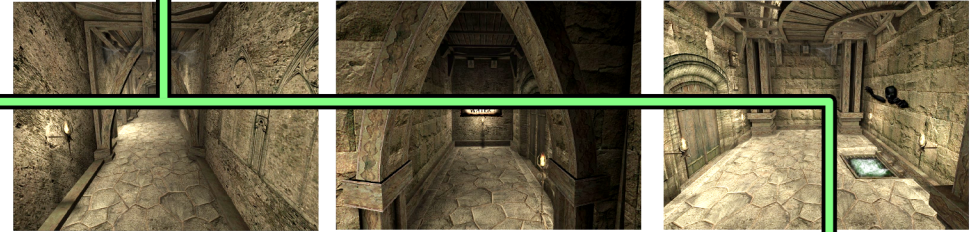


Prologue: The Dungeons

1. Get Torch
2. Get Water Flask
3. Get Human Fat & Snot Flask
4. Combine Human Fat + Torch
5. Set Torch on Fire
6. You Have To Burn The Ropes
7. Fill Water Flask, Make Tequila
8. Get Arm & Skull
9. Make Gruel
10. Get Snot
11. Give Potion
12. Get Key
13. Unlock Exit Door

Burn Ropes

Fill Water
Flask Here

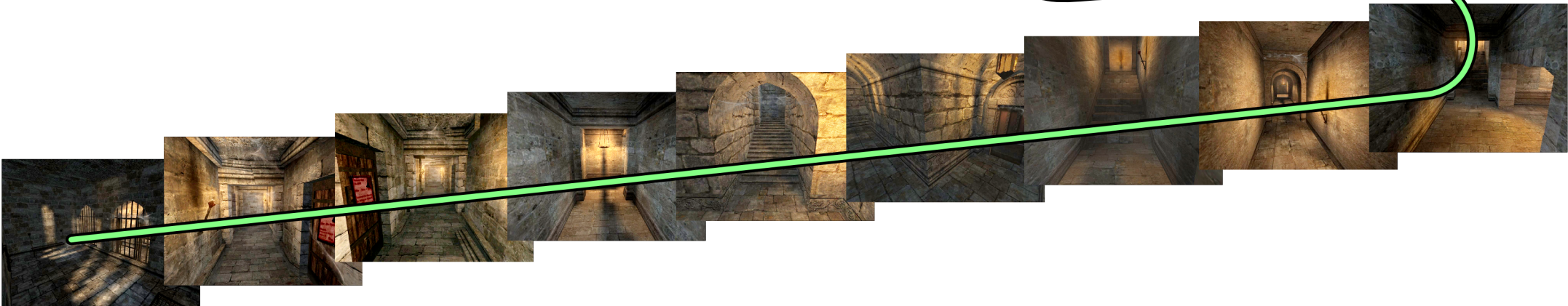
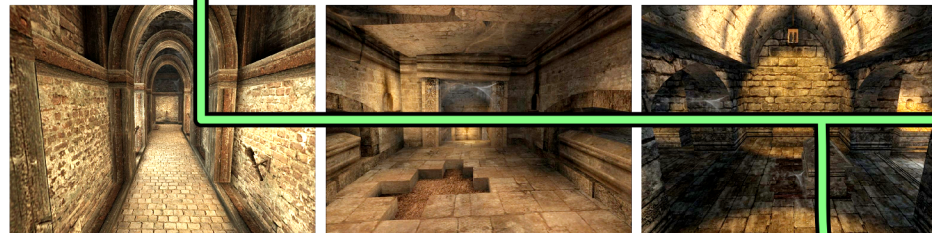


