

The Repossessor – Walkthrough (Dave Gilbert/2001)

By Leon | December 16, 2007

Warning!

This page contains the complete solution or walk-through to this game. Reading this page can spoil the challenge to complete the game by yourself. Please consider this when reading on. The walk-through of this game given here might not be the optimal solution, it's a solution. Just to prove that the game can be finished. If you want a section of the walk-through or just a hint, send us an email with the part where you're stuck, we'll send you the section of the page you'll need.



Leave your 'office' at the left side of the screen. Goto the Yahtzeebrand General Store. Talk to the man behind the counter (you can talk to him, search the right spot to click though). Aask him about the business and he'll talk about today's offer. Take the ladder. Leave the store and go to the building on the right of the store. It's the guy that made Michael Gower return from the dead. Talk to him and ask him the spell. Read the spell from your inventory. It has to do with liquids, polarity and alcohol. Look around on the floor. There's a paper that's interesting. Oil & water or a Lava lamp. We need to keep that in mind. Leave the room.

Walk a few houses to the left until you see Scids Bar. Go in. Talk to the bartender. Talk to the chicken. Ask for the gun. Bummer. Enter the door on the left. Talk to Michael Gower. Seems like he won't come with you. Leave the room and leave the bar. Walk down the street all the way to the west into the alley. See the dancing bum? Talk to him. Ask for the lamp. Oh well...

Go all the way to the west until you find a church. There's a pamphlet on the wall. Take it. Go even further west to the Gymnasium. Go to the point where the tap is mounted against the wall. Look at the windows and notice the discoball. Use the ladder against the wall (the center windows is best) and take the discoball.

Back to the dancing bum in the alley. Give him the discoball, you can take the lavalamp. Now to Scids bar. Give the pamphlet to the chicken. He'll find enlightenment and fulfillment. He doesn't need the gun anymore. There you go. Use the gun on the barman and there's your drink. The trouble you have to get through to get a drink these days.

Use the lavalamp on the bottle. You'll have a mixture in the bottle now. Go to the room next door and use the bottle on the coffee cup. Enjoy the rest.