

[Secret Garden] s back, N to town, canopy, flowers, table & tea service, favors.
 help { talk to npc } talk to eaves (biggest tea party of the year, but needs prep)
 g. { need to go into town, go house + house + knock doors, gathering tea varieties }
 { need to be guarded by a donor } g. { ogre pub, king's soldiers guard neighborhoods; }
 produces fur by } g. x by (leather, etc)

Earl Grey
 by Art Dabbin &
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 Rel1, I6, G6x
 bottom area used
 for internal dialog.
 (7)

x service (teapot, sugar dish, 4 teacups) x table. x teapot (departs miralig archin)
 x teacups. x sugar. x eaves (mushrooms, white, copper hair) x white. x hair. x town (sleepy)
 x pitch (gr post) x canopy. a flowers (can they be steeped?) x steam. x streets. i { - }
 x plants. small tea { small isn't supported!!! } talk to eaves. { use nurebag to get past a donor }
 open bag { open isn't supported!!! } talk to eaves. Errow in practice: look! } l.
 x donor { has blongus } talk to eaves { make the donor into a donor: knock it! }
 knock donor { something in the nurebag } i { inside my nurebag, I have one 'n' }
 talk to eaves { once you've taken tea, CAST what you've taken INTO where you want it to go }
 cast N into door. { that donor leaves } talk to eaves. l. x donor { longbow }
 knock donor. i. cast n into door. talk to eaves { 'frowns knock' } N { g haven't finished your lesson }
 talk to eaves { if garden was damaged, he'd go beserk } knock plants. { he grabs the bag, x tea service }
 x ten service { 'knock pinted!' } x ~~knock~~ g. { "pained teapot" } talk to eaves. { "knock!" }

talk to eaves { what did you just do? Behold your new remain: the dread Earl Grey } x town { destroyed }
 talk to eaves { he gives you the nurebag + disappears thru a portal exit } i { e, l, t }
 x into pained. cast l into pants { feel it'd be more useful elsewhere. }
 x town (volley, mosaic, glass, alderas, stonework, soil) x girl. x stonework (beige)
 x mosaic (shards of glass, streets, building, townspeople) x flames
 talk to teapot { break off my handle! } { cast fable => tablet }
 x town. cast e into father. { din of partial chaos }
 cast l into swaged (townspeople are now sheltered)

e [Rotunda] out S, guardroom, ogreling beneath the cupola. talk to guardroom
 x ogreling (helmet, foot) talk to ogreling. talk to ogreling (in 200 yrs, he'll mature) talk to ogreling (ethical phrase)
 talk to ogreling (we will fight, but I need a weapon - par in his halberd)
 knock wary (wary guardroom => wary guardroom) talk to guardroom (he stands aside)

s. [Annex] framed painting, paper. ("For the Insect's Appendix")
 x party (cave mouth) knock mouth => noth
 cast u into paper => pauper. talk to pauper. g. (prince is ogrebone dogged)
 g. g. (his 'reigning' was vaporized; he needs another one). g. { he gives you the dagger in return for promise to
 water him to be there }

N [Lotusland] talk to ogreling {barrier blocks his attack}
talk to ogreling - g. g. {if he's dead, how do I leave?} talk to ogreling {if spare g, he gets me out of here}
But he also wants a fair fight when I have another weapon. talk to ogreling {DOAC. he opens a portal in N wall}
talk to ogreling {ouch!} N. {need to protect the prince} cast a into wry.

N [Eaves - Sunrise] cloak + left, platform + statue right, sun, knives
x eaves (whipped) talk to eaves (he doesn't respond)
knock cloak => lock. x lock (keyhole) x skin (king's crown) {c, n, l, r}
knock crown => crow. x crow (baleful)

x platform (has night falls, ocean changes) x ocean ("sea ionic")
x robe (Eaves skin covered with lice) knock lice => ice. cast l into ions.
talk to skin (he's outside the glass sphere, below) {the lions drown, and Eaves' lice returns}
talk to cow. g. {he starts g} {how to go to war in a bid} knock crowd => cow. talk to cow.

(A supreme cow varies its concern, x a lazy moo hangs in the sky.) knock stew (denied)

cast l into ions. cast n into moo (moon) x lions (they're hungry for food?)
Augustus needs a fish cast r into moon (denied) (the lions looked to the sky)
x moon. cast c into huster (the sea lions dunk out the rock formation)

@ Sunrise => the ice in Eaves transforms into a number from the hogs' barking.
talk to number. talk to eaves. g. {hen of a heighlog?} g. g. g. x eaves (he's all better)
talk to eaves. {portal to Gray is behind the lock} g. {sea lions as a group can knock things; the number is
made of their fur} g. {frozen meat eats horse nuts} g. g. {sword!}

knock sword => word. x word. talk to eaves. {yes, the word can help. No, I won't tell you what it is.}
(if I can get out of here, he might tell me the word) talk to eaves {"There is no key"}
talk to eaves {I'd hide it in a container; so we're looking for a hallway?}

cast s into cow {snow denied} x platform. cast s into purple => purple
x purse. talk to eaves {pulls one lone key & unlocks the lock; portal south} talk to eaves {he still won't tell
us the word} s. {and here cow} cast r into cow.

S → [Throne Room] King, queen, thrones, deers donor, lance. (stabbed!)

Knock donor (die) x queen (leads a tail down of regal vireger)
x King (silhouette feathered with rows of black plume atop an olive note.)
talk to ears (looks from crown to dais)

blue eyes, lost father, two-toed foot, winking scintilla, burning building, open medich

x furnishings {The architect muddles...} knock regal ⇒ read {g'}

cast g into lance ⇒ glance. talk to ears {talk to the first}

talk to king. talk to king {king "changes"; voice behind dais} x King {calls for Eaves' capture}

talk to king. {Eaves tells you the important word is "steep", number of thrones}

l. x combed {on path to c} {two-toed feet, dewy eyes, humped back} g. {Earl Guy enters the room}

talk to king. talk to king. {they couldn't conceive an heir} g. {they almost lost all} g. {Earl Guy enters the room}

x guy (drunken office, black fur bag, crooked chin) talk to guy {Eaves opposed Guy's request}

talk to king. {experiments to move globes like footballs} g. {garbsmiths entered x garbsmiths}

(uh-oh. They're flinging rocks at me.) talk to king (rocks ⇒ rocks)

steep rocks. {wakes ⇒ wakes} (still wounded, though) // old chair, two-toed foot...
talk to king {Earl attacks again}

steep camelid ⇒ medical {it heals you}; garbsmiths retreat} talk to king {Earl attacks again}

slight the beast} x beast (oh?) l. slice. knock slippe {no} steep shine ⇒ limes.

limes {footmen take them away} talk to king {Guy has uttered the king the lie}

x king {crowns ⇒ crows; you've lost all that} i {dagger is gone} knock crows {hm, no?}

{ogreling is summoned; looks like a feir foot now?} ~~Guy escapes in crows, dagger~~ escape / Guy has

steep ogreling ⇒ reignlog. x dais {queen asks where is our son?} l. {doors sound that}

and leaves. knock leaves ⇒ Eaves. x reignlog {soldiers called} l. {doors sound that}

Knock donors. ⇒ doors. i {l, n} z. {their number leap into a woman's hands: Calenor}

x Calenor. {pairer returns. She says Eaves broke the rules; and Guy was vile}

{Calenor is waiting for sunset} cast l into porta. (WIN) {Guy never restored?}