

(asked for name) (Trig wakes y) y = a King's Knight

[Your bedroom] (top floor of E tower) bed, trunk, window, door W. Edge of yr by guest

{ on Island of Alabazapotis } x Trig (fellow knight)  
ask Trig abt quest (King will tell you's) <sup>open table.</sup> take all from trunk.

ask Trig abt green (Alexander discovered orna kid)  
w. d. [Throne] (green's crown heathrow; King Archibald on his)

talk to the king. { ~~secret~~ secret; mist's secret } pearl will grant a ship to one who;  
there must be 10 pearls; one per island { quest, ship, mist, other islands }

~ other islands { ~~ask~~ Birdwith has book in library; Birdwith's book }  
~ quest { + pearl; ① Find 10 pearls ② break mist curse }

x pearl (gray) ~ ship ("Dawntless") isle Trig abt isles (ask Zoey; she's on <sup>lookout</sup>)  
x green's crown (silver + pearls) x king's crown (gold + blue sapphires)

e → [Alabazapotis] { pearls on way } x statue (Archibald had foot - long mistake)

e → [The Great Library] Birdwith. talk to Birdwith { gives y a book }

i. x almohade. result { ~~ask PDF in yr~~ } w. s. [Quarry]

x dawntless, flag, mist, mist e [Main Deck] ladder U, stairs D, go up to port,  
pop deck to aft  $\begin{pmatrix} f \\ f \\ p \\ d \end{pmatrix}$  sb (y can use n/s/e/w)

u [Crow's Nest] Zoey (Trig stays below) ask Z abt mist, pearl, other islands  
{ when we get to a new place, come up + I'll be able to tell y where we are }

to Z abt crew. ask Z abt Javier { quest, King's knifts } (J is a brave cook)

~ knights, ~ Zoey's name's ship, ~ quest, ~ any ship, ~ Alabazapotis, ~ Trig

d. d. [Galley] food, Javier, stove. (J's specialty is spicy foods)

talk to J (no other islands, food supplies, quest, Lugebica Shaddhar)

Lugebica: where there's squid, there's squalites (spicy underwater rabbit)  
~ squids, ~ squalites (raw is bad, but cooked in SPICY), ~ cooking, ~ food supplies

(brines, at King's), Shaddhar (food no one's eaten so yes!) ~ mist  
~ quest (he wants to cook other recipes) ~ Alabazapotis (love it, home, but needs cheese)

u. aft. [Pop Deck] capstan (use to raise anchor), captain's wheel.

x wheel (10 indentations for pearls, arrow points up) { put pearl in indentation.  
{ now y can turn the wheel to gray pearl } { pearl can't be removed }

~~turn capstan~~ turn wheel to gray pearl. Trig, raise anchor. { follow me, wait here, etc }

### The Lost Islands ① of Alabazapotis by Michael Bortley

- 10 Islands (8 inhabited)
  - Alabazapotis - capital, largest island
  - Gothis - graveyard, peaceful - ghosts?
  - Koral - death of Ice + Snow
    - Lord Amulet + Lady Cairnes
    - open flames taboo
    - spirebird (call in a while)
    - octopus (afraid of others)
  - Lugebica
    - coral reefs, light house
    - underwater caves, sea life
  - Razg
    - spirits, games, foods
    - desert interior
  - Roshor
    - farms
    - RGI (lead) (and AI!)
  - Shaddhar
    - jungle
  - Vulcan
    - oceans
    - mt Moribond
    - mist woods + rabbits
    - dragons!?
  - Woodwind
    - endless music
    - wind storm (use a busk-o-vator)
- (18th is not really a guide; ethnology?)

involved w/ ship? Talk to Z (she doesn't recognize it) (attach)

w [Trudy Beach] exits w/c. search trunk {something, bag, postcard, etc. in trunk}

w [Indyland] robot in car; fronted brass gear, rusty spin, plastic tarp, triangular pc of wood, best pipe, dental working on. talk to robot ("BAX", w/this place, ~ R&I)

~ this place: "Jungle" (~ other islands, collecting junk)

