

King's Quest VI -- Heir Today, Gone Tomorrow

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The plot: Prince Alexander of Daventry, smitten with Princess Cassima of the Land of the Green Isles (whom he met in KQ5), gets a hint from theabled Magic Mirror on where to find her. After three months of sailing, he finds himself shipwrecked on an island. Lucky for him, this is the Isle of the Crown, the main island of the Land of the Green Isles, and Princess Cassima is sure to be in that castle over yonder. But things aren't gonna be THAT easy...!

General Warnings:

- never wade out or dive into the ocean; there's a vicious undertow everywhere!

Isle of the Crown

Sandy Beach:

- [N: Fork]
- Alexander starts here with nothing in his inventory.
- Pick up the INSIGNIA RING that glitters on the left side of the sand.
- Move the plank to reveal a box. Open the box to reveal a COPPER COIN. Take the coin.

Fork:

- [NW: Village; NE: Castle; S: Sandy Beach]
- you can't climb the tree, and there's nothing in its hollow.
- a nightingale visits the tree after you've visited the Pawn Shoppe. If you wind up the tin nightingale you can get there, the real bird will fly to a lower branch and trust you.
- if you make a friend of Jollo the clown in the bookstore, you'll know that the bird is Cassima's nightingale, named Sing Sing.
- When the bird is friendly, give it your ring to take to Cassima. You probably shouldn't do this until you don't need your ring anymore. She'll send a red ribbon in reply. If you know about Sing Sing, you'll see Cassima accepting the ring, and the ribbon will be brought immediately. Otherwise you'll have to leave the Fork and return.
- You can also give the poem you found in the bookstore to the nightingale, who will deliver it to Cassima also. She'll send a note back to you. Read the note. Again, knowing about Sing Sing will determine whether or not you see Cassima and how soon you get the reply.
- If you send the poem first, you won't get any note because Cassima will think it's a trick. You always get the ribbon for the ring, though.
- Search the ribbon to find a strand of Cassima's hair. If you already have Beauty's hair, you won't find Cassima's.
- A snake with a glittering eye witnesses your first transaction with the nightingale. That's the genie, of course.

Village:

- [N: Rose House; S: Fork; Doors: Bookstore, Pawn Shoppe]
- a peddler selling new lamps for old is here. After you obtain the magic map from the Pawn Shoppe, he goes elsewhere. The tinderbox is not a "lamp". red pants hang from an open window above the Bookstore, out of reach. I don't think you can ever get them. Sometimes you'll see people in the upper windows. Talking to them illicit a "Good day!" but no more. If you could get the pants the way you'd use the red scarf.
- check out the large pot outside the Pawn Shoppe after its owner dumps garbage into it. (This'll happen after you return to the village after obtaining the magic map.) You'll find a INK BOTTLE. It's not empty; it's filled with invisible ink!
- a proclamation announcing the upcoming wedding of the vizier and Cassima is eventually posted on the north wall. Read it.
- the peddler will reappear here much later in the game. if you're done with the hunter's lamp, and you know what the genie's lamp looks like, trade the hunter's lamp for an exact replica of the genie's lamp. (When I played, it was the tall blue glass lamp.)

Bookstore:

- [Door: Village]
- there's a free BORING BOOK on the table nearest the door. Take it.
- talk to Ali, the proprietor. Talk to him until he repeats himself. You'll learn a bit about the islands, and about the ferryman.
- touch the book on the counter to learn that it's a SPELLBOOK. Ali wants a rare book for it. When you get the rare book (from the bookworm on the Isle of Wonder), give it to Ali to get the spellbook.
- read a book of poetry from the far right shelves. The third poem is especially meaningful to you. That page falls out onto the floor. Take the POEM. Ali lets you have it gratis.
- The book on the center table is "The Changing Role of Court Entertainers Through the Ages". After visiting the ferryman, a new customer will be here reading this book. He's a clown, but won't talk to strangers, ie: you. Show your ring to him. His name's Jollo, and he lives in the castle. He'll tell you about the genie, and that the nightingale is Cassima's and called Sing Sing. Now he's your friend.
- You can follow Jollo to the Castle Gate, but can't catch up with him or otherwise interfere with his progress.

Pawn Shoppe:

- [Door: Village]
- you're limited to what's on the counter.
- a bowl of mints are on the counter; take a MINT while there's some left. (The pawn shoppe owner runs out of mints after you fool the gnomes.)
- trade the copper coin to get one of: a wooden FLUTE, a TIN NIGHTINGALE, a TINDERBOX, or a PAINTBRUSH. You can always trade one of these four back to get a different low-valued item.
- once you've learned about the magic map from the ferryman, talk to the owner here to bring the map onto the counter. Trade your ring to get the MAGIC MAP. It'll take you to any island depicted on it, and must be used in the open and in sight of the ocean. From this isle, that means either the Pier or the Sandy Beach.
- when you get the oyster's pearl, trade it to get back your ring. The ring, map and pearl can all be traded for each other.
- the pawn shoppe owner has no use for most of the items you'll find. He won't take books, in deference to the bookstore. He has too many lamps and mirrors, and has no use for junk like the brick or feather. And he won't trade for weapons either. You, of course, won't even consider trading the ribbon or note that you get from Cassima.

Rose House:

- [W: Pier; S: Village]
- occasionally, a girl appears in the yard. Cinderella-like, she seems to have a wicked stepmother. Only after you've visited the Beast on his Isle will the girl be close enough for you to talk to her. Her name is Beauty. Show her the white rose, talk, then give her the Beast's ring to get her to come with you. (See Isle of the Beast)
- the house's yard is surrounded by a wall festooned with red roses. A large pot sits beside the front door. And climbing vines are on the house, reaching up to the upper windows. Forget it. You're a prince, not a common prowler and thief!

Pier:

- [N: Rose House; Door: Inside Ferry]
- ignore the boy's invitation to dive; it's an invitation to your death.
- there's a sand bag, rotting rope, and torn cloth on the ferry. Ignore.
- there's nothing in the ship's hold that you're interested in.
- Knock on the door (on the ferry) and talk to the man. If you've heard about the ferryman from Ali, he'll invite you inside.

Inside Ferry:

- [Door: Pier]
- talk to the ferryman at length to learn about the magic map, about the islands, and that the islands are disputing a theft.
- there are several lamps here; none of them are for you.
- take the RABBIT'S FOOT on the table; it's brought no luck to the ferryman.

