

FILL BOTTLE WITH WATER
 (light source)

x tinderbox (stick tinderbox for spark)
 listen (woman's voice)
 dig mud (went work)
 on ext - ~~ST~~

Go to Gravel. - see statue (20' tall & walking!) Go directly to Behind cottage (+SO - fire melts it & BLIZZARD stops!)

* Shovel (Property of A. Titchmarsh) take it.

@ tiny room: DIG MUD WITH SHOVEL. Hard (pull hand; chisel of arm)

x hand. PULL HAND (DIE! It's the key of the woods)

E. (we're sorry for you; you're dead already) - lightning bolts now?

@ Gravel → DIG MUD WITH SHOVEL ⇒ [Below graveyard] ⇒ fell in water

l (water, slime, brick wall, mud, gravestone, brick passage N, ~~W~~ ^{Cave W.})

x water. smell it. x brick (Victorian sewer)

N → [A Brick Passage] N, S, cobwebs, rats, water, noise N

listen (scurrying) N [The nest of rats] rats, S & D (d - rats won't let go!) ^{hungry}

W from Below G → [Devils Cave] body of woman, graffiti, int E

x graffiti (fury I was played, Dying I shall be death)

x woman (dress, fairy bite & in neck) fake corpse (fairy dig)

E. N. N. drop corpse (rats feed)

D [Underground waterfall] waterfall, bats, mist, notice (Abandon hope all glads ENTER here!) ^{read}

x X → to land!

enter waterfall \Rightarrow [A Hidden Passage] in water to west, cold, pass N

N [The Western end of the Smugglers cave] still in water, E+S.

E [The Smuggler's cave] get in water. Two chains under water to gate E.

x gate (chains to top of gate) x chains, pull chains (see p. 1, 'have you seen the snapper?'; gate lowers) x pirate (has key on neck string, cigarette in mouth) ash pirate abt key (Not taking it. No do not stay dead. They left re. hand here.)

E \Rightarrow [The eastern end of the Smugglers cave] in water, been taking. W+U.

U \Rightarrow [Wet stone steps] D+U, taking.

(back at cave: ash pirate abt crocodile - She's scrouge of 7 sea! Found Snappy in Nile, she ate 1/2 the crew.) ash p abt cave - bumps on for 100s of miles to Budapest; that's how vampire moves unsee. / ash p abt vampire - this ple is full of them.

ash p abt p - "One eyed Isaac's name"

U from steps \Rightarrow [The Start of West Passage] chains, crocodile, notice, N+D

x crocodile (teeth, white eye, spider on scales, chain + padlock)

x padlock (set lock to (4 digit))

N \Rightarrow [The Northern end of a Wet Passage] S to croc, N oak door (locked)

listen from belly: / x cigarette (beady sticks, unlit)

ash p abt rats (can blow a man down)

ash p abt castle (stood 1000 yrs, as doorway between worlds, is alive)

x notice "This is heaven" Captured in 1845 by crew of Carmilla.

Set lock to 1845 (+50) - croc goes D! pirate cries!

d.i.d.w. take key, x croc. e. u. u. n. x key (ebony, "Carmilla")

unlock door c key $\frac{1}{2}$ n. [The Chamber of dust]

dust, windows N, slab, body of woman, door S, steps U.

close door. lock door c key. x body - naked but for webs, holes body, blood, alive, 'So cold, all is lost' x slab (poem - borders of sleep)

x blood (bubbles to a foot) x window (too high)

ash girl abt ~~it~~ (it is death) x web

U [A cramped passage] U+D U \Rightarrow [Castle Kitchens] ~~with~~, bill on hole, table,

oven N, sink + draining board W, flagstones, walls tiled in strange design.

door N, steps D, doorway E.

x bull (snothy nose, flies) look in it (meat saw) take saw. x d. (10" long) x flies

x oven, open it (pot) ~~take~~ x pot. look in pot (Human flesh)

x hearth (apple in mouth) x apple $\hat{=}$ head. take pot (too heavy) takes apple (petrid)

5" in dia.