~ collecting junk: { "Trudy junk" } ~ Trudy junk (likes junk better than anything, except cupcakes)

~ cupcakes { I LOVE THEM; I'd trade anything for a cupcake -- EXCEPT this car }

(ask Bob abt pearl = ask R&I abt tin can/gold)

~ R&I (they never come back) // Jarvis, bake cupcakes. z\* // show cupcake to buy (=> gold pearl. (v) & rusty spin

from wheel to gold pearl. bring, raise anchor. N. v. ask Z abt island. { "Roder" }

w [Sandy Beach] pate N. N -> [Pain Boat] N/S, Jarvis, E. talk to James (Gustav; ~ quest, lengths, Roder)

talk to James abt quest. (pink pearl! from his Daddy)

~ Roder (most, other islands, R&I, golden windmills, James) ~ James (father)

~ R&I (they left & never returned, lights went out a yr ago) with N/S, w/ members, 8-pm

N -> [Windmill Road] windmills w, built N (N -> dark)

w -> [Base of the Windmill] hotel in in -> [Inside the Windmill] gear not turning, lever

x lever (MAIN GEAR SWAGG, "on") pull down (windmill stops) x guy (could fix a gear there)

(Ship is S of Sandy beach) // @ Indyland: trade spring for gear.

// @ Inside of Windmill: put ferris wheel gear in gap. pull lever. (v)

// n of Windmill Rd: [Maintenance Area] glass box { red pearl }, doors N & W. (lights on)

x box. break box (screw doesn't break the glass) N -> [Supply Closet] fuse.

S. w. [Back-o-Vator Control Room] 'WOODWIND BACK-O-VATORS OFFLINE', w, panel, buried out here. (take it; further useful!)

open panel (socket) put new fuse in socket. x screen (now ONLINE).

w -> [Pump Control Room] LUGUBRIA WATER PUMPS OFFLINE (panel - empty socket)

w -> [Irrigation Control Room] SHAD DHAR IRRIGATION SYSTEM OFFLINE (panel) - socket. (so, only one system on at a time, eh?)

go to ship. ~~use~~ (use pink pearl; Zoey says we're at Woodwind)

[Rocky Cove] x basket. x button (R&I's). x button. push button { stick revealed as basket rises }

take stick (bendy, 3' long, buried at one end) enter basket. push btn -> [Canyon Overlook]

Sign exit, wood, btn, steps S. x sign { Museum Musical Extravaganza - Open 10:00 to 4:00 daily }

E -> [Museum lobby] talk to Adam (Fluorid) ~ woodwind { R&I took met of the artists & musicians with him }

~ R&I (got the mist, but maybe not via ship) ~ quest (pearls, other islands, borrowing instruments)

~ museum (take a tour) ~ taking a tour. E -> [Historical Gallery, North End]

gnork-hooper (~ Carrulous Brook, Septimus Frink, pipe breaks; Sally, stick it it)

Lost Islands of Alabaz

ask F abt trunk (extract). ~ F<sup>1</sup>ink (had thing that hummed/whined from squid)

ask F abt pipe break (the stick is it, Flurin suggests y kept it)

ask F abt borrowing instruments - open case. clean horn. (marble falls out)

take marble (clean pearl!) take horn. (maybe it'll break the glass of red pearl?)

S [Historical Gallery, middle] N/S, blagh pipes by Fergis MacFeezie (rumor he used a magic device to help him play without needing to take breath)

S [Historical Gallery, South end] empty case had breckenstrump (a single note could shatter strongest glass!)

lost in Clarinet Catastrophe of '92 - breckenstrump is buried under 1000's of clainets @ Warty Point. ~ Warty Point (S of museum, but y'll need to fix the brake-o-vator to get there)

~ brake-o-vator (the S basket has a broken cable; cable must be fixed first)

blow horn ("still broken. Sound was too high instead of too low")

S of Canyon Overlook -> [Upper ledge] steps D, bin, basket, frayed end of broken cable. (d = N)

clear pearl to => Koral. // @ Summit: listen (E) listen(N) listen(W) -> pulse.

in => [Crystal Palace] out S, Lord Cumulus on throne. x horn (bored, sleepy?)

talk to horn. ~ quest (Koral, pearls, nest, stonishub) ~ pearls (has one but: favor)

~ favor (w/opus, where peckes the speckled spirebird. Get its egg for horn.)