Castle Gate:

- [W: Castle Wall; S: Fork; Door: Main Hall]
- two guarddogs (upright talking dogs in armor with spears) guard the gate. If the spy hasn't snitched yet (when you obtain the magic map), you can show the insignia ring to the guards and will be briefly admitted to see the vizier. The vizier will tell you about the upcoming wedding. The vizier will then refuse to let you see Cassima, and deny you further entrance to the castle. If the spy has snitched, you won't be let in at all. You get points for this visit inside, so do it early.
- one way into the castle is to crossdress as a servant girl; go into the guard hut and use Beauty's clothes on yourself. This is for the alternate ending only.

Castle Wall:

- [E: Castle Gate]
- there's windows, and some vines growing under them upon the wall. Unfortunately, the vines won't hold your weight and never will.
- you may put the hole-in-the-wall on this wall to see a basement corridor. You will also see a guard.
- if you get the ingredients for Magic Paint, as per the spellbook, use the paintbrush on this wall to paint a door. When you cast the incantation, the door will become real -- but only long enough for you to get inside.

Isle of Wonder

Oyster Beach:

- [N: Swamp; E: Book Files]

one oyster can't sleep because of a pain in its mouth. Read the boring book you got at the bookstore, and grab the PEARL when it yawns.

- an INCOMPLETE SENTENCE floats in the water. Don't enter the water; ignore it and wait until it comes to you. Take it. It reads "Where are you going..."

- attempting to go north or east is interrupted by the arrival of five gnomes, each devoted to one of the five senses. If they sense you're a man, they'll kill you. Fool the gnomes one by one:

Smell: show the skunk flower
Hearing: use the tin nightingale
Taste: give the mint
Touch: show the rabbit's foot
Sight: pour invisible ink on yourself

Once the gnomes are gone, you can wander this isle freely.

Book Files:

- [W: Oyster Beach]

- look at the spider's web to talk to the Black Widow. Don't touch her! Her web contains a scrap of paper, and a small thread on the lower edge. Pull the thread to dislodge the widow, then take the scrap. It's the bottom right corner of a page, has a distinctive border, and says "Love". The scrap blows away out of your fingertips after you've read it.

- disturb any of the books to summon the bookworm. He'll give you a rare book if you can bring him something literary and unusual. The poem, incomplete sentence, and boring book won't do -- they're too common. Bring the dangling participle you'll find on the Isle of the Beast and give it to the bookworm to get a RARE BOOK.

- Look at the rare book to see that it's "The <something> <something> Riddle Book". One page is missing with a distinctive border ... the same as you saw on the scrap of paper from the black widow's web. If there's a way to tell what the "<something> <something>" is, I don't know it.

Swamp:

- [W: Vegetable Garden; S: Oyster Beach]

- don't wade into the swamp itself!

- the tree is a dogwood: see the dog?

- milkweed grows beside the tree. Take a MILK BOTTLE. If you drink the milk, the bottle disappears. If you need a new bottle, come back here and take one. The dogwood barks at you when you take a bottle.

- pet the cattails: they purr. Then the dogwood barks again.

- there's a bump-on-a-log to the left, and a stick-in-the-mud in the swamp. You can't initially talk to them.

- To get swamp ooze (for the Magic Paint spell in the spellbook):

use the teacup on the swamp. The stick-in-the-mud will pipe up, claiming that THAT is not swamp ooze, but some other swamp muck. The only swamp ooze is right beside him, but you can't have any. The bump-on-a-log also talks to you; the bump is the stick's brother. And they have a sibling rivalry. The bump would fight, if only he had something to fight with. Give the rotten tomato to the bump. The brothers argue again, the bump throws the tomato at the stick, and the stick throws ooze at the bump. The feud ends, and you can now take the SWAMP OOZE from the bump using the teacup.

Vegetable Garden:

- [S: Swamp; Door: Stairs to Chessboard Land]
- you can talk to darn near everything here. Have fun.
- if you give a milk bottle to one of the Baby Tears, all the others will cry. Use the hunter's lamp to take the TEARS. (You can't take the milk bottle back, but you can get a new one from the swamp.)
- most of the tomatoes are nice, but there's one ROTTEN TOMATO. Talk to it. Take it.
- the iceberg lettuce is very cold; it will melt slowly in your inventory until it evaporates. You can always come back here to pick up a fresh frozen one. Take the lettuce to the hot pool on the Isle of the Beast.
- the sour grapes just whine.
- the clinging vines want a hug; and will hug you to death if given a chance.
- the door isn't locked; it leads to Chessboard Land.
- the wallflowers are shy.
- the snapdragons don't like you, and protect the wallflowers.
- there's a HOLE-IN-THE-WALL near the wallflowers. If you look through it, you can see Chessboard Land. If you try to take it, it'll hide behind the wallflowers. Play the flute for the flowers, and they'll dance. While they dance, you can take the hole.
- a chair sits by the wall. On a later visit, a TEACUP will be on it. Take it.
- a coffee table is also here. Much later, a bottle of "Drink Me" potion will be here on it (after visiting the Winged Ones). Take the POTION.

Stairs to Chessboard Land:

- [S: Vegetable Garden]
- two knights tell you that only chesspieces may enter Chessboard Land. You can't fool them, fight them or otherwise get past them. But you can talk to them. They won't take anything from you.
- the white and red queens bounce in, and argue over who should give the lump of coal to the vizier and princess, and who should give the spoiled egg. When they leave you, the red queen loses her scarf. Take the SCARF. The scarf is made of red silk.
- when you get a piece of coal from the Isle of the Mist, come back here and give the coal to the white queen to get a SPOILED EGG ("sulphur").

Isle of the Sacred Mountain

Base of Cliff:

- [no apparent doors or travelways]
- take the SKUNK FLOWER and BLACK FEATHER that are here.
- before scaling the cliff the first time, you ought to have: the tinderbox, the hole-in-the-wall, the brick, and the red scarf.
- look at the engraving on the cliff to read:

IGNORANCE

KILLS

WISDOM

ELEVATES

The letters can be depressed. Press the word "RISE", in order, using one letter in each word (use the 2nd 'E' in ELEVATES).

Stepping stones will merge from the cliff, which you may walk #carefully# upon to go up the cliff.

- if you reached the Summit, subsequent trips up the cliff will only force you to climb this screen. Falling at this height won't kill you.

