

# Discworld Noir FAQ/Walkthrough

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This walkthrough was originally written for Discworld Noir on the PSX, but the walkthrough is still applicable to the PC version of the game.

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## I. CONTROLS [CNTR]

Basic controls can be somewhat switched around in the main menu. Here's the default configuration on PS1:

| BUTTON    | FUNCTION  |
|-----------|---|
| D-Pad     | Controls the on-screen cursor                             |
| Select    | Toggle main menu  |
| Circle    | "Examine" button  |
| Square    | "Walk" button (move to spot indicated by cursor)          |
| Triangle  | "Escape" button (close out of menus, etc.)                |
| X-Button  | "Action" button (inspect items closer, use objects, etc.) |
| L1 Button | Switch between notebook and inventory                     |
| L2 Button | Flip through pages of menu or inventory                   |
| R1 Button | Switch between notebook and inventory                     |
| R2 Button | Flip through pages of menu or inventory                   |

To use items on the environment, highlight Lewton with the cursor (so that it says "Lewton") and hit Square to bring up the notebook/inventory menus. Use Square button to select the clue or item to take out, then click outside the current menu to use on the environment. In some cases, the item must be put away (highlight Lewton again) via X-button, as wielding objects can prevent

exiting rooms, etc.

ACT 1

[WK01]

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The guide'll be as spoiler-free as I can make it without being intentionally vague. Some aspects of the plot can be done out of order, though the FAQ tries to minimize backtracking.

After the opening cinematic and cemetery scene, the game rewinds, letting players control the protagonist (Lewton) at the start of events.

#### [1.1] LEWTON'S OFFICE

- See scene with Carlotta (automatic)
- Obtain "Carlotta" clue
- Obtain "Mundy" and "Milka" clues
- Exit office to world map

Before continuing, when an icon flashes in the upper-left corner, it means a new clue was added, a new item was obtained, or a new map location has become available. (The icon will indicate which is which.) Clues go in the Notebook section; items go in the Inventory.

World map locations will glow whitish to denote accessibility. For now, only the office and Wharf are available.

#### [1.2] THE WHARF

- Speak to Mr. Scoplett on the gangplank
- Use generic chat option
- Ask about "The Milka's Passengers" (obtain "Mysterious Passengers" clue)
- Ask about Mundy (obtain "Inquisitive Stranger" clue)
- Ask about Milka (reveal "Cafe Ankh" map location)

#### [1.3] CAFE ANKH

The cafe is in the north part of town.

- Approach the wine cellar entrance outside (right side of main entrance)
- Steal the Crowbar off the cart
- Enter the cafe
  
- Sit down by Nobby, who's at the middle table
- Ask about the Milka (obtain "Mysterious Murders" clue)
- Use generic chat option
- Ask about "Vimes" (reveal "Pseudopolis Yard" location)
  
- Sit down by Captain Jenkins in the far left booth
- Ask about the Milka

#### [1.4] THE WHARF, PT. 2

The sailor who stood on the docks earlier should be gone. If he isn't, just keep exiting and reentering until he is.

- Use the Crowbar on the Crate with a cable attached to it.

To use items, put the cursor on Lewton and use Square button (default) to open the inventory/notebook menu. In this way, players can use clues and items to interact with the environment.

- Ride crate into the Milka's fish hold (automatic)
- Take the Label floating in the water
- Climb onto top deck
- Enter the cabin on the other side
- Inspect the lower bunk (obtain "Scrap" clue)
- Exit cabin

#### [1.5] LEWTON'S OFFICE, PT. 2

Lewton automatically returns back to base.

- Exit and reenter
- View scene with Al Khali (automatic; get "Al Khali" clue)

Note that you can trigger the Al Khali scene earlier by manually entering Lewton's place. Arriving automatically just doesn't trigger it.

#### [1.6] PSEUDOPOLIS YARD

If this area isn't unlocked, go back and speak to Nobby at Cafe Ankh.