~ speckled spirebird (matry call so exquisite, y can't hear) ~ Vaporous Pearls (Koral, Lady Cirrus, Valley of Noisy Crystal Palace)

~ Koral (he rules for Pearls; Cirrus prefers the valley)

> [Precipice] body w. a ice w -> [The Nest] nest, bird. blow horn (speckled peck up)

(have "big, blow horn"; grab egg when unguarded.) E Lord Cumulus gives black pearl for egg

e 1 signpost -> [White Forest] opening N. N -> [Frozen Menagerie] Cirrus, sculptures

~ quest, ~ pearls (she knows of 2: brother's & one lost in tunnels: slight problem)

~ tunnels (where she used to work) x sculptures (bears, wolves, caltaloze, dragon)

ask lady abt slight problem: arctovex in lair; it must be defeated, then y can have pearl & any other treasure there

(stairway & opus) { no one who's seen or has lived; only sight of another one might defeat it }

black pearls to G<sup>1</sup>athis [Black Pier] n -> [Weiruptis] n -> [Musician's Quarter] ghost, tomb

talk to ghost (Fergis MacFeezie) ~ quest (pearls, G<sup>1</sup>athis, other ghosts, blagh pipes) ~ mit

~ other islands ~ Woodwind, ~ graveyard, ~ Musician's Quarter

~ museum (auto-give blagh pipes = even if y didn't take them!) { empty bottle is full of air; sip it & have breath for horn }

{ if you shake it up, it'll blast out all at once; refill by going to a windy place like Woodwind.

// Trade tube for spring (spring is of wine & drink)

// @ cable (y red rope) // @ Gully: search food supplies: barrel of salt

take salt (I gives y a salt shaker) {Trig doesn't follow down to him}

// @ Divers: am at base of Korad {no fire ever}

d [Cold Tunnel] N/S/E/W N → [Hall of Mirrors] (S)

S of Cold Tunnel → [Hall of Thorns] crystal thorns

E of Cold Tunnel → [Arctovex hair] huge stalagmite of ice, arctovex attacks!

W. (arctovex doesn't follow) E. hit arctovex with sword. W. [Cold Tunnel] it follows.

hit arctovex with sword. N. [Hall of Mirrors] (he sees its reflection & flees forever)

S → {Trig follows??} E → [Arctovex hair] black spot in stalagmite. x it (green pearl in it)

pour salt on stalagmite {it cracks & green pearl freed} take green pearl.

@ Lily: given seed of an icefruit tree (water only with fresh water to make it grow one fruit.

~ icefruit (plant in suitable ground, water & fresh water, roots are powerful & can crack boulders;

one fruit produces one seed) (green pearl → heugubria) @ main Deck: x gabelbo (top of a lighthouse!)

W: [Top of the lighthouse] parchment. (island sunk; pumps stopped working, REI took away with train to leave

Alabry) drink bottle. {Trig refuses} d → [Base of the lighthouse] hatch in floor, opening W.

W → [Underwater Cliff] W → [Deep Waters] sunken ship, open hatch E → red glow.

E → [Pumping Station] square machine, squid, garden, blocked hallway, red light alt. {orange-and-purple pearl}

x machine (hall, REI symbol, stuff) // W of Deep Waters → [Captain's Cabin] map, chest & telescope

// open hatch → broken handle // (orange-purple ⇒ Rozz) [Festive Docks] flags, ships, S.

S → [Public Square] crowds, Coliseum E. → [Entrance Tunnel] turnstile E, guard at door N

talk to guard (voices) ~ Rozz (Rozz motto; President, races, zeppelipede, festivities)

ask guard abt knights (this makes him open door) N → [Presidential Balcony; Pres Bentley Benzeneista ('Bent')]

~ quest: he knows? {brown pearl} (Koz Archibald must finally be trying to lift the curse.