Mid-Cliff:

- the puzzles can only be reasonably solved with the info in the Guide to the Green Isles that comes with the game.
 - 2nd puzzle reads "A MASTER OF LANGUAGES WILL _____" followed by 26 oddly symbolized buttons. The letters are the Ancient One's alphabet. (See guidebook for alphabet.) Spell out "SOAR".
 - 3rd puzzle shows four round buttons. Push the 4th, 1st and 2nd buttons in that order. Pushing the 3rd button removes your support stone.
 - 4th puzzle shows "SACRED FOUR" and that ancient alphabet again. Spell out "DOGG" to represent tranquility, azure, caterpillar and air.
 - 5th puzzle shows the phrase:
ALL SILENT
CRY THE
NOBLE
BOULDERS
- Press the letters for the word "ASCEND", in order.
- falling from Mid-Cliff will kill you.

Summit:

- (Door: Catacombs; N: Winged Ones; Hole: Cave; S: Base of Cliff(?))
- ignore the old woman trying to get you to eat poisonous nightshade berries. It's the genie again, trying to get you to kill yourself again.
- Once the woman's gone, enter the hole beside the berry bush to find a cave. This is a two-screen cave; use the tinderbox to see. Take the PEPPERMINT that grows in the 'window' in the rightmost screen of the cave. You can't leave via the window. Return back to the summit.
- you can't open the catacomb doors yourself. They'll be opened by the Winged Ones when you're ready to go in there.
- after you talk to the Arch Druid on the Isle of Mist, the creature of darkness called Night Mare will be here grazing on the nightshade bush afterwards. Use the Charm Creature of Darkness spell to ride Night Mare to the Realm of the Dead.

Winged Ones:

- (you don't control your visits here)
- two handsome Winged Ones fly you to the thrones of Lord Azure and Lady Aerial. A conflict of the vizier's orders and prophecies concerning anyone able to climb the Logic Cliffs of the Ancient Ones leads Azure to decide to let you take your chances versus the minotaur in the catacombs. The minotaur has also claimed their daughter, Celeste. If you can defeat the minotaur, save Celeste, and escape the catacombs, they'll let you go free. You will also be entitled to visit their Oracle.
- Azure isn't heartless: if you don't have everything you'll need to solve the catacombs, he'll let you go obtain whatever tools you think you'll need. (If you DO have all the tools, Alexander will say he's ready and willing to start right away.) A return trip to the summit will have you corked into the catacombs immediately, ready or not.
- returning to the Winged Ones' home itself is not advised.

Catacombs:

- you will need: the tinderbox, the hole-in-the-wall, the brick, and the red scarf.
- check your maps. Entering a room with a pit is fatal!
- you may ignore rats and bats and most, but not all, skeletal corpses.
- ignore Celeste if she ever appears walking free and claiming to know a way out. Do not follow this false Celeste -- into a pit!
- 1st: from the entrance: N, N, E, E, N.
Get the SKULL on the floor of the room with 3 skeletons on the floor.
Then: S, W, W, N, W.
- 2nd: step across the tiled room as follows:
N to rose, SW to rose, SW to rose, N to scythe, N to crown,
NW to dove, SW to skull, S to blank tile and out westward.
Stepping on any tile out of sequence triggers lethal spikes.
You must walk and stop on each appropriate tile.
- 3rd: after leaving the tiled room, go N, and pick up the SHIELD.
- 4th: from the shield: N, N, N, W, W.
Pick up the OLD COINS on the northern corpse.
Then: E, E, S, E.
- 5th: put the brick in the gears to stop the falling floor and open the trapped room. Proceed E, E, N, E -- and fall thru a trapdoor to a 2nd level.
- 6th: click the tinderbox on yourself (by the whites of your eyes).
You'll light up the local torch and may proceed.
Go: W, W, W, W, W, S, S, E.
- 7th: the loudness of the minotaur's roar will make the east wall suspicious. Put the hole-on-the-wall on the east wall and look thru to see the minotaur open up a hidden passageway beside a tapestry. The hole-on-the-wall runs away, never to be seen thru again.
- 8th: go: W, W, W, S, S, E, S, E, E, N, E, N, N to the tapestry room. Look behind the tapestry for a hidden latch. You must have seen the minotaur do it or you'll never find it.
(Putting the hole-on-the-wall on the east wall of this room scares it off before you can even look through it.)
- 9th: go east thru the hidden passage to the Minotaur's Lair. Celeste is tied to a horrific altar, and a blazing pit into the depths of the mountain is here. The east wall boasts a safe exit -- if you can defeat the minotaur first! Soon after entering the room, you'll be spotted and backed up beside the blazing pit. Your only hope is to use the red scarf on yourself to make the "bull" charge into the pit. Toro! Toro!
- 10th: free Celeste. Impatient, she'll direct you to take her DAGGER to cut her bonds. She'll lead the way out, and gift you the dagger. Outside, she'll fly home after directing the guards to escort you to Azure and Aerial, and after, the Oracle.

Oracle:

- (you don't control your visit here!)
- you are advised that your love is like a rose amongst thorns; that you'll face an adversary in black; that there are two winning destinies possible; that two souls in the Realm of the Dead can help you; that the druids can advise you more about the Realm of the Dead, and about their master.
- you are given a vial of SACRED WATER.
- your magic map will now show a 5th island, the Isle of Mist.

Isle of the Beast:

Forest Beach:

- [N: Hot Pond]
- a deer sometimes grazes to the left of the path. Ignore it.
- the hollowed stump is the home of a raccoon. Ignore it.
- after you've met the bookworm, an odd creature dangles over this path. Talk to it, then show the incomplete sentence to it. It'll complete the sentence ("Where are you going TO?") and agree to go with you. Take it back to the bookworm.

Hot Pond:

- [N: Rose Garden; S: Forest Beach]
- a rabbit hops about here; you can't catch it by hand. Ignore it.
- mushrooms grow here. Ignore them.
- a boiling hot pond blocks passage north. Put an iceberg lettuce in it to cool it down. It'll still be hot, but you can now cross it. (More iceberg lettuces won't make it any cooler, though.)
- an empty HUNTER'S LAMP is north of the pond. Take it. Despite its appearance, rubbing it won't bring you a genie.

Rose Garden:

- [N: Fountain; S: Hot Pond]
- ignore the invitation to enter; the threat of the stone archer is real. Note how the archer pivots to always point its arrow at you. You won't be able to pass safely thru the gateway until you have a shield. Use the shield on yourself to get by; there's only one arrow -- and the shield is destroyed as well.
- the statue with the spear is no threat. That one is just a statue. A BRICK has fallen from the wall. Take it. Inside the garden, take a WHITE ROSE from the rose hedge.
- when you try to go north thru the gazebo, a hedge magically grows to block your path. You can cut down this new hedge with the scythe.

