

## Prof French

[Reading rm] red door S, white door W, E, table, window, briefcase {blue notes, beetle} on bottle {sci mag, grn book, red book} i { } x me {newt specimen}  
 Life Cycle of Newts  
 Alice Through the Looking Glass  
 of Look Around

notes - 'sheep on A' red door Ash/kirk (broken afterwards)

red door (locked) white door (locked) do not push

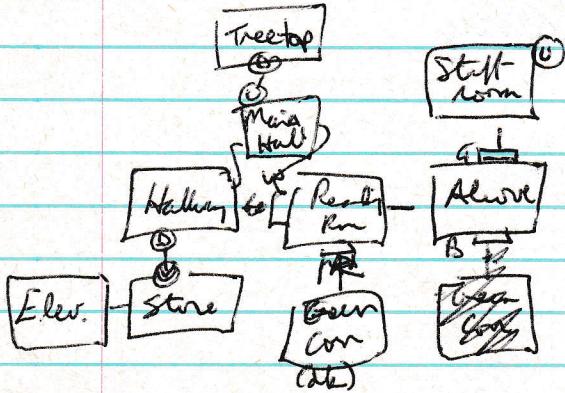
E → [Above] open door N, blue door + notes S, bridge. 'Yah! Hs & a bottle of rum'.

x cage {parrot Captain Flot} x cage (gold ring)

ask abt newts. ask abt library. x notes {Doppelganger lib. Dr Jekyll, Dr Mina Heidinger} ask abt jekyll. ask abt mrs (Topics: chemicals/laboratory/herself/Jekyll/gone/flask)

open green door. N → [Staff room] U, Hh, fibre, computer, red jar {honey}

look under bed (blue cat) {Seedy, code 7788 (re: laundry)}



open hedge {spiny hedges, tooth some, Foster bridge} ask abt hedge/some/bridge.

turn on computer (" Beware of the plutonium")

ask about Plutonium.

u (Yellow Rm) → desk, mirror N, gray E, D

< drawers (dark, blue box) ask abt mouse (stage)

open grey door. E [Choy Room] stupid door E in notice, cabinet, toy rabbit  
x notice {Dr J's Sci Hat. Do NOT DESTROY.} open rabbit (glass key!)

w. unlock mirror with glass key. open mirror.

N → [Junk Room] washing machine, bicycle, jacket x bicycle (bay)  
open bay (spanner) x machine (need 4 digit code)

7188. open machine {red key, large bottle} IRU BRU.

C Red room: unlock red door with red key. open red door. turn on torch.

S. [Green Condo] hole in floor, green tub (scroll, white key) {D: tie}

take scroll. x d {jailbreaking: BL00, Un-breaking: VZAB}

Ogre-swoonking: BR07 {look under table (a gold coin (auto-taken))}

N. unlock white door with white key. open white door. w. → [Main Hall]

Xmas tree, pass w. climb tree → [Tree Top] silver box (locked, not portable)

d. w → [Hobby] black walls, red crypt.

move carpet {hatch, Throw Janet!} give haggit Janet.

D → [Store] boxes, elev W → blue & red. x red box (Sci-Fi Books)

x black box. open red box (Wee MacNasty the Ned) (Red doesn't work) (Score)

give bridge Ned {he loves} x red box (matrioska cake)

open black box (Tom pax) "The Hat on Fowl's Legs"

w → [Elevator] panel {Roof, LIBRARY, Boiler Room}

// ~~green~~ open cabinet. give score to Scarecrow (+silver key).

in green door joined shot ?? (is this because of the black key?)

// e of log room → [Doppelganger Laboratory] Jekyll, flask, tube, bench, blue box N  
cabinet, machine

x whilst pull green lever. x screen. put bottle in black slot. x screen.

pull blue lever. x drawer (gold ring) take gold ring.

look under bench (+ gold key)

→ in the blue box after first cut to the board  
(completing my big project)

→ unlock silver box with black key (not stonekey!) open box & break tin, get ring {Brackt}

// push roof → [Roof] elev S, snow, W. x snow (white box) unlock white box & silver key.  
open white box & electro card, get ring {take all from white box. x electro card (orange card; system ZS38-KBD)}

W → [West Roof] ice, ladder. // push button now → [Border Room] elev N, gate W.

x gate - unlock gate with electro card. open gate. W. [Stone Chamber]  
Baba Yaga, Hut, W. give tin to Yaga. W. [Brick Corridor] E, hatch W, wooden door N, notice,  
green bin. & vent valve (green change!). open hatch W. [DPPD Office] S to hall transition.  
E → (latch鎖 + jamb) S → [Transit Room] notice, machine.

turn on machine. push silver button → [Castle Entrance] gate S, lawn E, notice. VZAB.  
open gate. S. [Porch] oak door S, exit door E, ped pipe. open exit door. E. [Cloakroom] N, W,  
barrel, chest. open barrel (copper!) BRO. x barrel. take steel key. open chest (blue cloak,  
pointed hat) N. open black door. N. → [Alchemy Room] 28, blue paper, E, S. {where's the red key now?}  
pull black lever. x sneer. // e → [Witches Hill] Table (pie, fruit, cheese, green jay, white jay,  
red jay), Red Wiz, Black Wiz, Wiz body, green casket. unlock casket with steel key.  
<sup>beer milk</sup>  
green jay open casket (gold ring). take all from table. E → [Alley] gate N, Punk, Yusuf.

