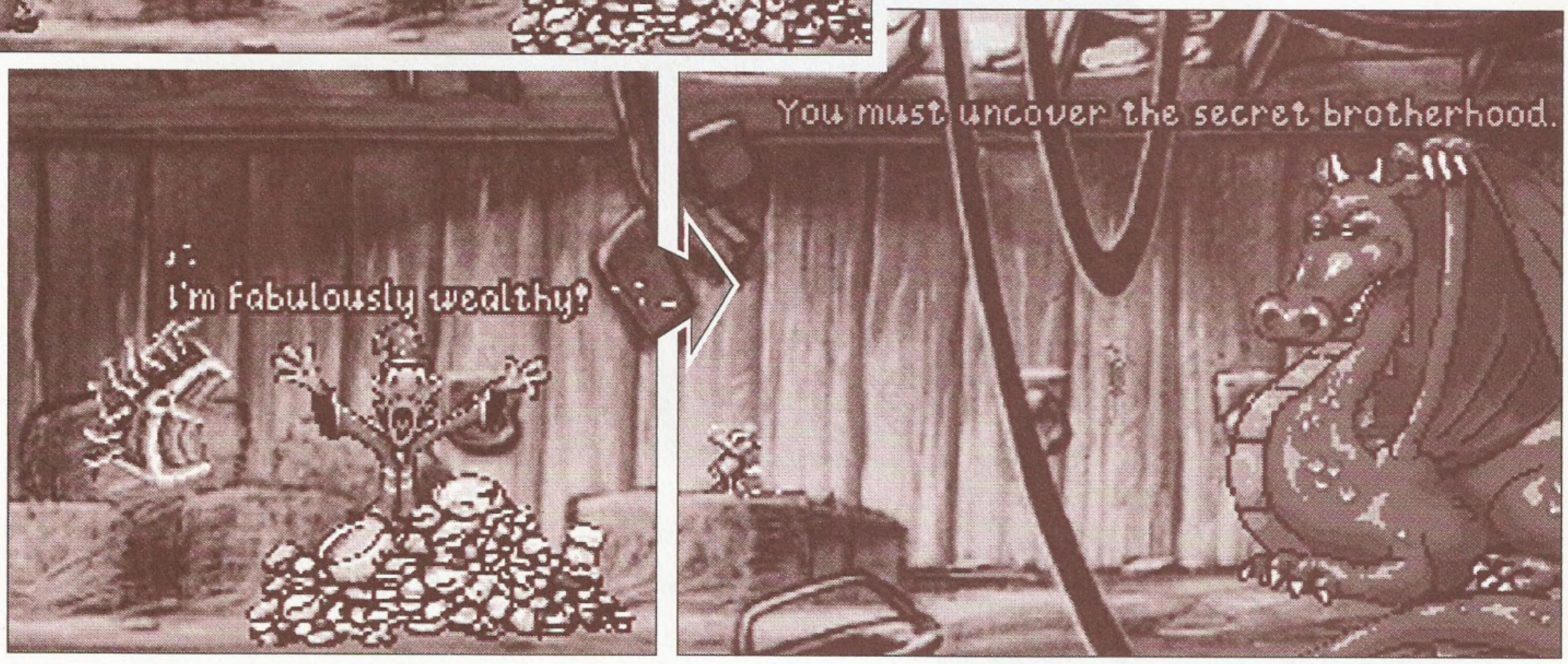
The dragon's lair is hidden in the left corner of the town, and is marked by a star on this screen.

the map where eight o'clock would be if the map was a clock. If you've got time to spare, explore the rest of the map as there are one or two hidden items that can be uncovered.

As soon as you find the hide-out the map screen disappears and you automatically appear in the dragon's lair. As predicted by the Arch Chancellor, the lair is full of treasure. Before exploring the lair, cram the gold into the luggage. Just as you're about to begin celebrating your new-found wealth the dragon appears. Uh oh! Will you ever get to spend the oodles of cash on a life of luxury and debauchery, or will you be fried to a burning crisp? Cue moment



After using the metal detector to locate the dragon's hide-out you finally reveal the treasure. Shiny, isn't it?

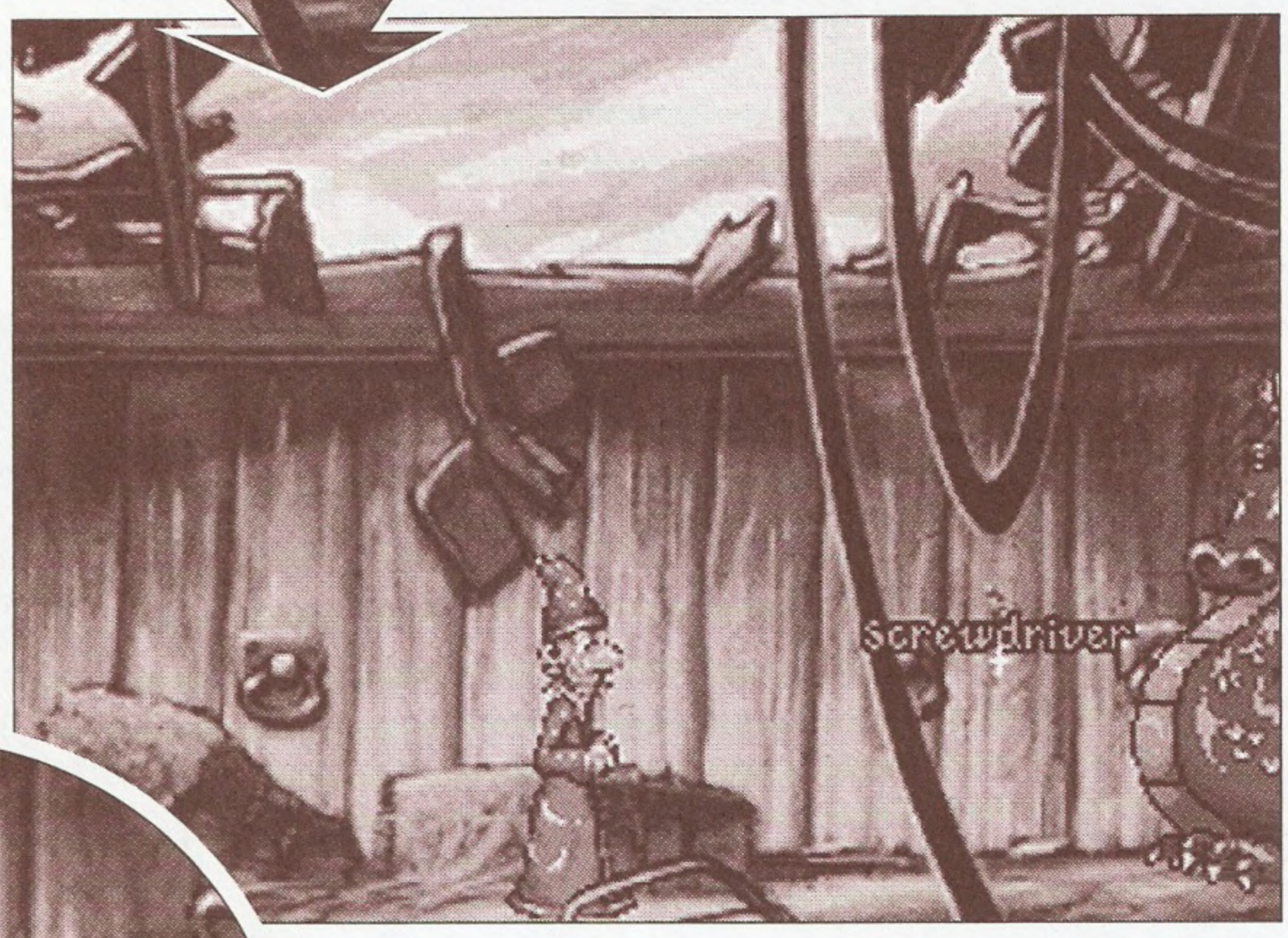


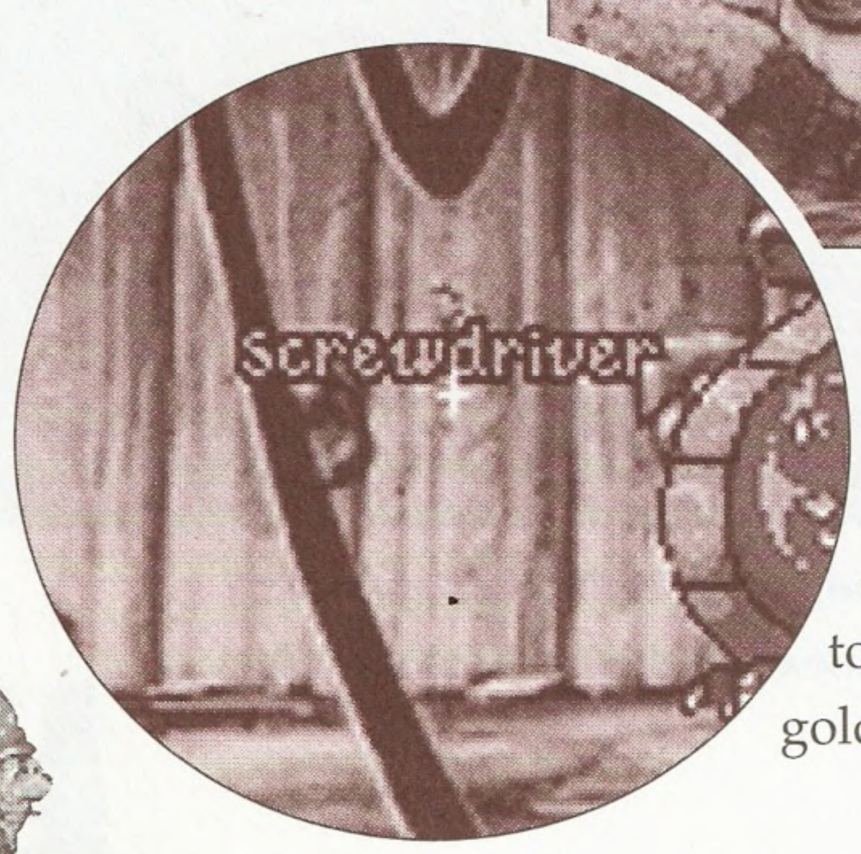
While you're celebrating your new-found wealth and planning how to spend all the money, the dragon appears and gives you your next challenge: uncover the secret brotherhood.



Only when you find the six gold trinkets from the brotherhood members can the spell on the dragon be broken.

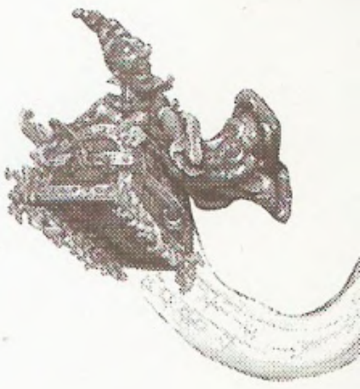
Before you leave the lair, take time to grab the screwdriver hanging on the wall, just to the left of the dragon; it comes in very handy later in the game.

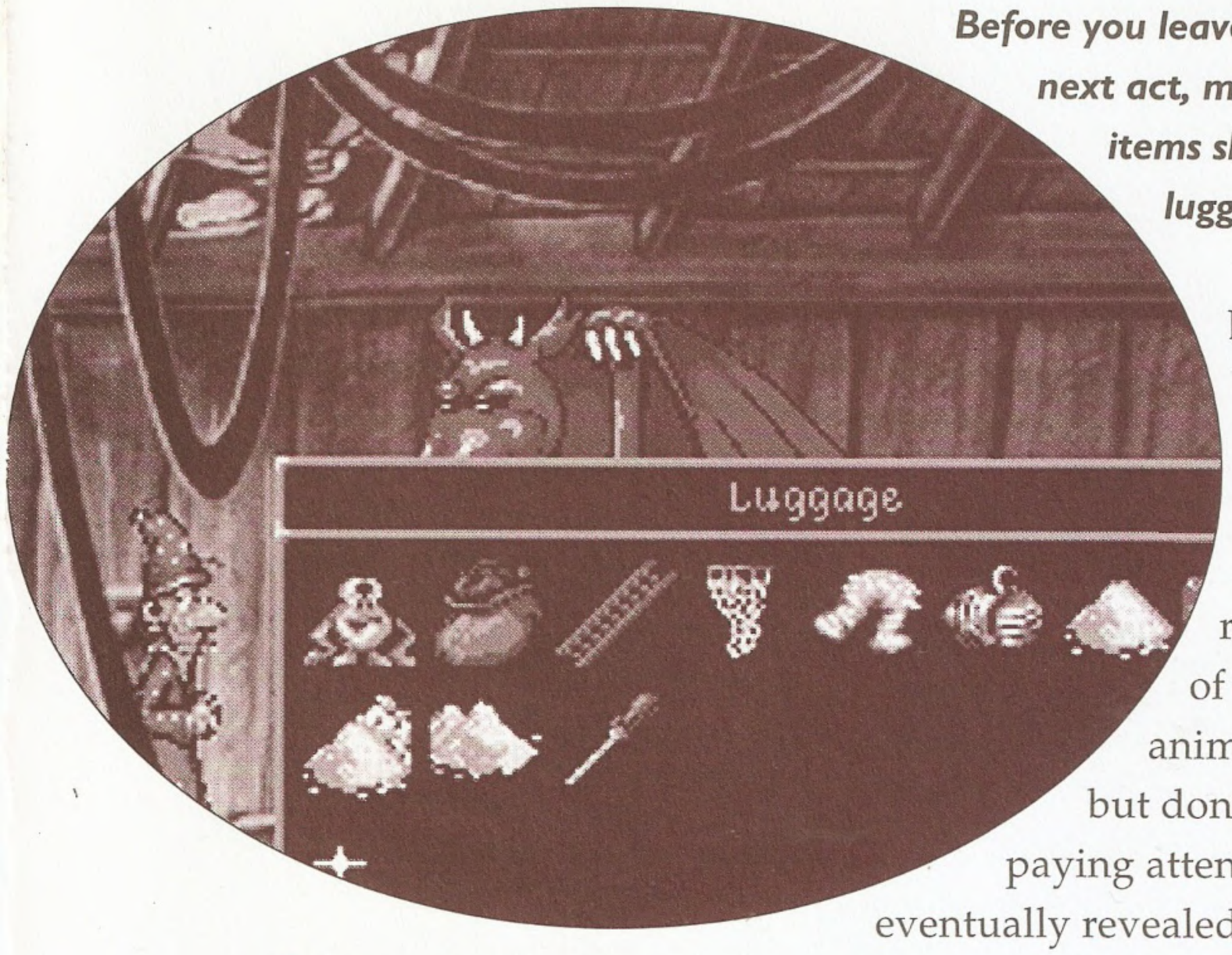




of dramatic tension.

The dragon reveals that it has been summoned by a Brotherhood, and that they are using it for their own evil means. It goes on to say that if you find some piece of personal golden property from each member of the

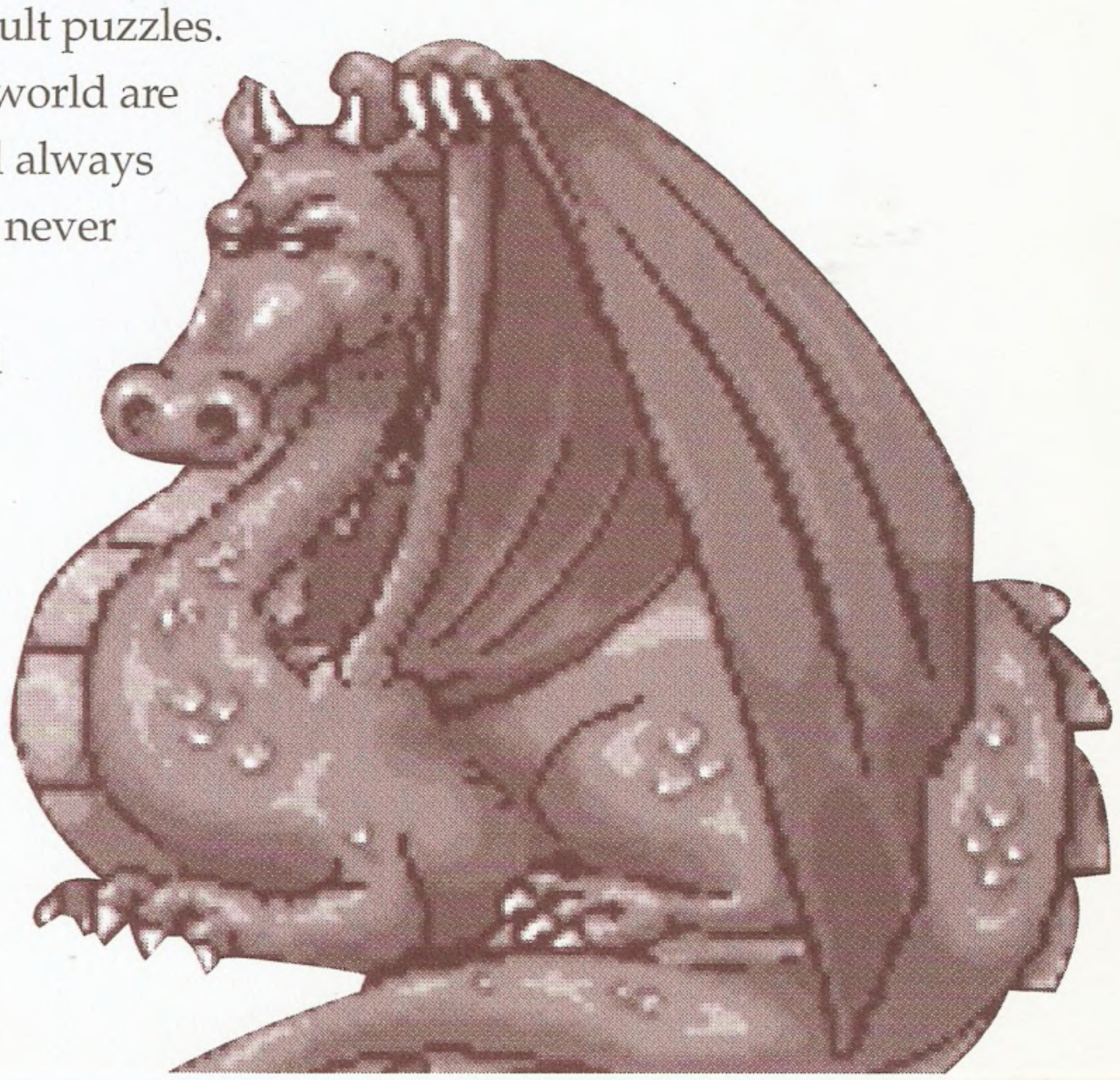




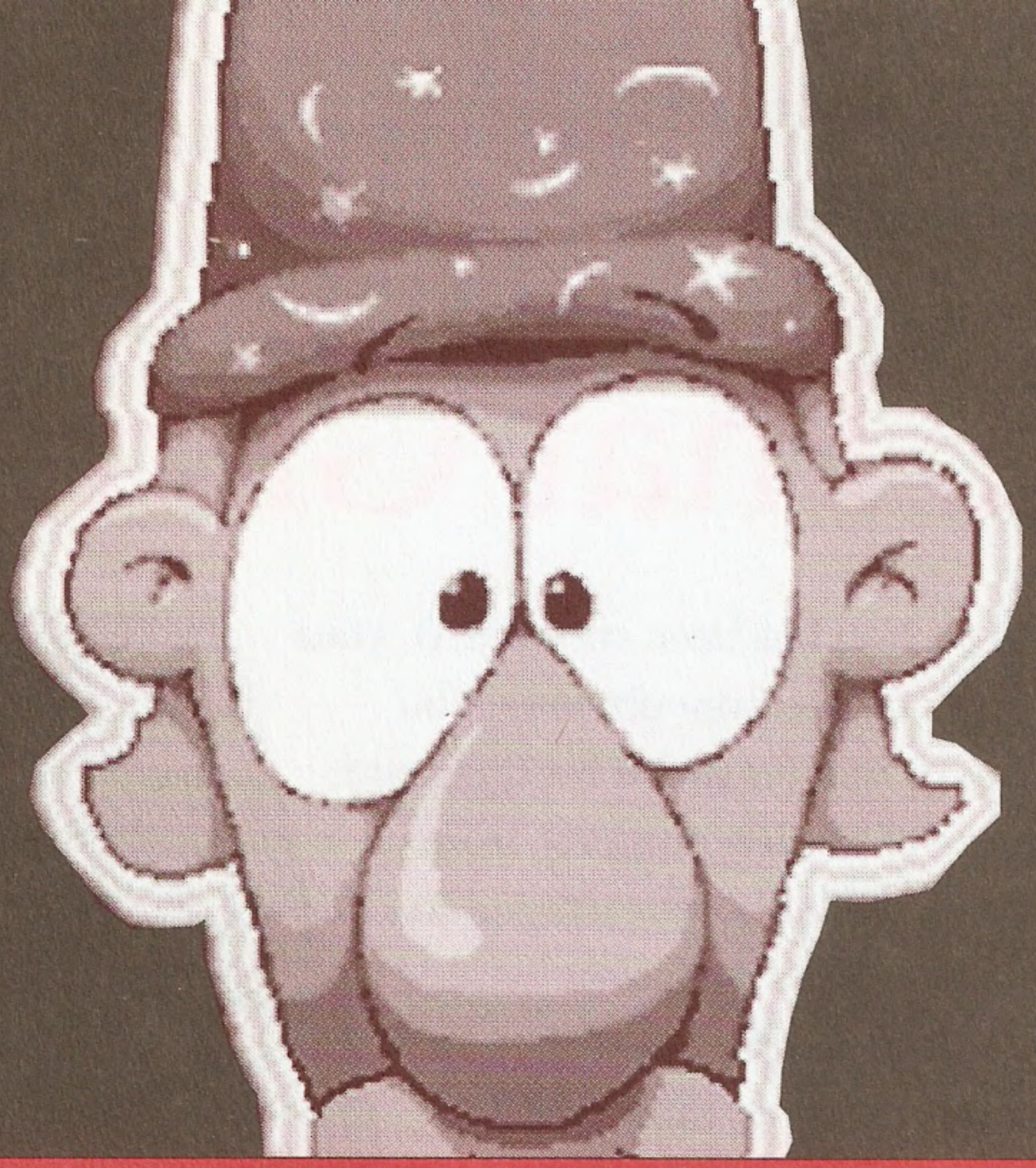
Before you leave the lair and begin the next act, make sure you have the items shown in the picture in your luggage.

Brotherhood[9], the dragon can construct a spell to break their hold on it; this becomes your quest for Act Two. You may recognize a few members of the Brotherhood from the animated opening sequence, but don't worry if you weren't paying attention, the members are eventually revealed in the next chapter. Before you set off on your new mission, grab the screwdriver fixed to the wall to the left of the dragon. You're going to need it if you're to make it through the next act in one piece.

This relatively straightforward first act has introduced you to many of the game's concepts and characters, now it's up to you take this knowledge and apply it to Act Two's more lengthy and difficult puzzles. Remember, the keys to success in Discworld are to explore each setting thoroughly, and always talk to every character you meet—you never know where an essential item may be lurking, or which character may reveal a vital clue.



[9]It's important that you understand the concept of the Brotherhood, as the organization and its members play central roles in the rest of the act. Ironically, the Fool is the brains of the outfit. The other power-crazed members have been lured into membership by the traditional seedy promise of sex, cash, and counterwise wine—not necessarily in that order of course! In actuality, the real brains behind the brains, if you catch my drift, is the Fool's doll, Chucky. Once you've realized that it's Chucky that's in control of the Fool, rather than the other way around, things start to make a lot more sense.



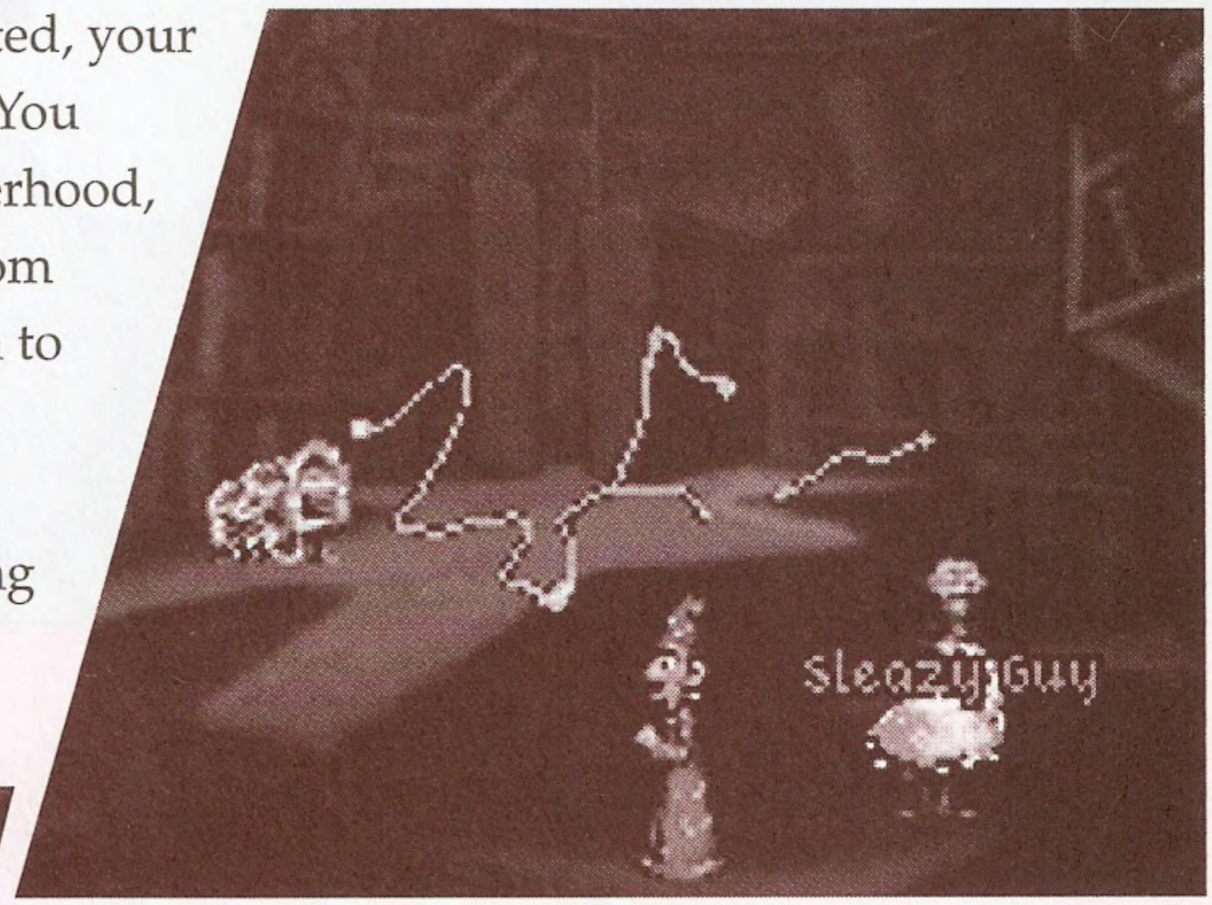
Act Two

All That Glitters

All That Glitters

Now the first section has been completed, your quest becomes much more obvious. You must find out who or what is in the Brotherhood, and then get a piece of golden property from each member, which will allow the dragon to break free from the spell it's under.

Your first task is to gain entry to the Brotherhood's secret meeting, thus enabling you to identify the members. Before you



Before you can uncover the secret of L-Space you need to talk to this sleazy guy.



Give the golden banana to the Librarian and he grants you unlimited access to L-Space.

can do this you must uncover the legend of L-Space[10]—this was mentioned in the first chapter by the seedy guy in the library. You should also remember this guy was selling a golden banana (giving this to the Librarian is the only way L-Space can be uncovered), so go and see him again. He tells you that he will sell the golden banana for "all the gold in the kingdom," which, as luck would have it, is exactly what you found in the dragon's lair. Give him the gold and he hands over the golden banana. Now the banana is in your possession, take it to the Librarian who makes you a temporary Assistant Librarian. This gives you unlimited access to L-Space.



[10]L-Space is the distortion of space caused by big collections of books. Just picture some of those old second-hand book shops that invariably have more staircases than floors, and rows of shelves that end in little doors that are surely too small for humans to enter. In Discworld this distortion of space has a similar, inevitable effect on time.

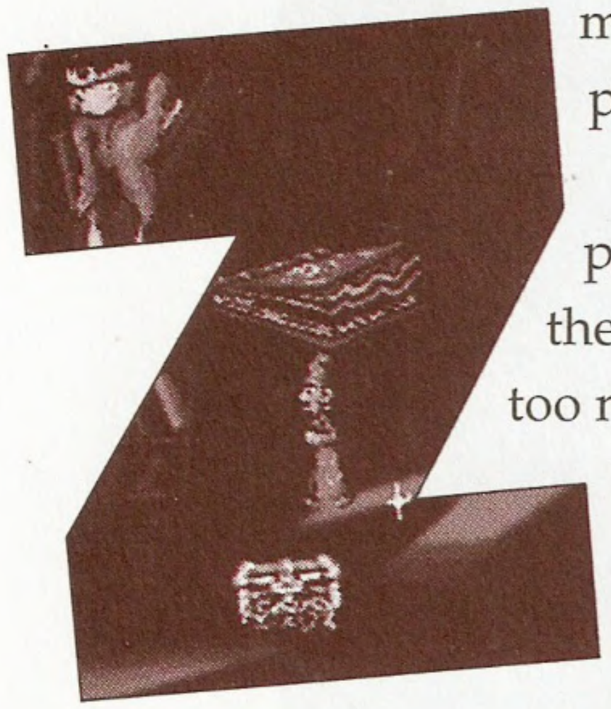
L-Space Made Easy!

This is a big feature in the coming chapter, so getting to grips with the way it works is essential. Traveling through L-Space sends you back in time to the previous night. This means that things that you've done in the present time no longer hold true. This also means changing things in the past affects the future. Bearing this in mind, let's continue the quest.

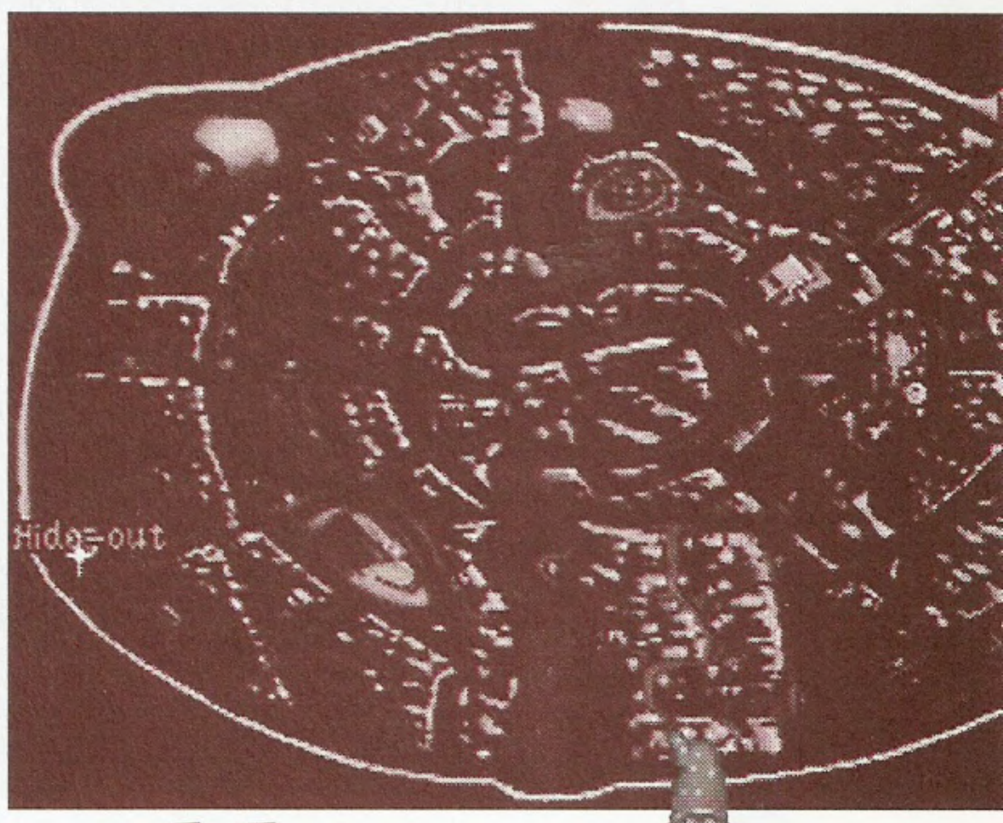
Enter L-Space and go back in time to the previous night. Wait in the library until the Thief appears and steals the dragon summoning book. Once he has made his escape, follow him through the hidden door and into the city. Follow him to the hide-out; this is where the Brotherhood holds its secret meetings. Now you have another problem: how do you get in?



Rincewind takes a bold step into a new dimension and nervously crosses L-Space.



Stay in the past and head to the park. Here you see yourself lying on the park bench under the effect of one too many bottles of counterwise wine! Use the frog in your inventory (it



On the previous night everyone was asleep.

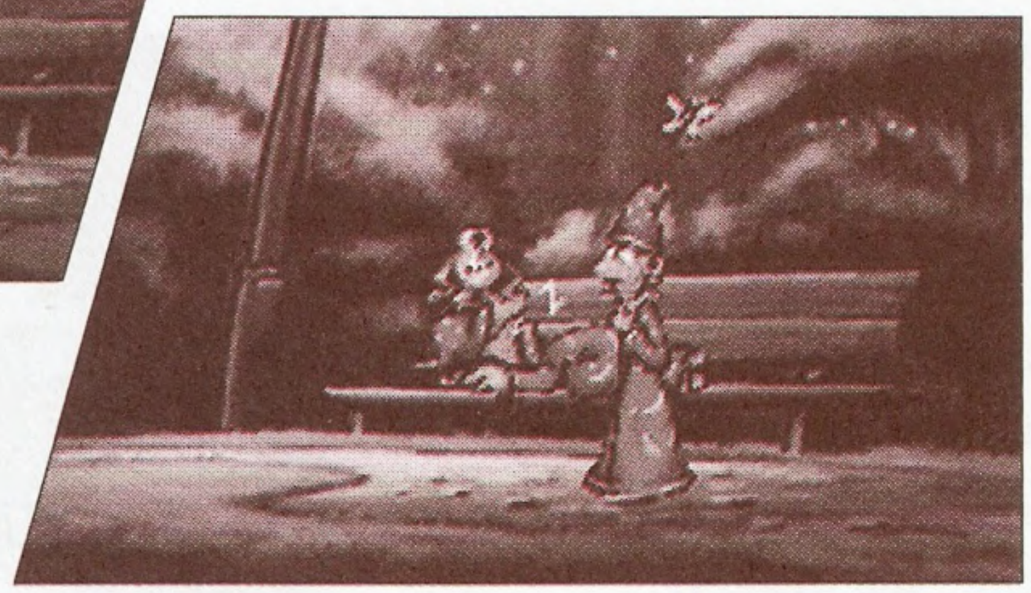
Once you've traveled through L-Space into the previous night, head to the park.

Zzzzzzzzzzzzzz

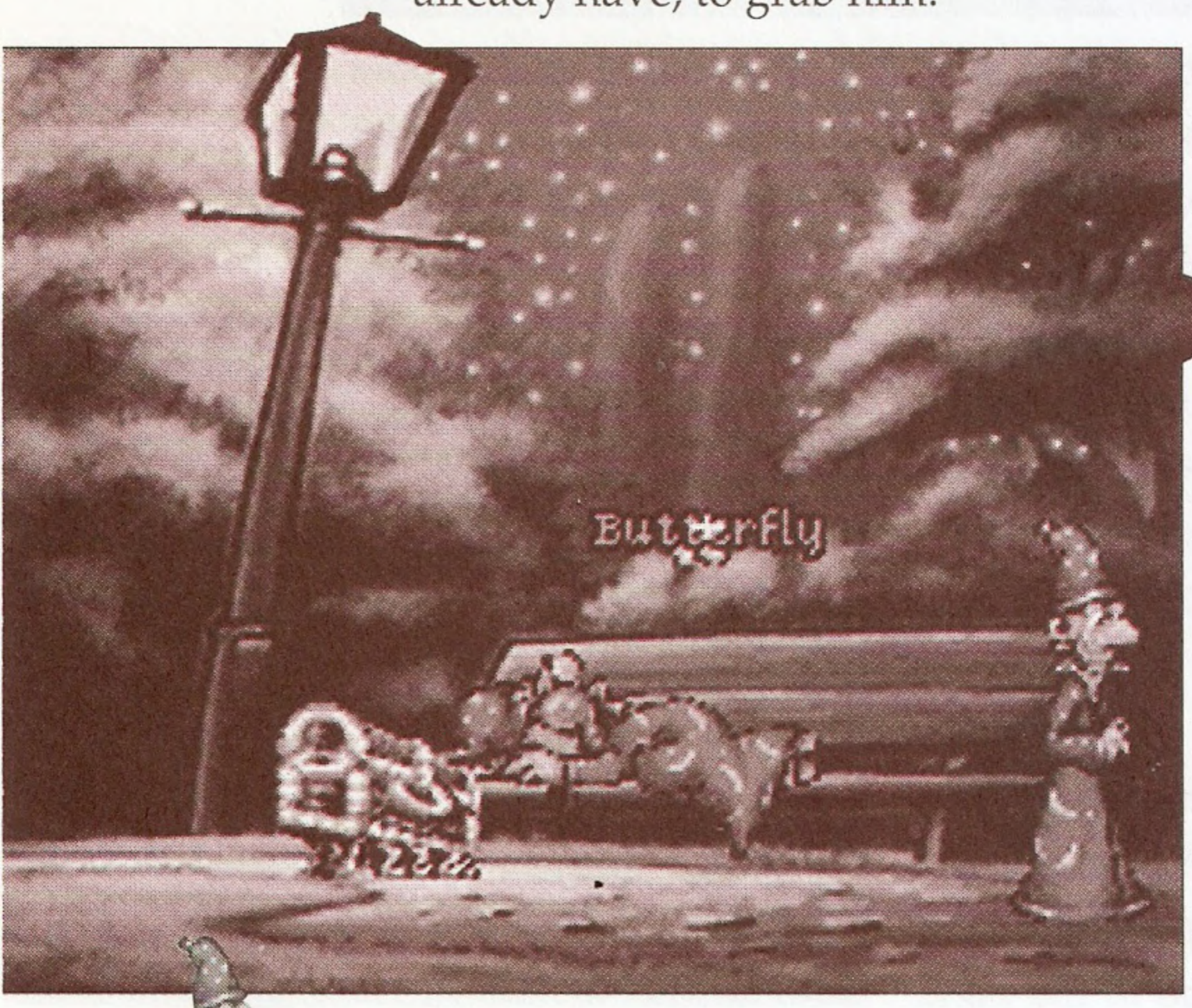


Rincewind spies himself sleeping off the effects of last night's counterwise wine.

Putting the frog in the sleeping character's mouth causes the butterfly to drop into reach.

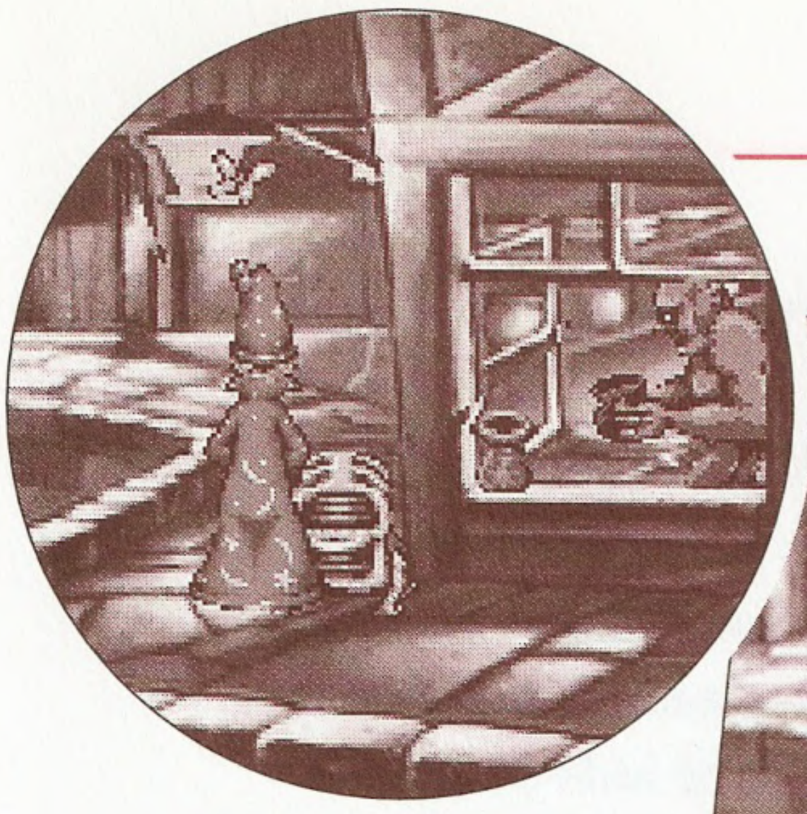


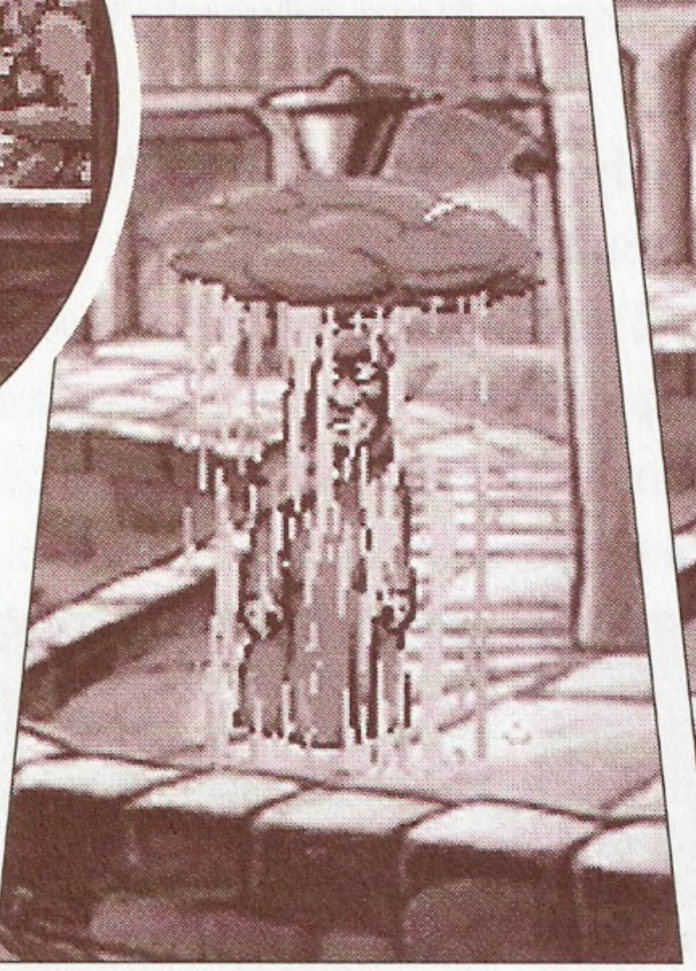
came out of your mouth when practicing the hand waggles in the University garden) on the sleeping incarnation of yourself. Putting the frog in the sleeping character's mouth causes the butterfly hovering above your head to drop down into reach. Use the butterfly net, which you should already have, to grab him.





Once the butterfly is in reach, use the net to grab it.



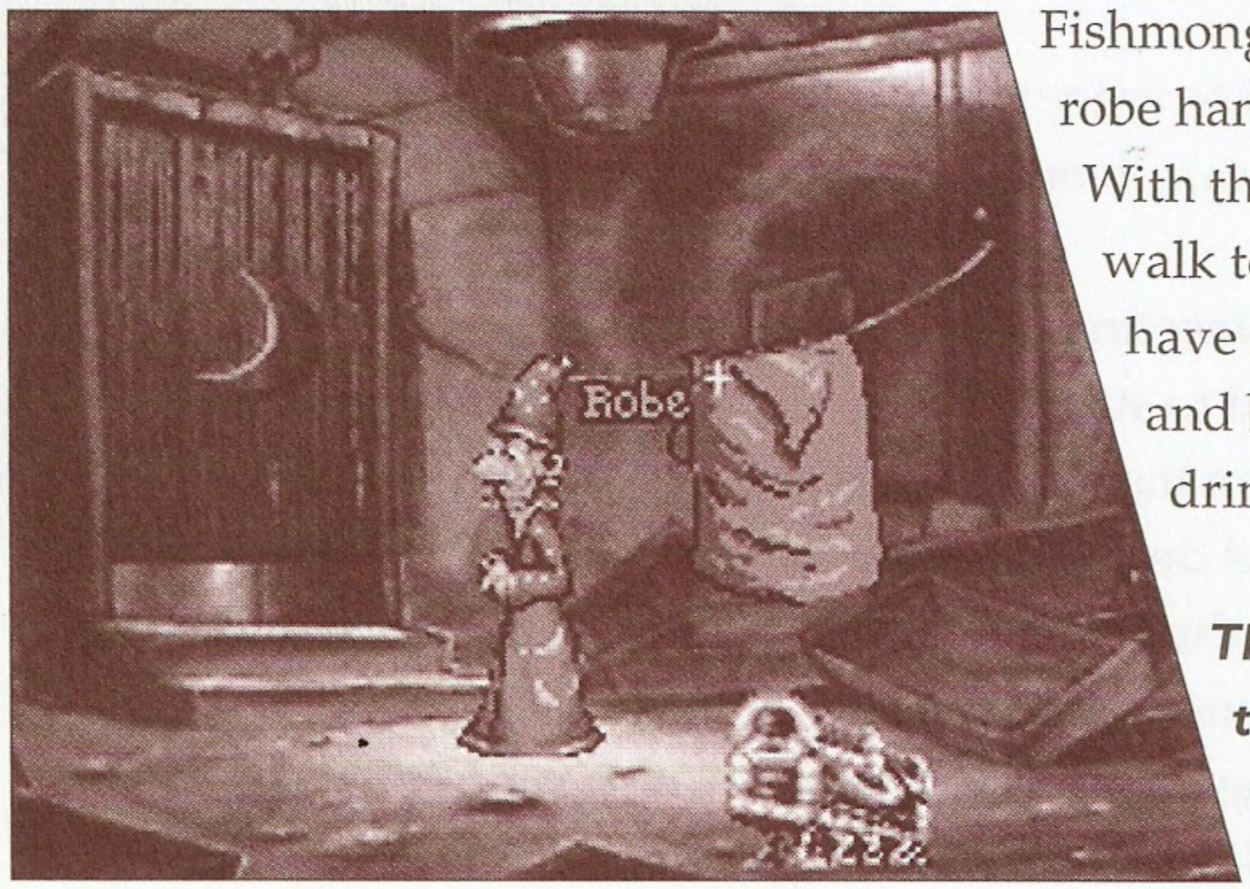




Using the butterfly on the lamp causes the weather to change, thus soaking the Monk.

Now, staying in the past, visit the street and investigate the corner on which the Monk of Offler stands in the present time period. Use the butterfly with the lamp that's on this screen. This causes the weather to change in the future and consequently drenches the Monk. With this done, return to the Unseen University and back through L-Space. From here, go to the street, and, when you get to the corner, you see the Monk standing in his underwear: this means your butterfly trick worked.

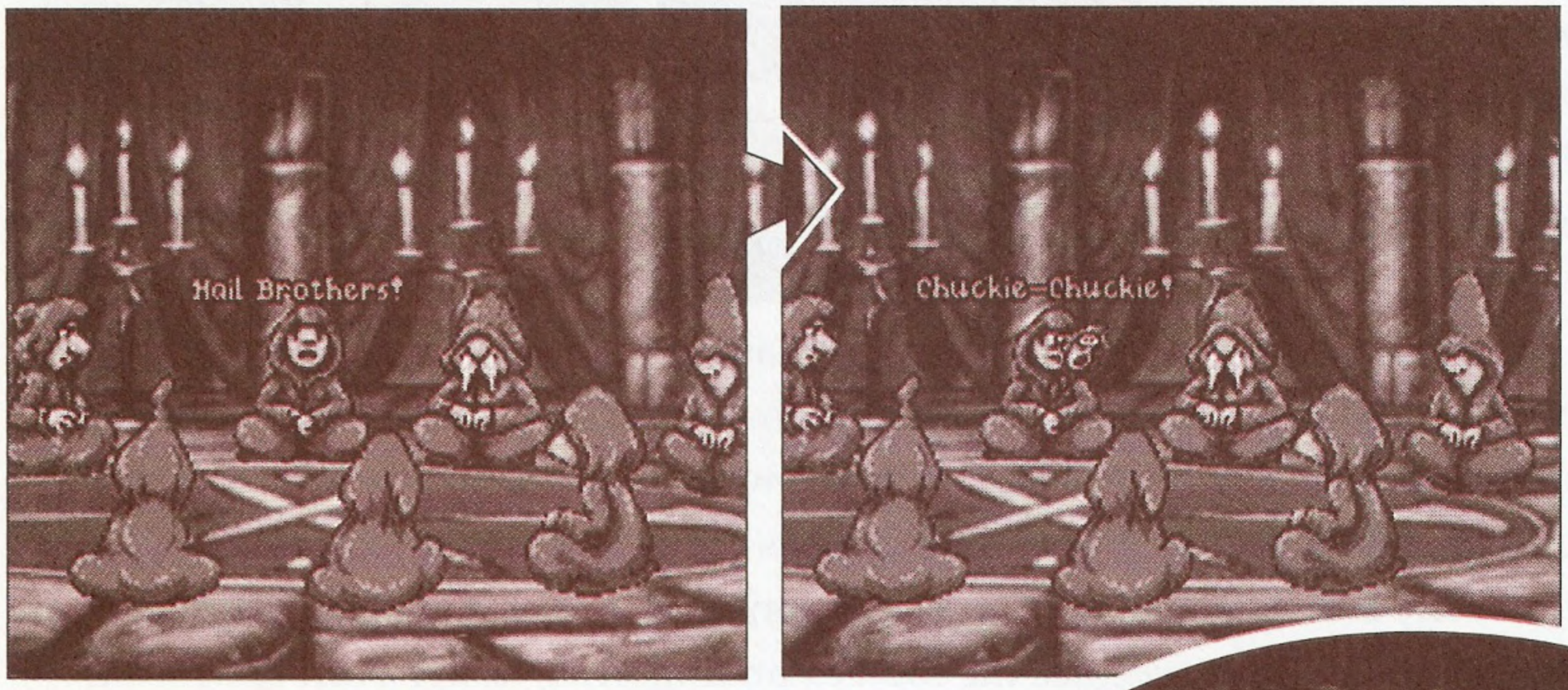
With this done, walk right and go down the alley that is next to the Fishmonger's stall; you find the robe hanging on the clothes line. With the robe safely collected, walk to the Broken Drum bar, have a chat with the barman and buy a drink. Once you drink the wine, pick up the



The only way to get into the Brotherhood's meeting is to wear the Monk's robe.

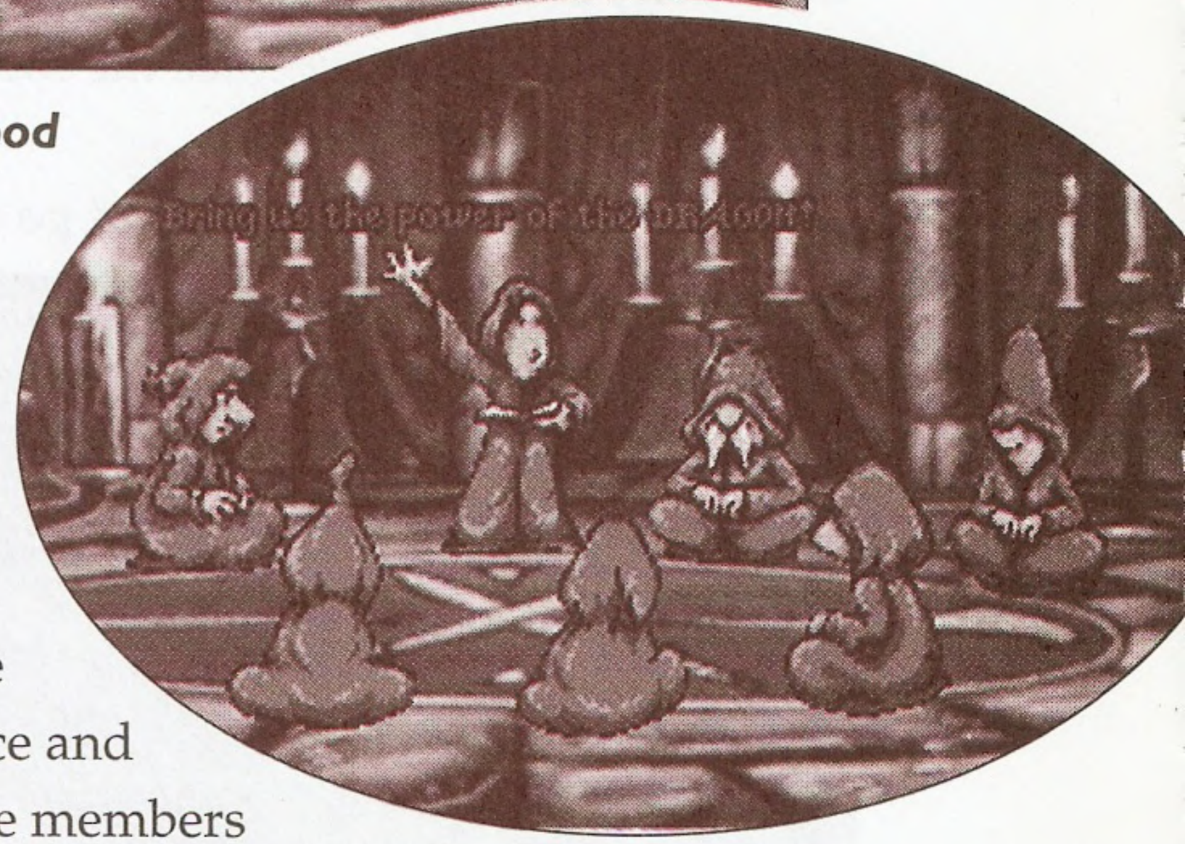
glass and put it safely in your inventory. Now, return to the Unseen University and walk back through L-Space.

Your next destination is the Brotherhood's hide-out. Walk over to the door and use the drainpipe; the end should now face the door. Next, hide behind the wall to the right and wait for the Thief to appear. As soon as he knocks on the door, use the glass on the drainpipe next to where you're standing; this enables you to overhear the password. Once the Thief has entered the hide-out, approach the door, put on the robe and use the door knocker. After a brief



Take a good look at the faces of the Brotherhood members. You need to find them later.

conversation, you're allowed to enter the Brotherhood's meeting and learn more about your quest.



Upon gaining entry to the meeting you become part of the ritual used to summon the dragon. From the conversation that takes place and a few visual clues, you should deduce that the members of the Elucidated Brethren of the Secret Sword are the Fool, the Fishmonger, the Dunnyman, the Thief, the Stonemason, and the Chimney Sweep.

After the meeting, the game opens up and you're given six sub-quests to complete: you must find a golden item that belongs to each of the Brotherhood

members. This next section deals with finding all six items.

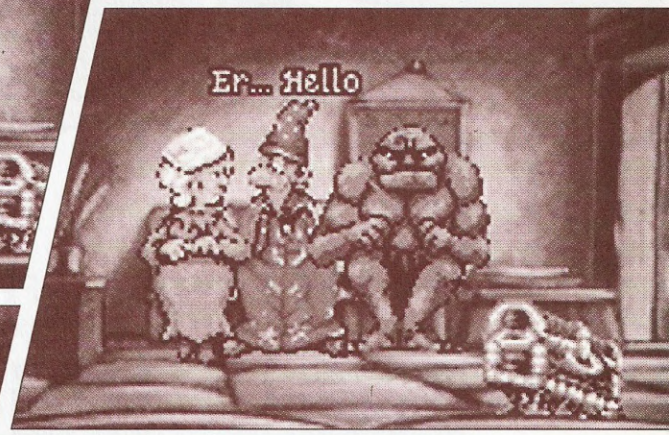


The Dunnyman's Golden Tooth

The first golden item to get is the Dunnyman's tooth: when he grins you'll notice it glint. First, go to the town square, talk to the infamous trader "Cut Me Own Throat" Dibbler (he's the guy that sells various items throughout the game) and buy some sugar doughnuts from him. Now, walk down the back alley in the square until you find the Dunnyman, who is tending to his waste-recycling machine.

Give the Dunnyman the sugar doughnut and watch his tooth rot! After a few moments he runs off the screen—he's heading straight to the dentist to get that troublesome tooth extracted! You should now leave the alley and go to the Psychiatrickerist, who is also in the square. Once you're



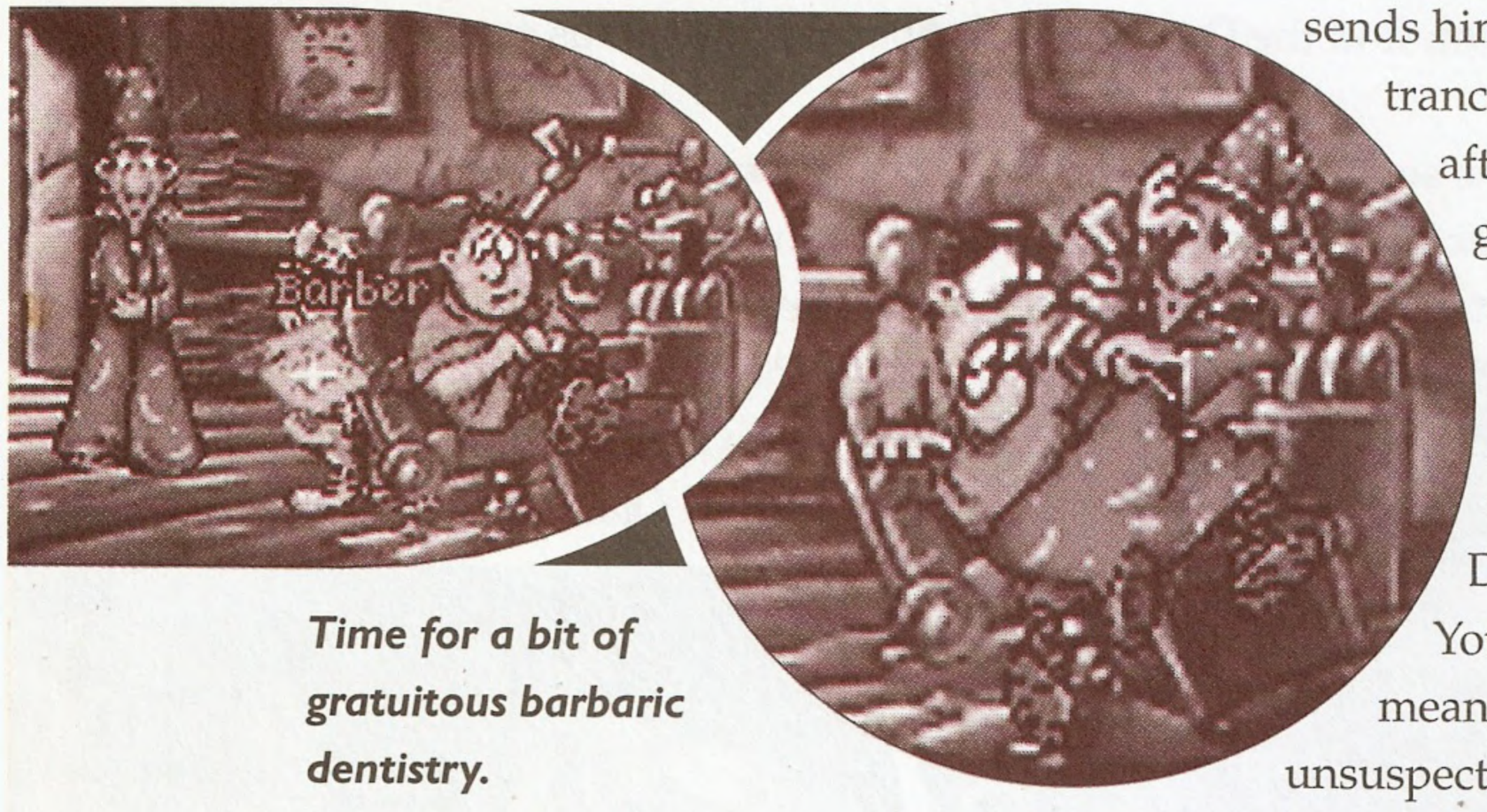




The Milkmaid gives you the note—once you're sitting next to her!

inside, take a seat and have a chat with the Milkmaid. If the seat next to the Milkmaid isn't free, talk to the Troll, leave the waiting room and then re-enter; this causes the Troll to change seats. Talk to the Milkmaid about her long lost love, and tell her that if she gives you a note you will give it to her "Prince Charming" when you see him. She agrees and hands over the love letter. With this done, leave the waiting room and head for the Barber's Shop, who also doubles as the local dentist.

Enter the shop and give the Barber the note from the Milkmaid (if you remember, he pledged his undying love for her in the first chapter), which sends him in to a love-sick trance. He asks you to look after the shop while he goes to meet the love of his life. Once he's gone, use the strange contraption next to the chair in which the Dunnyman is sitting. You now perform some mean dental surgery on the unsuspecting Dunnyman, which results in you extracting the elusive golden tooth.



Time for a bit of gratuitous barbaric dentistry.

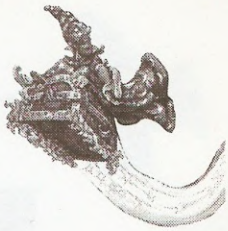
The Fool's Gold Bell Topped Hat

The second piece of gold to collect is the Fool's hat, which is topped with a golden bell! The Fool is found in the Patrician's Palace jumping around and generally being a fool. To steal his hat you need to make him take it off, and the only way to do this is to make the jolly jester have a bath.

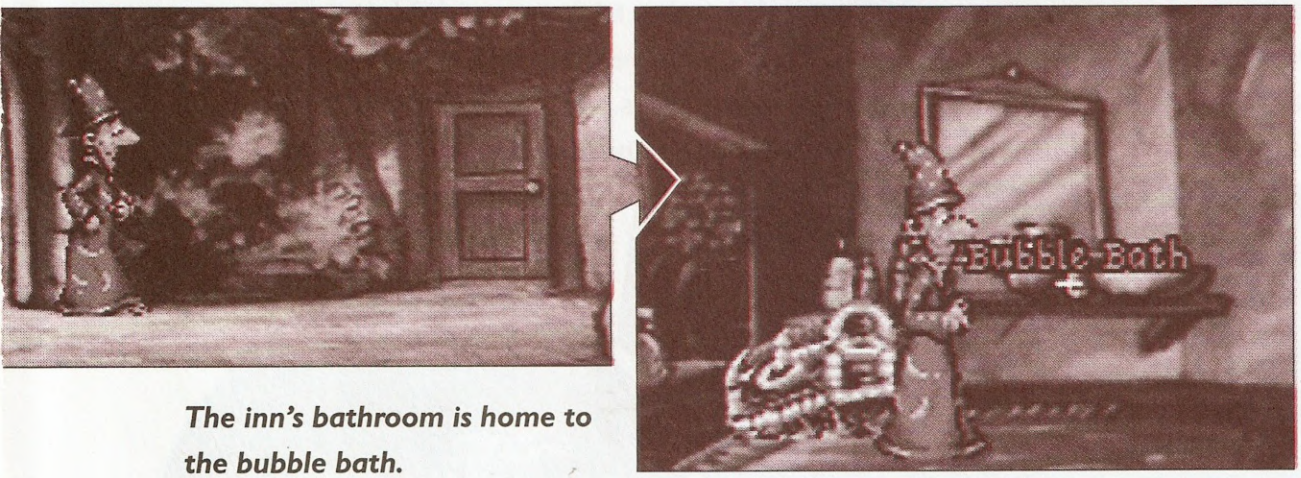


The garbage cans are hidden at the back of the University.





First, go back to the Unseen University. Once you're there, go around the back and pick up the dustbin. With this safely placed in your inventory, leave the University and walk to the inn situated at the north of the city. Upon arriving at the inn's courtyard, enter the room to the left; you see a bed and a door to the right. Walk across the room and through the door to the bathroom.



The inn's bathroom is home to the bubble bath.

On the shelf there is a collection of toiletries. Examine these to reveal a bottle of bubble bath. Pick up the bottle and place it in your inventory.

If you go back to the Palace and try to get past the guards they cross their pikes, refusing you entry. This time they aren't listening to your insults, so you need another way of making them fight each other. To do this you need to go back to the square and take a seat in the Psychiatrickerist's waiting room



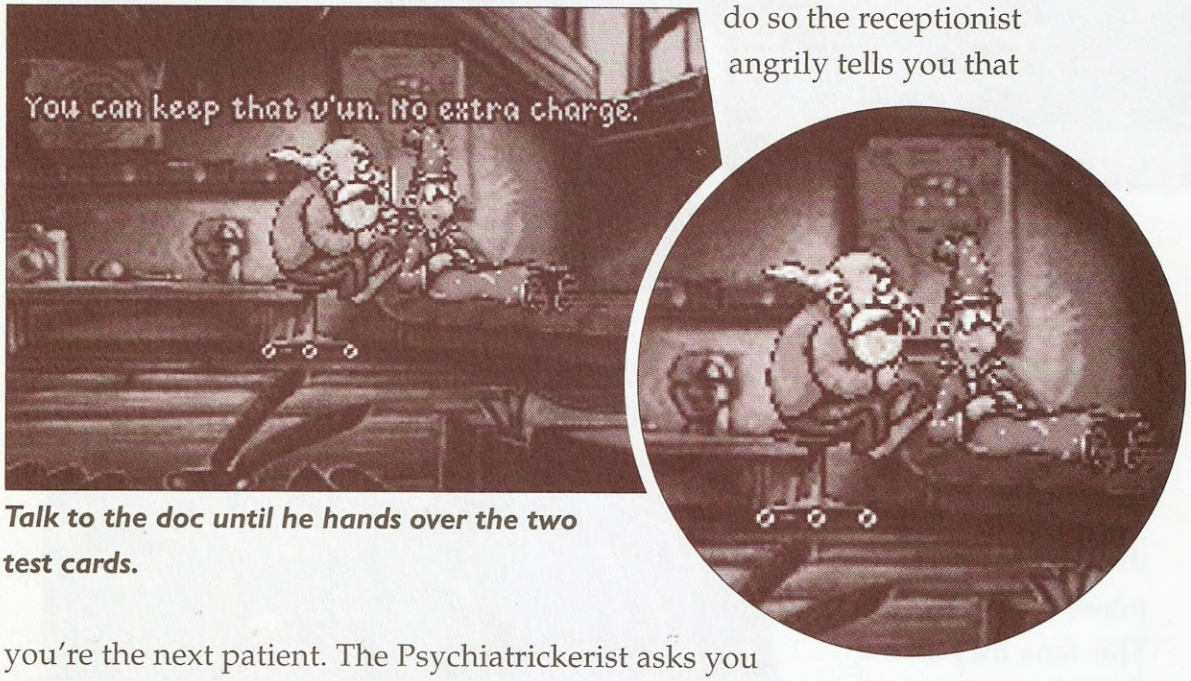
Some guys just don't appreciate a joke!





again. You need to get the chair closest to the receptionist's desk, so that you're the next customer sent up to the see the doctor. If another character is in this chair, use the same trick as you did last time: speak to either the Troll or Milkmaid and then leave the room. When you return, the two characters will have changed places.

Once you've got the correct chair, wait awhile and then try to leave, as you do so the receptionist angrily tells you that you're the next patient. The Psychiatrickerist asks you to take a seat on his couch and then proceeds to show you a number of cards. He lets you keep two of the test cards, so put them safely in your inventory. After the doc has finished his examination, leave the waiting room and return to the Palace.

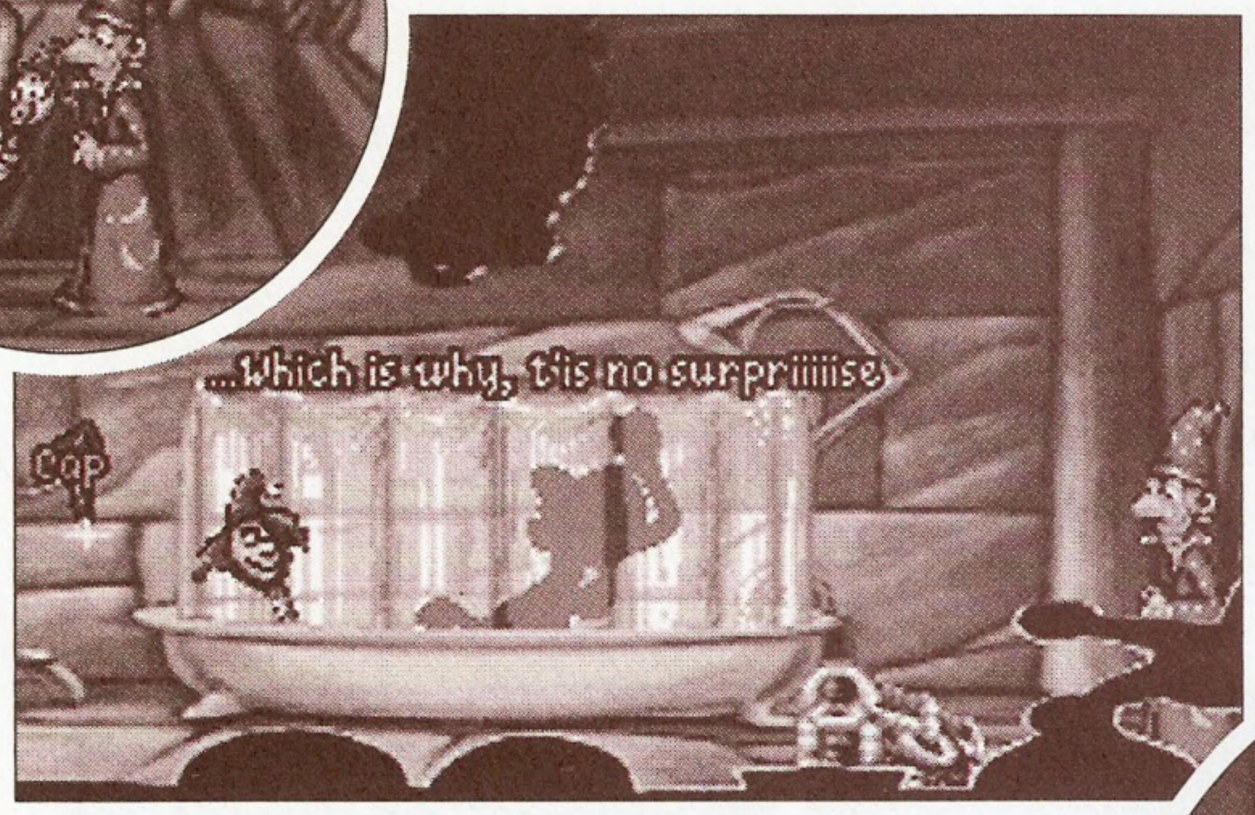


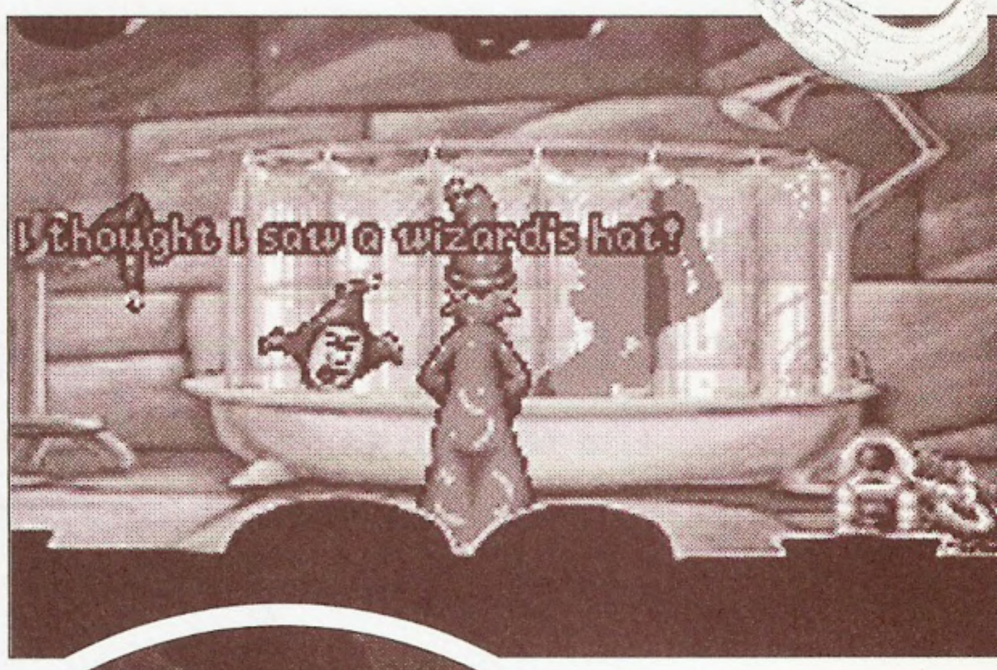
Talk to the doc until he hands over the two test cards.