- Enter the location (try again if "Nobby isn't back yet" dialogue plays)
- Optional: talk with Nobby
- Try exiting area for a scene with Malachite, a troll
- Obtain "Malachite" and "Therma" clues (automatic)
- Reveal "Octarine Parrot" location (automatic)

#### [1.7] OCTARINE PARROT

Mankin and Sapphire, the bartender and singer, are the only ones present

- Speak with Sapphire after her song ends
- Ask about Malachite (reveal "Rhodan's Workshop" location)
- Ask about Therma (obtain "Madame Lodestone" clue)

#### [1.8] PSEUDOPOLIS YARD, PT. 2

- Ask Nobby about "Madame Lodestone" (reveal "Mausoleum" location)
- Ask Nobby about "Mysterious Passengers" (he mentions witness at Cafe Ankh)

#### [1.9] MAUSOLEUM

- Inspect the lower tombs (obtain "Selachii Mausoleum" clue)

#### [1.10] CAFE ANKH, PT. 2

- Talk with Ilsa (automatic scene)
- Ask about "Mysterious Passengers" (get "Ils and Two Conkers" clue)
- Show Ilsa the Label (reveal "Pier 5" location)

#### [1.11] PIER FIVE

The pier is right by the earlier wharf.

- Optional: Ask watchman about "Mundy" clue
- Optional: Ask watchman about "Milka" clue

- Go around corner
- Examine skylight

#### [1.12] LEWTON'S OFFICE, PT. 3

- Take Invitation from floor (reveal "Von Uberwald Mansion" location)

Carlotta's note only appears after inspecting the skylight.

#### [1.13] VON UBERWALD MANSION

- Speak with sarcastic butler (automatic)
- Show Invitation
- Inspect above-door painting
- Ask Carlotta about "Selachii Mausoleum" clue
- Speak with sarcastic butler (automatic; obtain "Count Von Uberwald" clue)
- Optional: Ask about "Mundy"
- Optional: Ask about "Carlotta"
- Optional: Ask about "Malachite"
- Leave conservatory

#### [1.14] MAUSOLEUM, PT. 2

Carlotta will guide Lewton through the grounds.

- Examine the epitaph (automatic; obtain "Therma in the Mausoleum" clue)
- Optional: try moving the sarcophagus' slab

#### [1.15] RHODAN'S WORKSHOP

- Optional: speak to Rhodan
- Move to upper-left nook
- Speak to Malachite
- Ask about "Therma in the Mausoleum" clue

The pair will automatically revisit Therma's grave.

#### [1.16] MAUSOLEUM, PT. 3

- Open Therma's tomb (automatic)
- Obtain Grappling Iron (automatic)
- Obtain "Sapphire Lied?" clue (automatic)
- Examine rubble in sarcophagus
- Examine Troll's Teeth in sarcophagus (obtain "Tooth")

#### [1.17] PIER FIVE, PT. 2

- Use Grappling Iron on Skylight
- Use Crowbar on Skylight
- Enter the damaged skylight
- Take Matchbook off floor (barely visible, right-hand side by light beam)
- Combine Matchbook and Scrap
- Leave Pier Five afterwards

Combining two items requires using the X-button, not the Square button. The rest of the menu navigation is the same as normal.

#### [1.18] OCTARINE PARROT, PT. 2

For those wondering why this area would be visited, Whalebone Lane is where

the Parrot is. The reflection of the street sign can be seen in the window behind Mankin.

- Show Matchbook to Mankin
- Ask about "Mundy" clue
- Ask about "Lies"
- Exit upstairs (right side of screen)

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ACT 2

[WK02]

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[2.1] OCTARINE PARROT, PT. 2 (CONTINUED)

- Speak with Vimes and Nobby (automatic; obtain "Mundy's Murder" clue)
- Inspect Mundy's Boots next to his corpse
- Examine Message in Blood on wall (obtain "Azile" clue)
- Examine frayed rope high above Azile message (obtain "Frayed Rope" clue)
- Use "Frayed Rope" clue on Mundy's Boots (get "Mundy Hung Upside-Down" clue)
- Use "Mundy Hung Upside-Down" on Message in Blood (obtain "3712V" clue)
  
- Speak to Mankin
- Ask about "Mundy Hung Upside-Down" clue
- Ask about "Mundy was cut down"
- Ask about "Mundy's Boots" (obtain "Coin")

If the boots option doesn't come up in dialogue, make sure to inspect them in the room with X-button, not examine with O-button.