Exit

Grunger,
Water Flask,
Key



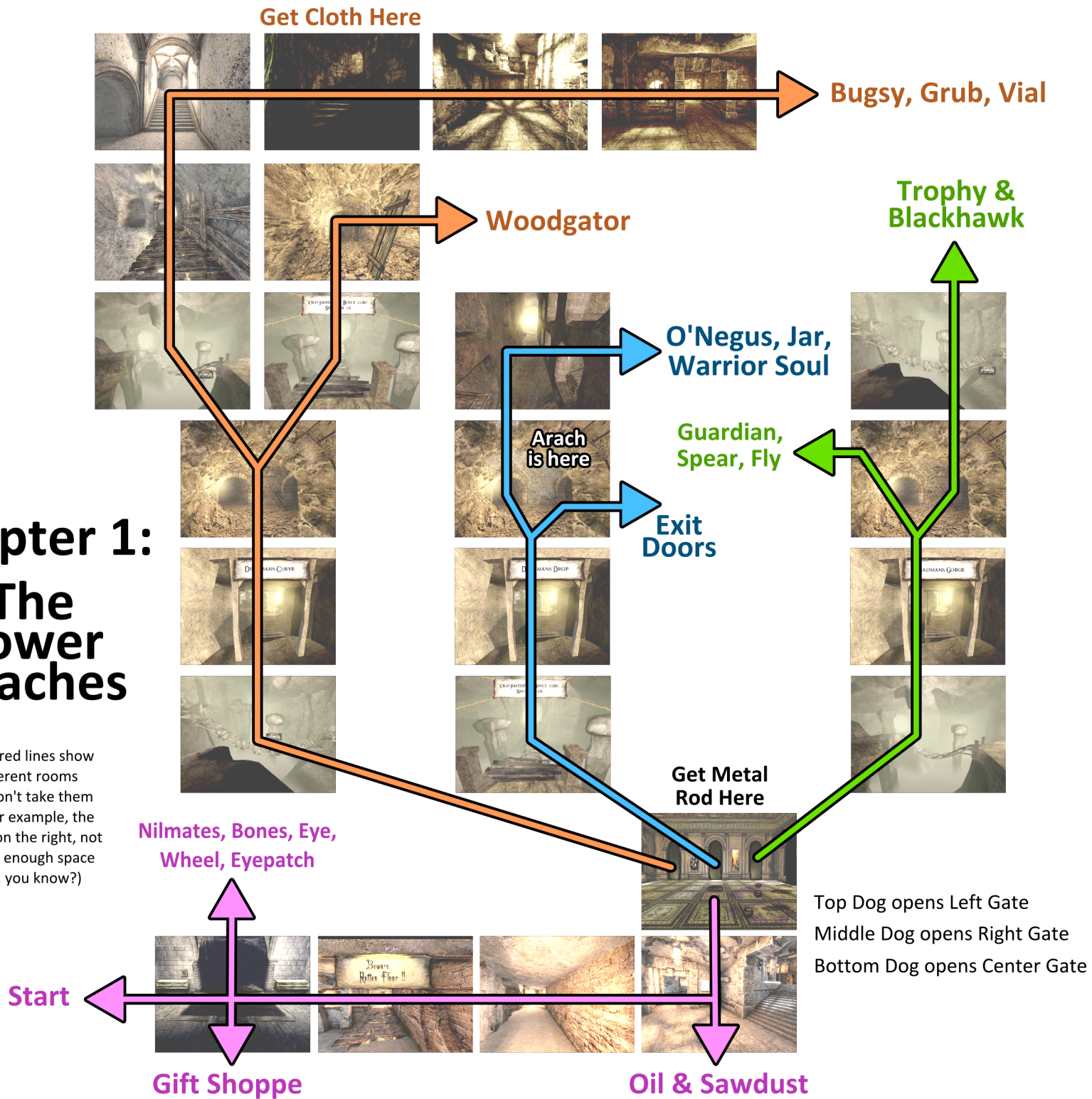
Nilmates, Torch,
Arm & Skull
(last two only
after burning ropes)



1. Get Coffin Lid
2. Get Chloroform
3. Get Bone & Eye
4. Get Wheel & Eyepatch
5. Combine Eye + Eyepatch
6. Place Coffin Lid
7. Get Metal Rod
8. Combine Rod + Wheel
9. Use Bone on Bottom Dog
10. Wake Nilmates
11. Get Bone
12. Use Bone on Middle Dog
13. Deliver Bottle to O'Negus
14. Get Jar
15. Combine Jar + Chloroform
16. Get Trophy
17. Use Slingshot on Bird
18. Get Bone
19. Get Saffron
20. Get Oil & Sawdust
21. Combine Sawdust + Cage
22. Use Bone on Last Dog
23. Get Cloth from Wall
24. Get Glass Vial & Fill It
25. Combine Vial + Saffron
26. Use Jar on Grub
27. Capture Woodgator
28. Get Warrior Soul from O'Negus
29. Deliver Soul to Guardian
30. Get Spear & Fly
31. Deliver Fly to Arach
32. Unlock Exit Doors

Chapter 1: The Lower Reaches

(Note: the colored lines show how the different rooms connect, but don't take them too literally. For example, the start is actually on the right, not on the left. Not enough space on the paper, you know?)