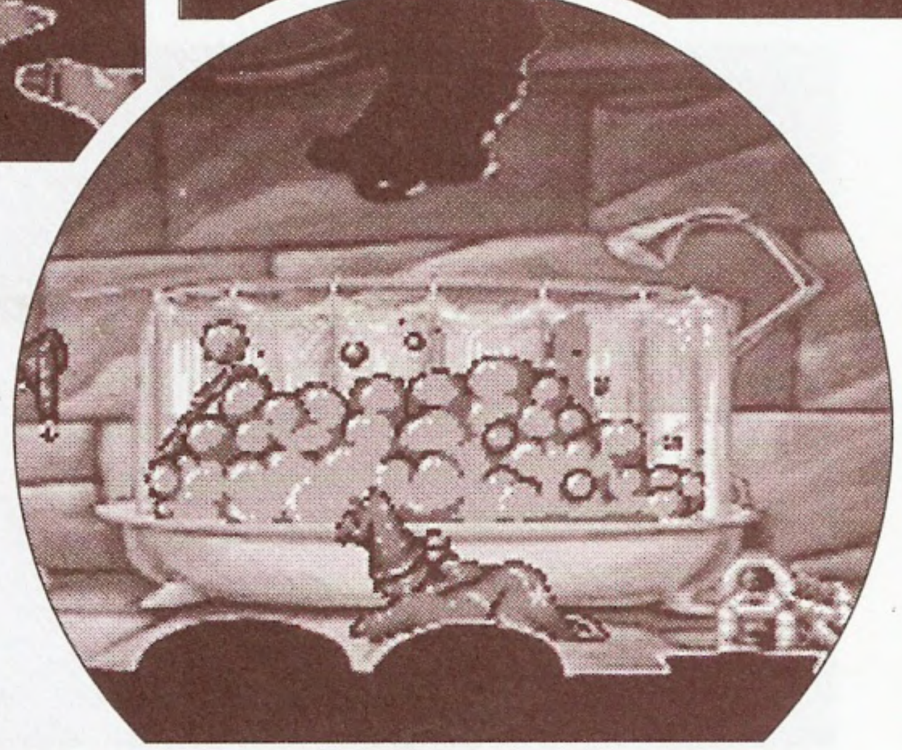


If you look in your inventory you see two cards with different patterns on them. Give one of them to either



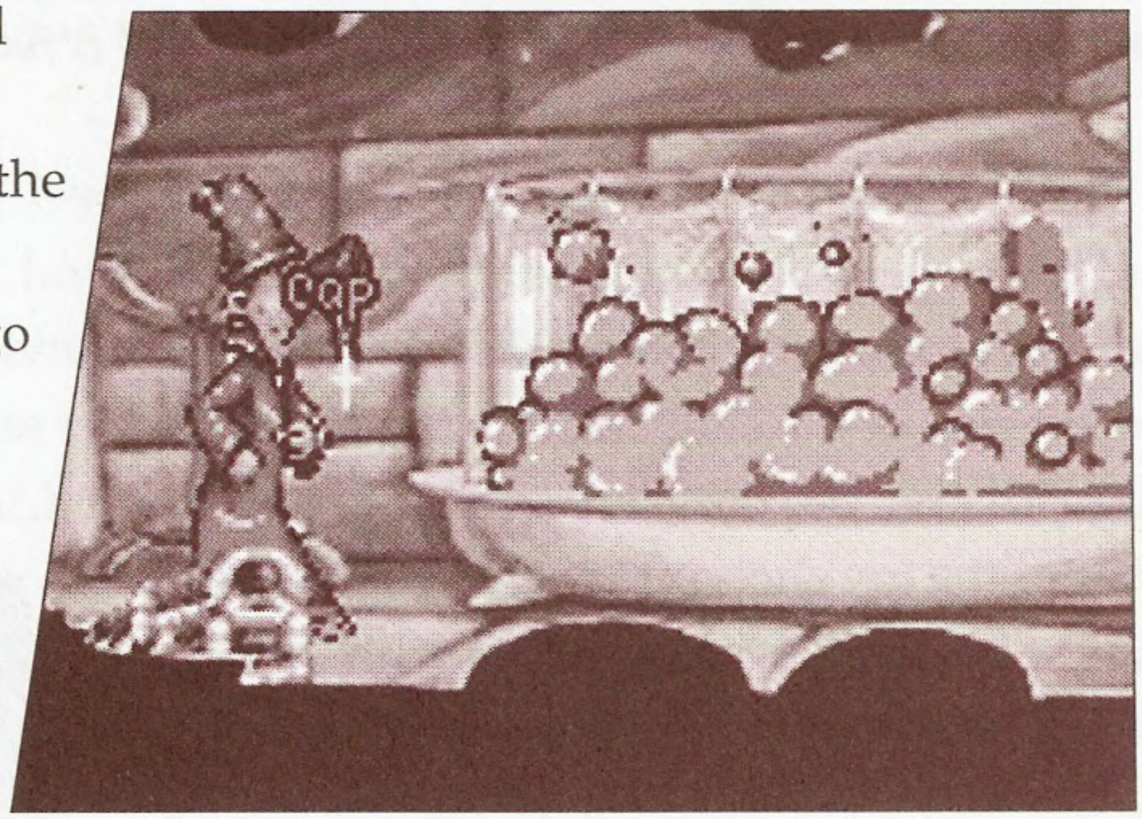






You can't steal the Fool's cap if Chucky is looking, so you need to create a bubble screen.

of the guards. This causes them to discuss their wives, and again results in one of the guards hitting the other over the head with his pike. When one of them is lying dazed on the ground, walk past him and enter the Palace. Once inside, walk over to the Fool and use the trash can on him. This covers him in dirt and forces him to go to his dressing room; you should follow.



Enter the dressing room and you see the Fool taking a bath. If you look around the room you see his hat placed on the stand to the left. The Fool can't see you because the curtain is blocking his view. However, if you try and walk past the bath his jester doll, Chucky, screams, forcing you to retreat. To stop this pesky doll, use the bottle of bubble bath with the bath. This fills the bath with bubbles making it impossible for Chucky to see

you walk past. Now, simply walk across the room and pick up the hat. The golden bell is now yours.

Chimney Sweep's Gold-Handled Brush

The third member of the Brotherhood you are going to expose is the Chimney Sweep. His prized possession is a gold-handled chimney brush, and this is your goal.



The toy shop is on the left side of the street and is full of goodies.

The first thing to do is to pay a visit to the street. At the end of the street you find a toy shop; go in here and have a look around. There's a Father Christmas look-a-like working behind the counter. This sounds bizarre, but if you look at the left side of the shop, next to the window, you see that the shop is having a Hog Fathers sale (these are similar to mini Santa Claus dolls), so buy one. If you went to the toy shop in Act One you would have seen little purple donkeys with umbrellas for sale. In Act Three it's dinosaurs, and despite the fact that all of them can be picked up, the Hog Fathers are the only toys that have any



The city gates are guarded by one of the tallest dwarves in existence. He's huge!

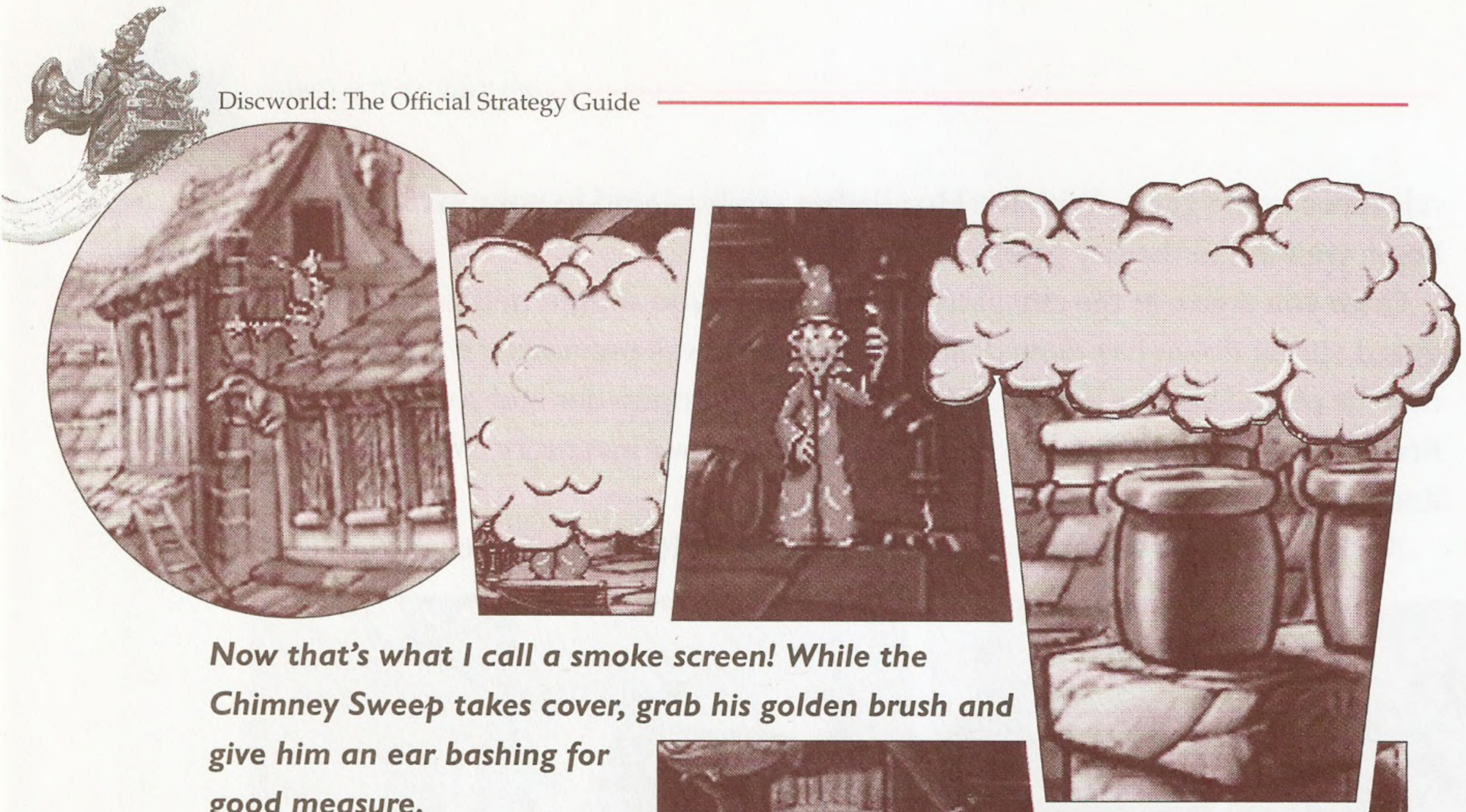
relevance in the game. With the Hog Father safely placed in your inventory, begin walking to the city gates.

Once you arrive at the city gates the first thing you should notice is that the guard sitting down has moved, and the boxes he was previously sitting on can now be picked up: the boxes contain a barrel of gunpowder and some fireworks. Pick up both items and place them in your inventory. When this is done, leave the city gates.

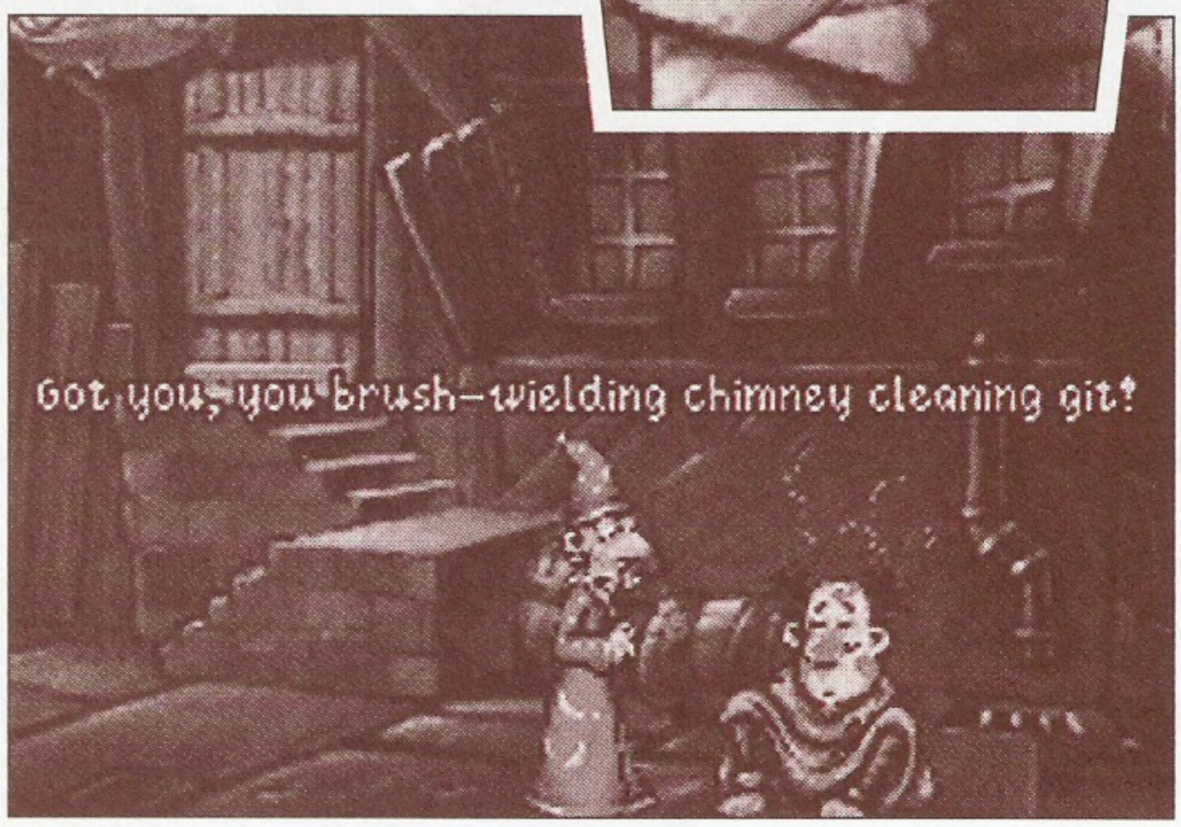
At this point you should have the Hog Father (which you collected from the toy shop), the gun powder (which you've just picked up from the city gates), and, finally, the matches (these should have been grabbed from the Broken Drum pub earlier in the game). If you didn't pick up the complementary matches when you bought the counterwise wine, go back to the Broken Drum and grab a pack; they're very easy to spot and are found on the right side of the bar.

Hang on to your Hog Father! It's time to introduce the Chimney Sweep to Mr Smoke.

Once all three items are safely in your inventory, you're ready to go and get the Chimney Sweep's brush. The alley is your next destination. Once you're there, take the Hog Father from the luggage and put it in your personal



Now that's what I call a smoke screen! While the Chimney Sweep takes cover, grab his golden brush and give him an ear bashing for good measure.



inventory. Next, use the secret tile to blast yourself onto the rooftops. When you're on the rooftops, examine the chimney pots to the right. A couple of the pots can be highlighted, but you can only get close to one of them. Using the Hog Father with this chimney pot causes the house below to fill up with smoke, and sends the inhabitant, which just happens to be the Alchemist, running for clean air.

After you've done this, make your way back down to street level and enter the now deserted Alchemist's house; it's tricky to see exactly what's going on due to the smoke, but this shouldn't really affect your progress. Now, use the gunpowder with the fireplace, then the string with the barrel of gunpowder to create a fuse. Once the fuse is made, leave the house. Outside you should see a drainpipe to your right which leads into the house. The end of the string should be poking out from the bottom of this drainpipe, so use the matches to light the makeshift fuse and stand well back. The fuse burns down slowly and

then ignites the gunpowder, causing a massive explosion in the chimney. And guess who has his head stuffed down the same chimney pot—you've got it, the Sweep!

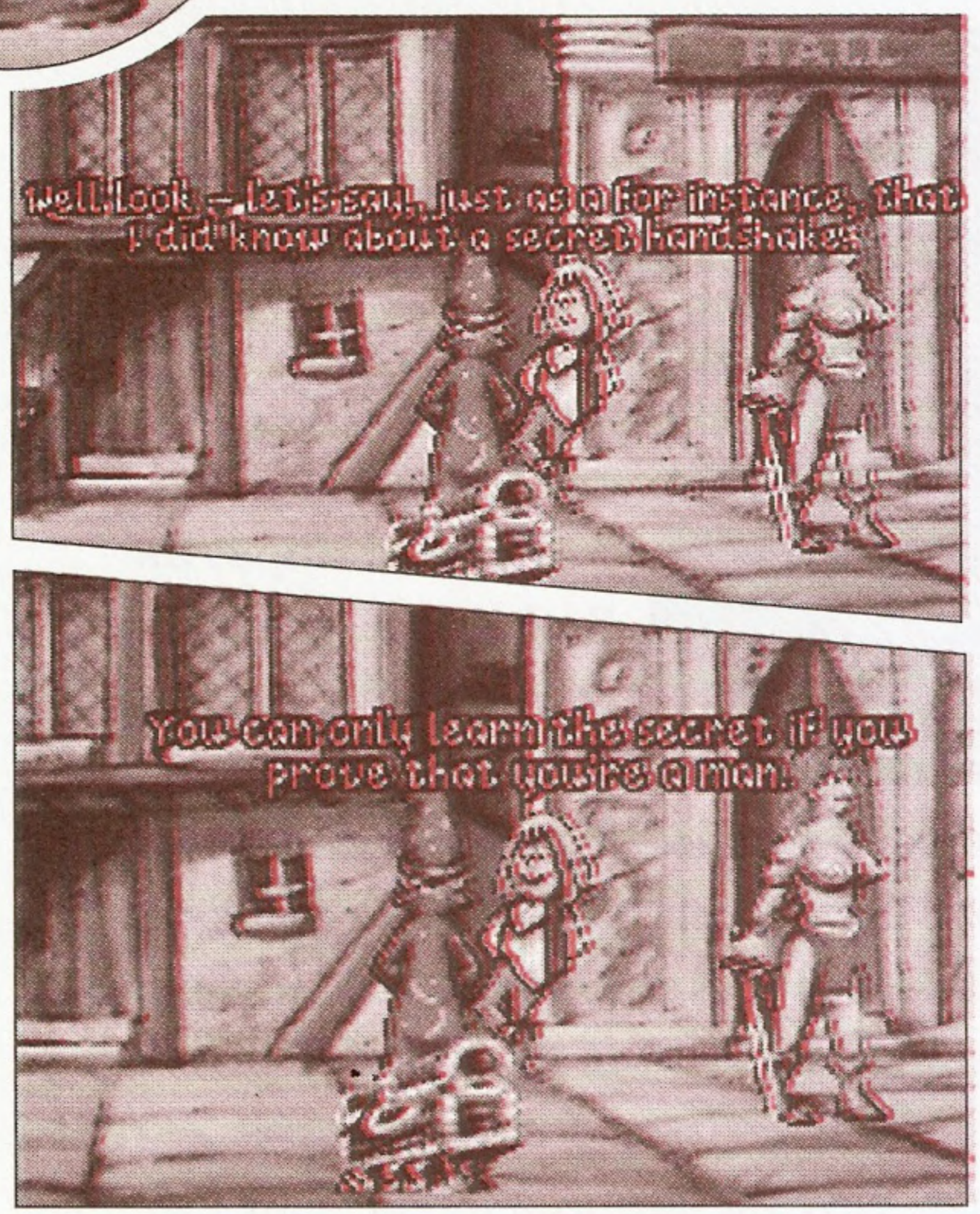
The explosion blows the Chimney Sweep clean off the roof and knocks the brush from his grasp. The unfortunate sweep comes crashing down into the alley, shortly followed by his brush, which is neatly caught by the luggage.

The Stonemason's Trowel

You now have half of the golden items required by the dragon; the fourth is the Stonemason's trowel. The Stonemason is working in The Shades removing a mural from a wall: if you remember, in the introduction sequence the dragon scorched a couple of hapless characters, and in doing so singed the wall.

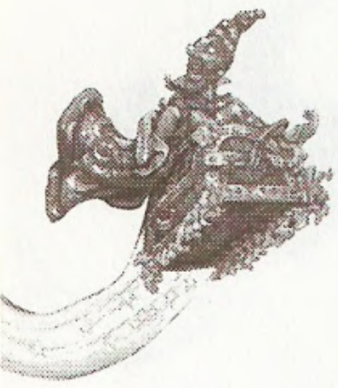


This long puzzle forces you to overcome two complex and drawn-out problems: the first one is that you can't enter The Shades without a *very* good reason; and the second is that once you do get in you have to somehow swipe the trowel from the Stonemason who is using the darn thing to fix the wall!

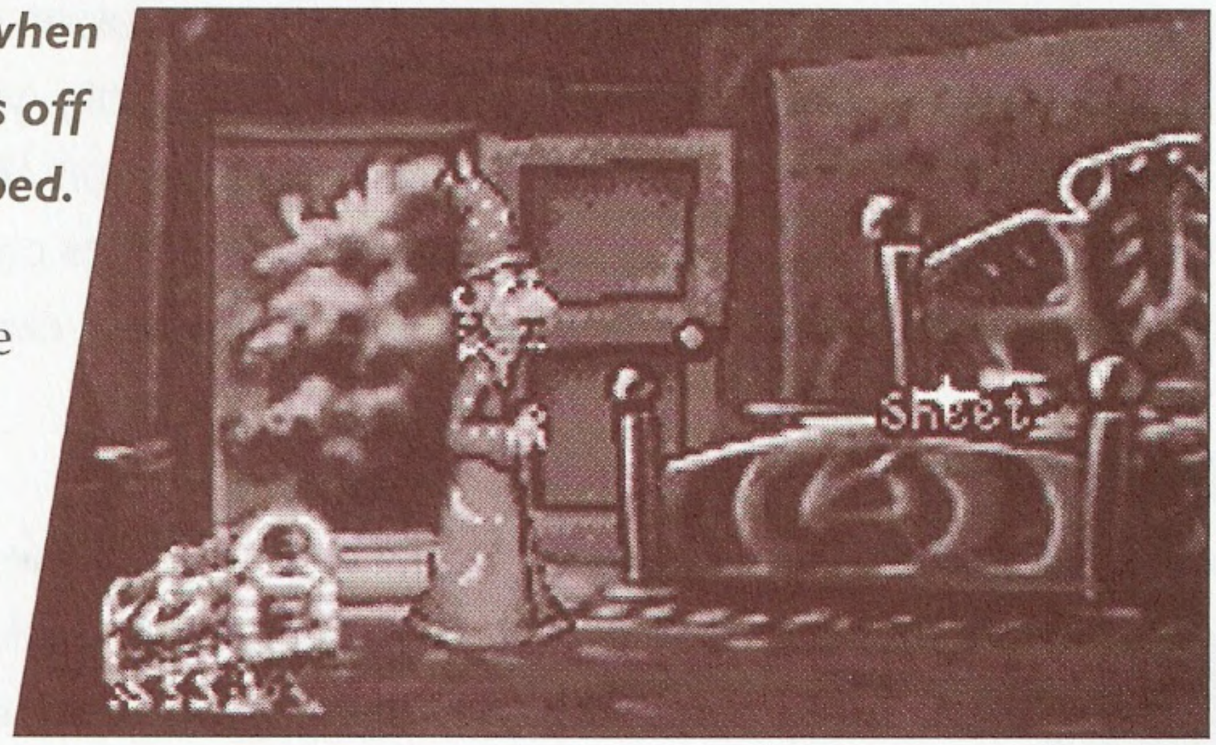


Your first stop should be the town square for a chat with the loveable Street Urchin—or should that be Starfish?! Just as you're about to speak to the boy a strange man walks onto the screen, performs some kind of "dance" with him, and then walks off. If you ask the Street Starfish about this he denies any knowledge of a handshake. The man then walks

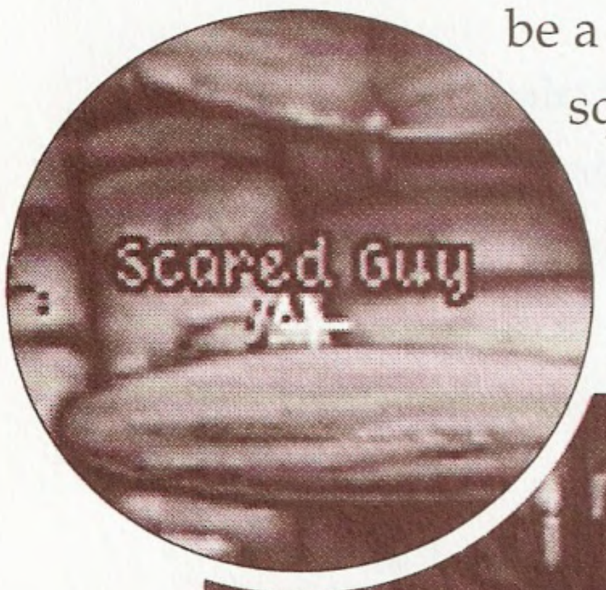
Keep your eyes off the Amazonian woman and talk to the Street Starfish.



It comes to something when you have to steal the sheets off a man's bed.



back onto the screen and the same thing happens again. After he has left the screen, speak to the Street Starfish again. This time the Urchin tells you that the "dance" is a secret handshake that he can only reveal once you have proved yourself to be a *real* man! With this information stored for later use, leave the square and walk to the inn.



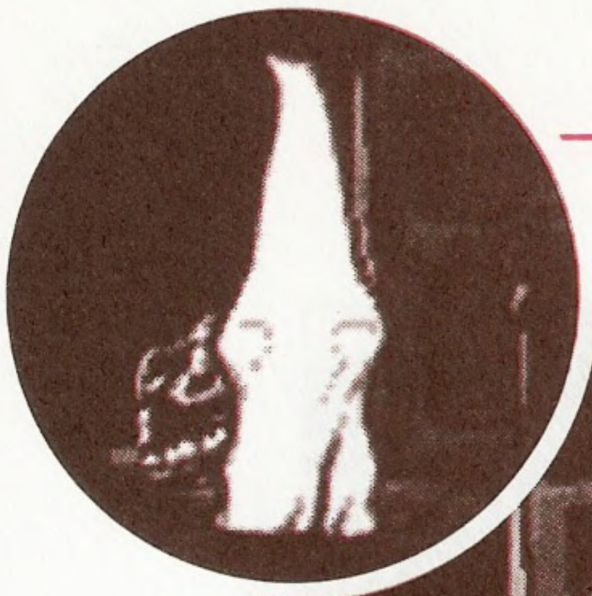
Enter the courtyard, open the door to the left side of the inn (this door was locked in the first chapter) and go in: this takes you to a bedroom with another door situated to the right. If you examine the bed you highlight a sheet; pick it up and place it in your inventory. You're now free to leave the inn, as the sheet is all you need—for now!

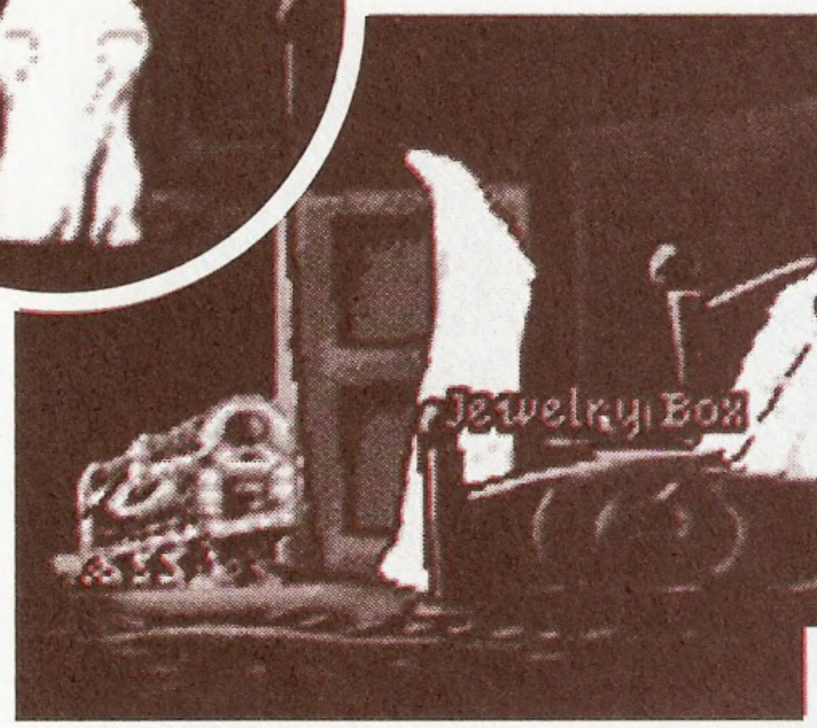


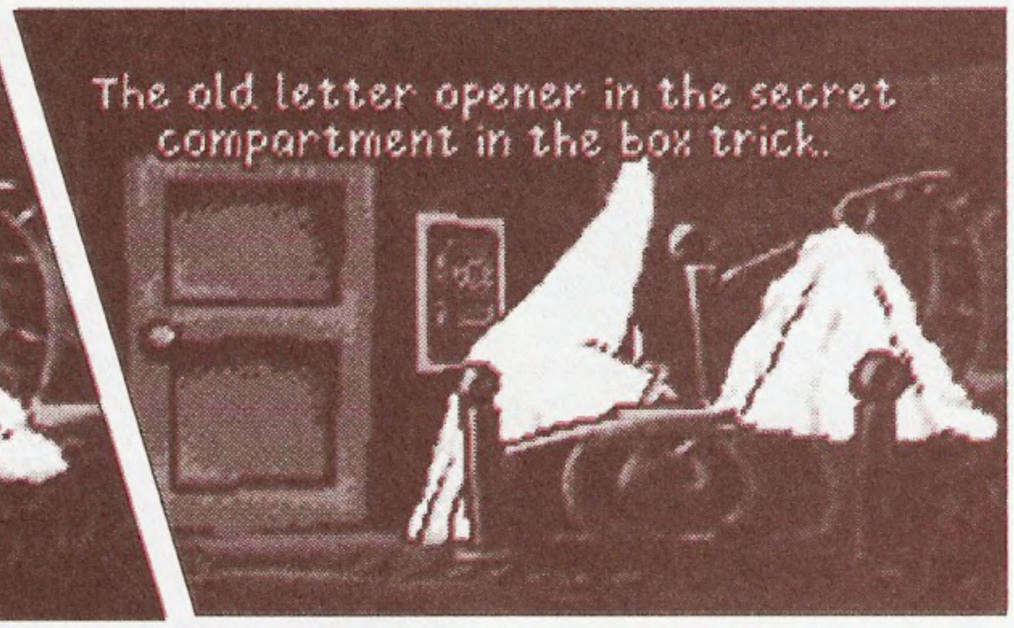
Sounds like this guy got a real fright yesterday, and there must have been a bar brawl.

Your next stop is the Broken Drum pub. Once you arrive at this den of iniquity look for the guy hiding under the table—it's the one directly in front of the bar. Have a chat with this guy and listen to his story about how his gate pass to the city limits was stolen by a fearsome ghost that invaded his bedroom at the local inn last night. Once he has finished talking, leave the bar, head for the library at

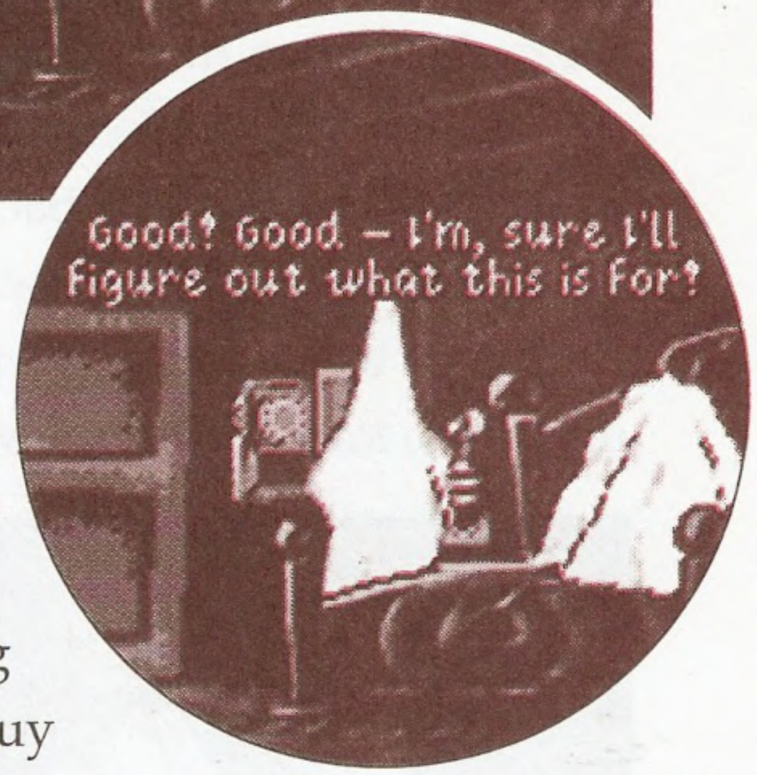












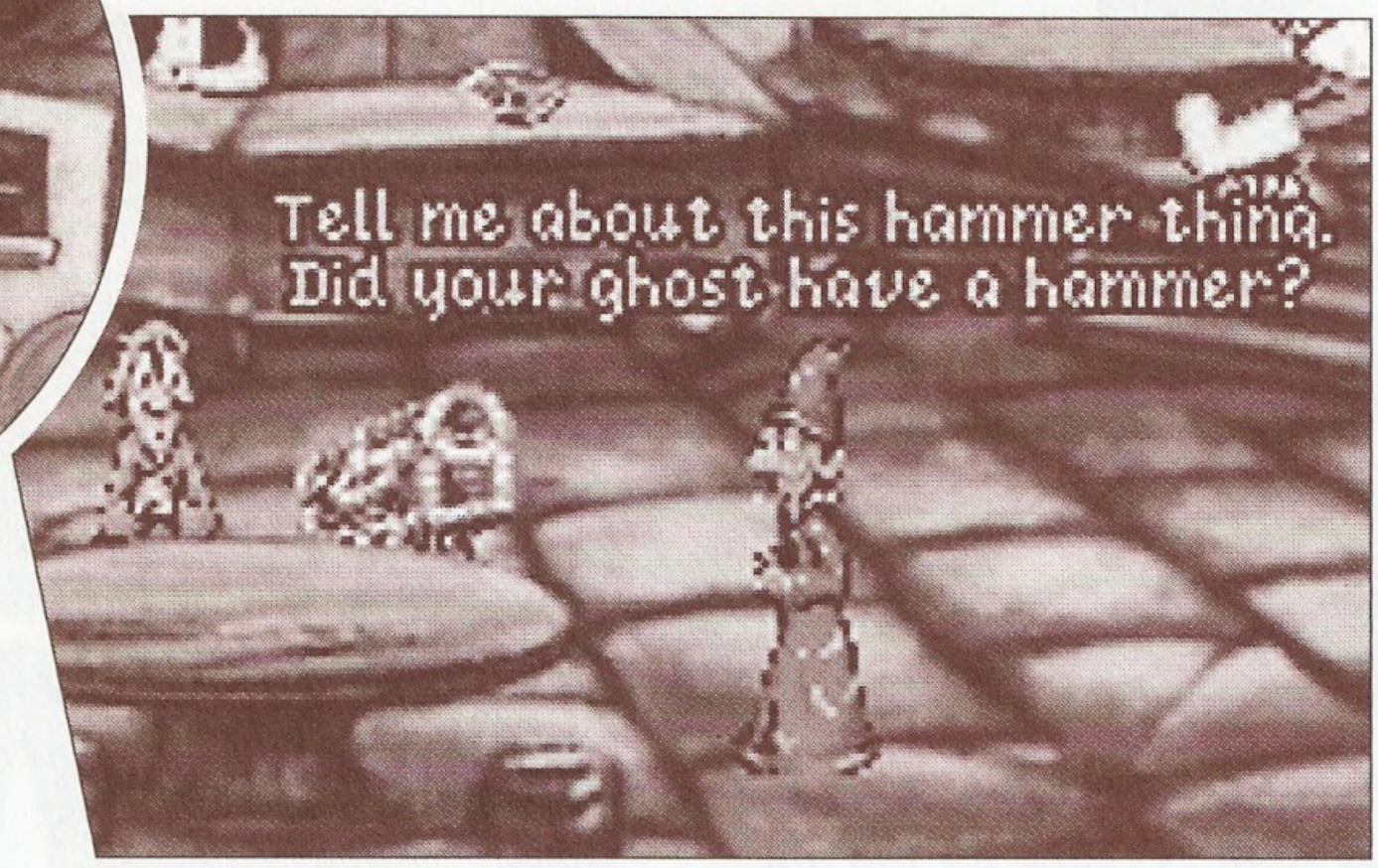
Rincewind hasn't joined the Klu Klux Klan. It's time for the old sheet-on-the head trick.

the Unseen University and go through L-Space. Once you arrive in the night before, head straight to the inn and enter the room from which you stole the sheet earlier on.

Inside the room you see a man asleep in the bed—the one you spoke to in the future a few moments ago. Use the sheet with yourself and you instantly become a fearsome ghost. Now, walk over to the bed and wake up the sleeping guy: he looks at the apparition standing before him and then hides under the covers. With the guy out of the way, pick up the box that's on the bedside table. Rincewind automatically carries out the sequence of events the scared man described in the Broken Drum.

Showing the lithe grace of Big Sally on crutches, the dexterity of the Librarian in handcuffs, and the brain power of a Hog Father, Sherlock Rincewind takes a good look at the box, shakes it around and presses the button to open the secret compartment. With the hidden drawer revealed, Rincewind grabs the letter opener inside it and then proceeds to take the envelope from under the

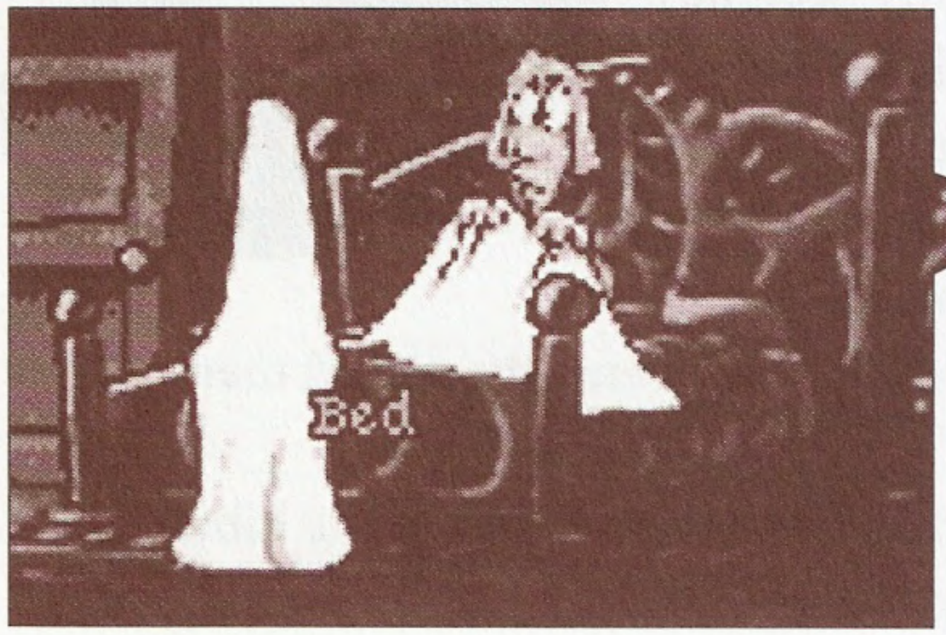


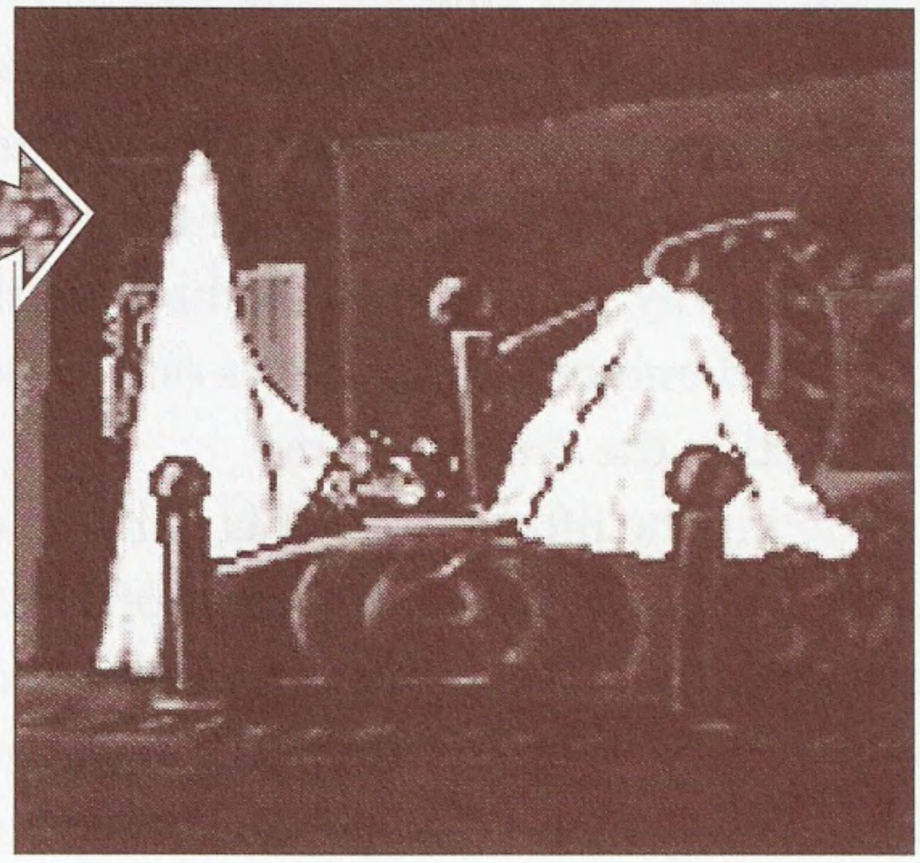


Before you can get the gate pass, you need the hammer.

mattress. The next step is to use the letter opener on the envelope to reveal a piece of paper containing a combination to a safe. After a quick hunt around the room, Rincewind finds the safe behind the painting on the wall and uses the code to open it.

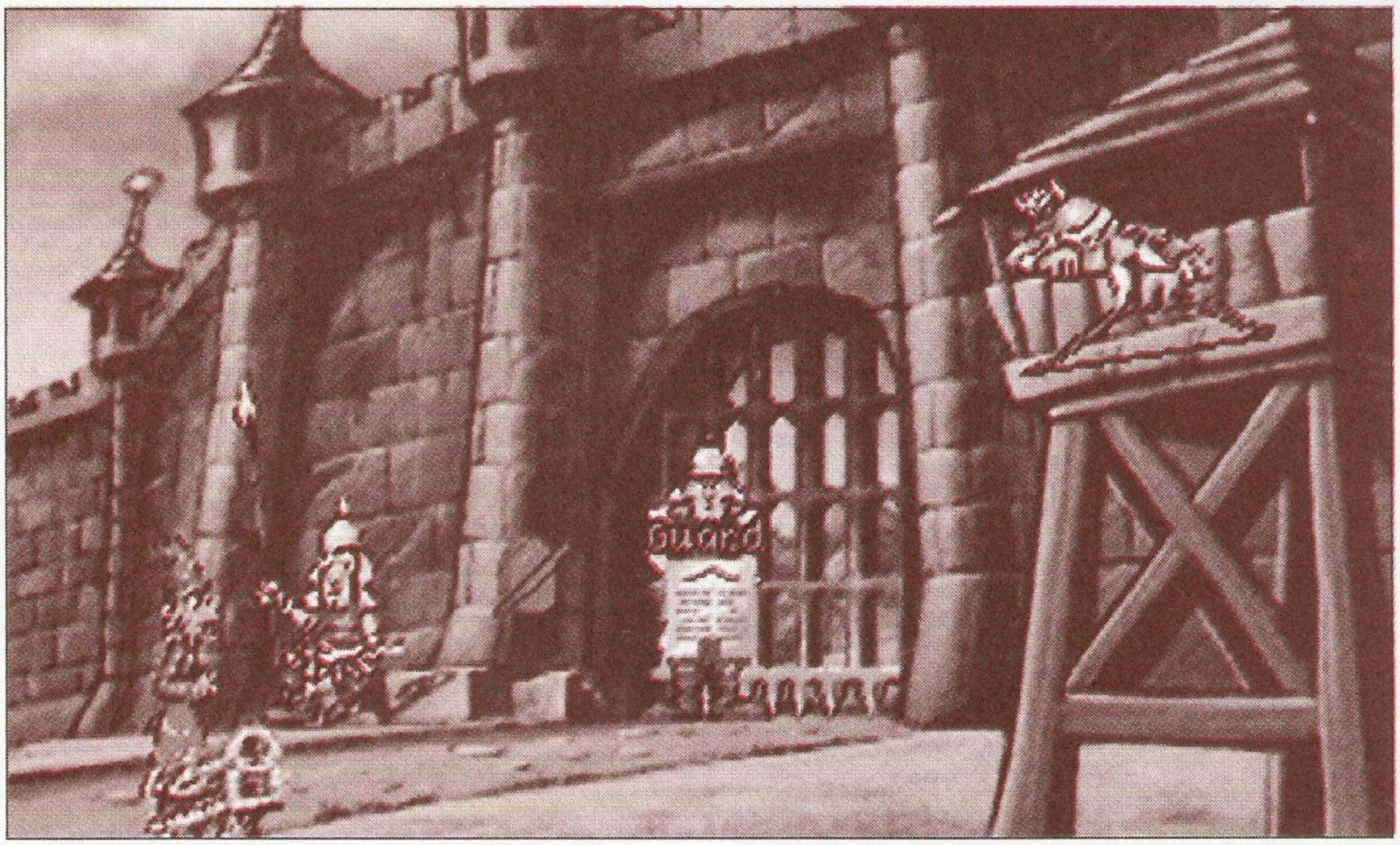
Once the safe is open you find a hammer hidden inside. Unsure what to do next, you have to put it back and close the safe. Your next task is to remove the sheet, leave the inn, and head back to L-Space. Once you arrive back in the future, go to the Broken Drum and have another chat with the guy hiding under the table. This time when you talk to him you can ask about the hammer.





Yikes! Is that a ghost, or a wizard in a dress with a sheet on his head?!



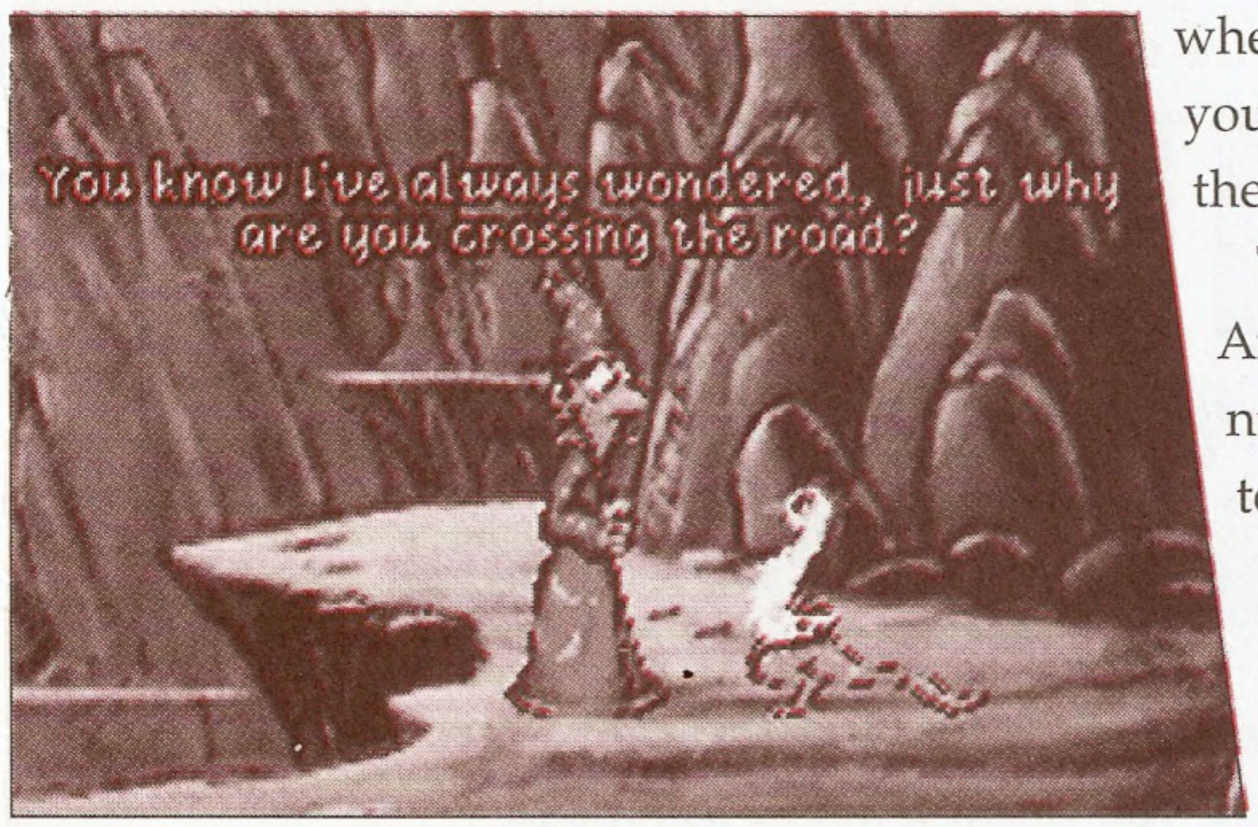


Visit the six-foot dwarf and hand over the gate pass.

He tells you that the hammer is used to break the box containing the gate pass. With this information safely in your possession, make the trek back to the Unseen University and through L-Space once more. After doing this, go back to the inn and, as before, use the sheet to scare the guy sleeping in the bed. When you pick up the box you follow the same sequence as before, but this time when you get the hammer from the safe, you use it to smash the box and discover the gate pass to the city.

The gate pass allows you the freedom of Ankh-Morpork, and also opens up a number of other locations that are crucial to the completion of this chapter.

Walk to the University and travel

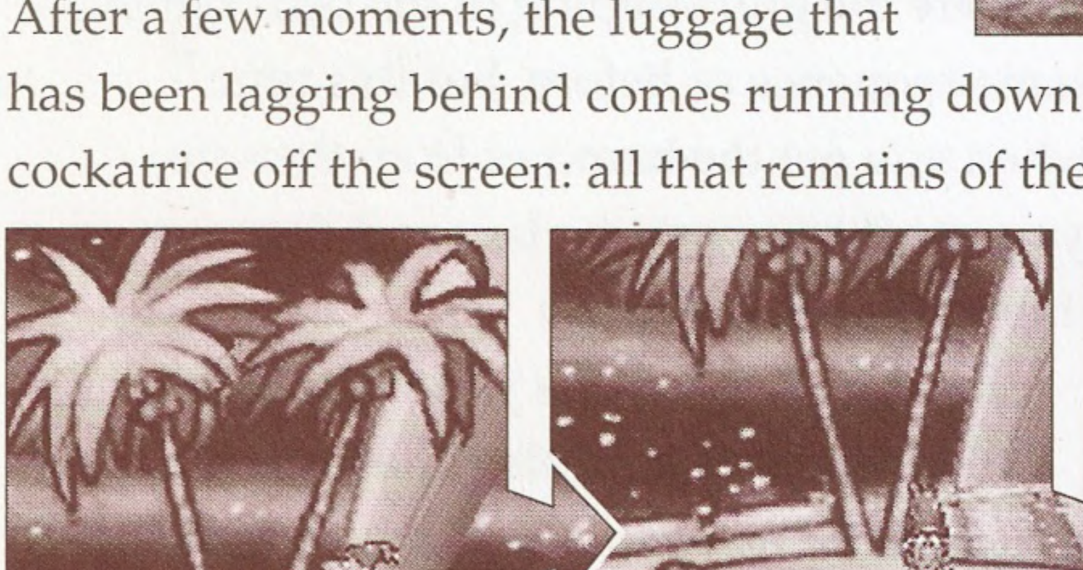


Why did the cockatrice cross the road?
To get to the other side, stupid!



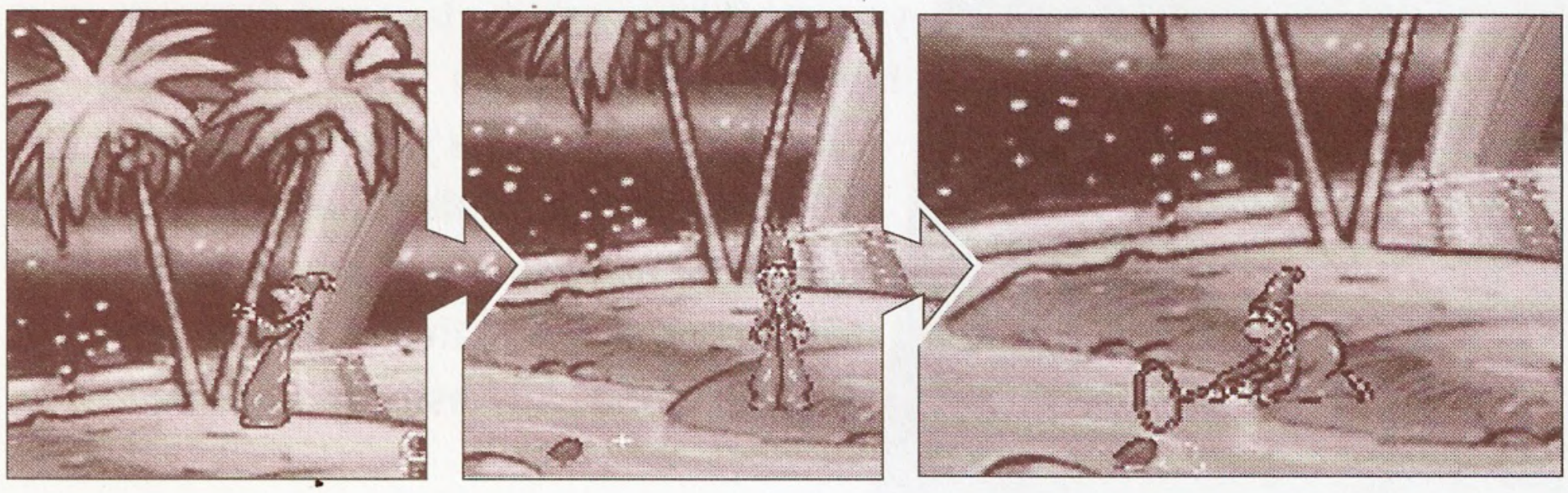
Looks like the poor cockatrice never made it to the other side. All that remains is an egg and a feather.

through L-Space. Once you're back in the present, make your way to the city gates and show your pass to the guy guarding the gate; you're now confronted with a map of the surrounding area. Place the cursor on the mountain range, highlight the Ramtop mountain road, and click. When you arrive you have to make your way down a winding path.



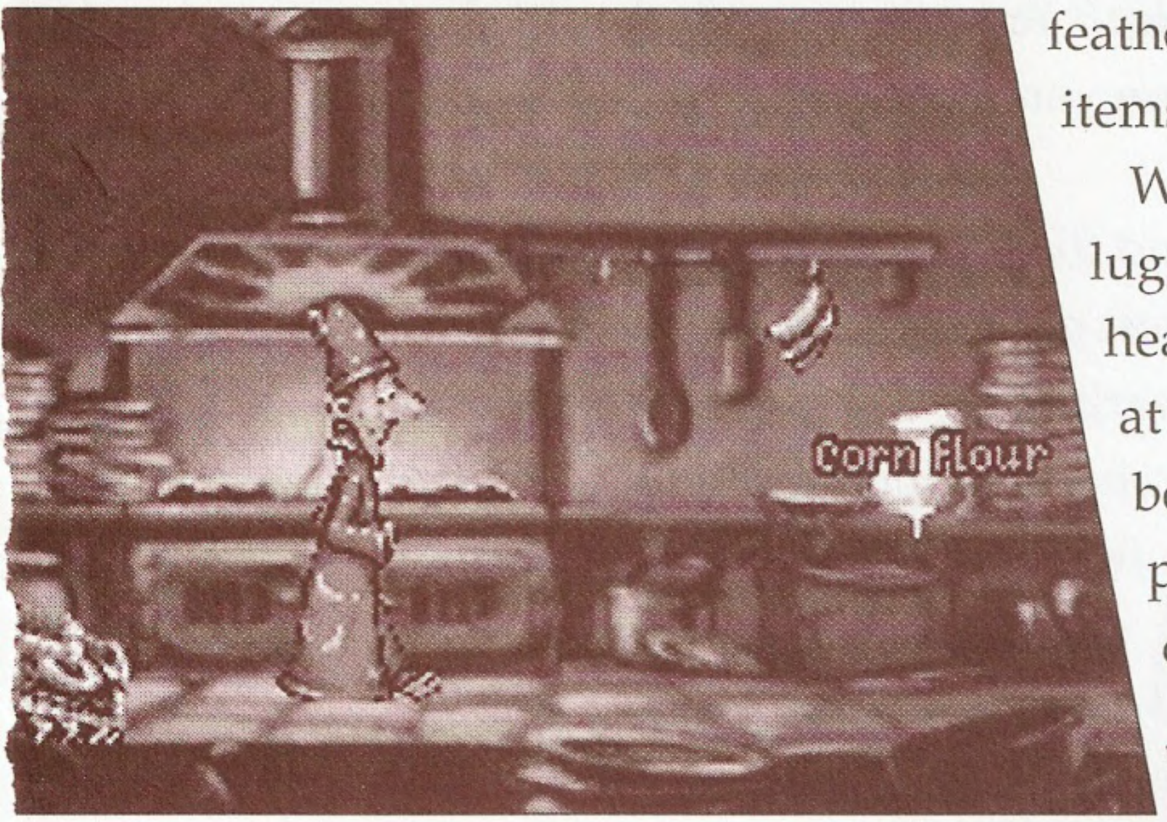


At the right side of this mountain track you're confronted by a chicken-like creature, this is in fact a very rare cockatrice. When you meet the bird a conversation automatically begins. After a few moments, the luggage that has been lagging behind comes running down the path and knocks the cockatrice off the screen: all that remains of the rarest bird in the world is a



Nothing ever seems to go as planned. A simple shake of the tree and the coconut goes splashing into the water. Luckily, you've got a net to fish it out.

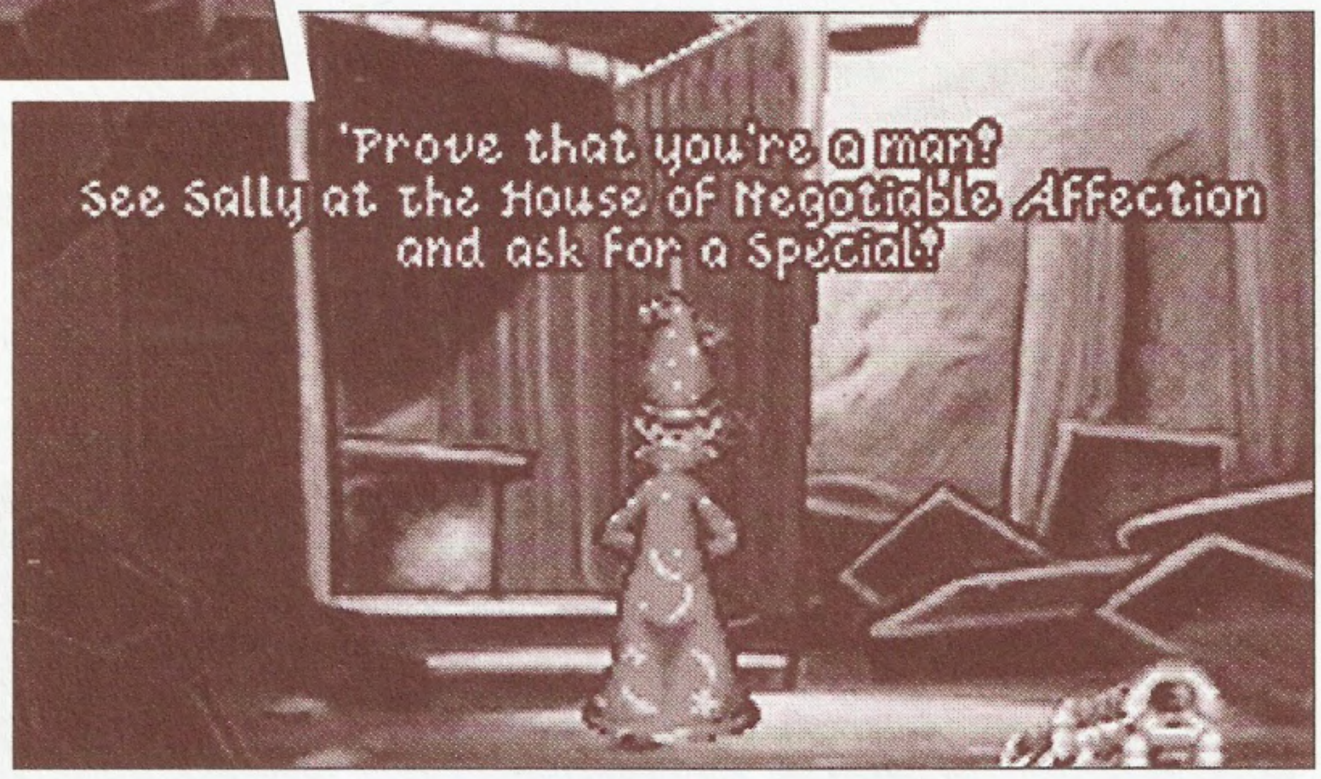




feather and a small speckled egg! Pick up both items and place them in your inventory.

With the feather and egg safely stored in the luggage, leave the Ramtop mountain path and head to the edge of the world—this is located at the point where the sea ends and the sky begins. Once you get to the island, give the palm tree a shake. Almost immediately a coconut falls down, hits you on the head,

Return to the University's kitchen to get the corn flour.



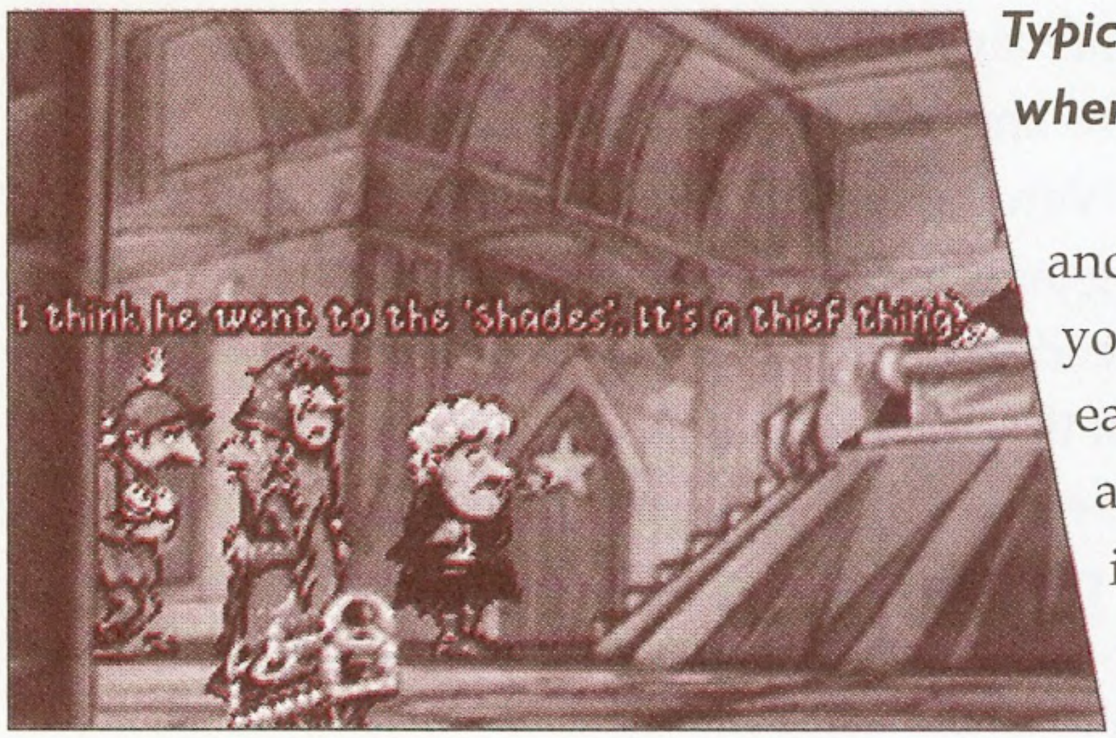
Prove you're a man! Do you think he means what I think he means?

and then bounces into the sea, just out of reach. The only way to fish it out is to grab the butterfly net out of the luggage and use it on the coconut. When this is done, place both items back in the luggage and head to city.

Once you're safely back inside the walls of Ankh-Morpork, make your way to the Unseen University's kitchen. When you arrive you notice that the cook hasn't returned yet, and a bag of corn flour has appeared on the far right of the counter; walk across and pick it up. As soon as you've grabbed the flour, leave the kitchen, head for the library, and travel back through L-Space.



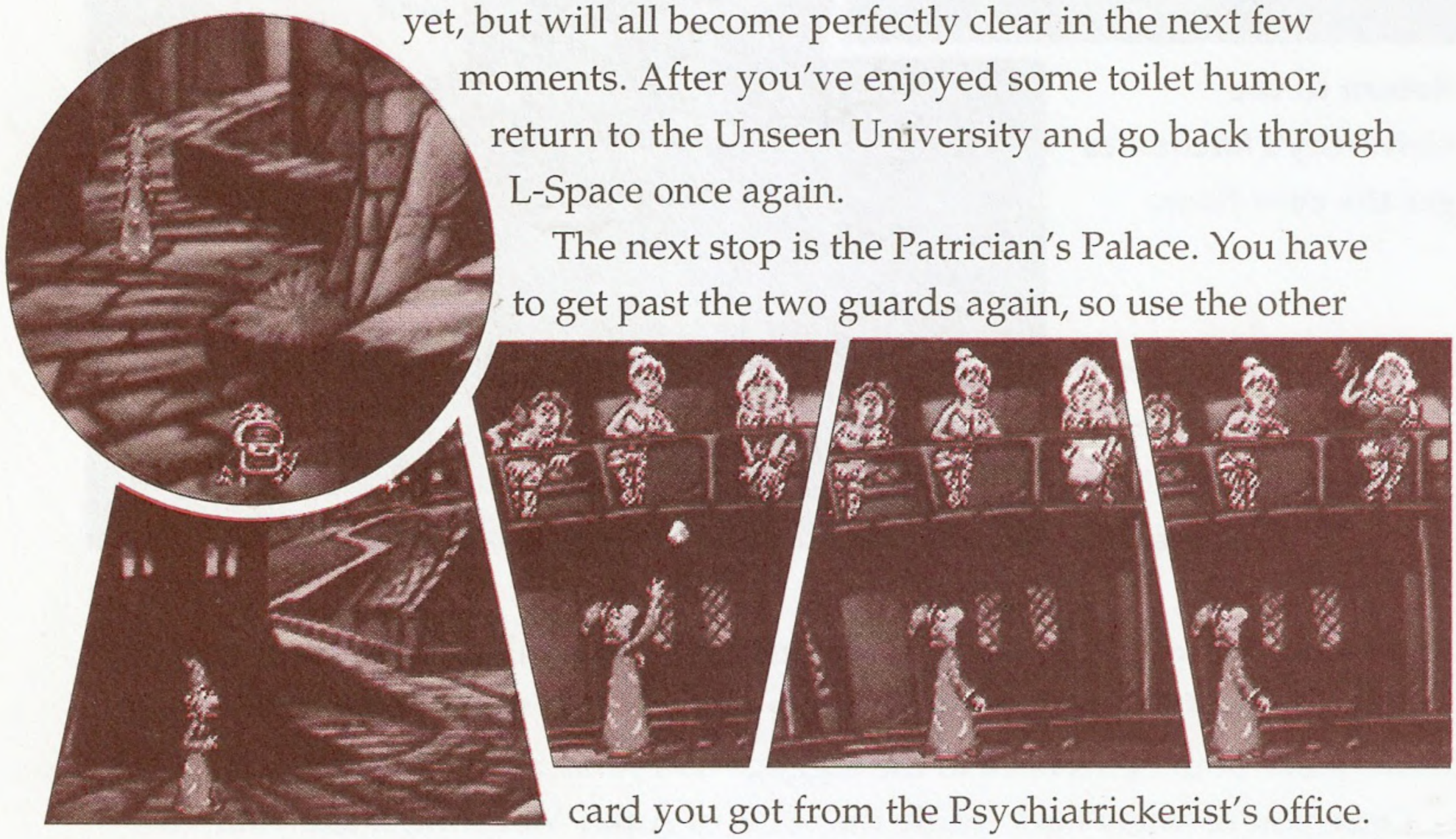
When you arrive in the night before, go to the street, walk to the area where the Fishmonger has his stall,



Typical! You can never find a thief when you want one.

and then go into the alley—the one you got the Monk's cloak from earlier. If you open the toilet door and read the graffiti on the door it says: "Prove you're a man, ask Big Sally for a special." This may not mean much to you yet, but will all become perfectly clear in the next few moments. After you've enjoyed some toilet humor, return to the Unseen University and go back through L-Space once again.

