

A guide for *Murderworld*.

Version 1.0

Read Me

Spoilers abound! You're always welcome to email me at austinauclair@patientrock.com if you'd like a hint instead. In general, this walkthrough is flavorless and tries to get straight to finishing the game, often skipping intermediate steps. It also skips cool stuff or quickly summarizes it.

Also, especially in the Murderworld section, I've tried to set up the "Mission" verb to give contextual clues and you might want to start there first.

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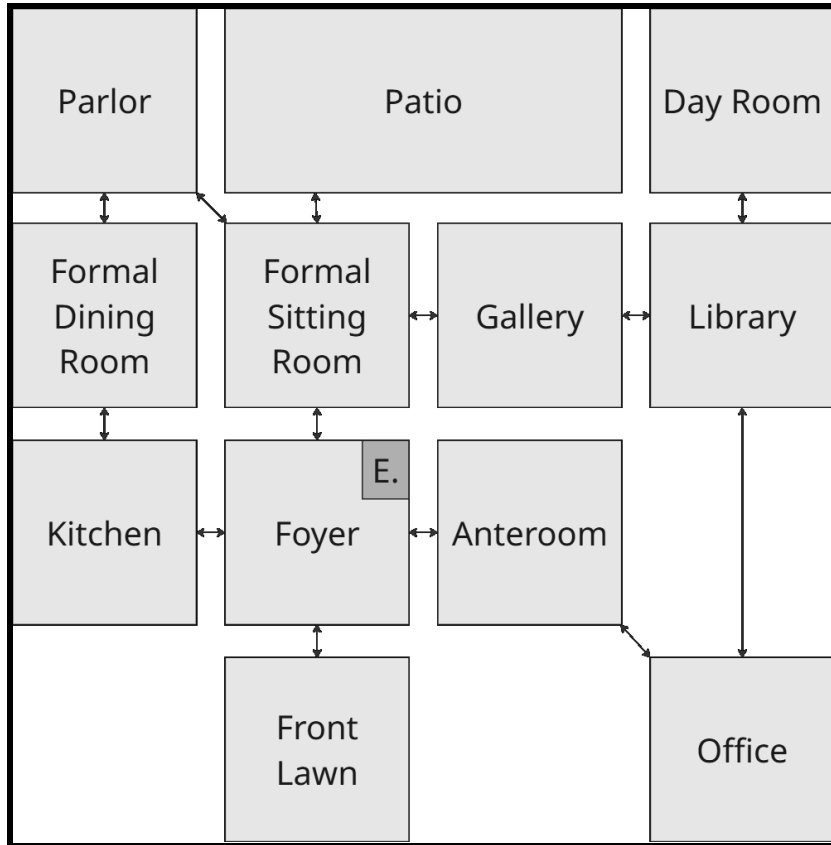
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Blackbird

1. S
2. S
3. TAKE MUG
4. TAKE COFFEE
5. NORTH
6. NORTH
7. GIVE YELLOW MUG TO STORM

Mansion

In this section the player can complete goals in nearly any order often eliciting different responses and results for each player character. The steps below are not “canon” paths. I try to make note of larger alternatives.



Map of the Mansion's main floor. Not every character can access every room in the Mansion.

Colossus Goal

1. Kurt helps
 - a. You can do this when he's still in the day room, but he won't get to it until you've taken the sandwich from the refrigerator after fixing the kitchen.
 - b. For that sequence:
 - i. "Transform" (into steel)
 - ii. Go to kitchen
 - iii. "Examine pipe"
 - iv. "Close pipe"
 - v. "Open fridge"
 - vi. "Take sandwich"
 - vii. "Give sandwich to kurt"
 - viii. "Tell kurt about presentation" (if you haven't already)
2. Or, Alison helps
 - a. "Tell Alison about presentation"
 - b. She's found in the library and will give it in trade after you tell her about the presentation and then "take shelves" (and then resolve the scene there).
3. Or, Oloro helps
 - a. "Tell Oloro about presentation"

- b. She's found in the office. You will need to help her kick Scott off the phone. "Examine phone" then "pull plug". Wait for her to complete her call.