- Ask about "Sapphire lied?" (can now enter dressing room next to stage)
- Enter Sapphire's dressing room
- Obtain "Sapphire's Money" clue (automatic)
- Reveal "Saturnalia" location

Players can go to Saturnalia now if they wish, but will have to backtrack later, so it's okay to put it off for now.

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[2.2] VON UBERWALD MANSION, PT. 2

- Ask butler about "Count Von Uberwald" clue (get "Missing Companion" clue)
- Ask to see the Count
- Ask about "Missing Companion" (obtain "Iconograph")

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[2.3] THE WHARF, PT. 3

- Speak to Mr. Scoplett
- Show him the Iconograph (get "Regin's Carriage" clue)

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[2.4] PSEUDOPOLIS YARD, PT. 3

- Speak to Nobby
- Ask Nobby about "Regin's Carriage" clue (reveal "Maudlin Bridge" location)

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[2.5] MAUDLIN BRIDGE

- Take "Torn Fabric" from broken railing
- Optional: investigate railings
- Optional: investigate skidmarks
- Optional: investigate River Ankh

- Optional: use Grappling Iron on River Ankh

#### [2.6] THE WHARF, PT. 4

Unlocking Maudlin Bridge causes the Milka to set sail permanently.

- Use Grappling Hook on the leftover mooring line

#### [2.7] MAUDLIN BRIDGE, PT. 2

- Use Grappling Hook on the River Ankh (obtain "Something in the River" clue)

#### [2.8] RHODAN'S WORKSHOP

- Speak to Malachite
- Ask about "Something in the River" clue
- Use Grappling Iron on Malachite

#### [2.9] MAUDLIN BRIDGE, PT. 3

- Dredge the waters with Malachite (automatic)
- Get "Regin's Murder" clue
- Optional: inspect Regin's body
- Use Iconograph on Regin's body (obtain "Key")

#### [2.10] SATURNALIA

- Speak to Ilsa, Two Conkers, Remora and Carlotta (automatic)
- Speak to Carlotta
- Ask about "Mundy Hung Upside-Down"
- Ask "Did Carlotta Kill Mundy?" (reveal "Temple of Small Gods" location)
  
- Speak to Whirl at the far table
- Optional: try questioning Whirl
- Bribe Whirl (show him the Purse)
- Ask about "Sapphire's Money" (obtain "Losing Streak" clue)
  
- Speak to Warb, a.k.a. customer at Whirl's table
- Optional: Use generic chat option
- Optional: Ask about "Unlucky"
- Optional: Ask about "Unseen University"
- Show Warb the Key (learn it's for casino safety deposit box)
- Exit out left side of gambling area
- Use Key on Safety Deposit Boxes
- Obtain Charm bracelet (automatic)
- Obtain Envelope (automatic)

Showing Warb the bracelet learns he wants it if it's lucky... Hmm... However, the Temple of Small Gods area doesn't help with anything right now.

#### [2.11] OCTARINE PARROT, PT. 3

- Speak to Mankin
- Ask about "Sapphire's Money" clue (obtain "Secret Meeting" clue)
- Speak to Sapphire in her dressing room
- Ask about "Losing Streak" clue
- Ask about "Secret Meeting" clue
- Pick "Confront Sapphire"

Sapphire agrees to arrange a meeting and will leave a note at the office when

it's prepared.

#### [2.12] LEWTON'S OFFICE, PT. 4 / HORST'S QUARTERS

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- Speak with Al Khali and go to Horst's Quarters (automatic)
- Speak to Jasper Horst (automatic)
- Optional: ask about "Carlotta"
- Optional: ask about "Mundy Hung Upside-Down"
- Exit the area
- Obtain "Jasper Horst" clue (automatic)
- Obtain "Golden Sword" clue (automatic)
- Obtain "The Milka's Cargo" clue (automatic)

Upon leaving, Horst's Quarters is a visitable spot. Return to the office, though.

