

HELP - RECALL PROVERBS  
(g) A BIRD IN THE HAND IS WORTH TWO IN THE BUSH.  
EVERY CLOUD HAS A SILVER LINING

PUZZLES ON THE PATH v1.0  
(c) 2003, Anssi Räsänen  
Alan v2.8

[Outside The Garden] (y are apprentice to ~~the~~ Latumies the Sorcerer,  
on route home after 2 yrs) N to Latumies, S to home, iron gate, birds,  
wall E, garden

i { backpack } open backpack { couple sandwiches, bottle of juice, some fruit }  
one den? separate?

x wall (golden egg fallen from nest in tree!), x egg (feel y should return it to its nest)  
x nest. x tree (branches) x garden (trees, bushes, flowers, grass, white cattle)  
x grass, x cattle. take egg (You cannot make an omelette without breaking eggs)  
~~HELP~~ x sky. x sun. open gate (locked knock on gate (no answer))  
put egg in backpack (denied!) climb (gate, wall, tree)

> The grass is always greener on the other side of the fence. { Transfer spell }

[In the Garden] no gate? (no\*) { guard takes y to dark cave }

[In A Dark Cave] i { nil } torch, walls, light, door ("This door protected by magic")

take torch (drop torch - take torch (opens)) x floor (go) take diary

you cannot tell a book by its cover { unlooked }

x diary "Magic word: GHOOT!" ghooti (door opens) out { all to drop torch & diary }

[In The Maze Cave] compass rose painted on floor, snake in floor,  
your cell NW, stage E, darkness SE, narrow opening S. boulder & small hole SW.

x rose (only S is green, other red) x snake - & crach

S [At the Elevator] black round pillars (dent on flat tops)

x left dent (round) x right dent (square)

enter elevator [In the Elevator] green button, push it (nit; no power)

e from LC [In An Abandoned Storage Room] descended tools, unused torches

x tools (broken hammer, distorted bar) x torches (auto take one)

there is no smoke without fire { Kindling Spell } → pillar of smoke ⇒ fire!

put torch in fire { didn't understand burn torch or light torch }

se [In the Round Cave] hole N, depression/shelf { cheese-like crystal }

{ painter }

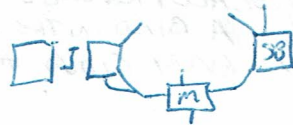
when the cat is away - the mice play { rodents - Sorrow } - crystal now on floor.

take crystal. (at Elev) put crystal in left dent ✓

a rolling stone gathers no moss { Distraction } SW [In The Tiny Cave] like green crystal

[At the] put blue crystal on right dent.

kick head > That will not accomplish anything.



push thru [In the Narrow Tunnel] elev S, out N (sky, etc)  
x sky, x moon ☾ n [At the Mouth of the Tunnel] valley N, E, W.  
only exit N to pass; plague; moon, x plague (road gullies in)  
W [At the Wide Chasm] tunnel mtd to SE, pass to NE, glint in sand, chasm.  
x ground search ground ("hook before you leap") long pole. take it.  
jump over chasm. [Beyond the Chasm] store head; take head.  
two heads are better than one {Duplication} jump over chasm.

e from Mtd [At a Small Brook] brook, water, creek (narrow + 2m long)  
x brook (debris blocks original passage) look in creek (ancient sword)  
put pole in creek {I decide to test if the pole would do as a false spike.  
I put it into the head of the left warrior statue, & to my surprise it does fit} ??  
move debris (water enters creek) look in creek (sword floats?)  
take sword. x sword (poisonous decoration; not true sword)

[Pass Gate] Two statues, left + right. exit N x statues. x plaque (pull open to open exit)  
put head on left statue put head on right statue. put sword in right statue.  
(don't know hands) pull open. n

[In a Dark Pass] fierce barking, N/S z. let sleeping dogs lie. {An aesthetic?}  
x dogs. n [At the Guards' Hut] guards, hut, windows (more guards at table ends)  
z. z. (best spell hist) homo hominilypis {Transformation} (end)