Cyclops Goal

1. Go to the office and "take phone". Go through the phone tree (there are no wrong answers).
2. Go to the foyer and ride the elevator to the workshop.
 - a. "Examine rubble"
 - b. "Blast rubble"
 - c. "NE" (back to elevator)
 - d. Go through scene with Colossus and go back down to workshop.
 - e. "E" to utility room
 - f. "Open fuse box"
 - g. Make a choice
3. Choice 1 - Team Meeting
 - a. Peter (if not still in utility room, he's walking path between kitchen and utility room).
 - b. Alison (she'll return to library automatically if you've already resolved the scene there)
 - c. Kurt (in day room)
 - d. Ororo (she'll return to the office automatically; wait for her to finish her call)
 - e. Logan (he's in the parlor unless you've already resolved that scene and then he'll be wandering a track around the mansion.)
 - f. End: Won't trigger until you've found all the kids. If Ororo is the last person told, it automatically triggers. If the last person told is someone else, Kurt will come and tell you that everyone is waiting in the office.
4. Choice 2 - Professor Xavier
 - a. Peter (if not still in utility room, he's walking path between kitchen and utility room).
 - b. Alison (she'll return to library automatically if you've already resolved the scene there)
 - c. Kurt (in day room)
 - d. Ororo (she'll return to the office automatically; wait for her to finish her call)
 - e. Logan (he's in the parlor unless you've already resolved that scene and then he'll be wandering a track around the mansion.)
 - f. End: Won't trigger until you've found all the kids. Logan will come and give you an item.
5. Choice 3 - Confront Storm
 - a. Go to office where Ororo will be on the phone. Wait for her to finish her call and then the scene plays out.

Dazzler Goal

1. Go to foyer and then northeast to ride the elevator. Dazzler can now see that the elevator isn't working.
2. Go to library.
 - a. "Turn on player"
 - b. "Light"
 - c. "Examine hole"
3. Ororo helps
 - a. Ororo can't help if she's already left the office.
 - b. If she's still in the office:
 - i. "Tell ororo about library"
 - ii. "Examine phone"
 - iii. "Pull plug"
 - iv. Wait for her to finish her phone conversation and follow her, or just go north to the library.
4. Or, Logan helps
 - a. Logan won't help if Sam has already been rescued
 - b. Go to parlor
 - c. "Tell Logan about library" and then follow him to the library
5. Or, Kurt helps
 - a. Go to day room
 - b. "tell Kurt about library"
 - c. Go south to the library
6. Once the shelves in the library have been moved, go "Up" in the library.
7. If the scene with Scott and Ororo in the office hasn't yet been resolved, Dazzler won't be able to proceed.
 - a. Go back "Down" and then go to the office.
 - b. In the office, "examine phone" and then "pull cord".
 - c. You will need to wait for Ororo to finish her call and head outside. You can observe and follow her, or head back to the landing above the library and "Wait" a few times.
 - d. Once the fire is doused, go "west".
 - e. Go "west" to Alison's bedroom.
 - f. "Take tape".

Nightcrawler Goal

1. Go to foyer and then west to kitchen.
2. Go to day room and "examine snack machine".
3. Logan helps

- a. Logan will only help if he's still in the parlor
 - b. "Tell Logan about food"
 - c. "Examine rubble"
 - d. "Examine hole"
 - e. "Teleport to behind the rubble"
 - f. Resolve the scene and then head to the day room.
 - g. Depending on how you get there, you may need to "talk to Logan" when you're both in the day room.
- 4. Or, Ororo helps
 - a. Ororo will only help if she's still in the office and you haven't yet helped her with the phone.
 - b. "Tell Ororo about food"
 - c. "examine phone"
 - d. "Pull cord"
 - e. Wait for the scene to play out
 - f. Wait for Storm to finish her call and then follow her to the day room
 - g. Depending on how you get there, you may need to "talk to Ororo" when you're both in the day room.
- 5. Or, Peter helps
 - a. The scenario in the office will need to be resolved so that Scott goes downstairs to the workshop.
 - i. In the office, "examine phone".
 - ii. "Pull cord" and then play out the scene.
 - iii. Return to the foyer and then go northeast to the elevator, exiting to the workshop.
 - iv. Take the elevator back to the foyer, go through the short scene with Colossus, and then follow him back down the elevator to the workshop. Go east to the utility room.
 - v. "Tell Peter about food"
 - vi. "close valve"
 - vii. "Teleport to foyer"
 - viii. "Teleport to utility room"
 - ix. "Close valve"
 - x. "Teleport to foyer"
 - xi. Go west to the kitchen
 - xii. "Open fridge"
 - xiii. "Take sandwich"

