

(Dream Prologue) mother, birds, tower "wake up, Wil" \* pull rope: makes y ag. (+1)

The Promise

[Your Hut] fireplace, table, 2 chairs, mother (knitting), window, door N,  
stand (+1) ask mother abt knitting (sweater for you big dog)  
look through window (floody winter day) N { wait. Promisee will help out along the village }  
promise mother (+1; more y help people) the more a productive member of the village  
N // [Act I - The Village] { tomorrow, y'll be 10 yrs old }

[Outside Your Hut] huts in all dir. E to Coal pile, W to Village Square.  
W [Middle Path] ~~hits~~ hits N+S, W to VS, E to you hut { Mom writes a fresh candle. "COTAGES (ALL)", "MAP" }

{ MAP - MAP ONLY; MAP WITH ROOMS, SMALL MAP ONLY, SMALL MAP WITH ROOMS. }  
{ MAP ONLY - huge image } // [Village Square] Pottery Hull NW, Carpentry Hull NE, Forge Hull W, Glozier/Hall SW,  
Chandlers Hall SE, hats E, waterpump N, long Hut S; store tower = bell for crises.

SE [Candleway] SE [Chandlers] bench, trough of <sup>hot</sup> water, stove, candles on rack, metal bucket, Sollen Chandler.  
ask Sollen for candle { sorry; those are spoken for. But ask Angson @ Net Repair for a spool of string y can have  
enough to make yr own candle. } // N of VS -> [Village Spring] fountain of water; N/S  
N -> [Bench Path] N/S/AE. NE -> [Waterfront Path] Ropewalk bldg S; W/E/SW/S.  
E -> [Boat Drydock] boat, barrel of pitch, wharf W, nets repair E, N, NE, hot SE;

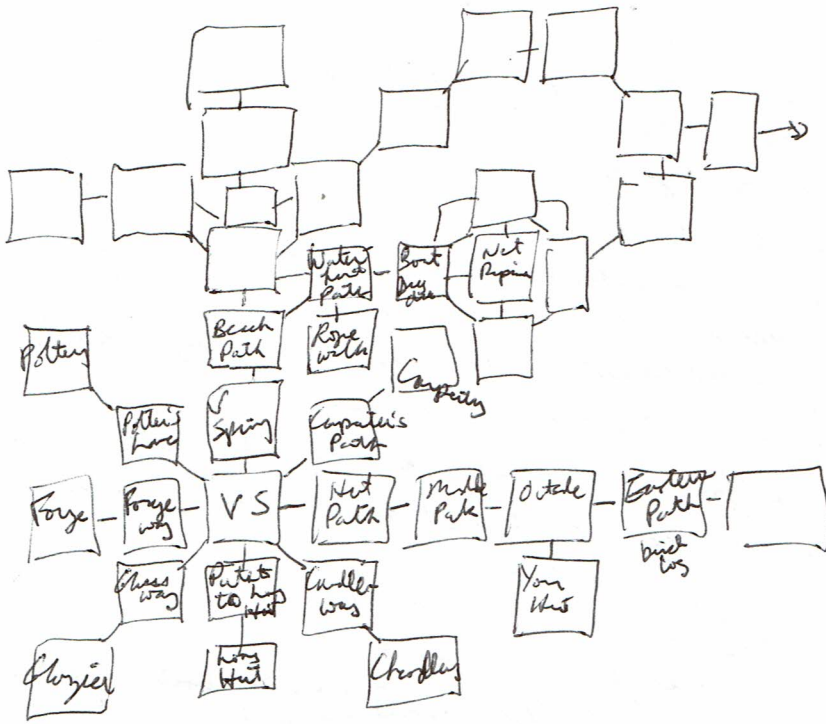
Fairy Hobble: { go to Loftman + bring me back a plank } E -> [Net Repair] = to Wira, boots repaired W,  
Angson: { get mending line from Ropewalk } ask Angson for spool { sorry; get some at Ropewalk }  
S to Fish Flakes, N to Quarry Hill;

// [Ropewalk] spool of string, reel of line, coil of rope. take spool and ~~use~~ reel.  
// [Net Repair] give line to Angson { mend that net? = mending line + net needle }  
thread line onto needle. mend net. (+1; go to Glozier + ask for new glass float }

// [Carpentry] planing machine, sawing machine, Loftman Trueplane, broom. { Loftman: find me a birch log }  
ask Loftman for plank { Ye can have a plank if y deliver me a birch log } SW { Oh, sweep place? }  
take broom. sweep floor. (ii) dry broom. // [Glozier] coal furnace, equipment, table, water barrel, shelves of instruments,  
Elver Glassblow - ask Elver for glass float. { blow yr own: take blowpipe, dip it into molten glass, blow in size gently,  
restarting it. When blown enough, I'll snip + seal it. Then it has to cool. } take blowpipe.

dip blowpipe in molten glass. blow into blowpipe (+1; gives y a completed float; dont break it )  
ask Elver abt birch log { sure y can get them just past yr hut } // [Chandlers] give spool to Sollen. { gives birch to y }  
dip wick in wax. g. g. { rule abt EXPERT + NOVICE modes } g. g. put candle on rack.