X sink (tap, cog, evil spider) X spider (big as cat) X cog ("Garlands of Honor, 1716")
 X tap ("C") X fogstones (anew + stains) X walls (image of chef butchering pig)
 e [Pantry] shelves + upboards X upboard. open d (heap of sugar)
 X sugar. take it. (hear scratching inside walls!)

N [The Grand Dining Rm] furniture, portraits, tapestries, dyfat, table, rats, stool,
 windows S, trees, doors W+S
 X window (N wall gives view of valley) X valley, X doors.

W [The Great Hall] panels, floor, seats, ceiling, scene, vine, gallery upstair, WEST windows downstair,
 hell N+S, doors E+W.

X panels (suffering, skulls) X floor (pattern, but need to be higher)

S [The G. H. (S)] clock E, green door S, hell N
 X clock ("Vermeulen", no hands, ticks) X door (green, figure of wolf) - open door (locked)
 cut them (C axe assumed - suggests in Castle Entrance, just off main hall)

[The G. H. (W)] painting on W, stairs U, ebony door N, inscription, Block of ice
 X block (metal waste) X painting (horses) of apocalypse
 X door (biblical, battle of Heaven + Hell, Reaper at Last Supper)
 read inscription "Only for the initiated" (locked)

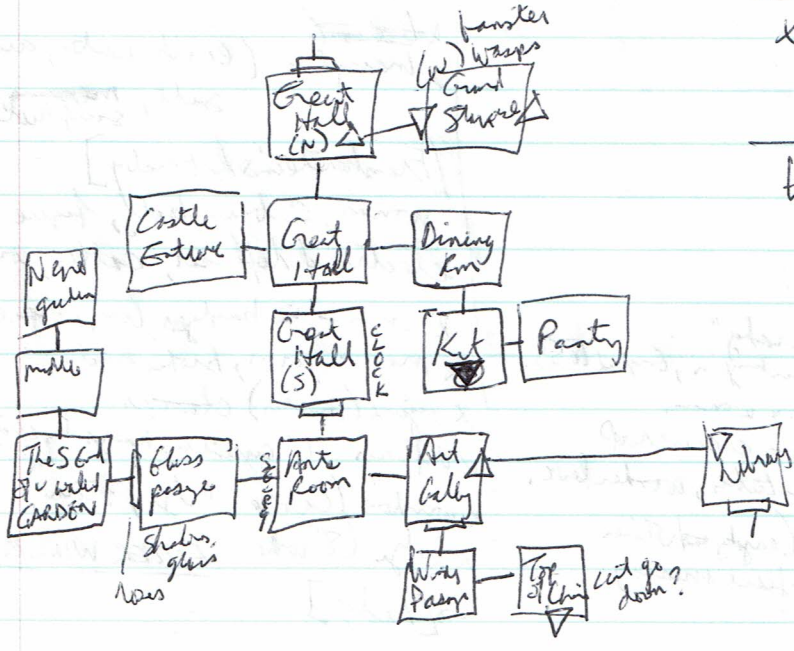
[Castle Entr] doors, table, vine, beetles + wasches X table (curled by vine) X keys
 cut them. take them (lose draw + get killed if y don't leave asap)

[Grand Staircase] X rest/ways, X window (hunting scene - woman as prey.) X stairs (cogit) X banister
 put bottle on ice (ice melt)

l. Persistence charm + bottle. take all
 X charm (gold die,
 "I turn around, you may go where you want.
 I turn again, you will stay till you rot"
 throwing lamp - wasps go all over it.

turn tap (+50 - no spider)
 g. take cog.

broken (tree with hole)
 (shadows) fruit tree
 (food) pond, stone, grass
 (wolf)
 lawn
 flowers
 weeds



u [Upstairs long gallery] (West) brass wood hall, statue of angel N,
 windows W, floor broken, landing S, exits D, door E.

x hall - "Et in Arcadia ego"

x statue - angel kissing neck of woman. "Bergonzoli", 1864, sharp teeth

x window - see 50 wolves. x wolves - getting in city.

(5) x door (sexual debauch + corrupted) open d.

