

Task: break stone slab S, ~~need~~ pot from pillar

[Middle location] pillar {pot} no dia given x pillar x pot (fracture, must be used)

N → [North loc] forked pole (right size to hold pot)

NW → [NW loc] sturdy or warty. read it: (This is a computer game, rules of reality need to apply)

climb pillar (no) jump (no).

W → [W loc] small crate (stand on)

[SW] read warty (Something you may want to do is impossible)

[S] slab.

[SE] "This game is intended to seem somewhat misleading"

[E] ladder

[NW] "The solution to this game is perfectly logical."

put fracture on slab. (win)

reverse i. x pillar x pot. take pot (cont) x fracture

s. x slab. break slab. (cont)

e. x warty n. x ladder take d. n. x warty

w. x pole. take pole. w. x warty. s. x crate. take crate

s. x warty. ne. [save] ~~keep~~

(1) climb pillar (cont hold crate, pole, ladder.) take pot.
drop all.

(2) drop crate. stand on crate. take pot. (cont hold pole or ladder when on crate)

(3) put ladder on pillar. climb pillar. take pot.

(4) take pot with pole. take pot.

s. put fracture on slab. } (E) jump (cont have pot)

> put fracture on pillar

You need to be holding the fracture before you can put it on top of something else.

> take fracture

And just how exactly are you going to carry a fracture?

> put pot on slab

Putting things on the stone slab will achieve nothing.