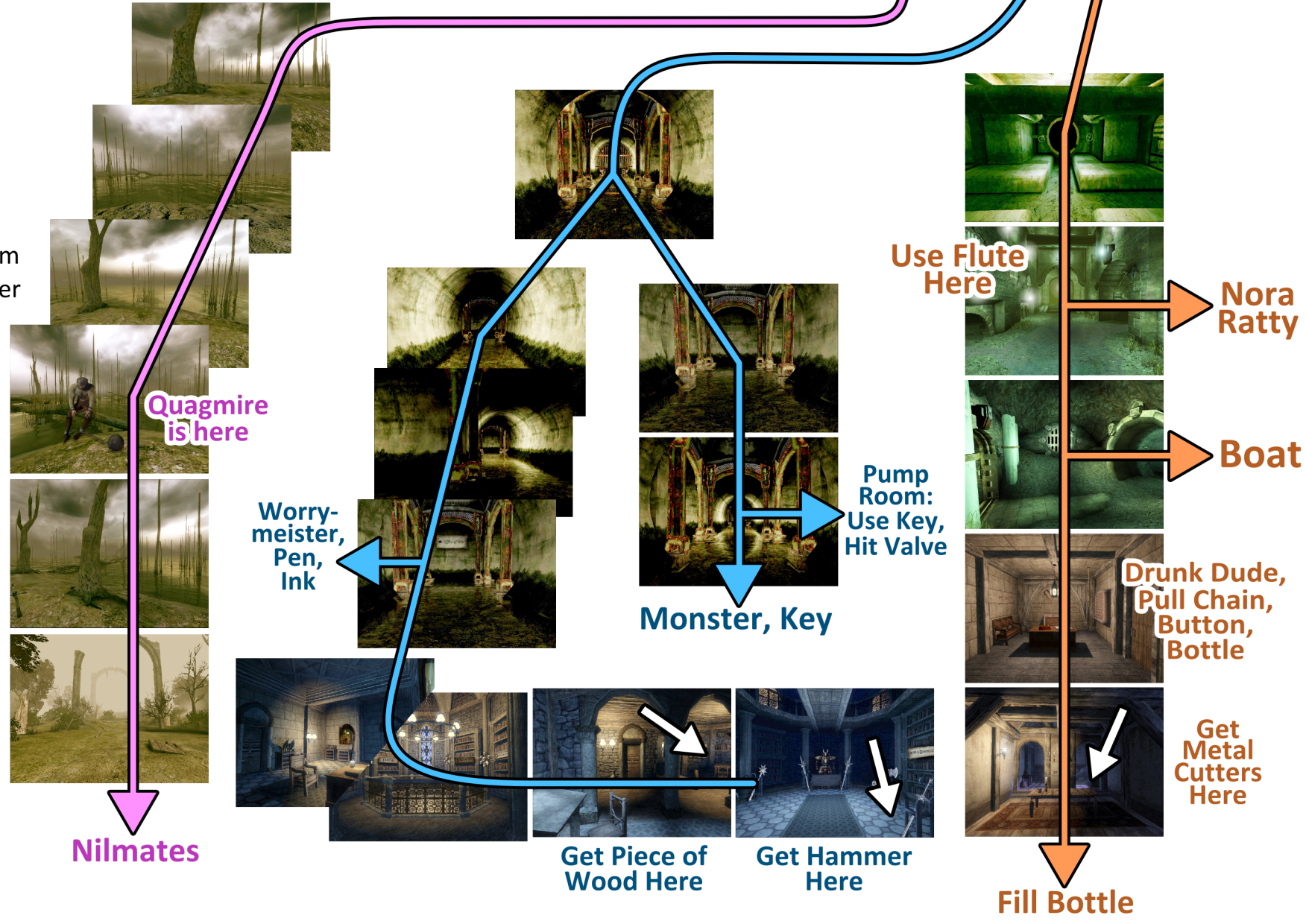


Chapter 2: The Sewers

Vent 1: Press 1 & 3
 Vent 2: Press Zero
 Vent 3: Use Circular Device, then Action the Flute

Keeper is here

1. Use Fingernail on Quagmire
2. Get Torture Device
3. Visit Nilmates
4. Unlock 1st Vent
5. Go to Worrymeister
6. Action Torture Device, Use on Worrymeister
7. Get Pen & Ink, Combine Them
8. Get Piece of Wood & Hammer
9. Combine Wood + Knife
10. Use Pen on Monster
11. Get Key
12. Use Pen Nib on Quagmire
13. Unlock 2nd Vent
14. Get Bottle & Metal Cutters
15. Fill the Bottle
16. Action the Chain
17. Give Bottle to Nora
18. Use Cutters on Quagmire
19. Unlock 3rd Vent
20. Action the Flute
21. Unlock Pump Room
22. Hit Valve with Hammer
23. Use Flute Next to Nora
24. Press Button (Drunk Dude)
25. Enter Boat



