

wait in Open Space - blue spark. take spark (crystal) - tiny long.

play flute - spark flashes in time

Take crystal (g) - joy! - unmeasured queen? height!

Open Space \Rightarrow Marble Room

x pedestal (velvet, depression)

x paper - when crystal is destroyed, she'll be released. use its power as must be holding it. When attuned, it can be controlled by willpower alone, but myri words force the spirit to obey.

One word in QUELTUYA "smite one's enemies"

N \rightarrow stopped by Heliex (owner of crystal!)

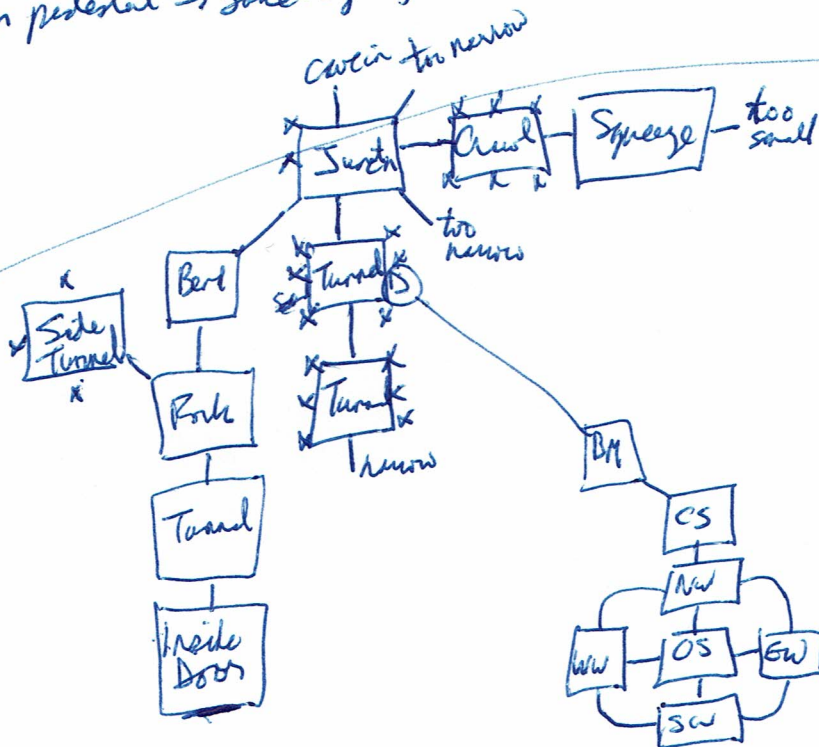
QUELTUYA. (Heliex collapses) [ending \approx but \in you as usurper]

OR break crystal - (Queen cured, but you have light + music)

OR give crystal to Heliex. Aneltuya. (He repeats it, x kills y.)

(putting crystal on pedestal \Rightarrow same as giving it.)

ask helix
abt crystal
(queen)
angel



in Crawl: air current (from E)
in Squeeze: x air (crack)
x crack (paper) - bittle

Side Tunnel (object?)
x floor \rightarrow x object. (flute)
play flute x 2 (melody of hope)

AAVELA
aayela.gam
by Magnus Olsson
Rel 1.2
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intro

King Dargos, & Ill Queen Dahra, Court mage suggests Stone of Aayela.

(stone = Helix the Wizard captured Aayela, a spirit of light in a crystal)
(low on oil)

[Antch Dr] N - bronze door; S - climb backup.

i {Lantern, scroll}

x scroll - read it to open any lock. Once. (from Gridig)

x door - ancient, corroded. No visible lock or handle.

read scroll. (door opens)

N - [Inside Door] harmony, door slams, lamp flickers out.

N - [Tunnel]

N - [Fork] cloak of darkness. NW —, N Bend

N - [Back] S — N6 Junctions

N6 - [Junction] wider. many options?

S [Tunnel] sand. take sand → reveal manhole cover

D [Below Manhole] ladder, low opening SE.

SE [Cofined Space] NW — S North Wall

S [North Wall] open to S

- floor is hard stone

W → [West Wall] (music (no SE, SW, S))

S → [South Wall] (no SE, SW, S)

E → [East Wall] (~~no~~)

N → [North Wall]

S → [Open Space] NE → East Wall