

Lycanthropy Part One: Step by step solution

Look up (you notice a rope hanging from the belfry), take abacus, examine desk (you find a sheet of papyrus), read papyrus (it tells of Prince Oedipus's parentage), burn it (so he doesn't find it), ring bell (Prince Oedipus enters), examine prince, place rope by cage, enter cage, lock it (assisted by Prince Oedipus, who possesses the key), wait (until you feel deathly ill), metamorphose into wolf (Prince Oedipus is scared off; you turn back into a human), examine hands (hairy!), ring bell, open cage (Prince Oedipus does it for you!), take all (mandrake and abacus), leave cage, examine eagle (its feathers are rather ruffled and its beak is clamped shut), search feathers (you find a pestle), open beak, look into it (you find a sprig of St. John's wort and a woundwort shoot), take herbs, up, examine dome (you see the word 'Golem'), down, east, examine caskets (you find a chalice), north, fill chalice with grapes, break off a vine, examine vines, search them (you find a minstrel, sleeping), examine minstrel, wake him (he asks you to fix his dulcimer), take dulcimer, examine it (a string's missing), ne, examine centaur (he's crying), talk to him (he wants to be human!), sw, se, examine Zadok (he's very wise indeed), ask him about centaurs (he tells you how to turn one into a human), nw, take toga praetexta, ne, wet sprig (in the streamlet), place it on tongue (of the young centaur; he becomes human and rushes into the bushes), examine centaur (he has a horse's tail in his grasp), swap toga praetexta for tail, examine tail (it is very ragged), twist tail, insert it into dulcimer (to fix the instrument), strum dulcimer (an obol falls to the ground), take obol, examine it (it's a coin, worth one-sixth of a drachma), sw, wait (until the minstrel returns, if not already; he gives you a haversack), se, ask Zadok about golem, buy egg (with the obol: note you must not drop it yet or it will break), nw, examine clusters (you find a raisin), examine raisin (it looks like two eyeballs stuck together), break it in half, north, place raisins in clay, examine mandrake (it has a strange, human-shaped root), pluck root (a golem emerges from the clay), south, wave [object] at golem (to make it stay here), ne, examine bushes, search them (a grave and a pillar are hidden among them), examine pillar (it gives a clue about what you should do in the Acrocorinthus), sw, wave [object] at golem (follows!), east, examine sundial (note the number its pointer is stuck at), examine sentinel, attack him (with the aid of the golem, you're able to enter), examine ground (you see graven frogs) and pedestol (a rectangle is on it), move beads [the number on the sundial, i.e. 3 not III or THREE] left, place abacus on pedestol (the frogs bounce!), wave [object] at golem (it stays), east (you're bounced through the door), examine Ambrose, talk to him (he's too warm), open shutters (Ambrose is now ready to assist), show hands (he gives you a drachma to pay for your fare across the Gulf of Corinth, and leads you outside), west, west, examine ship and shipmaster, pay him, up, examine mast, examine crow's nest (someone is hiding in it), examine people, talk to them, climb mast (Prince Oedipus keeps them distracted while you climb to the crow's nest), talk to boy (he's a stowaway), say to him "Climb into haversack", wait (until the ship docks; the young boy takes you to his father, Chiron, and both of you are later left at the side of the Gulf), west, west (you see some merchants squabbling; one of them

is stabbed and the box they were fighting over drops into a nearby crag. They leave), examine crag (there's a hollow at the bottom) and trees (there's a stump by the crag), tie vine, climb down crag, examine hollow (it is full of water), examine crag (there's a handle in its side), pull handle (the sluice gates open, emptying the pool), in, take box and phylactery, examine phylactery (a Pharisaical charm - don't open it), up, climb vine, east, north.

Now save your data and load it into Part Two.

Lycanthropy Part Two: Step by step solution

Examine sacrist (he is brutally injured), examine injuries (probably caused by a Roman soldier), talk to him (his lips are too arid), give grapes (he takes a few of them, and is able to speak), talk to him (he asks you to fetch the 'Healer'), ask him about Healer (he tells you that this man lives to the West of Delphi), show woundwort (he tells you that it will cure him), north, examine soldier, north (he'll not let you past), east, examine tree (a bird's nest sits at the top), examine nest (there is something shiny in it), take it (you can't quite reach it!), climb tree (you slide back down again), shake it (the nest falls on your head, a crystal-tipped arrow drops out and a bird of prey swoops down to retrieve its nest), take arrow, examine bird (it is vicious), west, west, examine hag (her hands have almost withered away), talk to her (she needs ingredients for her potion), show hands (she tells you she needs a mandrake and a valerian to complete her potion), give mandrake (she drops it into the cauldron), sw, north (outside a large, thatched house, the roof of which is in flames), examine man, talk to him (he offers a year's free medicinal treatment in return for your help), examine house (a ladder is propped against the wall), examine ladder (it reaches the roof-top), south, south, examine ice (too large to move), north, west, take saffron, examine plants (you find a valerian amongst some hemlock), examine valerian (its scent is stimulating), north, examine arabesque (it depicts a rainbow emerging from the roof of this house), crack egg (a rainbow arcs through the roof and pierces another structure), south, east, south, examine ice (it has shrunk), take it, north, north, climb ladder, throw ice (it lands on the flames and the 'Healer' invites you into his house. He asks if there is anything he can do for you), sacrist (he goes to Polonius's aid, taking the woundwort from you. He leaves you outside his house, which he locks up), south, ne, east, south (the sacrist thanks you and rewards you with a silver sword-hilt. He then leaves), north, west, give valerian (the old hag drops it into the cauldron, and it explodes! The Roman soldier stands before you), examine debris (you find a brick), throw brick (it hits the soldier, knocking him unconscious), north, drop all but hilt (otherwise you will lose them when you are arrested!), south, east (a group of Roman soldiers emerges. You are separated from Prince Oedipus and locked in a cell in the barracks), listen (you hear two Roman soldiers talking - one of them leaves), examine hilt (it has a recessed pommel on the end), press pommel (a blade protrudes), examine blade (it's blunt), examine door (there are hinges on one side), undo hinges, bang door (the soldier enters and the door collapses on top of him), examine door (the keys are in the lock), take keys and whip, east, examine bench (you find a mortar), open door (to Prince Oedipus's cell; he emerges), up, east, east (one of the merchants you met in Part One is here, approaching you with a dagger), whip merchant (he runs off to the southeast, now chased by about five Roman soldiers), south (Prince Oedipus tackles an unarmed soldier), west, take chalice, pestle, phylactery, saffron and arrow, east, east, east (a familiar beggar is here), examine beggar (the other merchant from earlier on), talk to him (penniless), give phylactery (he thanks you and leads you through the maze of alleys to the north. You could have given him either the arrow or sword-hilt but they are required for the

end-game. Prince Oedipus takes his leave), up (to the top of a pillar), take bow (it is held down by a clasp), undo clasp (with the sword-hilt), take bow, down, north, examine Pythia, talk to her (she prescribes a remedy), south, east, fire arrow (it ricochets off the walls of the cave and turns into a sphere of pure energy, finally landing in the chalice), examine chalice (it contains sweet wine), crush saffron, put it into chalice and drink wine.

You are cured and return to Corinth. There, the king's daughter explains that you are not blamed for Prince Oedipus's absconding ...
it was expected!