- Take Sapphire's Note from the floor
- Obtain "Meeting with Therma" clue (automatic)
- Reveal "Rooftops Above Salis and Phedre" location

The rooftops area is right south of Saturnalia. It can be put off for awhile, though.

#### [2.13] SATURNALIA, PT. 2

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- Speak to Carlotta
- Ask about "The Golden Sword"
- Revisit the Von Uberwald Mansion (automatic)
- Ask about "The Milka's Cargo" (obtain shipping "Order")

#### [2.14] PIER FIVE, PT. 3

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- Speak to watchman
- Show him the Order
- Obtain "Wine Barrels" clue (automatic)
- Obtain "The Von Uberwald Crate" clue (automatic)
- Obtain "The Varberg Crates" clue (automatic)
- Reveal "Guild of Archaeologists" location (automatic)

#### [2.15] CAFE ANKH, PT. 3

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- Speak to Samael (pianist) at his new spot
- Ask about "Wine Barrels" (obtain "The Key to the Wine Cellar")
- Exit cafe
- Approach cellar area, near where the crowbar was stolen in Act I
- Use "Key to the Wine Cellar" on the trapdoor
  
- Inspect Box of Receipts atop crate (reveal "Patrician's Palace" location)
- Speak to Ilsa
- Ask about "The Varberg Crates" clue (obtain "Hiding Place" clue)
- Use generic chat option
- Ask about "Archaeology" (get "Gold-Plated Jewel" clue)

Ilsa agrees to get Lewton into the Archaeologists' Guild if he'll find a safe hiding spot for Two Conkers.

#### [2.16] ROOFTOPS ABOVE SALIS AND PHEDRE

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Unlocking this location requires confronting Therma earlier and then reading her invitation at Lewton's Office, remember.

- Speak to Malachite at Rhodan's Workshop
- Ask about "Meeting With Therma" clue
- View scenes at Salis-Phedre rooftops (automatic)
- Obtain "Malachite's Murder" clue (automatic)

#### [2.17] PATRICIAN'S PALACE

- View interrogation (automatic)
- Exhaust conversation options with Nobby, Detritus and Vimes
- Suggest an alternative suspect (×3)
- Pick "Give Up"

Lewton will be thrown in a cell.

- Idle until a rat wanders into the room's center
- Don't disturb it; let it run into the right-hand wall
- Examine crack in lower right-hand wall
- Examine Block by the crack to find secret passage
- Speak to Leonard da Quirm (automatic)
- Examine the gaping hole past Leonard
- Speak to Nobby (automatic)

Earlier inventory items are restored, sans the crowbar.

#### [2.18] ROOFTOPS ABOVE SALIS AND PHEDRE, PT. 2

- Speak to Gable the gargoyle
- Ask about "Malachite's Murder" clue (get "Bestial Attacker" clue)

#### [2.19] PATRICIAN'S PALACE, PT. 2

- Optional: speak to front gate guards
- Exit out the right-hand side of screen to back walkway
- Examine the wall to notice Leonard's cell above
- Use Grappling Iron on the wall (revisit Leonard's cell)
- Climb back down
- Use "Hiding Place" clue on Wall

#### [2.20] CAFE ANKH, PT. 4

- Speak to Ilsa in the cellar
- Relocate Two Conkers to Leonard's cell (automatic)
- Use Ilsa's contacts to enter her guild (automatic)

#### [2.21] GUILD OF ARCHAEOLOGISTS

- Speak to Laredo Cronk (get "Laredo Cronk" clue)

#### [2.22] HORST'S QUARTERS

- Speak to Horst
- Ask about "Laredo Cronk"

#### [2.22] GUILD OF ARCHAEOLOGISTS, PT. 2

The guild is near the Patrician's Palace, for reference.