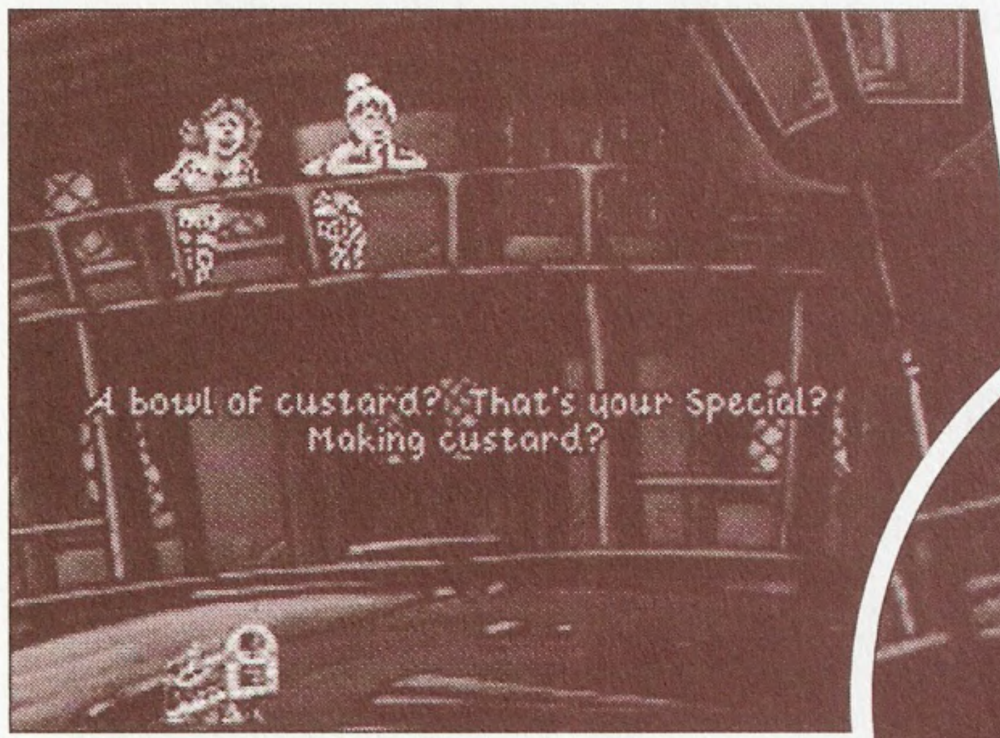
The next stop is the Patrician's Palace. You have to get past the two guards again, so use the other



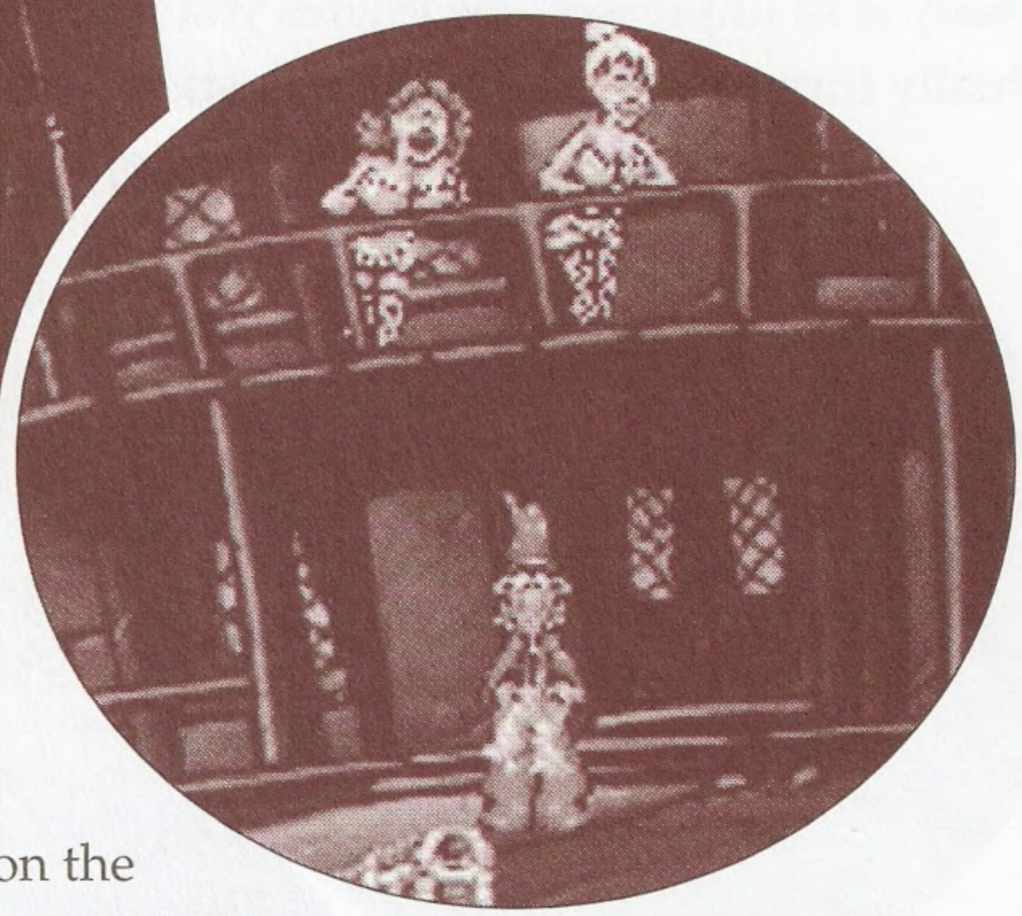
card you got from the Psychiatrickerist's office.

Perched high on a hill in the Shades is the cathouse.

When you get inside the Palace, look for the peasant standing in the queue waiting to speak to the Patrician, and ask him about the thief that was here earlier. He tells you that the Thief hangs out in The Shades. This is the only way to get Rincewind to enter The Shades, so speaking to this guy is essential. Armed with this new knowledge, go back through L-Space to the night before and make for The Shades—the "ladies" who "work" at the cathouse sleep during the day!



Don't look so disappointed. What did you expect?!



The cathouse is found at the far right of The Shades, and is easily spotted as it has a huge red light outside. When you get close you see three "ladies of the night" standing on the balcony. Talk to the one on the right, as this is Big Sally. Because you've seen the graffiti on the toilet door behind the Fishmonger's stall, you automatically ask her for a "special." Sally tells you she needs three ingredients in order to give you her special: some milk, flour, and an egg. You have all three of these in your inventory, so give her the bag of flour from the University kitchen, the egg you found

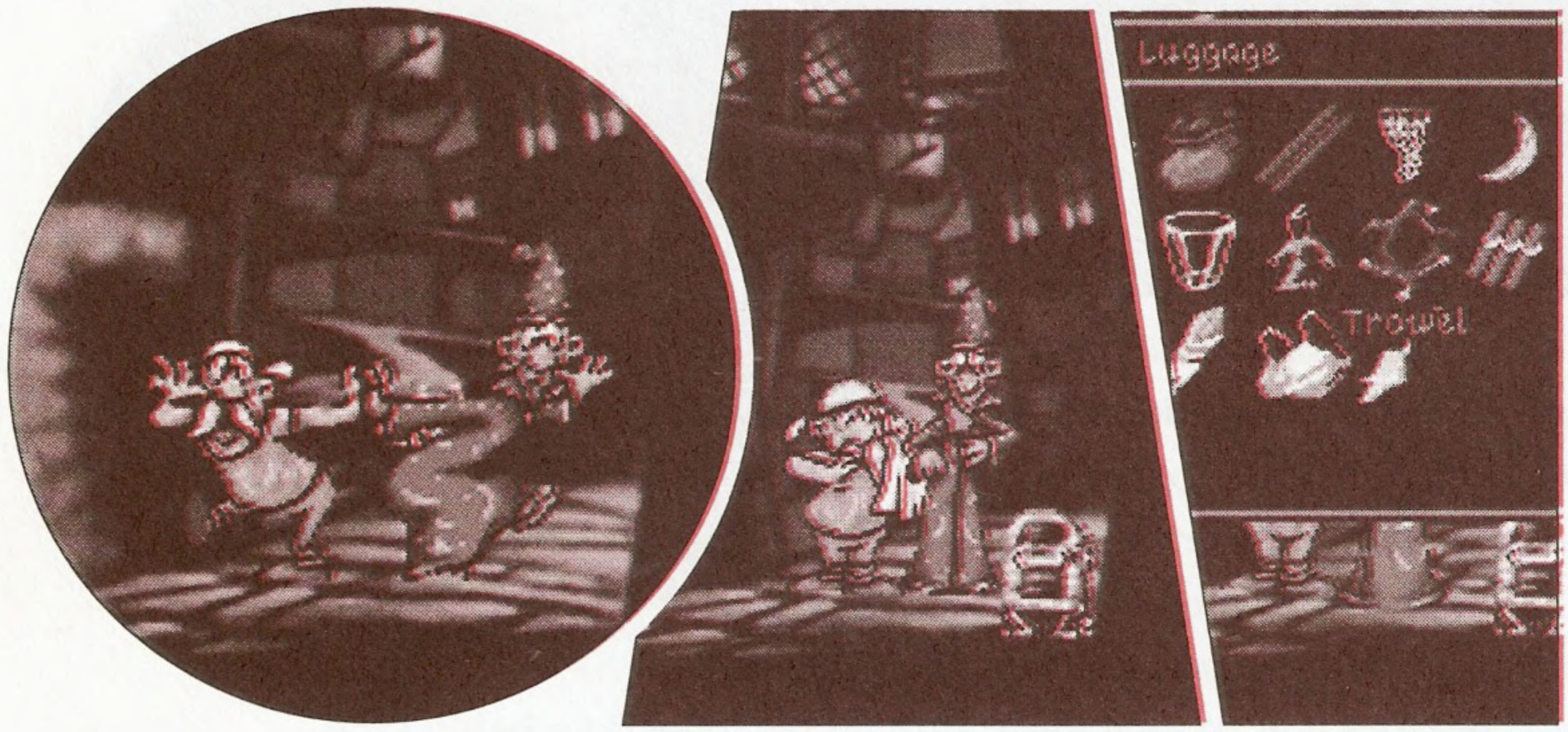




Ask the Street Starfish to teach you the handshake, then practice on the old timers and hey, presto! Sexy underwear?!

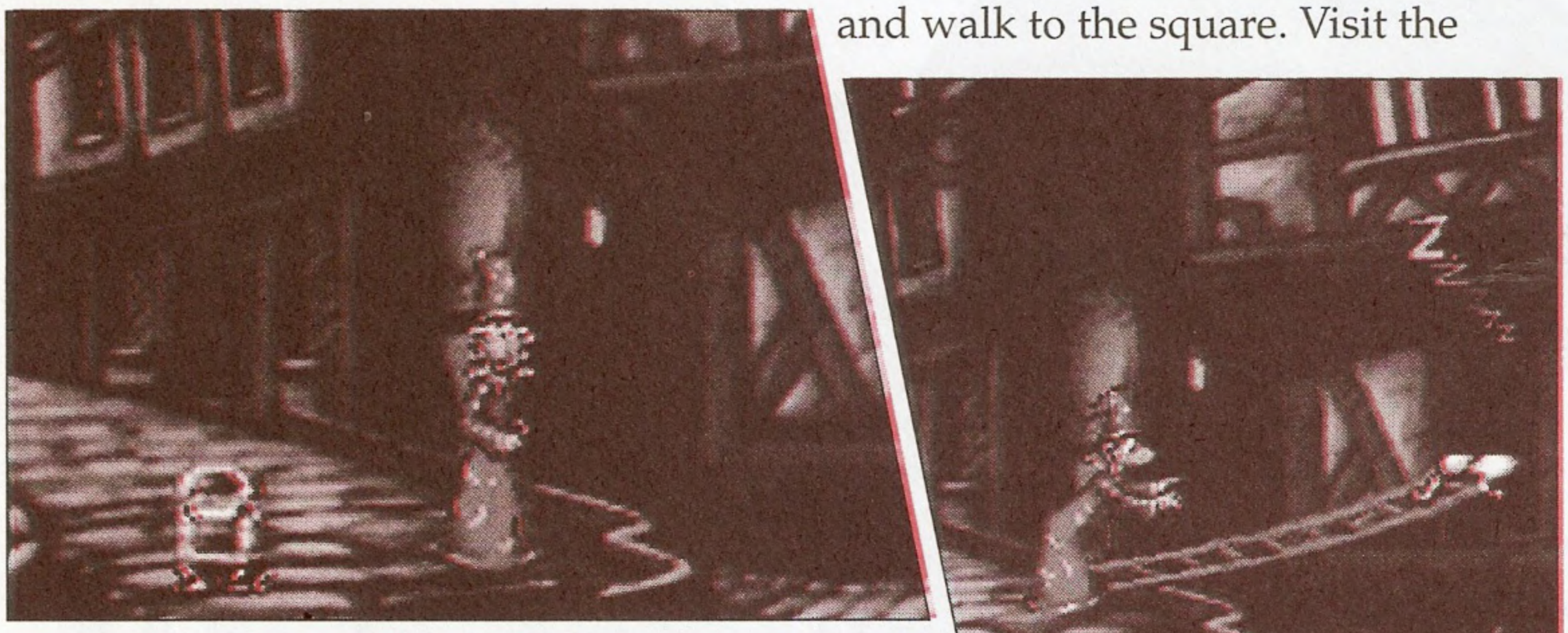
on the mountain pass, and, finally, the coconut from the edge of the world—don't forget to use the screwdriver on the coconut to let the milk out *before* you give it to Sally.

Sally is so impressed she invites you into the cathouse for her special, which actually turns out to be a bowl of custard. Once she has finished making this

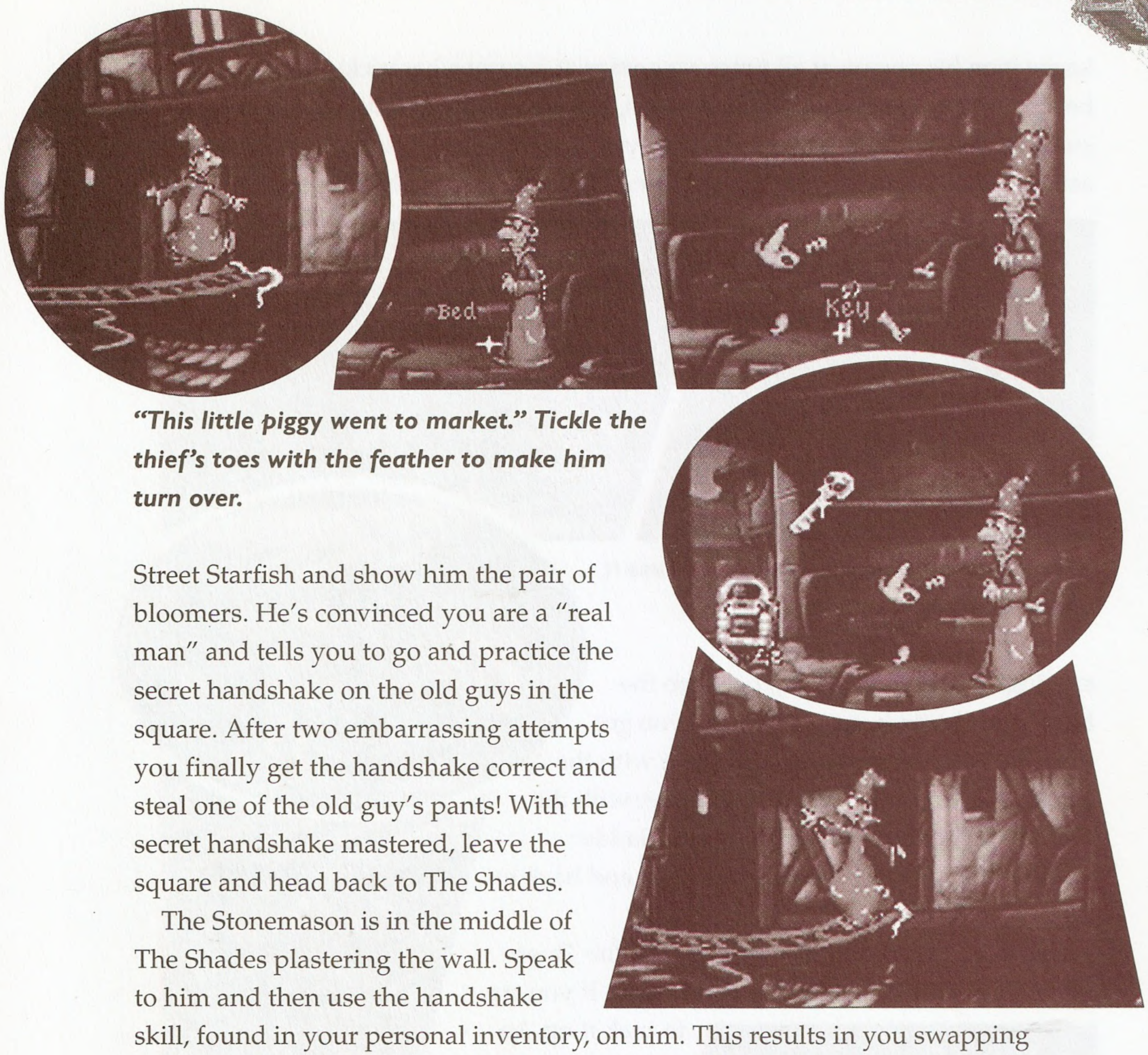


sticky surprise, Sally goes to take a shower (this custard making is dirty work you know!), and this gives you the chance to grab her bloomers as proof of your manhood.

With this task finally completed, leave The Shades, go back through L-Space, and walk to the square. Visit the



Instantly silence the ladder by putting the bra on the end. Clever, eh?



"This little piggy went to market." Tickle the thief's toes with the feather to make him turn over.

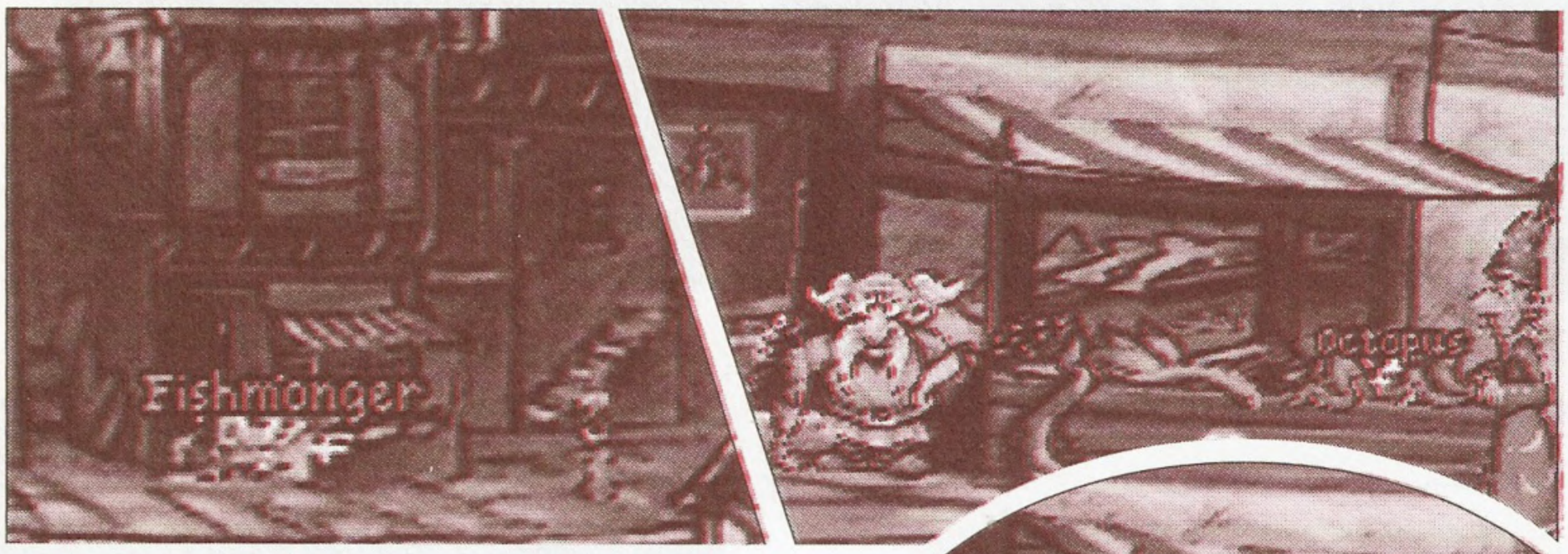
Street Starfish and show him the pair of bloomers. He's convinced you are a "real man" and tells you to go and practice the secret handshake on the old guys in the square. After two embarrassing attempts you finally get the handshake correct and steal one of the old guy's pants! With the secret handshake mastered, leave the square and head back to The Shades.

The Stonemason is in the middle of The Shades plastering the wall. Speak to him and then use the handshake skill, found in your personal inventory, on him. This results in you swapping his golden trowel for your frilly bloomers—which he seems perfectly happy with! You've now finally completed the fourth task, only two left!

The Thief's Golden Skeleton Key

The penultimate golden item belongs to the guy responsible for all the dragon-related problems: you've got it, the Thief! The item you need is the golden skeleton key the Thief uses to perpetrate his crimes. The only problem is that he

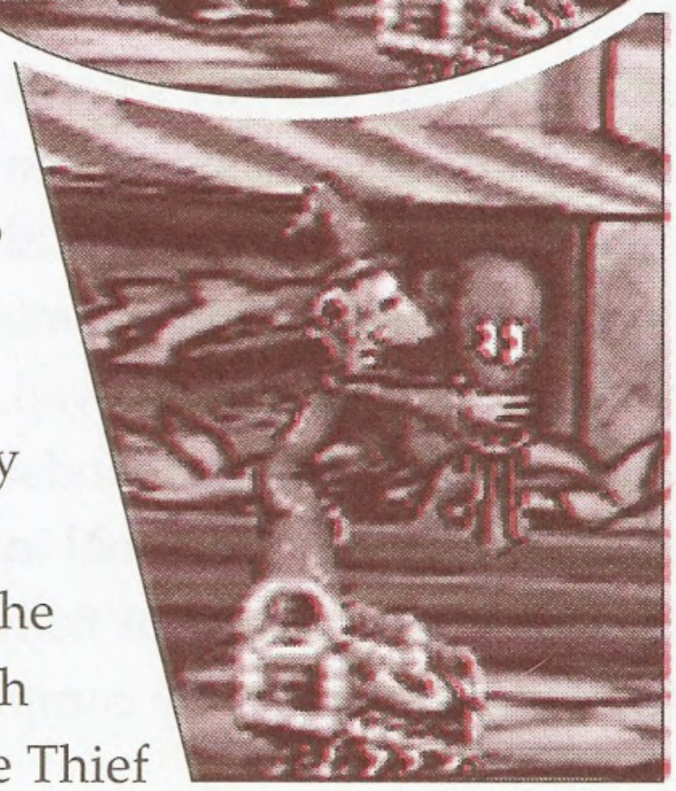
keeps it on his person at all times, so getting it is somewhat tricky. You should be standing in the middle of The Shades, having just got the trowel from the stone mason, so walk to the right until you come to a small hovel with someone asleep inside—you can tell it's the correct house as you can hear and see the



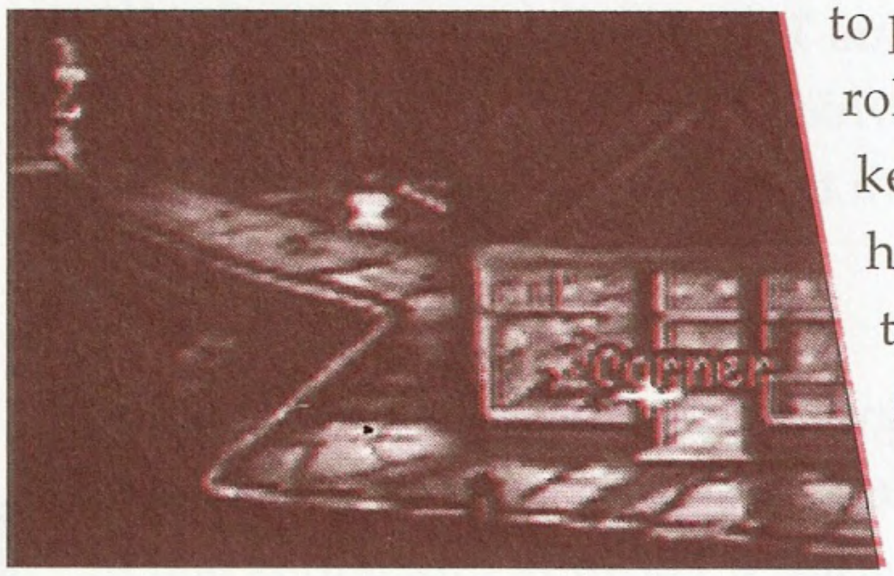
Take the string from the luggage and use it on the octopus.

snoring. There's a small gap between the hovel and the path, so grab the bra you got from the man in the square and use it with the ladder. Now use the customized ladder with the door of the hovel. If you try to use the ladder without the bra, you wake up the Thief and have to leave The Shades.





Once you're inside the hovel you see the Thief lying on the bed with the key by his side. If you try to pick it up, he rolls over and the key moves with him. When the Thief turns to one side, grab the cockatrice feather from your luggage and use it on his feet. This causes him to roll back over and bring the golden key back





Igneous the Troll is too busy at his potters wheel to notice you stealing one of his pots.

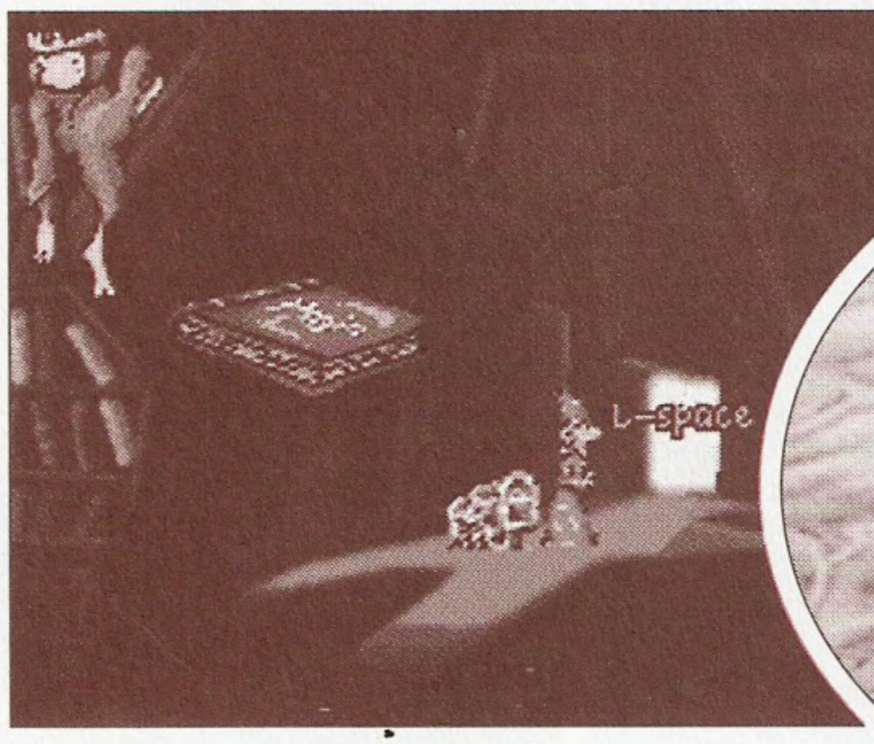


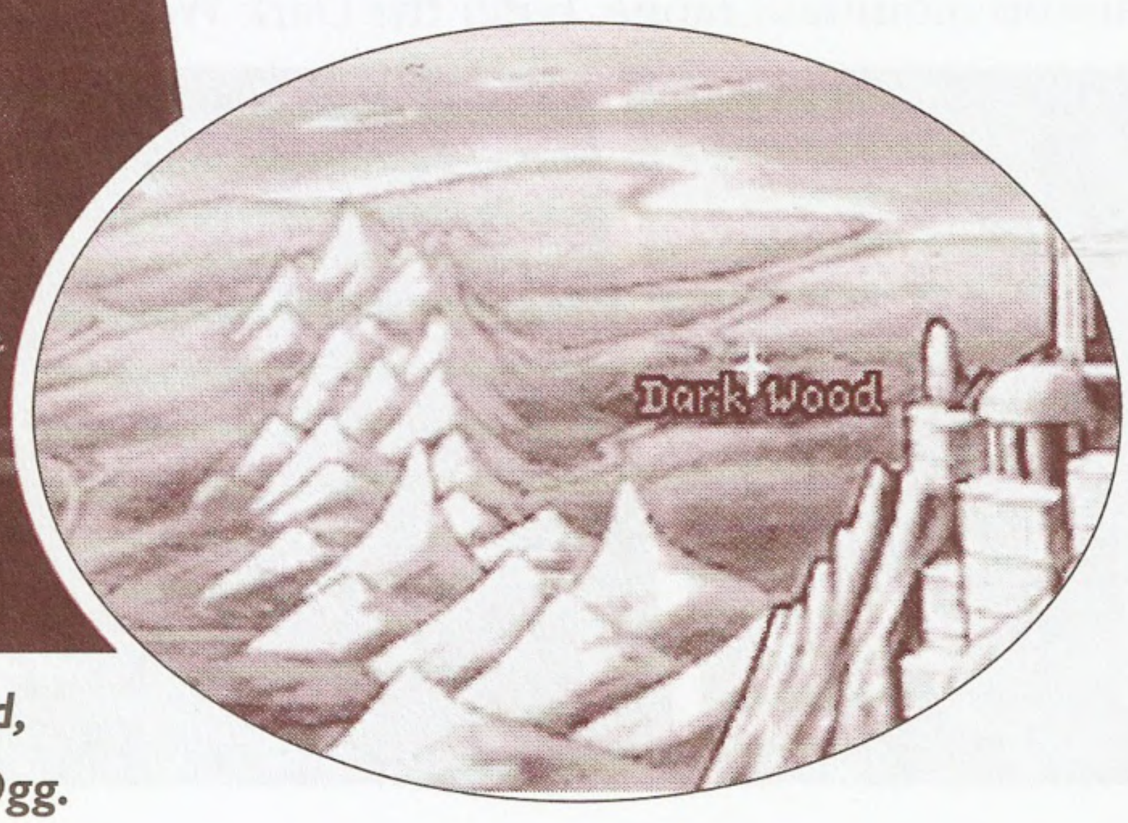
into view. Now grab the key (this time you're able to get it without the Thief moving) and leave the hovel.

The Fishmonger's Golden Belt Buckle

The final golden piece is the Fishmonger's buckle, which is another long and difficult task. Your first destination is the Fishmonger's stall. To the left of this dirty looking sales area is a large green octopus, which you must somehow pick up. You can't simply grab this eight-legged menace, so a plan is obviously required. Take the string from the luggage and use it on the octopus; this ties it up, rendering it helpless. Now, place it into your luggage and leave the Fishmonger's stall.

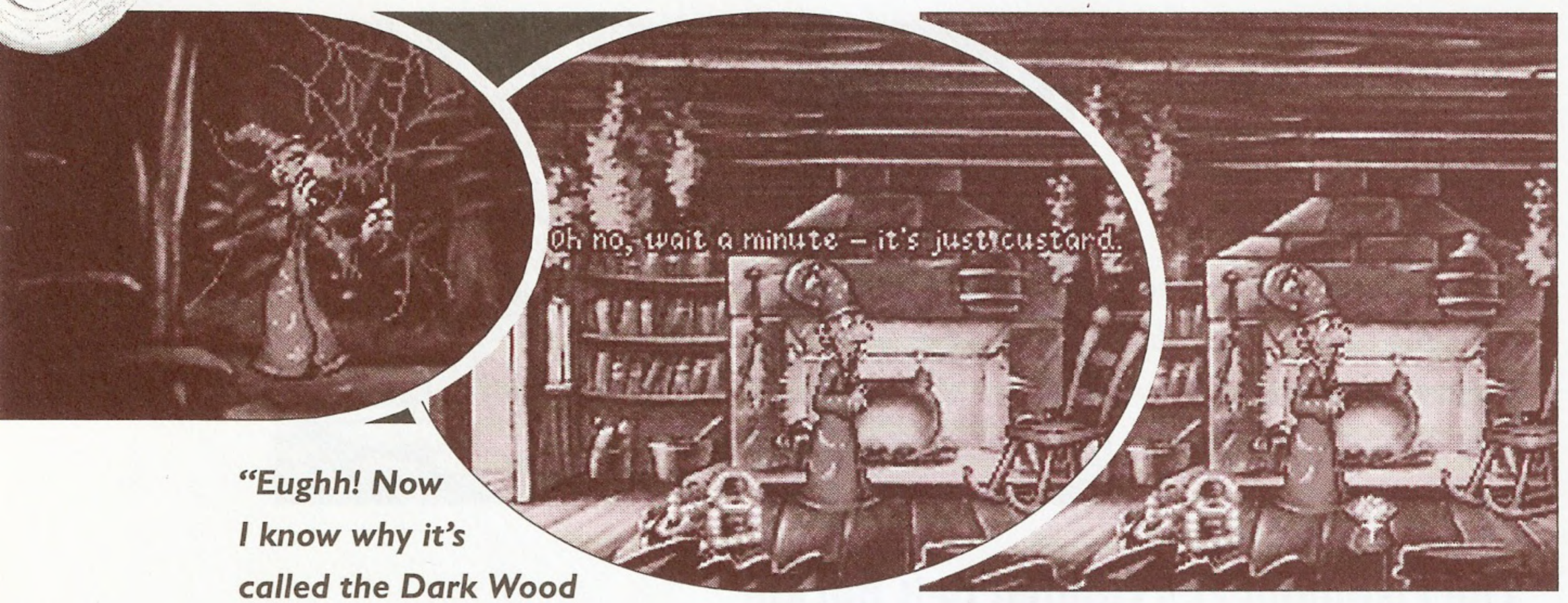
Your next stop should be the library of the Unseen University. Once here, go through L-Space and then exit into the city. The street by night is your next destination. As soon as you arrive,





Your next stop is the Dark Wood, home to the notorious Nanny Ogg.



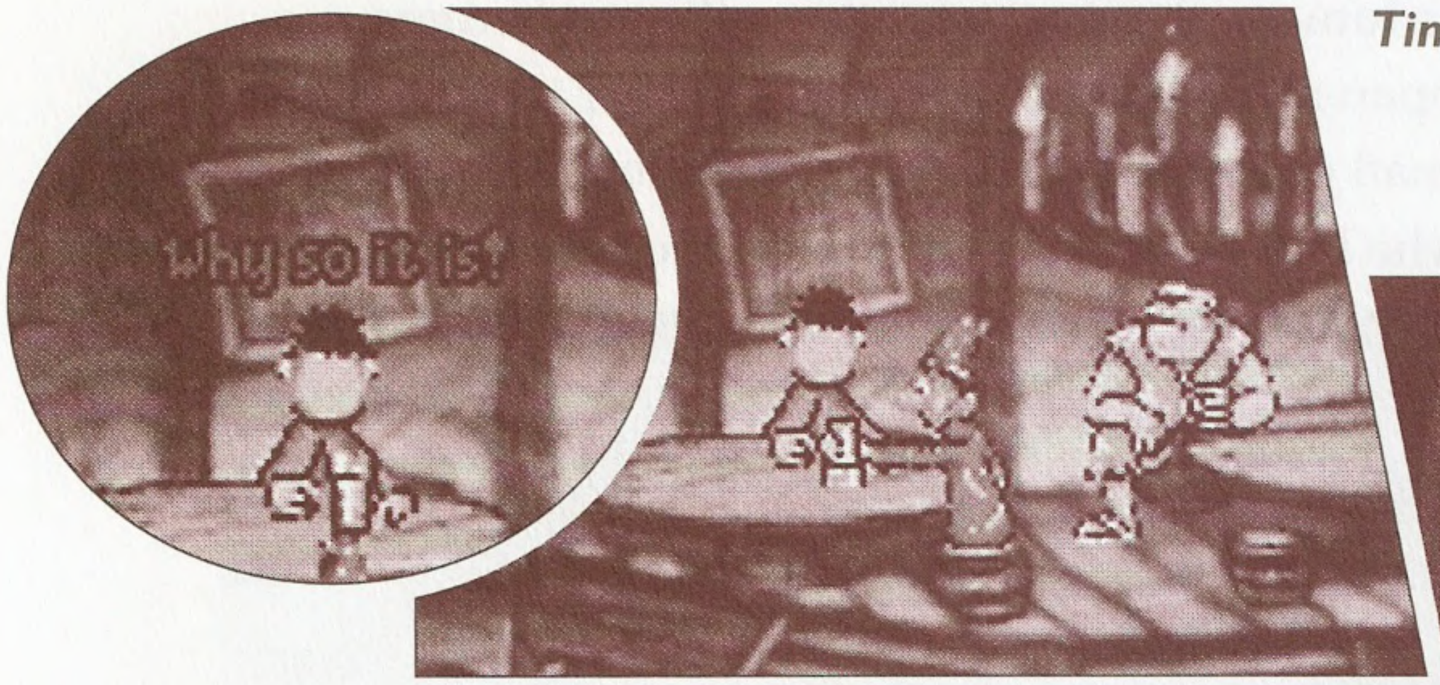


"Eughh! Now I know why it's called the Dark Wood I can't see anything." This isn't just custard—it's love custard.

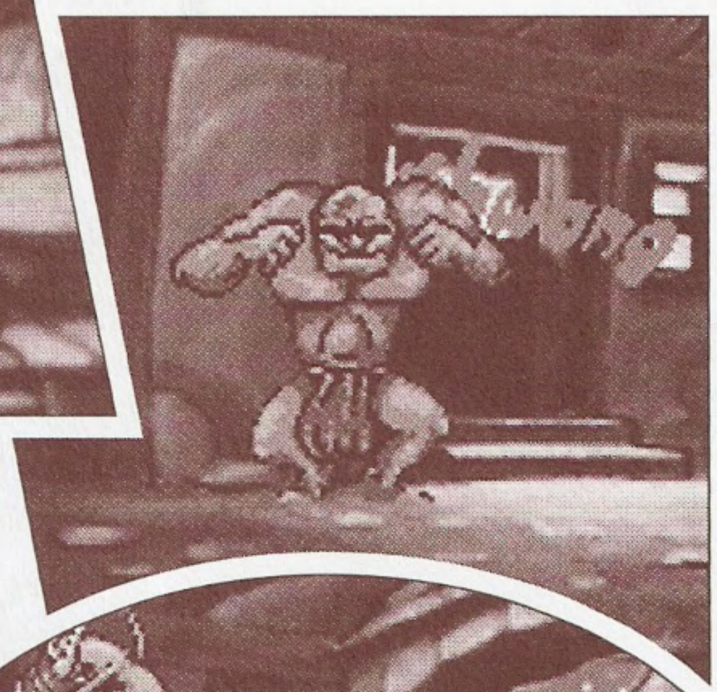
head to the corner (where the Monk of Offler can be found in the future) and take a look at the all-night pot shop owned by Igneous the Troll. On the left window ledge there's a small pot. Pick the pot up and place it in your inventory—luckily, Igneous is too busy concentrating on his current masterpiece to notice you stealing his prize pot!

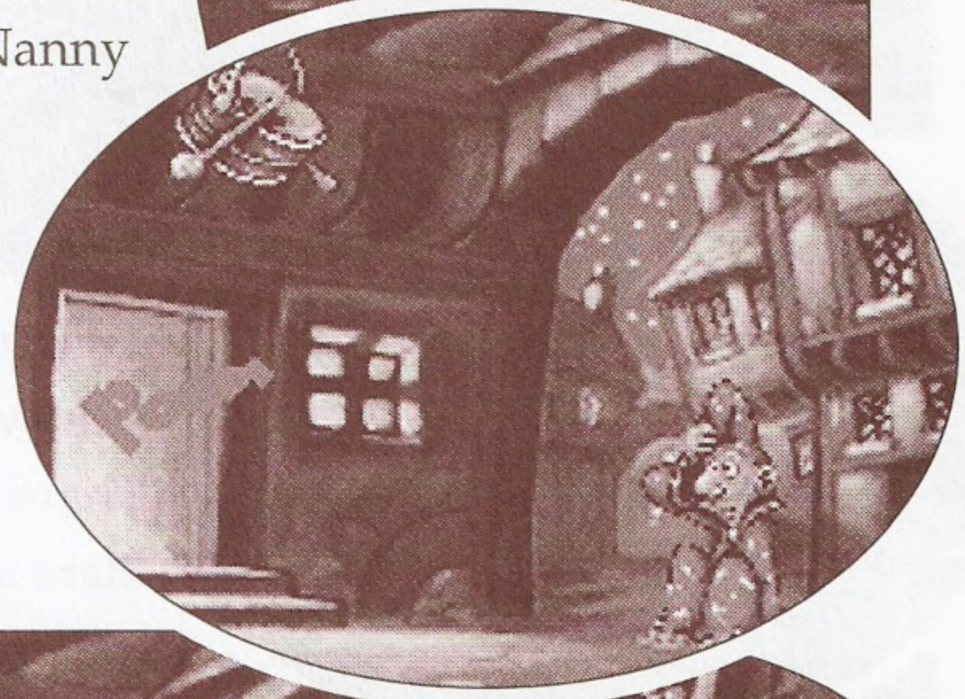
With the clay pot safely in your possession, leave the street, go back through L-Space, exit the Unseen University, and go to the city gates. Once you reach the outside of the city, go to the dense forest that is found to the north of the Ramtop mountain range. Enter the Dark Wood and continue walking to the

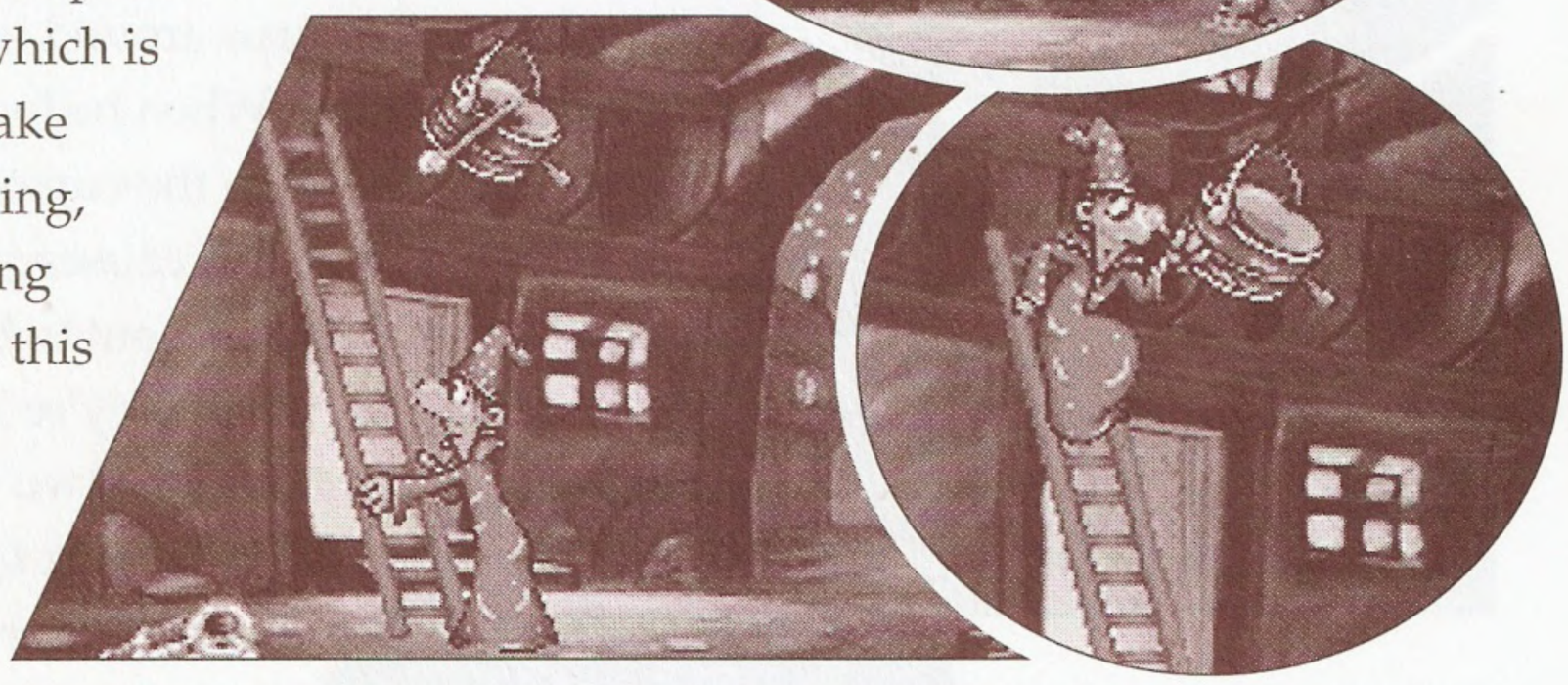




Time to use the old look-at-the-picture-while-I-turn-your-glass-around trick.



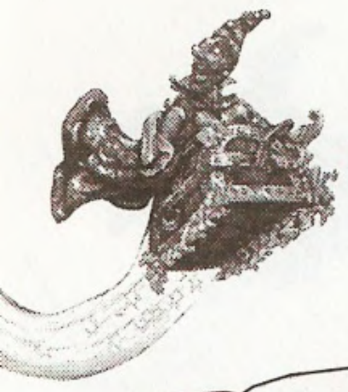


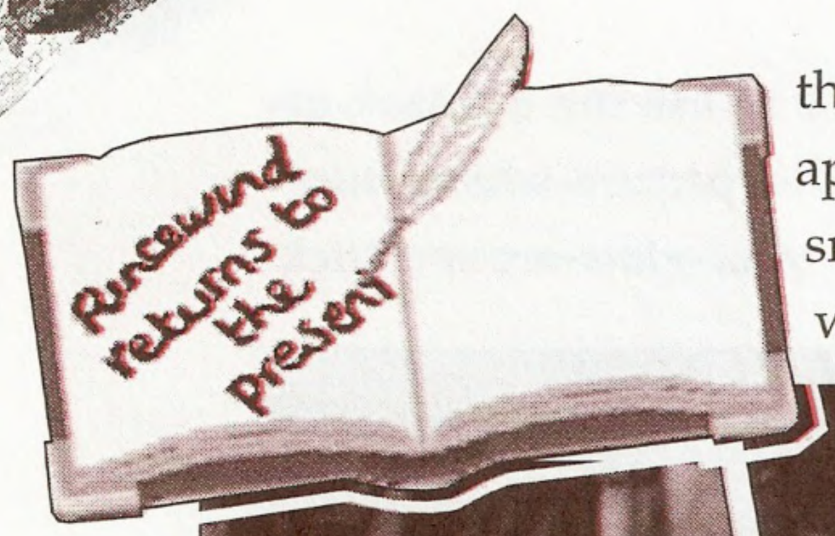


right. Before long you come to a clearing and a small house, the home of the local witch, Nanny Ogg—she's the one you spoke to in the Patrician's Palace while she was queuing for a trading license.

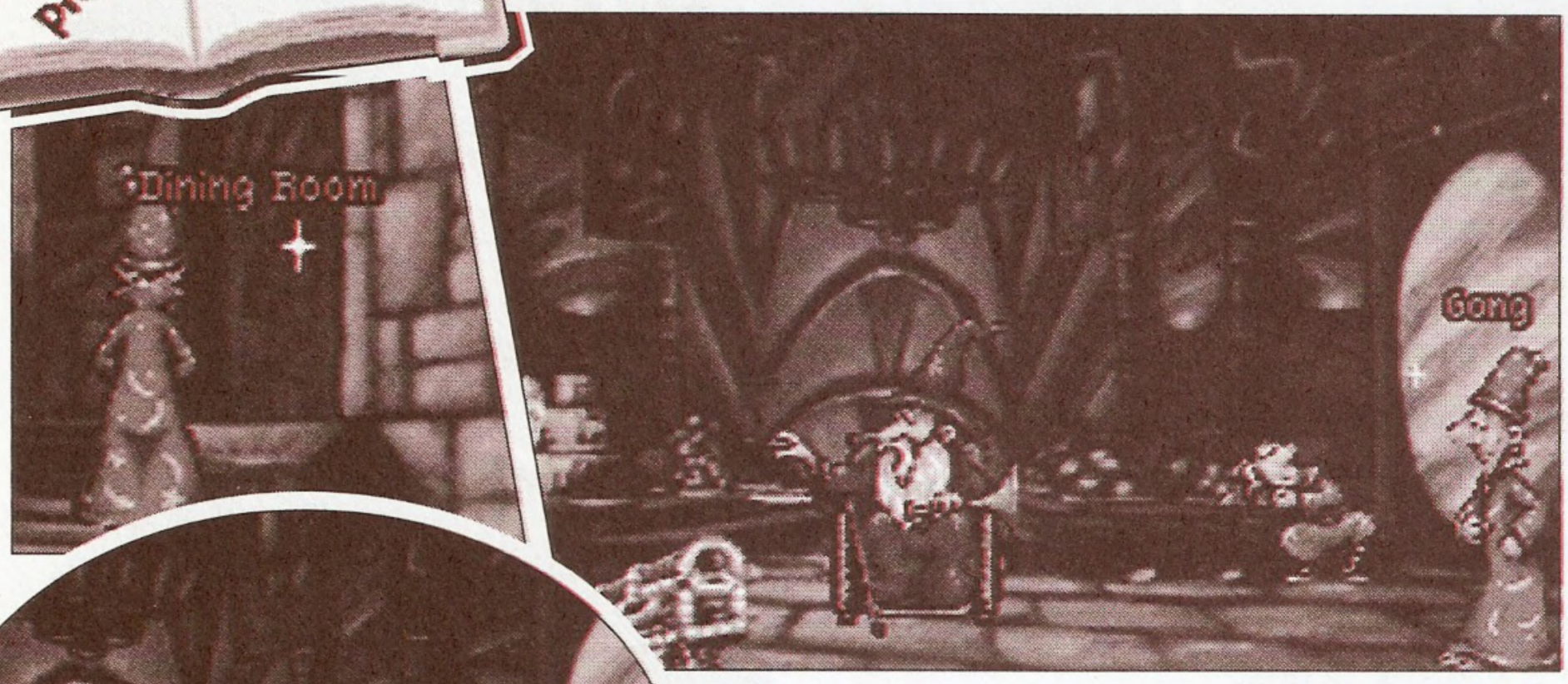
When you get inside the house, grab the clay pot from the luggage and use it with the cauldron. The pot is now filled with Nanny Ogg's special "love custard," which is guaranteed to make anyone, or anything, love the next living soul it sees. With this potentially dangerous substance safely collected and placed in the luggage, leave the house and make the trek through the forest back to Ankh-Morpork.

Once you're back inside the city walls, go to the Unseen University and enter the library, as you need to use L-Space once again. When you come out the other side, head straight for the Drum pub (it's known as the Broken Drum in





the future—the reason for this will soon become apparent). When you get inside the bar talk to the small guy sitting at the table to the left, he's the one who looks battered and bruised the next day. Your



aim is to get him to look at the painting on the wall behind him, and to do this you have to excite his interest by having a good stare at it. As soon as he sees you engrossed in the painting, he turns around to see what he's missing out on. When he looks at the picture, quickly place the cursor on his glass and double click, this causes you to turn the glass over. This turns out to be the sign people give when they're looking for a fight, and the two big guys at the table next to you are in the mood to rumble. When the fight gets under way, you automatically make your escape, and the Troll bouncer dashes in from outside to break up the scuffle.





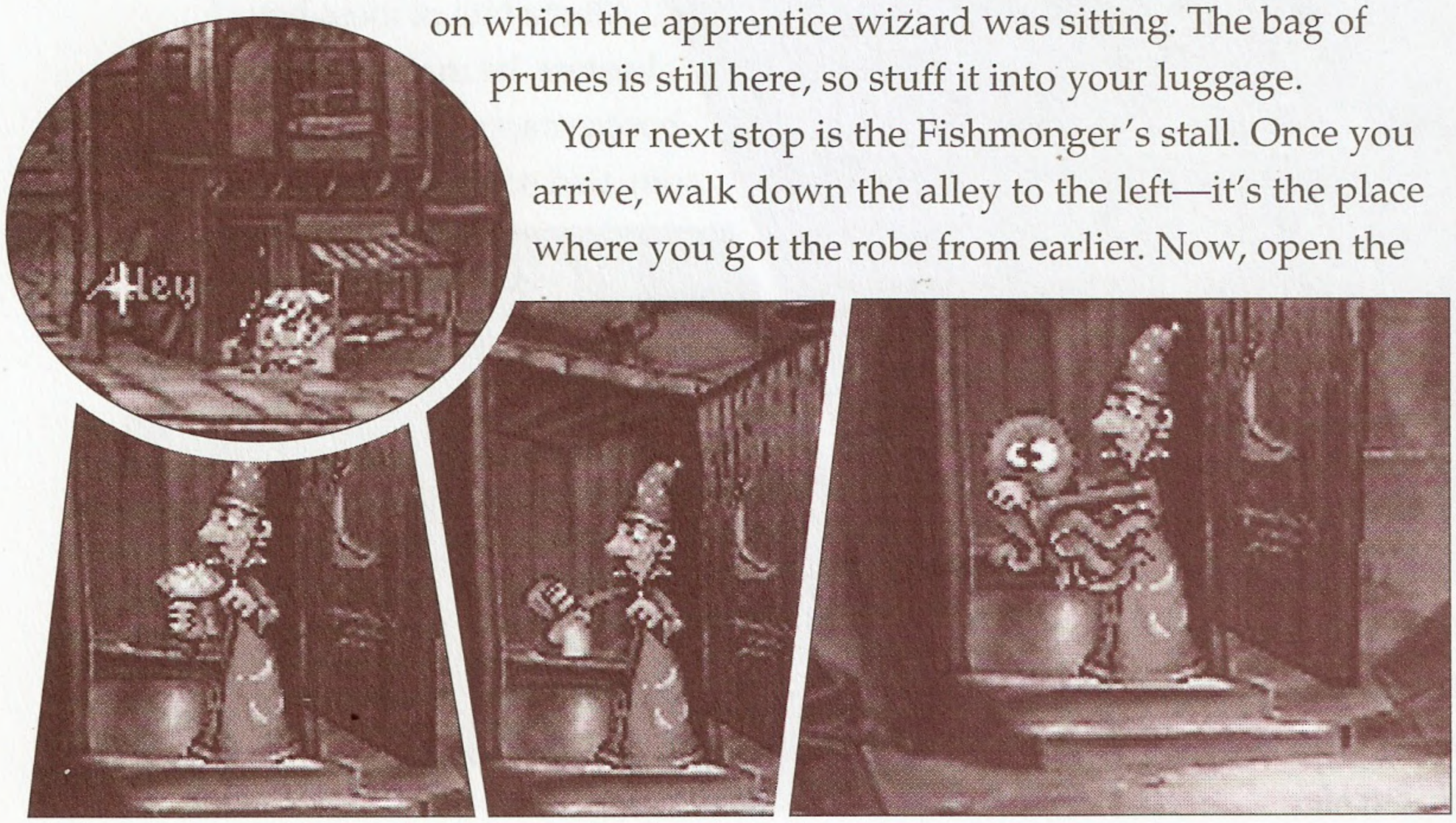


Ah ha! A bag of prunes, just the thing to loosen up the Fishmonger's bowels.

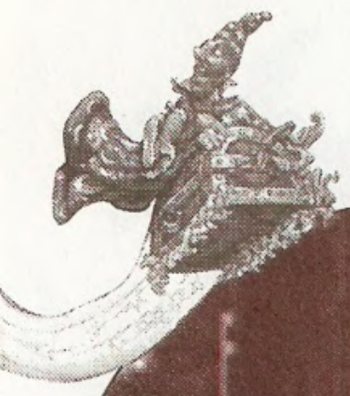


As the bouncer is dealing with the fight inside, you're free to grab the ladder from the luggage and use it on the sign above the door. After a short sequence, you get the drumstick. You also break the sign in the process, explaining why the pub's name changes in the future.

With the drumstick and ladder safely tucked away in your inventory, proceed through L-Space and return to the next day. You should now be in the Unseen University's library, so leave here and head for the dining room. Once you're inside, go to the right side of the room; this is where the old guy in the wheelchair hangs out—you remember him, you stole his magic staff in Act One! It's no great surprise that the dining room is also home to the dinner gong. The guy who is supposed to ring the gong is fast asleep, so you're going to have to take matters into your own hands. With this in mind, grab the drumstick from your luggage, and use it to give the gong a mighty whack! The crashing sound is so loud that everyone in the University, except the old deaf guy, can hear it. As soon as the apprentice wizard, who was sitting outside by the lily pond, hears the dinner gong, he leaves his bag of prunes and sprints inside. Once you see him sitting down enjoying his food, leave the dining room and walk into the University's grounds. Keep going until you reach the bench on which the apprentice wizard was sitting. The bag of prunes is still here, so stuff it into your luggage.



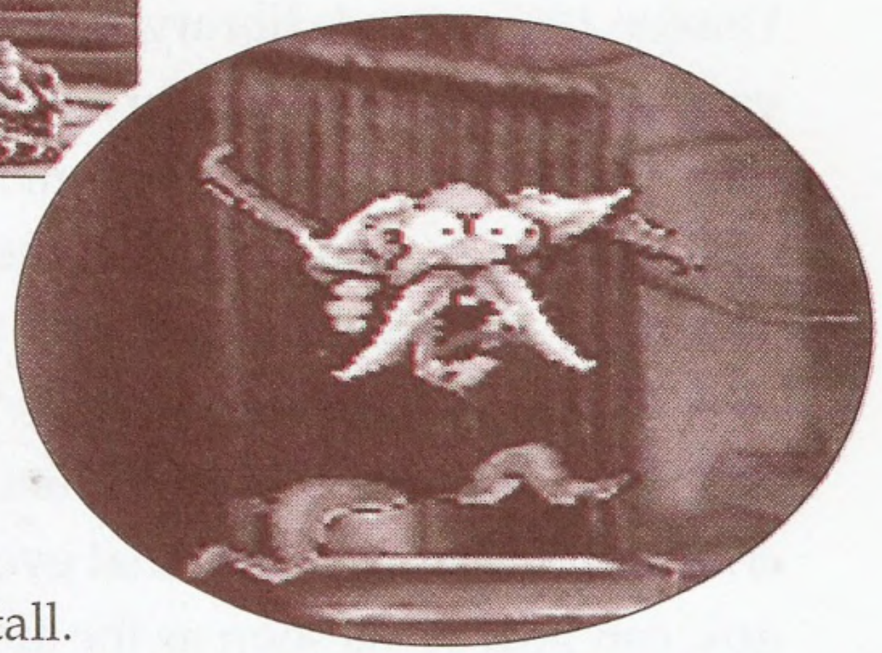
Your next stop is the Fishmonger's stall. Once you arrive, walk down the alley to the left—it's the place where you got the robe from earlier. Now, open the







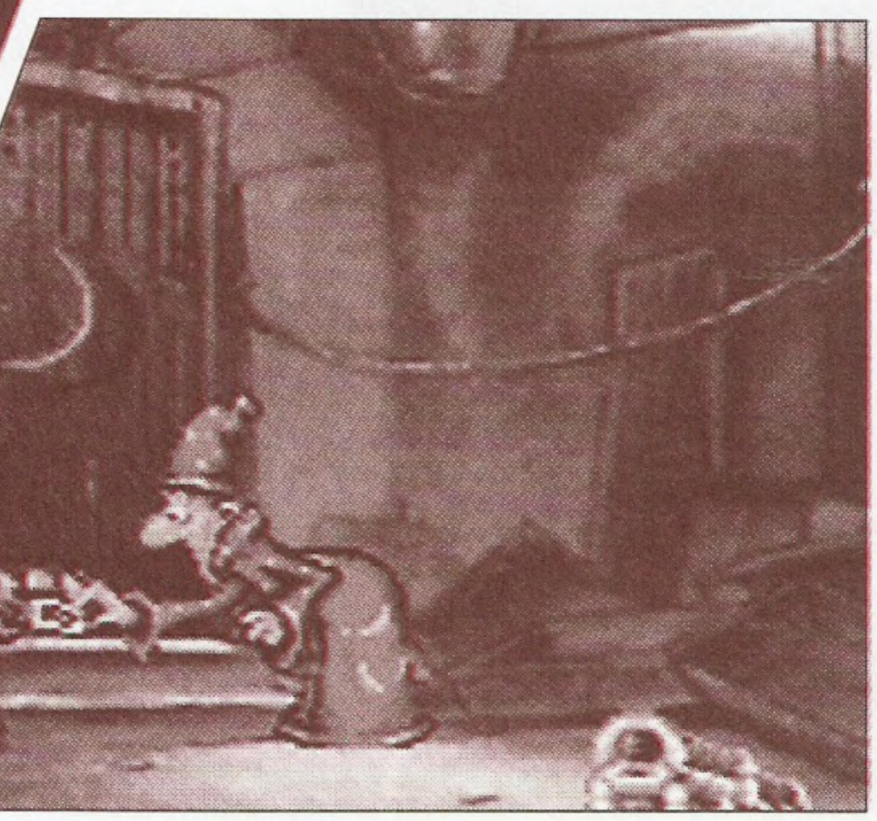
Open the toilet door, step inside, and place the pot of custard in the can at the bottom of the toilet. Sounds sick but believe me it's right.



door to the toilet and use the clay pot, which is full of love custard, on the can at the bottom of the contraption. Next, grab the octopus from the luggage and use it with the toilet can. Your trap is now set, so shut the door.

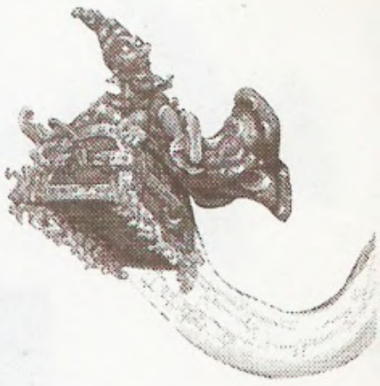
Leave the alley, but stay at the Fishmonger's stall. You should notice that the Fishmonger is constantly picking from a caviar bowl that is on his stall. Get the bag of prunes from the luggage and use them with the Fishmonger's caviar bowl. After a bite of these bowel busters, he makes a dash for the booby-trapped toilet. An animated scene follows showing



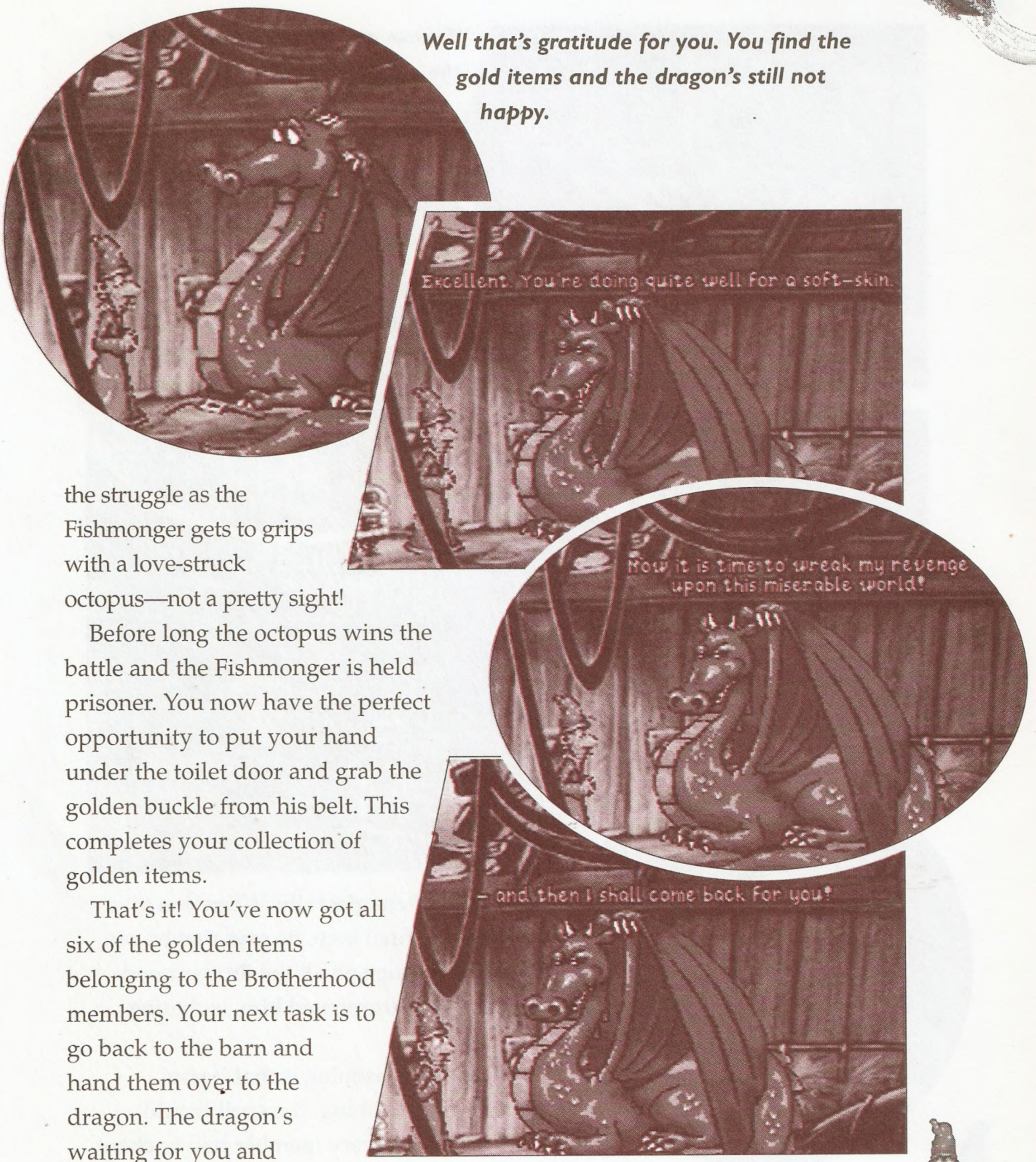


While the Fismonger wrestles with a frisky octopus, you're free to grab the poor guy's belt buckle.





Well that's gratitude for you. You find the gold items and the dragon's still not happy.



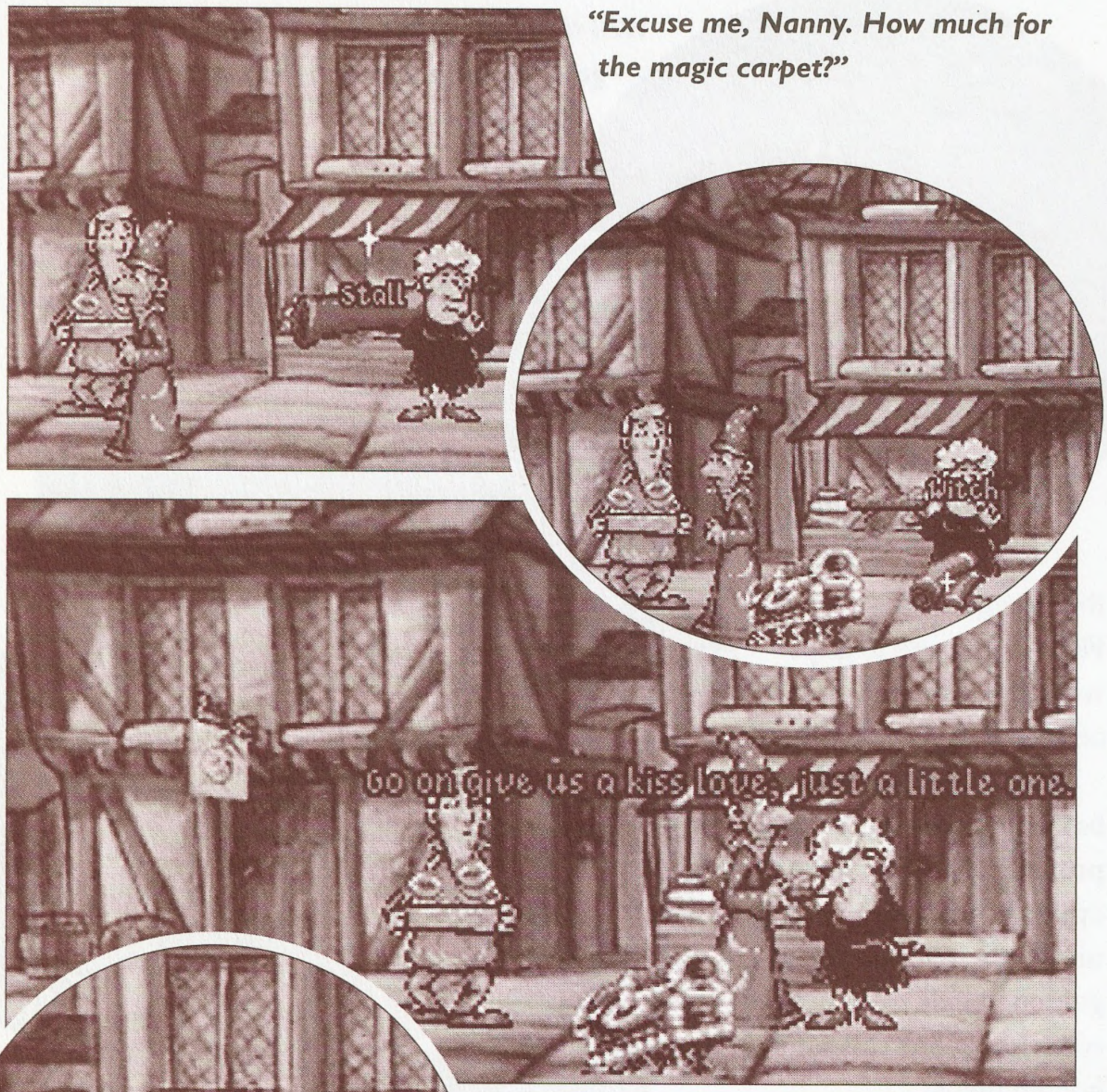
the struggle as the Fishmonger gets to grips with a love-struck octopus—not a pretty sight!

Before long the octopus wins the battle and the Fishmonger is held prisoner. You now have the perfect opportunity to put your hand under the toilet door and grab the golden buckle from his belt. This completes your collection of golden items.

That's it! You've now got all six of the golden items belonging to the Brotherhood members. Your next task is to go back to the barn and hand them over to the dragon. The dragon's waiting for you and







accepts each item gleefully. When you give the beast the final item, he says that he can now gain revenge on all the Brotherhood members who tormented him, including YOU!

The dragon's reasoning is that if you weren't at the summoning, the spell would have never worked, as every member had to chant





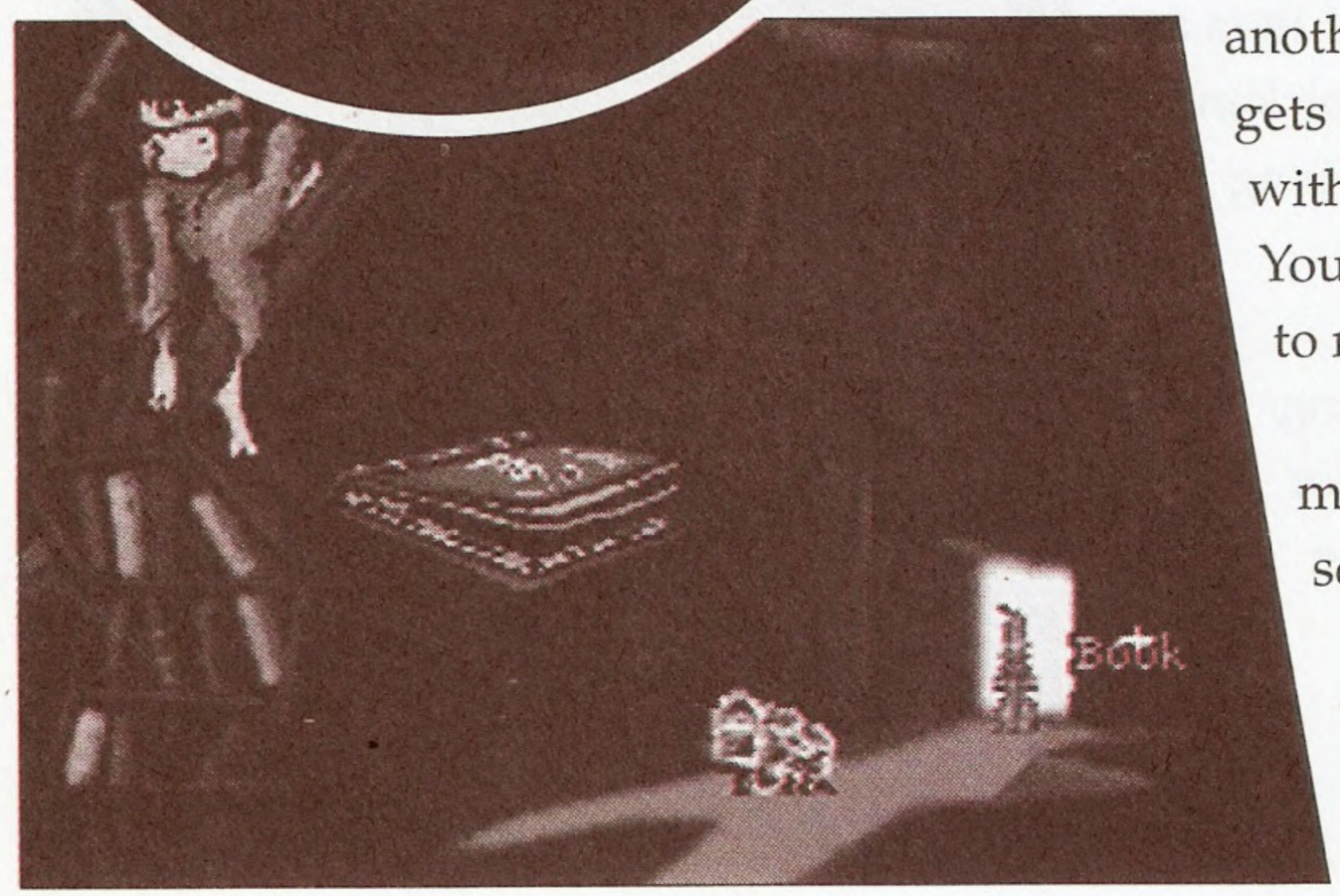
While Nanny puckers up and waits for a kiss, steal the love custard recipe book.

the magic words from the book. As you know all too well, you *had* to be at the meeting, or you would have never known who the members of the Brotherhood were, therefore making the six golden items impossible to find—you're caught in a dragon paradox, so to speak!