Fountain:

- [S: Rose Garden]
- when you enter, you meet the Beast aka 'Beauty and the Beast', and his enchantment will also be yours to suffer unless you can bring him a willing maiden who will stay with him. He will give you his RING to give to her. Go immediately on this errand -- bring back Beauty from the Rose House (see Rose House). The Beast will be disenchanting, and Beauty will get queenly clothing. Beauty will give you her OLD CLOTHES. The former Beast will give you a MIRROR that is exceptionally clear and true.
- Search Beauty's old clothes to find a strand of her HAIR. If you already have Caserma's hair, you won't find Beauty's hair.
- the fountain provides the "falling water" you'll need for the Make Rain spell.
- This is a good place and time to assemble the Make Rain spell -- you won't have the opportunity to mix it up on the Isle of Mist. You should already have the baby tears in the hunter's lamp. If you haven't already done so, add the sacred water to the lamp. Click the lamp on the fountain to get the falling water. Now open the spell book and cast the enchantment for the Make Rain spell. Now all that's left is to heat up the lamp to trigger the spell -- that'll happen on the Isle of Mist.
- TIP: you should make a side-trip to get the spoiled egg from the white queen before returning to the Isle of Mist.

Isle of Mist

Misty Shore:

(NW: Treehouse Village; NE: Druid Circle)

- there's nothing here to pick up.
- don't go northeast until you've enchanted the Make Rain spell first!
- after the Beast is disenchanting, a pair druids will be here.
Don't teleport here unless you've enchanted the Make Rain spell first!
- the decision whether or not to visit the druids is the crucial decision in determining your destiny, including how you enter the castle.

Treehouse Village:

(S: Misty Shore; E: Druid Circle)

- take a lump of COAL from the cold firepit.
- take the SCYTHE from the bear pelt hanging on the leftmost treehouse.
- don't go east until you've enchanted the Make Rain spell first!
- you can't enter any of the homes.

Druid Circle:

(W: Treehouse Village; S: Misty Shore)

- when you first enter here, you'll be captured by the druids and placed in a cage that will be hoisted over a blazing fire! You are not given any moves to do *anything* but must trust to fate -- and your preparedness.
- to survive this, you must have the Make Rain spell prepared and already enchanted. The cage will first catch fire, which you'll put out using Beauty's old clothes, destroying them. (I hope you remembered to remove the HAIR from the clothes first!) Then the lamp will bubble over and create a thunderstorm, impressing the heck out of the nature-lovin' druids. You are, of course, freed from the cage.
If you didn't come prepared, you roast and you die.
- the Arch Druid will relate the story of how a hero travelled to the Realm of the Dead by taming the winged horse Night Mare. This creature of darkness sometimes comes to earth to eat noxious plants. The hero intended to challenge the Lord of the Dead for the life of his dead sweetheart. All living mortals have the right to challenge Death.
- the Arch Druid also tells you about the Lord of the Dead, who's an immortal who was a mortal condemned to live forever bereft of sleep, movement and companionship.
- the rain will douse the fire, leaving hot oak embers. Scoop some up with the skull. Now is the time to travel to the Realm of the Dead, because the embers won't stay hot forever. They cool down.
- add the hair and the spoiled egg to the glowing skull and travel back to the Summit of the Isle of the Sacred Mountain to find Night Mare eating the nightshade berries.

Realm of the Dead

Underworld:

[E: Ghost Mother]

- avoid the touch of the wandering ghouls at all costs!
- talk to the shades of Queen Allaria and King Caliphim, traitterously killed in their sleep by the vizier. Allaria gives you her TICKET to let you in the gate.

Ghost Mother:

[N: Ticket Gate; S: Underworld]

- avoid the touch of the wandering ghouls at all costs!
- talk to the female ghost to learn that her dead son Ali is lost in the living world. She gives you her HANKERCHIEF to give to Ali to guide him to her. The handkerchief is transparent and ghost-like.

Ticket Gate:

[Door: The Lost Hero; S: Ghost Mother]

- take the two leaning bones on the right to play them bones like a xylophone. The skeletons, all of them, will start to dance. During a point where a skeleton kick-line dances out(!), the main skeleton's skeleton key will fly off his keyring. Take the SKELETON KEY.
- give Allaria's ticket to the ticket-taking skeleton to enter the door.

The Lost Hero:

[follow the path]

- don't fall off the path into the Styx!!
- look at the fallen hero, and take his GAUNTLET to read the challenge to Death. Look at the blue ribbon. This is very likely the hero that the Arch Druid told you about. You can't take the blue ribbon.
- the gauntlet's inscription:
"Flesh may cross the portal, and seek its master Death.
Flesh may go where Death has trod, and challenge, like Scheherazade,
He Who Reigns Beneath The God to spare a mortal's breath."
- unsure whether the ghost's brief attack is relevant in any way.

Cheron:

[E: The Lost Hero]

- dip the reedcup of swamp ooze into the Styx to add some Styx water to the cup. How often will Styx water be available anyway?
- give the old coins to Cheron to get him to ferry you across.

Riddle Gate:

[you can't recross the Styx]

- touch the gate -- yow! It reforms into a hungry face.
- talk to the gate to be asked a riddle.
- type the answer "LOVE" -- it must be the missing riddle from the rare book, whose answer you saw in the widow's web.

Lord of the Dead:

- talk to the guards to be escorted into his dread presence.
 - don't touch Death!
 - don't waste any time, else Death will touch you!
 - throw down the gauntlet to establish the right to challenge.
 - to make Death cry, show the mirror to Death's face.
- Death will restore Allaria and Caliphim to life, and summon Night Mare. Night Mare will carry you, the king and queen back to the Sandy Beach, where they will leave you to marshal their forces.

Castle of the Crown

Basement West Hall:

- [west door: Treasury; east doors: Cells 1, 2, 3;
east foreground: Basement East Hall; east background: Basement North Hall]
- the "magic paint" door takes you here, then disappears.
- the west door to the treasury is locked, has no keyhole or doorknob. To open it, you must speak the words "ALL ZESU". (See Lower Secret Stairs and Vizier's Bedroom for how you learned this password.)

Treasury:

- move the sheet marked A.A. off the table to reveal four treasures. Examine all four of them (miniature oak tree, coat of arms, golden fleece and singing stone) to realize how the vizier caused the problems between the islands. Click your eye/icon on all four.
- you can't get anything more from this room except points in your score.

Cell 1:

[door: Basement West Hall]

- a ghost boy named Ali is here. Give the ghost's handkerchief to him. He'll tell you about a secret door behind the "man of steel" in the basement before leaving.

Cell 2:

[door: Basement West Hall]

- nothing here.