Storm Goal

- 1. Go to office.
- 2. Talk to Shifa a bunch or simply "Wait" eight times (essentially you're waiting for Ororo to get fed up with Scott).
- 3. "Examine phone"

4. "Examine cord"
5. "Ask Shifa about phone"
6. "Summon lightning on power lines"
7. "Take phone"

Wolverine Goal

1. Go to parlor.
2. "Smell"
3. "Examine seeds"
4. Alison helps
 - a. Go to library and "tell alison about sam" if she's still there.
 - b. Follow her back to the parlor
 - c. Extend "claws" if not already extended
 - d. "Attack rubble"
5. Or, Ororo helps
 - a. Go to office and "tell ororo about Sam" if she's still there.
 - i. You are able to interrupt her if she's on the phone, but not after that.
 - b. Follow her back to the parlor
 - c. Extend "claws" if not already extended
 - d. "Attack rubble"
6. Or, Kurt helps
 - a. Go to day room and "tell kurt about Sam".
 - b. Go back to the parlor.
 - c. Extend "claws" if not already extended
 - d. "Attack rubble"

Rescuing the kids

You must first go north from the formal sitting room (to the patio) to trigger the mission.

Henry

1. Go to the day room.
2. "Take game".

Jamie

1. Playing as Dazzler
 - a. Jamie is rescued as part of resolving Dazzler's goal. See that section.

2. Everyone else
 - a. Go to the library
 - b. "Take shelves"

Nuwa

1. Playing as Dazzler, Nightcrawler, or Storm
 - a. Dazzler or Nightcrawler
 - i. You will first need to help Ororo in the office, otherwise you won't be able to fully explore upstairs.
 1. Go to office.
 2. "Examine phone"
 3. "Pull cord"
 4. Wait for Ororo to finish her phone call, then wait for her to travel to the front lawn.
 - b. Playing as Storm
 - i. Go to the front lawn and then "up".
 - ii. "Summon rain on fire"
 - c. Dazzler
 - i. Resolve Dazzler's goal as described above. This will then allow her to go "up" from the library.
 - d. Nightcrawler and Storm
 - i. Go "up" while in the library.
 - e. Dazzler, Nightcrawler, and Storm:
 - i. From the landing.
 - ii. "E"
 - iii. "E"
 - iv. "Push Nuwa"
 - v. Follow the "playing as everyone else" section from here.
2. Playing as everyone else
 - a. After rescuing Jamie, Nuwa will eventually drop down from the hole in the library's ceiling. She'll then repeatedly go on a loop around the mansion.
 - b. On Nuwa's very first loop she'll visit the front lawn and after leaving the front lawn, she'll leave a golem behind.
 - i. "Take broken golem"
 - ii. You'll then need to find Nuwa on her loop.
 1. If you "examine broken golem" it'll point in her current direction.
 - iii. "Give broken golem to Nuwa"
 - iv. Note, sometimes it takes a turn or two for Nuwa to stop her investigation and head for the patio.

Sam

1. Playing as Colossus
 - a. Go to parlor.

- b. "Take slab"
- 2. Playing as Cyclops
 - a. Go to parlor.
 - b. "Examine rubble"
 - c. "Blast rubble"
- 3. Playing as Dazzler
 - a. Go to parlor.
 - b. If cassette player not already on, "turn on player".
 - c. "Examine rubble"
 - d. "Light"
 - e. "Examine rubble"
 - f. "Examine hole"
 - g. "Laser hole"
- 4. Playing as Nightcrawler
 - a. Go to parlor.
 - b. "Examine rubble"
 - c. "Examine hole"
 - d. "Teleport to behind the rubble"
- 5. Playing as Storm
 - a. Go to parlor.
 - b. "Examine rubble"
 - c. "Examine hole"
 - d. "Summon lightning on rubble"
- 6. Playing as Wolverine
 - a. Sam is rescued as part of resolving Wolverine's goal. See that section.