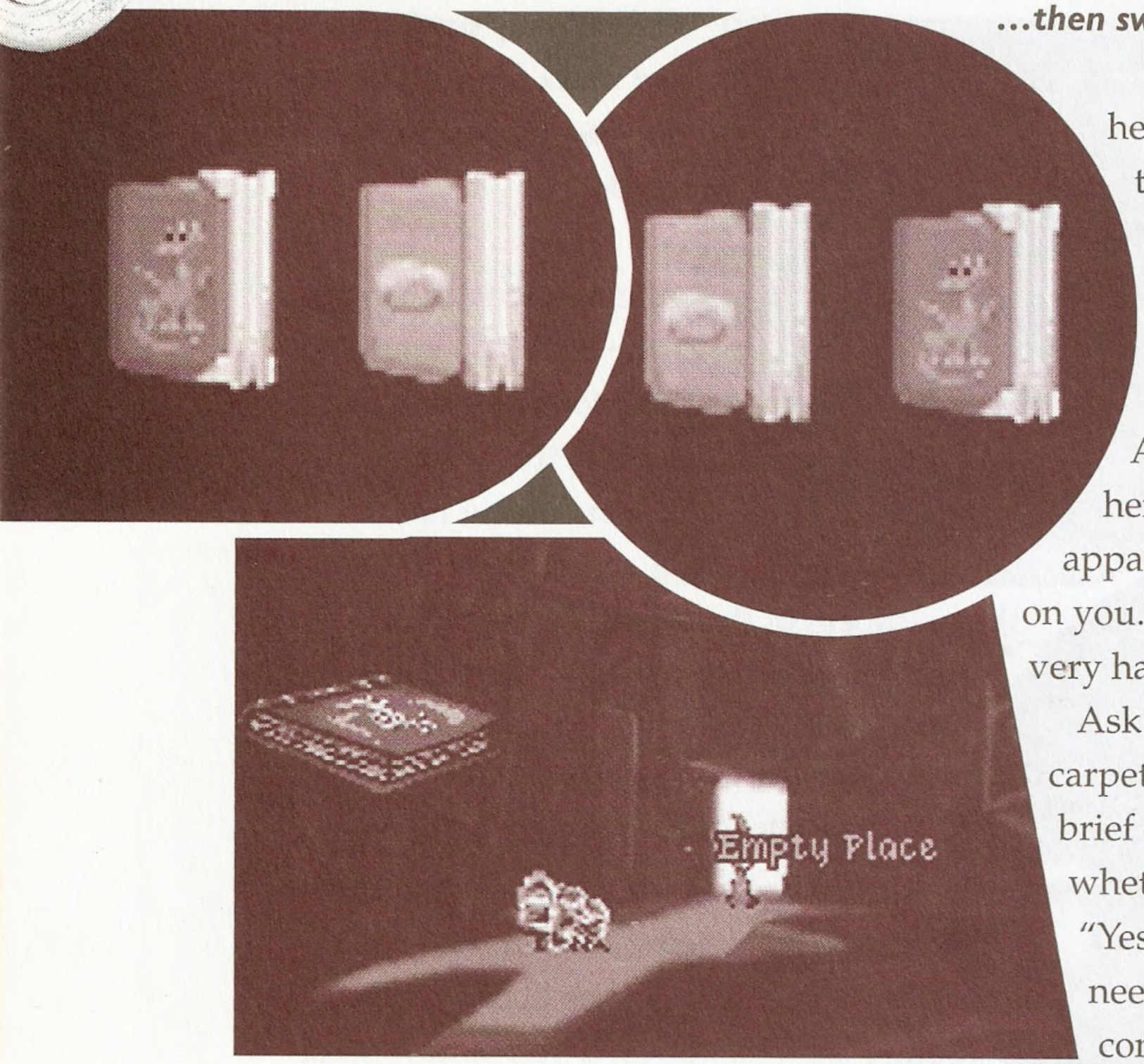
Basically, the only option open to you is to go back to the past and stop the dragon from being summoned. To do this you need to get the library book before the Thief does. If you simply steal the dragon book without replacing it with another book, the Thief gets confused and leaves without stealing anything. You need a second book to make a swap.

So with this in mind, make your way to the square. On arriving





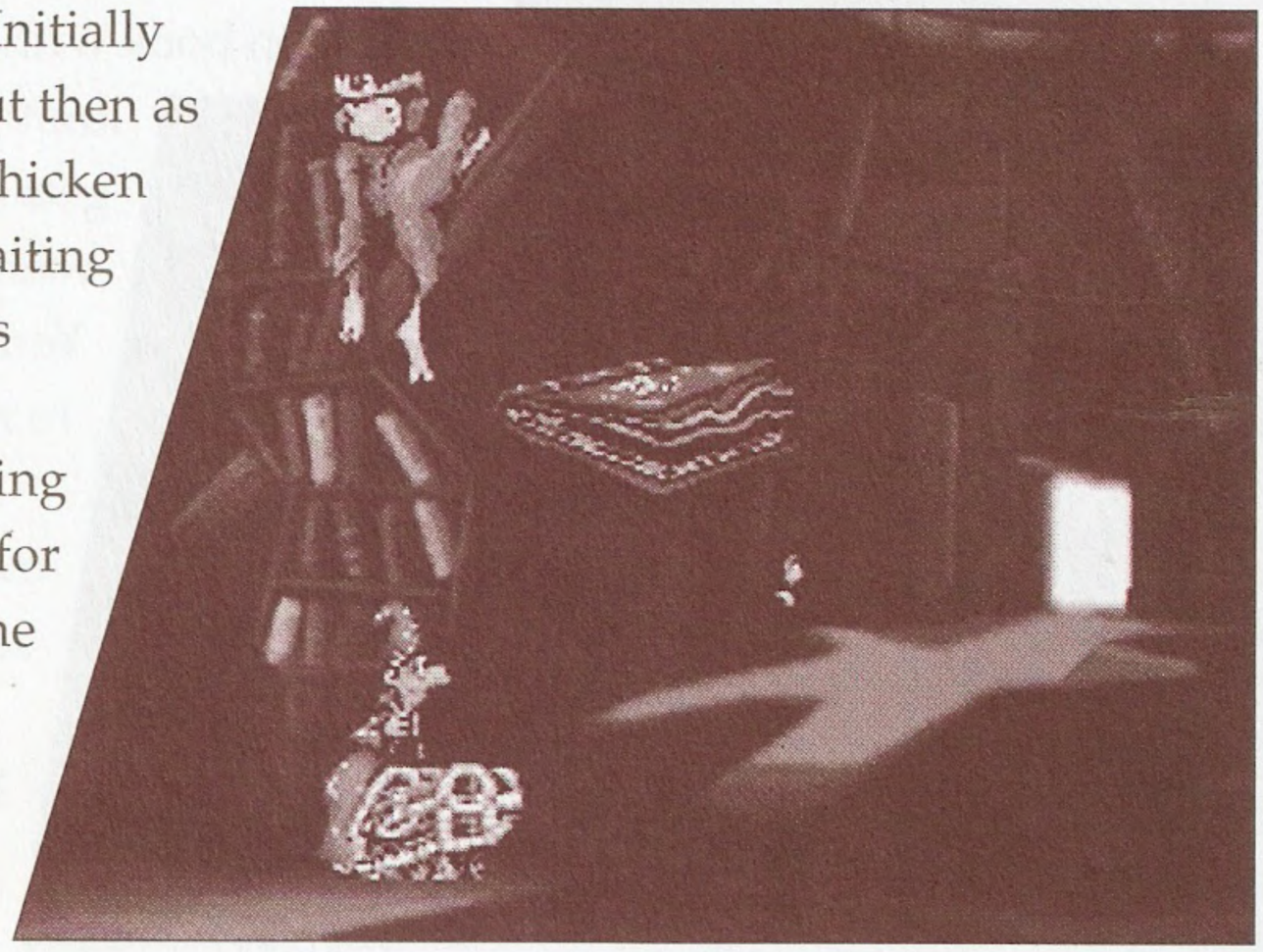
Time for a bit of book swapping, so go through L-Space...



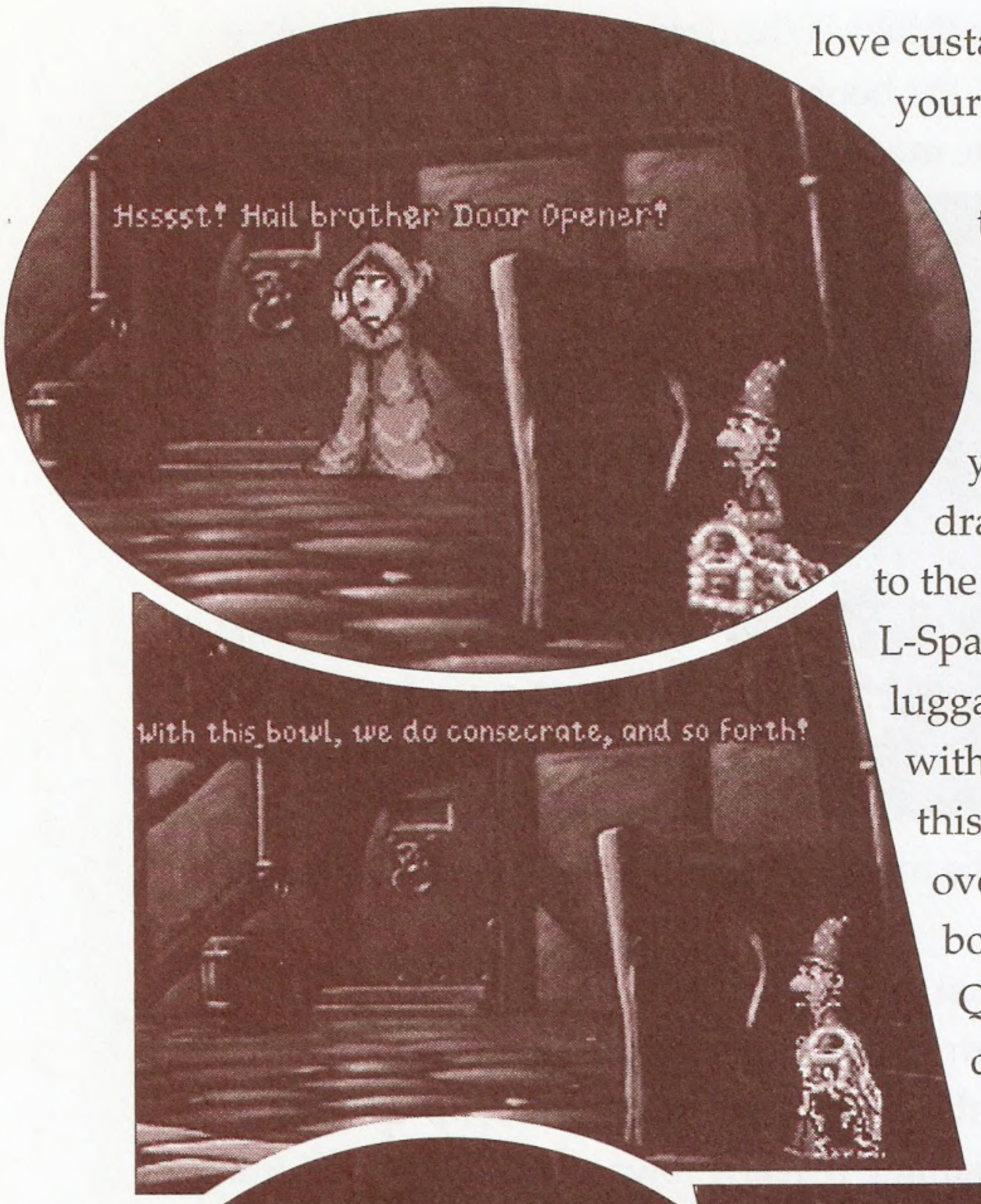
...then swap the book covers over.

here you notice that one thing has changed: Nanny Ogg has finally received her sales permit and has set up shop in the square. After a quick chat with her, it soon becomes apparent that she has a crush on you. This is going to come in very handy later in the game.

Ask her about the magic carpet on her stall. After a brief conversation, she asks whether you want it. Say "Yes," as you're going to need it later on. Now continue to talk to her until she asks for a kiss. Initially your character agrees, but then as Nanny puckers up you chicken out. As Nanny stands waiting for her kiss with her eyes closed, you have a few seconds to pocket anything on her stall. Go straight for her prized possession, the

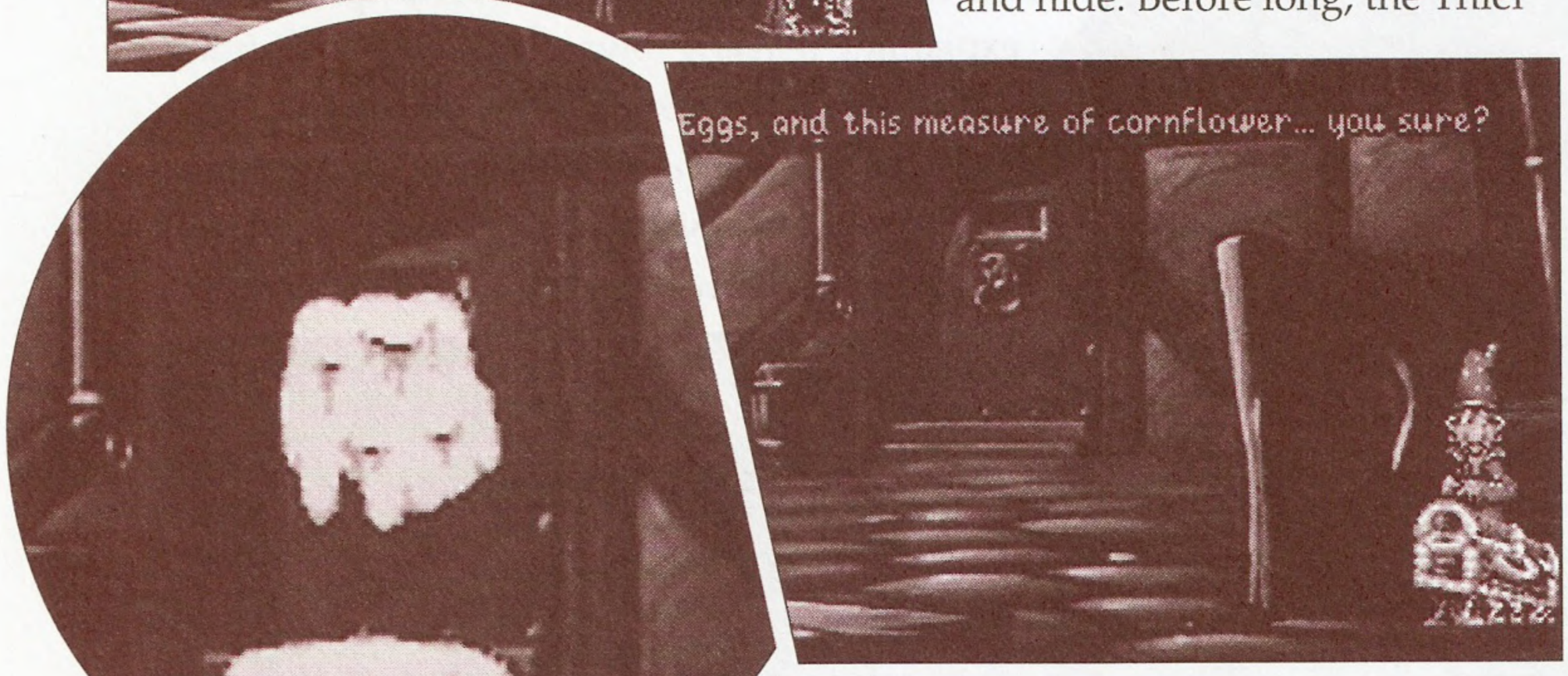


After the thief steals the wrong book, follow him to the hide-out.



love custard recipe book, and stash it in your luggage.

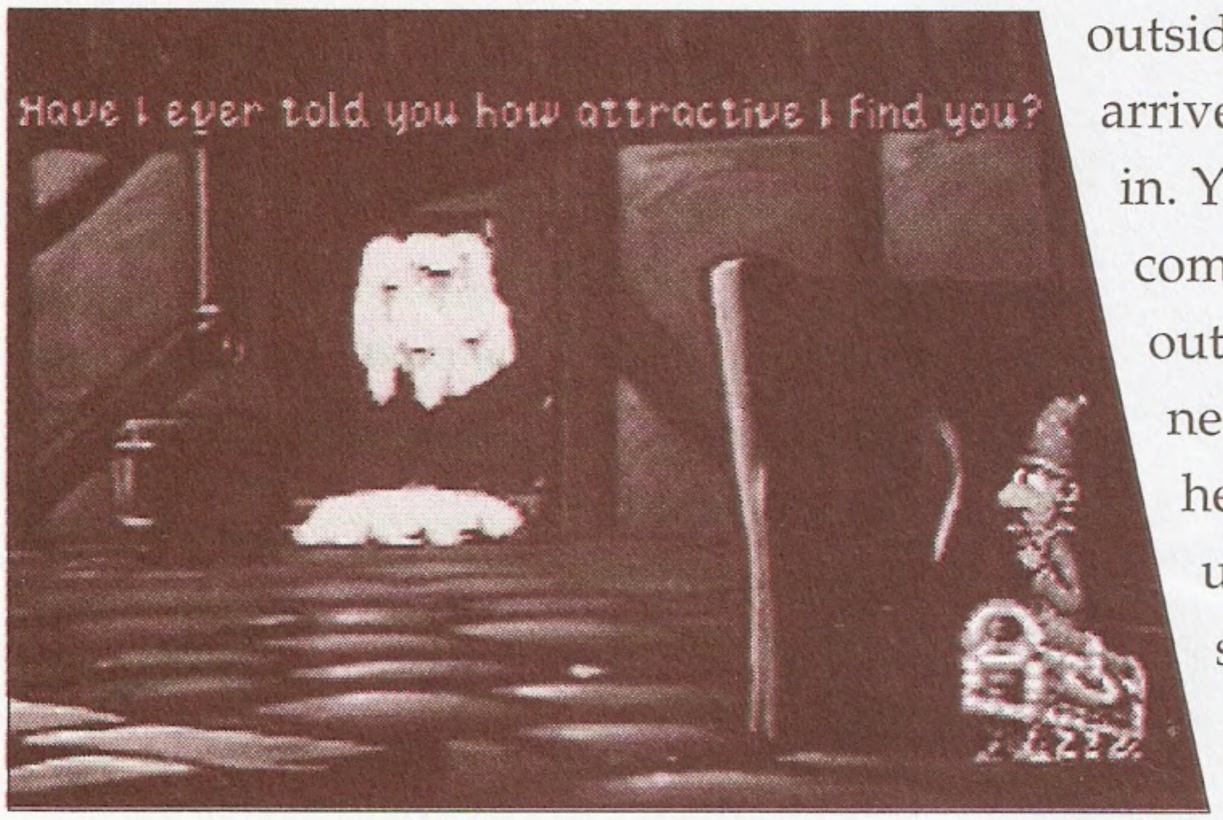
With the recipe book safely tucked away, leave the square, head back to the Unseen University, and travel through L-Space once again. As soon as you arrive in the past, grab the dragon book from the shelf (it's just to the left of the L-Space entrance), and open up the luggage. Now use the dragon book with the love custard recipe book, this changes the covers of the books over so that the custard-making book has the dragon book cover. Quickly replace the book with the dragon cover in the empty shelf and hide. Before long, the Thief



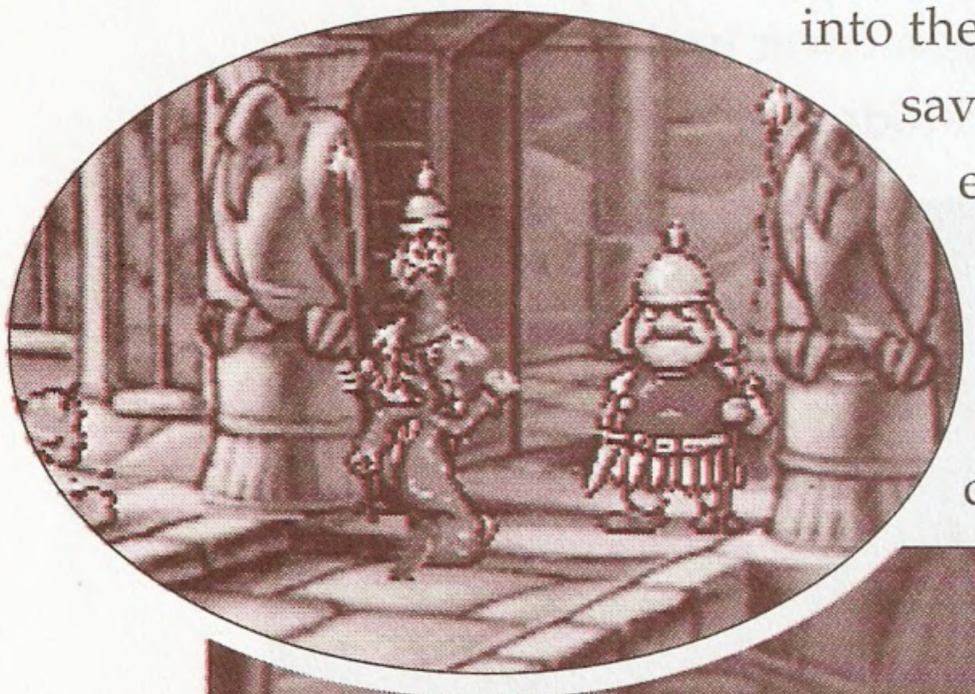
Success! The Brotherhood conjures custard instead of a dragon.

enters the library and steals what he thinks is the dragon summoning book—little does he know you've switched the book covers around!

The game now goes into cinematic mode and switches to a night scene outside the hide-out. The Thief arrives with the book and is let in. You now hear comments coming from inside the hide-out like, "Are you sure we need this flour?" After a brief hesitation, the chant gets underway. But, instead of summoning a dragon, the Brotherhood conjures up a huge bowl of Nanny Ogg's love custard! Consequently, the members fall in love with each other, and it seems as if you've saved the day.



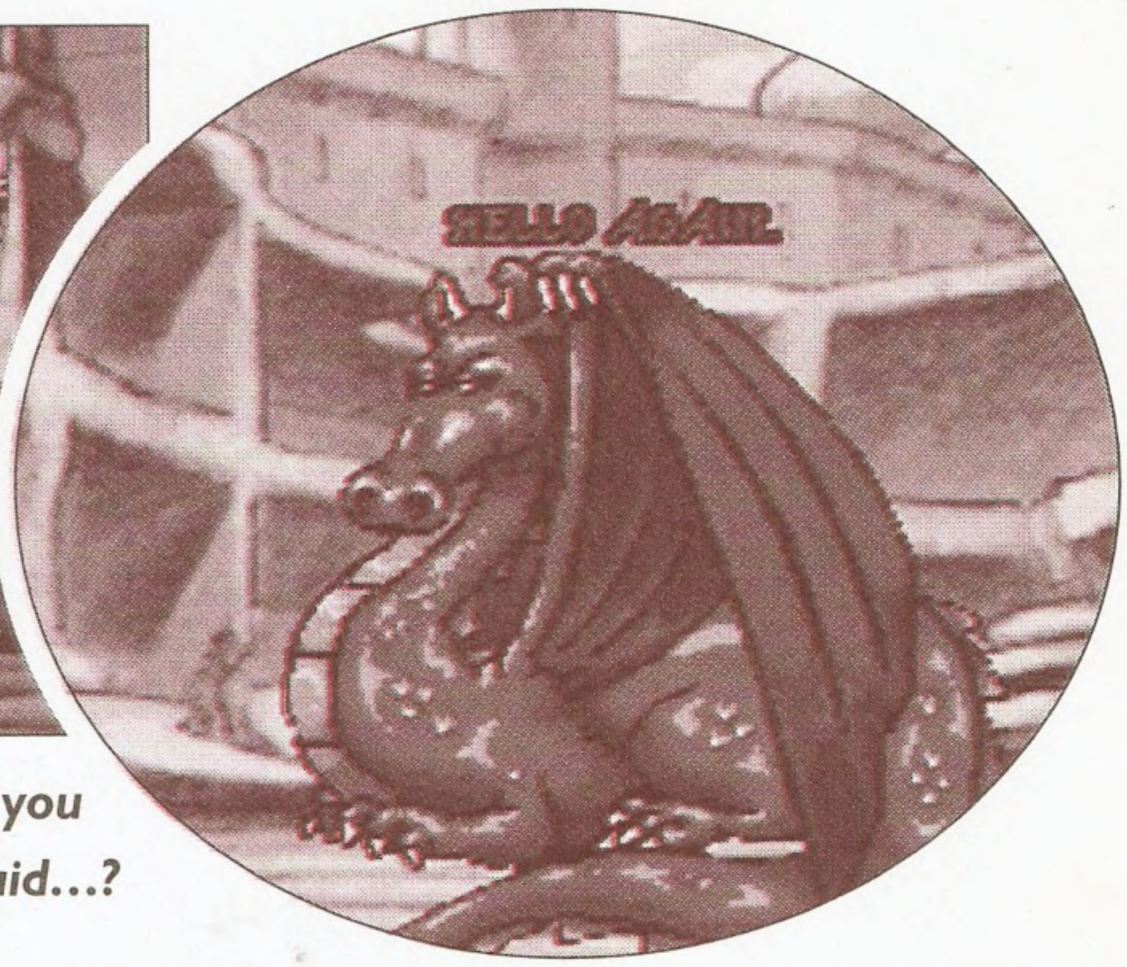
You're so excited that you rush back through L-Space and into the Patrician's Palace proclaiming that you have saved the kingdom from the fearsome dragon, and explaining that any reward would be gratefully accepted. To your surprise the Patrician tells you that there is no such thing as a dragon, as no one in Ankh-Morpork believes in them. You disagree with him, and after an argument with











This is no time for an argument. Don't you remember what the Arch Chancellor said...?

the Patrician, you shout out "Dragons do exist[11]."

As you now know if you've read the footnote, when someone says they believe in dragons the beast can legitimately appear, and this fire-breathing lizard doesn't need a second invitation. The only problem is that because you summoned it, the Patrician tells you it's your job to get rid of it. Basically, it's back to the drawing board!

With your quest as far from completion as ever, Act Three begins, so turn the page right now and get ready to become the biggest hero Ankh-Morpork has ever seen.



...obviously not. Dragon's only exist if you believe in them. Now you're in deep trouble.

[11]Since time began, the debate over the existence of these fabled beasts has raged long and hard. While this debate continues around the universe, the people of Discworld know only too well that dragons are only a figment of the imagination. They are in fact, like so many things these days, man-made. That is to say, dragons can only exist if someone believes in their existence. You don't believe me? Well, remember the scene in Rincewind's room in Act One where there was a strange shape visible through the window? Although we all know it was a dragon, because Rincewind didn't believe in the concept of dragons, the creature didn't actually exist. And remember when the Arch Chancellor said those ominous words "Dragon's only exist if you believe in them?" What more proof do you need! Now knowing all this are you beginning to realize what an almighty cock-up you've made by saying you believe in dragons. GOOD! Now you're feeling incredibly guilty, let's get back to the game.

Act Three

A Million to One Chance

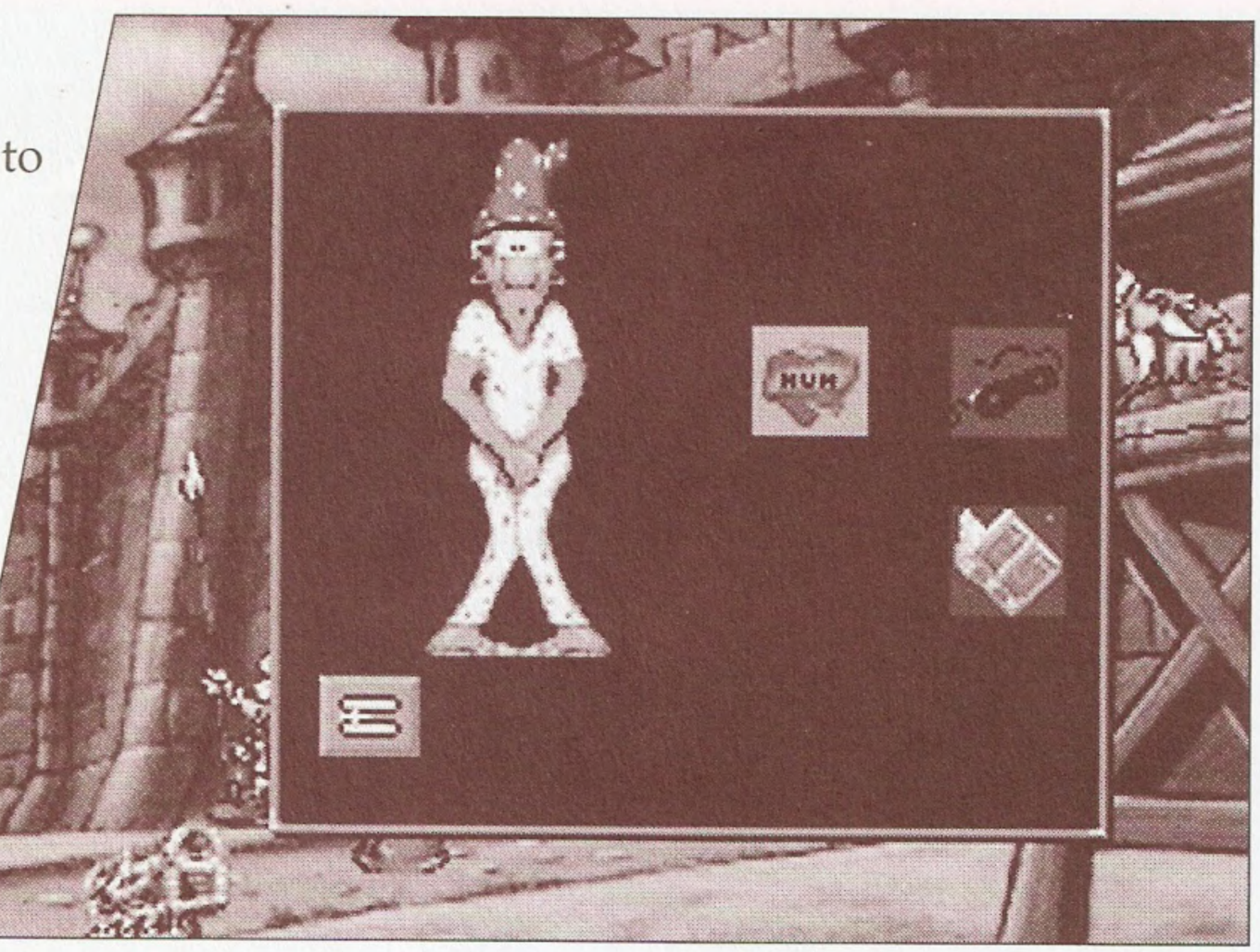


A Million to One Chance

After all the excitement of Act Two, Act Three starts with the player outside the Patrician's Palace. With the past being changed by the player's actions there has been a knock-on effect and many things have changed in the present. The Brotherhood is back, but no longer in the dragon business. Instead it has formed a Custard Cartel. This cartel sells a new aphrodisiac custard that guarantees an immediate love reaction. Things are also going well for the alchemists. Their clickie industry[12] is now in full swing, they've formed their own studio United Alchemists (what else?), and are busily casting for their first major blockbuster, *Trolls Prefer Blondes*. The town shrink has quit the Psychiatrickery business and gone in to clickie casting: you could say he's gone from head shrinking to head hunting. The troll and the Milkmaid still



"Holy mutated midgets! If that's not the biggest dwarf I've ever seen."

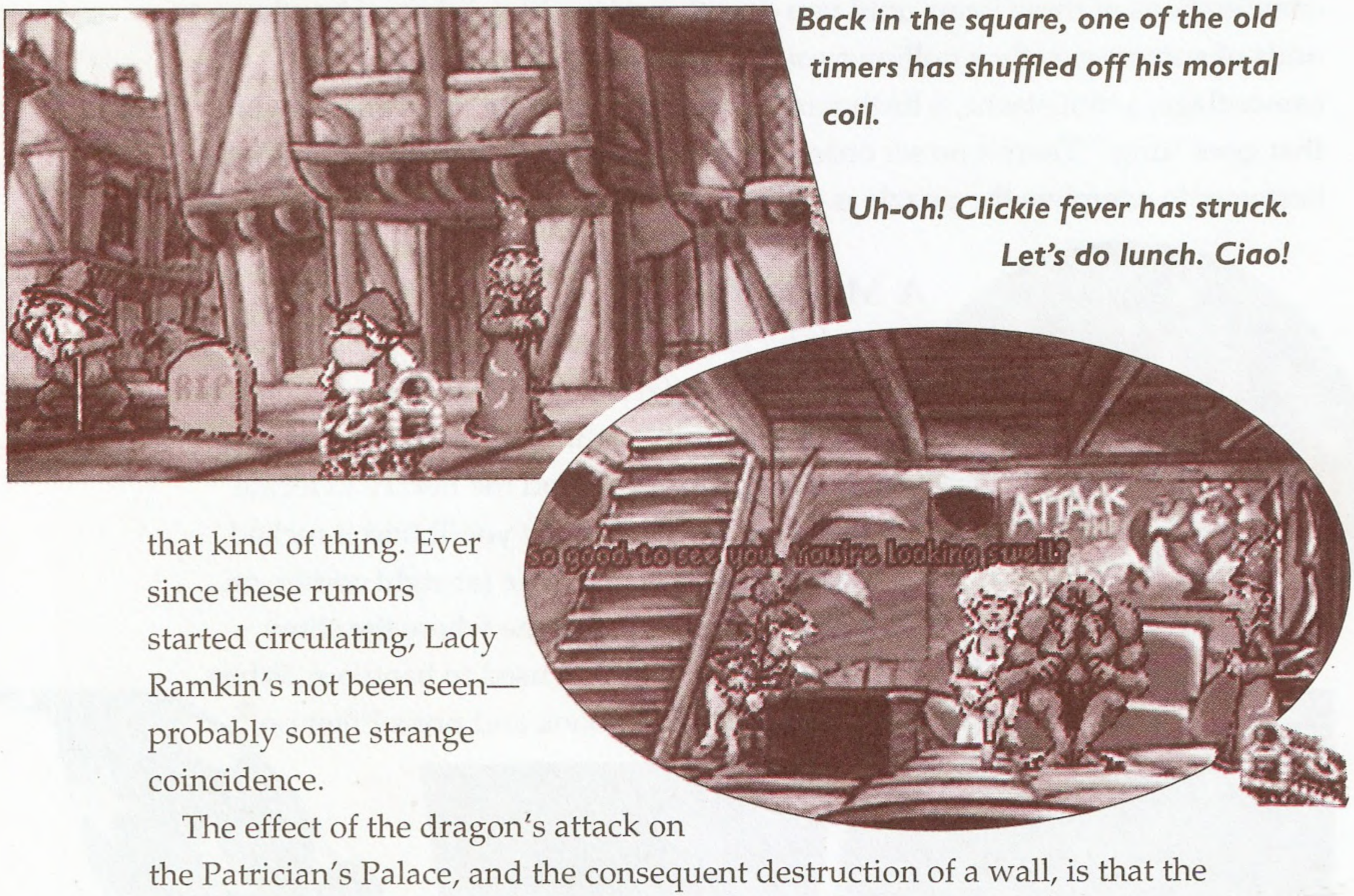


With each heroic item your chances of success improve.

[12]After inadvertantly inventing banged grain (popcorn to you and me), it was only a matter of time before the alchemists branched out into celluloid and perfected the equally snappily titled clickie industry. It is rumored that clickies in production include *Gunfight At The Broken Drum*, *Mad Monk 3*, and *Indianna Rincewind And The Temple of Offler*.

continue to queue in his office, but now they've got stars in their eyes, not stars in their heads. They're both hoping to get lead roles in the forthcoming epic.

As the dragon has reappeared, local gossip centers on the sort of hero that could slay it, and what his chances of survival are. There's also some disturbing talk of strapping a virgin to a rock in the town square, apparently dragons like

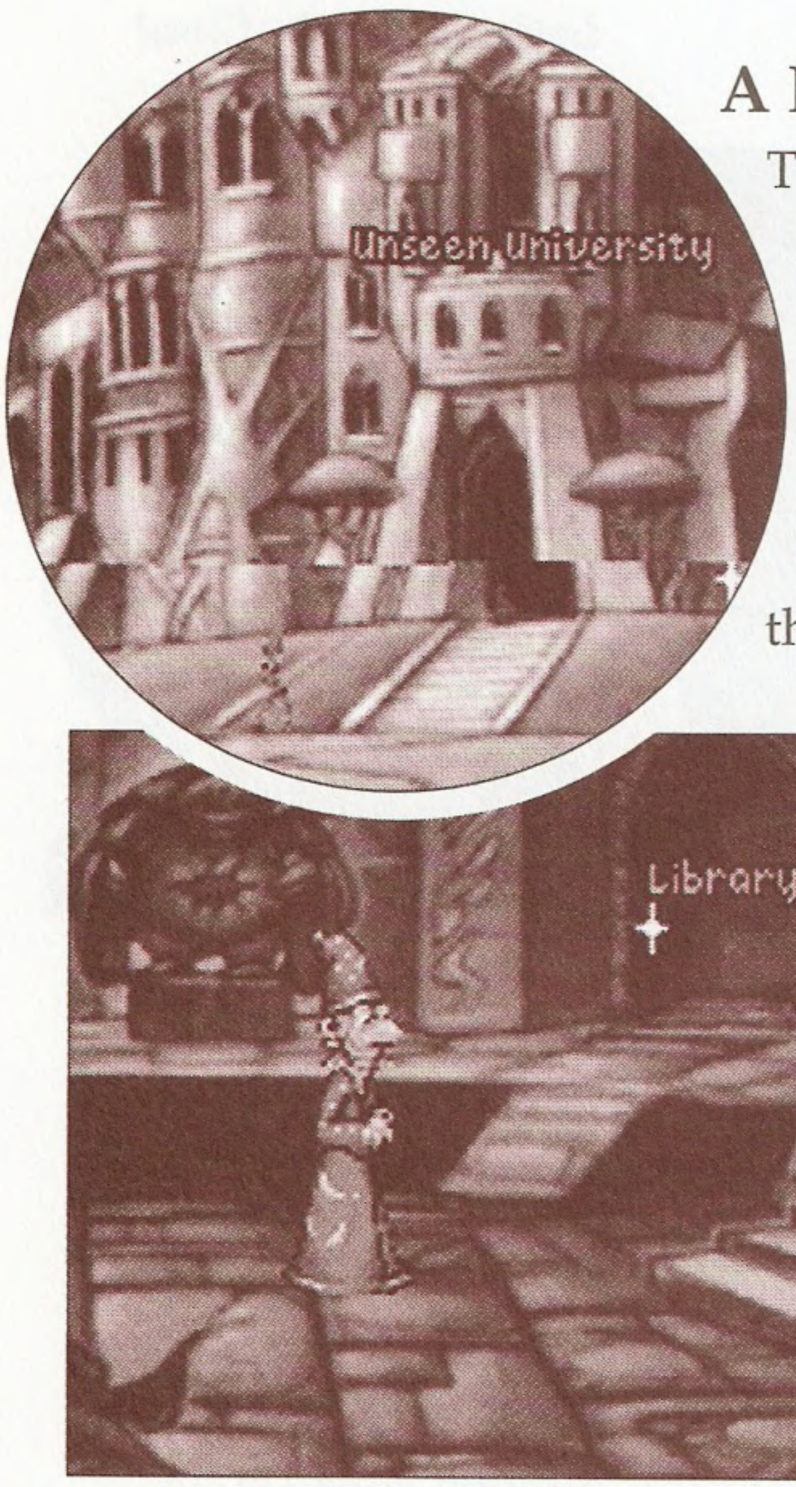


that kind of thing. Ever since these rumors started circulating, Lady Ramkin's not been seen—probably some strange coincidence.

The effect of the dragon's attack on the Patrician's Palace, and the consequent destruction of a wall, is that the Palace dungeons are now accessible. Make sure you have a good look around these gruesome rooms in this act as they hold lots of valuable items and information. The dungeons are not the only new place to explore, you also get to explore Lady Ramkin's Dragon Sanctuary, raid the Temple of Offler, and visit the dwarf mines. You also get to take an incredible journey to the edge of the world (and over the other side!) as well as take a once-in-a-lifetime walk on the back of the great turtle, A'Tuin. Before we go getting too far ahead of ourselves, though, let's get back to the immediate task at hand: finding a hero to slay the

dragon. The chances of finding such a guy must be at least, err… a million to one?

With the townsfolk talking about the likelihood of a hero slaying the dragon, you can deduce that if you can make the odds exactly a million to one there's a chance you might just be able to manage it. It quickly becomes apparent from talking to the guards at the city gates that different hero attributes and actions carry different odds. Your task is to find heroic items and then try different combinations of these items until you find the unique blend that makes the odds of success exactly a million to one. This involves finding some camouflage, a moustache, a birthmark, a talisman, a magic spell, and a sword that goes "ting." There's no set order in which to find these items, although the best way to complete the puzzle is covered in this chapter.



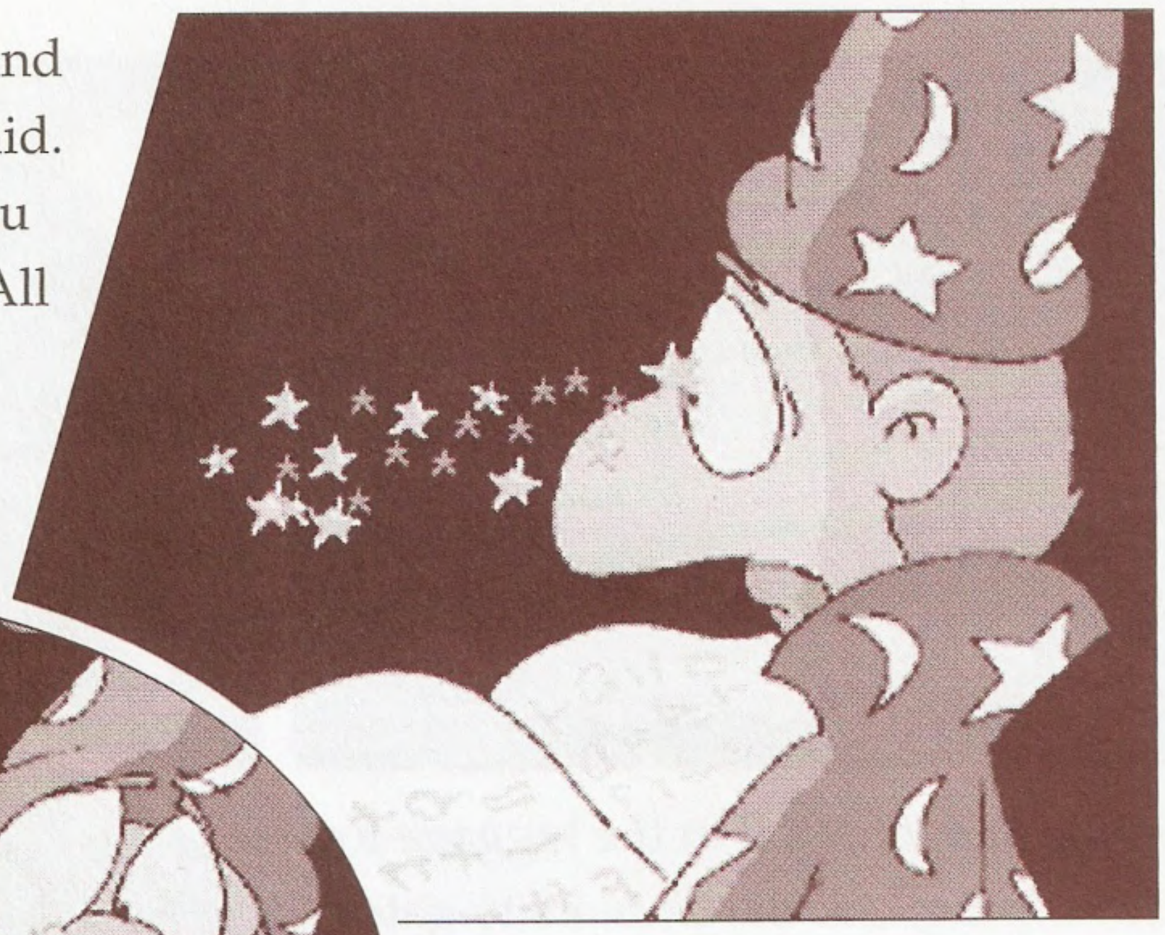
A Magic Spell

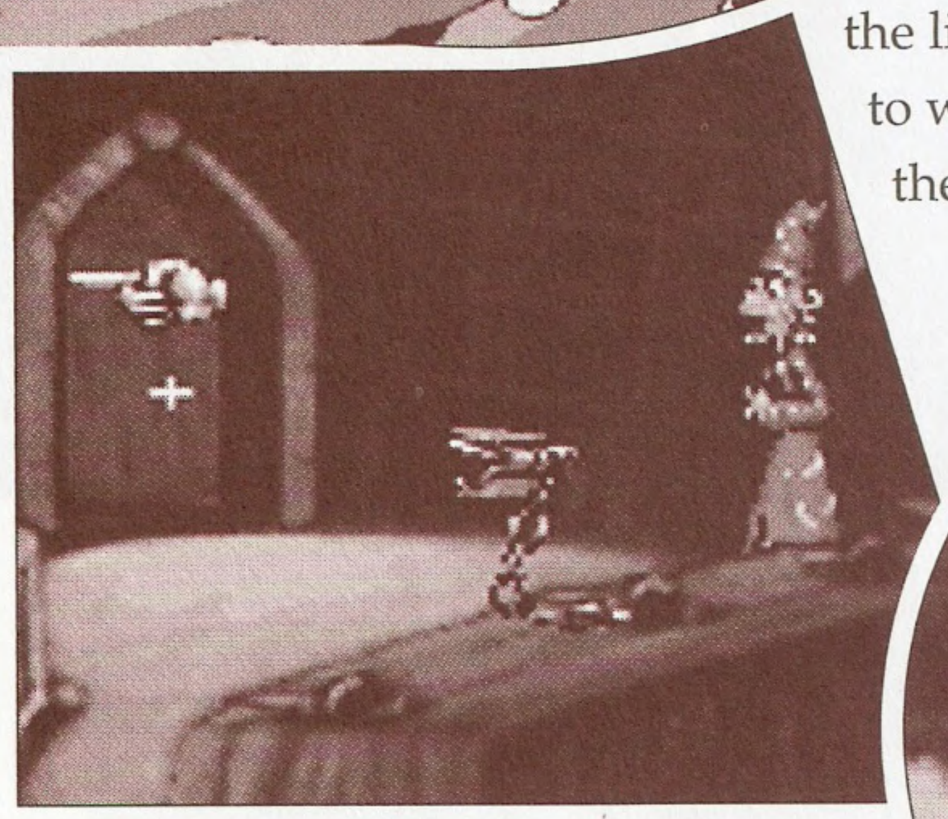
This is by far the easiest of the six heroic items to find. The Octavo is obtained by simply going to the library and reading the book. It takes a thorough search around the library to locate the book, but eventually you'll find it tucked away on the shelves in the far right corner, on the right path, the same one where the slimy time-share salesman used to hang out. When you pick up the book and press Enter on

Typical! A magic book that you can't read.

it, the spell reads Rincewind and then continually tries to get said. After a cinematic sequence you regain control of Rincewind. All that remains is to stash the book in the luggage and then exit the library.







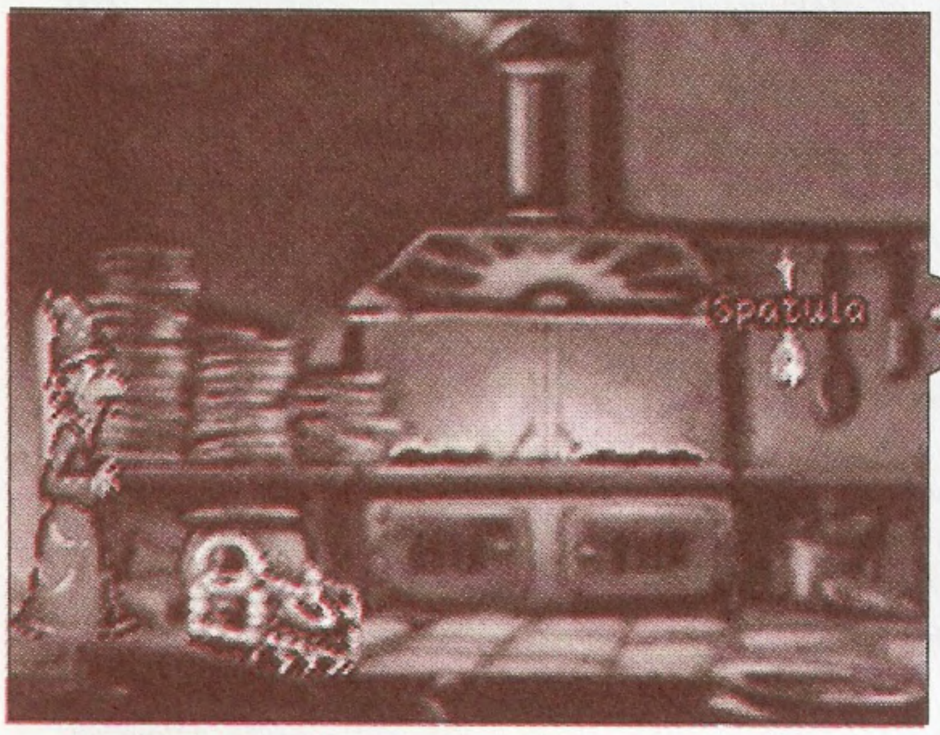
Camouflage

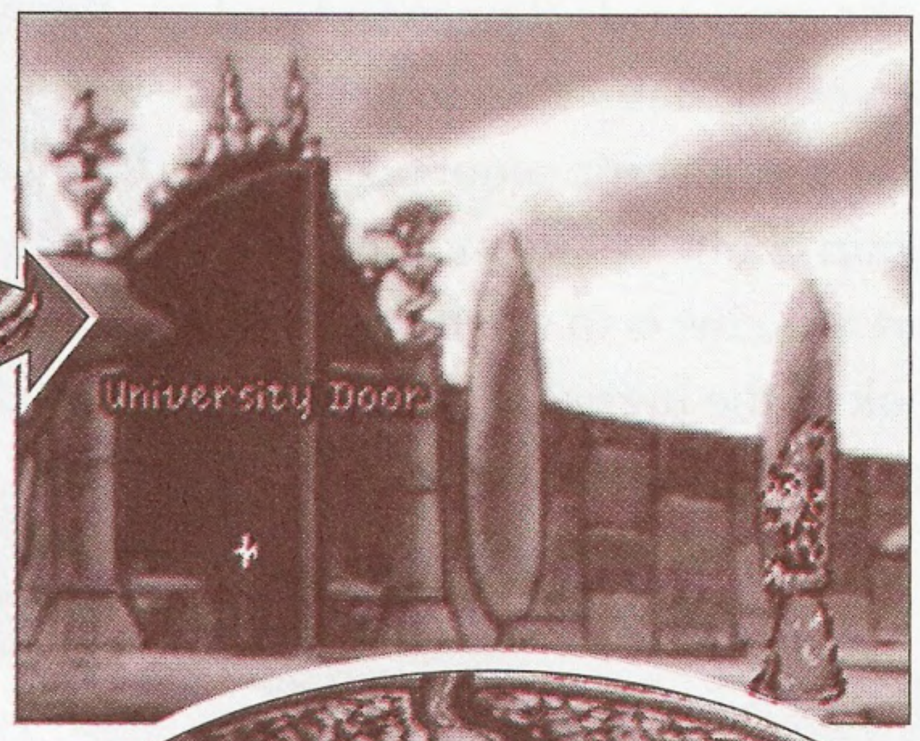
Another warm-up task, the only item needed to find the camouflage is the spatula hanging up in the kitchen. As you've just exited the library, it only takes a couple of seconds to walk across the University lobby into the kitchen. Once you've picked up the



Phew! What a weird experience; a book that reads itself. If only there was one of those for advanced wizard calculus. Next stop, the kitchen.

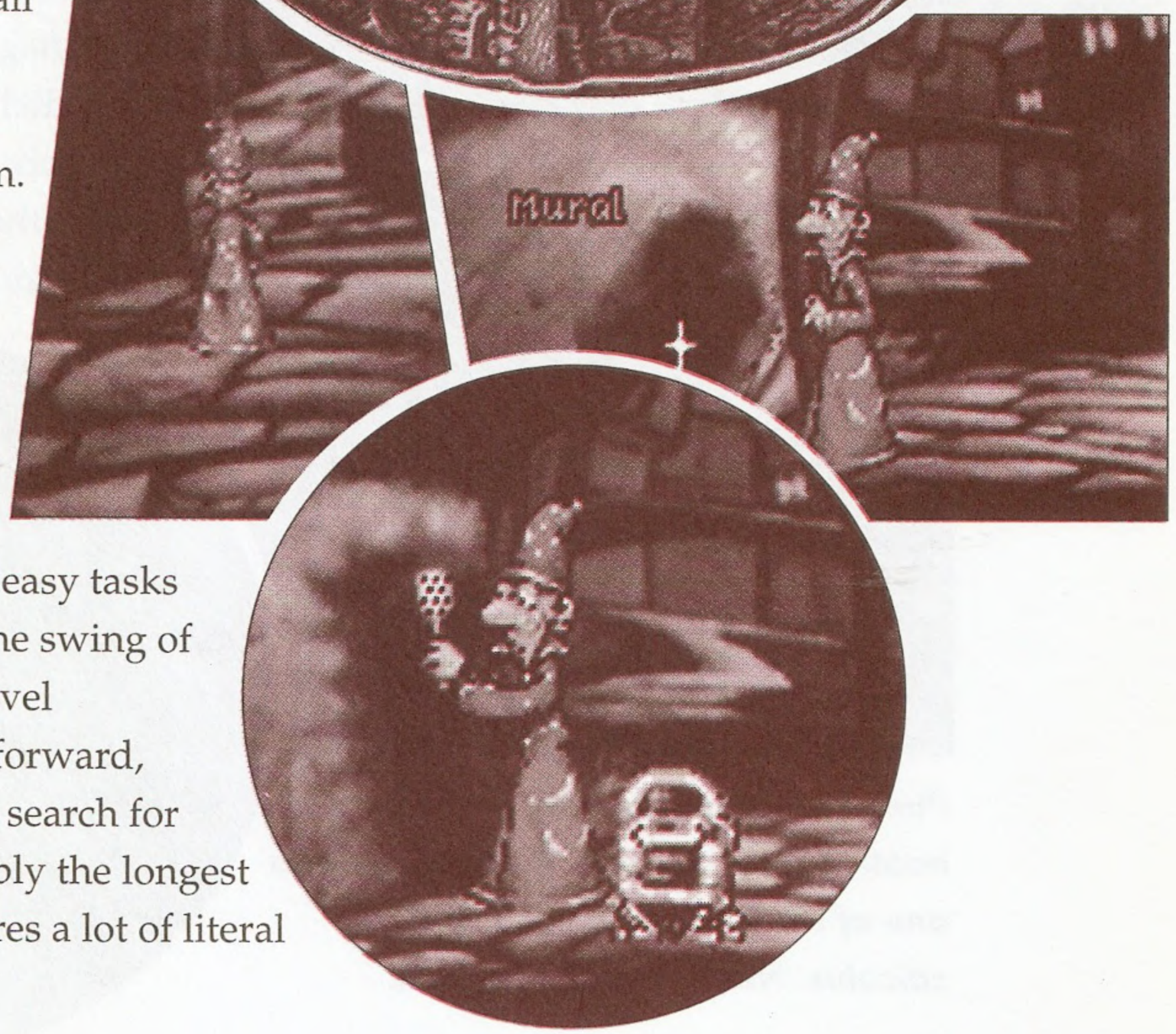






spatula and stored it in the luggage for safe keeping, exit the University gates and head for The Shades. As soon as you arrive in this den of inequity, head north and keep on walking until you see the wall where the Stonemason was working. The camouflage is the soot of the torched victim. To add it to your collection, use the spatula on the soot. This scrapes the soot off the wall; it's as easy as that!





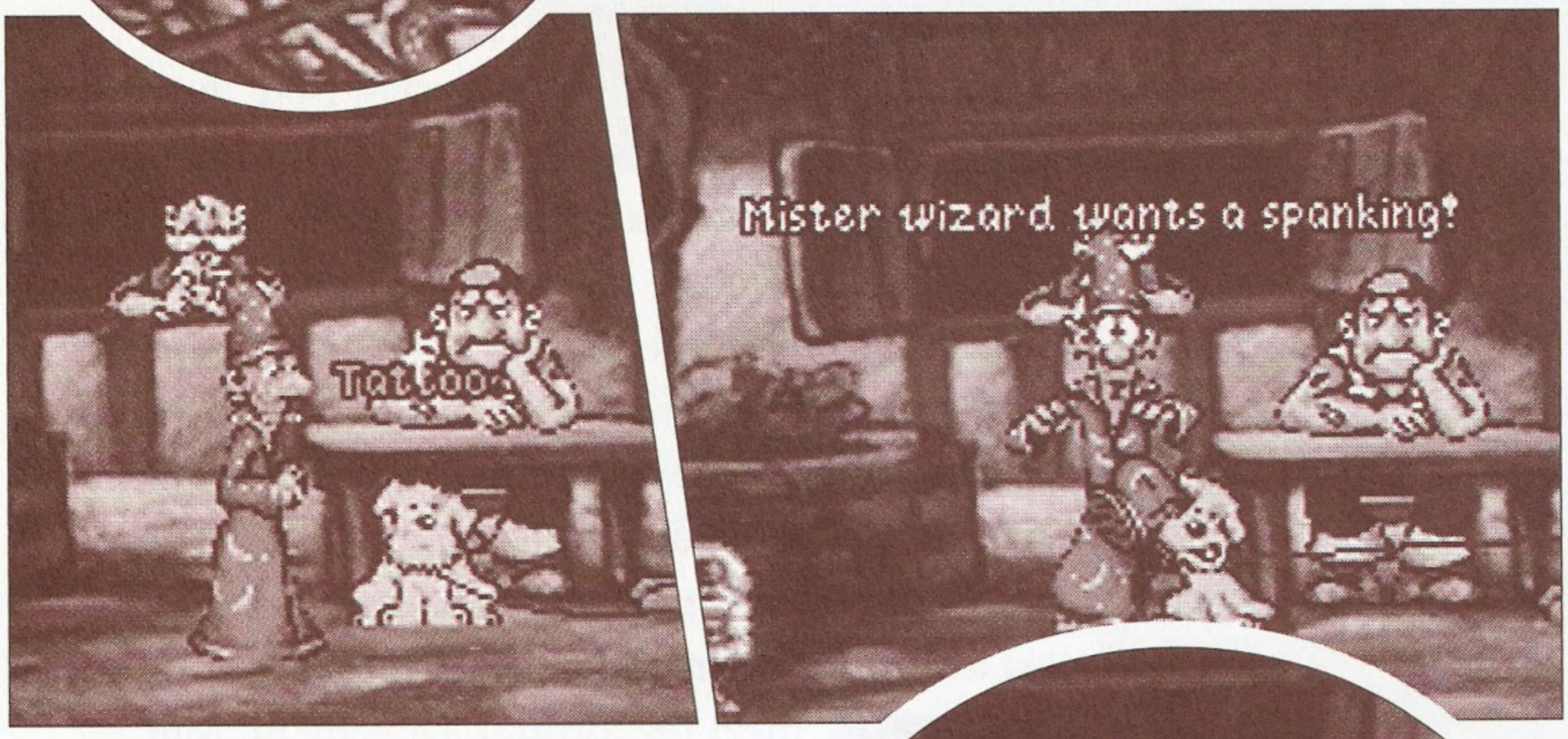
Birthmark

After the first two relatively easy tasks you should be getting into the swing of the puzzles. The difficulty level suddenly takes a giant leap forward, though, when you begin the search for the birthmark. This is probably the longest quest in the game and requires a lot of literal and lateral thinking.





On your travels to the inn you should have noticed the Sailor. He has a very obvious tattoo on his arm of a parrot and a heart with an arrow through it. You can tell that this is important because you can highlight and examine it, so it doesn't take too long to come to the conclusion that a tattoo would make an

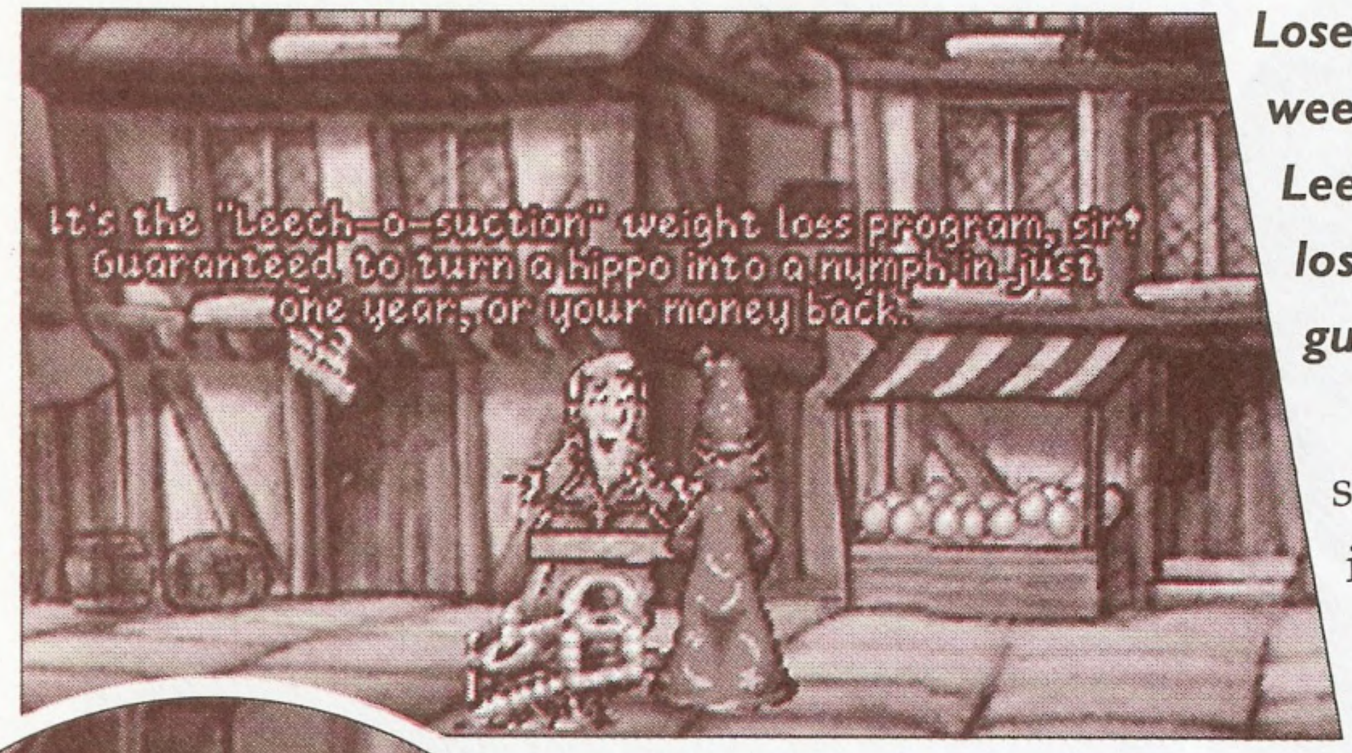


ideal birthmark. However, if you try to talk to the Sailor about the tattoo, Gaspode the ventriloquist dog impersonates your voice and hurls insults at the Sailor. The only way to ask the Sailor about his tattoos, therefore, is to find a way to silence the dog. To do this you need a bone and some glue.

To get into the Palace you need to pull the now familiar trick on the guards with a weight loss system and a paper bag. The liposuction leeches and the paper bag can be traded from Dibbler in the

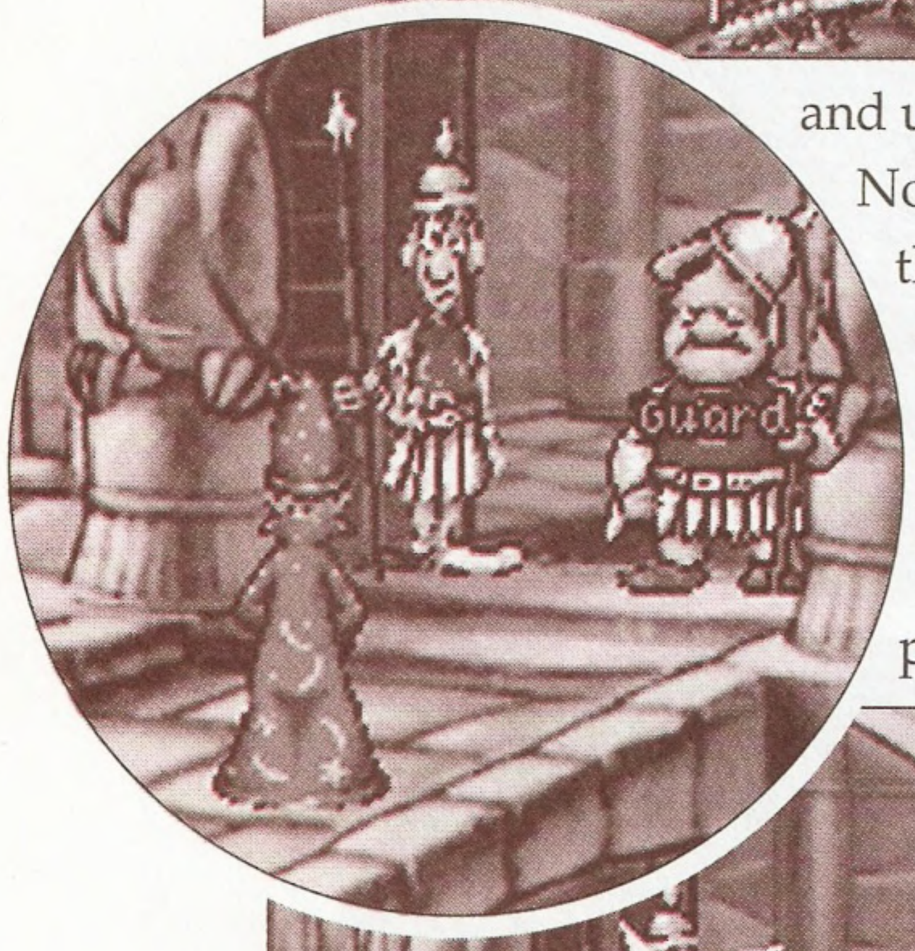


"Wait a minute, I never said that!" The only way to avoid getting a good thrashing from the manic depressive sailor is to find a way of shutting up Gaspode, the ventriloquist dog.

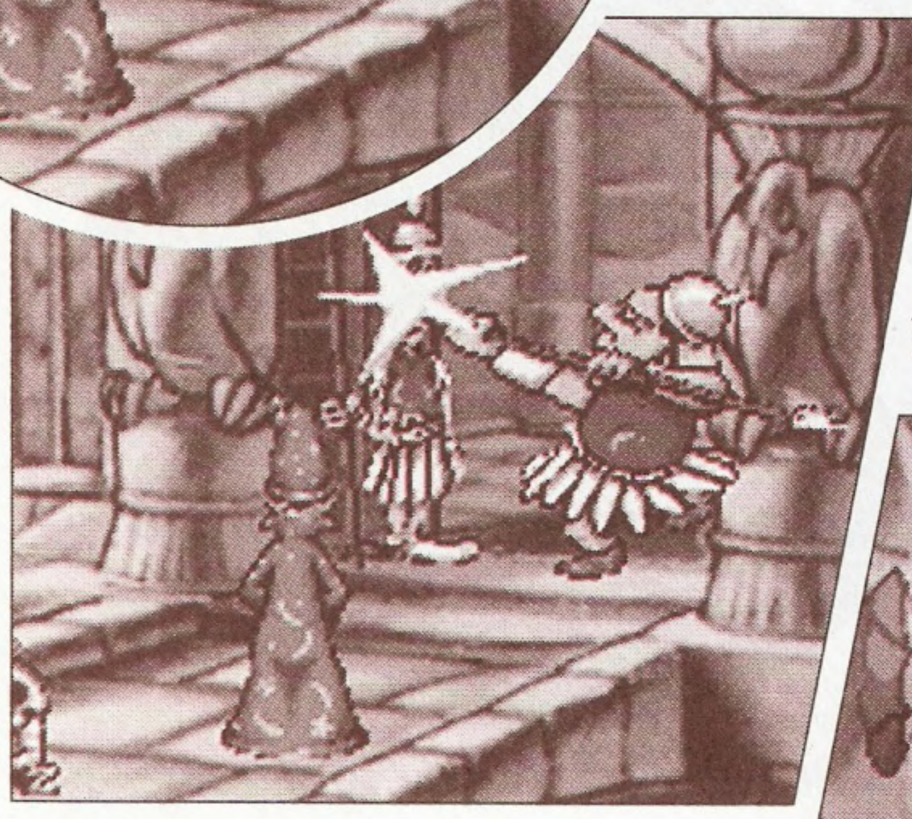


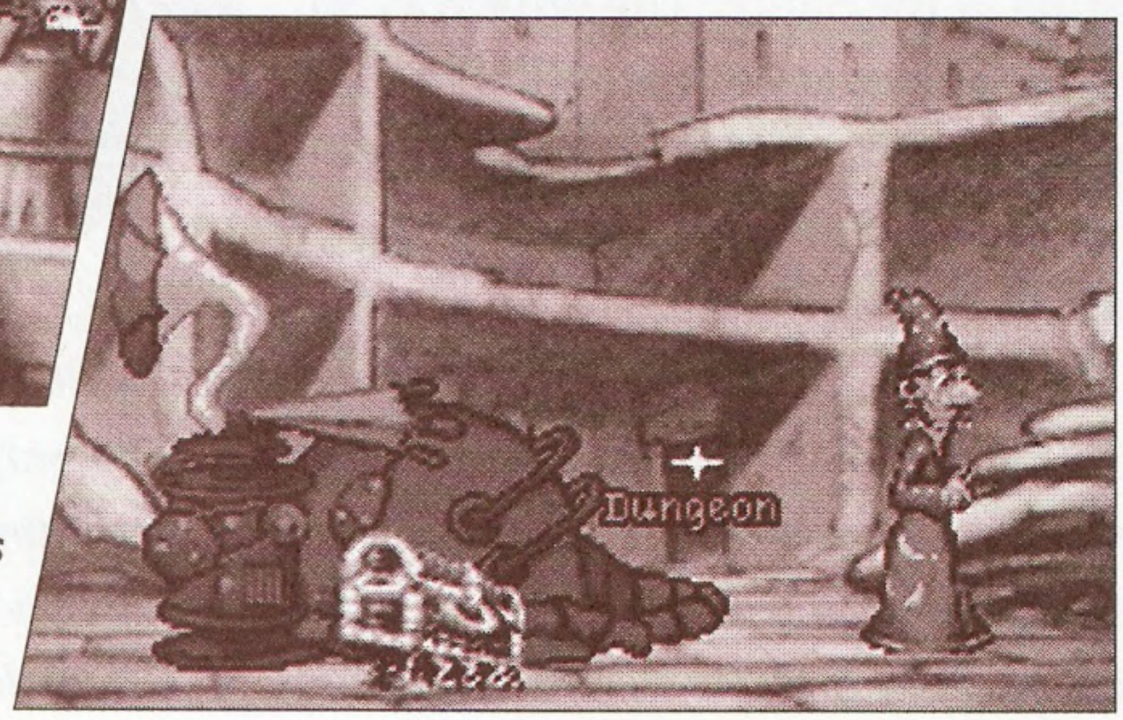
Lose 30lbs in just two weeks on the fabulous Leech-o-suction weight loss program. Perfect for guards with fat wives.

square. Your next task is to separate the leeches from the bag, so open the inventory and use the bag—or the leeches automatically crawl out. Now walk to the Palace and give the paper bag to the fat guard (he's got an ugly wife) and the leeches to the thin soldier (he's got a fat wife). This causes another fight, leaving you free to enter the Palace.