Cell 3:

[door: Basement West Hall]

- nothing here. If you're captured, you're thrown in this cell. If Jolio's your friend, he'll free you. You can also unlock the door with the skeleton key -- once. If you're captured a second time, they take the key. Without a way out, you lose the game. Try not to get captured in the first place.
- untried: if you're in the alternate ending, you might be able to give the new lamp to Jolio here when he frees you.

Basement North Hall:

[W: Basement West Hall; E: Basement East Hall; door: Guard Room;
secret door: Lower Secret Stairs]

- don't try to enter the Guard Room; guards are in there!
- pull the suit of armor's extended right arm to open a secret door.

Basement East Hall:

[west door up: Main Hall; east door: Jolio's Room;
west foreground: Basement West Hall; west background: Basement North Hall]

- don't forget that you can look through keyholes to check for guards before opening a door. If you see a guard, it's not time to use this door. If the wedding music has started, head for this door ASAP.

Jolio's Room:

[door: Basement East Hall]

- Jolio is here. If you didn't become friends with him back in the bookstore, he'll call for the guards.
- there's nothing here for you to take; talk to Jolio, and give him the duplicate of the genie's lamp.

Main Hall:

- if you crossdressed to get in the castle, you entered here. You'll immediately discard the dress in the rightmost urn.
- you can enter the west door to the kitchen, but there's no point. the east door goes to the Basement East Hall, but it's locked from this side.
- you can't leave the castle by the south doors.
- the north doors go to throne room, where the wedding will take place. If you try to enter, you'll meet Capt. Saladin. If you don't have proof of the vizier's treachery, you die by his sword. If you have the letter from the vizier's trunk, show it to him, and he'll escort you into the throne room.
- the stairs go to Upper West Hall and Upper East Hall, respectively.
- there's nothing here to take, and don't just stand there -- move!

Upper West Hall & Alcove:

- the hall is patrolled by two guards. Your moves must be made while they're both facing away and heading away from you. Listen to what they say, wait for them to head towards you, they'll turn away and then you...
- use the tin nightingale in the hallway. And immediately dart into the Alcove in the east side of the hall.
- in the Alcove is a painting of the King and Queen. Move it. Take the NAIL on the wall. Hand-click on the pillar to hide behind it. Only when the guards have taken the nightingale with them is it possible to successfully leave the Alcove.
- warning: if the guards see the picture is down, they'll spot you hiding behind the pillar.
- the first door on the left is unlocked and leads to the Vizier's Bedroom.
- the second door on the left is locked (it's the Vizier's Study). You can't pick the lock with the nail. Thru the keyhole, all you can see is a corner of a table. The game tells you the room is occupied.
- the hall continues in the east background to Upper North Hall.
- or go south back down to the Main Hall. If you go south before the guards come back, you'll run into them with Capt. Saladin, and you'll be thrown into the dungeon.
- after you've finished with the Vizier's Bedroom and Cassima, return to the Alcove, put the nail back in the wall, put the picture back on the nail, and hide behind the pillar. You'll hear the guards come back, the vizier will emerge from the study and take Cassima the other direction. The guards pass by you to the far end of the hall. Scramble--you out and south down the stairs to the Main Hall.

Upper North Hall:

- ignore the bench and impressive bee-relief on the wall.
- the padlocked door is Cassima's, and cannot be opened by you. Talk to Cassima thru the door, and slip the dagger to her under the door.

Upper East Hall:

- this hall is guarded by guards who cannot be evaded, only spied on. If you try to reach any of the doors, or enter from the north, you'll be captured.

Vizier's Bedroom:

- in the main ending, you entered from a secret passageway via the wardrobe. You won't be able to leave via the door because of the patrolling guards.
- in the alternate ending, you entered from the door, but won't discover the secret passageway when you open the wardrobe.
- either way, you may peek thru the keyhole to see if any guards are there.
- open the ebony box, and look at the paper inside to see the word "ZEDU". This is half of a magic phrase used to open the Treasury door.
- open the trunk with either the skeleton key (main) or nail (alternate). Take the top LETTER inside and read it. It's proof of the vizier's infamy.
- leave the way you entered.

Lower Secret Stairs:

- look thru the chink in the wall to see the guards, and better, hear them mention the word "ALI" as part of a magic phrase spoken in connection with a magically locked room.
- go up the stairs to Upper Secret Stairs.
- return to the Basement North Hall by clicking on the moveable south wall.

Upper Secret Stairs:

- look thru the chink to see Cassima. Talk to her. Give her the dagger. Then, there's a noise at her door, and when you return to the hole, she's been taken away somewhere else.
- continue to the Secret Passage to the west, or back down the stairs.

Secret Passage:

- from the secret stairway, the passage turns a corner, and another chink in the wall lets you spy on the Vizier in his study, writing a letter. He plans to kill Cassima too!
- the passage ends with a door-like outline on the left wall. Touch it, and enter the Vizier's Bedroom via the wardrobe.

Throne Room:

- if you enter unannounced by the Captain, you'll be killed on sight.
- if the wedding music has started, head this way ASAP.
- approach the couple getting married. Don't delay, or Saladin kills you. It should be obvious that "Cassima" is really the genie in disguise. The vizier will order the captain to kill you, and "Cassima" will agree.
- in the main ending, the King and Queen make their appearance, stopping your execution, and force the genie to reveal itself.
- in the alternate ending, show the mirror of truth to "Cassima" to break the illusion.
- The vizier hot-tails it out the back door, while the genie throws rapiers at the guards. Ignore the genie and guards -- go after the vizier!
- the back door takes you to the Tower.

Tower:

- chase the vizier up the Tower for 2 flights of stairs and where Cassima is bound. The vizier calls for his genie to appear, and it does.
- if you gave Jollic the correct duplicate lamp, he'll appear on the stairs to hand you the real genie lamp. Jollic, who's no fool (tho' he's a clown), exits the scene of the inevitable battle. You should then show the lamp to the genie, ordering it back into its lamp. The genie is no longer a threat, but the vizier knocks the lamp out of your hands and down the stairs, so you can't use the genie to end this conflict.
- or, if you don't have the genie's lamp, give the peppermint to the genie, who'll eat it, and his eyeball flies wild and bite whimp*, "killing" him, leaving just you, the vizier, and Cassima in the room. This is a lesser solution. (I thought the Guide said that genies are immortal...?)
- when the vizier draws his sword, your only defense is to grab the sword behind you on the wall, and attack him. Running away is not an option.
- when the fight goes against you, if Cassima has the dagger, she'll cut her bonds and stab the vizier at a crucial moment.
- continue the swordfight, and you'll win! You'll ask Cassima to marry you, she'll say yes, and you'll kiss*. The guards arrive, and take the vizier away to the dungeon, and for a doctor.
- if there's a way to read the plaque on the west door, or open it, I haven't had the opportunity yet. It's obviously not necessary.