Shifa

- 1. Playing as Colossus, Dazzler, Nightcrawler, and Wolverine
 - a. Go to office.
 - b. "Examine phone"
 - c. "Pull cord"
- 2. Playing as Cyclops
 - a. Go to office.
 - b. "Take phone"
 - c. Resolve the phone tree (there are no wrong answers).
- 3. Playing as Storm
 - a. Shifa is rescued as part of resolving Storm's goal. See that section.

Ulwazi

- 1. Playing as Colossus
 - a. Go to the office
 - b. "Examine phone"
 - c. "Pull cord"

- d. Go to the foyer, go northeast into the elevator, and exit into the workshop.
 - e. "Transform" if Colossus's steel skin isn't already activated.
 - f. Go east to utility room.
 - g. "Examine water heater"
 - h. "Punch water heater"
 - i. Go west twice to furnace room
 - j. "Talk to furnace"
 - k. Go to workshop
 - l. "Punch rubble"
2. Playing as Cyclops
- a. Resolve Cyclops's goal as outlined above, but after making one of the three choices from the fuse box, go west twice to the furnace room.
 - b. "Talk to furnace"
 - c. Go to workshop.
 - d. "Blast rubble"
3. Playing as Dazzler
- a. Go to office
 - b. "Examine phone"
 - c. "Pull cord"
 - d. Go to the foyer, go northeast into the elevator, and exit into the workshop.
 - e. Go back northeast to the elevator, exit to the foyer, resolve the scene with Colossus, and return to the workshop via the elevator.
 - f. Go to utility room.
 - g. Go to furnace room.
 - h. "Talk to furnace"
 - i. Go to workshop.
 - j. If cassette player not already on, "turn on player".
 - k. "Light"
 - l. "Turn on switch"
 - m. "Laser rubble"
4. Playing as Nightcrawler
- a. Go to office
 - b. "Examine phone"
 - c. "Pull cord"
 - d. Go to the foyer, go northeast into the elevator, and exit into the workshop.
 - e. Go back northeast to the elevator, exit to the foyer, resolve the scene with Colossus, and return to the workshop via the elevator.
 - f. Go to utility room.
 - g. Go to furnace room.
 - h. "Talk to furnace"
 - i. Go to workshop.
 - j. "Teleport to laundry room"
5. Playing as Storm
- a. Resolve Storm's goal as described above.

- b. Go to the foyer, go northeast into the elevator, and exit into the workshop.
 - c. Go back northeast to the elevator, exit to the foyer, resolve the scene with Colossus, and return to the workshop via the elevator.
 - d. Go to utility room.
 - e. Go to furnace room.
 - f. "Talk to furnace"
 - g. Go to workshop.
 - h. "Summon lightning on rubble"
- 6. Playing as Wolverine
 - a. Go to office
 - b. "Examine phone"
 - c. "Pull cord"
 - d. Go to the foyer, go northeast into the elevator, and exit into the workshop.
 - e. Go back northeast to the elevator, exit to the foyer, resolve the scene with Colossus, and return to the workshop via the elevator.
 - f. Go to utility room.
 - g. Go to furnace room.
 - h. "Talk to furnace"
 - i. Go to workshop.
 - j. "Attack rubble"

Murderworld

Colossus

- 1. Two paths:
 - a. Path One - Toy in the Gumballs
 - i. General Guide
 - 1. Use the "transform" verb to change Colossus's weight and move up and down.
 - 2. Pay attention to the room descriptions and be sure to use "examine" and "search" on nouns.
 - 3. The Wolverine plushie reveals the code for opening the hatch. Follow its directions through the grid of letters.
 - ii. Exact Guide
 - 1. "Punch bubble"
 - 2. "Transform"
 - 3. "Search balls"
 - 4. "Examine balls"
 - 5. "Take batteries"
 - 6. "Insert batteries into doll"
 - 7. "Transform"
 - 8. "Up"

