Totemic Lifebind

-Ben Strick

**Walkthrough**

*Base Actions*

Touch Stone Totem

Stand

Open Leather Lockbox

Take Transient Orb

(Take Lifebind Necklace) OR (examine Transient Orb)

*The Various Endings depend on what the player does here. The following sections denote scenes that start from the time point of having just finished the Base Actions. The last line of each section denotes possible endings within that scene.*

Too Late

Attack Baby Jungle Panther (other related verbs work here as well, such as kick, capture, or approach)

Stand

N

W

W

Take Insidious Artifact OR ReEnter the Woven Mat at any point during this scene

Death

Take Insidious Artifact

Incinerate Baby Jungle Panther (the ending here depends on whether the player has eaten the Fleshy Root found in the Path to the Painted Village. Both options lead to an ending, but with different finishing text)

Corruption

Take Bone Effigy

Take Insidious Artifact (if not already taken)

N

W

W

Incinerate Bone Effigy OR ReEnter the Woven Mat at any point during this scene OR Incinerate Baby Jungle Panther (referencing the same conditions regarding the Fleshy Root as listed in Death)

The Winning Path would mostly likely occur when the player incinerates the dark spirit after eating the Fleshy Root, while located in the Village. The player would then ‘save’ the village and get rid of the spirit. However, this does not take into account that the player had to have the initial idea of conspiring with the dark spirit in order to be able to get to the Fleshy Root, which might lead to a case for the following Neutral endings to be considered ‘good’ or ‘winning’.

When the player retreats to the Woven Mat during either Corruption or Too Late, that ending would most likely be considered Neutral.

The Losing Path occurs when the player incinerates the Dark Spirit without proper protection from the Fleshy Root, and potentially when the player annihilates his entire village with the Bone Effigy and Insidious Artifact.

*Thanks for playing*