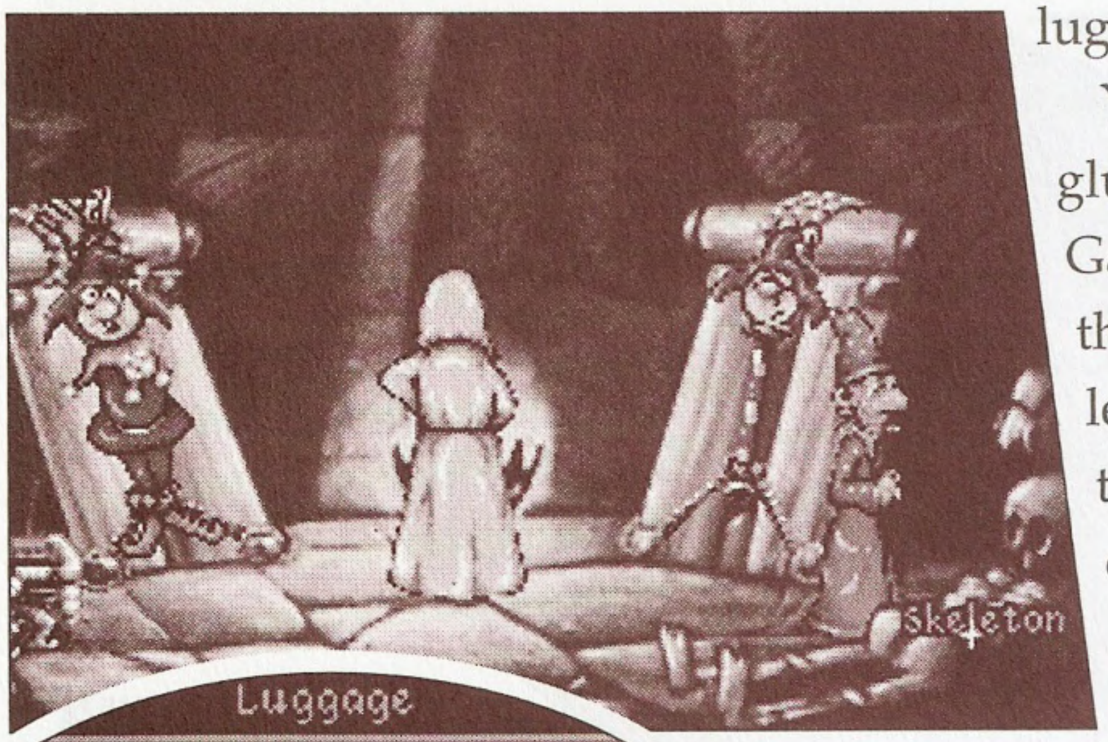


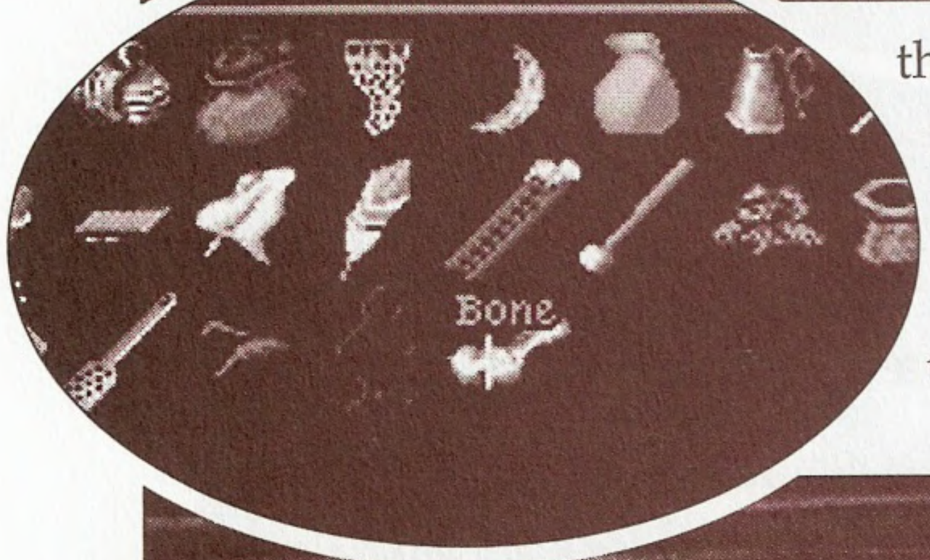
Once you're inside, head straight to the dungeon that lies in the right corner of the courtyard. Walk past the iron maiden and the prison cells until you meet the torturer. Directly in front and to the right of the torturer is a decaying skeleton. Examine this skeleton and it falls to bits, revealing a bone. Grab the bone, put it in the





Some people are so sensitive! Mention that the thin guard has got an ugly wife and another fight breaks out.





luggage and then exit the Palace.

Your next quest is to find some glue to fix the bone into Gaspode's mouth; you find this in the toy shop. Take a hike to the left side of the street and enter the shop. The glue is on the counter, but there's no container to store it in. This may temporarily puzzle you, but the answer is to dip the bone in the glue. To do this, take the bone out of the luggage and then, with the bone highlighted, double click on the glue. When you put the bone back in the luggage you notice that it's now dripping

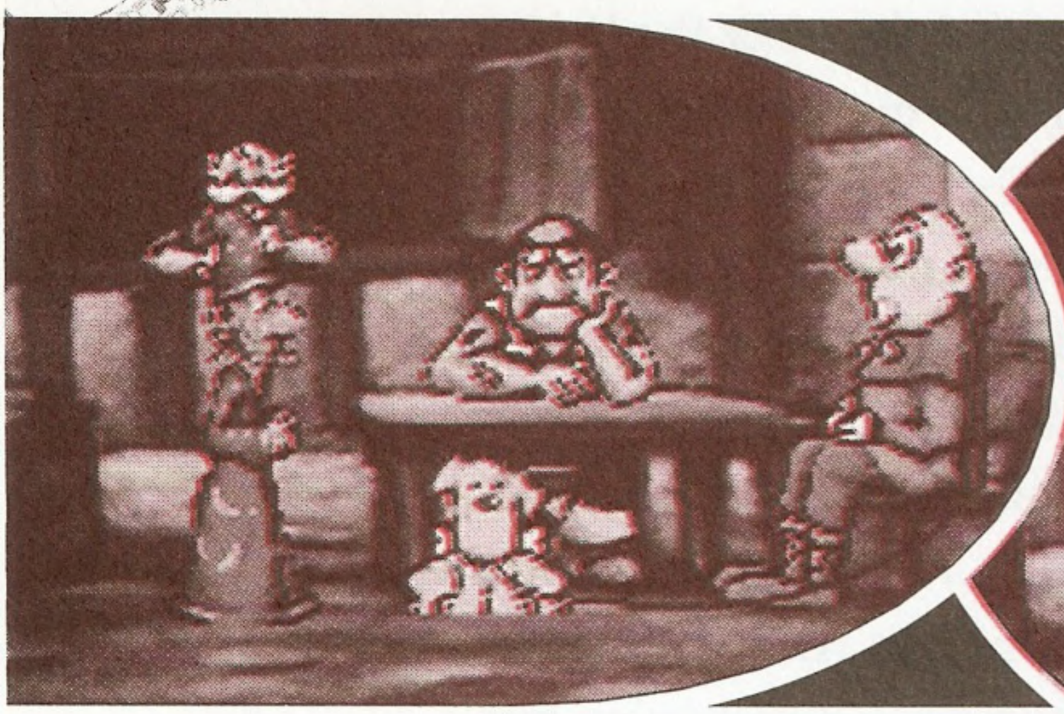


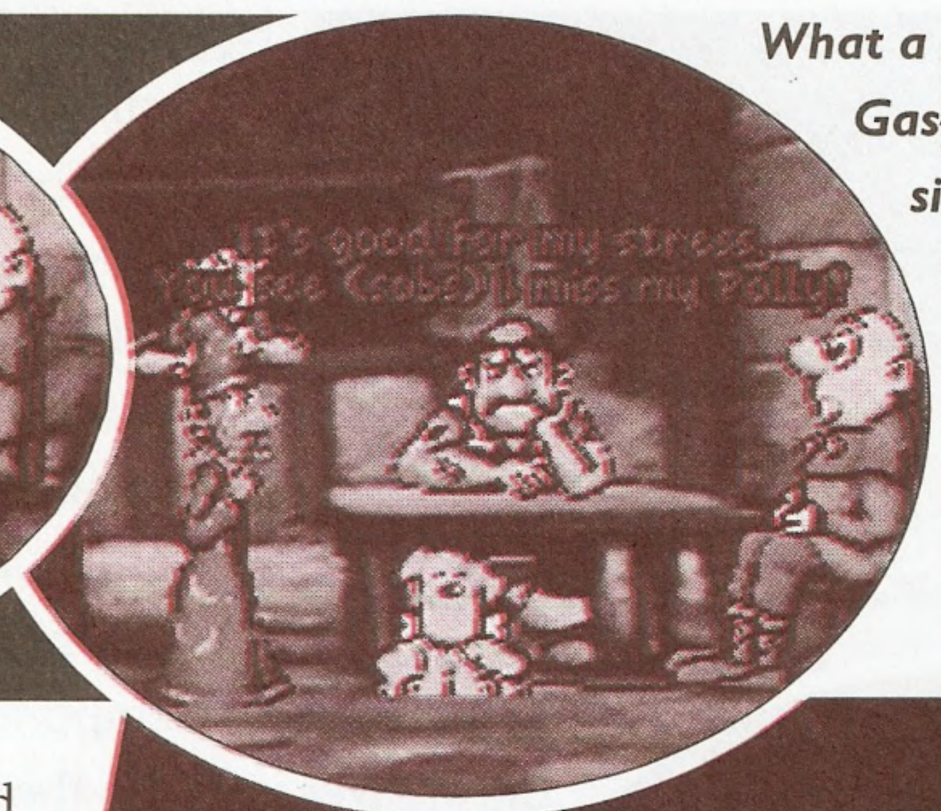


with the sticky substance. Take this back to the inn and use it on the dog. Now the crafty canine is quiet, you're free to talk to the Sailor about his tattoos.

He says that he will only answer your questions if you find his parrot, Polly. To help you on this next quest he hands you a







What a ham! Now Gaspode is silenced the Sailor tells you all about his Polly.

whistle, which you should store in your personal inventory. You find Polly at the edge of the world, playing with the seagulls. If you haven't been there before, it's located on the horizon, past the city gates and over the ocean.

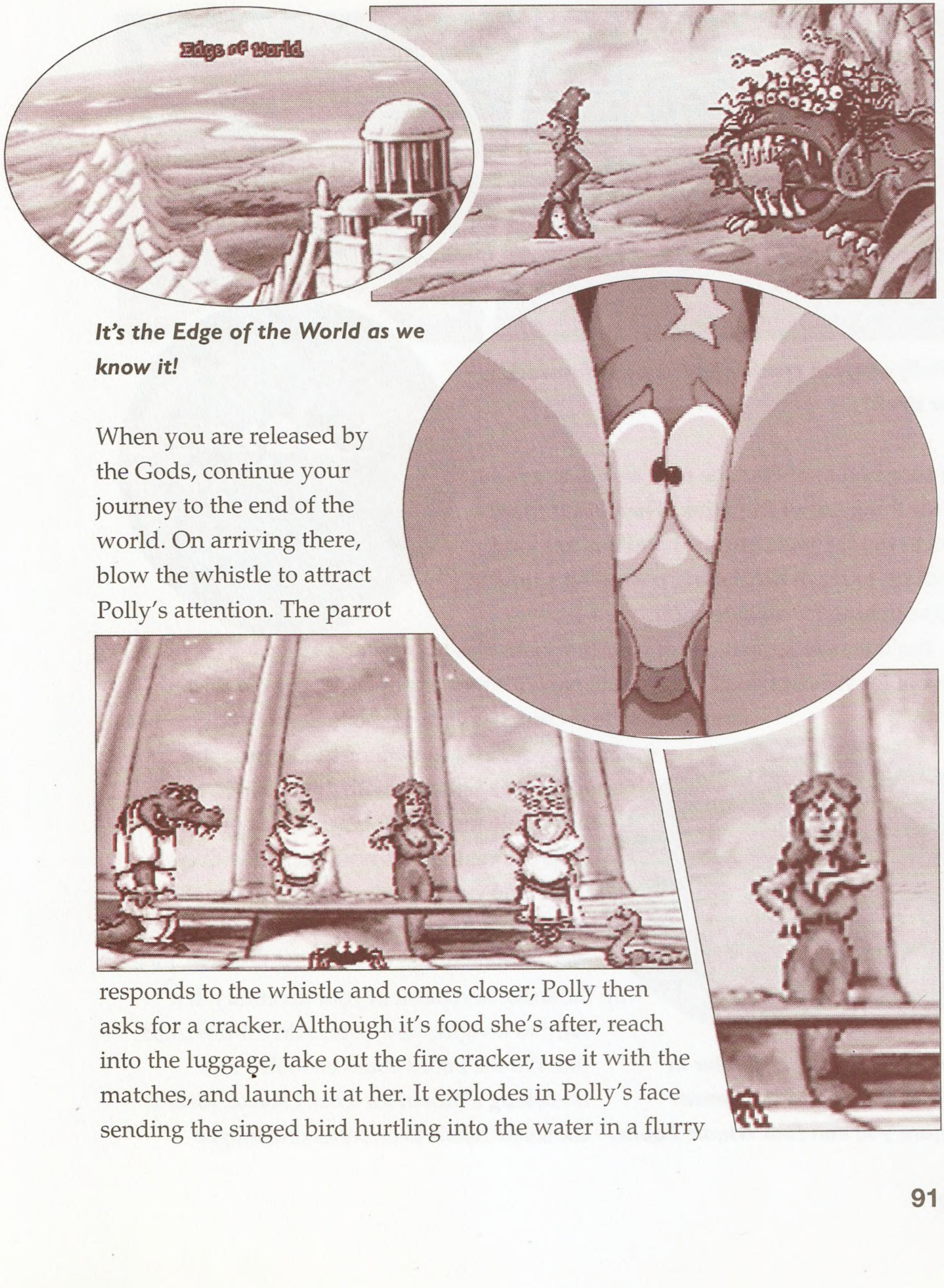


On your way past the city gates, talk to the dwarf sitting on the ammunition crate, and then pick up the firecrackers and gunpowder hidden in the box. Store the ammo in the luggage and then continue your pilgrimage to the end of the world. When you reach the foot of the ocean, you're picked up by one of the game's Gods and stored in her cleavage. There now follows an animated sequence showing the Gods watching over the world's events as they unfold.



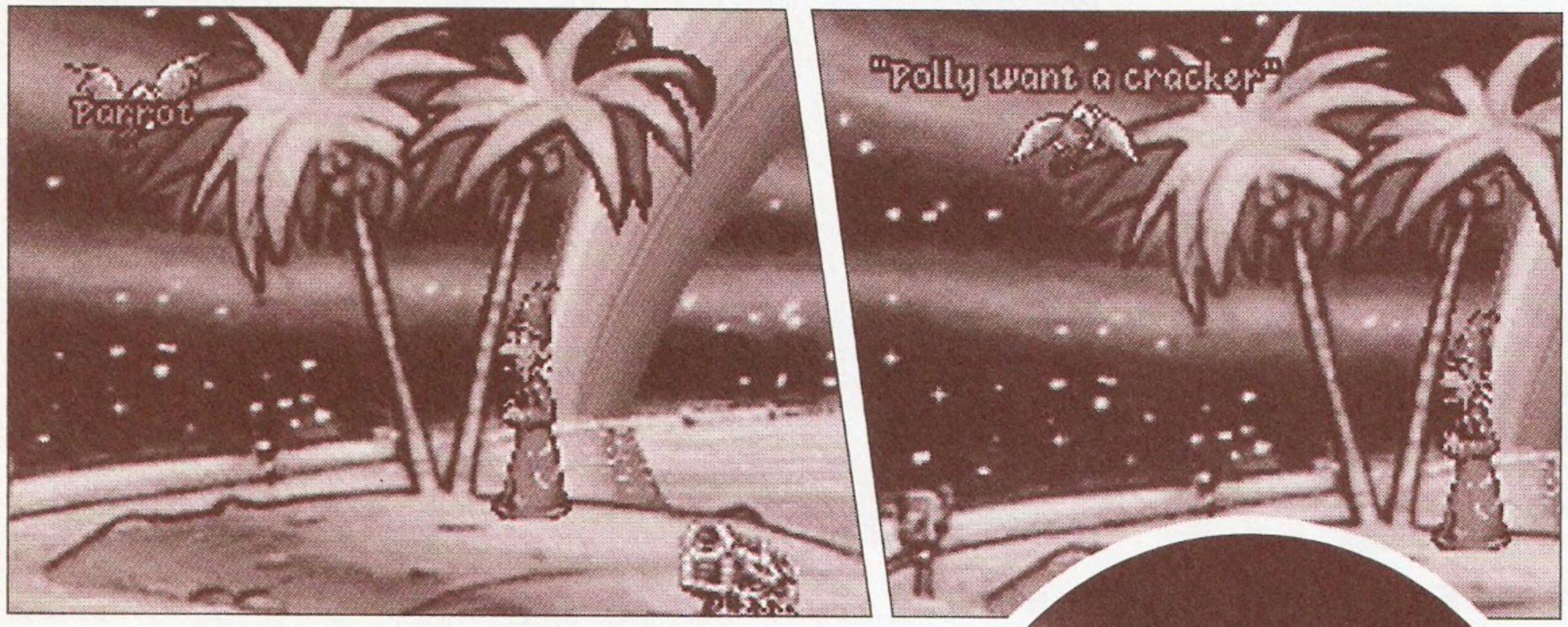




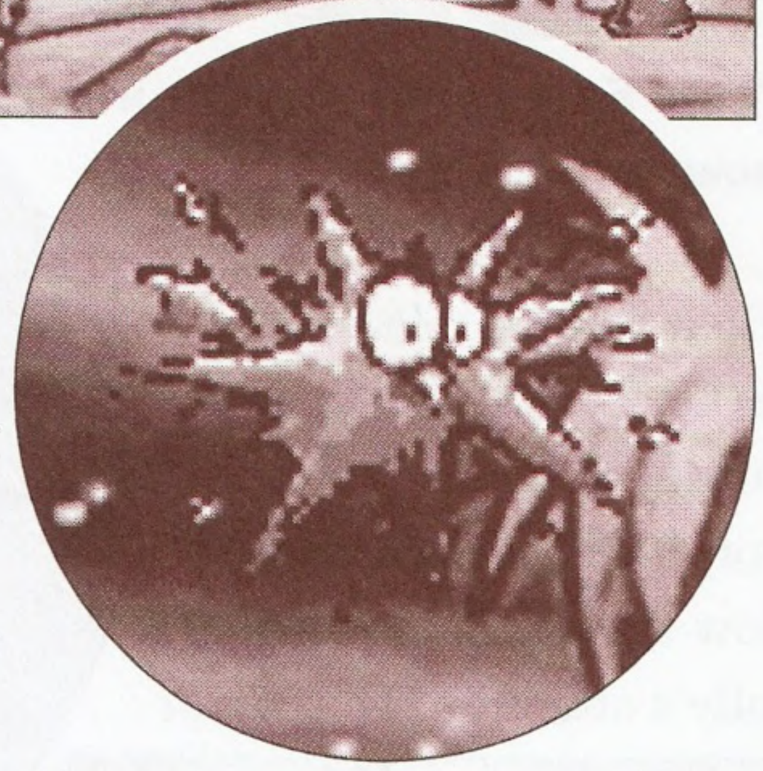


It's the Edge of the World as we know it!

When you are released by the Gods, continue your journey to the end of the world. On arriving there, blow the whistle to attract Polly's attention. The parrot responds to the whistle and comes closer; Polly then asks for a cracker. Although it's food she's after, reach into the luggage, take out the fire cracker, use it with the matches, and launch it at her. It explodes in Polly's face sending the singed bird hurtling into the water in a flurry

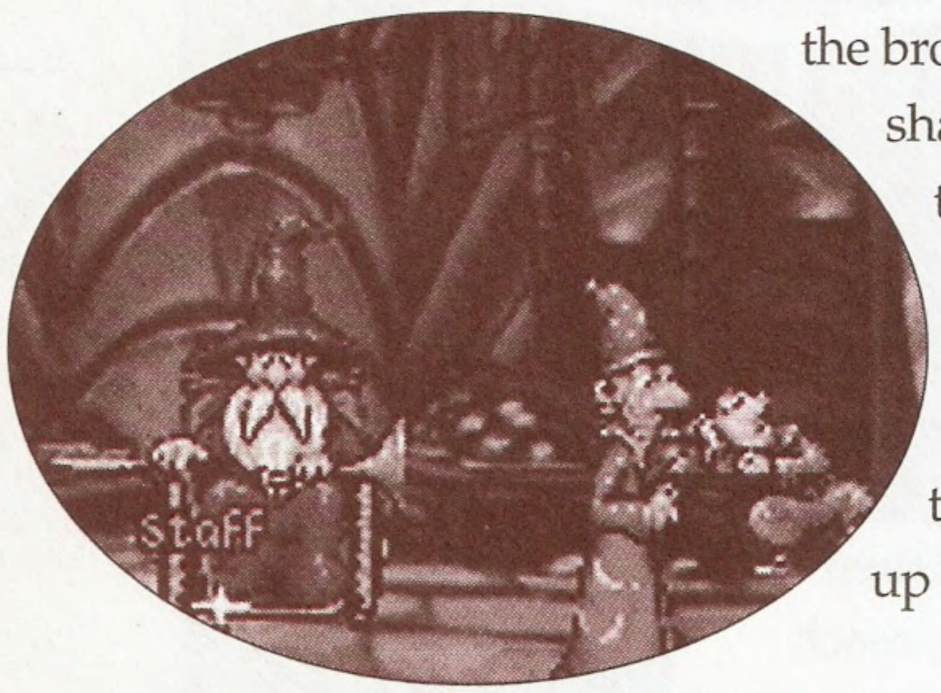


"Polly wants a cracker, eh? Try this firework for size!!"

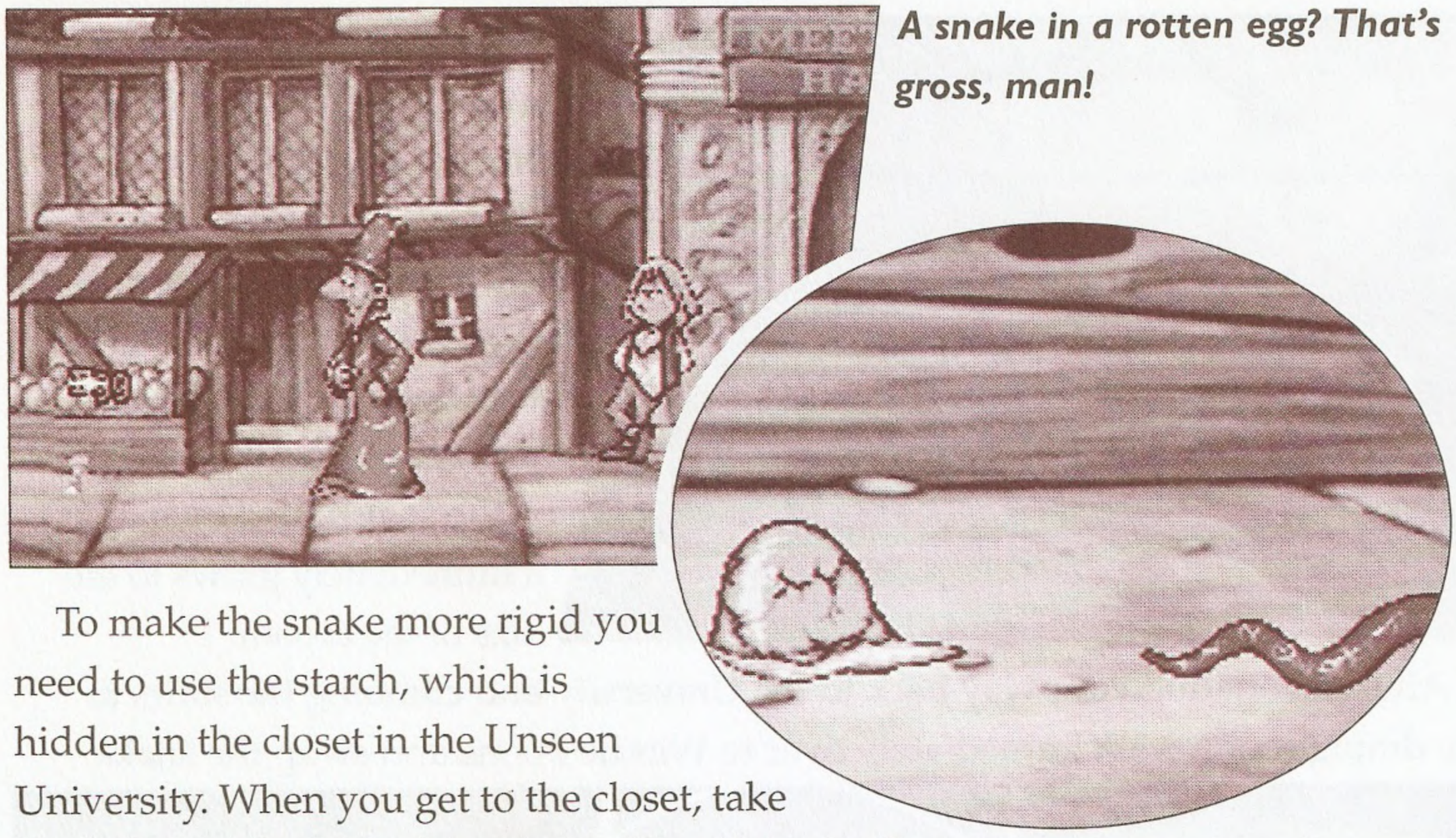


of scorched feathers. The next task is to get the poor thing out of the drink. There's a butterfly net in the luggage, but the handle is not long enough to reach the flailing parrot—it's time to go searching for an extension.

You'll remember that one of your first tasks was to swap a broom for Windle Poons' magic staff. Now it's time to pay the docile old wizard another visit and claim back your broom. Before you can take the broom you need something of a similar size and shape to swap it with. With this in mind, head to the square and to the stall that was previously selling tomatoes; it's now packed with eggs. Last time you picked up an item from this stall it was rotten and a worm fell out. This time, the smelly egg reveals a baby snake. Pick up the snake and put it in your inventory. It's hard to imagine how even a deaf old wizard like Windle Poons could be fooled into mistaking a broom for a baby snake. Ideally, the snake needs to be stiffer and longer.



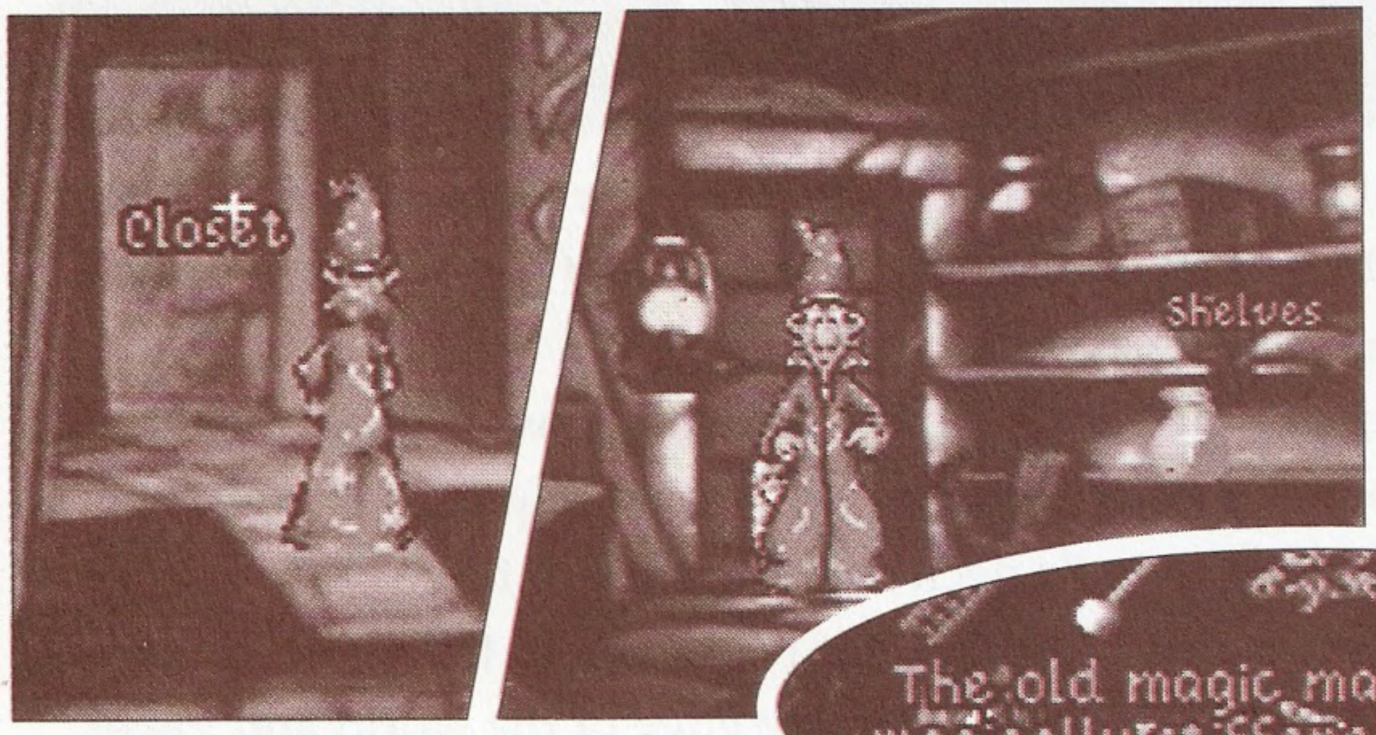
You need an object similar in shape and size to the broom before you can fool Windle Poons.



A snake in a rotten egg? That's gross, man!

To make the snake more rigid you need to use the starch, which is hidden in the closet in the Unseen University. When you get to the closet, take the matches out of the luggage and use them on the lamp located just inside the door and to the left. Once the lamp is lit, examine the objects on the shelves; one of them is a bag of starch. Take the starch and place it in the luggage, and then use the starch on the baby snake. The snake now appears rigid, showing that the starch has worked.

Your next task is to find a way of making your creation longer, so that it will be mistaken by Windle Poons for the broom. If you take the path that leads around the back of the Unseen University (to the place where you used the ladder to get inside the kitchen window),



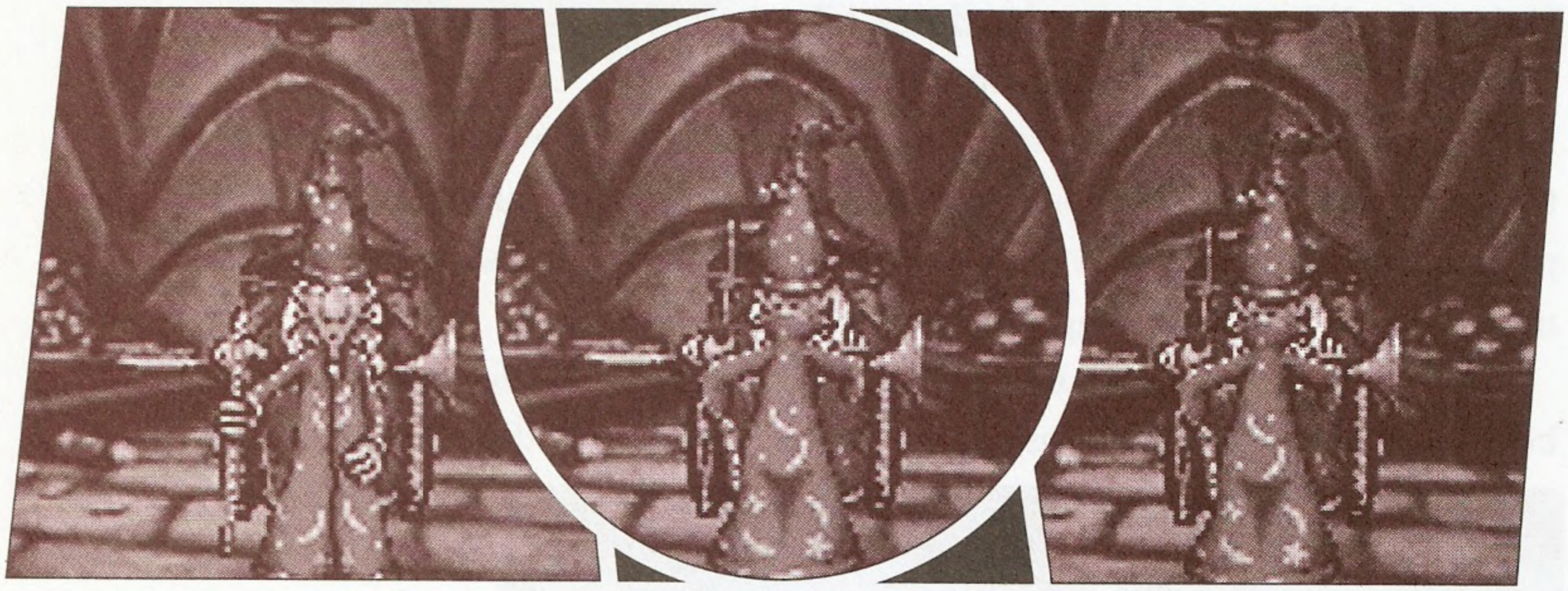
How do you stiffen a snake? Easy! Put some starch on it.



This bag of fertilizer will make the snake grow. You find it at the back of the University.

you find a number of bags of fast grow fertilizer. Pick up one of these bags, place it in the luggage, and then use it on the snake. As if by magic, it immediately grows to the size of the broom.

After negotiating your way back to the University and climbing the stairs to the dining room, walk immediately over to Windle Poons and swap the snake

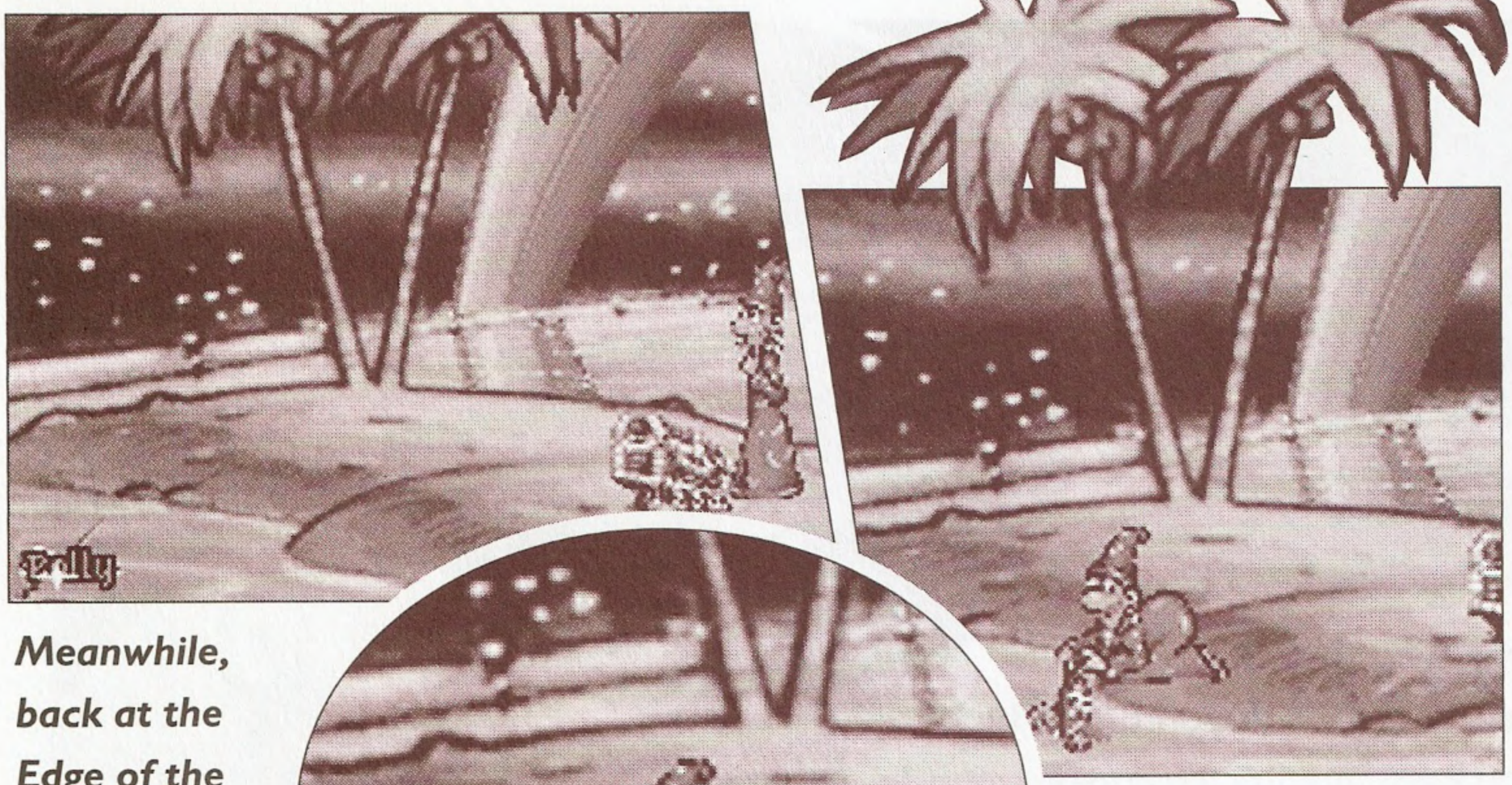


for the broom. Now, put the broom in the luggage, and then use the broom on the net: instantly the net gets an extension handle.

Is this guy a dope or what? Switch the stiffened snake for the broom.

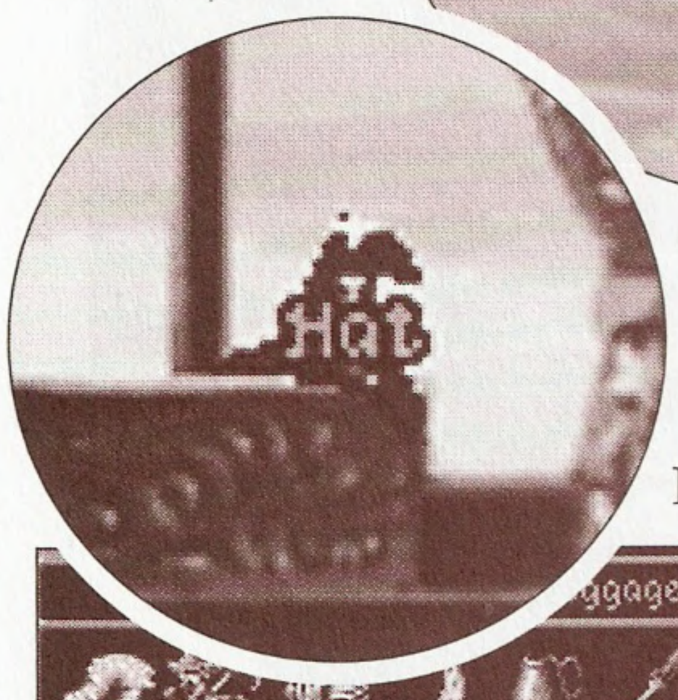
Armed with your latest gadget, return to the edge of the world and use the extended net on the drowning Polly. While scooping up the parrot, though, the whistle falls from around Rincewind's neck over the edge of the world. You can try taking Polly back to the Sailor at the inn, but he refuses to talk to you until he gets his favorite whistle back. To climb over the edge of the world and lower yourself down, you need some form of rope. If you thought of tying together the bed sheets in the inn to make a makeshift rope you're on the right lines.

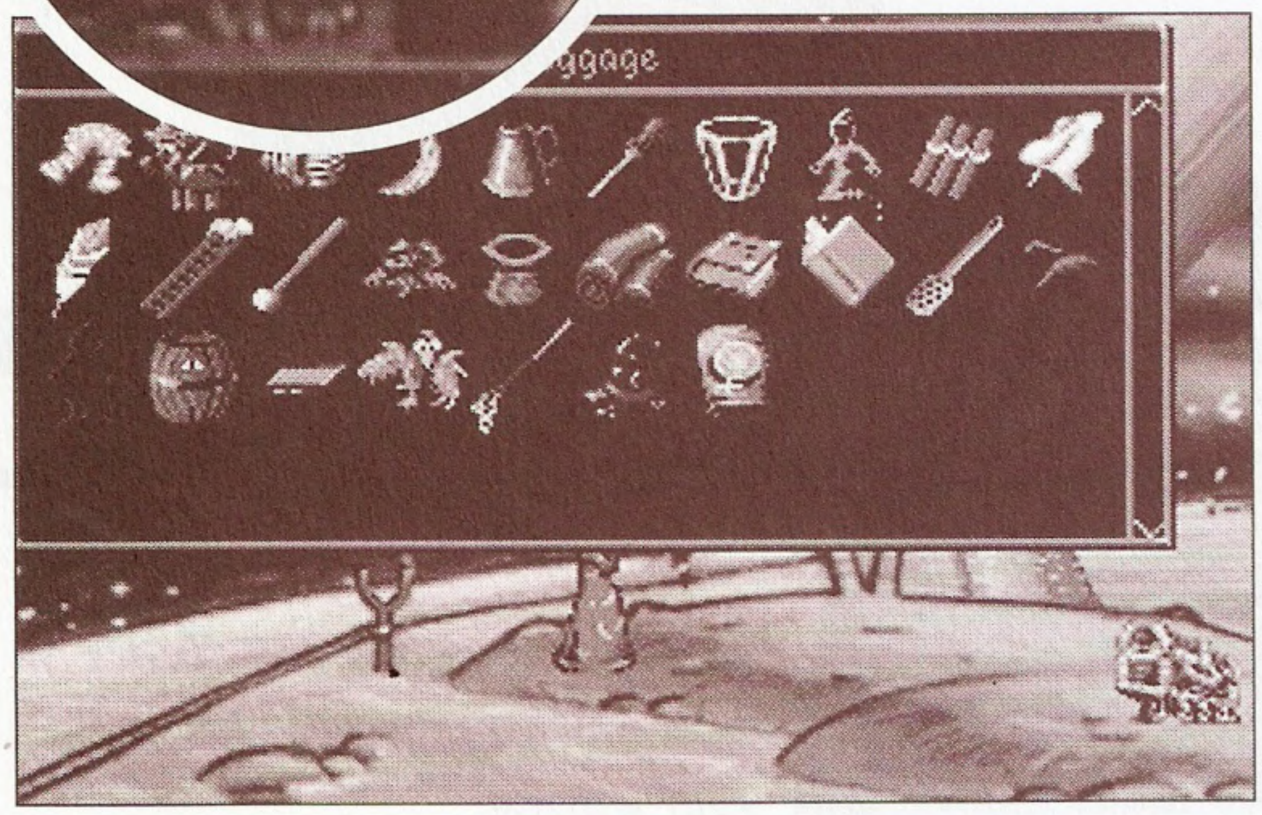




Meanwhile, back at the Edge of the World, Polly is still drowning.



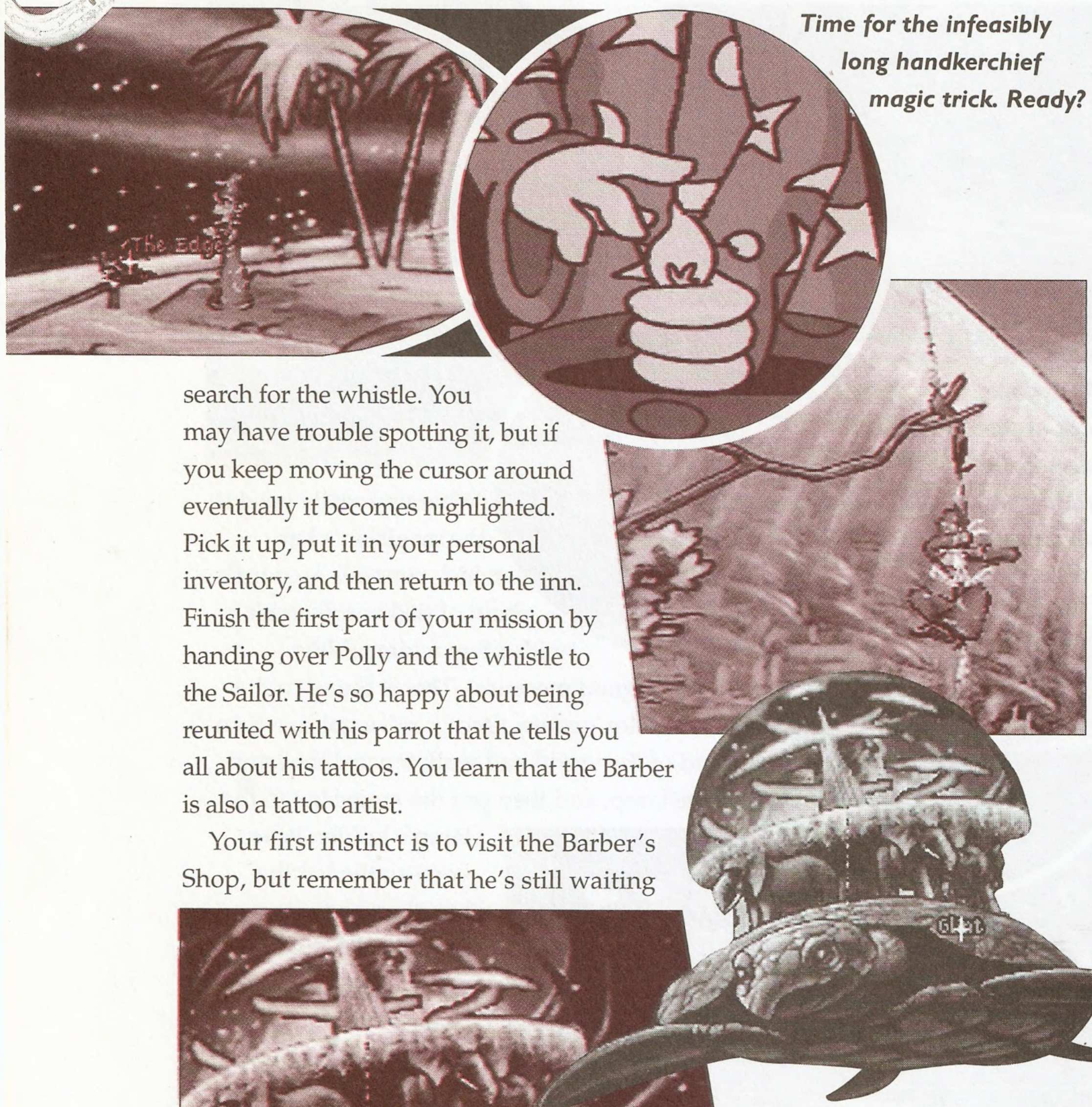




What you really need is the magician's hat, which conceals an infinite chain of tied handkerchiefs (with a few white rabbits thrown in for good measure). This is found in the Arch Chancellor's room. Once you've got it, return to the end of the world and walk toward the lamp. Pick up the lamp, and then put the magic hat in the lamp's holder. When you use the hat the handkerchiefs form a chain leading over the edge. Climb down the chain, have a quick chat with Death on the way, and then, at the bottom,

Take the lamp and use the hat in its place.

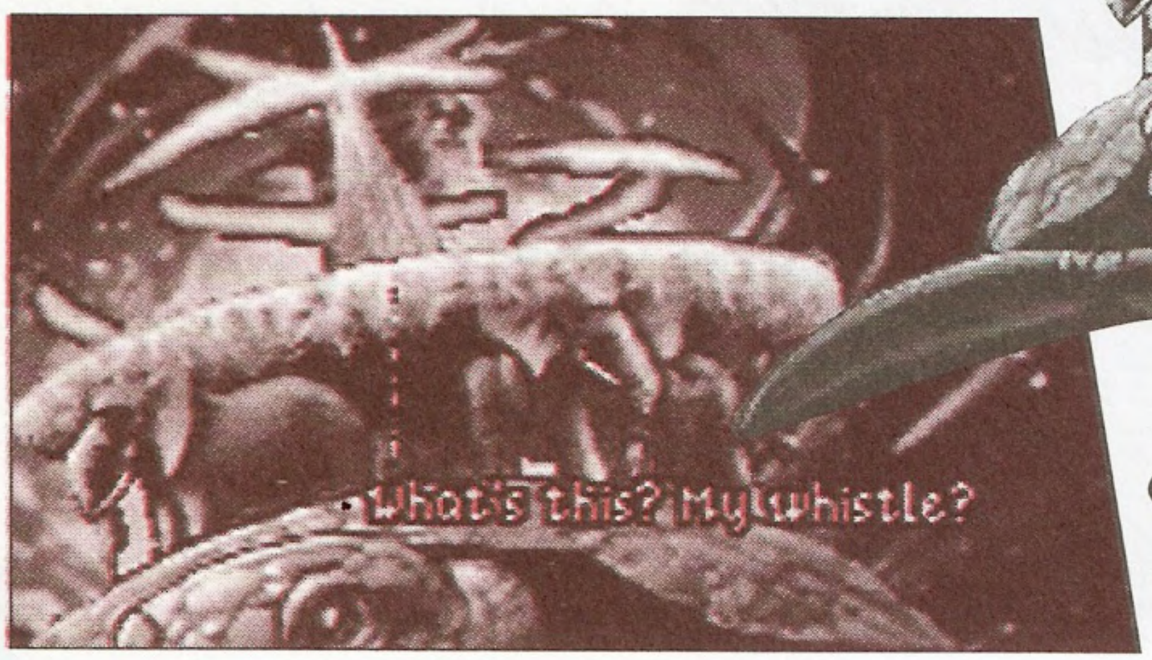


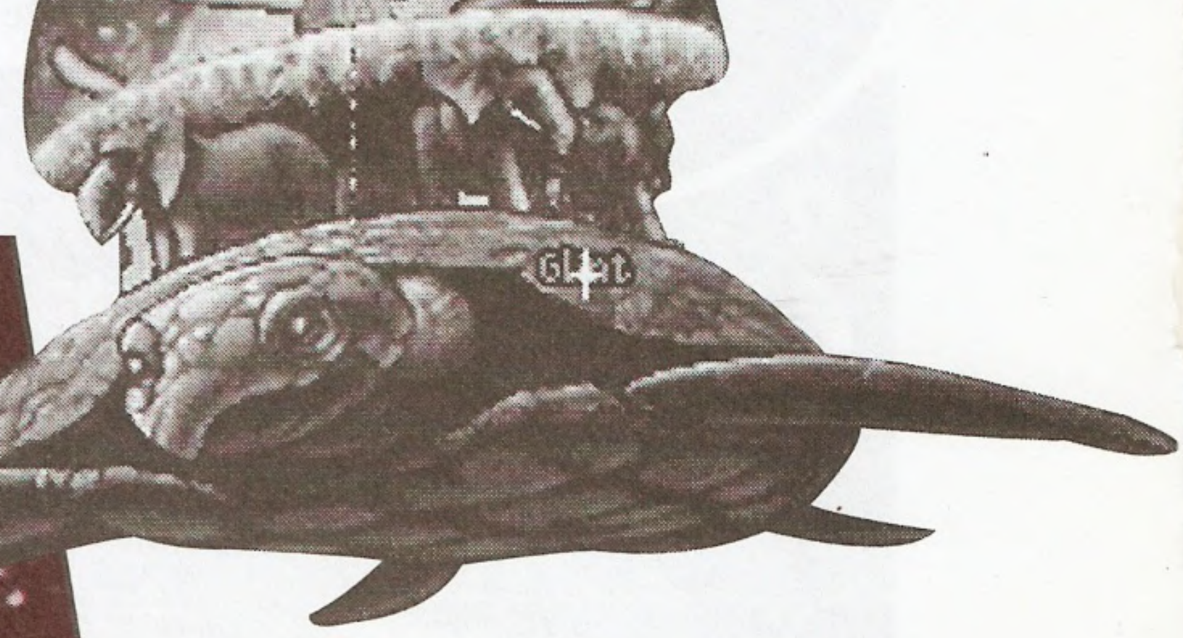


Time for the infeasibly long handkerchief magic trick. Ready?

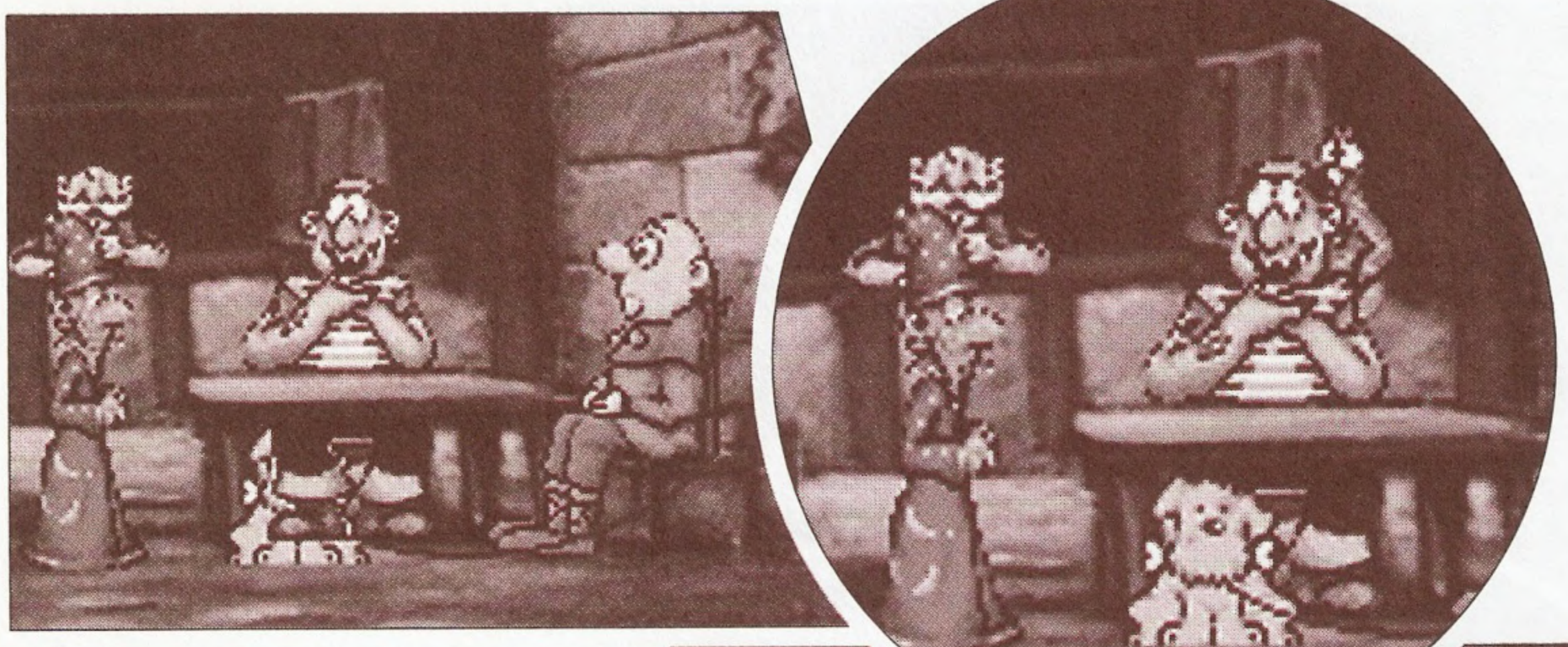
search for the whistle. You may have trouble spotting it, but if you keep moving the cursor around eventually it becomes highlighted. Pick it up, put it in your personal inventory, and then return to the inn. Finish the first part of your mission by handing over Polly and the whistle to the Sailor. He's so happy about being reunited with his parrot that he tells you all about his tattoos. You learn that the Barber is also a tattoo artist.

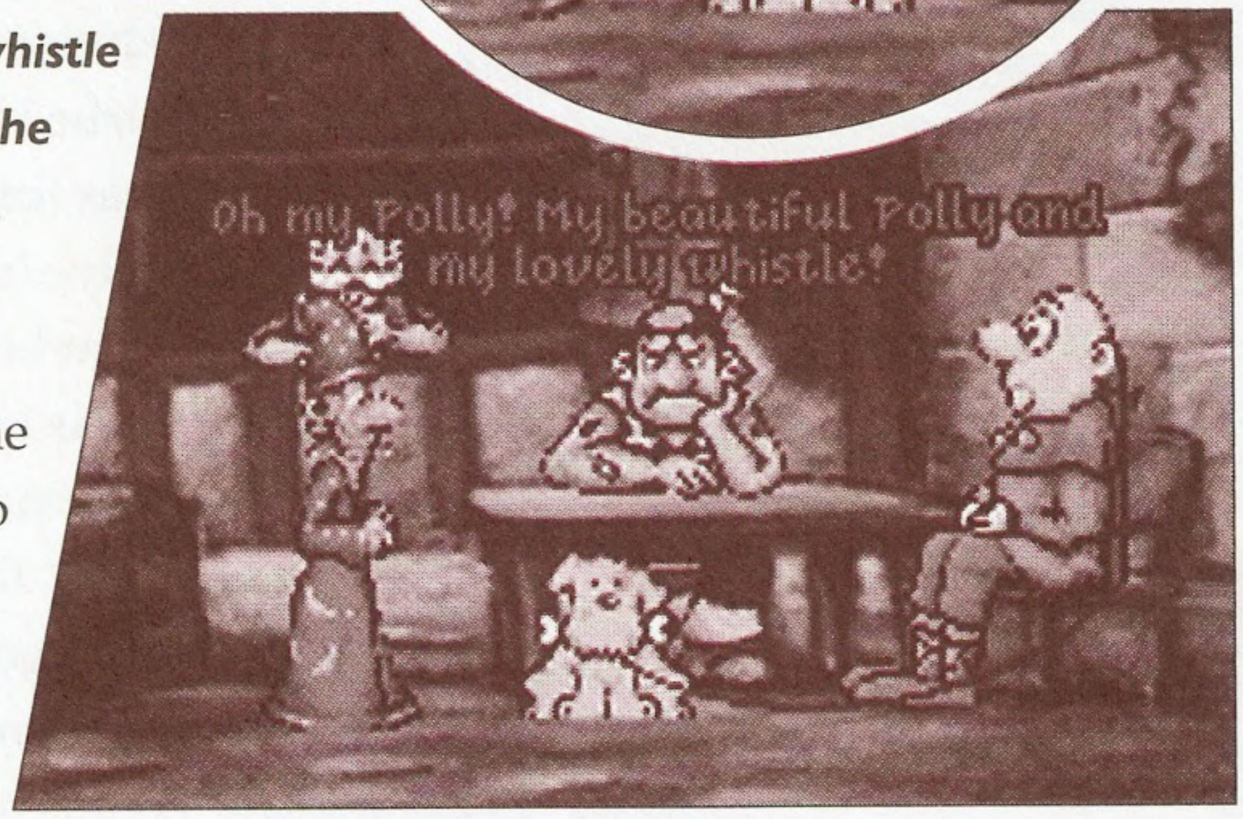
Your first instinct is to visit the Barber's Shop, but remember that he's still waiting





Check out the glint on A'Tuin's shell, and you discover it's your whistle.





Hand over the parrot and whistle and the Sailor reveals that the Barber is the local tattooist.

for the Milkmaid in the Lover's Wood. Your next task, therefore, is to lure the Barber back to his shop. To do this you need an incentive in the form of a note from his sweetheart, the Milkmaid. Visit the Barber's Shop in the street and pick up the appointment book, found on the shelves on the far side of the room. Once you've got the book, take it to the Milkmaid who is sitting in the reception room in the old Psychiatrickerist's building. Talk to the Milkmaid and you discover that her agent has told her that her autograph will be worth a fortune when she becomes a clickie star. With this in mind, give her the appointment book to sign. With the signed book tucked safely



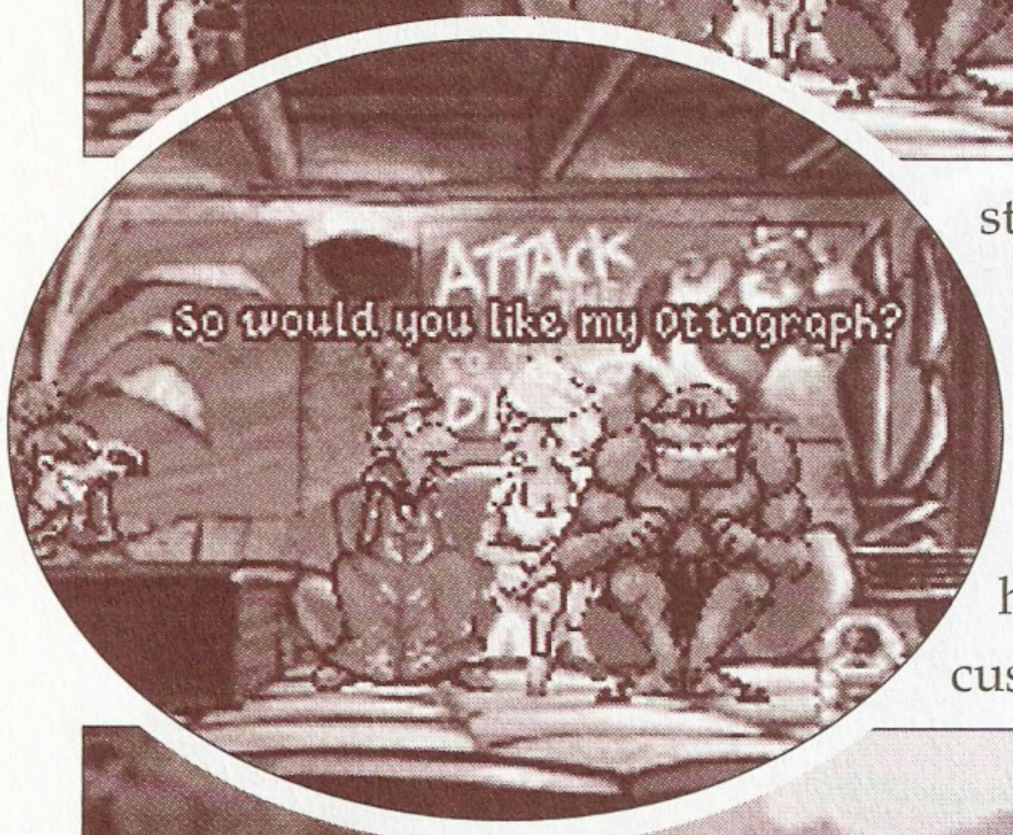
You find the little book on the little shelf, a little after you leave the inn.

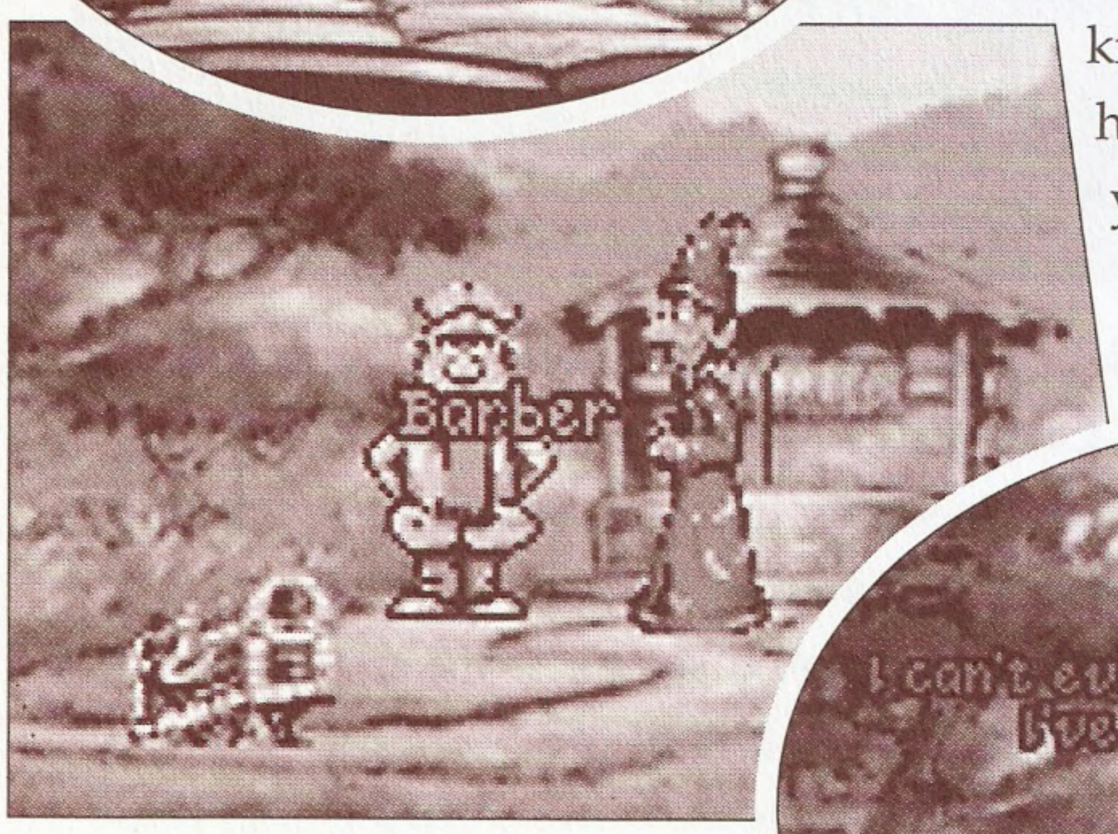


Take a seat next to the ravishing Milkmaid and ask her for her Ottograph? Geddit!

away in the luggage, head to the Lovers' Wood and speak to the Barber. The love-struck hairdresser is still day dreaming about his true love, and is convinced that she has forsaken him for another.

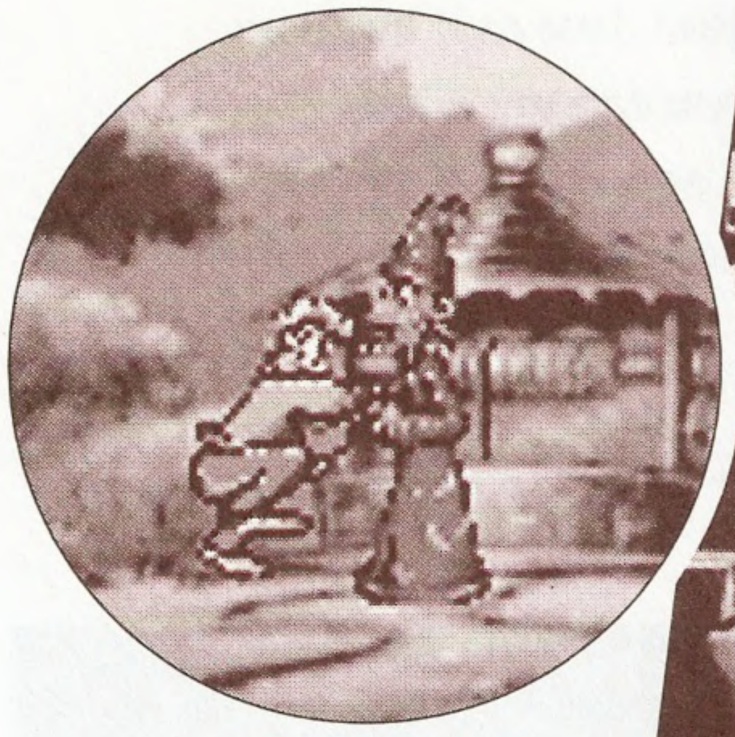
If you give him the signed appointment book you can convince him that she is booked in as his next customer—although what he doesn't know is that you're just using him to get a tattoo. As soon as you mention this, the Barber zooms back to his shop to meet her. While he's busily







Once the appointment book is signed, take it to the love-sick Barber. Once he's convinced that the Milkmaid is his next appointment he returns to his shop.

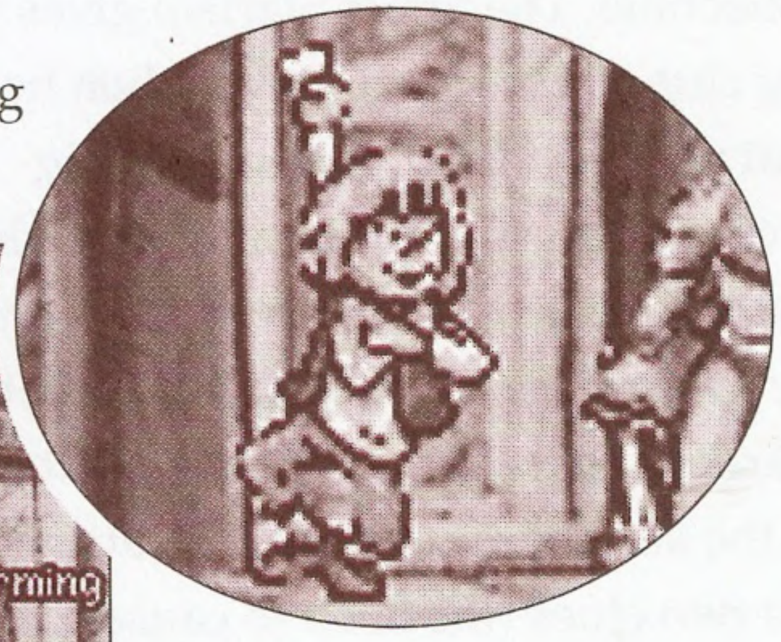


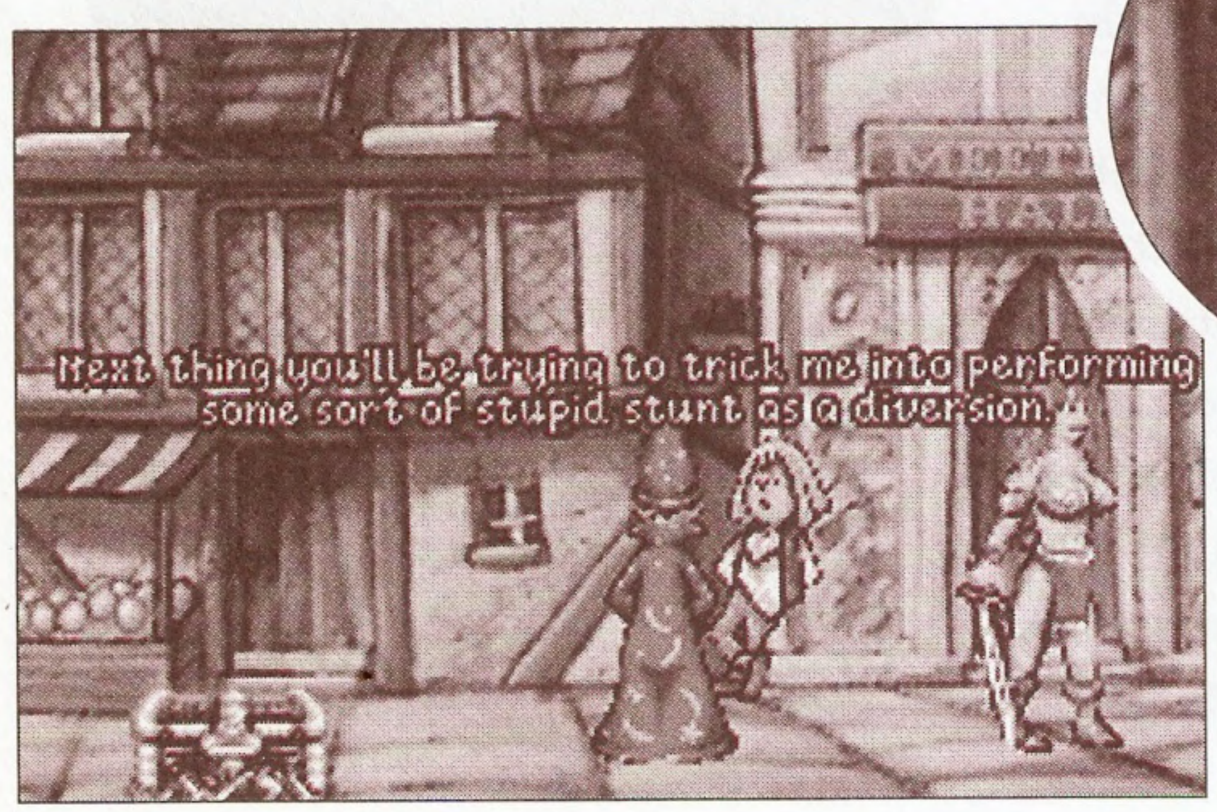




preparing for his dream date, head back to the shop and ask him about getting a tattoo. He informs you that he's the local tattoo artist and will gladly give you a tattoo for helping him. There now follows an animated conversation in which Rincewind asks about how painful the tattooing process is. The Barber gleefully points out that having a tattoo amounts to "blindingly painful mutilation."