~ choice: 'I know what it does' (doesn't answer why it should be lifted) x citizen

~ King: (I remember his father) ~ himself (elected, maybe forever)

~ Rozz: (we're now the Free Republic of Rozzantozz & we do whatever we want)

~ voices (exciting; like the people: fast & never gets anywhere) ~ festivities (synergy & races)

~ zeppelipede (sleek, graceful, smelly; y'll see) ~ tubata (no, citizens only)

~ coliseum (had it built as my first order) ~ tubata (no, citizens only)

~ brown pearl (⇒ ~ wages) a wage (win a race. You can try as many times until you win.

You'll need zeppelipede & gondola ready in stables, S of Public Square.

// [Stable] gondola, zeppelipede, hay, N/E. x gondola (boat hull + gas bags, ballast coils, two long steps. (traces)

x zeppelipede (harness) fronts, flippers x harness (buckles to attach to gondola, reins to guide zep)

look under gondola (slot for ladder or fan) // Get Δ from Jungue's jingle  
// put triangle in slot (✓)

/// @ Pumping station or huberia: close hatch, turn on machine.

⇒ squid squeezes into narrow crev in floor (safe, but ok of theory)  
take squidish (✓) // give squidish to javier ⇒ cooked squidish

/// attach traces to harness. enter gondola. give squidish to Zeppelepede.

enter gondola. e name of zeppelepede > Crazy Jane  
[Starting here] 2. (Captain Jack, Master Mixel, Beastie Boy, Cugo)

(captain jack on right) left. (boulder!) right (cactabros, one ching you!)  
speed up (ie: while Jane is pipe brush) (hempicunt is it) right

(naga hazard!) {we need to go under it?} cut gas bags (beastie boy chases it)

shake bottle. [Winnax's Circle] take brown pend. {and keep yr cunning zeppelepede head!}  
⇒ [Luteal Square] Triz + long jee. push Jane n. N. push Jane E. E. tie reins to mast (the works)

brown pend ⇒ Shaddhar? dirt?? w ⇒ [Ricketty Dode] boards falling apart.

w ⇒ [Barren Field] w ⇒ [Beehouse] seed dispensers, rusty spigot, large switch.

x dispensers. x spigot { ① Ironvine ② Adhler Fern ③ Mulberry  
④ Weaving Willow ⑤ Voriferous Snapping Tube (WARN!)

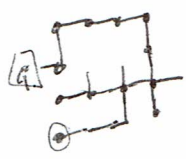
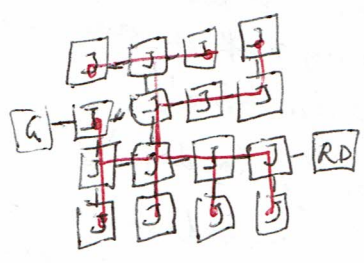
(maybe use ironvine for cable repair?)

(y can plant in Barren Field) // trade handle for watering can.

push switch (when tube in insert socket) → entire island sprouts!

push button on → long brown seed. turn spigot. fill watering can. turn off spigot.

e ⇒ [Jungle Clear] trade S & R. S ⇒ [Jungle] N/S/E // tie reins to cable. tie vine to basket.



blue gray vines from ironvine seed.  
take vine (like a steel chain)  
(size of jungle paths changes)

// [Windy Point] btw, dubate sky, deep dug (Hilis S)

> [Avalanche Site] clumps joined against a boulder. x boulder (crack)

put ice fruit seed in crack. water seed. => breaker trump reveals. take it

// @ Mainframe: play breaker trump. take red pearl. (red pearl => Vulkan)  
talk to Zey. (lava trenches) ask Z all lava trenches (if y can see Z, she could wave directors to go)

/w => [Ashen Shore] w => [Petrified Forest] rest now, tree ~~fallen~~ (log)  
// push Jane to log. tie reins to log. push Jane west. (V) w => [At the Foot of the Volcano]

w [Lava Trenches] (Trij opt to stay in Craggy Jane) L or R? looked ship through telescope {L}  
left. (another bend) {R} right. (3rd) {R} right [Cave Entrance] steam w.