S → [The Master Bedroom] door shuts + locks behind y.; baby cry to W, bed, carpet,
 wardrobe, table, curtains, perfume.

x bed. x carpet (snakes city tails) x table (draw [x]) x curtains (heavy)

open curtains (+50) - 3 girls devolve. (- they will kill y others x girls (cont talk to then)
 draw (empty) open wardrobe (furniture - "The Hidden Hoener") (not window)

Text without gaps. Take legends

[The Nursery] crying from Moses basket, all black, pentagon W.

x basket (empty, slide, arrow from crib to pentagon) x pentagon (As Above, so below)

x floor (arrow), push crib (West will open!)

[Lab] man (eyes shut, hands on ears, 'make her stop')
 W - women screams, door blocked by books
 furnace, walls of inscriptions
 bottles; animal parts.

x man (panted hat + gown)
 help me? → yes (wounded is surprised)
 - pulls books away.
 Don't Drop or Leave anything in there!

x ~~books~~
 x inscriptions (earth, water, air, fire,
 salt, ~~mercury~~, sulphur, mercury)

[Frankenstein's Laboratory]
 woman, 2 beds, body, figure in alcove.
 electrical diffusers, cables, windows.

x woman - in bandages, long corpse
 x man - gown, broken neck

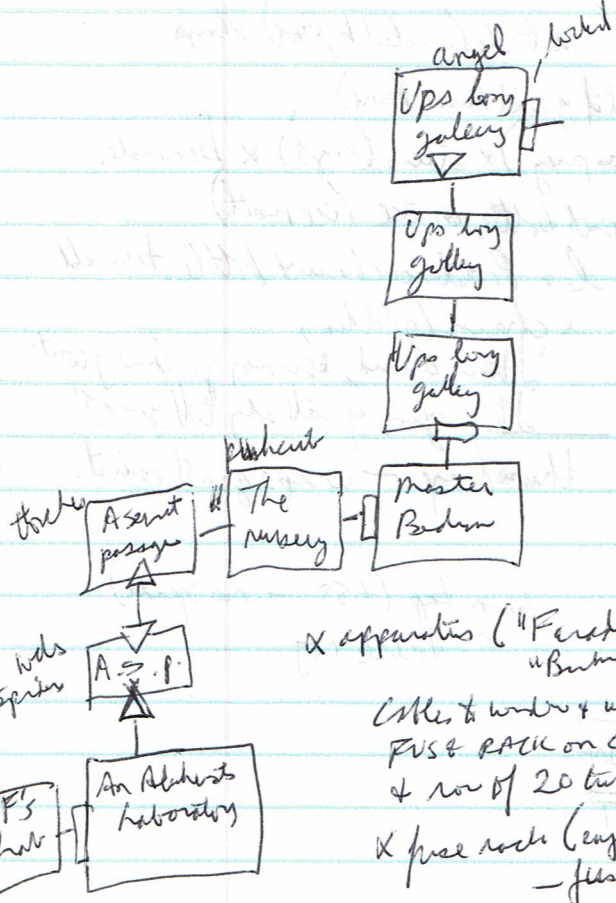
x figure (monster) clamps

x diffuser - 6' cylinder, large by chain

x window (cable, ledge, storm)

x ledge (8" wide ENTER WINDOW)

→ [ledge]



x apparatus ("Ferdinand", "Birmingham, England 1855.")

Cables to window + woman.

FUSE + RACK ON CIRCUIT BOARD + row of 20 tubes, wooden base.

x piece rock (empty, whether - false message.)

x beds

[Cheye] mystery, story, story, wolves, wining, cable, D

CLIMB CASES → [roof] hunchback, winch, 2 metal hites
x hunchback (fused into work, hand cleared) x hand (tube) TAKE TUBE
x winch (fused, socket on side) x roof (tube)

D → [hedge] x wolves ENTER WINDOW → [PS lab]
put fuse in holder. (gauge 'Angus' → 25,000. "Jools" → 10,000)
pull lever (flsh. Woman explodes. Monster cries.

x woman (turns to adv; monster, after comes spng)

e. [door sh] [Ake] - ask man abt monster. - not secure. Furnace is secure / ask
ask man abt castle - 1000yr past of evil. A trap. I will die here.

abt man - I was once a Knight of the Knights Templar. A long time ago.

abt vampire - undead / Nosferatu / this is one rest. I think y're a vampire hunter. But are y?

abt alchemy - an art, my science. Not like food.

abt horseman - Panted by mechanicals. Pestilence, Famine, War, & Hell.