Epilogue:

- one week later, you and Cassima will be wed by Capt. Saladin.
- Jollic and the guards are in attendance.
- if you captured the genie, your parents and sister will be here.
- if you captured the genie and found the stolen treasures from the four other islands, their rulers/representatives will be here too.
- if you restored the King and Queen, they will give away the bride. Otherwise, Jollic does the honors.
- if your parents are here, they'll speak for you. Else Capt. Saladin does.
- your insignia ring will be used as Cassima's wedding ring.
- if your parents are here, you'll learn that your fellow shipmates made it back to Davenport safely.
- if the King and Queen were restored, they offer to abdicate the throne to you and Cassima. Otherwise, Capt. Saladin offers the throne.
- if your father is there, he'll agree to let you take the Green Isles throne. You agree to be the new king of the Land of the Green Isles. And there was much rejoicing.

Comments:

- the dangle-balls that the genie flings around don't kill the guards, but does "kill" him. Why?
- lucky for us that the genie just didn't kill Alexander outright earlier in the game. A limitation on genie activities? Or the genie isn't given that direct order until the scene in the Tower?
- you can hear the viewer in his study from the Secret Passage, but not from the keyhole in the Upper West Hall.
- I suppose Charon ferries the souls to another spot on the Styx, probably to some part of the Realm of the Dead considerably more crowded than the parts you saw.
- how was the golden fleece supposed to have been stolen when only the Winged Ones can take people to and from their city? Of course the genie can fly, but how was anyone else supposed to have done it? Hidden on the thief's person, I suppose.
- the genie's disguises: old man (Bookstore, Pawn Shoppe), boy (Pier), snake (Fort), gardener (Rose Garden), old woman (Summit), reven (Summit), Celeste (Catacomb), ferret (Fountain), spider (Cells), Cassima (Throne Rm)
- objects in your inventory that you can talk to: dangling participle, rotten tomato.

Object Summary

BOOK, BORING

- take it from the small table near the front door inside the bookstore. Read it to the oyster that can't sleep at Oyster Beach. Take a pearl from its mouth when it yawns.

BOOK, RARE

- the bookworm gives you this when you return the dangling participle to him. Read the book to discover a missing riddle. Give this book to Ali in the bookstore to get the spell book.
- don't know of a way to find out the full title of the book.

BOOK, SPELL

- click on the book on the counter of the bookstore to find out that the asking 'price' of the spellbook is a rare book.
- give the rare book to Ali in the bookstore to get the spell book. Read it to find out about 3 spells. You'll also need to use the book to actually do the incantations. The Magic Paint spell is cast at Castle Wall. The Make Rain spell must be done before visiting the druids, probably at the Beast's Mountain. The Charm Creature of Darkness spell is done at Summit to charm Night Mare.

BRICK

- pick it up outside the wall at Rose Garden. Use it to jam the gears of the falling-perking trap inside the Catacomb.

CLOTHES

- Beauty gives you her old servant clothing when she becomes the new queen of Isle of the Feast. Click the hand-ikon on it in your inventory to extract a hair. If you visit the druids, you'll use the clothes to cast out a fire in the cage they imprison you in, destroying the clothes. Alternatively, you can instead enter the guard hut at Castle Gate and use the clothes to impersonate a servant girl and gain entry into the castle. Once inside, you'll ditch the clothes into an urn.
- If you already have Cassima's hair, you won't find Beauty's.
- you aren't given any opportunity to stroll the isles in drag. Probably just as well.

COAL

- take it from the coalpit in the Treehouse Village. Give it to the white queen of Cheeseboard Land. She'll give you a spoiled egg in return.

COIN, COPPER

- to find it, move the plank and open the box underneath it at Sandy Beach. Trade it to the Pawn Shoppe dealer for the tin nightingale.

COINS, OLD

- take them from one of the corpses inside the Catacomb.
- Give them to Cheron to be ferried across the River Styx.

DAGGER

- Celeste lets you take this from her when you try to entice her in the minotaur's lair in the Catacomb.
- in the main ending, pass the dagger thru the crack in the wall from the Upper Secret Stairs to Cassima.
- in the alternate ending, pass the dagger under the padlocked door from the Upper North Hall to Cassima.
- Cassima will use the dagger herself, in the Tower, to cut her bonds and stab the visitor when the swordfight goes against you.

EGG, SPOILED

- give the egg to the white queen of Crossboard Land to get the egg. Use it as "eulphor" for the Charm Creature of Darkness spell. See skull.

FATHER, BLACK

- pick it up at Base of Cliff. Use it on the rescue in your inventory after you've put swamp ooze and Styx water into it, and after you've returned from the Realm of the Dead.
- in retrospect, this feather must have come from Night Mare.
- can anyone in this game be tickled with the feather?

FLOWER, SKUNK

- pick it up at Base of Cliff. Show it to the big-nosed gnome who tries to smell you at Oyster Beach.

FLUTE, WOODEN

- give any of your low value items (copper coin, tin nightingale, painter's brush, tinderbox) to the Pawn Shoppe dealer, and select the flute from the counter. Use it at the Vegetable Garden to get the wallflowers to dance, and then take the hole-in-the-wall.

FOOT, RABBIT'S

- take it from the small table at Inside Ferry. Show it to the big-handed gnome who tries to touch you at Oyster Beach.

GAUNTLET

- take it from the remains of the Lost Hero in the Realm of the Dead. Examine it to read the inscription. Throw down the gauntlet when you meet the Lord of the Dead.

HAIR, BEAUTY'S

- click the hand-icon on Beauty's clothes inside your inventory to find a blonde hair. Do this before visiting the cruises. Put the hair in the skull when it's full of #hot# oak embers as per the Charm Creature of Darkness spell.
- if you've already got Cassima's hair, you won't find Beauty's.

HAIR, CASSIMA'S

- click the hand-icon on the red ribbon delivered to you by the nightingale to find a dark hair. Put the hair in the skull when it's full of #hot# oak embers as per the Charm Creature of Darkness spell.
- if you've already got Beauty's hair, you won't find Cassima's.

HANKERCHIEF

- talk to the ghost mother in the Realm of the Dead to get it. Give it to the ghost boy Al in Cell 1 of the castle.

