

# ASSEMBLY

This guide will walk you step-by-step through the completion of the ASSEMBLY interactive fiction. If you need a hint and not a full walkthrough, try the **hint** command in the game itself.

This walkthrough includes commands that are needed to complete the game, along with some others that are amusing or useful to understand the story.

## 1 Build the DÖLMEN

You start in an unremarkable room with an unremarkable premise: we've got some kind of furniture to assemble.

**open box / read booklet / examine nuts / screw the screws into the tabletop / insert pegs into legs / attach legs to top / fasten nuts to screws / examine table / touch it**

And down the rabbit hole we go. When you see \* \* \* at the bottom of the screen, press any key to continue.

**<any key> / <any key>**

## 2 Explore the store

We've been dumped out into the entrance of some furniture store. There's not a lot to do here yet except take the escalator.

**open closet / push cart / examine escalator / go up**

This brings you to the showroom, a mazelike set of rooms that shift around randomly you as you move through them. This location would be disorienting if the path forward and back were not clearly marked on the floor.

Examine the new things you see — particularly the coffee table, the shelving unit, and the chandelier. Every room description will talk about “arrows on the floor ... leading to <some direction>”; once you’ve examined everything in some part of the showroom, head in that direction to make progress.

**examine wallpaper / examine chandelier / <some direction> / examine shelving / climb shelving / down / examine table / <some direction> / ...**

A few rooms of this and you arrive in the restaurant, with a sort of wardrobe blocking the path ahead.

**examine tables / examine wardrobe / examine darkness / enter it / <any key> / take booklet / examine chest / open it / out**

We have the instruction booklet for the wardrobe, and we have the wardrobe still blocking the path. To get past this obstacle we need a new insight — furniture can be disassembled by following the instructions backwards.

**remove top panel / remove sides / drop side panels / down**

This brings us to the market hall, which opens onto a few locations, some familiar and some new.

**examine henge / examine office / examine window / examine entrance / west / east / east**

The most dramatic of these is the self-serve furniture area.

**north / examine figures / examine rack / west / west / <any key> / examine rack / get florence and dieter and poul**

If you can’t recognize these three things on the furniture rack, you’ve missed examining everything in the showroom earlier. You can return to the showroom by going up from the entrance or west from the restaurant.

### 3 Enter the office

Until this point, the walkthrough has been fairly linear — but by now there are a few different avenues to explore. We'll start by opening up a bit more of the map.

At this point, you have access to a large number of items, many with unavoidably similar names. This guide avoids keeping too many similarly-named items nearby at once, but if you've done things differently, you may need to disambiguate certain commands.

**south / open dieter / read dieter booklet**

The DIETER shelving unit is wall-mounted and can't be moved without taking it apart again. Install it in the market hall.

**examine shelves / examine tracks / screw screws into tracks / insert pins into tracks / put shelves on pins / examine shelving system**

This shelving unit, the tallest thing we found in the self-serve furniture area, gives us access to the office.

**climb shelving / enter window**

### 4 Explore the office

We can continue by rifling through the office.

**examine desk / examine cabinet / examine desk lamp / remove bulb / examine lower drawer / open it / examine upper drawer / open it / get all from it / read skattkista**

Starting arbitrarily with the SKATTKISTA booklet, we see it's for the cabinet here in the room with us. Can we take that apart?

**examine grub screws / remove grub screws**

We don't have a hex key yet, but we've seen one packaged with furniture before. Here, one is conveniently included in the FLORENCE furniture box.

**west / open florence / take hex key / east / remove grub screws**

The coffee table is otherwise useless; building it is not necessary to complete the game.

## 5 Obtain a light source

**remove cabinet top / remove upper drawer / remove machine screws**

Progress, but we'll still need another tool. We couldn't explore the tool chest in the closet, because it was too dark. Thankfully, we now have a light source available.

**take desk lamp / go west**

We can't take it out of the room without unplugging it, but we noticed another light source in the showroom earlier also.

**put desk lamp on desk / west / open poul / read poul booklet / screw tube into lamp base / screw lamp holder into tube / put shades on lamp holder / screw the bulb into the floor lamp**

We need a bulb to finish the construction. Thankfully, we can steal one from the desk lamp.

**take floor lamp / east / read poulsen / remove bulb from desk lamp / screw bulb into floor lamp / plug in floor lamp**

If we've done everything right so far, the floor lamp should light up.

## 6 Light the closet

Even the floor lamp's cord can't reach out of the room. Instead of bringing the lamp to the closet, we can bring (our passage to) the closet closer to the lamp.

**west / up / take all / down / east / attach hinder sides to base / attach hinder top to sides**

With the HINDER wardrobe built, we have only to step through —

**take floor lamp / enter hinder**

## 7 Disassemble the cabinet

Back in the well-lit maintenance closet, we can grab our missing tool.

**examine tool chest / open tool chest / take screwdriver / out**

We now have everything we need to access the lower drawer of the filing cabinet.

**remove machine screws / remove divider / get william booklet from lower drawer**

## 8 Escape

We're almost through, now... we've got one more thing to take apart.

**drop floor lamp / west / north / examine wing nuts / remove them / remove bolts / remove braces / remove decking**

The rack is now destabilised, and almost anything will cause it to topple. Let's see if we can scare off the cultists blocking our exit.

**push rack / examine cultists / examine wreckage / inventory / search debris / look**

That disrupted the ceremony, but now we're in danger as well.

**west / examine cairn / enter it / <any key> / west / out**

Thankfully, we've got more than one way out.

**examine debris / examine box / open it / read booklet / screw screws into  
tabletop / insert pegs into legs / attach legs to tabletop / fasten nuts to screws /  
look / enter door / <any key> / <any key>**