Y will find the last one in the cave of skulls. Also find the witch of dark souls.

or abt
witch
(not
my)

abt cave - The key not been seen for over 7 centuries. Court sealed up.

She is a liar & will eat yr soul. But she hates Court. He opens vortex to cave of skulls.

Go to her, go now!

abt Court - most evil men are buried here, incl Bluebeard. Not just another ghoul in Transylvania.

ENTER VORTEX → [The room of sadness] cat, ~~bench~~ walls, candles, chairs, wavy, door S
x cat (red specked ~~after~~ & silver skull) x writing (He who fights monsters should look
into it that he himself do not become a monster. When y gaze into the Abyss, the Abyss also gazes into y.)
open door. S [A secret passage] food?, N & SE

SE → [Room of skulls] skulls, roots, coffins & remains, candles, NW & SW

SW [The little Dancer] figure under blanket, cauldron. NE & W, witch.

ask witch abt (NOT witch, key, cauldron, wardrobe, chain, skulls)

abt Court - Yr blood is already his. Ask yrself why y come here?

abt treasure - ~~gives~~ Hell key. The fruit of the tree of life. Its home, y willk when y see d.

horseman / abt Hell - get key from the tree of life, & y can have the key. [Buy it to see

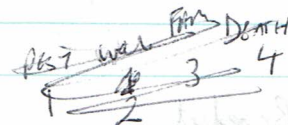
abt life - Find Carmilla, she will show y the way.

abt Carmilla - A pretty picture Carmilla is.

abt Castle - A beacon, a dark light to bring in the night.

abt cat - His name is Pluto.

l. x word ('Waxed Word')



x man (carpenter)

W → [A gloomy passage] walls, door S, E to care
open door. S [A torture chamber] rack, iron man, pit, pendulum,
chains, instruments, table, brazier, nets, stream, N door
on table (litter & grapes)

x litter (to lusk - here is preserved kidney, & ate other
x grapes - mouthy block

x pit - board & shackles. x board. 6' by 2' steps

x chains (see passage way key up) x brazier (w/ coal
chink chain [The Pit, and the Pendulum]

l. (Hed down. See blades) x strips

x man. (he killed woman in London 1888 - his "Cher's knife")

gating of coyn is leon pulled give cog to man (Jack the Ripper cont interest)
ask with ch Jack (with help - gives snuff to cat & gets skull chain to you.

To call photo, drop the chain. (cat destroys eagle)

at pit - drop chain (+50) - cat saves you.

chink chain [Top of the chain] W or D

W → [Navy Passage] E or N to door. open door.

N [The Castle with gallery] art, door was hidden behind Poe, other works,
Mona Lisa, cabinet N, portrait S, W to small ante-room, steps U to library.

x lusk (night, screaming & keey, pentagon pendant)

open cabinet (Green copper key) x Green key ('Gallery Key') x mouth.

W [ante-room] marble statue of woman for an I did. Peely wallpaper. Cat E + N

x statue (pregnant & sneezed in devil's one: how her to hear *... thorns that in her bosom today)

x wallpaper (hidden passage W!)

x door (Crying of wolf) unlock door in gallery.

N → [The Great Hall (south end)]

ask man at key - shows dls of tapestry (To reach Cont y need 3 keys.
One physical, + 2 others)

home 1845

https://v-space.org/archive/tads3/

lets.org/13ell.htm

[Nests of a walled garden] listen (tree: talk to me)

TALK TO TREE. The stem will rise / And trouble in the skies,

This night, & more to wonder. / A wolf called by dogs of thunder,
gold, will rent a sunder. / Be generous in my gift!

l. x apple (golden, smells of other meat. silver worm)

Trying to go S from mid → wolf static now alive!

give apple to wolf (+50, large worm slithers away, wolf now human?)

x n. s. s. x man.