HOLE-IN-THE-WALL

- at Vegetable Garden on the wall. Look thru it to see Crossboard Land. Play the flute to get the wallflowers to dance so you can take the hole. The hole doesn't talk. You may put the hole on the Castle Wall and take a sneak peek at the Basement West Hall. You'll lose the hole if you put it on the east wall of the tapestry room in the Catacomb. Use it on the room immediately west of the tapestry room, and look thru it to spy on the minotaur. The hole will shatter away and be lost to you thereafter. I've never found anything to put through the hole.

INK

- find the inkbottle in the wide trash can outside the Pawn Shoppe after you've returned to the Village carrying the magic map. Pour it on yourself just before the big-eyed gnome tries to look at you at Oyster Beach.

KEY, SKELETON

- play the bone xylophone at the Ticket Gate, then pick up the key off the floor. The key is useful in getting out of the dungeon cells if you're captured, and for picking the lock of the trunk in the Visier's Bedroom.

LAMP, HUNTER'S

- pick up the lamp on the other side of the Hot Pool. Use it to collect the baby tears when they cry. Next, add the sacred water to it. Third, click it on the Fountain to add falling water. Cast the Make Rain spell on it to enchant it. Then you can visit the druids on the Isle of Mist.
- you can exchange this lamp for a new lamp to the peddler who is sometimes in the Village.

LAMP, NEW

- exchange the hunter's lamp for a new lamp from the peddler who is sometimes in the Village. Do this only after you don't have a need for the hunter's lamp anymore. The lamp you choose should match the genie's lamp; you know what it looks like if you used the potion to take your death in the Pawn Shoppe.
- assuming Jolie's your friend, give the new lamp to Jolie in his room in the castle. He'll steal the genie's lamp and leave the duplicate in its place. Jolie'll give you the genie's lamp during the finale in the Tower. Show the genie's lamp to the genie; it's not enough to hold it and command the genie. The genie will enter the lamp and belong to you now.

LETTER

- unlock the locked chest with the skeleton key in Alrazred's bedroom. Take the top letter inside. Read it. It's proof of the visier's infamy. When you meet Capt. Saladin in the Main Hallway, show him the letter.

LETTUCE, ICEBERG

- take one from the Vegetable Garden. Put it in the Hot Pool to cool it down enough so you can cross it.
- the lettuce in your inventory melts over time; you can always pick up a fresh one to replace the one you have.

MAP, MAGIC

- you must first talk to Ali in the bookstore to find out about the ferryman, then talk to the ferryman to find out about the map. Then you can talk to the Pawn Shoppe owner to get him to bring the map to the counter. Trade your insignia ring to get the map.
- all the high valued items (insignia ring, magic map, pearl) may be exchanged for each other at the Pawn Shoppe.
- you may use the map only at open locations near the sea. You will also be teleported only to those locations.
 - On Isle of the Crown: Sandy Beach
Pier (leaving the isle, only)
 - On Isle of the Beast: Forest Beach
 - On Isle of Wonder: Oyster Beach
 - On Isle of Sacred Mt: Base of Cliff
 - On Isle of Mist: Misty Beach
- click the map on yourself, then click the island's shape or name to travel to that island.
- the Isle of Mist appears on the map only after visiting the Oracle.
- the map is spelled NOT to teleport you to mid-ocean, if you try.

MILK

- pick a "milkweed" plant from the Swamp. Give it to one of the Baby Tears in the Vegetable Garden to make the others cry. Collect the tears in the Hunter's Lamp.
- you can also drink the milk yourself.
- new bottles of milk may be picked to replace ones used up.

MINT

- take a mint from the jar on the Pawn Shoppe's counter. Give it to the big-tongued gnome at Oyster Beach who tries to taste you. After this, no more mints are available at the Pawn Shoppe.

MIRROR

- the former Beast will give you this exceptional mirror after he's disenchanted. As a mirror of truth, it shows things as they really are.
- You can show it to the old man in black when he's at the Pawn Shoppe to scare him away, but you'd do better to use the potion there instead (see potion).
- Show the mirror to the Lord of the Beast to get him to cry. This also destroys the mirror.
- in the alternate ending, show the mirror to the "Cassima" getting married to reveal that she's really the genie.

NAIL

- in the Alcove, hand-click the picture of the King and Queen to take the picture off the wall. Then take the nail from the wall. Use the nail to pick the lock of the trunk in the Vizier's Bedroom. Later, when the guards are coming back, replace the nail and rehang the picture in the Alcove. (alternate ending only)

NIGHTINGALE, TIN

- give any of your low value items (copper coin, wooden flute, peanternish, tinderbox) to the Pawn Shoppe dealer, and select the nightingale from the counter. Use it at Fork to charm the real nightingale to a lower branch. Use it at Oyster Beach when the big-eared gnome tries to listen to you.
- in the alternate ending, use the nightingale in the Upper West Hall to distract the guards while you duck into the Alcove.

NOTE

- send the ring to Cassima via the nightingale first, then send the love poem the same way. Cassima will send a note back to you via the nightingale. Read the note to get verification that Cassima is alive, at the castle, in distress, and wants a means of protection.
- is there anyone in the game that it's useful to show this note to?

OOZE, SWAMP

- dip your teacup into the Swamp. Then talk to the stick-in-the-mud when he objects. Talk to the bump-on-the-log who also has stuff to say. Give the rotten tomato to the bump. Then scoop up the ooze off the bump with the teacup. The ooze is the first ingredient of Magic Paint.

PARTICIPLE, DANGLING

- First, get the incomplete sentence and visit the bookworm to establish a need. At Forest Beach, talk to the dangling critter, then show it the sentence. Take the critter to the bookworm to get a rare book. (Touch any book at Book Files to summon the worm.)

PAINTERBRUSH

- give any of your low value items (copper coin, wooden flute, tin nightingale, tinderbox) to the Pawn Shoppe dealer, and select the painterbrush from the counter. When you've made Magic Paint, go to Castle Wall and click the brush on the blank wall to draw a door. Use the Magic Paint incantation to create a real door, and enter the castle! This uses up the paint.

PEARL

- read the boring book to the oyster who can't sleep at Oyster Beach. Take the pearl from its mouth when it yawns. Trade the pearl to the Pawn Shoppe dealer to get your ring back.
- Although the pearl is not displayed on the counter, it is still possible to trade in the magic map or your ring for the pearl.