- Reenter guild
- Speak to Laredo



- Ask about "Jasper Horst"
- Examine bookcase where Laredo was standing
- Inspect the Hinged Book
- Enter secret fireplace passage (automatic)
- Examine the security notice above the wall panel

#### [2.23] TEMPLE OF SMALL GODS

- Speak to Malaclypse (near entrance)
- Show Malaclypse the Charm bracelet

#### [2.24] SATURNALIA, PT. 3

- Speak to Warb (customer at Whirl's table)
- Give him the Charm bracelet
- Ask about "Vault 51" (get "Back Passage" clue)

#### [2.24] GUILD OF ARCHAEOLOGISTS, PT. 3

- Reenter the fireplace passage
- Use "Back Passage" clue on panel (below security notice)
- Enter vault
- Use "3712V" clue on the crates and displays
- Use "Tooth" on the cabinet of urns (obtain "Falchion")
- Exit vault/guild
- Watch ensuing scene (automatic)

#### [2.25] CEMETERY

- Reveal "Cemetery" location (automatic)
- Speak to Gaspode the Wonderdog (automatic)
- Transform into a werewolf (automatic)
- Transform back into human (automatic)

That ends the act, though I'll give some extra info on werewolf transforming.

To transform, Lewton must be in an empty location, or at least one where the NPCs can't see him. This is done by the same method of using items on the environment, only the werewolf icon is clicked instead.

In werewolf mode, Lewton can't move around, but can see scents represented as colors. Distinctive colors can be inspected and stored in the inventory (the first four in the cemetery are done automatically). When coming across the same scent at different locations, info on the scent will be updated to rule out suspects. This is a part of investigating in Act 3.

To change back, simply click the human icon. Transforming back and forth is fine -- there's no penalties or anything for usage. To be thorough, record all scents in an area, as they rarely can be tied to one person on the first sniff.

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ACT 3

[WK03]

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Pier Five, the Wharf and the Guild of Archaeologists are no longer available. They don't have any further relevance, though, so it's no big deal.

#### [3.1] CEMETERY (CONTINUED)

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- Optional: read letter at gravesite
  - Transform into werewolf
  - View the scent with glowing dots in it
  - Proceed to Saturnalia (automatic)

### [3.2] SATURNALIA, PT. 4

- Pick up Moss by the chalk outline
- Transform into werewolf
- Inspect the magenta scent

### [3.3] CEMETERY, PT. 2

- See scene by Temple of Small Gods' back window (automatic)
- Examine window silhouette

### [3.4] LEWTON'S OFFICE, PT. 5

- Optional: visit Pseudopolis Yard first (automatically arrive here)
- Speak to Nobby (automatic)
- Obtain "Clerk's Murder" clue (automatic)
- Obtain "Wizard's Murder" clue (automatic)
- Obtain "Merchant's Murder" clue (automatic)
- Take Crowbar from desk
- Transform into werewolf
- Take samples of all four scents

### [3.5] SCENT-COLLECTING (OPTIONAL)

Players can backtrack at this point and pick up stray scents in older areas now. To investigate, save all new scents, check which ones aren't associated with a known person, then match those (if possible). Doing this fills up the scent library quicker and is more helpful in the future.

- Investigate scents at Cafe Ankh's wine cellar
- Investigate scents at Rhodan's Workshop
- Investigate scents at Maudlin Bridge
- Investigate scents at Patrician's Palace (side area)
- Investigate scents at Rooftops Above Selis and Phedre

Crowded areas can't be investigated in this way, remember. This includes spots where Lewton thinks he might be observed, like the Mausoleum.

### [3.6] OCTARINE PARROT, PT. 4

- Ask Mankin about "Merchant's Murder" (reveal "Merchant's Guild" location)
- View notice board in main hall
- Obtain "Bedmaker & Laundryman" clue
- Reveal "New Hall" location
  
- Revisit Mundy's room
- Sample/match any remaining scents here
  
- Revisit Sapphire's dressing room
- Collect all 3 scents in Sapphire's dressing room
- Inspect cyan color (learn it comes from perfume bottle)
- As a human, take Perfume bottle from cosmetics clutter

### [3.7] VON UBERWALD MANSION, PT. 3

- Ask to see Carlotta
- When butler leaves, change into werewolf
- Obtain "Carlotta is a werewolf" clue
- Reenter mansion
- Ask to see the Count
- Speak to the Count and Death (automatic)
- Show Count the Moss
- Visit the Libraris Apocrypha (automatic)
- Use Moss on the red box of Index Cards
- Obtain "The Sewers" clue
- Use "The Sewers" clue on Index Cards
- Reveal "Sewer" location

For fun, players can look up other notebook clues, like Carlotta or Al Khali, to get humorous replies. Werewolf transformations aren't allowed in this area, however.