The thought of thousands of needles piercing his skin is too much for our faint-hearted hero

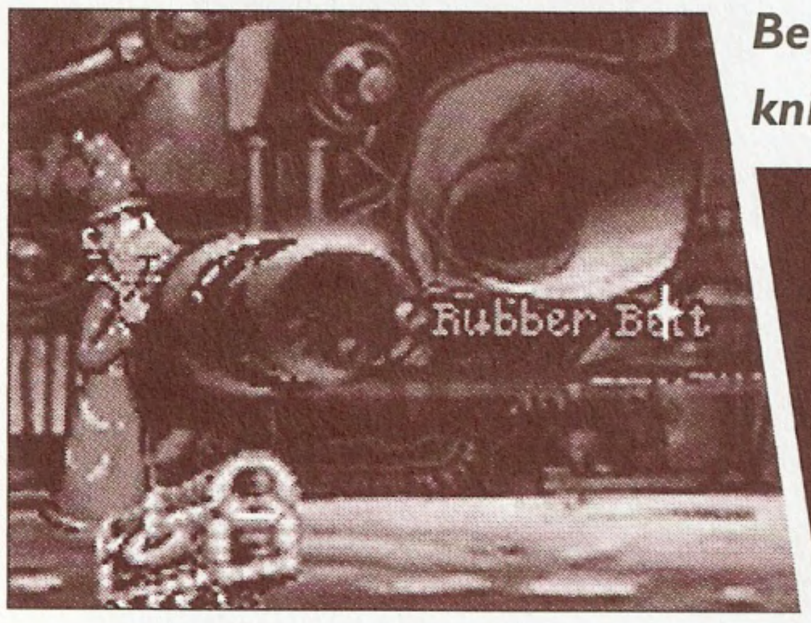




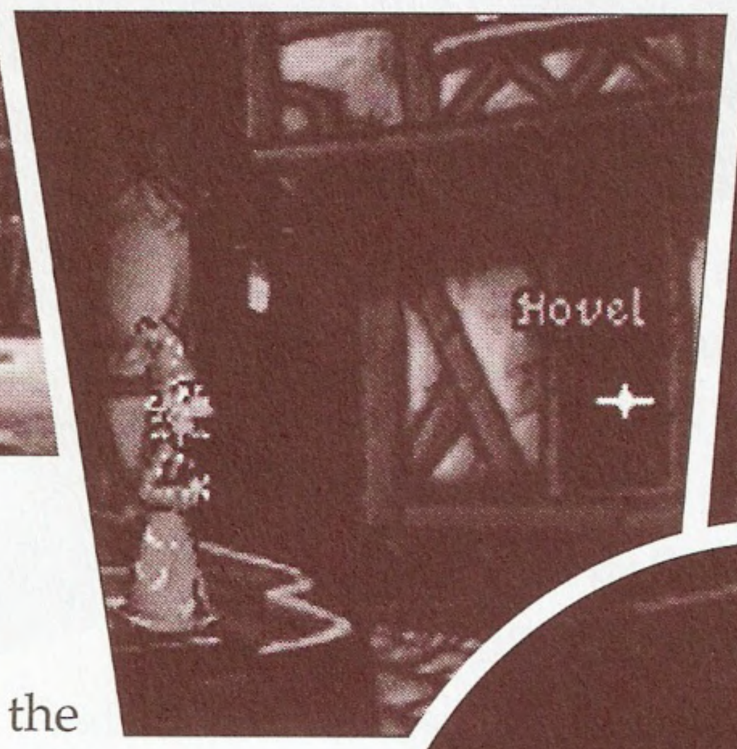
The loveable Street Starfish gives you a big clue. A bungee jump is just the kind of stunt that might work.

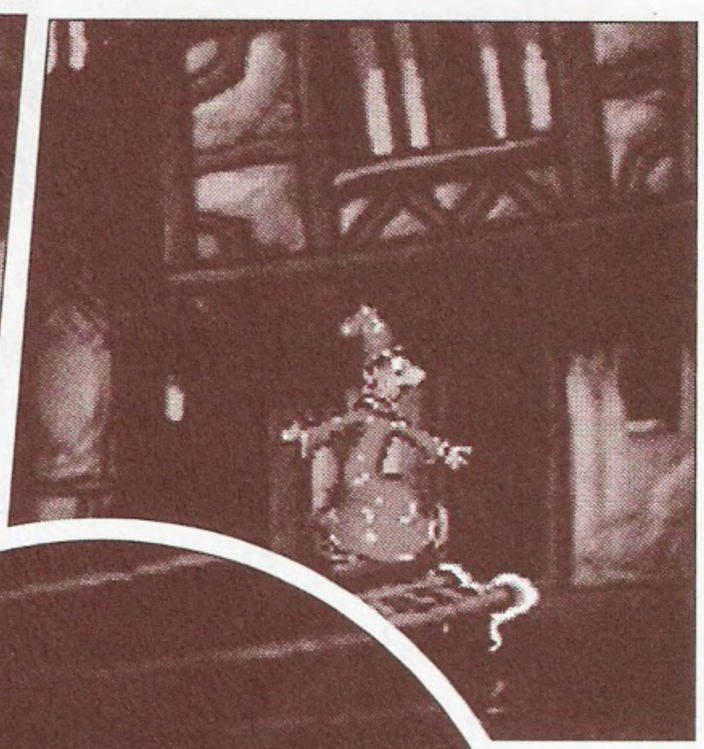


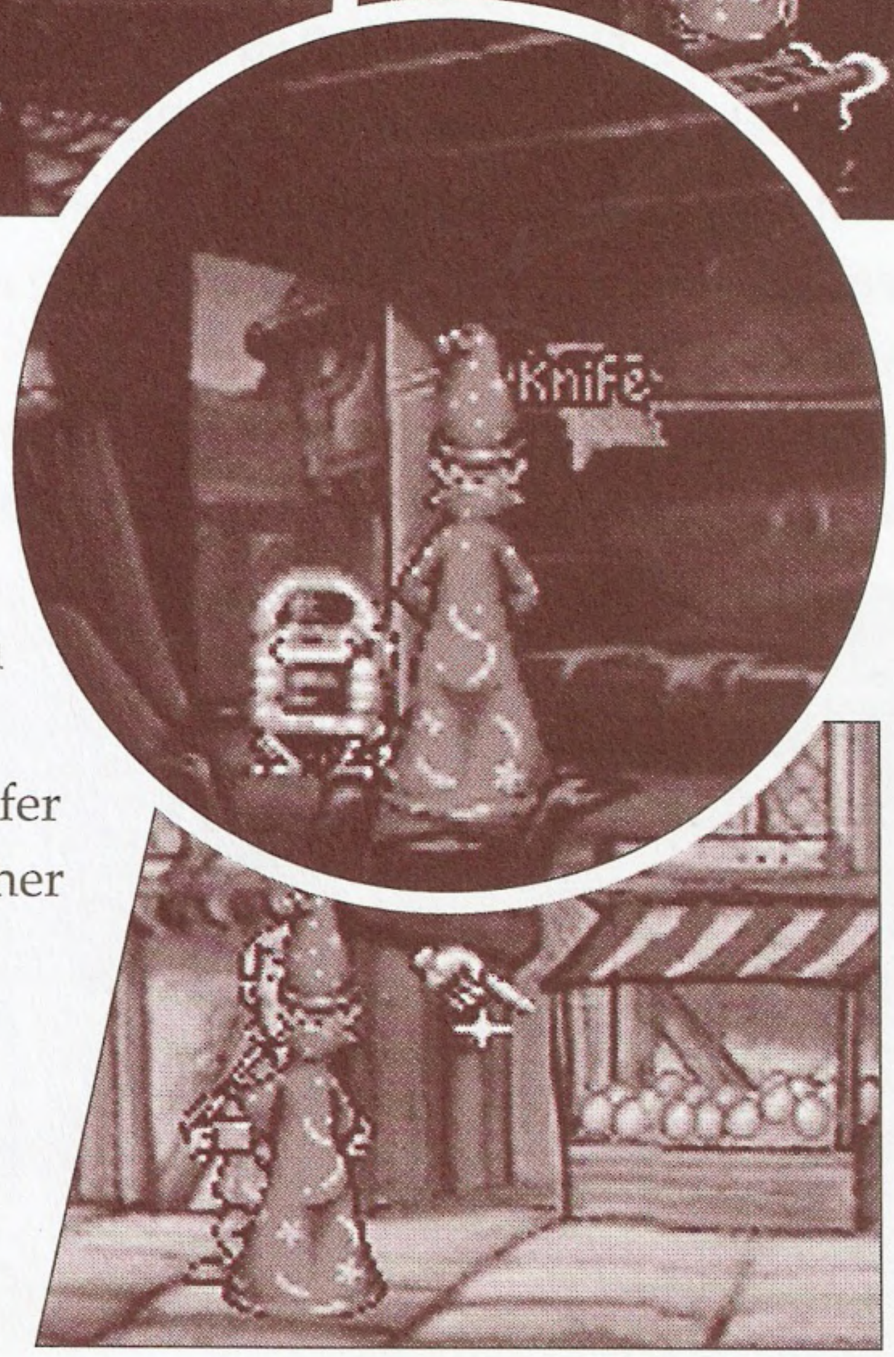
and, at the last minute, he chickens out of having the tattoo. Just as it appears that the quest has come to an end, the Barber says that you can get a less painful "transfer thingume tattoo" made from Klatchian squid dye from his son, the loveable Street Starfish. This sounds like a far more sensible, and much less painful idea, so head to the square and speak to the Street Starfish.



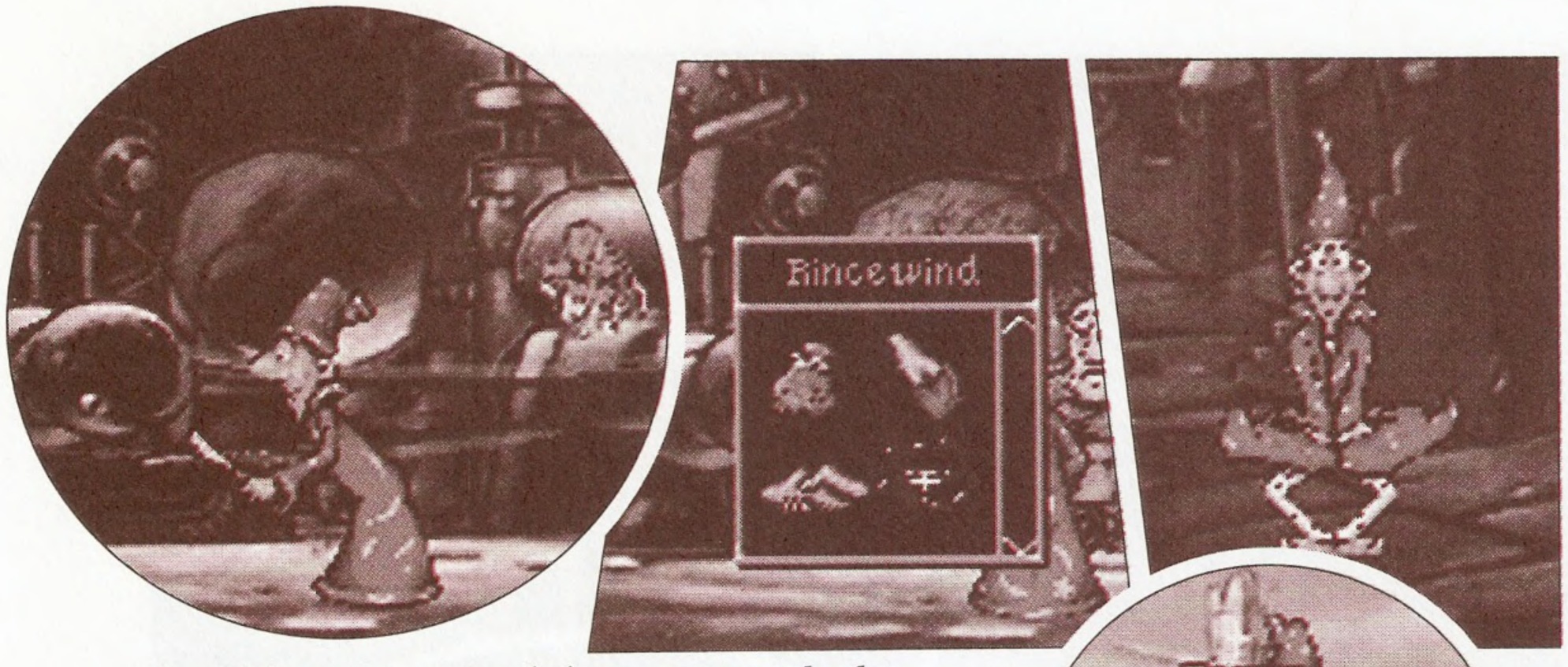
Before you can cut the rubber belt, you need the knife from the Shades.







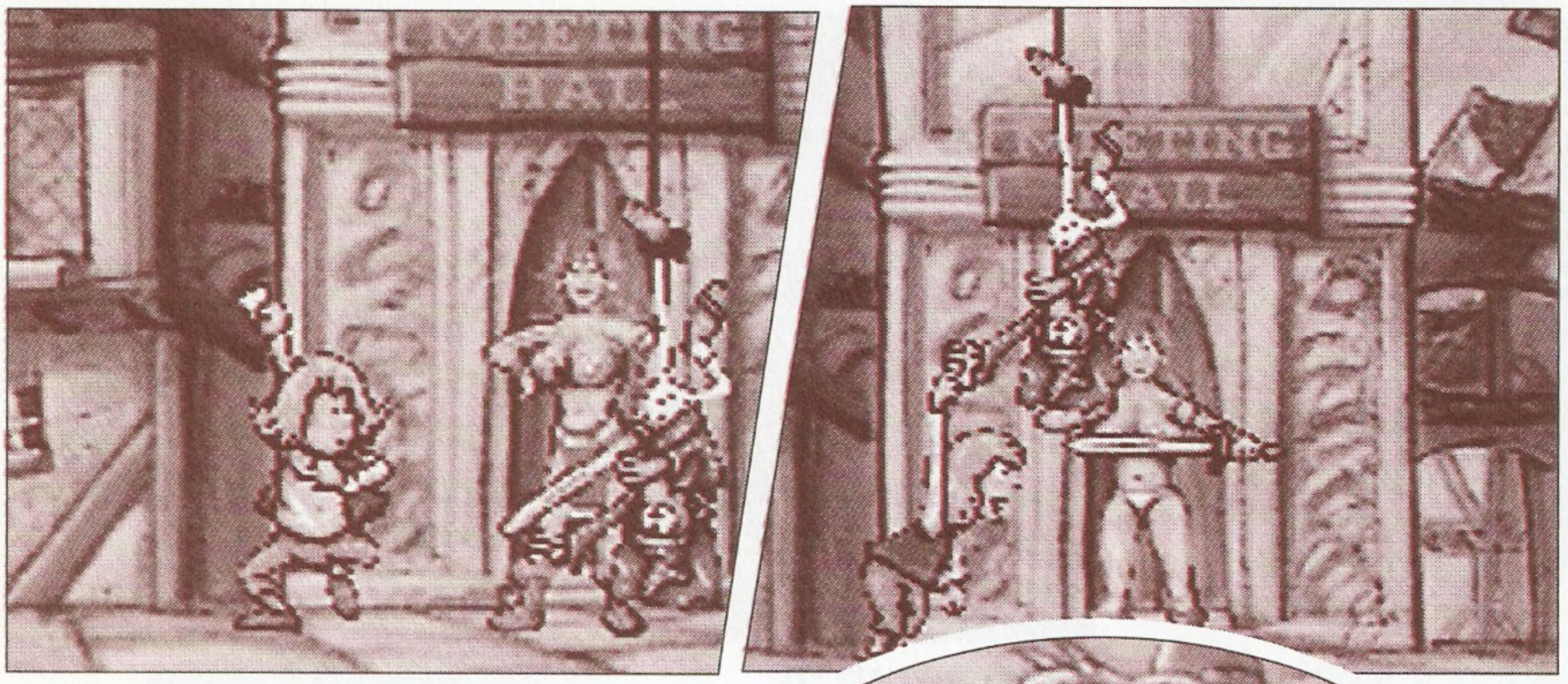
It appears that the transfers come free with a packet of bubble gum, but the boy refuses to part with his as it's collectible. The Street Starfish gives you a big clue to your next move when he says that next you'll try and cause a big diversion so you can steal his bubble gum. A heated argument follows and you try to steal the tattoo from the Street Starfish. His response is to wave the transfer in the air, out of your reach. Putting together the two clues (the need to cause a big diversion, and the transfer waving in the air), you can work out that you need to steal the gum from above, preferably by lowering yourself down from the air—bungee style.



A quick scout around the area reveals the Dunnyman's custard-processing machine, which is being propelled by a giant rubber belt. This belt is ideal for a bungee rope, but first you need to find something to cut it with. It takes plenty of exploring to locate the knife, but eventually you find it in the Thief's bag in his den. To get it, go to The Shades and keep following the track until you're opposite the hovel. Bridge the gap to the hovel by using the ladder with the bra on it. Once it's in place, walk across the ladder into the Thief's den. Inside, on the shelf, you find a bag with a rusty, but sharp knife inside. Put it in the luggage. Walk back across the ladder, pick it up, place it in the luggage, and then return to the Dunnyman's custard-processing machine in the square. Use the knife on the rubber band, then place the knife in the luggage and the band in your personal inventory.

Armed with your bungee equipment, climb to the spire

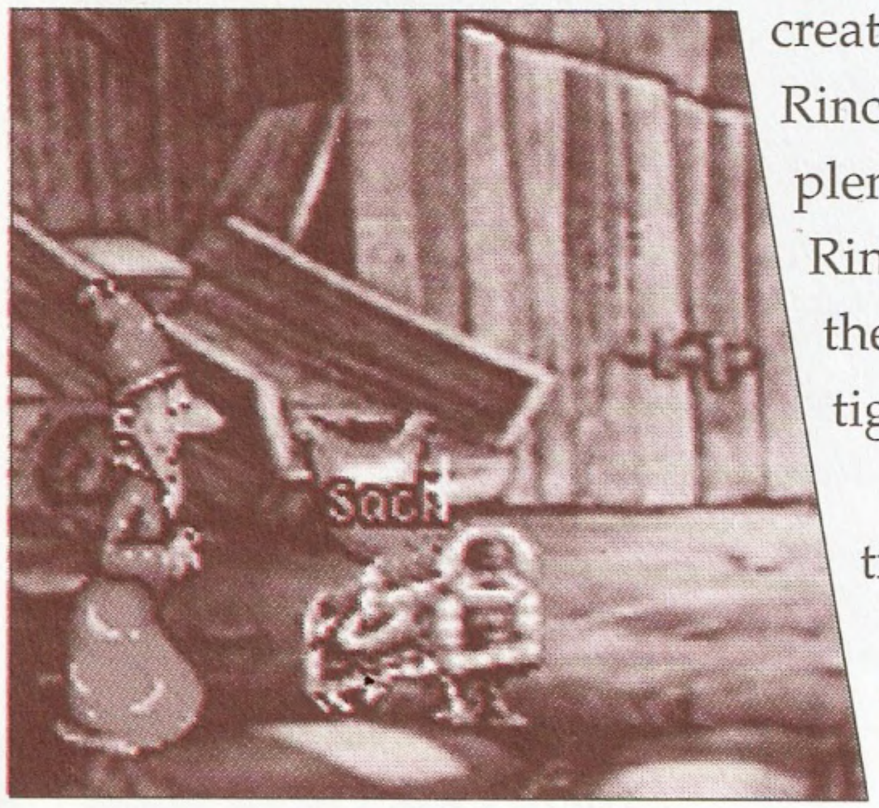
Whoaaah! Stop hanging around. There's work to be done.



While you miss the tattoo, you grab something far more exciting—the Amazon Warrior's skimpy outfit!

overlooking the square, attach the rubber band to the flagpole tip and execute an awesome bungee jump down into the square. This initiates a hilarious animated sequence in which Rincewind flies down and grabs the Amazon Warrior's skimpy outfit by mistake. This creates such an effective distraction that Rincewind is able to grab the transfer. After plenty more swinging and swaying, Rincewind eventually ends up strapped to the flagpole with the rubber band wrapped tightly around him.

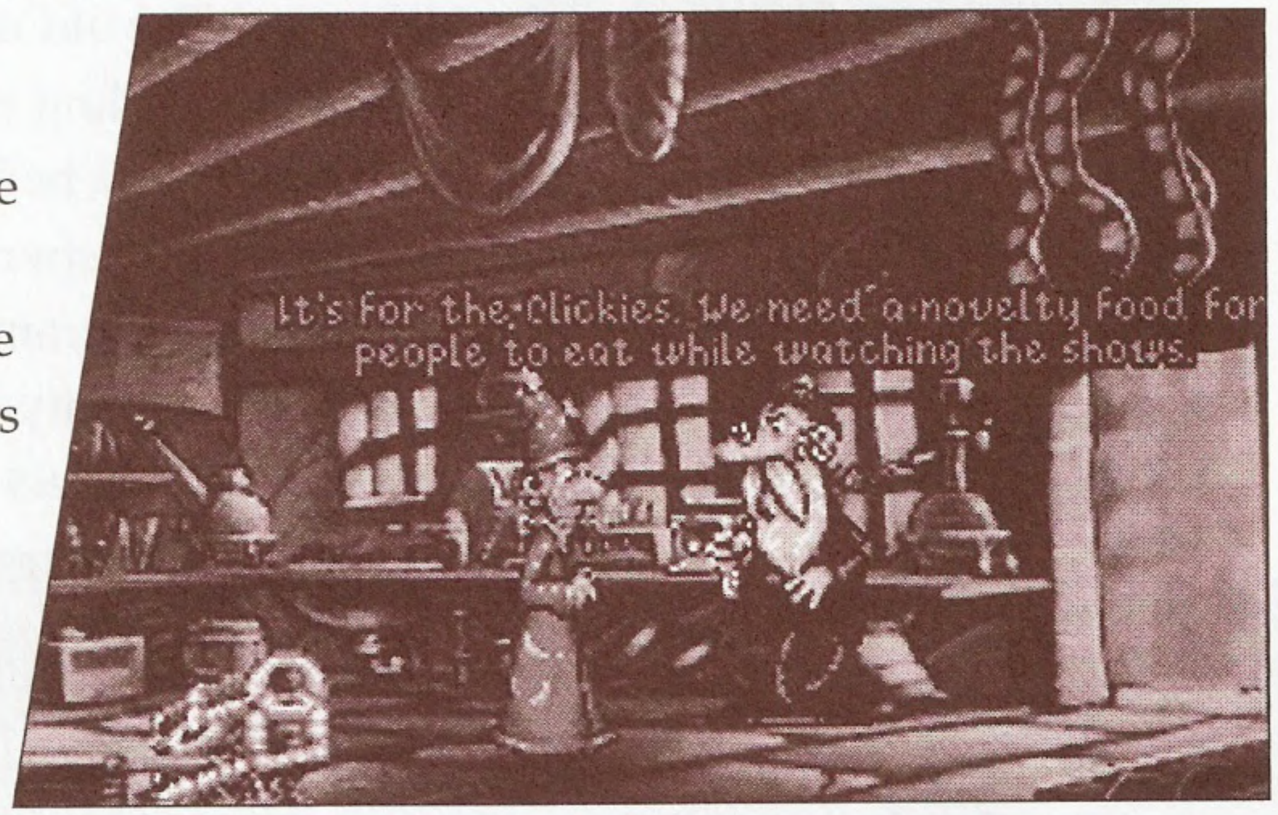
At last, the birthmark is yours. Now it's time to get the final item, the moustache.



The sack at the stable is filled with corn, ideal for making banged grain.

The Moustache

If the search for the birthmark was one of the longest in the game, the hunt for the moustache is one of the most obscure. Your only clue is the often repeated line "Did you get the number of that donkey cart?" whenever anybody gets stunned. Although you're never sure of the significance of this line, you're convinced that it means something important.

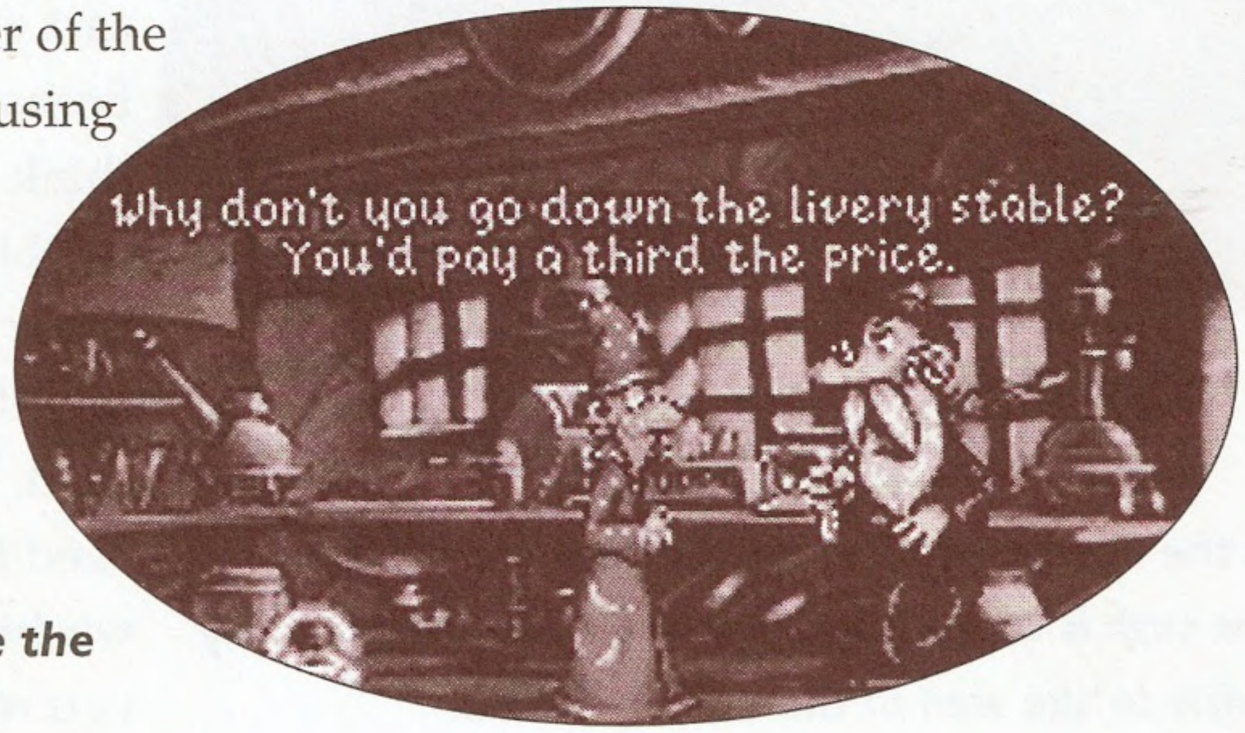


Clickies without fast food? It doesn't bear thinking about.

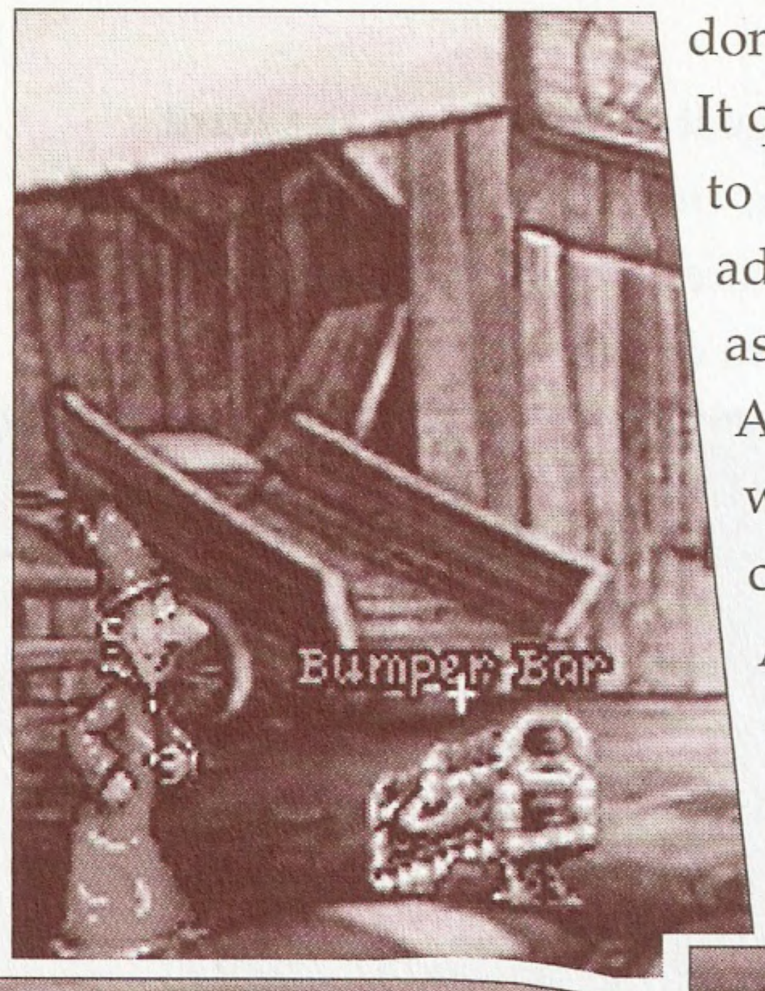
Throughout the course of the game you get clues as to its meaning: in one case, when the Assassin falls from the rooftops you get the chance to answer his question; and when you visit the livery stable the donkey gives an occasional "hic," signifying that he's probably been drinking and driving, a crime that deserves a spell in the stocks.

If you're in tune with the thinking of the game, you should be able to work out that the moustache is actually made from the donkey's tail. The problem is if the donkey is in the stable you can't interact with him. Your initial task becomes to prove the donkey has committed a crime, and the only way you can do this is to get the number of the donkey cart that's been causing chaos in the town.

If you go to the stable and try to look at the license plate on the

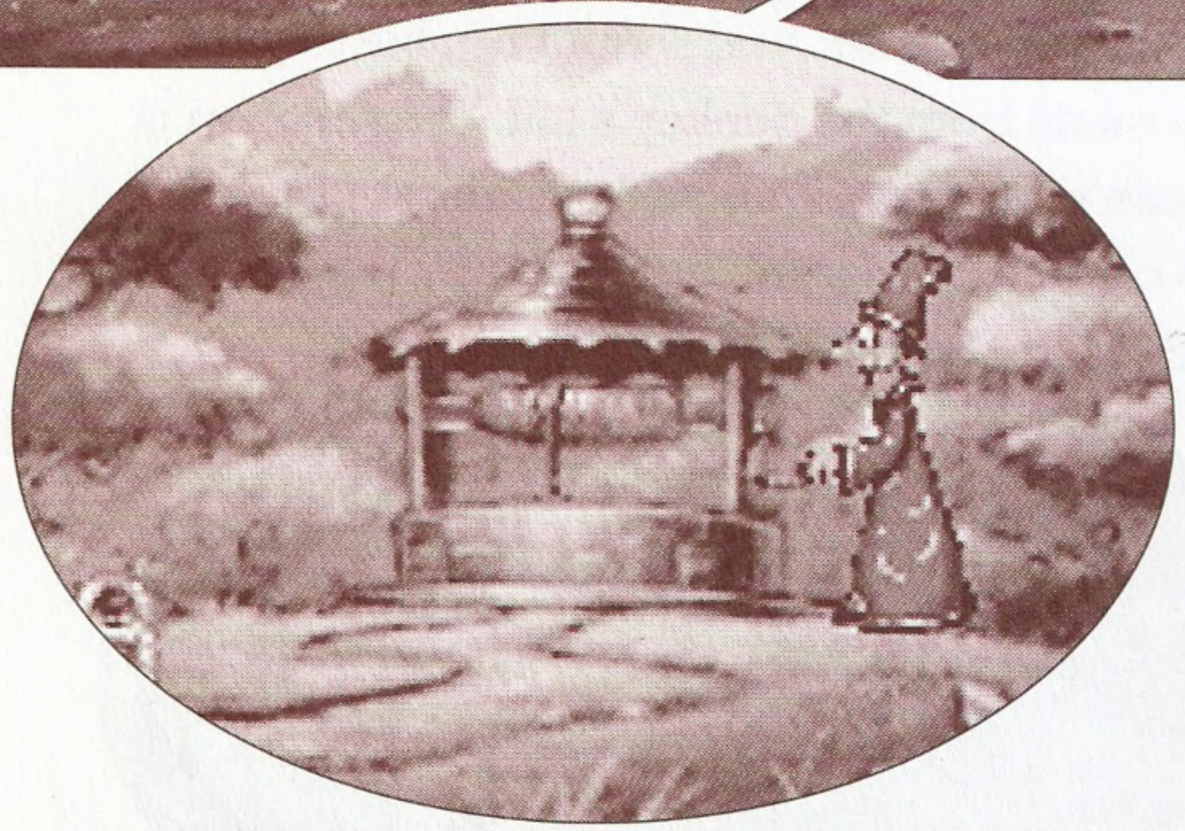


The only way to move the sack of corn is to persuade the Alchemist that it's cheap.



donkey cart, you find it obscured by a bag of corn. It quickly becomes clear that you need someone to move this corn. From your previous adventures you remember that the character associated with corn is our old friend the Alchemist. The old man is busy in his workshop fiddling with a banged grain-making contraption that he has invented. The Alchemist is desperate to get his hands on more banging grain, so if you mention to him that there's plenty of it at the livery stable he will go and collect it.





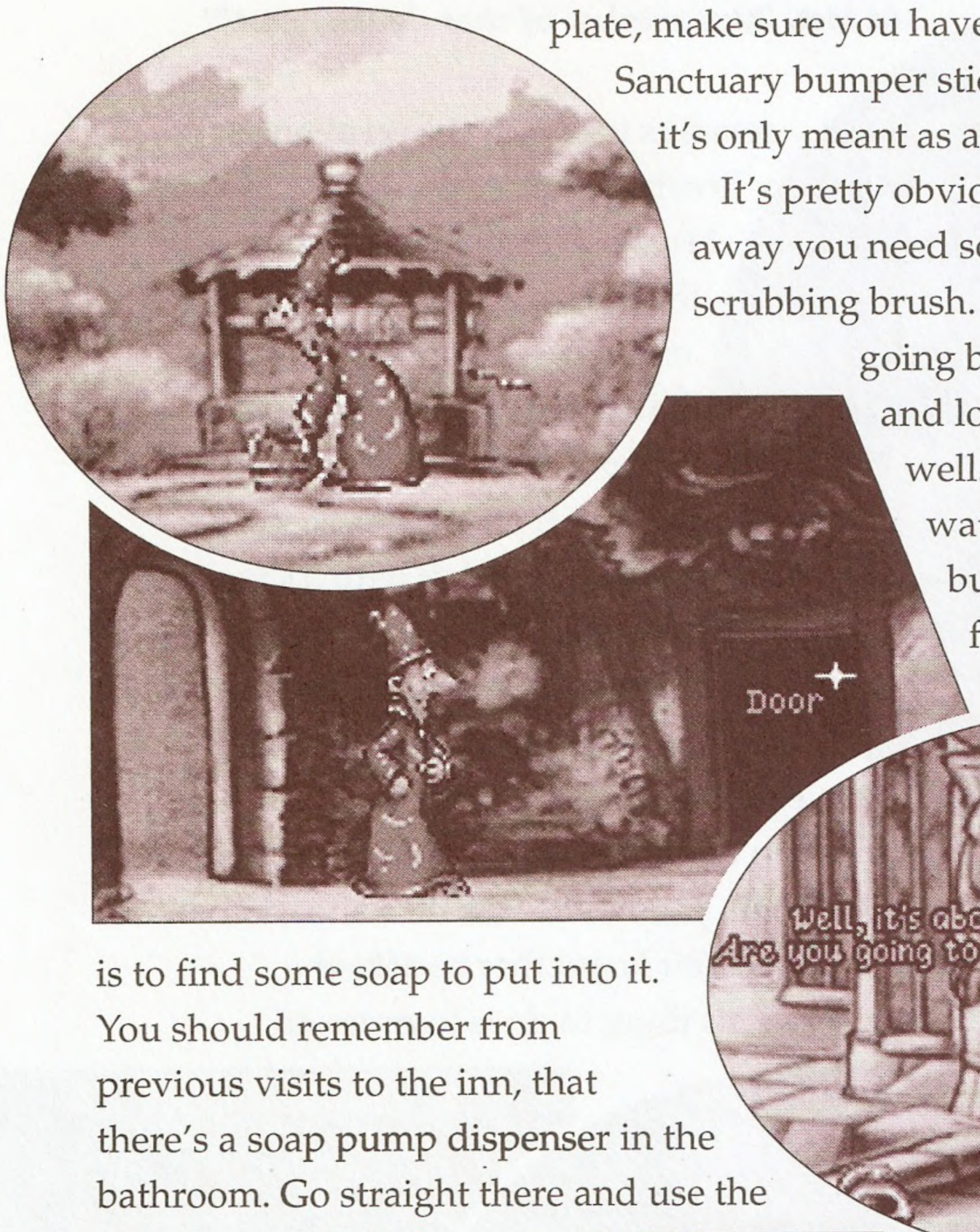
As the license plate is covered with mud, your first task is to get some water so you clean it. Pay a visit to the well in the Lovers' Wood.

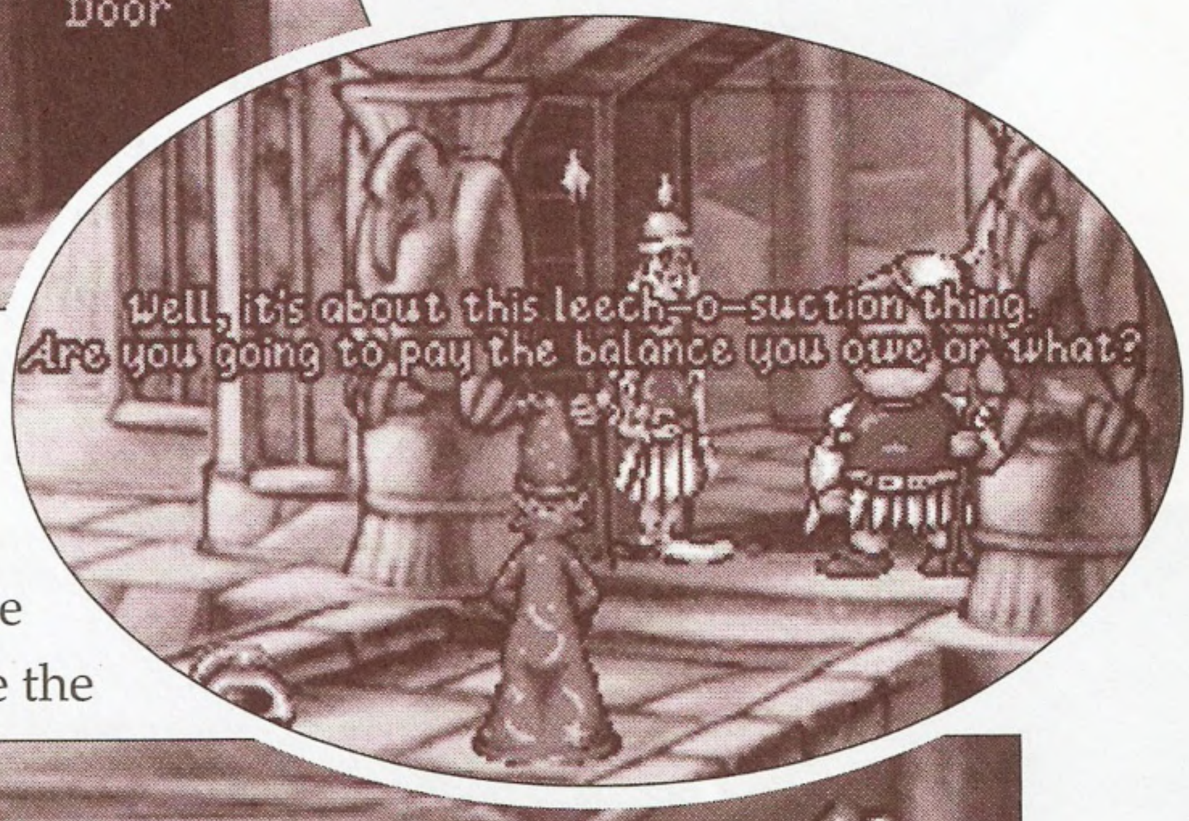
Once the sack of corn has been moved away from the cart you're free to read the license plate, or at least you think you are. Unfortunately, double clicking or pressing Enter on the plate only reveals that it is covered with mud. If you're to read it you need to find some way of washing the mud off. While you're examining the license

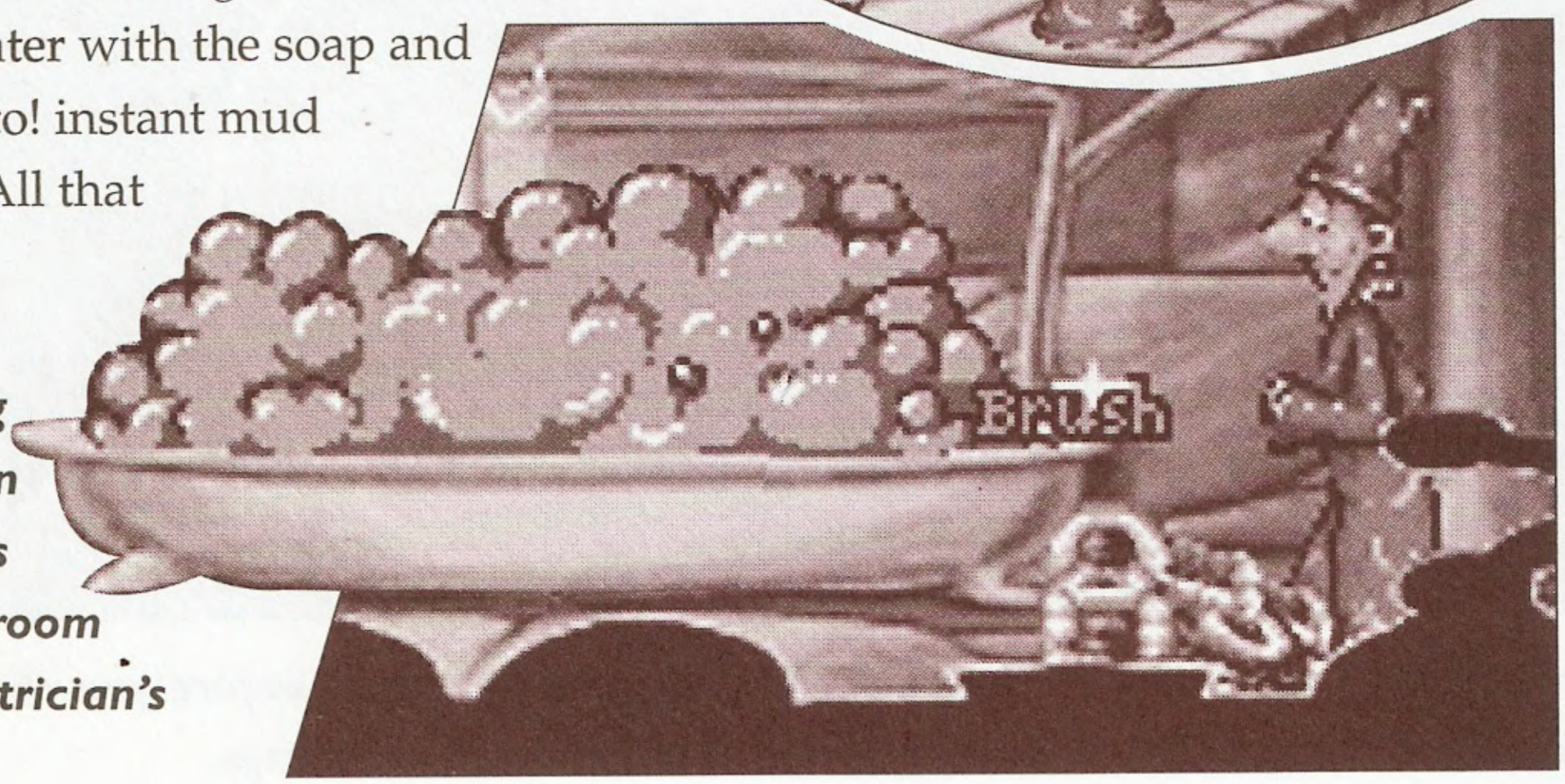


plate, make sure you have a look at the Dragon Sanctuary bumper sticker, although at this stage it's only meant as a red herring.

It's pretty obvious that to wash the mud away you need some water, soap, and a scrubbing brush. You find the former by going back to the Lovers' Wood and lowering the bucket into the well. Once the bucket is full of water, use the pot on the bucket. Now you have a pot full of water, your next task is to find some soap to put into it. You should remember from previous visits to the inn, that there's a soap pump dispenser in the bathroom. Go straight there and use the pot of water with the soap and hey presto! instant mud cleaner. All that

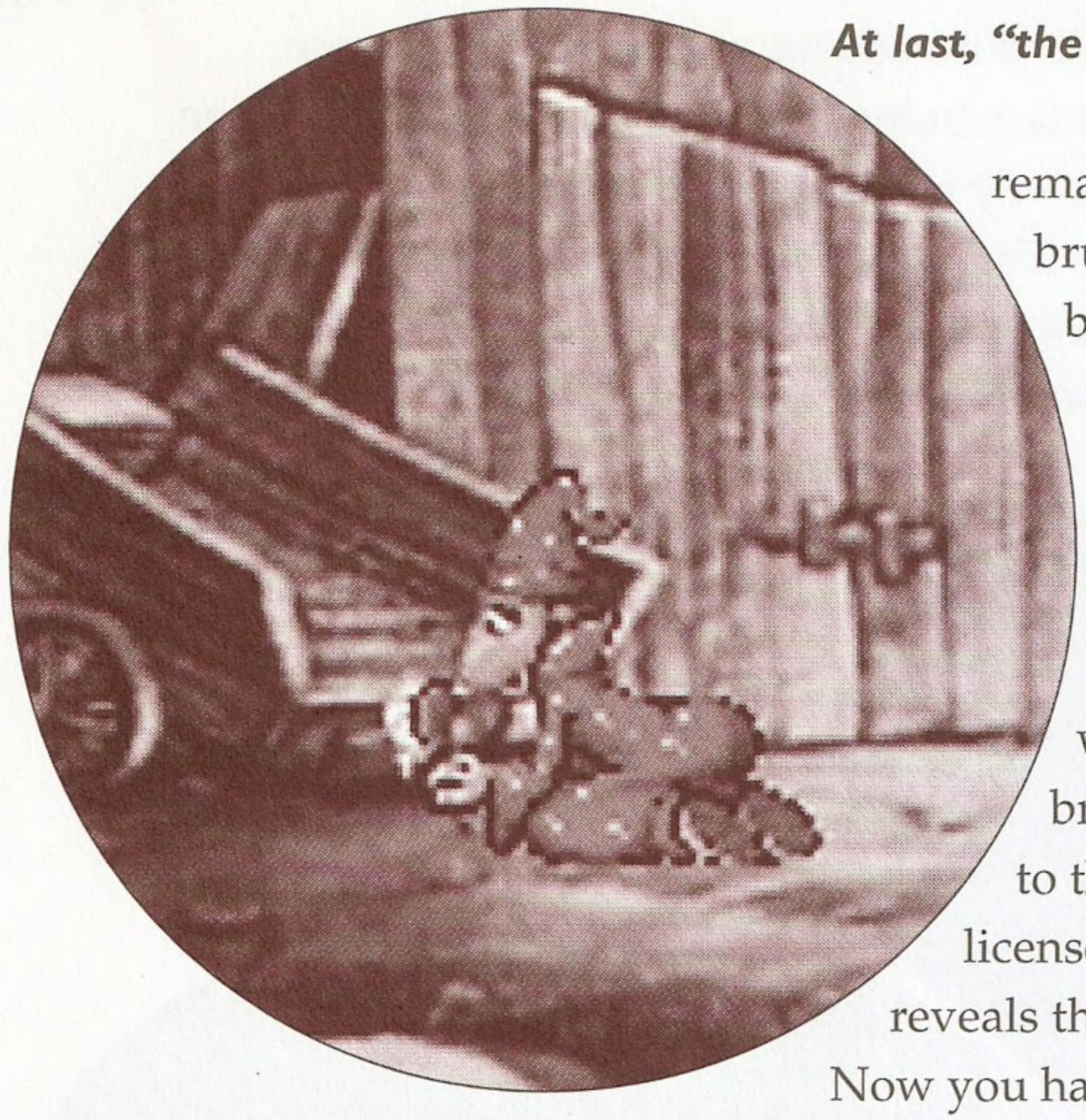






The scrubbing brush is in the Fool's dressing room in the Patrician's Palace.

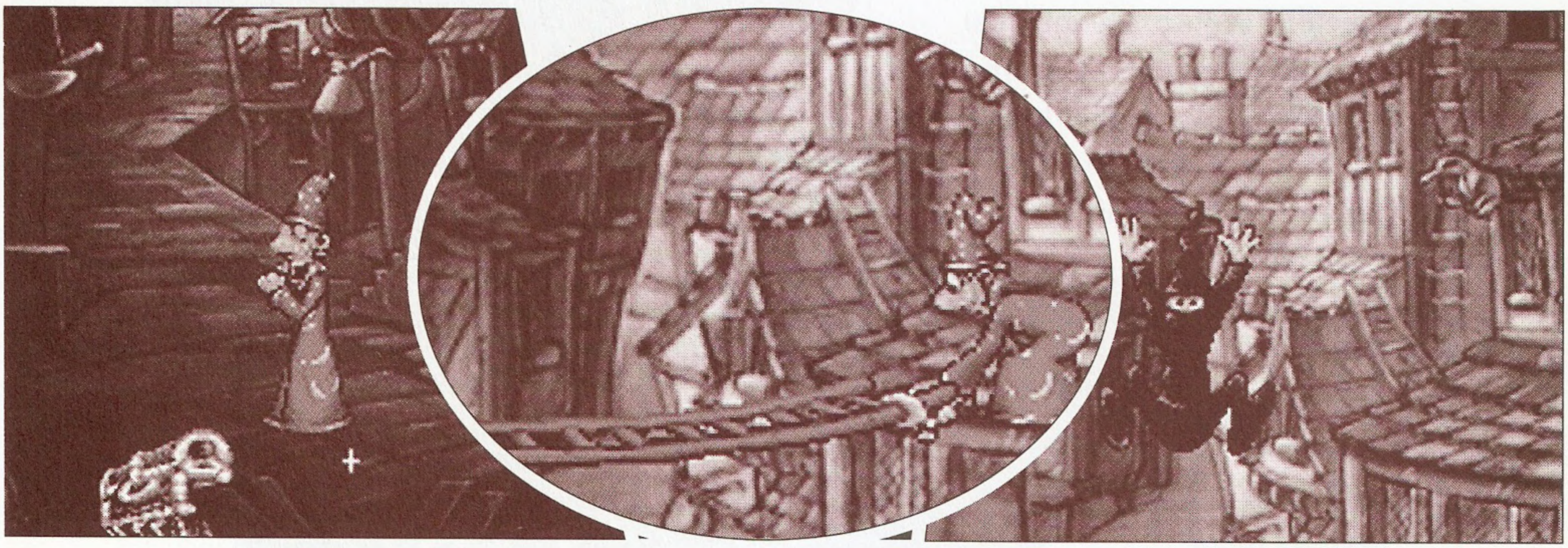




At last, "the number of that donkey cart!"

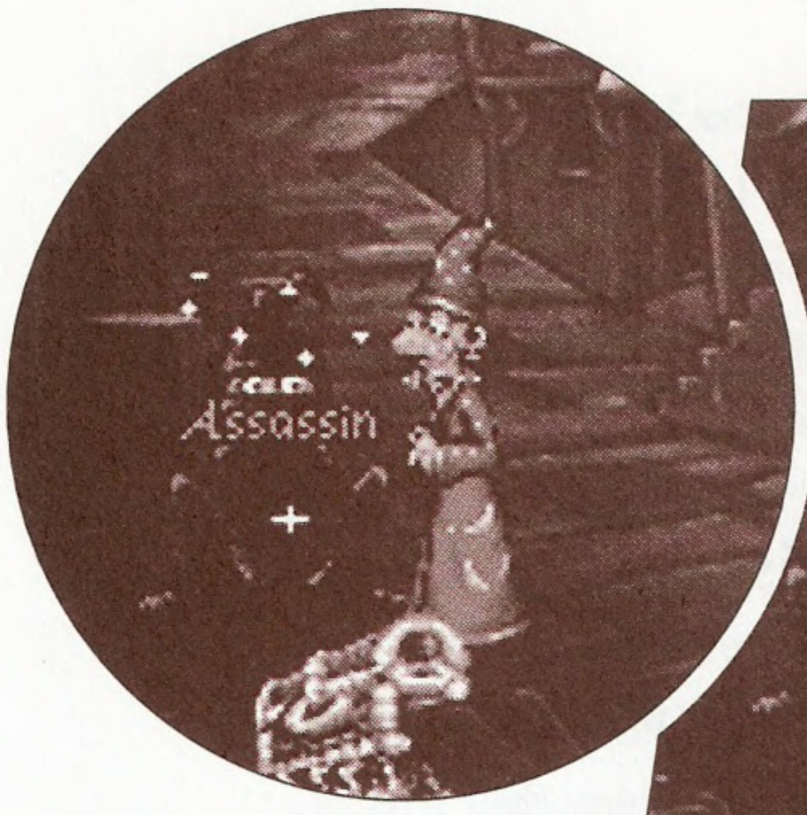
remains is to find the scrubbing brush. In Act Two the Fool used a brush to scrub his back; return to the Palace and look for it. Sure enough, it is lying inside the bath in the Fool's dressing room. Once you've got it, use the brush on the pot of soapy water; you're left with a soapy brush. Take this soapy brush back to the livery stable and use it on the license plate. Removing the mud reveals the number.

Now you have the number you need to pass on the information to the Assassin. To do this you have to create a situation in which the Assassin asks you for the number. You know that he asks the question whenever he is dazed, so the obvious thing to do is to cause an

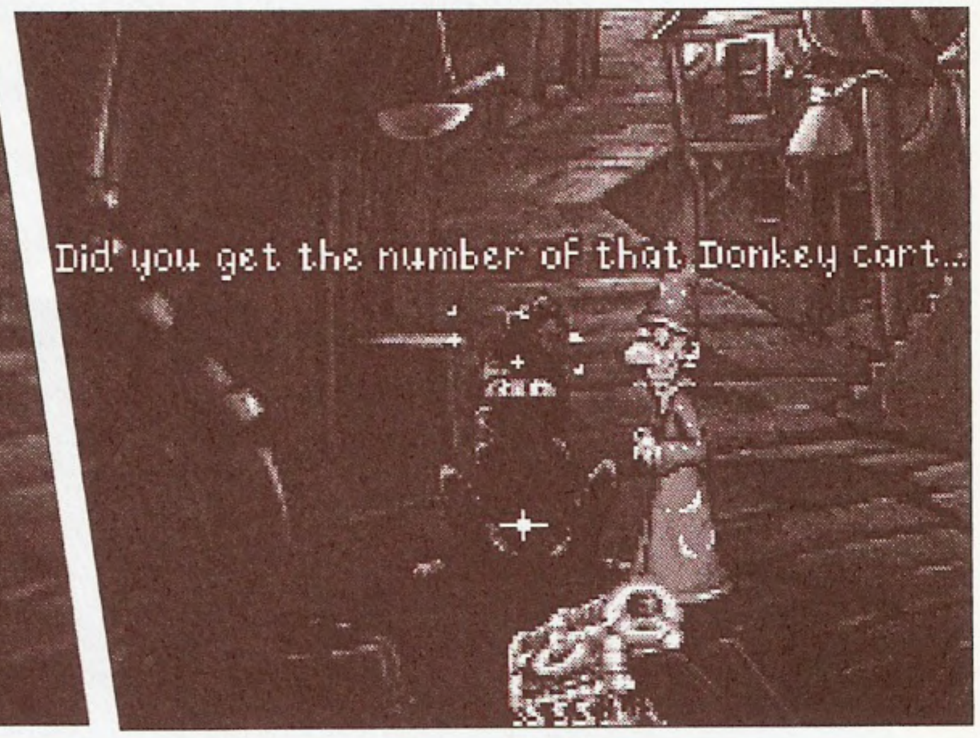


It's vital that you place the knife in your personal inventory before you climb onto the rooftops. This enables you to cut the ladder's moorings.









accident. With this in mind, visit the Assassin's Training Course up in the rooftops, first making sure you have the knife in your personal inventory. There's a new ladder in the same position as the previous one, but now it's tied down. Open your personal inventory, take out the knife, and use it to cut the rope. This pushes the ladder over the edge of the roof and initiates the same sequence of events you saw earlier in the game when you stole the ladder for the first time. Return to the alley via the window and talk to the dazed Assassin. When he asks "Did you get the number of that donkey cart?" you automatically respond "---- ----."

"Sore Ass?" I should say so. The poor man's just fallen 50 feet onto concrete.

Now the culprit has been exposed he's immediately sent to the stocks in the square. If you visit him in the stocks, you notice that you can now

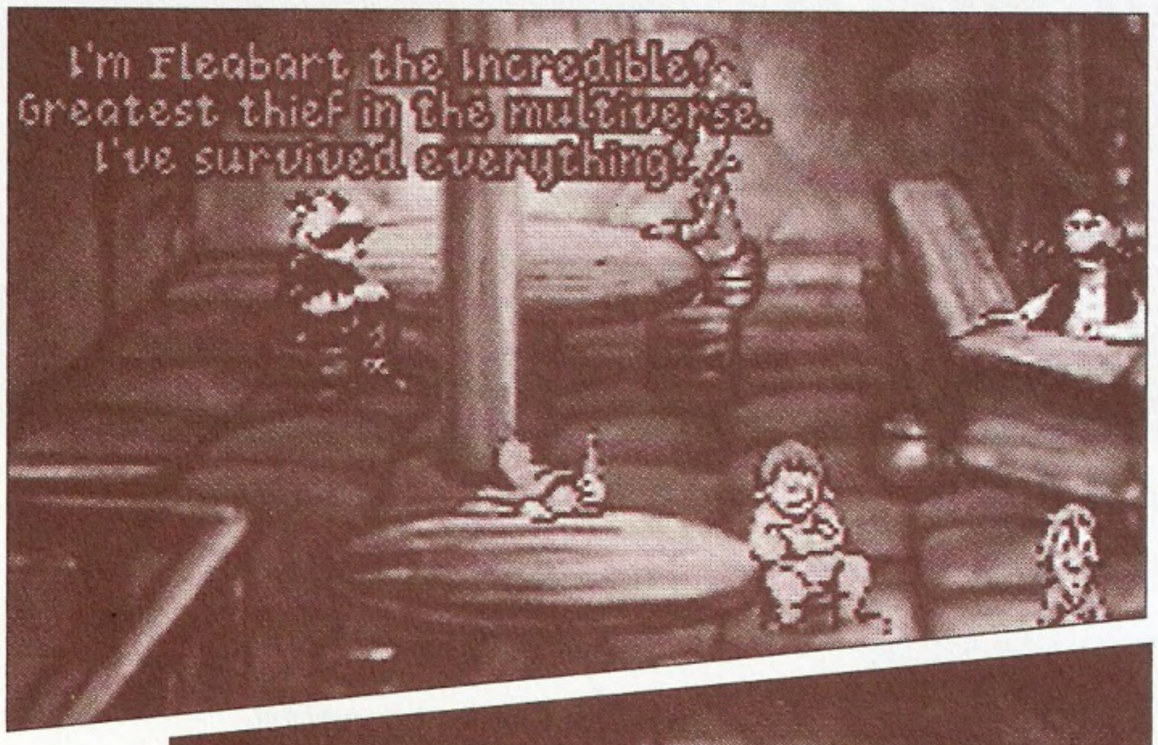


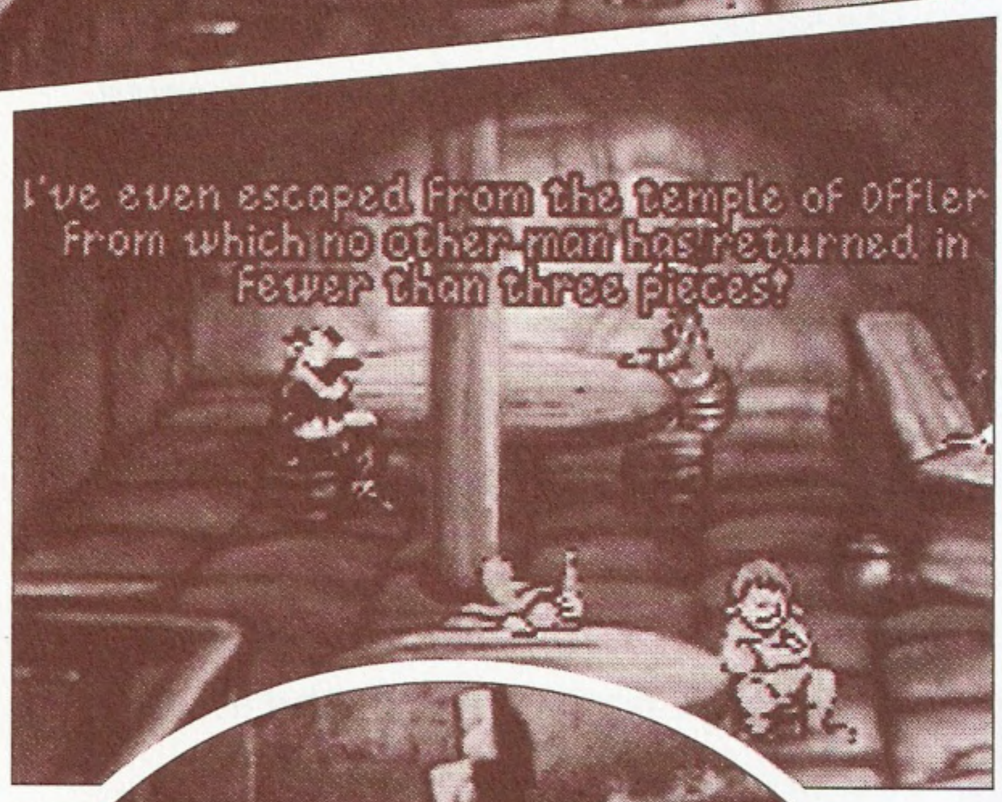


Now, that's a rare sight! Use the scissors to cut the donkey's tail.



highlight and examine his tail. If you thought of using the knife on the tail you were very close, but it won't work. To cut the donkey's tail you need a pair of scissors. The obvious place to look for scissors is the Barber's Shop, so race over to the street, grab the styling scissors and return to the square. The rest of the task is a simple matter of using the scissors on the donkey's tail.







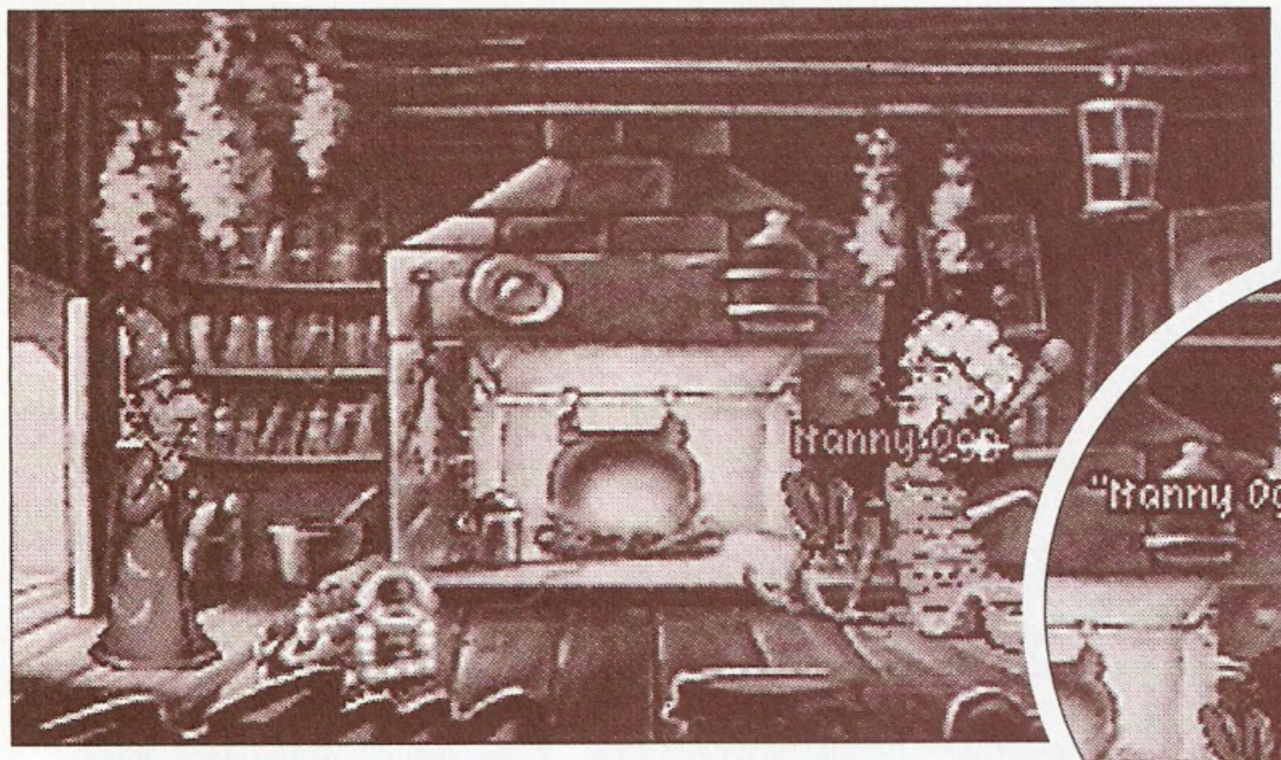
The Talisman

This is the Eye of Offler, found in the Temple of Offler. Puzzle fans will be happy to see that this is another long quest in the style of the hunt for the birthmark. Again, it's relatively easy to work out what to do. However, finding the right way of doing it is a completely different matter.

Your quest begins with a conversation with the braggart in the Broken Drum pub. This is the only guy that you've come across in the game who's been to the temple, so he's the logical starting point for your investigation. You quickly discover that this guy always lies when you ask him a question, so you eventually reach the conclusion that you need a truth potion.

Nanny Ogg's is the only place for potions in the game, so race over to her house and investigate. Just as you

Time to take a trip to Nanny Ogg's place in the Dark Wood.

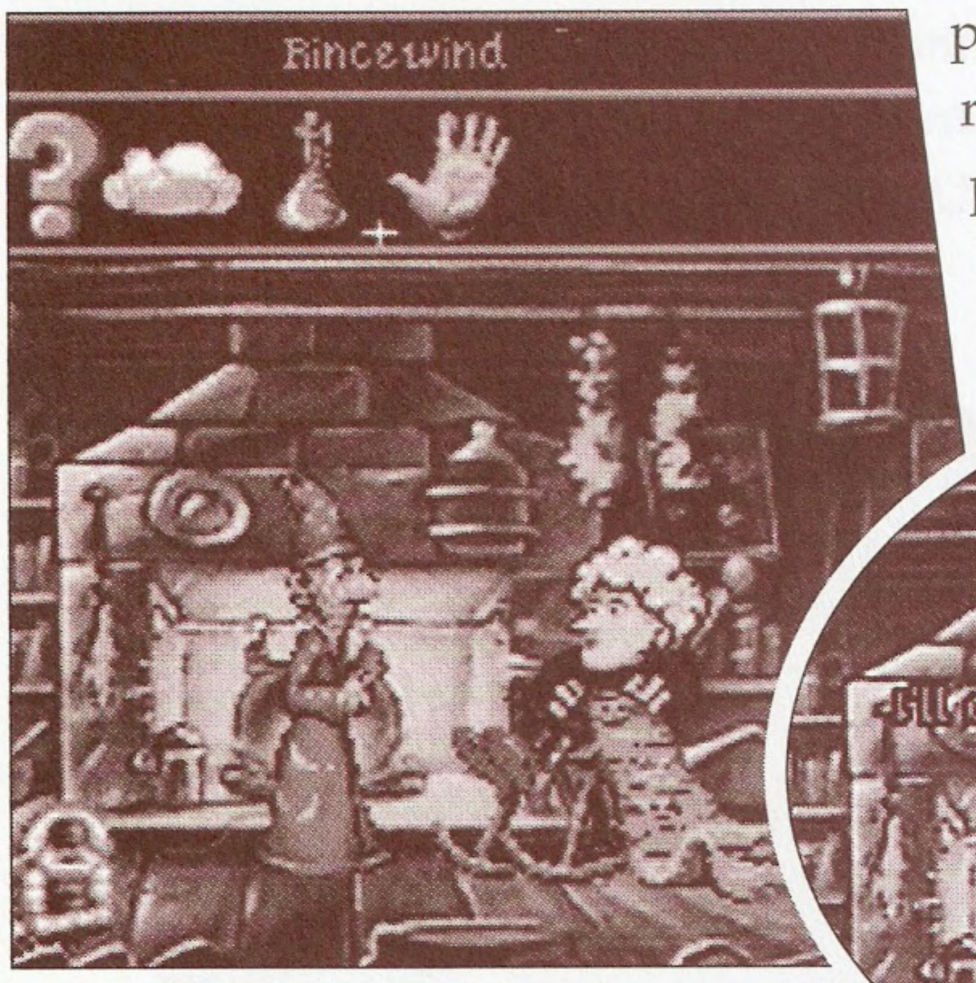


Lie remover, eh? Perfect for getting the truth out of braggarts.



thought, she has a truth potion, but her price is a kiss. In the last act you were able to get around this love-hungry old lady by deceiving her when she closed her eyes, but this time she keeps her eyes open. You are afraid to kiss her, so you need to find some way of getting him over his fears.

The answer is to use the custard pie love potion featured in Act Two. Visit the secret hide-out and press Enter on the door knocker. The guard asks you the password and you immediately respond. He then gives you the custard pie. Place it in the luggage and return to Nanny Ogg's place in the Dark Wood.





A truth potion for a kiss? Sounds like a pretty fair deal to me.