// [Easten Path] birch log (too big to lift) push log west. (take to Carpentry) { Loftman make a plank from it }  
cut log { it must be situated properly in saw machine's carrier. } x saw machine (carrier + crank)  
put log on carrier. turn crank (+1) { it will need planing } x planing machine (bed, pull planing blade over it)  
put plank on bed. plane plank (+1) of plank. // [Boat Drydock] give plank to Fairy.  
{ go to store for a new patch pot? } e. give float to Angson.



[Pottery] water barrel, kiln, benches, shelves, Stora Clayshed. ash Stora for patch pot.  
 { give clay: put clay on wheel, sit on stool & throw the clay } put clay on wheel. sit on stool. x wheel (operated by foot)  
 (operate wheel) throw clay. (+1) { ash blown for glazing beads } stand  
 // ask @ Chryser: ask Blown for glazing beads { in bag } // give beads to Stora // give pot to Faring  
 { Faring: go to Forge for nails } // [Forge] furnace, bench, tongs, barrel, bellows, crucible,  
 Morten Ironhammer. { operate bellows } // operate bellows. g. g. g. (+1)  
 // give crucible to Morten // give nails to Faring. (20 or 20) w [more sure jumps to 24; thirsty]  
 [Village Spring] drink water. // [Chry Hut] fireplace, desk, Elder mellen, N, D.  
 ask Elder about father (can he that attacks prey?) ask Elder about ancestor (ice wolf; destined to cure it when  
 give a long time in forest) ask Elder about forest (we used to play; but now, in perpetual winter, ice wolves hold sway)  
 ~ ice wolves (large, aggressive, white, eyes glow) ~ winter (colder & winter was since y were born)  
 { Morten calls out to Elder, who makes out w } ~> [Path to the long hut] stranger died in VS.  
 ~> [VS] Morten, Elder, dead stranger { ring the bell! Summon the Villagers! } ring bell. (+1)  
 { stranger say hordes attacking all coast villages & holding them to the ground } ~ x stranger { Elder to  
 Eld 1 the Wharf, gather defense; Wil, join me in long hut }

[Long Hunt] 1st: give letter to only your mother. Promise not to read or open it. (41)

2nd: go into forest & find ① nitre (white powdery stuff in dark recesses, often clings to stone. A small chunk will do) ② pine sap { use hammer, tree tap, bucket (all he gives to y.)

promise Elder (41) [Act II - The Forest.] {TASKS <sup>≠</sup> commands}

⇒ [Path to the long hunt] // [Your Hunt] give letter to mother. {she gives y an amulet, your father's}

(my score jumps ~~to~~, now 24 of 29) {auto-wearing the amulet} x amulet {grants "RETURN TO location" command while y have it}



NW → [Narrow River Path] SW/NE, trees, mud, river

NE → [Bend in the River] SW/SE, river

SE → [Eddying Brook] NW/NE/S, pool x bushes (path allows SW/SE?)