9. "Examine movement"
10. "Transform"
11. "Search edge"
12. "Open hatch"
13. "Arcaderules"
14. "Open hatch"
15. "W"
16. "W"
- b. Path Two - Punching
 - i. General Guide
 1. Use the "transform" verb to change Colossus's weight and move up and down.
 2. Pay attention to the room descriptions and be sure to use "examine" and "search" on nouns.
 3. To escape, you'll need an item.
 4. If the robotic arm is in your way, go back into the gumball machine and pay attention to what happens.
 - a. The arm wants something you find in the gumballs.
 - ii. Exact Guide
 1. "Punch bubble"
 2. "Transform"
 3. "Search balls"
 4. "Transform"
 5. "Up"
 6. "Examine movement"
 7. "Transform"
 8. "Search edge"
 9. "Punch hatch"
 10. "W"
 11. "Drop plushie"
 12. "W"

Cyclops

1. General Guide:
 - a. There will come a point when something in the ceiling activates. You can stop it by using the mirror and then destroying it. If it's too late, you need to hide under something in the center area.
 - b. After you survive that event, the thing in the ceiling will hold the key to opening the exit door. You can use the broken glass to help you decode it if you need the assistance.
2. Exact Guide:
 - a. Path One: Using the Mirrors
 - i. Once the machine in the ceiling starts, this path is no longer useful.
 - ii. "Blast bubble"

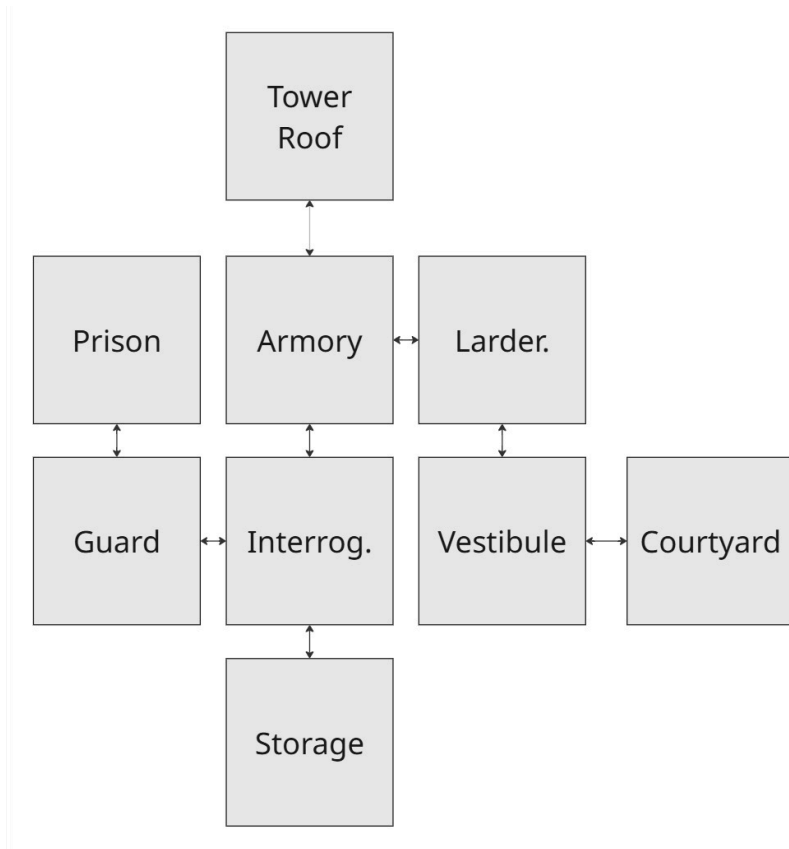
- iii. "Blast Arcade"
- iv. "S"
- v. "Examine access panel"
- vi. "Open access panel"
- vii. "Examine mirrors"
- viii. "Examine tall mirror"
- ix. "Y"
- x. "Blast machine"
- xi. "N"
- xii. "Examine machine"
- xiii. "Examine sticker"
- xiv. "S"
- xv. "Open door"
- xvi. "Syshelp"
- xvii. "3"
- xviii. "S"
- b. Path Two: Taking Cover
 - i. General Guide:
 - 1. This doesn't start until the machine in the ceiling activates.
 - ii. Exact Guide
 - 1. "Attack bubble"
 - 2. "Attack Arcade"
 - 3. "S"
 - 4. Wait for turbine to start
 - 5. "N"
 - 6. "Open tile"
 - 7. Wait until the tumult stops.
 - 8. "Out"
 - 9. "Examine sticker"
 - 10. "S"
 - 11. "Open door"
 - 12. "Syshelp"
 - 13. "3"
 - 14. "S"

Dazzler

- 1. General Guide:
 - a. Dazzler will need to find sources of sound in each room so that she can charge her powers.
 - b. It helps to make a friend but Dazzler can escape without it.
 - c. There's an old game we'd play in school where we'd type numbers into a calculator and turn it upside down to spell words.