w [Steam Room] pipes, heavy from walls, w. x pipes (wheel) w {hot!!!}  
turn wheel (pumping boiler & warm get cooler) w. [Dragon's Den] pit, dragon.

talk to dragon. (it gets to its feet, snake poison) E (but escape, exploding)  
=> [Quiet Beach] silver tower E. E => [Queen's Tower] N, E, W, Alexandria. talk to queen. {all them lost}

w this place (a secret island; it has no name but "home")  
w quest (She cursed the curse) (mist = volcano vapour + dragon's breath) (she made pearls; didn't like it'd  
be so long) (w pearls, King, quarrel, dragon)

w quarrel (he broke sword of mine; so I broke his islands) (w apologizing)  
w apologizing (when Archbold agrees to apologize for his wrong doing; then Q will lift the curse)

w key. w Alabazapatis. w other islands (stayed here for 50 yrs) w tower  
w dragon (it can't be killed, but if put to sleep, the mist would stop)

w pearls (blue pearl given) ship (Diamondless & pearls are just eat of here.)  
E [Irony Pier] {Trij returns sword & journal} E => [Main Deck]

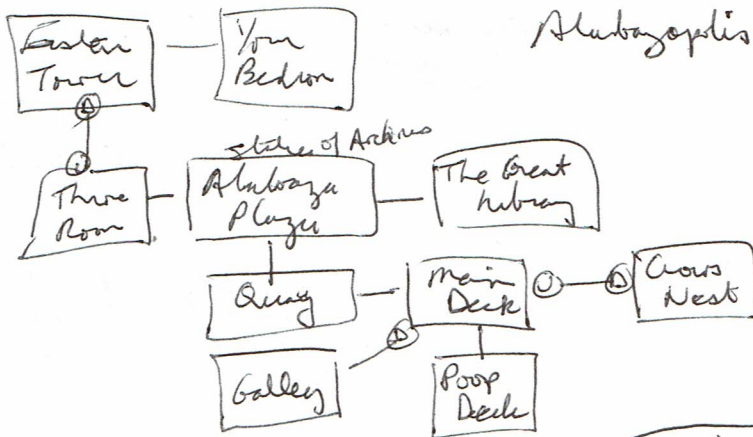
blue pearl => Alabazapatis BUT WHAT IS FLYING THERE? Dragon is burning the city!  
w. n. [Alabazapatis Plaza] dragon here! Trij will destroy it! w => [Throne Room] (quest, Alabazapatis, dragon)

w quest (even) w quar (pearls, The Isle of the Silver Tower, quarrel, apologizing)  
x queen's crown. take it. take central pearl. (Queen appears) ask king abt apologizing.

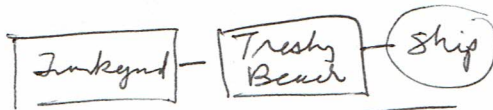
ask king abt quarrel. (neither remembered; a giving a toy giraffe she stole from dragon to make it angry)  
E. give toy to dragon {Trij: y need to get higher & put it in its face!}

(got your bedroom) go through window. => [Alabazapatis Plaza (on dragon)]  
give toy to dragon. (it goes to sleep in the plaza) => [Your bedroom] w. d.  
(everyone but Ray Bent here.) (would stay of Alabaz; rest quest: REI?)  
read journal.