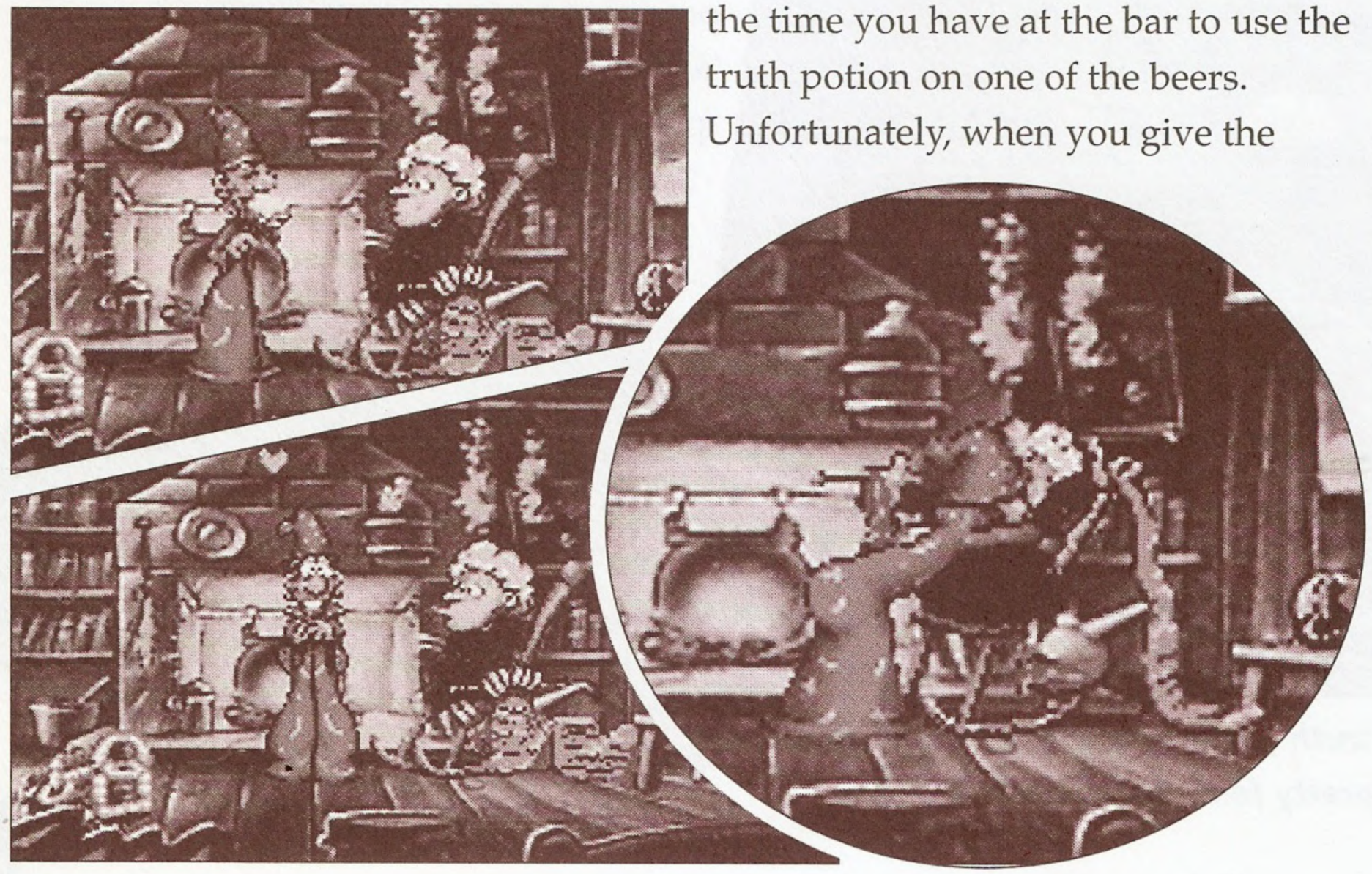


The love custard is in the hide-out. Make sure you remember the password.

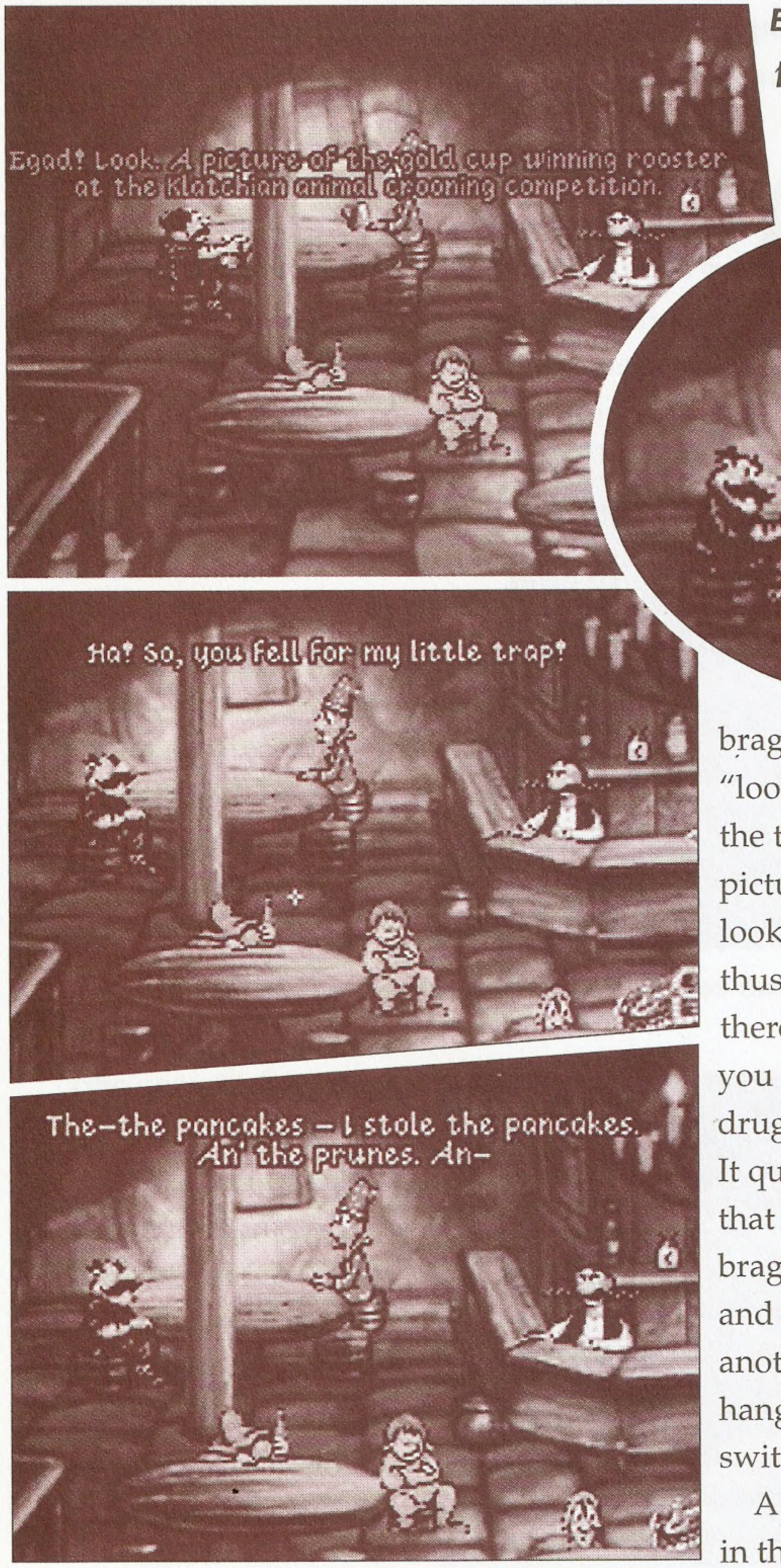


When Nanny Ogg asks for a kiss, use the love potion on Rincewind. This forces him to fall in love with the first thing he sees—Nanny Ogg—and makes him give her a big sloppy kiss. Nanny is so impressed with your kissing prowess that she hands over the truth potion. Take the potion back to the Broken Drum and talk to the braggart again.

The boasting beer monster asks you to get the drinks before you talk, so use the time you have at the bar to use the truth potion on one of the beers. Unfortunately, when you give the







Because there are three pictures, the plan backfires and you confess all.

braggart his drink he plays the "look at the picture and spin the table" game. He points to a picture and then while you're looking at it he spins the table, thus switching drinks. As there are only three pictures, you end up drinking the drugged ale and revealing all. It quickly becomes apparent that the only way to get the braggart to drink the potion and tell the truth is to get another suitable picture to hang in the bar, so that you can switch the tables on him.

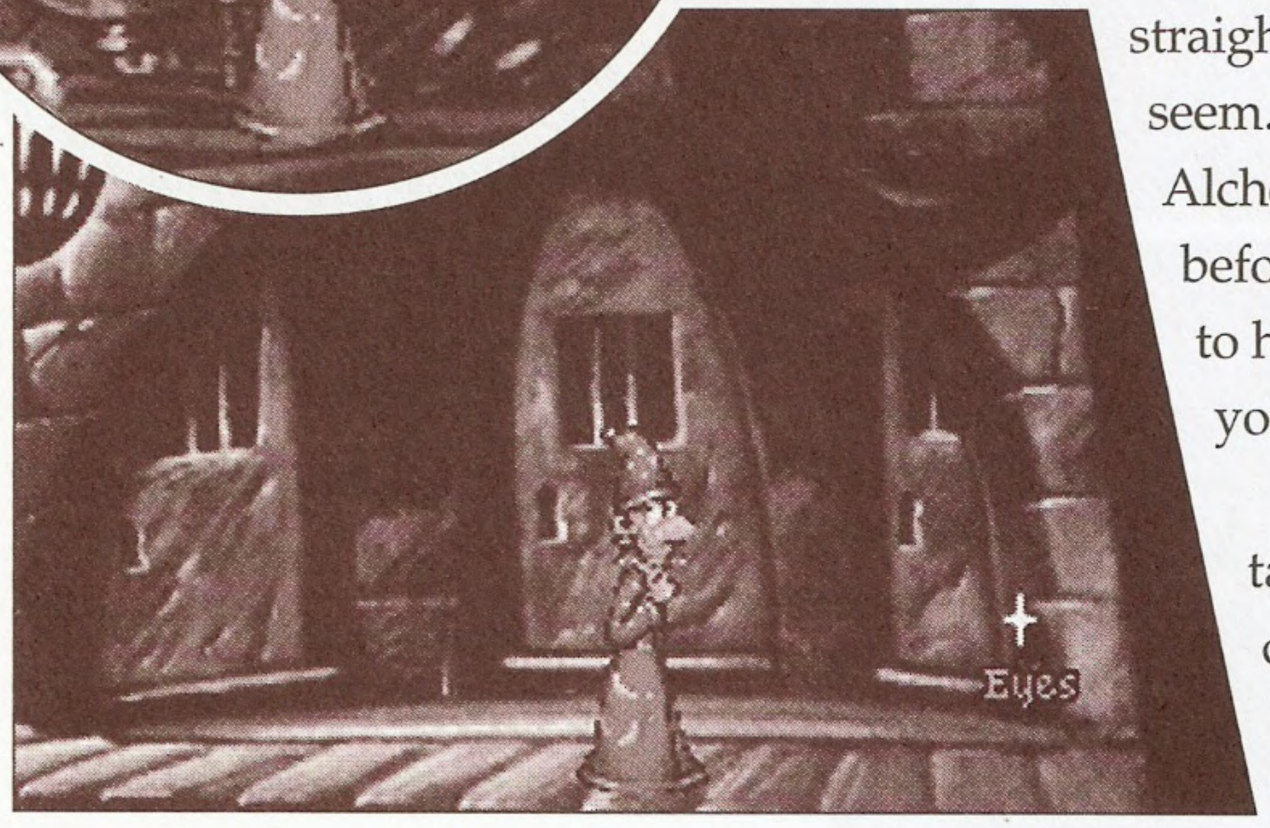
A look at the other pictures in the bar reveals that they're







The impstamatic camera won't work without an imp. You find one in the Palace.



You need a worm to lure the imp out, so go to the pub and examine the bottles.



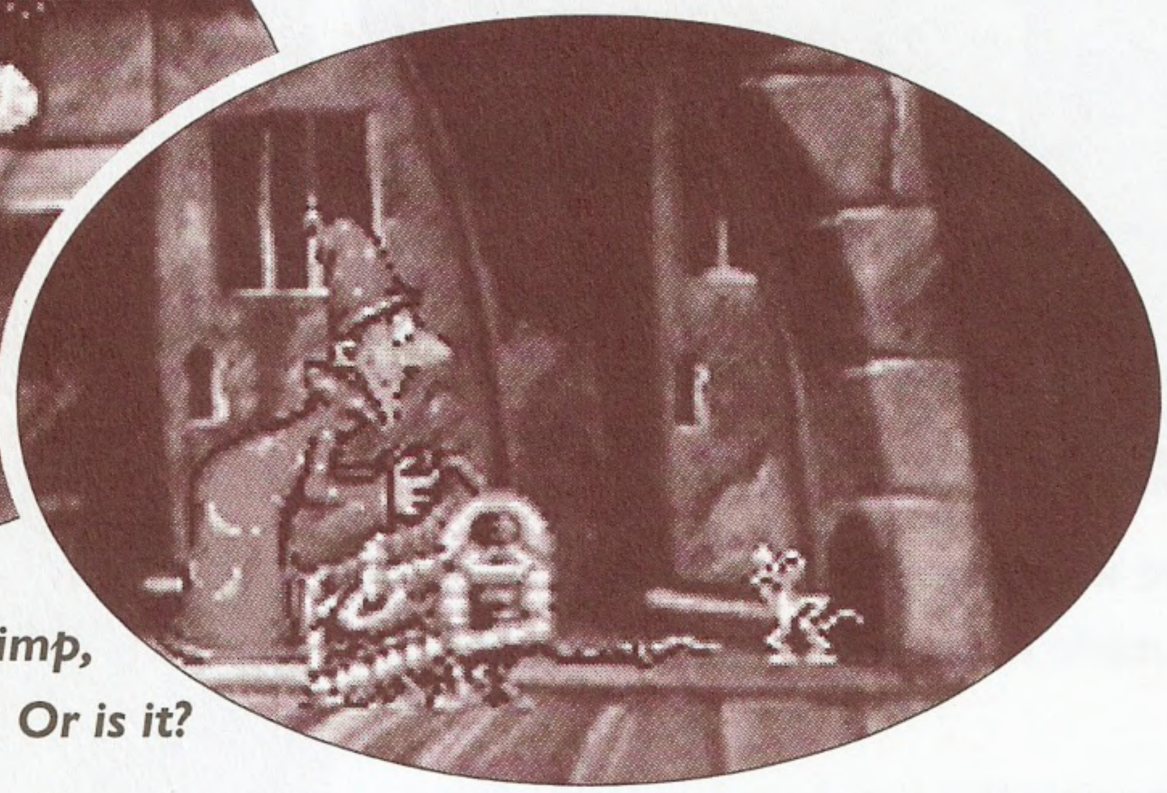
all of prize-winning animals, so you can assume you also need to get a picture of an award-winning creature. Before you can take a picture you need a camera, so the Alchemist's (the place where you found the first impstamatic camera) should be your first stop. As ever, things aren't as straightforward as they first seem. The camera at the Alchemist's needs an imp before it will work, so it's time to hit the trail again. Before you leave, grab the camera.

Your quest for an imp takes you to the Palace dungeon. Outside a mouse hole in the deepest corner of the room there are the familiar sounds of a creature chattering and eyes moving in the darkness. You use the same method as you used in Act One to catch the imp. In case you've forgotten, use the string on the worm and then use this contraption on the mouse hole to lure the imp out. As you





When you order a cactus juice, the worm stays in the glass.



Wait a minute! That's not an imp, it's a rat. Or is it?

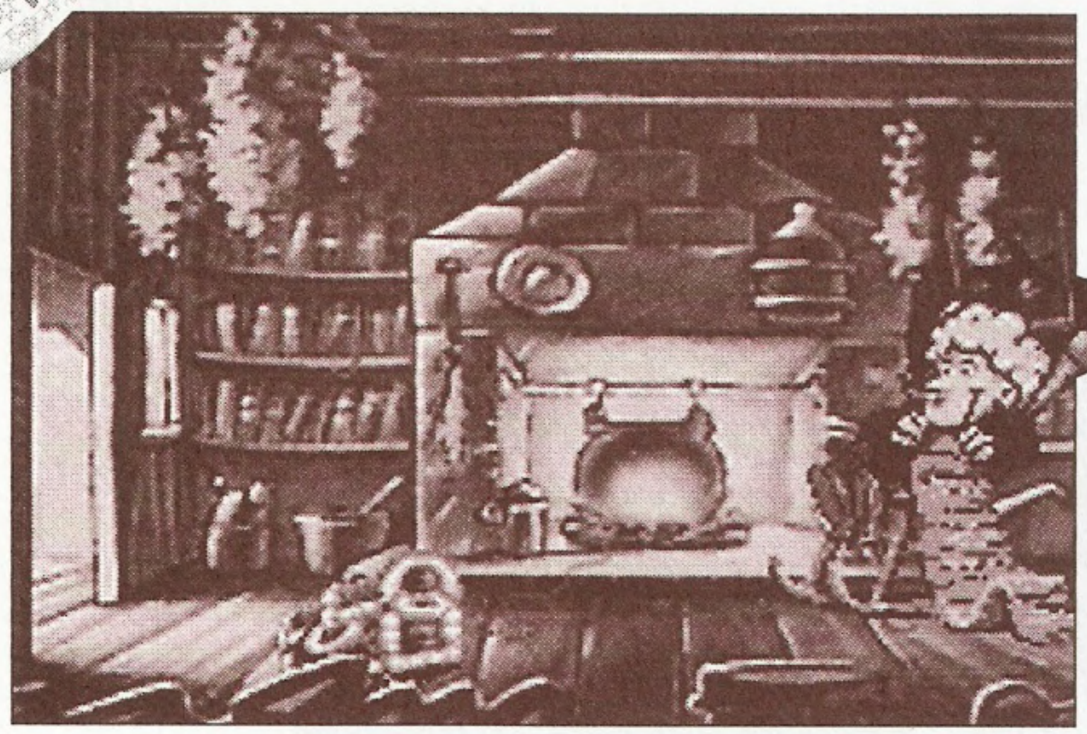
haven't got a worm in your inventory you need to get one from somewhere.

It turns out the Broken Drum pub is the place to find a worm. Look carefully at the bottles on the bar and you discover that the cactus juice bottle has a worm inside it. To get the worm you need to buy some cactus juice: the worm automatically ends up in the glass. Once you've got the worm, return to the dungeon and use it on the imp in the mouse hole. True to form the creature is lured out of the hole by the worm, but it appears you've caught a rat rather than an imp. Only when you place the rat in the luggage and then examine it do you find that it's actually an imp in a rat suit—cunning huh! Now you have the imp use it with the camera—hey presto! It's impstamatic again.



The next step is to find a subject for your picture, preferably of an award-winning animal. Go back to Nanny Ogg's place and

Meanwhile, back at Nanny's place it's time to play follow the wool!





The wool eventually leads to a trap door. Outside is a sheep and a hammer.



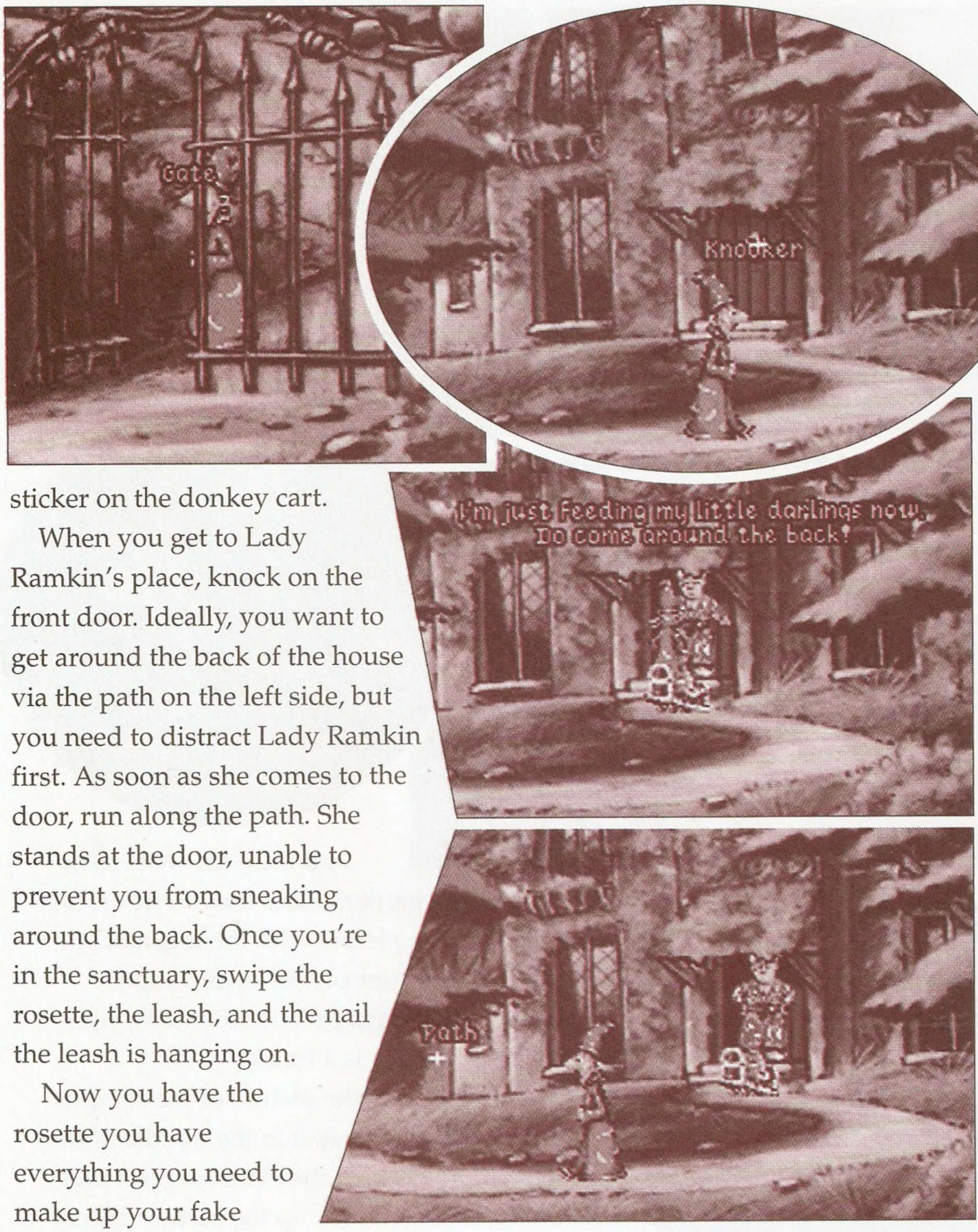
examine the wool on her floor. It's a pretty safe bet that where there's wool there's a sheep, so trace the source of the wool all the way around the room. The trail eventually leads to a tiny door at the back of the house. Sure enough, there's a sheep in the back garden, although there's nothing to suggest that this is a prize-winning animal. You're going to have to go back to the drawing board for a while, but before you exit the garden make sure you pick up the hammer from the woodpile.



Just what every man needs—a king-sized wooden mallet. How unbelievably handy.

You're pretty close to solving the first part of this long puzzle, but you still need to find something to show that the sheep has won a prize. With this in mind, pay Lady Ramkin's Dragon Sanctuary a visit. This is the logical place to visit, as it's the only new place that becomes available on the map when you read the bumper





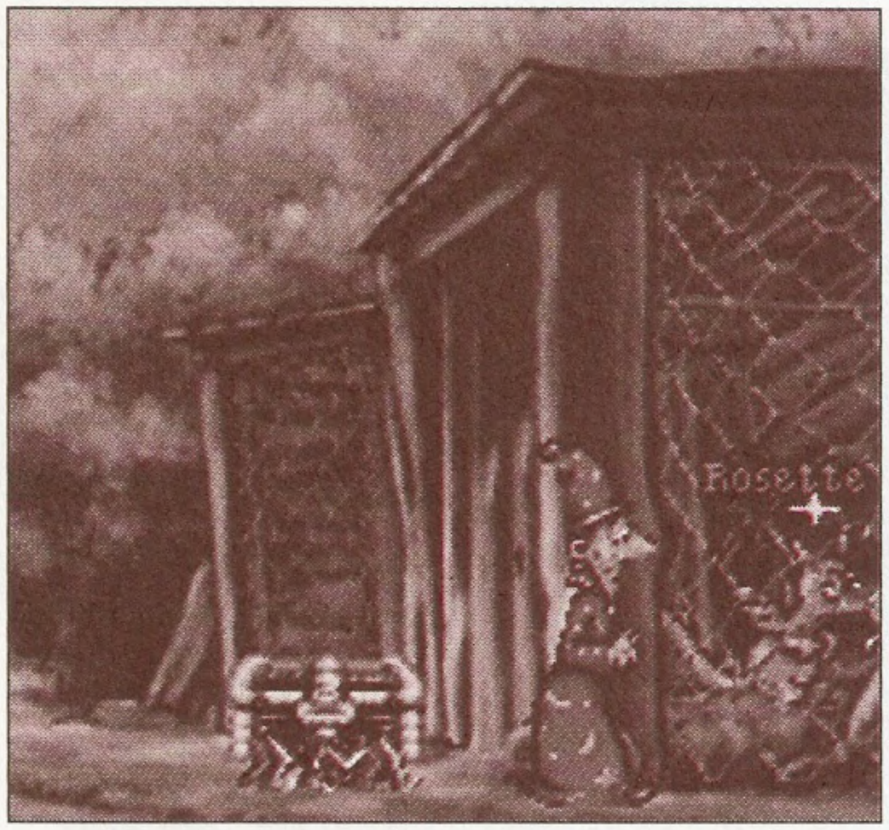
sticker on the donkey cart.

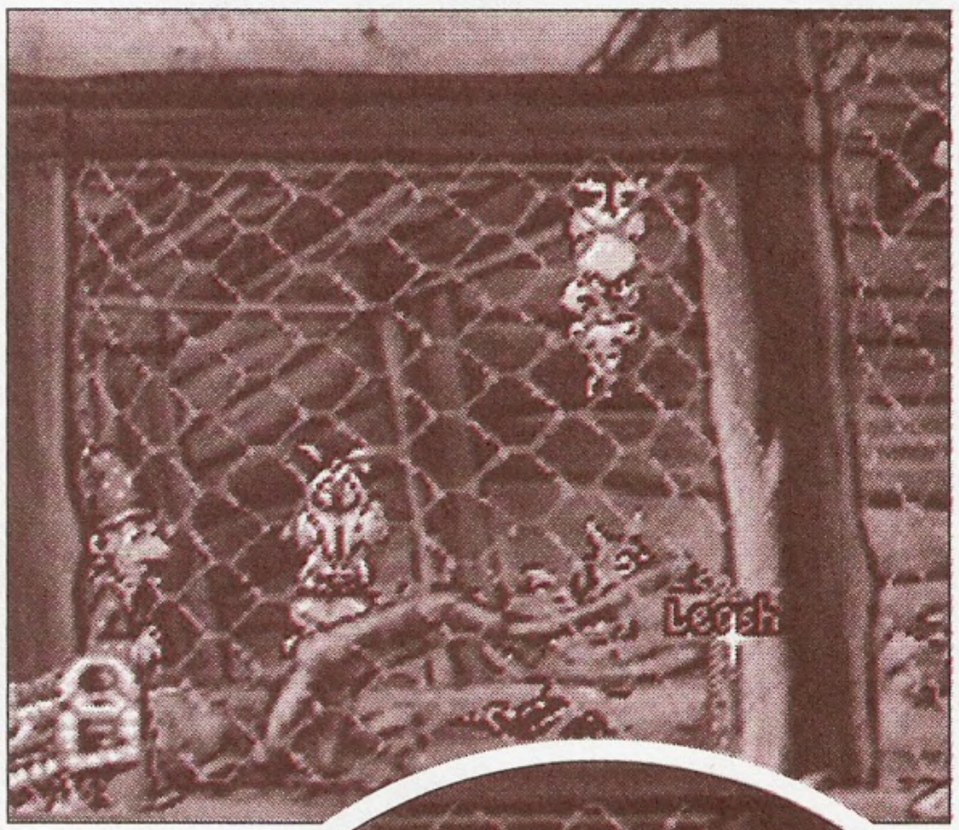
When you get to Lady Ramkin's place, knock on the front door. Ideally, you want to get around the back of the house via the path on the left side, but you need to distract Lady Ramkin first. As soon as she comes to the door, run along the path. She stands at the door, unable to prevent you from sneaking around the back. Once you're in the sanctuary, swipe the rosette, the leash, and the nail the leash is hanging on.

Now you have the rosette you have everything you need to make up your fake picture. Return to Nanny Ogg's place

Time for a game of "knock and run" on Lady Ramkin's front door. This is the only way to get around the back.



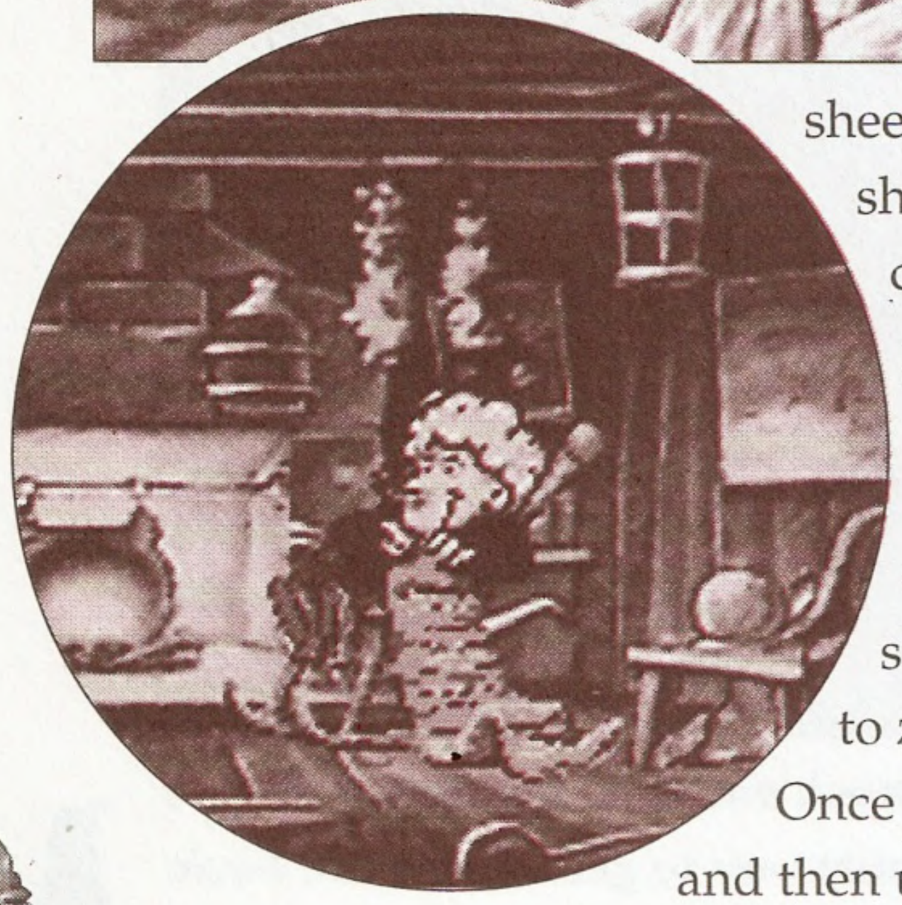




A rosette. Just what you need to turn a sheep into a prize winner.

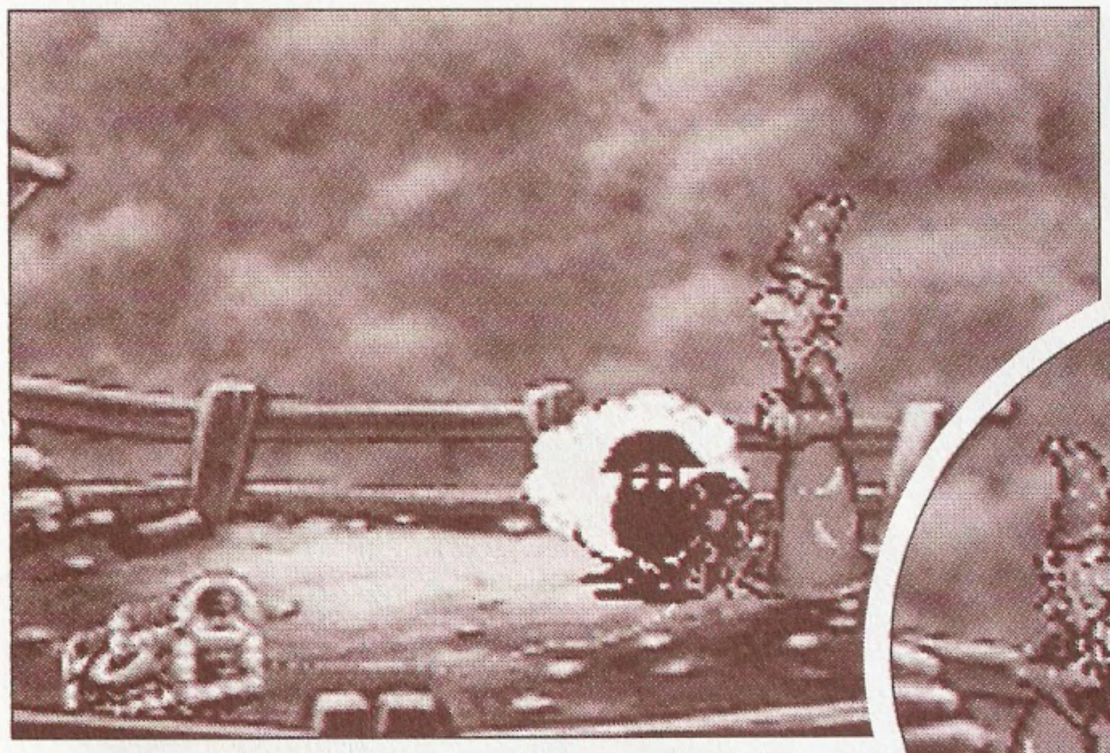




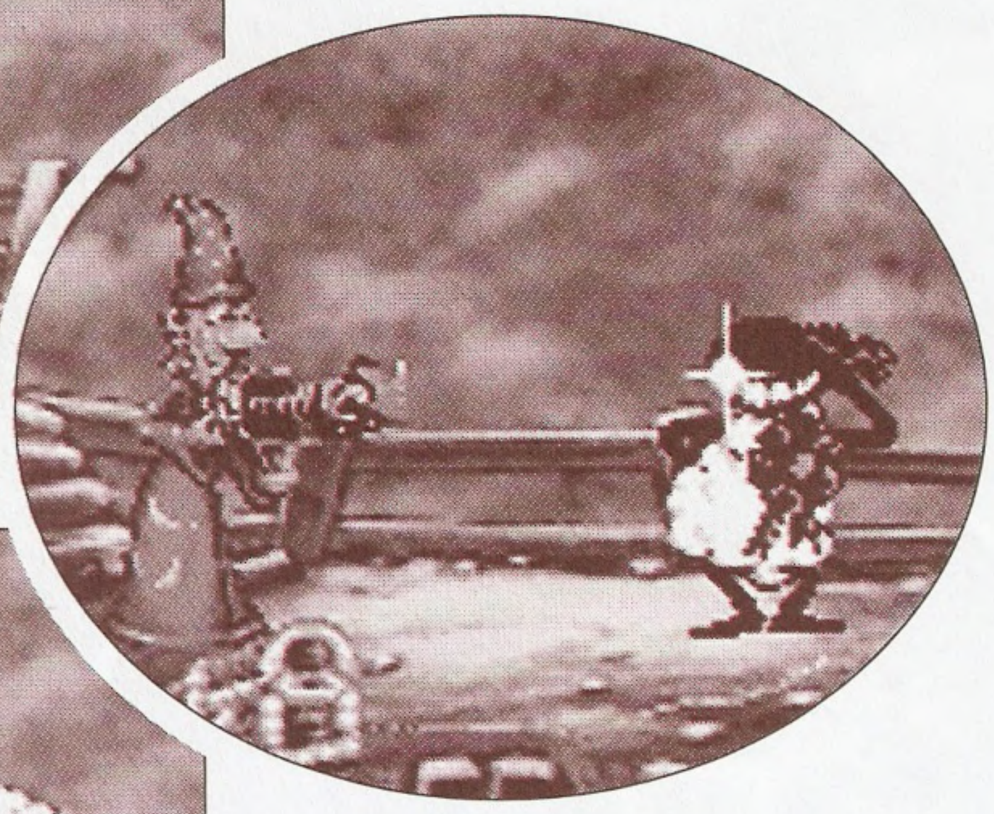


and trace the wool to the sheep in the back garden. Place the rosette on the sheep and take a picture with the impstamatic camera. When your picture is developed, place it in the luggage. The only thing your picture is missing is a frame.

The frame is on the picture of the octopus at the Fishmonger's stall in the middle of the street. Simply click on the Fishmonger's stall to zoom in, and then pick up the picture frame. Once you've got the frame, place it in the luggage and then use it on the picture. When you've got the



What a picture! This woolly wonder is a natural. At last you have a picture.



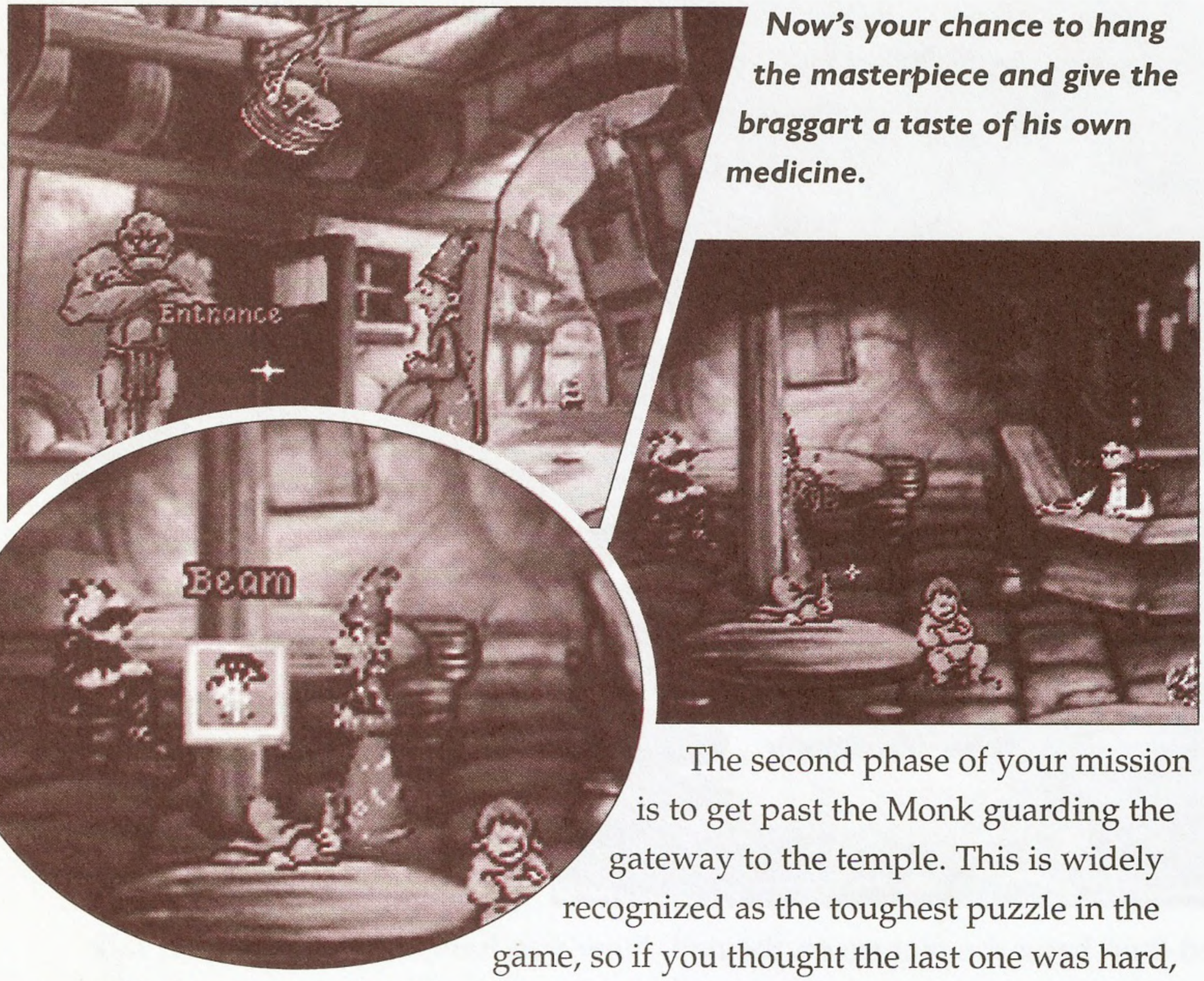


framed picture, take it back to the Broken Drum.

When you get to the pub use the hammer and nail on the beam behind the braggart, and then hang the picture on the nail. Now you have the extra picture, talk to the braggart again, order the two drinks, and put the truth potion in the drink. When you sit down the whole charade of the "look at the picture and spin the table" game begins, but this time you're prepared. The extra picture forces the braggart to drink the truth potion and blurt out the location of the temple. Phew! It took a long time, but you've finally got the information you need to get the Eye of Offler.



No picture is complete without a frame, and there's an ideal one at the Fishmonger's stall.



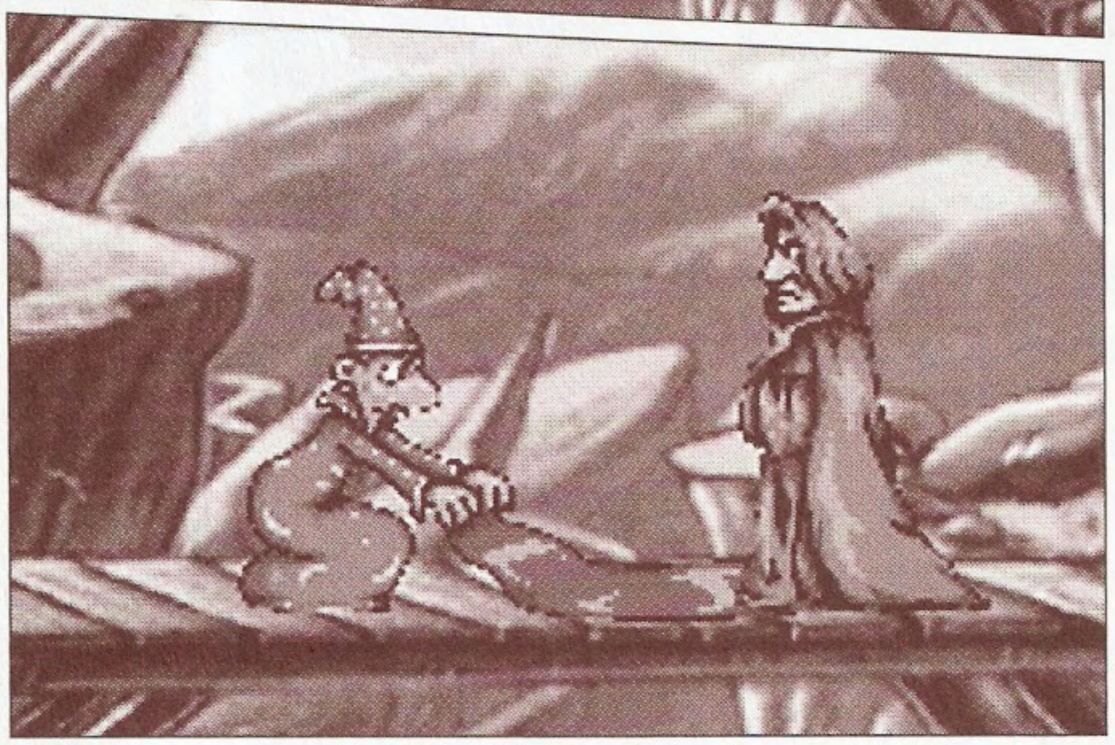
Now's your chance to hang the masterpiece and give the braggart a taste of his own medicine.

The second phase of your mission is to get past the Monk guarding the gateway to the temple. This is widely recognized as the toughest puzzle in the game, so if you thought the last one was hard, you ain't seen nothing yet. The only clue you get to defeat the Monk is a throw-away piece of information earlier in the game: the Monk said that people should lay out red carpets for someone of his importance. It's possible that you may have missed this valuable clue, so it may take you a long time to work out



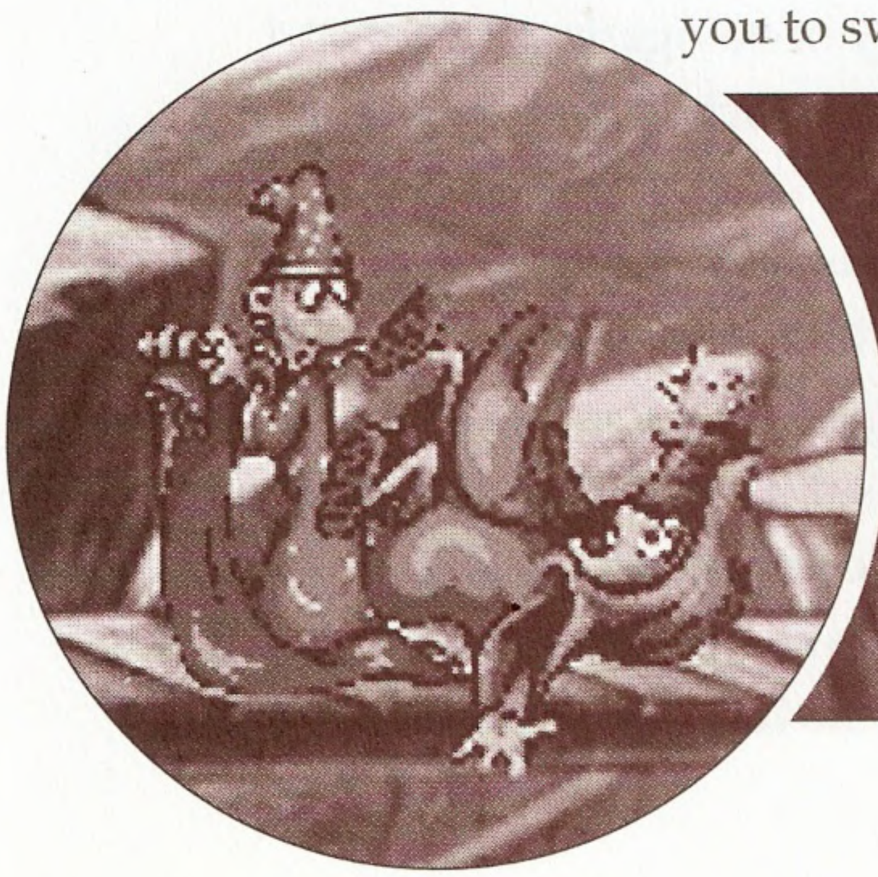






that you need to use the magic carpet in this section. The magic carpet has been something of a red herring so far in the game. The logical assumption is that you can use it to fly, so it takes a while to realize that it has another use.

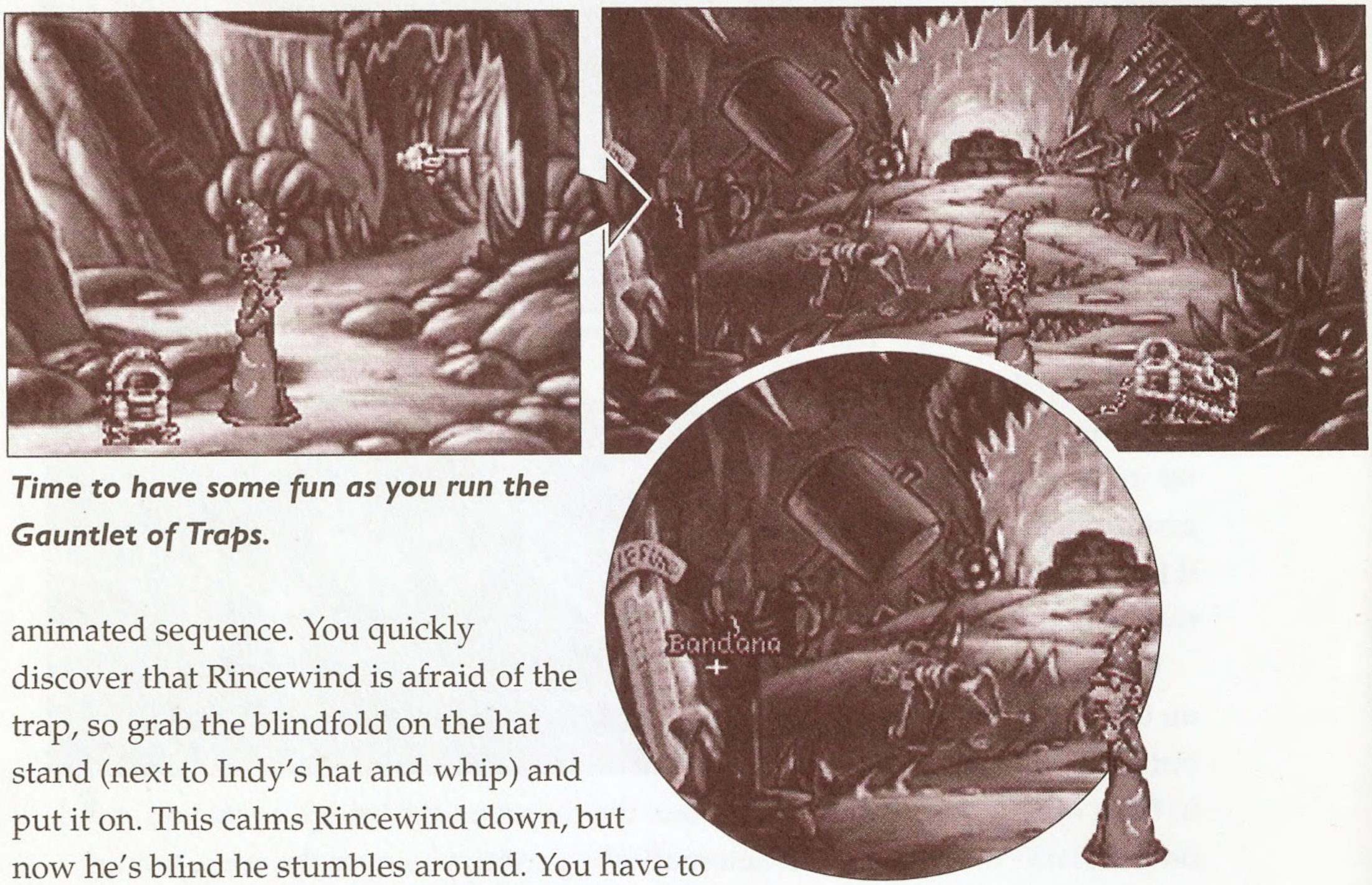
When you meet the Monk on the bridge, take the carpet out of the luggage and place it in front of him. It's vital that you place the carpet on the bridge *before* you stand on the platform, or the Monk automatically pushes you over the edge, forcing you to swim back up to the temple. Wait for a moment





until the Monk steps on the carpet, and then you automatically pull it from underneath him, sending *him* flying over the end of the bridge.

With the way to the temple cleared, its time to run the Gauntlet of Traps. This Indiana Jones spoof is one of the highlights of the game, and makes a hilarious



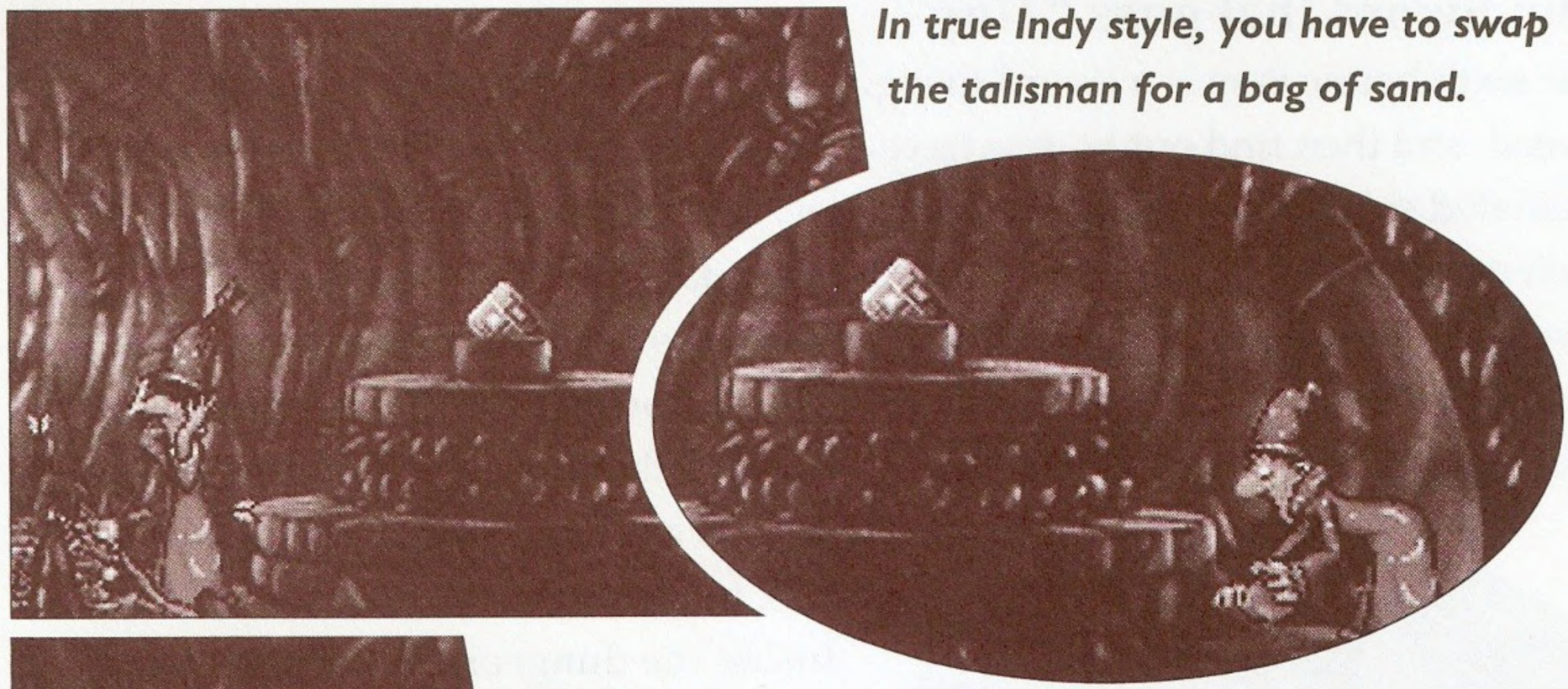
Time to have some fun as you run the Gauntlet of Traps.

animated sequence. You quickly discover that Rincewind is afraid of the trap, so grab the blindfold on the hat stand (next to Indy's hat and whip) and put it on. This calms Rincewind down, but now he's blind he stumbles around. You have to work out a way of navigating Rincewind through the traps, while keeping the blindfold on.



The obvious solution is to find a guide dog for the blind man, so use the leash on the luggage and then use the luggage as if it were a guide dog. The luggage leads you to the altar where you can take the blindfold off. Take a look at the luggage and you see that

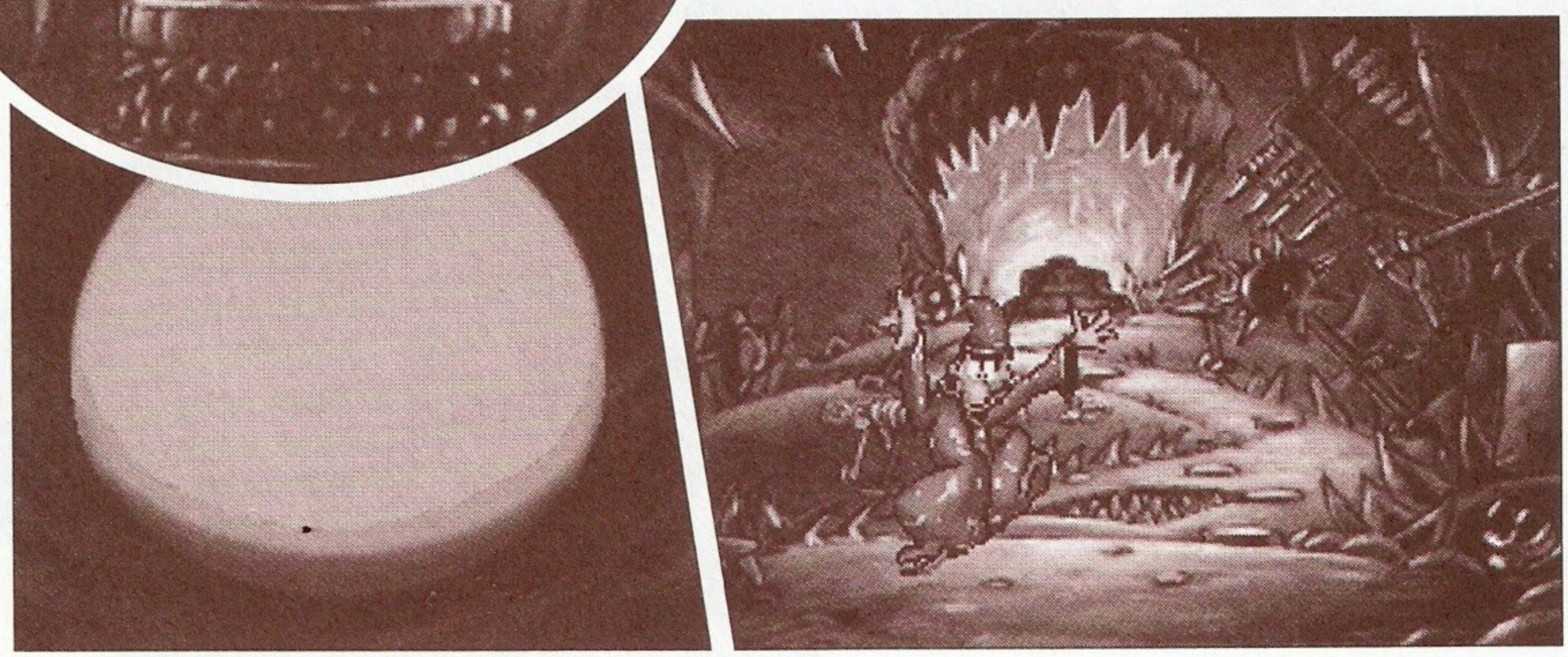




In true Indy style, you have to swap the talisman for a bag of sand.

he has taken the full force of the attack and is absolutely plastered with arrows, axes, spears, darts, and even the odd plunger or two.

All that remains is the familiar Raiders Of The Lost Ark trick of swapping the talisman for a bag of sand. You find a pile of sand near the altar, and the bag is the money pouch in your personal inventory. Use the bag on the sand and then use the filled bag on the talisman; it's as easy as that! All that remains is to put on your running shoes and get outta there.





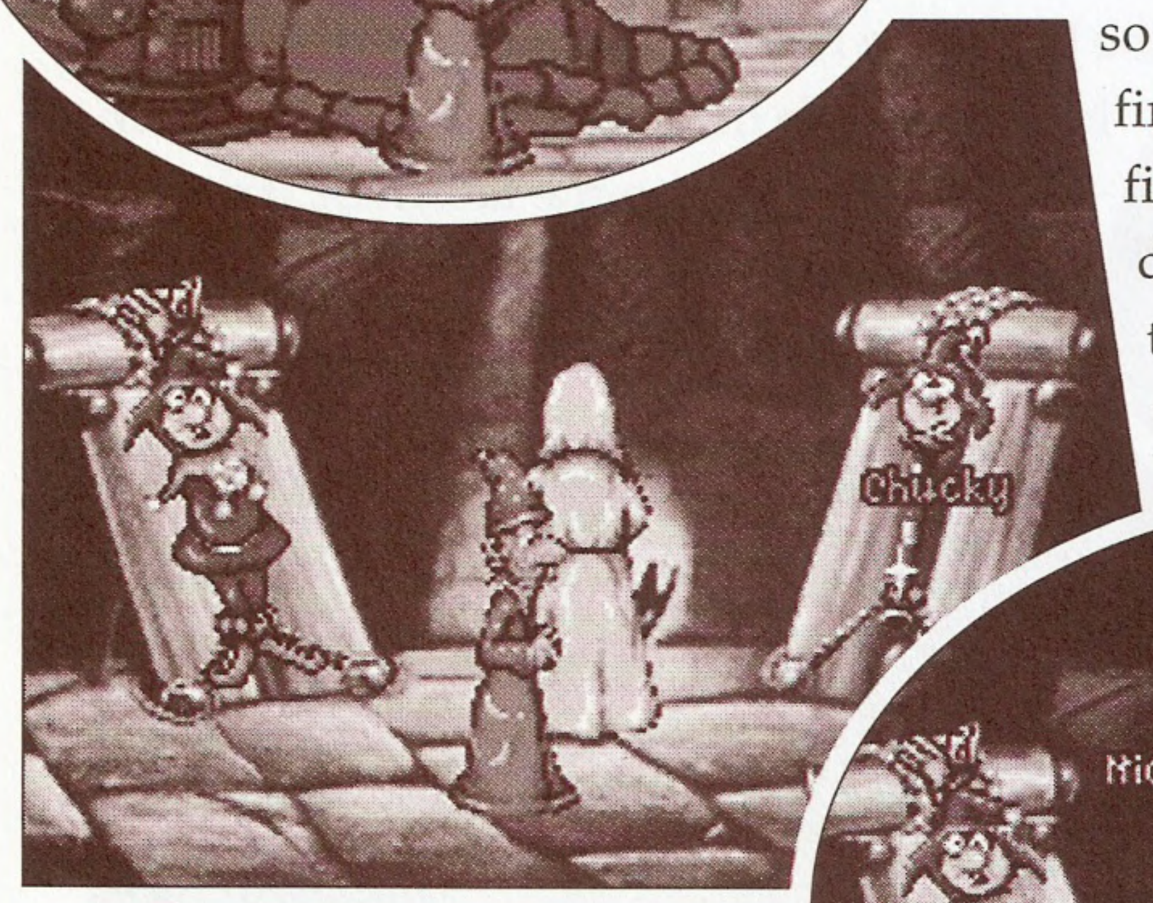


The Sword that goes "Ting"

The sixth heroic item is a sword that goes "Ting." The task is to first find the sword, and then find out how to have it tuned. You're able to deduce from the animated sequence at the start of the game, and then at the end of Act Two, that each member of the Brotherhood (or the Elucidated Brethren Of The Secret Sword, to give them their full title) has a hidden sword; the Fishmonger has his hidden in the swordfish ("the-old-sword-in-a-swordfish trick") for example. By process of elimination you can quickly work out that the only member you haven't seen with a hidden sword is the Fool and his doll, Chucky.



Inside the dungeon the torture master is getting ready to inflict some severe pain on the Fool. Chucky is also on another rack, not far from the gleaming sword on the wall. It quickly becomes apparent that the Fool isn't concealing a hidden sword, so it must be inside Chucky. To find out, though, you need to find a way of stretching the doll. A quick examination of the racks reveals that they work by turning a crank. You



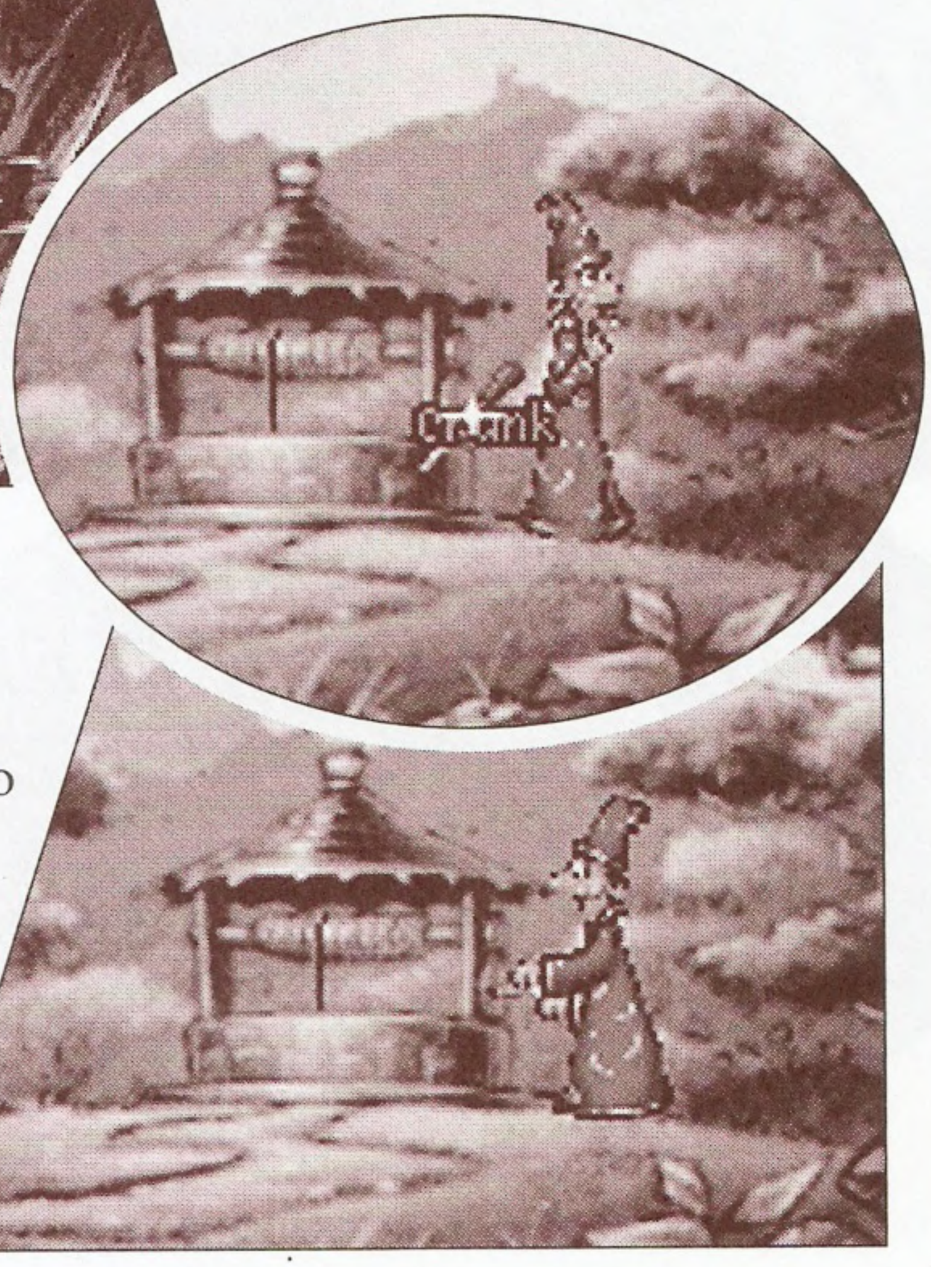


Take a trip to the dungeon, and you see the Fool and Chucky about to be tortured.





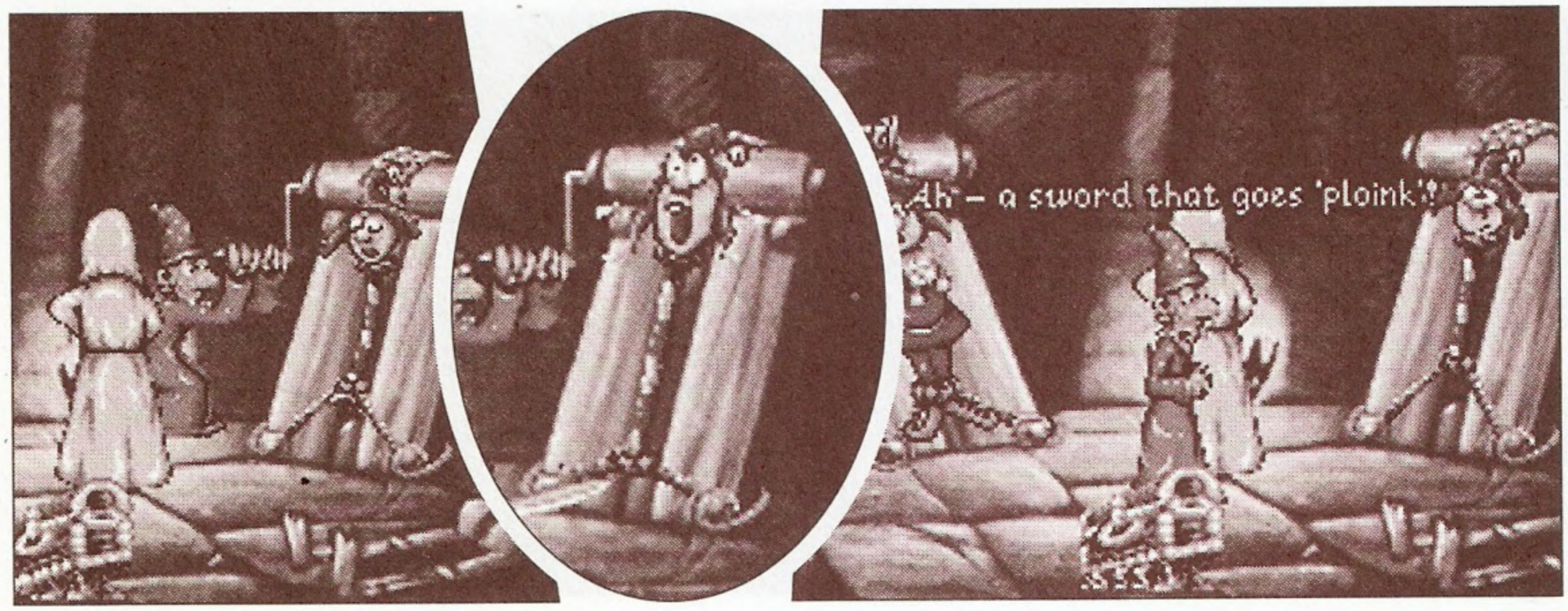
Use the screwdriver or the knife on the well's crank, and then use the crank on Chucky's rack.



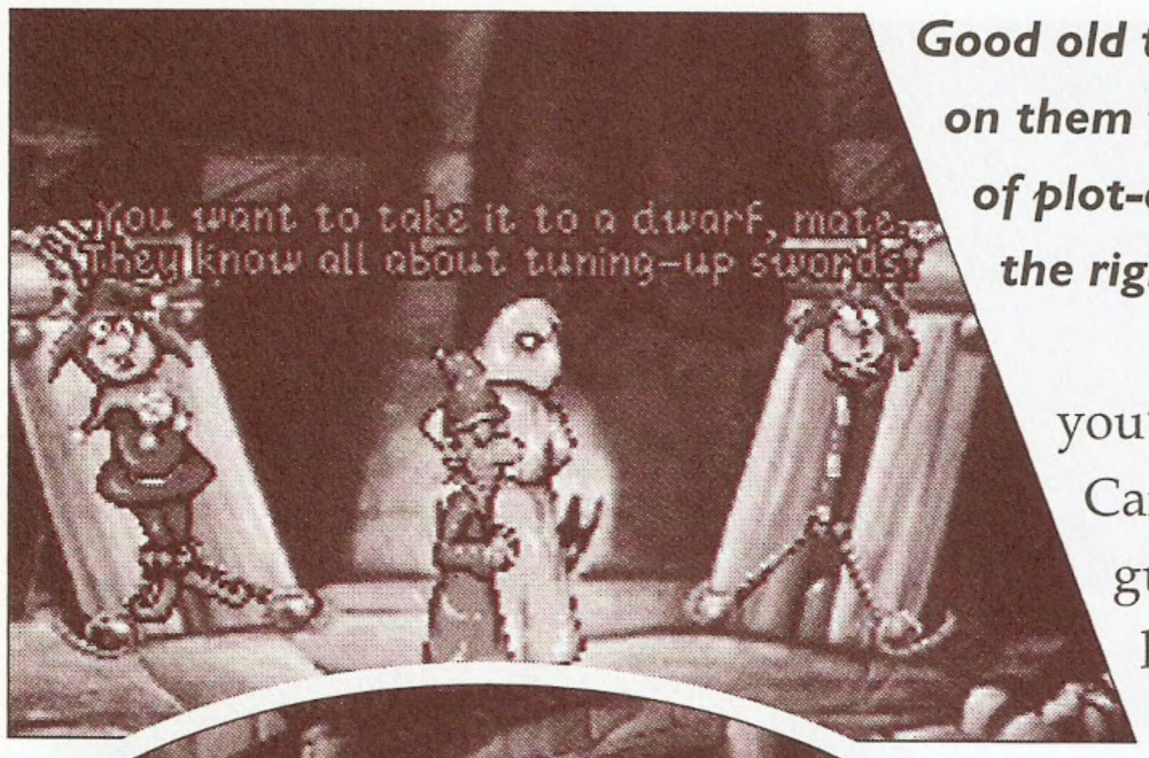
need to go back into Ankh-Morpork and find a crank to use on the rack.

The crank is on the well in the Lovers' Wood; use the screwdriver (or the knife) to get it off. Once you've got it, place it in the luggage and then return to the Palace dungeon. When you return, use the crank on Chucky's rack and he's automatically stretched. At the end of the excruciating stretching sequence a shining sword appears from his butt—Yee-Ow! That *has* to be painful.