### [3.8] SEWERS

The sewers are right by Maudlin Bridge, down and to the right.

- Enter second screen
- Transform into werewolf
- Follow the magenta trail
- Transform yet again
- Follow magenta trail again
- Turn back into human
- Inspect floor debris
- Take Pendant sitting on wooden plank
- Speak to Grim Squeaker (automatic)

### [3.9] PATRICIAN'S PALACE, PT. 3

- Return to Leonard and Two Conkers
- Show them the Pendant (get "Temple of Anu-Anu" clue)

### [3.10] NEW HALL

- Speak to Mrs. Fomes (automatic)
- Ask about "Wizard's Murder" (get "Dead Men's Pointy Boots" clue)
- Ask about "Bedmaker & Laundryman" clue
- Enter adjacent bedroom area
- Open the Sturdy Unlocker
- Read books within
- Turn into werewolf
- Use "Temple of Anu-Anu" hint on octarineboard
- Enter next adjacent room
- Speak to Porter
- Ask about "Wizard's Murder" (get "Mathom Poisoned" clue)
- Exit and reenter university
- Use "Temple of Anu-Anu" clue or Pendant on Book of Temples (Sturdy Unlocker)
- Obtain List (automatic)

### [3.11] MERCHANT'S GUILD

This is in the same neighborhood as where the Archaeologists' Guild was.

- Speak to gatekeeper (automatic)

- Ask about "Dead Men's Pointy Boots" clue

#### [3.12] VON UBERWALD MANSION, PT. 4

- Ask to see the count
- Ask about "Merchant's Murder" twice (get "Gamin Strangled" clue)

#### [3.13] CAFE ANKH, PT. 5

- Enter cafe portion
- Speak to Carlotta (automatic)
- Optional: ask about "Carlotta is a werewolf"
- Ask about "Mundy's Murder"
- Ask about "Malachite's Murder"
- Ask about "Carlotta's Alibi" (get "Errata" clue)
  
- Speak to Samael
- Ask about "Clerk's Murder"
- Enter wine cellar
- Use Crowbar on rightmost wine barrel
- Visit Patrician's Palace (automatic)

If Lewton makes excuses about entering the barrel, return to the Patrician's Palace manually and investigate the wine barrels along the wall, near where the climb to Leonard's cell occurs. In wolf mode, matching the magenta scents reveals the killer infiltrated via a wine barrel, which is naturally crucial here.

#### [3.14] PATRICIAN'S PALACE, PT. 4

This section can technically be done any time in Act 3, after Samael mentions the wine delivery (ask about Clerk's Murder), but it's easiest to do now to condense the guide.

- Enter the kitchen (automatic)
- Enter hallway
- Go down hall
- Transform
- Eavesdrop on double doors (get "Saipha Drowned in Wine" clue)

#### [3.15] LEWTON'S OFFICE, PT. 6

- Return after eavesdropping (automatic)
- Speak to Remora (automatic)

#### [3.16] TEMPLE OF SMALL GODS, PT. 2

- Speak to Mooncalf, the zealot in the back part of the sanctuary
- Show Mooncalf the List

#### [3.17] CEMETERY, PT. 3

- Enter farthest part of cemetery
- Transform
- Inspect the window
- Eavesdrop on silhouettes (get "True Believers meeting" clue)

#### [3.18] TEMPLE OF SMALL GODS, PT. 3

- Speak to Malaclypse

- Ask about "Errata" clue
- Ask about "True Believers meeting" clue
- Ask about "Inner Sanctum"
- Visit Inner Sanctum (automatic)
  
- Approach red window area
- Inspect lectern
- Examine lectern to hide inside it
- Use Perfume on Mooncalf's shoes

Lewton will automatically shadow Mooncalf afterwards. If perfume was dumped on the shoes, he can see the trail through the Ankh stench, revealing the new location (Sanctuary). If no perfume was added, the trail dies; Malaclypse dialogue can repeat the general process.