- d. When the main threat in this area activates, Dazzler has a couple options to neutralize them, temporarily or permanently.
2. Exact Guide:
- a. "Turn on pinball"
 - b. "Light"
 - c. "Open trash can"
 - d. "Give gift certificate to robot"
 - e. "Wear skates"
 - f. "S"
 - g. "Open booth"
 - h. "77345663"
 - i. "Take record"
 - j. "Put record on player"
 - k. "Outside"
 - l. There are few paths from here. Here's one:
 - i. "Light"
 - ii. "N"
 - iii. "Take off skates"
 - iv. "Take key"
 - v. "Insert key into door"

Nightcrawler



1. General Guide:

a. Ship:

- Nightcrawler needs to get into navigation for an object there. That object will allow him to travel to the island.
- Everything he needs to distract the pirates is abovedecks in the forecastle.

b. Island:

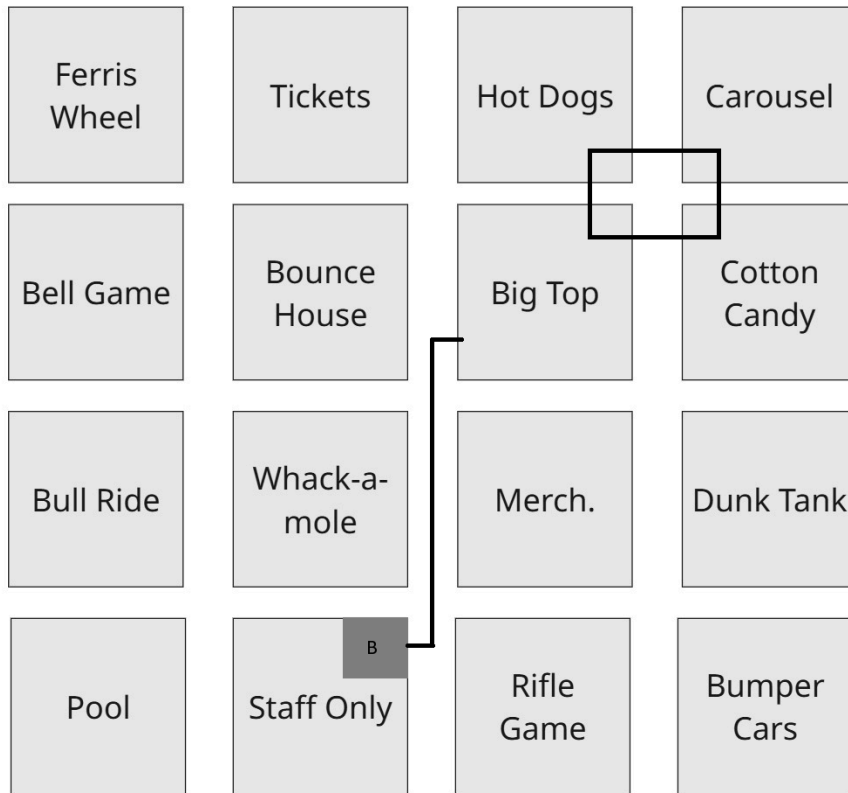
- Nightcrawler needs to lure the soldier into the courtyard. The guard will come later.
- There are four steps to get the soldier there and if he sees Nightcrawler after arriving in the armory, you'll have to reset the trail.

