**Lucid Walkthrough**

Lucid was written to be appreciated primarily as a kind of interactive poem, but I also hoped that it would be an esoteric puzzle box that the player could get engaged in fiddling with and trying to unlock. Consequently it does have a solution.

The game loops with a range of possible ‘ends’ or apparent ‘deaths’ but certain things the player does remain changed after the loop. Clues to these can be found by talking to the ‘man’ in the park, and other elements of the solution are given by him in exchange for a bottle of wine.

In order to reach the solution they will have to do the following things, although not necessarily in a single loop:

**1- Become a Monster**

* Purchase the cereal in the shop from which you will get the gun.
* Return to the street and head towards the park, taking the side street.
* Go into the school and follow the sequence through to where you have the choice of clicking the “And you are carrying a gun.” link, ‘killing’ the school and thus becoming a ‘monster’.

**2- Get the Cutlass**

* Once you become a ‘monster’ you need to go to the housing estate and climb to the top of the tower block.
* Go into the room on the right and talk to the god.
* The god will give you the cutlass. The cutlass will now remain with the player even if they loop.

**3- Get the Salamander**

* At any time the player can climb the tower and go up the stairs into the bedroom.
* If you speak to the Bruja, you will be given an empty glass.
* Take this into the kitchen and fill it with water.
* Return to the bedroom with the filled glass where you will find the Bruja gone and the salamanders grown into small boys.
* One of them asks the player to fill the glass again.
* Refill the glass in the kitchen and return again to the bedroom. Only one salamander remains.
* You can now choose to talk to them, or kill them- either will cause the game to loop and the salamander will then stalk you from the station onwards in all following loops.

**4- Sacrifice the Salamander**

* Once you have the cutlass and the salamander is following you, go through the park into the woods to the House Outside.
* Kill the salamander with the cutlass.
* If the player has the salamander, but not the cutlass, they can still go and get it, even killing the school monster if they need to.
* The salamander is on a countdown before he attacks, but entering the school, the tower block or talking to the man in the park will reset this clock.

**5- Wait for the Dark**

* Once the salamander is sacrificed, the darkness will begin to descend and you will have to make a choice either to run into the light or embrace the darkness.
* If you run straight into the light you will be burned away, and all the key elements of the game will be reset effectively putting you back at the beginning- although the ‘visited’ colours on the links will remain.
* If you choose to wait for the dark you will receive the true ending of the game.