### [3.19] SANCTUARY

- Visit the building (automatic)
- Eavesdrop on conversation (automatic)
- Get "Nylonathatep" clue (automatic)
- Reveal "Sanctuary" location (automatic; it's south of Lewton's office)
- Revisit Sanctuary after going to the office
- Examine fresco
- Examine the strange symbol (get "Strange Symbol" clue)
- Use "Counterweight Killings" clue on map (reveal The Dysk Theater location)

### [3.20] THE DYSK THEATER

- Take Flyer on the bench
- Approach stage
- Transform

### [3.21] VON UBERWALD MANSION, PT. 5

- Ask to visit library
- Use "Nylonathatep" clue on index cards (get "Octagram of Murders" clue)
- Use "Strange Symbol" clue on index cards (get "Elver Sign" clue)
- Use "Flyer" clue on index cards (get "Eight Great Tragedies" clue)

### [3.22] THE DYSK THEATER, PT. 2

- Approach stage again and transform (if not done first time)
- Examine the marks on the stage
- Use "Elver Sign" or "Sign of the Eel" clues on the marks
- Enter secret passage (automatic)
- Use "Octagram of Murders" clue/symbol on the altar

### [3.23] SANCTUARY, PT. 2

- Use "Counterweight Killings" clue on map
- Reveal Dagon Street location
- Reveal The Wizard's Pleasaunce location

If doing part of the walkthrough out of order (haven't done Dysk Theater stuff yet), and the "Counterweight Killings" clue was used in the Sanctuary's first visit, players may need to use "Octagram of Murders" clue on the map instead.

### [3.24] DAGON STREET

This area is SW of the office.

- Use Crowbar on the boarded-up shop front
- Enter window
- Transform and record the dark magenta scent
- Examine floor debris
- Examine bone

[3.25] THE WIZARD'S PLEASAUNCE

This area's between the New Hall and the Von Uberwald mansion.

- Inspect the bushes
- View the eighth and final victim be slain
- View the next conversation (automatic)

[3.26] THE DYSK THEATER, PT. 3

- View the scenes (automatic)

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ACT 4

[WK04]

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Some useless areas, like the Wizard's Pleasaunce and Merchant's Guild, are now inaccessible.

[4.1] THE DYSK THEATER, PT. 3 (CONTINUED)

- Search rubble (obtain Falchion)
- View wall inscription on screen's upper left (obtain "Inscription" clue)
- Optional: speak to Coom on the way out

[4.2] SANCTUARY, PT. 3

- Eavesdrop on the cultist (automatic)
- Inspect corpse (obtain "Amulet")

[4.3] VON UBERWALD MANSION

The library is the only available spot here in this act.

- Use "Nylonathatep" clue on index cards
- Obtain "Radiant Trapezohedron" clue

[4.4] PATRICIAN'S PALACE, PT. 5

- Revisit Leonard and Two Conkers
- Ask about "Radiant Trapezohedron" clue (obtain Map)

[4.5] TEMPLE OF SMALL GODS, PT. 4

This step can be done any time after learning of the Radiant Trapezohedron.

- Speak to Mooncalf
- Show the Amulet
- Ask about "Traitors in the Cult" (get "Foid" clue)
- Watch Mooncalf's scene (automatic)

#### [4.6] RHODAN'S WORKSHOP

- Ask Rhodan about "Foid" clue
- Go to area where Malachite used to stand
- Take the plaster-encrusted Bandages from floor (if not done in Act 3)
- Show Bandages to Rhodan
- Ask Rhodan about "Foid" clue again

#### [4.7] DAGON STREET, PT. 2

- Inspect door on right-hand side of street
- Speak to Foid (automatic)
- Show Amulet
- Show Falchion
- Ask about "Satrap's Contact" (obtain "Gelid" clue)

#### [4.8] NEW HALL, PT. 2

- Speak with Mrs. Fomes (automatic)

#### [4.9] PSEUDOPOLIS YARD

- Speak to Nobby
- Ask about "Gelid" clue (obtain Warrant)