U from Act → [The castle library] vine, books, shelves, inscriptions, cabinet S, table.
steps D, glass door S. inscripta "1. us de galléll - e n'est point icy."
x cabinet (1890; empty)

Can now go East of Angel → [Anti-chamber] wallyppan, W + E

x wallyppan (Helm & shield)

E → [A haunted bedroom] dust, spiders, bed, floorboards, ship party N, door S, east W.

x painting (frame C huge, "Carmilla", figure head is hag, Jolly Jolly Roger)

open party (passage N)

open door (slit) S → [Bathroom] door slams! marble, pliers, pipes, bath, tap, toilet
door avoid open. x toilet (ghost in water, handle)

search toilet (green coin) take green coin (chew spouts it!) z3 - ^{sewer creature} ~~by~~ exit
push handle (not exact coin) flush toilet (+50 - door open!)

x pipes (old lead & brass) - didn't get the green coin.

[gives ~~gift~~ to watch → knows coin at feet. (takes seed? drops suit?)

n of Bedroom [Ting tower] S or D D → [long Passageway] trunks, U + D

D → [Jetty] The 'Carmilla', onto S to steps, U to ship; vapour
x water, x dove, x ship (creaks as if imperceptibly)

U → [Gang Plank] D or U U → [deck] N bow, S stern, gangplank D, Mast

climb mast [Crows Nest] bats, almost see top of cave.

x bats, deck (BUG → U (or any dir) you creepily chat...)

N [Ship's bow] planks, wench (line to raise Anchor)

S [stern] rigging, D below, U to poop deck, N

x rigging (body of pirate) U → [Poop Deck] deck, shed - set course to (3 digit #)

D [Below Deck] E to hammock, W to gully, doors N + S, stairs U + D, table (Sea Chart)

the pot is to heavy.

By sky of red, / By Sea of blue / The grebs' gone tall you!

W → Galley [table (message, pot)]

E → Crew Quarters (hammocks — search name (for a particular pirate))

search bluebeard/empty x door 'BLUEBEARD'
captain

open door, S. [Capt's cabin] desk, corpse, chair, windows, globe, chest
x weapon - uniform, dreadlocks, gold teeth

search corpse - Tiny Silver Key + little blue bottle
[skull missing] 'Drink me' ('Frost coolant from the Welsh valleys')

unlock chest i tiny key. open it (Spy Glass + captain's log)
x glass ('Carnilla' + jewelry, need to be high up) take it. take log.

from 1697

x log. - One Eyed Isaac (1st officer), from Nile to STYX.

Two islands before Hades: islands of death & life. The island of life has the tree of life, at top: 'treehouse of all heaven'

July - crocodile 'Lenore' hides on boat. Half of crew dead.

Aug - River entrance at 'Black Lagoon'

- Dr. Hartnell has antidote for poison he gave the Capt.

- Found the island. Devil & maidens drink Capt's blood.

- Isaac escapes down the cargo rope.

search isaac - empty search hartnell - Antidote x antidote (orally)

N → [Forward Compartment] supplies

@ Crow's Nest x spy: see island i simple tree, scale in glass reads 128 degrees.

Bathorn Shud-wild. take coin. (The Famine Charm)

@ bow: turn wind. S-S-U. Set course to 128.

d. n. n. turn wind. S. U. x spy (see jethy at 180 degrees)

d. d. d. [A small sandy island] x tree

chat tree [Tree top] birds nest. * nest. look in nest (seed)

x seed. take seed. d. ~~tree~~. x carnilla. x head. (cork in her mouth?)

x cork. take cork. (gust of breath) u. u.

@ The Castle Dungeon. give seed to witch. take coin (the Hell Charm) fruit??

⇒ become a key. (The Devil's key) - but I didn't have War Chason!?

You don't keep the cork.

apparition of bearded man in uniform (BOO) - 'West Midlands Ambulance - author??'