

Steam and Sacrilege Walkthrough
Ending 4 of 5
“Free the Prisoner”

All walkthroughs begin with the PROLOGUE, CHAPTER 1, and CHAPTER 2 series of events. To skip completely through these scenes, type “GIMMEAHEADSTART” as the first action of the game.

PROLOGUE

Lobby

- ring bell / take paperweight / put paperweight on window 2 / take paperweight / put paperweight on window 3 / inventory / x wallet / take business card / x business card / take pencil / write Marshall Worthington / ring bell / take key / n / put suitcase metal fingers / put key in keyhole

CHAPTER 1

Kitchen

- drink coffee
- x cup
- drink coffee
- drink coffee
- drink coffee
- take spoon
- x cardstock
- x Derick
- e

Front Porch

- look under cushions / take quarter / s

North Main Street

- s

Main Street

- s

South Main Street

- open bag
- take brass key
- unlock door with key
- put brass key on keyring
- w

Store

- w

Back Room

- put all in bag

- Take extending pole
- e

Store

- wait
- wait
- wait
- wait
- wait
- extend pole
- extend pole
- get pink wreath with pole
- give pink wreath to customer
- wait
- wait
- wait
- e

South Main Street

- e

CHAPTER 2

Bedroom

- take bag
- put all in bag
- look under bed
- take hammer
- x painting
- take nail
- w

Upstairs Hallway

- d

Kitchen

- w

Downstairs Hallway

- w

Bathroom

- open cabinet
- take all
- put all in bag

- east

Downstairs Hallway

- east

Kitchen

- east

Front Porch

- south

North Main Street

- south

Main Street

- south

South Main Street

- open bag
- take brass key
- west

Store

- take extending pole
- east

Dark Alley-South

- x door
- x fire escape
- take pole
- extend pole
- extend pole
- unlatch latch with pole
- up

Fire Escape-Second Floor

- up

Fire Escape-Third Floor

- open window
- north

Third Floor Fire Escape Hall

- north

South Hallway-Third Floor

- west

Southwest Hallway-Third Floor

- w

Room 302

- Open closet
- Take robe
- wear robe
- e

Southwest Hallway-Third Floor

- north

West Hallway-Third Floor

- north

Northwest Hallway-Third Floor

- x door 304

CHAPTER 3

Northwest Hallway-Third Floor

- peel wallpaper
- s

West Hallway-Third Floor

- e

Stairwell Landing-Third Floor

- u

Stairwell Landing-Fourth Floor

- u

Stairwell Landing-Fifth Floor

- u

Stairwell Landing-Sixth Floor

- u

Stairwell Landing-Seventh Floor

- knock on door
- z (or “ask caretaker about _____”)
- z (or “ask caretaker about _____”)
- z (or “ask caretaker about _____”)
- z (or “ask caretaker about _____”)

- z (or “ask caretaker about _____”)
- z (or “ask caretaker about _____”)
- z (or “ask caretaker about _____”)

Observatory

- x wheelchair
- x zip ties
- z (or “ask caretaker about _____”)
- z (or “ask caretaker about _____”)
- z (or “ask caretaker about _____”)
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- z (or “ask caretaker about _____”)
- z (or “ask caretaker about _____”)
- z (or “ask caretaker about _____”)
- cut zip ties on burr
- take scissors
- cut zip tie with scissors
- stand up
- take extending pole
- press button
- w

Elevator-Seventh Floor

- press button 1

Elevator-First Floor

- w

Lobby

- z
- z
- z
- z
- n

Stairwell Landing-First Floor

- u

Stairwell Landing-Second Floor

- w

West Hallway-Second Floor

- n

North Hallway-Second Floor

- e

Angelic Cell

- take health monitoring device

Ending #4

Angelic Cell

- hit caretaker with pole
- no
- take giant key ring
- s

South Hallway-Second Floor

- n

West Hallway-Second Floor

- e

Stairwell Landing-Second Floor

- u

Stairwell Landing-Third Floor

- w

West Hallway-Third Floor

- n

Northwest Hallway-Third Floor

- drop giant key ring
- take master key 304
- open door 304
- no