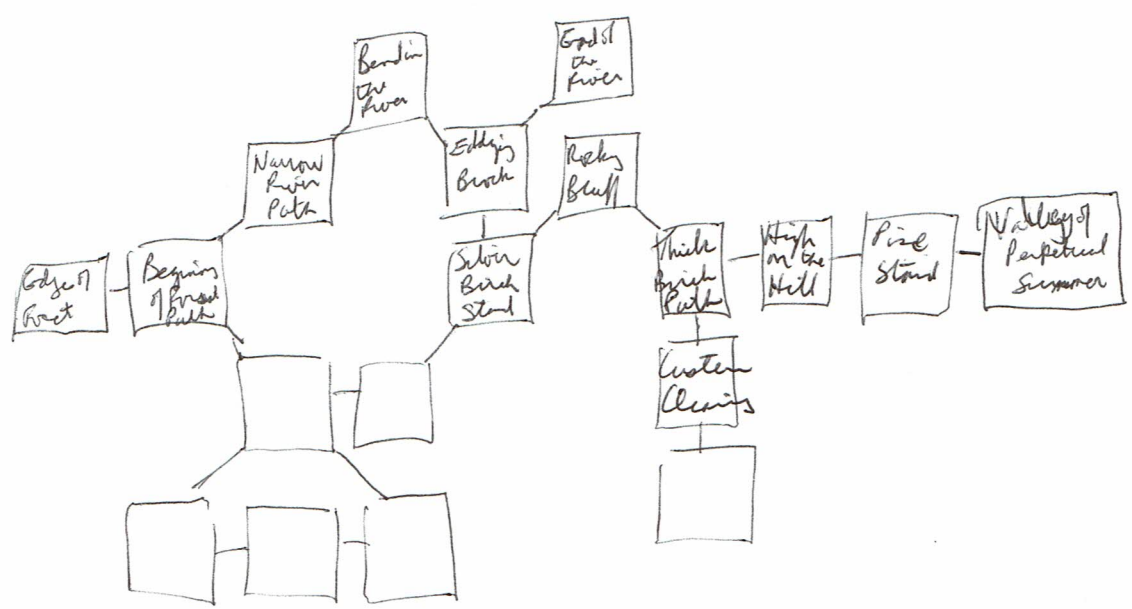
NW → [End of the River] something smells like bird's eggs. x pools (stone & leaf, bubbles?)

SW; S of Eddying Brook → [Silver Birch Stand] U, N, NE, SW. x branch (4' long, 4" dia at thickest)

break branch. fake branch (it's a little heavy) NE [Rocky Bluff] D/SW/SE coal

SE → [Thick Birch Path] NW/ES e → [High on the Hill] pine to E e → [Pine Stand] pines, w.

put tap in pine (no sap, cry of pain, opening in pines E) fake tap. e → [Valley of Perpetual Summer] pines, flowers, sun, clouds, grass, ancient stone tower. x tower → 3 columns, animal sculptures, bell mounting, carved ice wolf's head near base; a girl with wounded leg hiding. x girl (white hair, very pale blue eyes, pale lips, "Gylfa", she mistakes y for yr father) he would love to hike Under the light to avoid chores + watch clubs + sand-dabs play. (she gives amulet to him so wolves know to care is a friend to her + therefore to them; he promised to return + play) (I was so angry, I made it winter in his valley. Evergreen but here.) (I thought that would make him keep his promise)



ask girl abt father (he lived animals to their deaths? Thank you for telling me. (+1))  
tell girl abt stranger (adult concerns dont concern me, I like to play.)  
ask girl abt winter. ask girl abt pine sap. (blood of my people; I have power to give it, but it comes at a cost.)  
ask girl abt pines (forest is mine to protect. I protect it all.)

ask girl abt tower (here long ago, before her)  
ask girl abt ice wolves (wolves grown bold because of their curse)  
ask girl abt amulet (also has power of speed, but its power will be long after today.)  
ask girl abt pine sap (I will give it if you promise never to return to my Valley!)

ask girl abt nitre (search rocky places for it.)  
ask girl abt village - promise gylfa. (picks leaf from pot, runs fingery back; bark & skin both put.  
Blood + sap run. She collects sap with leaf, swings to tree (tree + amulet; gives leaf + sap; she disappears (+1))

// S of Thick Birch Path → [Creston Clearing] tree stumps beside empty cistern, 10 feet down.  
(return to ropewalk. take rope. return to cistern clearing) tie rope to branch. d → [Stone Cistern]  
search stones. (take nitre (+1)) return to long hut.  
give nitre to elder (+1) give pine sap to elder (+1)

I must continue these with my own charcoal, peat, sulphur, & ~~her~~ nitre, then pinning. Carefully.  
(He puts mixture into glass bottle) He goes to End of the Wharf; I should see you mother. }

[Act III - The Horde] (he waits you out of the way? Something is happening at the wharf. dark. a spade shoots from it)  
(max scene to 34 : 29/34) [Path to the long hut] (return to your hut & power of amulet has faded { })

W (Jogged @ Beech Path) N → [Iron Path] W → [Waterfall Cliff]  
U [Thick Birch Path] S → [Pine Stand] W. hold my ground (gylfa has wolves tear the Horde apart.)

"I lift my curse. Summer returns & the wolves will clear away the 'insects'; perhaps, if you wish, eritae.  
Goodbye Wd, for ev. (+5) x4 The End \*\*\* 34/34