


- 2 puzzles require sword
(or use Gargoyle mode, to work around it)

DELPHINA'S
HOUSE
Glulx (2018)
by Alice Grove

[Landing] { explore strange worlds + find treasure } N attic (kitchen),
key, transporter, (keymap for main both) i { map, fish crackers }

x map  ? take cape. wear it. x it { stick i tubes on it } x key ("welcome"; put toy on it)
x transporter { ^{then} died to a signal; Margery Rabbit, frog flute, hamster ball }
x died { house / glass / star } enter teleporter.

turn died to glass \Rightarrow [Before the River of Glass] on S sd of molten glass river, cave N sd,
key, bear frogs. x ewe. x key (a frog rabbits smelly but stops.)

play flute. (holy put bridge) N \rightarrow { Leonard, cat, passes y to attic }

[Sandstone Cave] chimes, 5 bells, chamber N, bear water.

play chimes (star) - - - x psalm

N \rightarrow [Stone Chamber] window N, music box, ~~cut~~ glass cut on box, 3 hooks (W, N, E)

x cut (bell on collar) x window (see photo)

// turn died to star \Rightarrow [Before the Starry Chasm] bridge to arbor, key.

over N. [Garden of Stars] stars, fountain, guitar N, harp, 5 glowing stones

play harp { must restore broken string + place harp on silver stand } x string (1 to 8)

x loose string (string 7) x fountain { small, medium, large basins }

N [Garden Grotto] window, pedestal/bench i tile x window (rappel photo)

x tile (missing stones) { can't put ~~tiles~~ ^{stones} in tile; y haven't remembered the pattern }

// [Landing] x board (span the hole) N [Attic Room] dried glue by vent,
cardboard harp, 5 marbles. x vent (fountain / stream) x glue.

N [Above] plant mobile; Leonard's on lid of the window seat.

x window x statue // * harp. tie yarn to harp.

// ball becomes fountain lit star, x globe at glass

// Margery \rightarrow becomes stone rabbit at star + hops N to Garden of Stars, immediately returns

z* \rightarrow CRUNCH (he strikes a bit)

// globe is yellow tinted

in Cave - ^{glued, ready} rabbit shines orange in pool of light. (rabbit change color to its surroundings)
 - glass rabbit looks like the cave too.



| | | |
|----------------|--------------|----------------------------------|
| frog figurine | frog chimes | night frog |
| hamster ball | glass globe | lantern |
| Maugary Rabbit | glass rabbit | stone rabbit |
| marbles | bells | glowing stones |
| cardboard box | harp chimes | harp |
| fish crackers | | sky fish (cut hole) (E hands) |

put frog chimes on north side
 put harp chimes on west side

put fish in ball.
 show ball to beamed
 (he relaxes)
 pet cat. take cat (jumps, darts)

open slot
 (the wire box, comb lock, step 9 and)

x paper
 HOME REALM
 + 3 drawings.

- 1) frog in fountain, glowing
- 2) giant jumping on rug at river
- 3) girl inside a marble.

string box in ash

@ Grotto => vine around box, rose on tree, sphere above tree.
 marble plate = stone harp slot.

x rose (petals closed)

open box. open rose. (violet plant: main)

put harp on stand (steps 4, 6, & 8 remain in violet light)

open rose (blue plant) (steps 1, 4, 6 are blue)

open rose (green night plant) plug 2 (if lights up green) 3 (2 boxes gone, plant steps 4)

plug 2, plug 7.

5 (to get)

2. 7. (6 x) upward

2. 7 (8 x) down

(1 x) circles

2. 7. 4. (all green) { harp disappears, rose closes, plant faces sun, vine loosens

open box { jewelry box & wire painted on top }

=> [Pleuro] box { family photo, toy boat, pine cone, mittens, kaleidoscope, guitar pick, compass }

read paper REASON OF STARS

put paper on rug (papers match, but not colors)

Solved - bridge over in Realm of Glass

- opened window seat in Home Realm (via sky fish)
- opened starry box in Realm of Stars

all puzzles ~~TODO~~:

- bridge hole in Home Realm
- bridge starry chasm in Realm of Stars
- open music box in Realm of Glass
- complete patterned tile in Realm of Stars
- open treasure box in the Home Realm
- open colorful box in the Realm of Glass
- open window seat in Home Realm (but not via sky fish)