2. Exact Guide:

- "NE"
- "NE"
- "Up"
- "NE"
- "Open crate"
- "Take powder"
- "Insert powder into cannon"
- "Teleport to navigation"

- i. "Take looking glass"
- j. "Teleport to main deck"
- k. "Up"
- l. "Examine tower"
- m. "Teleport to tower roof"
- n. "Open hatch"
- o. "Examine helms"
- p. "S"
- q. "Teleport to tower roof"
- r. "Teleport to storage"
- s. "Take handle"
- t. "Teleport to tower roof"
- u. "Wait" four times
- v. "Down"
- w. "E"
- x. "S"
- y. "Take journal"
- z. "Insert handle into slot"
- aa. "E"
- bb. "Take plug"
- cc. "Teleport to larder"
- dd. "Take jars"
- ee. "W"
- ff. "Take helms"
- gg. "S"
- hh. "Teleport to tower roof"
- ii. "Wait" seven times
- jj. "Teleport to storage"
- kk. "Wait" eight times
- ll. "N"
- mm. "W"
- nn. "Examine keyhole"
- oo. "Teleport to locked cell"
- pp. "Wait"
- qq. "Insert key into door"

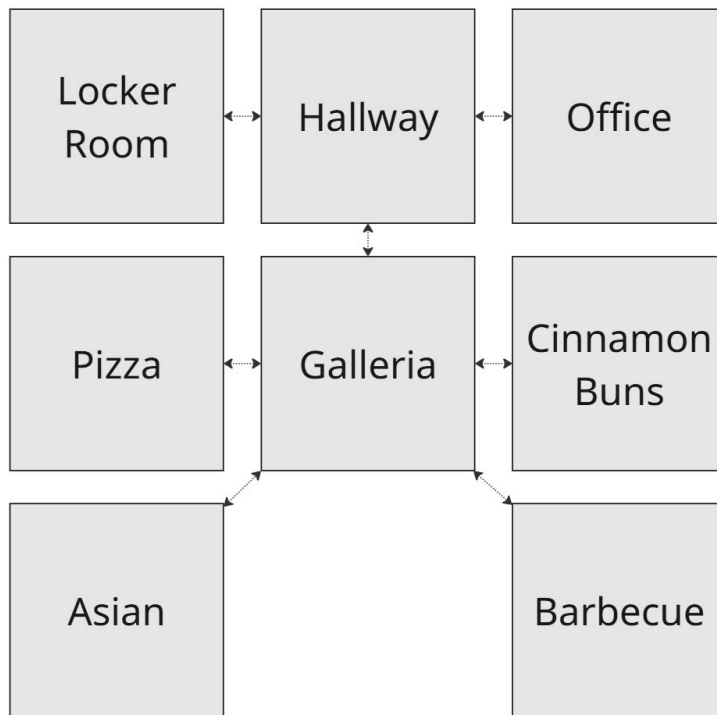
Storm



1. General Guide:
 - a. Arcade's countdown doesn't start until you enter the bunker.
 - b. The hot dog and cotton candy carts hold the keys to entering the bunker.
 - c. The Screened Porch holds the key to your eventual exit, but only when the weather is very bad in a certain location.
 - d. The employee manual tells you the weather sequence.
2. Exact Guide:
 - a. "Down"
 - b. "Examine map"
 - c. "E"
 - d. "Open cart"
 - e. "Take red receipt"
 - f. "SE"
 - g. "Push button"
 - h. "Take blue receipt"
 - i. "W"
 - j. "W"
 - k. "S"
 - l. "S"
 - m. "Insert red receipt into door"

- n. "Insert blue receipt into door"
- o. "Call tornado"
- p. "E"
- q. "E"
- r. "Call fog"
- s. "W"
- t. "W"
- u. "W"
- v. "Call rain"
- w. "N"
- x. "N"
- y. "N"
- z. "Call snow"
- aa. "Wait" seven times
- bb. "SE"
- cc. "E"
- dd. "Wait" four times
- ee. "Summon lightning on spiral"
- ff. "S"
- gg. "S"
- hh. "W"
- ii. "Inside"
- jj. "Wait" eleven times
- kk. "S"

Wolverine



1. General Guide:

- a. There are two main paths for Wolverine which I call “The Detective” and “The Berserker”. If at any time you kill one of the restaurant workers, the detective path will close off entirely and you’ll have to complete the section by following the berserker path.
- b. There is an object that will allow you to manipulate Arcade’s countdown. If you completed the Mansion section as Wolverine and fully completed his investigation there, you will start with it. Otherwise, you will need to find it in the food court.
- c. The Detective
 - i. One of the restaurant workers has been killed. Find objects, especially from the locker room and the office, and show them to the three workers. Fully complete their conversation trees.
 - ii. Finding the manager’s employee number will reveal the exit, though ultimately you’ll need something the murdered employee left behind (but was stolen from the crime scene).
 1. The rejection letter will help with that.
- d. The Berserker
 - i. Keep destroying scenery and killing the workers, and coins will start to drop from things. The coins are distributed randomly.

