

- check on windows

[Toon (hot)] shirt, pants, underwear, shoes, bed, window S, (check E) door E  
get dressed. e. [Garden] (demons!) under window E, ban N, beet.

E [Widow's House] glintens, bed, kitchen north E.

E [Kitchen North] table, cupboard (flower & heart painted on door)

open cupboard (flower sack) x sack (yes, 1/2 full)

N of garden -> [Bath] looked down N, hay, dog gone! later search hay (puppy) {puppy prefers it to be taken!}  
knives sack out of hands x crates. // S [Garden] (puppy underneath & inside box, then goes down  
a hole under the turnip bush) take beet (it's why!)

d -> [Under the Turnip Bush] V/S S -> (look at garden better!)

x potatoes (get sprouting potato) x peppers (red - purple) x tomatoes x carrots x onions

x celeriac x artichokes x mushrooms (covered in demon muck) x zucchini x brussels  
(study)

S of Under bush -> [Darkness] well (listen to puppy) E [Darkness]

S [Darkness] S [Darkness] SE [Darkness] NE [Dk] E [Dk] SE [Dk]

NE [Dk] SE [Dk] S [Dk] SW [Dk] SE [Dk] S [Dk] W [Dk] W [Dk]

NW [Ferryman's Shore] (Ferryman has a wife; other hidden under skin) river boat wife skull.  
crotch (sit on) pole / wear flower enter boat (puppy out ahead) give bread to puppy.

pour flour on puppy. enter boat (flower sack can't go in; it's a 'thing of life')

pour sack. enter boat [Asphodel] flowers, E bank, door S "STAFF ONLY"

(door is locked) knock on door (N, W, still only; deal with so that way!)

clean me. clean puppy. knock on door. [Reception] carpet, glass doors, cross-stitch,  
clock, desk, green eyeball @ W door, chair (clock tells y to sit & don't bother her)  
sit (chair bites you) {a black shadow gotten in eyed by the eyeball & bit thru the door}

put onion on chair. y. (eyeball is affected by onion fumes) W [Lobby] chair S, bench on N,  
hall W, guard @ hallway. N [Break Rm] counter, chips, demins, pot, bibbity.

take bone. N. give ~~clean~~ (clean) artichoke to puppy. {demons rescue it & leave}

put brussels in pot & reek S. Z. W. [Hallway] maze W, red door eggold nameplate N,  
eyeballs imp x door {THE MAN} x imp {tongue} ((puppy can get trapped in break room!))

BEET THE DEVIL  
by Carolyn VanBeltine  
57, Galy, R1  
10: 30 - 10: 45  
11: 20 - 12 Noon  
(7)

give pepper to imp → [The Man's Office] lamps, paintings, shelves,

dish + chair, 2 chair in front { demon in suit }

{ demon offers to show way for a price } x demon { has gold in c heavy red stone }

x paintings { Cassius, Croesus, de Medicis }

give caley to den { he wants 'cards' } give cannot to den { key DE MONARCHIA; it's worth a 2nd look } x de monarchia. take it. { then leads D }

D → [Treasure Room] oak door W, gold door E, velvet curtain NW, treasure (paintings, books, swords, etc)

nw → [Boudoir] door W blocked by couch { nearly nude demon }, mirror E, perfume, beds SE.

x mirror { y seen naked } x key // treasure { jewels, coins, swords, paintings, books, silhouettes }

x pit. open oak door (locked) open gold door (locked)

// give caley to demon { it's too long to fill; she leaves } move couch. open door.

W → [Banquet Room] table, 1 chair, dishes, food, maple door W, swings door N, shock demon.

{ demon tosses a bowl towards y & demands a dessert, like a strawberry ice or chilled ambrosia }

take bowl. N → [Hell's Kitchen] iceboxes, cupboard, ovens, garbage cans, corkboards.

open icebox. look in it. take ice cream. { escape done with bowl } close icebox.

put ~~tomato~~ in bowl. { hide it in ice cream } { that didn't work }

W → [Den] brown couch, chest box, plain door W, slugs demon couch.

x slug (he has a brass key) turn off his give bowl to puppy. 2\* { he'll sleep + drop keys }

// W → [Ornate Office] diplomas, couch, pillows, mannequin, heavy door N, demon in suit, clipboard. { demon sez y shouldn't look logs in kitchen; might've found something fancy }

{ he wants y to get angry } show potato to demon \* g\*. take clipboard.

N → [Green Room] mirrors, wardrobe, chair, counter, slugs demon { fluffy clothing }

show tomato to den. wear tomato - y. { no pick! demon opens a portal (nd) }

enter portal → [Mirror Maze] (all dirs except U + D)

N → [Scene Overlook] cliff top, railing, bench, girl, passage.

give clipboard to girl (?) { don't grab girl; boy } // give clipboard, key, bowl to girl;

give beet to puppy. e. → [Kennels] Devil, bird dog in cage. take beet.

beet the devil. (win!)

# BET THE DEVIL