sequel: The Secret City of Underrust



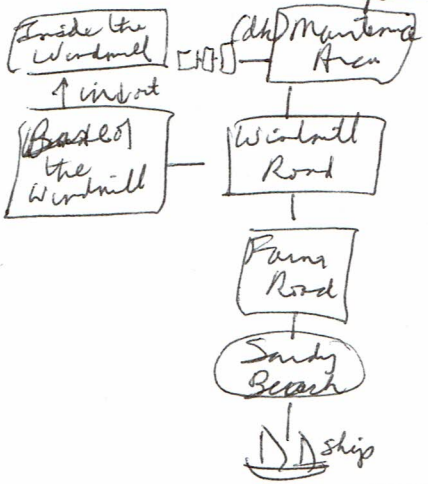
grey pearl to Junque



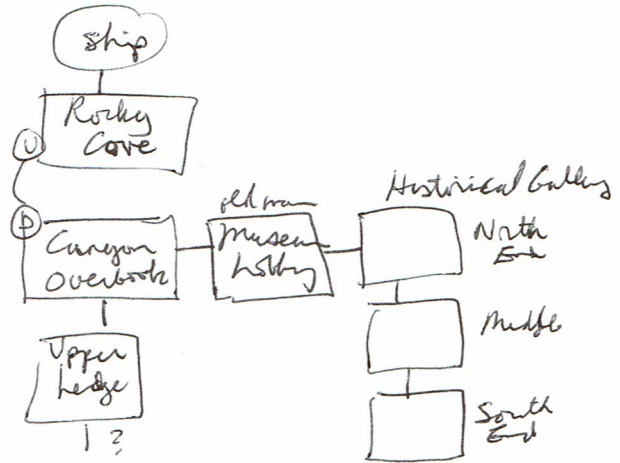
- tin can
- gear ✓
- splashing
- tarp
- Δ wood

- best pipe
- watering can

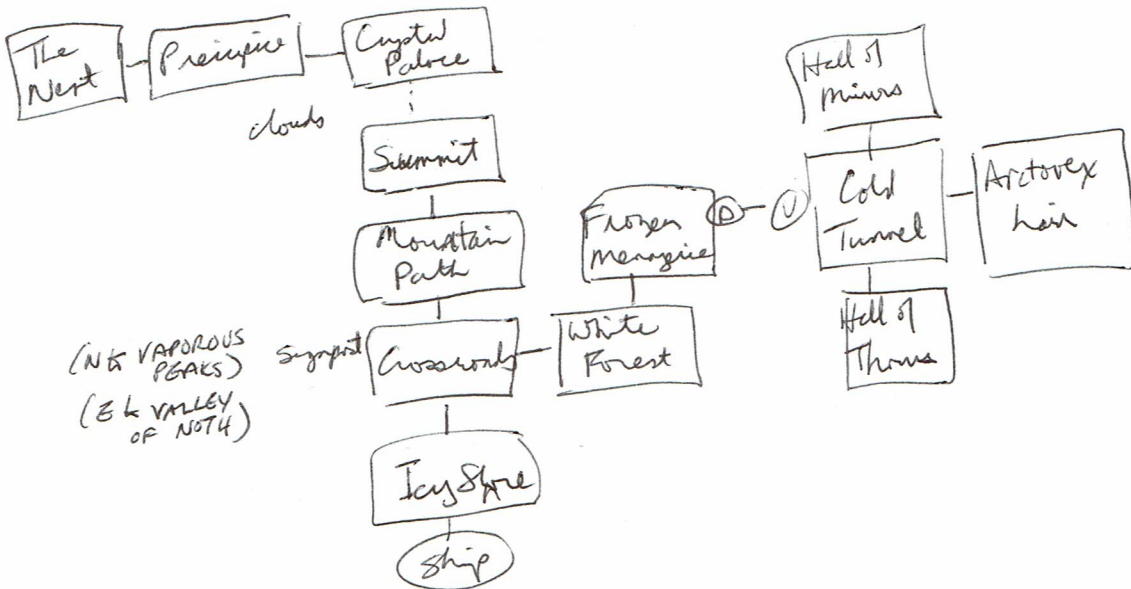
golden pearl to Rodriguez



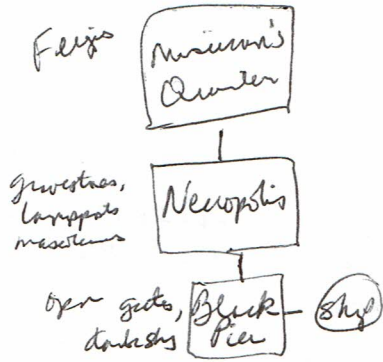
pink pearl to Woodwind



clear pearl to Koral



black pearl to Groth's



green pent  
Lugubria

