

[Library] rusty, rotted wood, shelves, books, armchair, bookshelf.

{-} x armchair (mice?) x bookshelf (candleholders)

check bookshelf - white mouse on top, y full of, bookshelf rocks back into place.

search books - faded books ('The Hero's Challenge') {read it, but don't take it}

read faded book => [Small Hut] door S, table, chair. x table Δ'x stallion emblem.

open door. S. [Outside Hut] footprints, garden E, fld S, garden gate. E. (gate locked; needs a party suit)

S [Pld] grass, horse, bandit (try to catch it)

/read table => (find a shield in table) w/ a shield (bandit is frightened off)

S. S. Sword here. take sword {with sword shield, horse fruits y &, also key}

N. unlock gate with sword (works, sword slips from grasp) take sword.

E. [Garden] plot (plants) search pt {→ turnip} g. {→ potato} g {→ carrot}

W. S. {horse ant takes carrot; y returns library; ~~one bottle now has a candle~~}

[Library] new: ~~1) slim candle in tall bookshelf~~, red object The skin candle is lit.
2) large candle in big bookshelf
3) 2 more maybe candles in bookshelves.

x red-taper. light taper light large candle {drop taper into it, losing it}

search armchair → green taper. l. {~~small~~ candle on short bookshelf} damaged.

light green taper. light small candle {lose taper; see book}

x book ('An Amazing Journey') read it => [Air Balloon] (island below)

d. [Crash Site] pie N, beach E, ~~debris~~, canvas.

e. [Secluded Beach] ocean E. tanker. W. W. [Small Forest Path] tree W. wires.

take wire {people intend to take it all to beach} W. [Great Fruit Tree] shake trees → fruit.

G. E. {raft built for you} take raft - W. search debris (→ supplies)

{how to use the raft? ATV!} take raft. sail.

⇒ [Library] (yellow dye; all the previous bookshelves + armchair as improved)

take yellow taper. light taper. light (fat) candle. l. {diaries}

search long bookshelf. {blue diary} read diary {win}