Get Map & Wires,
Fix Fuse Box

Janitor,
Get Cables



Get Metal Bar



Get Skull



Get Tongs



Fix Tracks



Get Hinge Pin



Get Metal Plate



Give Items
to Janitor



T-Key

Design

Tower 3

Fuel

Tower 5

Broken
Tracks

Tower 4

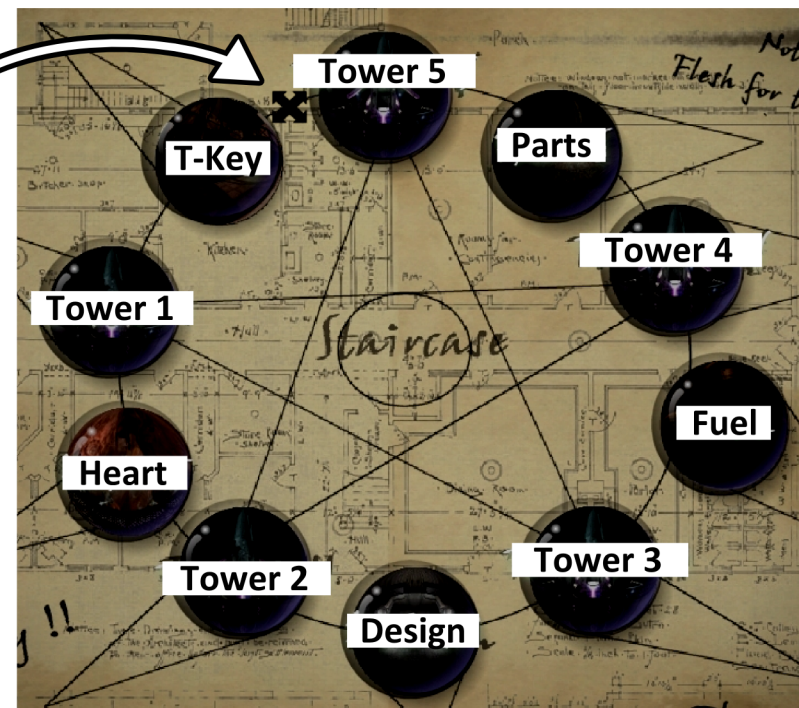
Parts

Heart

1. Get Map & Wire
2. Fix Fuse Box with Wire
3. Visit Janitor at Design
4. Get Metal Bar from Tower 3
5. Get Skull from Fuel
6. Get Tongs from Tower 5
7. Combine Skull + Tongs, Bar + Teeth
8. Fix Broken Track with Bar
9. Return to Janitor at Design
10. Go to the Train
11. Return to Janitor
12. Get Cables
13. Get Pin from Tower 4
14. Get Metal Plate from Parts
15. Deliver above items to Janitor at Heart
16. Step on Platform

Broken Tracks

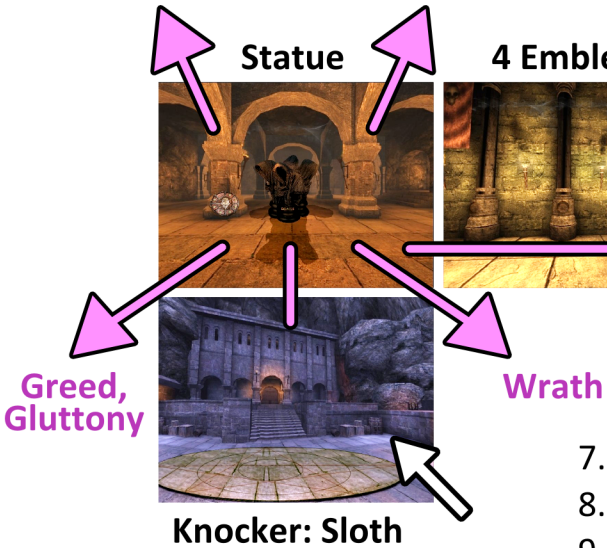
Chapter 4: The Machine



Chapter 5: The Citadel



Sloth, Envy Pride, Lust



4 Emblems Knocker: Gluttony

Candle



Knocker: Envy

Door knockers have very similar icons, with hard to read text. To speed up the process of inserting them, do this in this order:

1. Get Kocker (Sloth)
2. Get Emblems
3. Get Kocker (Gluttony)
4. Get Candle
5. Combine Emblems + Candle
6. Insert Wax Seals into Statue
 - I - Famine
 - II - War
 - III - Pestilence
 - IV - Death

7. Get Remaining Knockers
8. Use Knockers on Doors
9. Click on Pedestals

1. Pride
2. Sloth
3. Lust
4. Envy
5. Greed
6. Gluttony
7. Wrath

10. Return to Statue
11. Enter Portal
12. Type DESTINY

For best time, start with Wrath and go clockwise

Also, if you're not speedrunning, SAVE BEFORE LAST ONE



The order you get if you combine emblems + candle by going from right to left