lock under bench (stone key). BRO. N → [Lawn] forest N, cattle with W. (Frank won't go W.).  
N → [Forest] oak tree, N, S. {U → die by snake} U → [High Treasury] leather case (locked)  
unlock case with gold key. open case {carton, gold ring} x carton {Big Powder repellent}

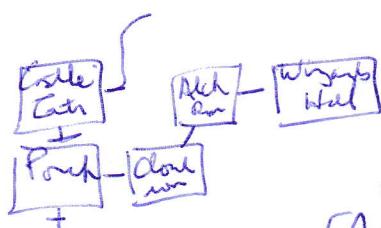
/ N of forest → [Cluebook] notice, post, stone bridge E. E → [Stone Bridge] Troll, SW.  
ask parrot abt Troll. give coin to Troll. e → [Transit Room] notice, machine.  
ask parrot abt scorpion (use bay powder)

push silver button → [Mystery Pyramid] ~~sword~~, dark W, bronze door E, carved door N  
x carved door (wreath a silver bar). open bronze door. E → [Sandy Corridor] Sand,  
Copper door N, coffin.  
open coffin {scorpion attacks!}  
ask parrot abt scorpion (use bay powder)  
throw carton at scorpion

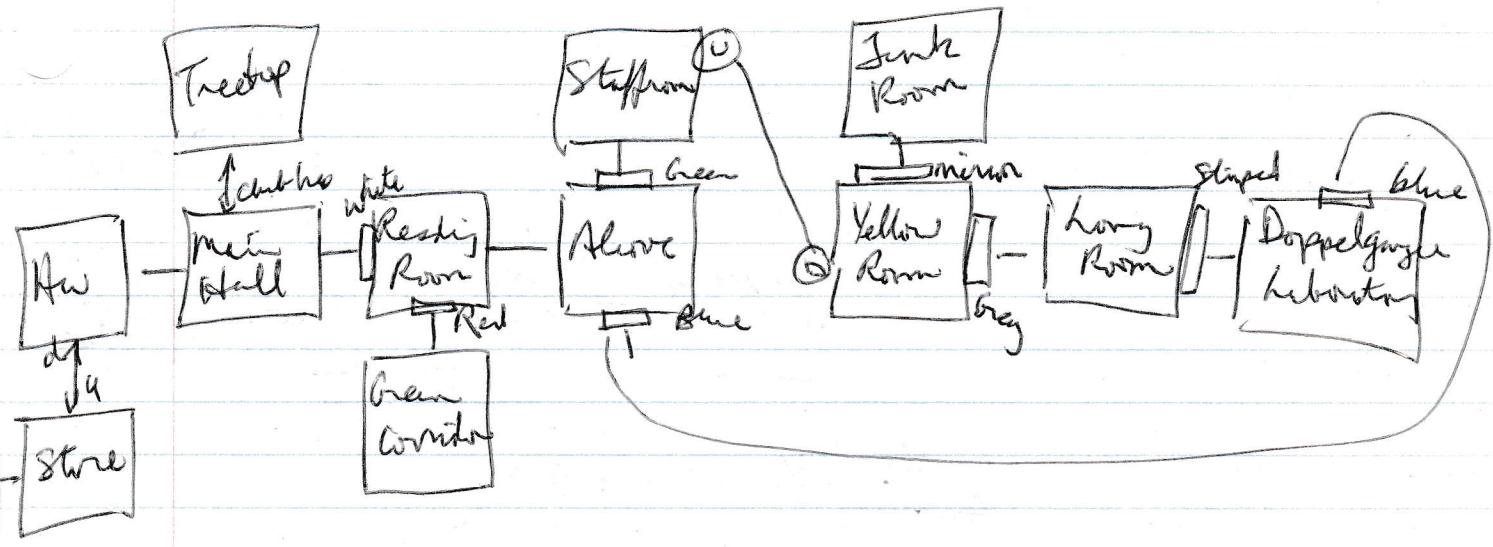
x coffin {copper key, royal crown}  
unlock copper door with copper key. open it. N.  
[Anubis Room] statues (Unknown, Isis, Tut, Khufu,

Ramses, Osiris), iron door W, opening E, copper S. x unknown (stone drawer) x lenses (it's a door!)  
E → [Queen's Chamber] coffin, gate N. / unlock Ramses & stonekey. open d. N → [Coffet] D, S

D → [Scout Room] vase {blue book}, Book of the Dead. / open coffin @ QC  
give crown to Hatue (4 royal keys) unlock gate with royal key.. N [Royal Treasury] chest.  
open chest. take silver bar. ((Don't take other bars → die, tookeny))



on w@ QC { brittle falls from wall! gray blocks }  
// (the Iron Door → die) // @ MP : put silver bar in slot, open covered door, N  
→ [Ammon Rm] door E, oracle



BLOO - fairbreeding  
VZAB - Ur-burgling  
BRST - Ogre-snorking