Now you have the sword, you need to get it tuned. If you talk to the torture master he tells you that dwarves know all about tuning swords. The only dwarf





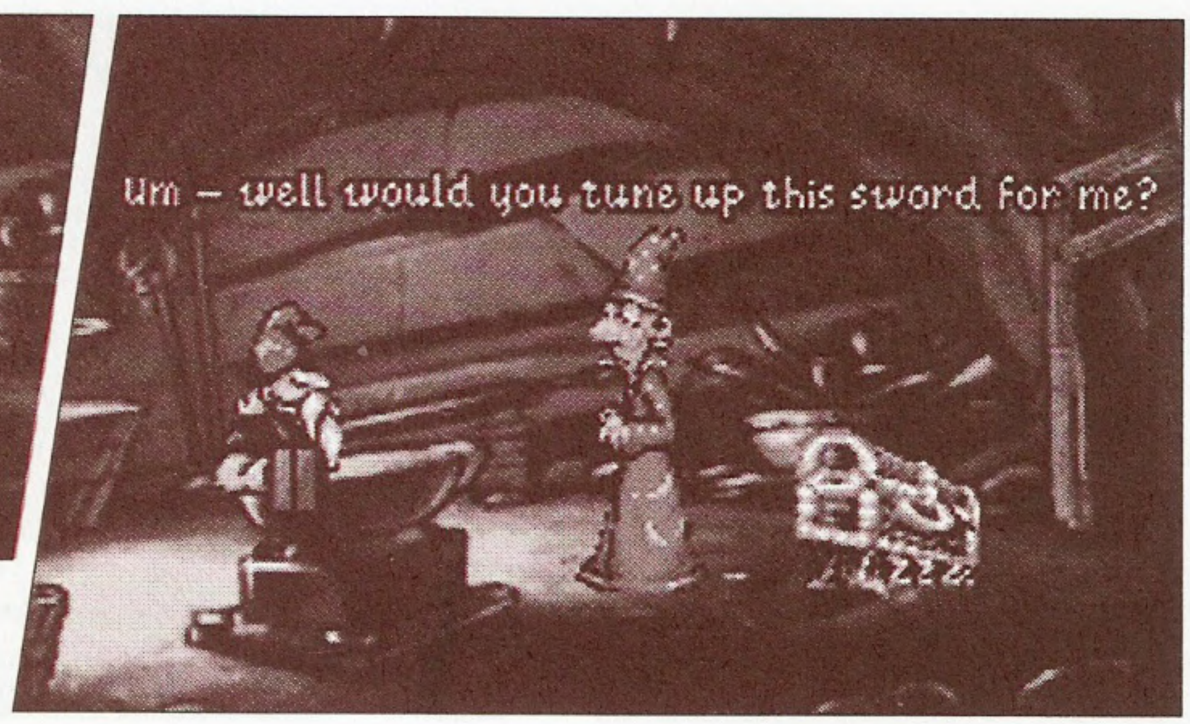


Good old torturers. You can always rely on them to come up with a vital piece of plot-developing information just at the right time.



you've met in the game so far is Carrot, the six-foot soldier who guards the city gates. Speak to him and he points you in the direction of the dwarf mines. Exit the city gates and head straight to the mines. Although the first guy you meet is called Dwarven Smith, the sword tuner is tucked away in an alcove to the left: you know you're talking to the right person because he is busily tuning a sword on his anvil. Speak to this guy and he offers to tune your sword. Rincewind is so taken aback by the offer to do something without performing a task first that he interjects. He asks the dwarf why he doesn't want him to go and prove his worthiness by finding an object, like everyone else in the game has insisted. To your horror the dwarf, being a literal

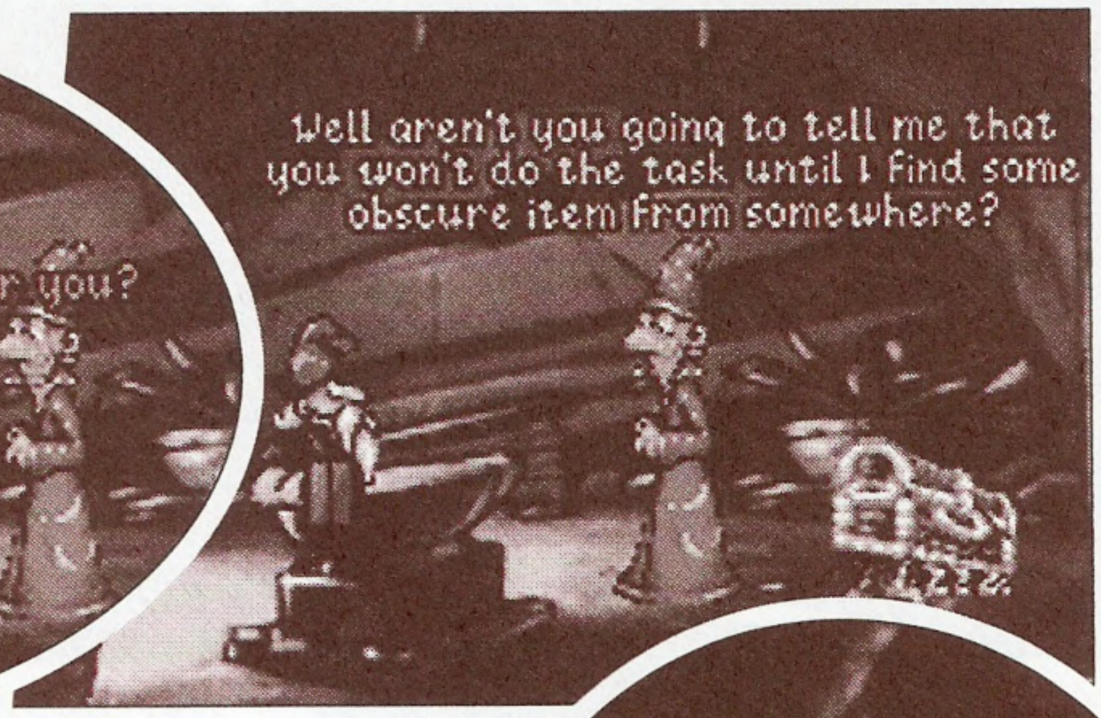


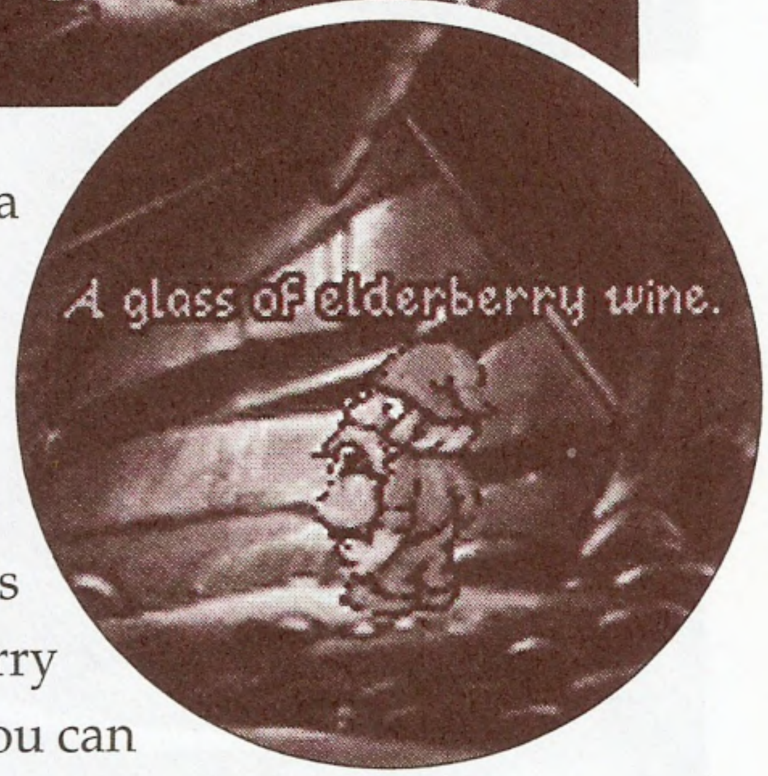


Rincewind gets straight to the point, as ever.





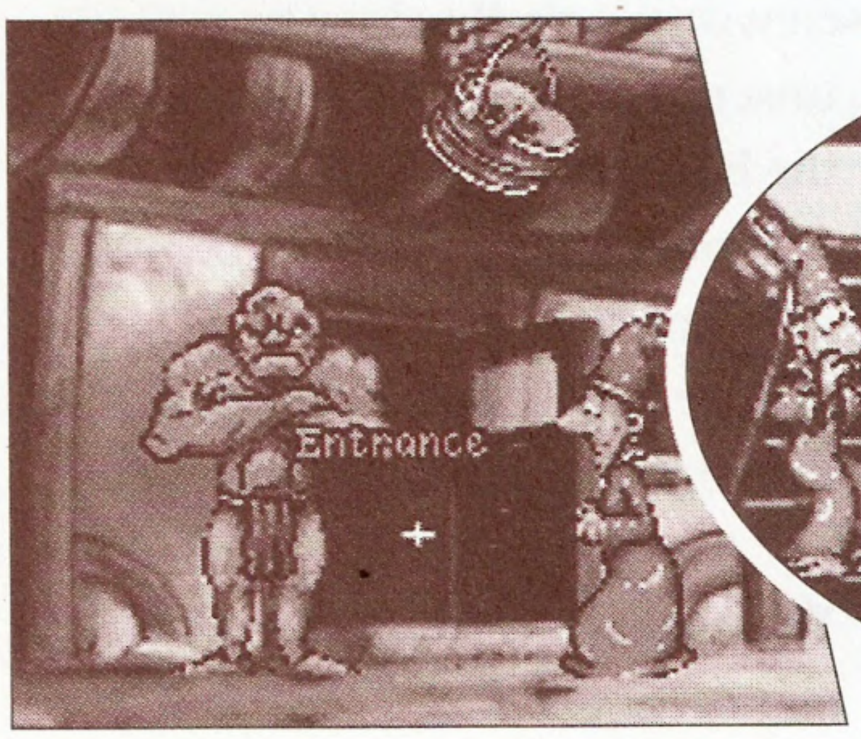


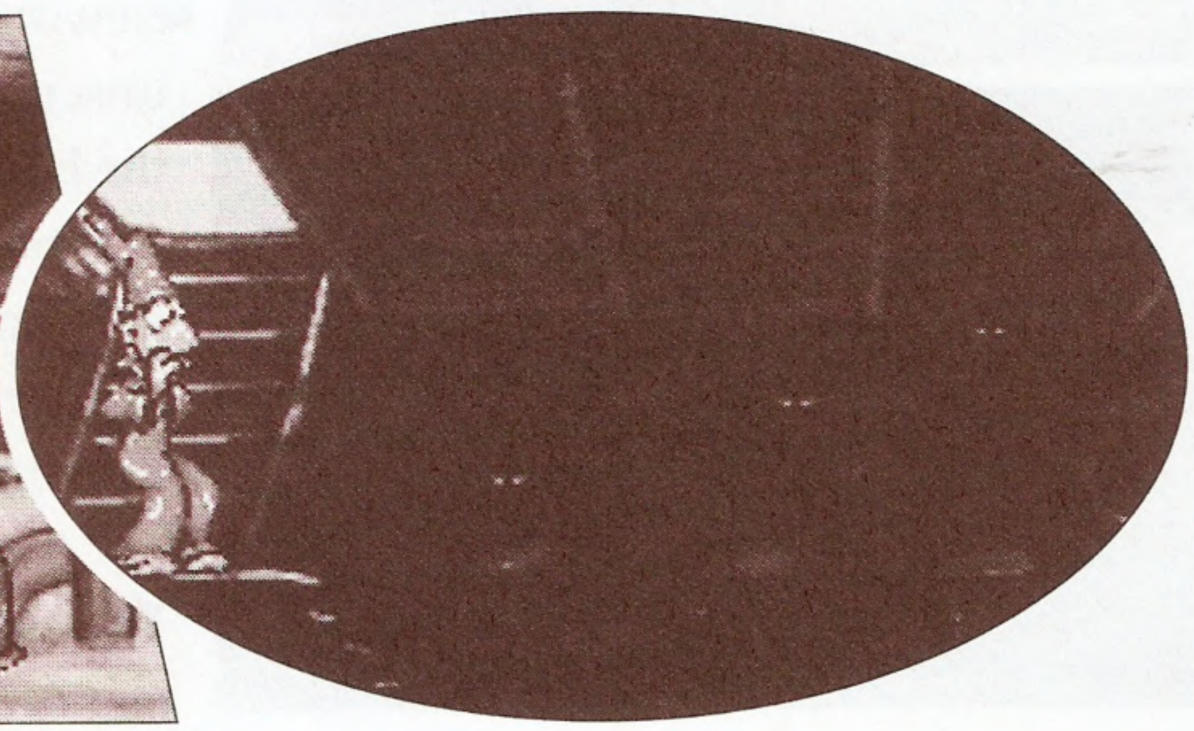


kind of being, agrees and insists that you bring him a mug of elderberry wine. That's what you get for being a wiseass!

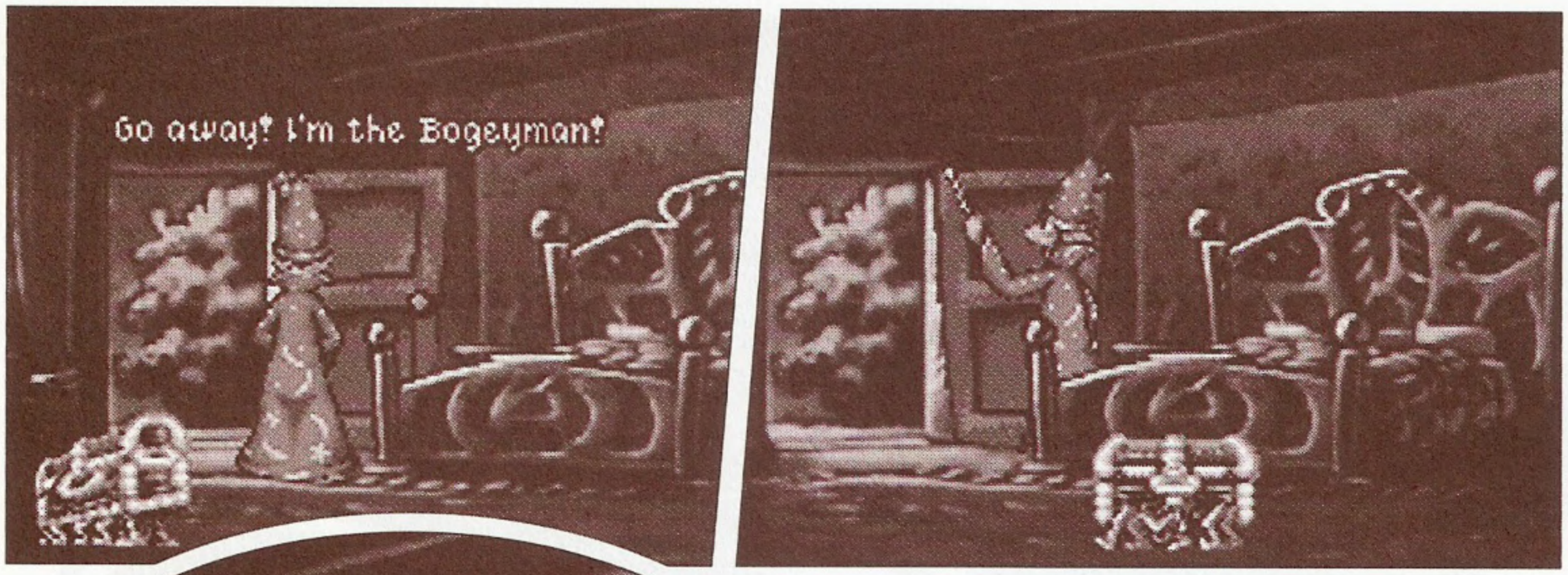
The logical place to look for the elderberry wine is in the Broken Drum pub. However, when you get there the barman refuses to get it because the barrel is stored in the "fox"-infested cellar (you know the "furry blighters with the tails" as the barman calls them). You can try and get Rincewind to enter the cellar, but as soon as he sees the creatures (they're actually mice) he runs. Unless you can find a creature to scare the "foxes" away you can't get the wine, so this becomes your next task.

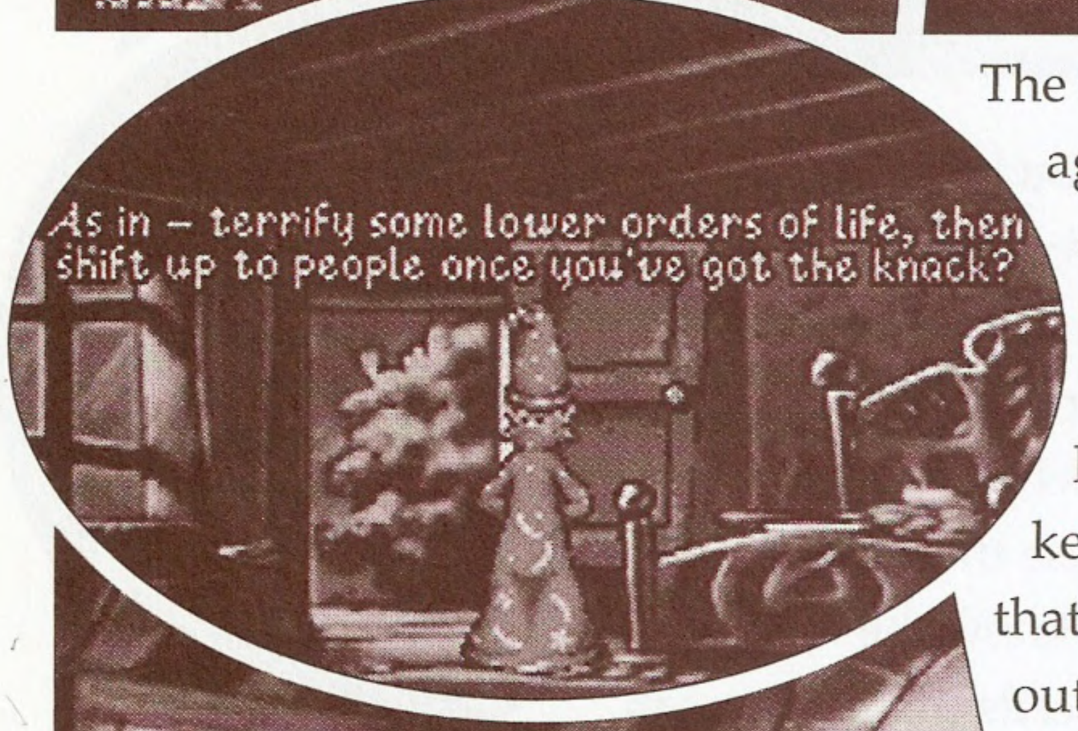
Visit the inn and examine the door. Double click on the door and you discover that there's a bogeyman behind it—just the guy to scare some mice.

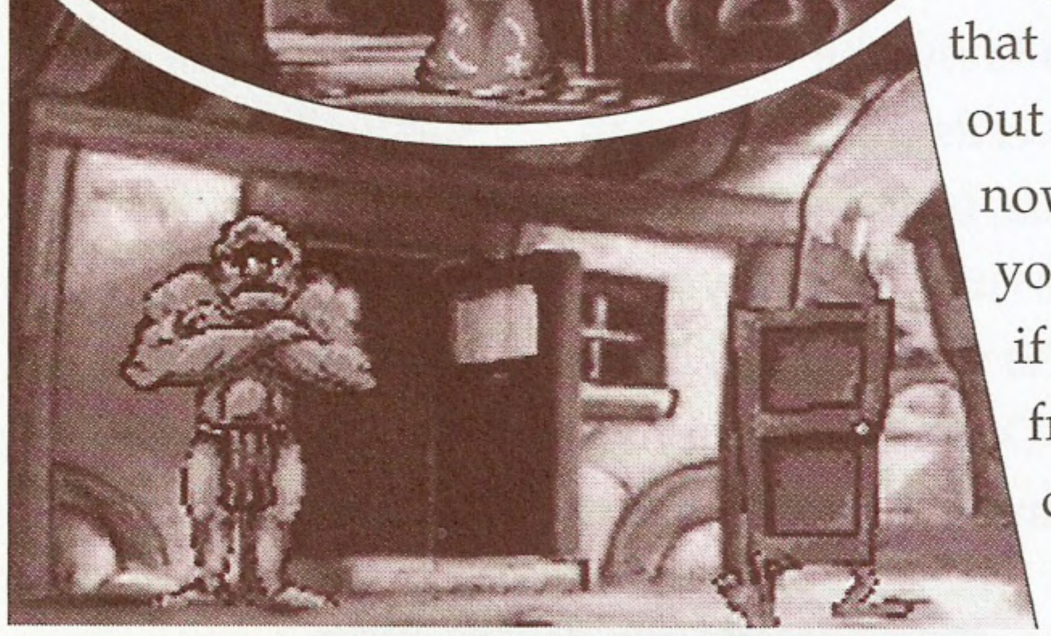


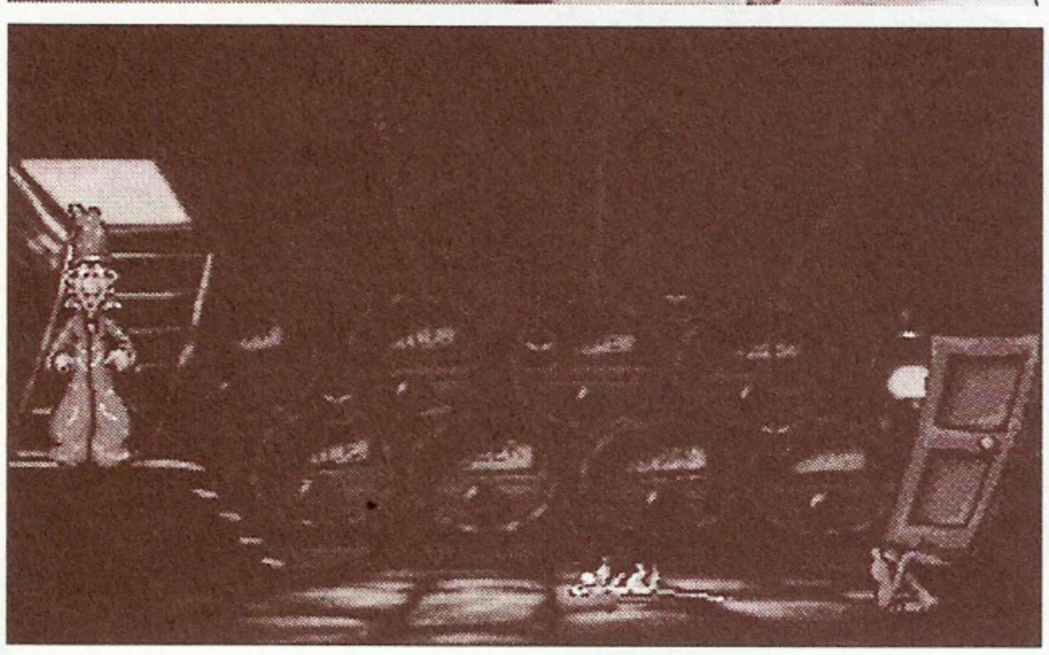










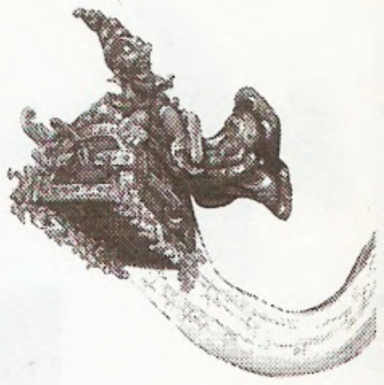


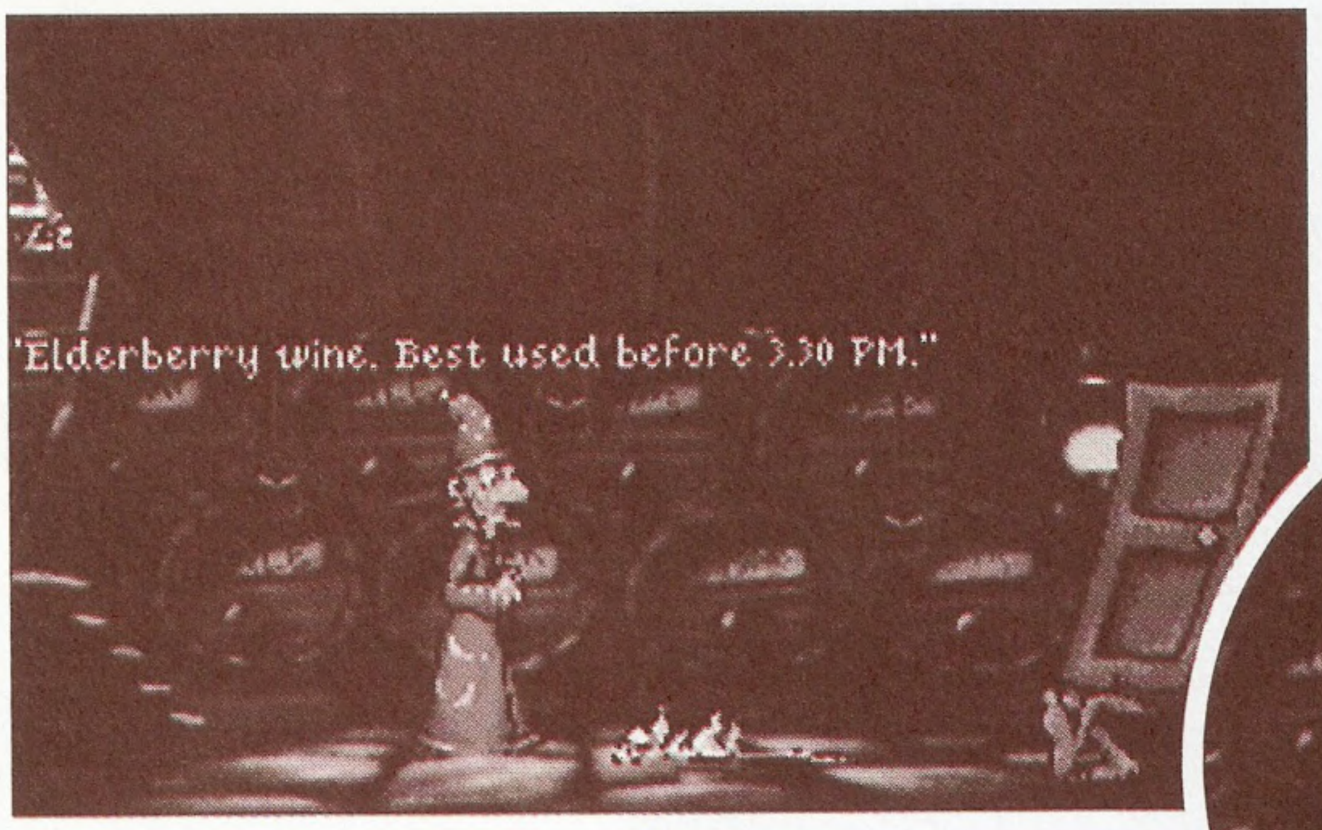
The trouble is, the bogeyman is agoraphobic, not to mention a coward. You need to use your psychoanalytical skills to coax him out from behind the door and get him to scare the mice away. The key phrase in your conversation is that the bogeyman is afraid to come out from *behind the door*. As you're now in sync with the game's puzzles, you should make the connection that if you can't get the bogeyman out from *behind* the door, maybe you can move the door. Use the screwdriver on the door to unscrew it from its hinges. Now the bogeyman is free to walk without coming out from behind the door.

Your next task is to persuade the bogeyman to come with you

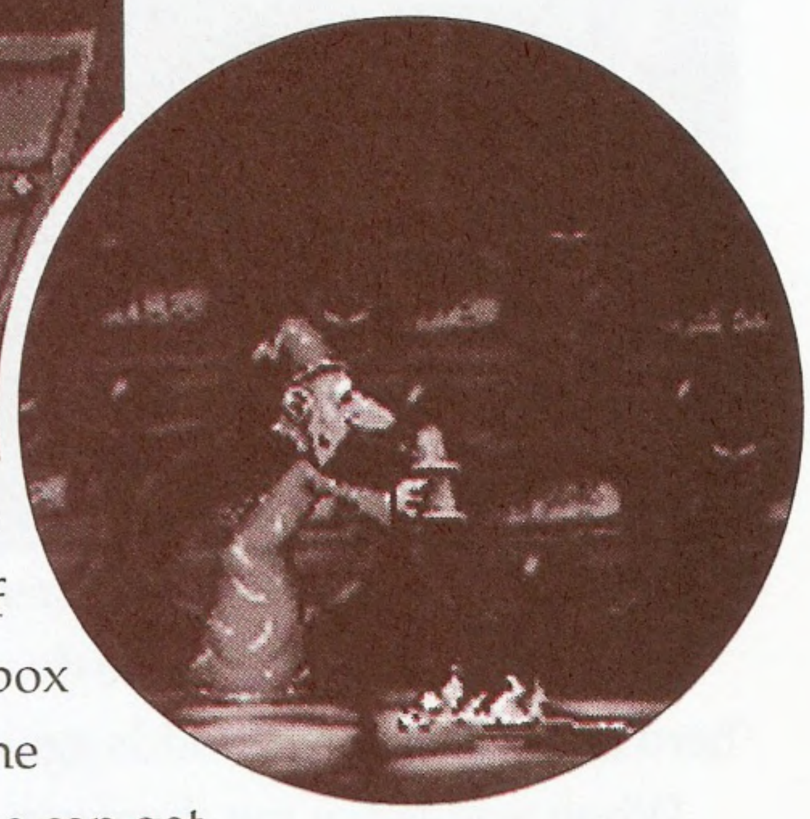
The bogeyman scares the mouse and saves the day.





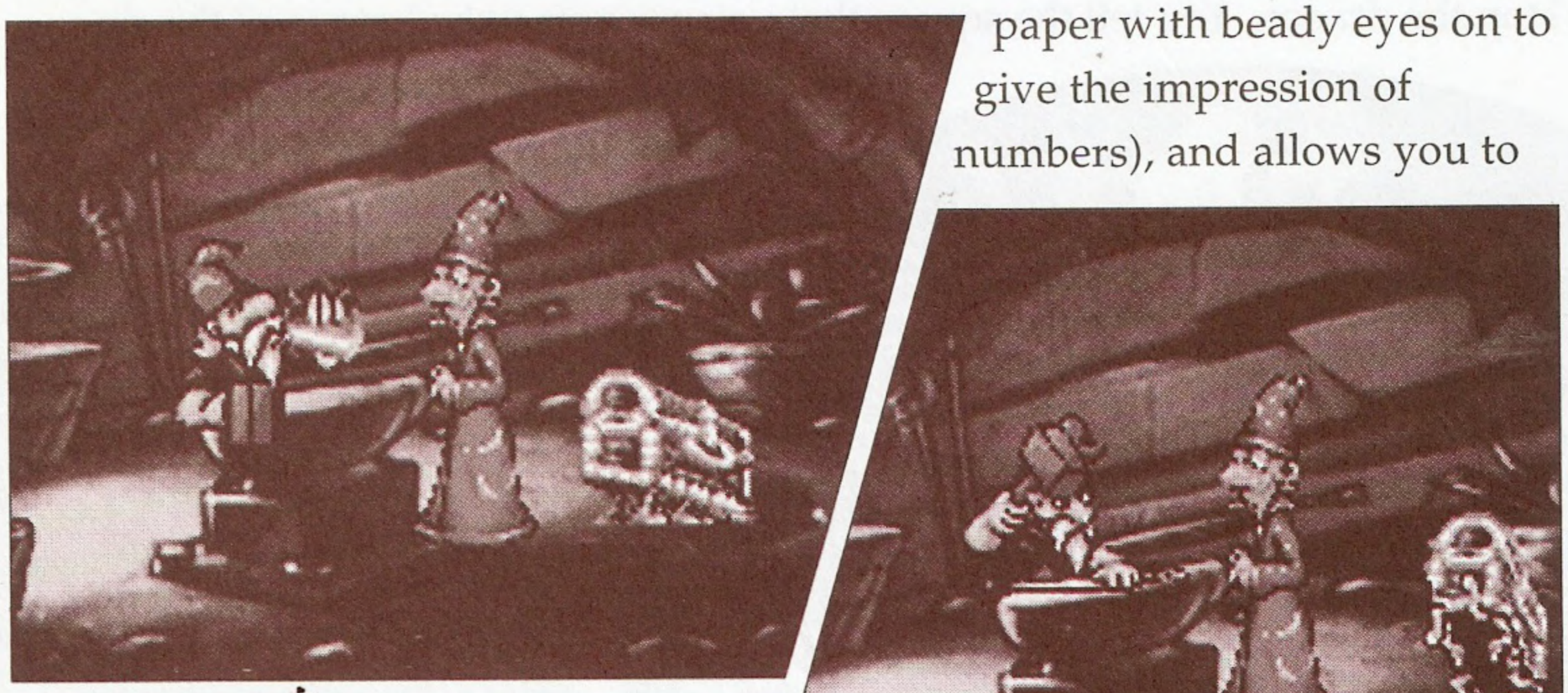


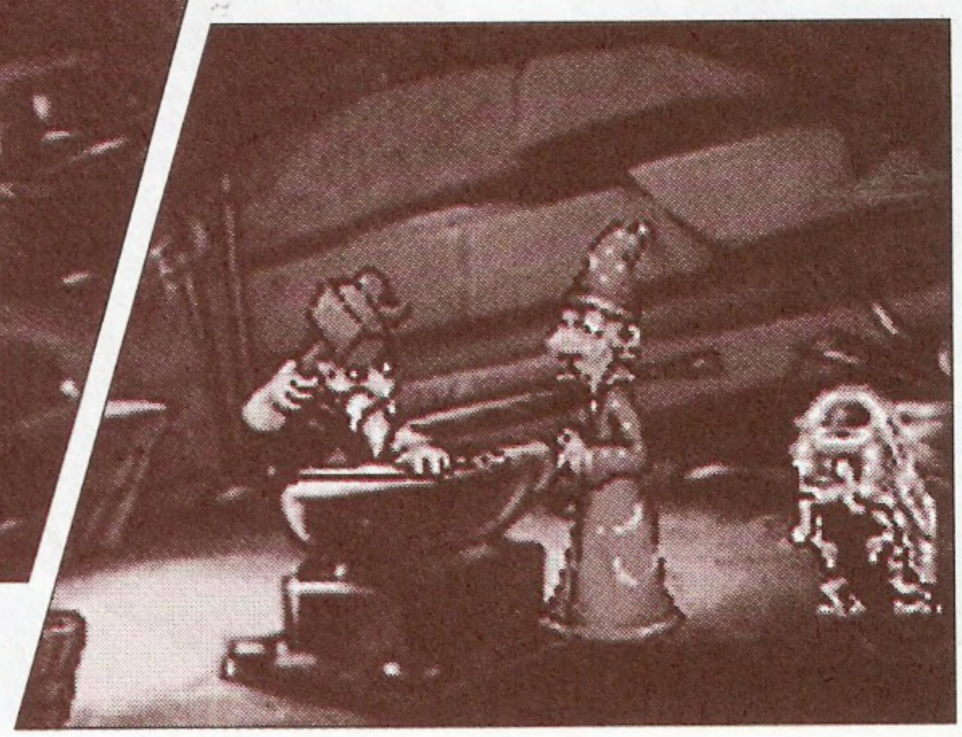
It's vital that you put the wine in your personal inventory.



to the Broken Drum and scare away the "foxes." If you talk to him he refuses to leave the sanctuary of the inn. The best tactic is to bring up the dialogue box and then get mad at him using the irate icon (it's the thunder cloud), you're able to persuade him that he can get his confidence back if he scares the mice away. Eventually, he agrees with you and accompanies you to the Broken Drum.

Once you're in the pub, send the bogeyman into the cellar. This scares the mice (actually, it turns out there is only one mouse; he has put up lots of paper with beady eyes on to give the impression of numbers), and allows you to





True to his word, the smith agrees to tune the sword.

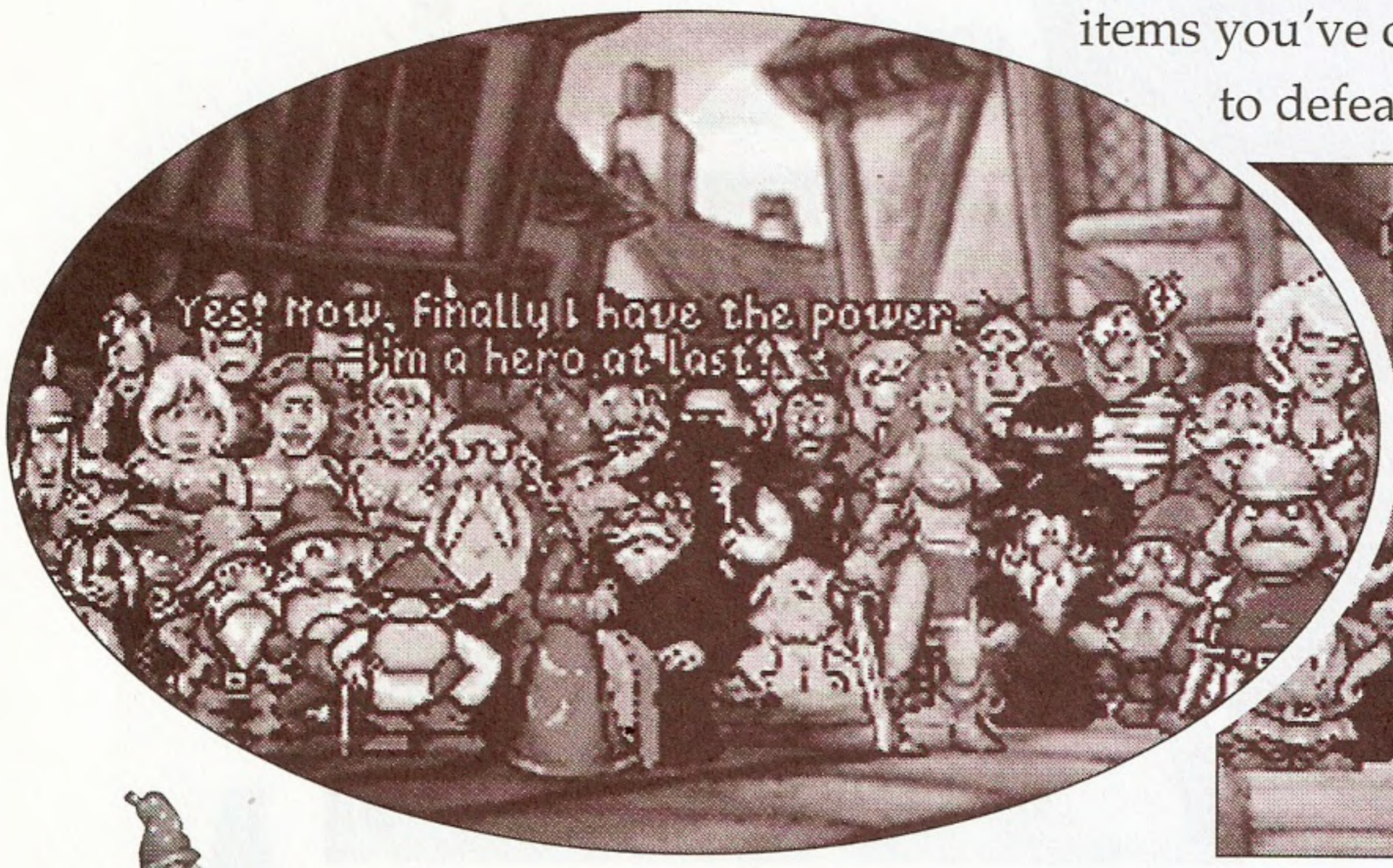


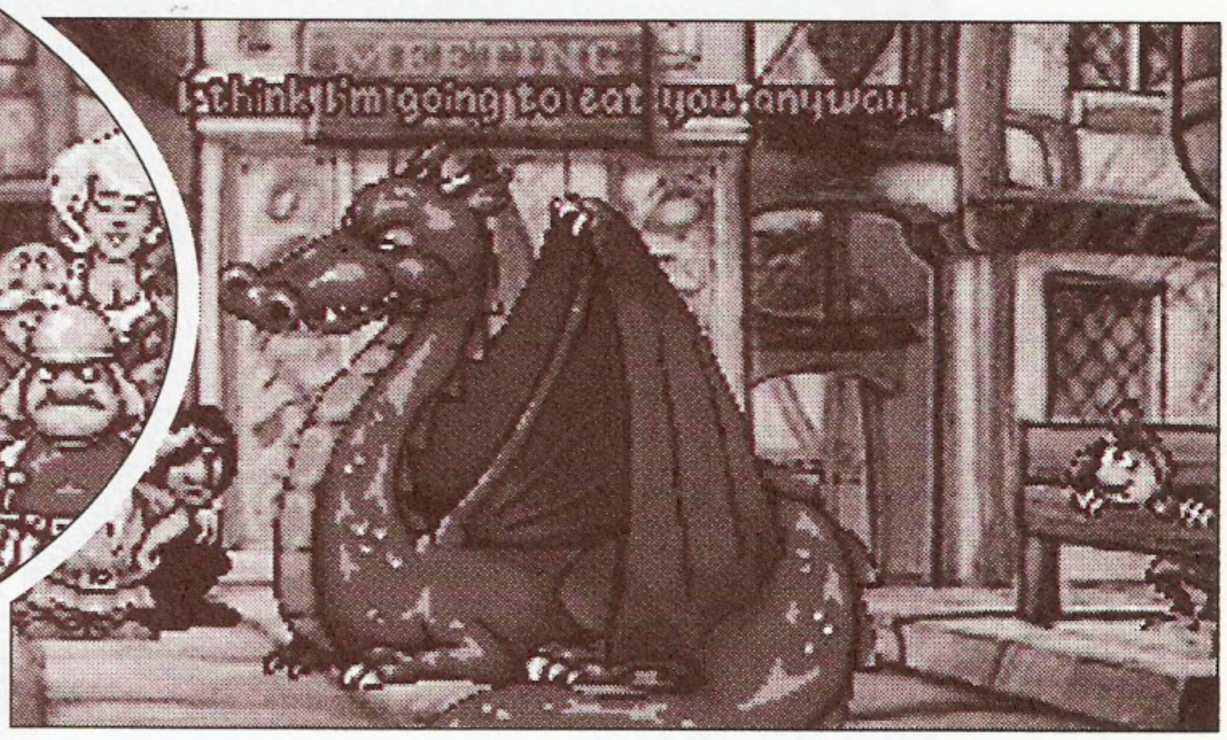


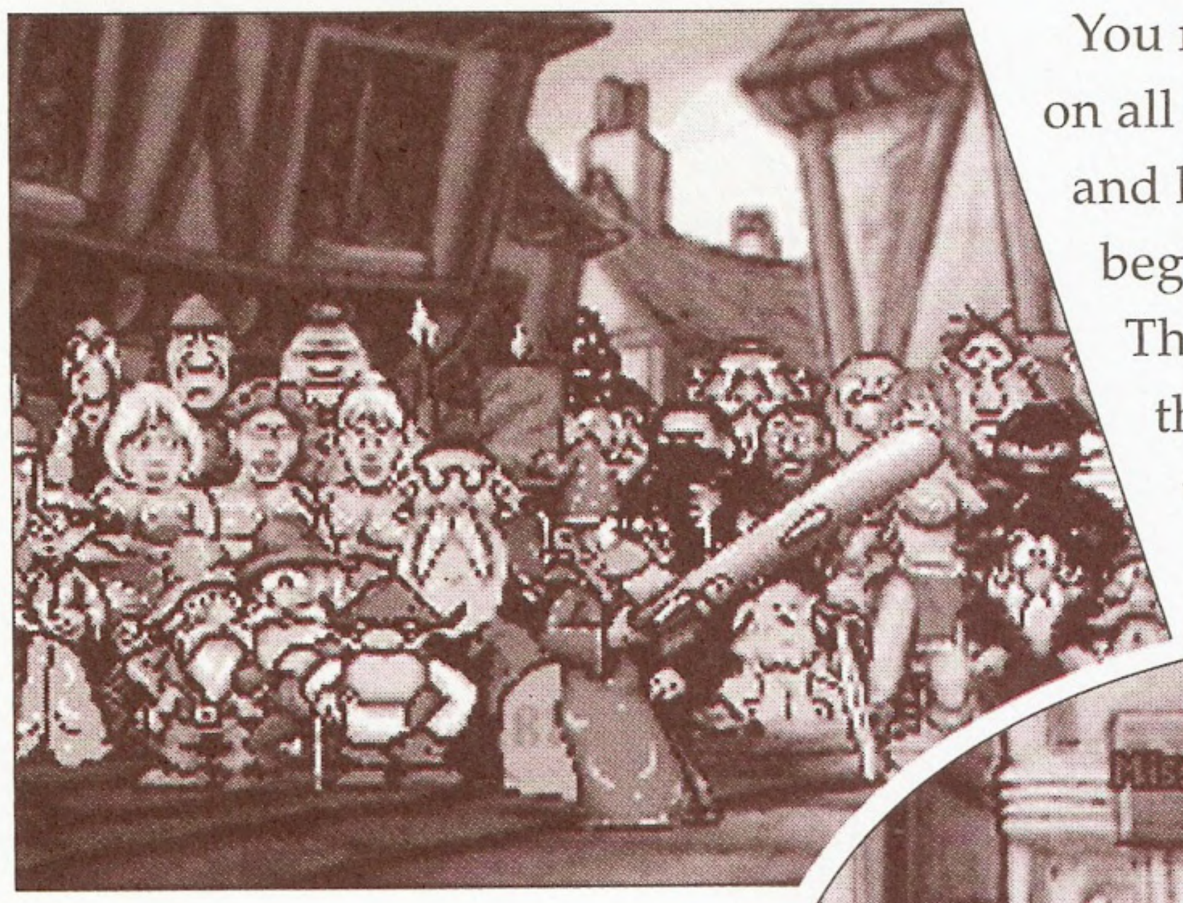
access the barrel of elderberry wine. Use the mug on the barrel (it's the one in the center) and place the filled mug in your personal inventory. Make sure you don't put it in the luggage, or the impudent swine drinks it, making you complete the task all over again. From here it's a simple trek back to the dwarven mine.

Hand over the wine to the dwarf and he tunes the sword. You now have all six hero items to make the odds against slaying the dragon exactly one million to one.

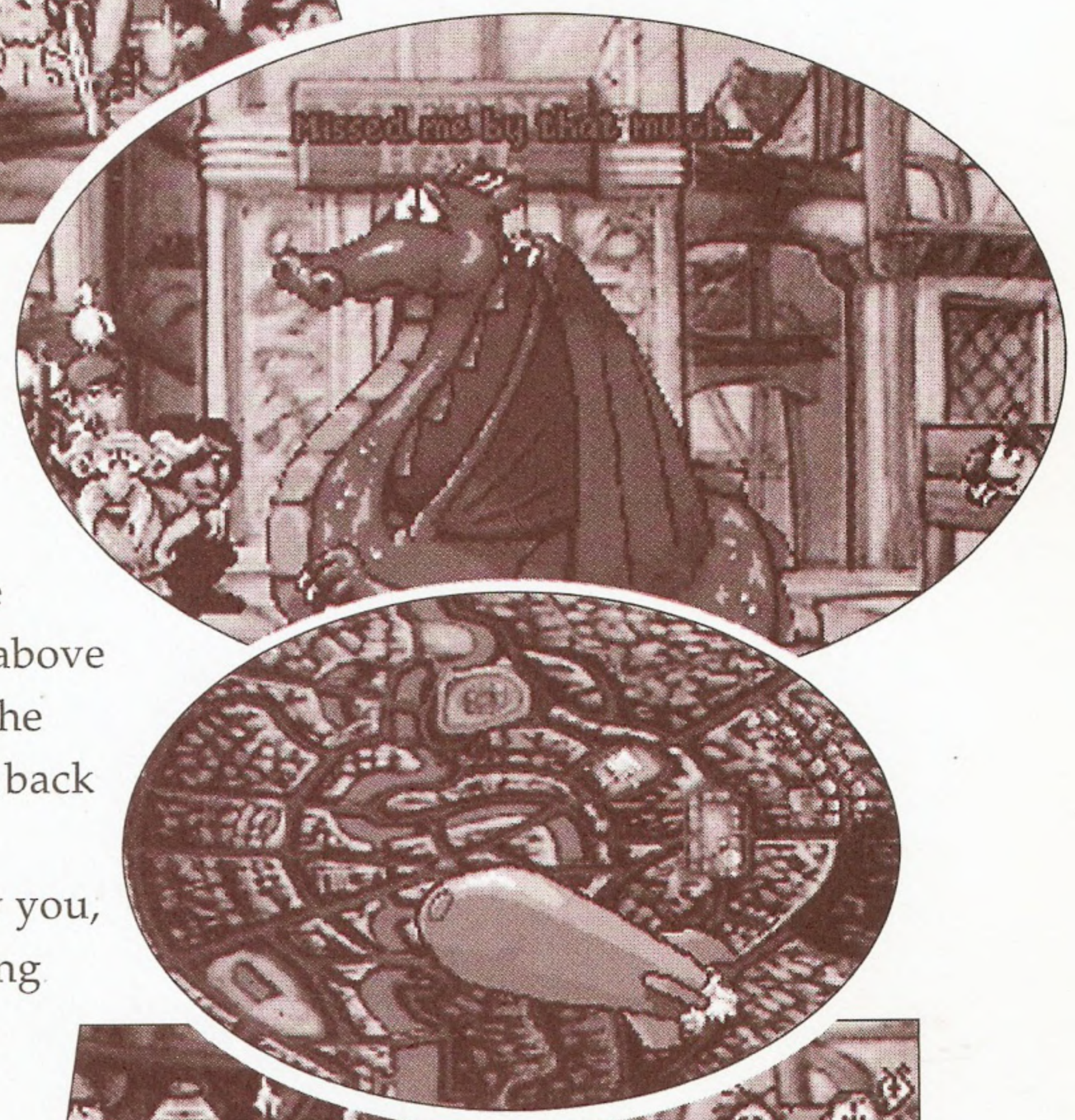
When you leave the dwarven mines the scene will automatically switch back to the square. You now find that all the characters in the game are in the square as if some show was about to start, with Nanny Ogg on a umpire-like chair in the middle. After a brief conversation you discover the villagers have decided to sacrifice Lady Ramkin to the dragon as a back-up plan should a true hero fail to stop the dragon. You tell the square that you are in fact the hero, and the six items you've collected give you the ability to defeat the dragon.







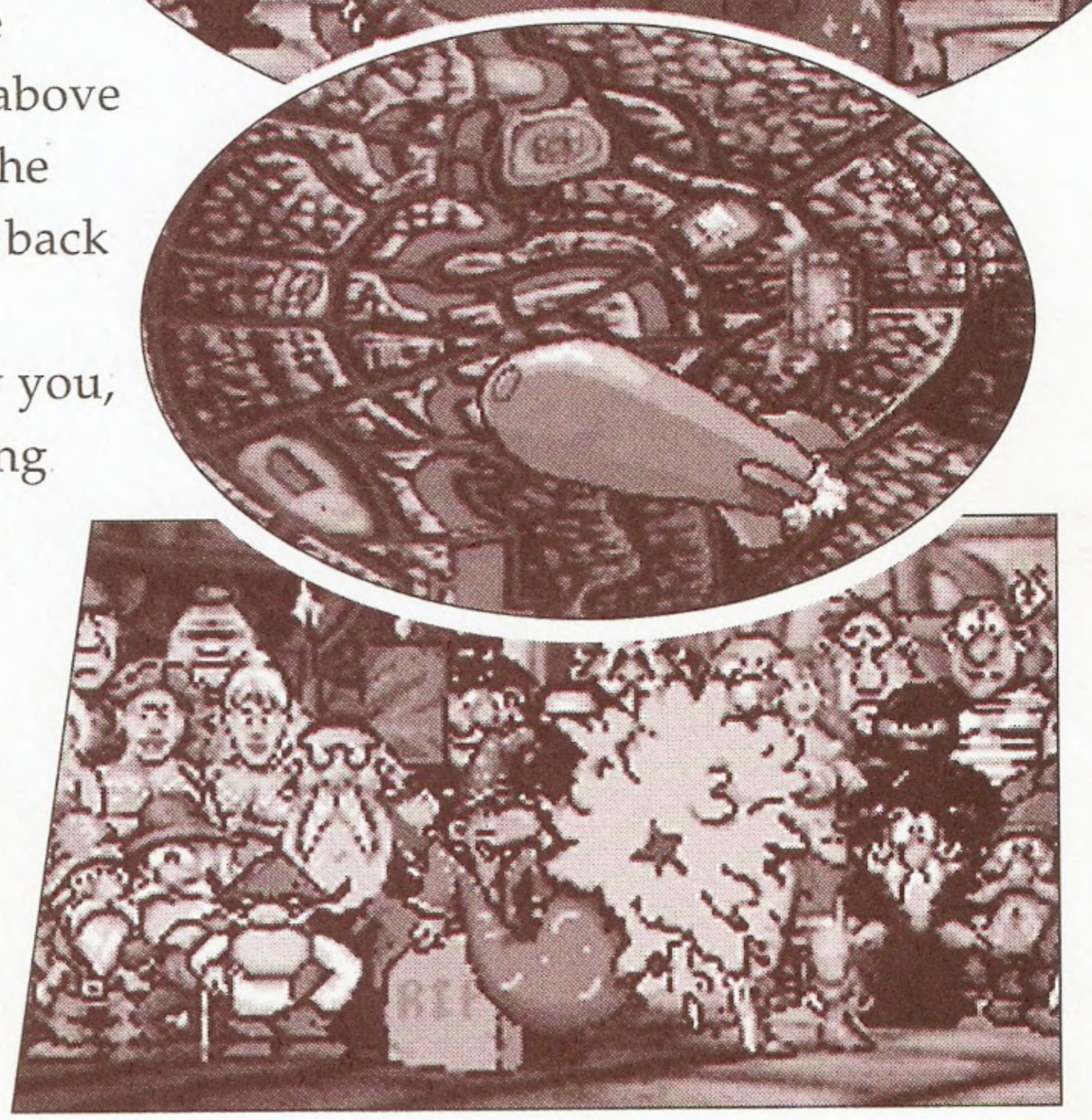
You now see your character put on all the items you've collected and hold the sword aloft as he begins to recite the magic spell. This has the effect of turning the sword into a huge missile which is fired in the direction of the dragon.



Unfortunately, it misses by the smallest of margins, much to the dragon's relief—the beast now returns the attack with a fireball of his own.

As it hurtles toward you, the scene quickly changes to high above Anhk-Morpork where we see the misfires turn around and head back to the square. Now just as the dragon's fireball is about to fry you, your own missile comes hurtling back into the square and takes out the deadly fireball.

This is the final straw for Rincewind. He loses his cool and tells the dragon that he'll find a way of destroying him if it's the last thing he does, thus setting the scene for the final chapter.





Act Four

The Final Showdown

The Final Showdown

The fourth and final chapter of the game is a short resolution of the game, with the tension building to the grand finale. However, it still contains a few tough puzzles as it busily boils itself down to a showdown between you and the dragon; good against evil, one-on-one!

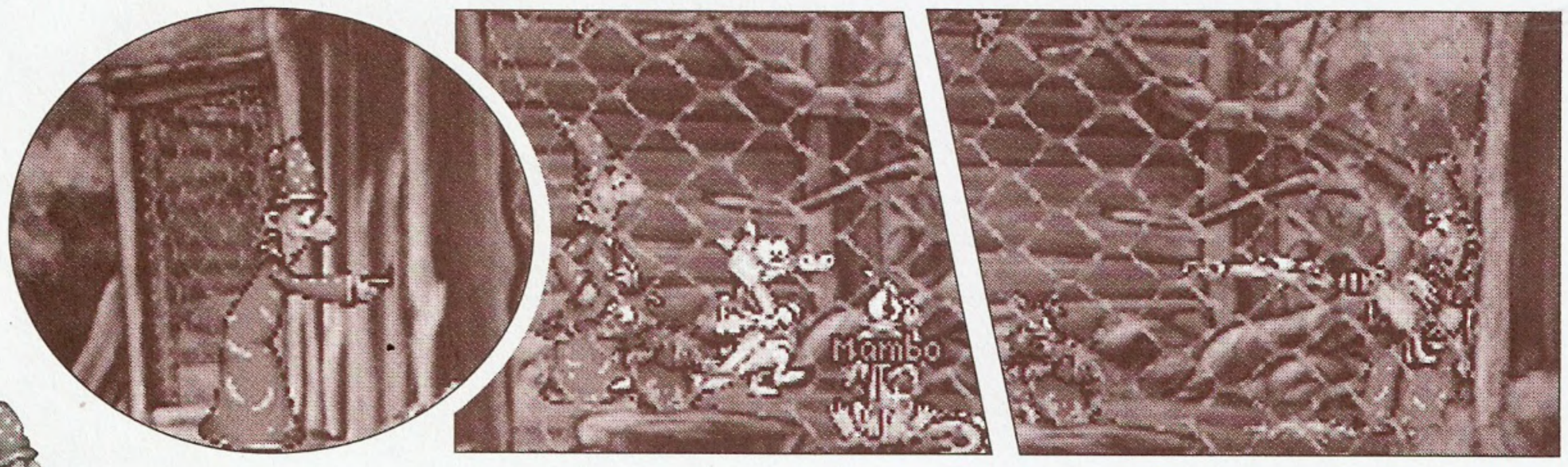


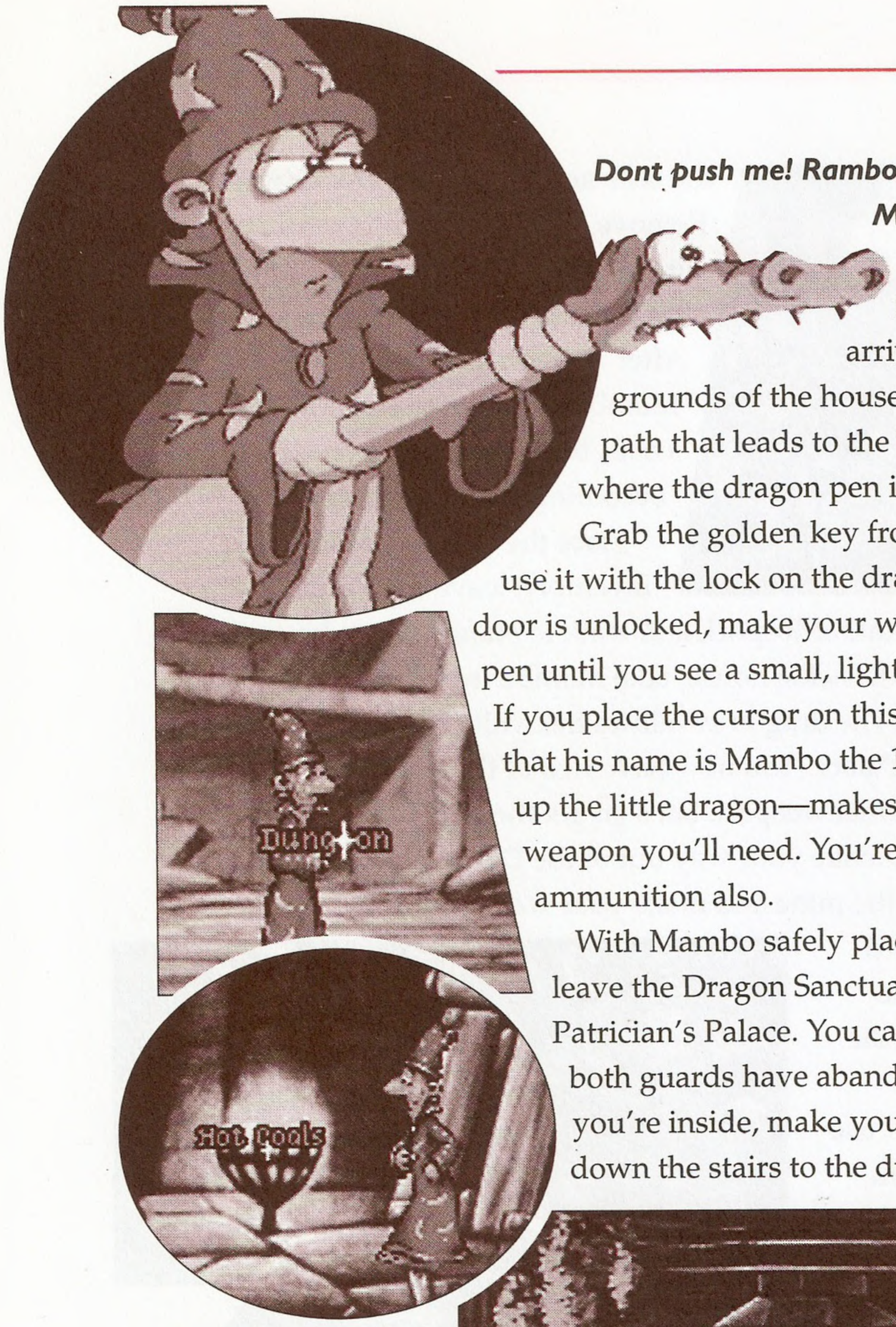
While the crowd looks on, Rincewind gets to grips with Lady Ramkin.



Your first problem is a basic one: how on earth do you fight a dragon with your bare hands? Well, the simple answer is you can't. You need some kind of weapon, so it's this problem we'll address first.

If you walk over to the middle of the square you see that Lady Ramkin has been tied down to a huge rock—ready and waiting for Plan B! If you move the cursor over her leg you can highlight a golden key that is cunningly hidden in her stockings. Pick up the key, then leave the square and head to the Dragon



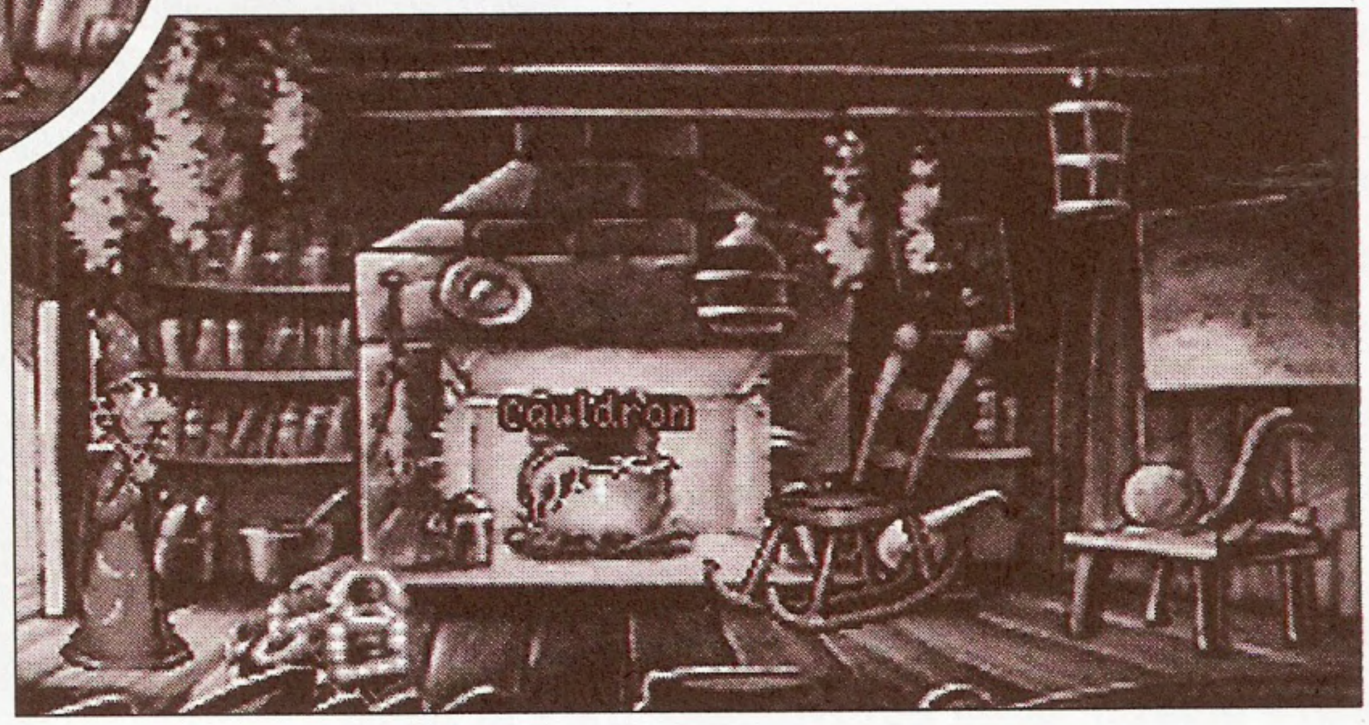


Dont push me! Rambo Rincewind loads up Mambo ready for action.

Sanctuary. Once you arrive, walk through the grounds of the house, using the small side path that leads to the back garden: this is where the dragon pen is found.

Grab the golden key from your inventory and use it with the lock on the dragon enclosure. Once the door is unlocked, make your way to the far end of the pen until you see a small, light colored swamp dragon. If you place the cursor on this dragon it should say that his name is Mambo the 16th, M16 for short! Pick up the little dragon—makeshift it may be, but it's the weapon you'll need. You're going to need some ammunition also.

With Mambo safely placed in your inventory, leave the Dragon Sanctuary and head to the Patrician's Palace. You can walk into the Palace as both guards have abandoned their post. Once you're inside, make your way to the right and down the stairs to the dungeon. Now, walk past



You find the coals for Mambo in the dungeon and Nanny Ogg's cauldron.



the cells and into the torture chamber. Remove M16 from your inventory and use it with the container full of hot coals in the middle of the room. After a cough and a splutter, Mambo manages to swallow the coals, bringing it one step closer to becoming a war machine.

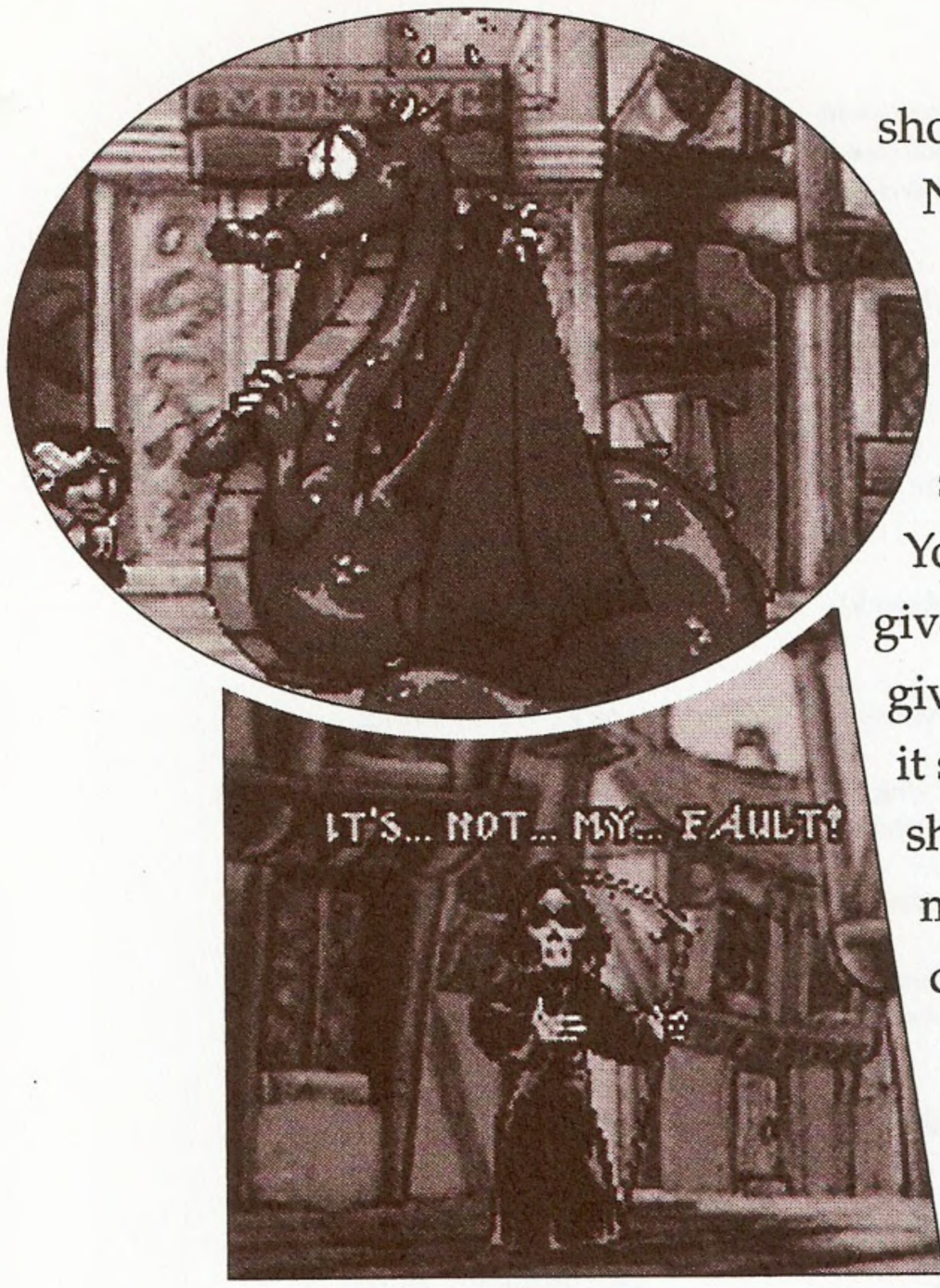
Place the dragon back in your inventory, leave the Palace, and head for the city gates. Exit Ankh-Morpork and walk to Nanny Ogg's house in the Dark Wood. Enter the ramshackle house, take Mambo from your inventory, and use it with the cauldron. The dragon swallows the white hot object as he did with the hot coals in the Palace. You now have two of the three items required to turn M16 into a lethal weapon. Let's go get the third!

Leave Nanny Ogg's shack, make your way out of the Dark Wood and head to the dwarven mines. Enter the mine and make your way to the left, until you reach the area where the sword smith was sitting earlier in the game. There's a grate behind the sword smith's anvil, so get Mambo from the luggage and use it with the coals: this gives you the final piece of ammunition.



All you need to do to complete your dragon-slaying weapon is to light the blue touch paper and stand back; this is done by using the fireworks in the inventory with Mambo. To show you that this action has worked, there's an animated screen

This custard tart is just the thing for a love-hungry dragon. Look out Mambo, she's in heat!



showing you "loading" Mambo ready for action. Now, when you leave the mine the game goes into cinematic mode.

The scene switches to the square once again, and shows you walking onto the screen like Rambo, complete with headband! You grab the fully loaded M16 and prepare to give the dragon a taste of its own medicine. You give Mambo's belly a squeeze, and after a cough it sends a huge missile speeding toward the shocked lizard. Unfortunately, the rocket just misses the dragon and flies off into the sky. The dragon begins to laugh at your incompetence and prepares to return your attack with a fireball of his own. The ball of flames the dragon produces with an effortless cough hurtles toward you as you stand helplessly rooted to the spot. You must now find a final solution… and fast!

Grab the love custard pie from the luggage, and use it on the dragon when the screen flicks to it. You hurl the pie at the dragon and hit him on the nose. The huge, red, fire-breathing monster now turns into a love-struck kid as the custard takes effect. Luckily for you, the first thing it sees is the swamp dragon you're holding. It turns out that the dragon isn't a male after all, and Mambo was just what she was looking for—after a little encouragement from the love custard!



So, after a bit of smooching they both fly off into the sunset, leaving the inhabitants of Ankh-Morpork to head to the pub and tell stories of how the evil dragon was vanquished by the mighty wizard Rincewind… and a custard pie!



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[13]An index is a text adventure devised by warped literary minds to confuse the unwitting reader as to the exact whereabouts of any reference made to any item, person or place in the book. The best kind of index sends the reader on a circuitous path through endless columns of tiny text.

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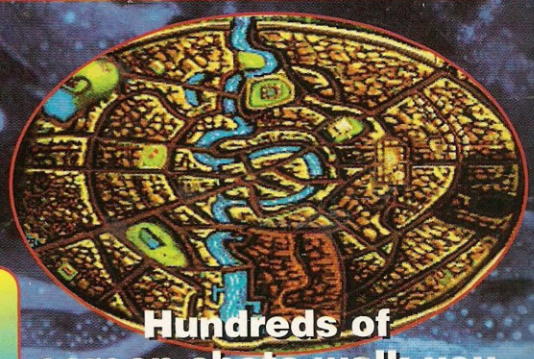
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