- ii. Eventually, another path will open and you'll have to fight a series of robots. The robots will keep coming until you've amassed the money necessary to exit through that new path. Each robot is defeated in slightly different ways and generally gives you a cue about when to strike.

2. Exact Guide:

a. Poisoning, and resetting the countdown

- i. If you don't already have the pliers
 - 1. Go to the barbecue restaurant
 - 2. "Examine pig"
 - 3. "Take pliers"
- ii. Go to the locker room.
- iii. "Pry machine" (only have to do this once).
- iv. "Type 0" (the number zero)

b. Detective

- i. Go to the office.
- ii. "Open top drawer"
- iii. "Take memo"
- iv. "Examine memo"
- v. "W"
- vi. "W"
- vii. "Switch on machine"
- viii. "267"
- ix. "Claws"
- x. "Attack locker k"
- xi. "Take envelope"
- xii. "East"
- xiii. "South"
- xiv. "Southwest"
- xv. "Show letter to robot"
- xvi. "NE"
- xvii. "SE"
- xviii. "Ask robot about food court"
- xix. "Ask robot about strike"
- xx. "Ask robot about murder"
- xxi. "Ask robot about keycard"
- xxii. "NW"
- xxiii. "N"
- xxiv. "E"
- xxv. "Switch off lights"
- xxvi. "Up"
- xxvii. "NW"
- xxviii. "Down"
- xxix. "NE"

- c. Berserker
 - i. Destroy scenery and take the coins that fall out. Which items have coins is random. Kill the other two restaurant workers– take the keycard that fell from Charlemagne, if you hadn't already.
 - ii. Once the robots start arriving from the southern tunnel:
 - 1. Silver Samurai
 - a. "Attack Silver Samurai"
 - 2. The Blob
 - a. Keep attacking.
 - 3. Toad
 - a. Lure into the office or the locker room and wait for it to ready an attack; then attack.
 - 4. Pyro
 - a. Wait for its weapon to jam, then charge and attack.
 - 5. Mystique
 - a. Attack Wolverine and then "switch off bomb".
 - b. Attack again.
 - c. Go to locker room.
 - d. "Switch off bomb"
 - e. Go to the galleria.
 - f. "Wait"
 - g. "South" to the tunnel
 - h. "Switch off bomb"
 - i. "North"
 - j. You'll need to wait for a message that gives away the direction from where the next attack is arriving.
 - k. "Attack colossus"
 - l. [the relevant direction; consult the map above if needed]
 - 6. Sentinels
 - a. A simple attack.
 - iii. Once you have enough money (\$5.29), go south and then down to the bottom of the tunnel.
 - iv. "Insert coins into booth"
 - v. "Push button"
 - vi. "East"
 - vii. "Open northeast door"

Murderworld, Part Two

Gold Team

- 1. Go "down" when at the intersection.

2. "Scan man"
3. "Possess"
4. "1"
5. "Possess"
6. "2"
7. "Examine notebook"
8. "Type 9753"
9. "Possess"
10. "3"
11. "N"

Blue Team

1. Go "up" when at the intersection
2. "E"
3. "Take crowbar"
4. "Examine dog"
5. "Attack dog"
6. "Heal dog"
7. "W"
8. "Pry crates"
9. "Sculpt"
10. "S"
11. "Attack door"
12. "W"

Team Kissy

1. Go "east" when at the intersection.
2. (There are a few ways to approach this scenario).
3. "Draw water from coffee"
4. "Shape"
5. "Cast seeds at woman"
6. "Sprout"
7. "Propel water to man"
8. "Shape"
9. "E"

Finale

The sequence of actions here doesn't matter so much, though there's a chance of a slightly different ending depending on the order in which the characters take their actions.

Every character takes an action against the threat (with one minor exception), and after all six characters take their action, the game ends. Consult the VERBS list to be reminded of those actions.