

["South-Entrance"] (y want to find the alchemist's gold while he's not home)

- river, front door, chimney, i {exit}

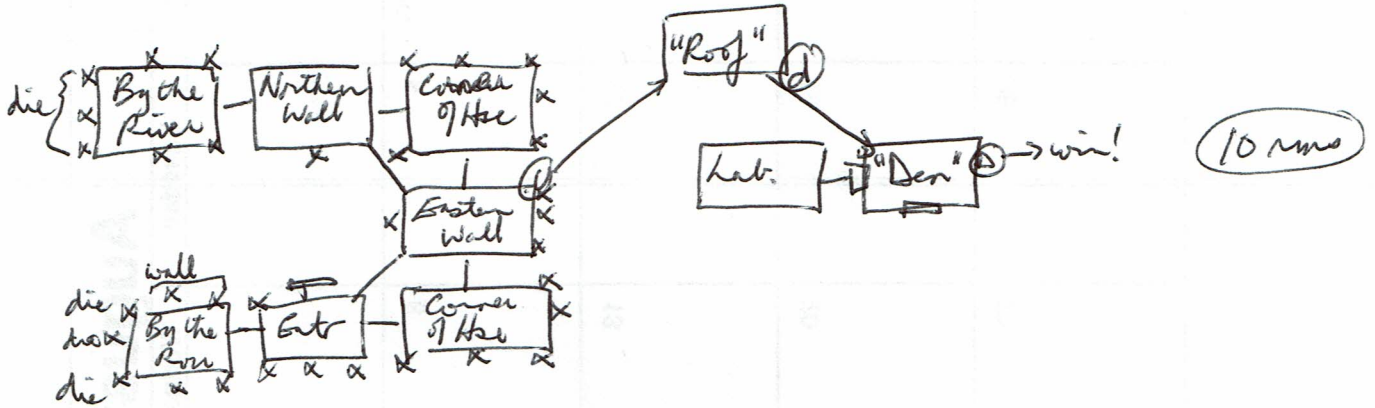
w → ["Southwest - By the River"] w → die (no actual river)

e of Entr → ["Southeast - Corner of House"] stones

n → ["East - Eastern Wall"] tree, bunches. N → ["NorthEast - Corner of House"] w/s

w → ["North - Northern Wall"] crate. (take crate) // @ E wall. drop crate. d → ["Roof"]

The Alchemist's Home  
by Mike Meagher  
(5 pts max)



["Den"] fireplace, chair, <sup>steel</sup> door S, oak door W, trap door i shed back.

x key. look under my (+1) key. unlock oak door with key (+1) open oak door. w →

["Laboratory"] bottle of liquid, papers, experiments. e. unlock trap with liquid (+1)  
open trap. d → (win!)