

[Lobby] N dining, S dr, D, U.

PAGE
JOHN'S WITCH
(fire witch)

S - [Red Room] (snow) N - Dining Area (letter) hole in basement.

[Kitchen] stove, fridge, pan, etc
N - [Patio] (gate N) (snow)

U - [Lobby] chute, N bed, bath E
flashlight, curtain (no battery)
clutches - crystal card, picture, mirror
bed - look under bed (batteries + book) (say 'necken-sway')
furniture (grab card)
Fire W/ich + Ice W/ich

d -> Basement (basement 2x4) hole w. [cf1]

w - Hollow Space (d -> dth [Red Crystal Buttons] S+U

gray-red (works when cut)

S - Long Tunnel (1) N/S, E. e -> Cell block N, E, S, N -> ice (John)

Enter Cell (hand + leave)
Switch Cell ("")

S - Long Tunnel (2) N/S, W W -> Side Cor, arched (holes y) [cf2]

(going w hills y)

S - LT (3) pit, N, E E -> Vault Km (thin rod) 'tar-moldy' steel door (1-36 on 3 dials)

wave word, say "tar-moldy" (magic magnet) sleep in bed (paper for John)

24-18-19 [cf4]

Inside the Vault (red gem) (41)

jump LT (4) w/s - w -> East hedge chain, ash [Dish]

[West hedge] S -> [Green Crystal Buttons] N, S. (cut card to get gray, red, green square)

S [Golden Room] N/S, get in (lead key) S -> [Pedestal Km] like you.

S -> pit -> [Blue Crystal Buttons] N/S S -> [Devil's Task Km] N/S, devil

ask devil old trash (full with sins, all of them)

least - the pictures
green - tipped letter
gluttony - fixing pen
envy - diary

pride - devil
sloth - 'junk' for a long time.
anger - handwritten letters

S [See bridge (1)] (need to wear red gem in ring)

S (2) S (3)

S [Fire Room] N/S (sunny zone)

S [Gyrfal in Floor] e [Trophy Room]

alt N, dark E, tall
blue book
+ small bed (black wood)

(why takes thin rod)
blackish (witch in it)

say "necken-sway" when he takes card (it's now purple)