#### [4.10] NEW HALL, PT. 3

- Speak to Mrs. Fomes again (automatic)
- Enter bedroom area (automatic)
- Advance in one screen further
- Inspect bloodstain near where the porter used to stand
- Visit the upper observatory (automatic)
- Speak to Satrap (automatic)
- Watch outdoor FMV (automatic)
- Take Astrolabe off floor by telescope
- Use Map on the floor mosaics
- Select "The Boring Group of Faint Stars" when prompted
- Look through the telescope

#### [4.11] MAUSOLEUM, PT. 4

- Use Astrolabe on sky
- Visit new tomb (automatic)
- Examine the grotesque
- Enter tomb (automatic)
- Use Coin on the sarcophagus indentation
- Speak to zombie
- Show Falchion (obtain Radiant Trapezohedron)
- See scene outside tomb when trying to leave (automatic)

#### [4.12] LEWTON'S OFFICE, PT. 7

- Speak to Ilsa at Lewton's Office (automatic)
- Use Radiant Trapezohedron to spy on thief's current location

Note that the spying can take place in any area, except Maudlin Bridge itself, for obvious reasons. Visiting before spying doesn't do anything.

#### [4.13] MAUDLIN BRIDGE, PT. 4

- View scenes (automatic; obtain Falchion again)

#### [4.14] PATRICIAN'S PALACE, PT. 6

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- Climb back up to Leonard and Two Conkers
- Speak with Leonard and Two Conkers (automatic)
- Clear the floor rubble away from the massive "window" in area
- Go back to Leonard
- Enter flapping-wing-flying-device for a scene (automatic)
- Use "Elver Sign" or "Sign of the Eel" clue on flying device
- Reenter flying device
- View final scenes (automatic)

THE END!

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#### V. FREQUENTLY ASKED QUESTIONS

[FAQZ]

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[Q] - Is this game worth getting?

[A] - Yes. Like all Discworld games, it has a free-wheeling humor that makes it enjoyable, even on repeat playthroughs -- a rare feat for games of this nature. The PC version is a bit better in the graphics department, but isn't easily obtainable nowadays (it's not on Steam), so good luck with that...

[Q] - Does this game work on NTSC consoles?

[A] - No, it's a PAL-only game. Players will need a PAL console, a "Swap Magic"-style disc to trick NTSC consoles into playing it, or a modded console.

[Q] - Is this based on any of Pratchett's books?

[A] - I believe it's a completely new adventure. There are some throwbacks, of course, but it's not a shot-for-shot remake or retelling.

[Q] - [ACT 2] The boots option doesn't appear in Mankin's dialogue!

[A] - Make sure to search/examine them in Mundy's room first.

[Q] - [ACT 2] Warb won't accept my charm bracelet!

[A] - He only does if Lewton's learned it brings luck. Show it to Malaclypse at the Temple of Small Gods first.

[Q] - [ACT 3] Death won't mention the merchant's murder detail!

[A] - Players must learn a bit about Gamin first. Use the "Dead Men's Pointy Boots" clue from New Hall when talking to the Merchant's Guild NPC, then speak to Death about "Merchant's Murder". If it hasn't been talked about before with him, do it twice.

[Q] - [ACT 3] Carlotta isn't at the Cafe Ankh!

[A] - It won't be scheduled until visiting the Von Uberwald mansion, asking to see her, then transforming quickly after the butler leaves.

[Q] - [ACT 3] Using the crowbar on the Cafe Ankh wine barrel does nothing!

[A] - Samael must first mention that a delivery is coming. Ask him about the Clerk's Murder to learn that clue. This can be done at any time, note, not just when listed in the walkthrough.

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05-17-2017 -----+ Started walkthrough  
 05-20-2017 -----+ Finished walkthrough

THANKS TO...

- Sailor/Ceej, for hostin' my crap
- Terry Pratchett, for making Discworld as rich & humorous as it is (R.I.P.)

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VII. LEGALITY

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WHERE THE RIVERBOAT

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SAILS TONIGHT

E N D O F D O C U M E N T