PEPPERMINT

- crawl into the caves from Summit with the tinderbox, and use the tinderbox to see your way to the 2nd cave screen. Pluck a leaf from the peppermint plant in the parrot 'window', and return back to Summit. Blow it to the genie when in the Tower. He'll eat it and his fireball will go wild, dispersing him.
- see New Lamp for a better way to deal with the genie.
- if you give the peppermint to the genie earlier (as "old man" in Pawn Shoppe, or as "Cassima" in Throne Room), he'll gladly eat it and look a bit odd, but it won't help you any.

POEM

- read a poetry book from the far right shelves of the bookstore. When you reshelve the book, the page with a love poem falls out. Pick it up. Give it to the real nightingale at Park after you've used the tin nightingale to charm the true bird. The bird will take the poem to the Cassima. If you send the poem first, Cassima will think it's a trick and do nothing. If you send your ring first, then the poem, she'll send a note to you.
- if you become friends with Jolie and know that the bird's name is Sing Sing, you'll get to see Cassima's responses and the bird's return to the tree. Otherwise, you'll have to leave the tree and come back to see if the bird brought back anything.

POTION

- it appears on the coffee table at Vegetable Garden late in the game. Take it. Its label says "DRINK ME". If you drink some, you'll fall down and your heart will stop beating. Then, your heart will start beating again. Drink it in front of the old man at the Pawn Shoppe to take your heart. The genie will then report your death to the visitor, and you (the player, not Alew) will see just what the genie's bottle looks like.
- is it better to wait until you've done everything that the genie asks on first?

RIBBON, BLUE

- tied to the end of the Lost Hair in the Realm of the Dead. I suppose this knight wore his heart on his sleeve, as it were. You can't take the blue ribbon.

RIBBON, RED

- after taming the real nightingale by using the tin nightingale, give your ring to the nightingale. Cassima will give it a red ribbon to take to you. Pick it up. Examine and hand-icon click it in your inventory to find a strand of her hair. If you've already got Beauty's Hair, you won't find Cassima's.
- if you become friends with Jolie, you'll see the bird return with the ribbon right away. Otherwise, you'll have to leave the tree and return.

RING, BEAST'S

- when you talk to the Beast at Fountain, he'll give you a ring to give to a mermaid. Go to Rose House, and give a white rose to Beauty, then talk to her, then give the Beast's ring. She'll agree to come with you to the Beast as his bride.

RING, FANTOMIA

- pick it up on the Sandy Beach, note it glittering on the left side of the beach.
- Show it to the guard dog at Oyster Beach to get an audience with the visitor (only in the game only).
- Trade it to the Pawn Shoppe dealer for the magic map, assuming of course that the map is on the counter.
- trade the pearl to the Pawn Shoppe dealer to get the ring back.
- show the ring to Jolie the clown in the bookshop to become his friend, to learn that Cassima is locked up in her bedroom, to learn that Sing Sing is Cassima's nightingale and that it can send a message to her, that the visitor has a genie named Ghazir Ghemazel, that Jolie is crafty, that it would be useful to have an exact replica of the genie's lamp.
- after using the tin nightingale at the Park to tame Sing Sing, give it the ring, then the poem to give to Cassima, and she'll send a red ribbon in return for the ring, and a note for the poem.
- if you send the poem first you won't get a note, but the ring always gets the red ribbon in response.
- when you win the game, you'll see this ring to wed Cassima.

ROSE, WHITE

- pick one from the Rose Garden (after evading the stone archer by using a shield), and give it to Beauty, the girl at the Rose House. Beauty isn't close enough to talk to until you've first met the Beast at Fountain.
- after giving a white rose to Beauty, you may pick one for yourself.

SCRAP, RED

- the red queen drops this at the Stairs to Chessboard Land when you first visit there. Take it. Show it to the minotaur when he backs you up into a corner. The bully charges right into the fiery pit.

SCRAP OF PAPER

- in the black widow's web at Book Piles, pull the thread at the bottom of the web to dislodge the spider. Then take the scrap of paper. You'll read the word "LOVE" just before the scrap is blown away by the wind. It never appears as an inventory item. "LOVE" is the answer to the Biddle Gate's riddle.

SCYTHE

- take it from the bear pelt in Treehouse Village. Use it on the unflowered hedge blocking your path into the garage at Rose Garden.

SENTENCE, INCOMPLETE

- at Oyster Beach, it floats in the water. Don't enter the water to chase it -- just stand close to the shoreline and wait for it to come to you, then grab it. Show it to the dangling participle to get it to come with you.

SKULL

- pick it up off the floor in the Caravan. Use it to sweep up some hot oak embers at Druid Circle. Add the hair, then the spoiled egg, then take it while it's still hot to Summit. There, cast the Charm Creature of Darkness spell on it to get Night Mare to give you a ride to the Underworld.
- the skull might still be at Summit ???

SHIELD

- pick it up off the wall in the Catacomb. Use it on yourself to bypass the stone archer at Rose Garden.

SWORD

- in the Tower on the wall behind you, grab it when Alhazred draws his own sword after the defeat of his genie. Fight Alhazred with the sword; Cassina will help at one point if she sees the dagger. Fight him again until he's down and the guards arrive.

TEACUP

- mid game, a teacup will appear on the chair at Vegetable Garden. Take it. Dip it into the swamp to start a row between the stick and bump brothers. Talk to the them. Give the rotten tomato to the bump, then scoop swamp core off the bump with the teacup.
- at Cheron, dip the teacup into the River Stryx to add Stryx water to the teacup.
- back in the living world, stir the contents of teacup with the black feather to make Magic Paint. See paintbrush.

TICKET

- talk to the shade of Queen Aleria in the Underworld. She'll give you her own ticket for the Ticket Gate. Give it to the ticket-taking skeleton at the Ticket Gate.

TINDERBOX

- give any of your low value items (copper coin, wooden flute, paintbrush, tin nightingale) to the Pawn Shoppe dealer, and select the tinderbox from the counter. You don't trade it for a lamp from the peddler in the Village. Take it with you up the Logic Cliffs of the Isle of the Sacred Mountain -- you'll need it to see in the cave, and again in the Catacomb when you fall from one level to the next down. Click the tinderbox on yourself to turn it on.
- it'll turn off automatically, and its fuel doesn't get used up.

TOMATO, ROTTEN

- in the Vegetable Garden. Talk to it. Take it from the Vegetable Garden. Talk to it inside your inventory. Once you've got the stick-in-the-mud and bump-on-a-log talking, give the tomato to the bump (at Swamp). See also teacup.

WATER, FALLING

- in the Fountain. See hunter's lamp.

WATER, SACRED

- the Oracle of the Winged Ones gives this to you during your visit to her. Put in it the hunter's lamp after you've collected baby tears in it first. See hunter's lamp.