

You are Tom (the older sibling)

Implementer: Sue Medley

Ref # 1849

Second Pit. Zip

TAOS, 1996

pit.gppr

[Tom & Eleanor's Room]

- Father has new wife (~~for~~ your stepmother)
- window, floor, light, beds, books, Eleanor, quilt, toy chest, door E, wardrobe, clothes
- i {exit} listen {stepmother wait for Hansel & Gretel set in?}
- x book (fairy tales, locked) — don't take it; it belongs to the cottage (?)
- x window (iron catch is tarnished & rusted)

look thru window (too high to see thru, unless I climb on my bed)
stand on bed. " (see apple tree in garden, deep hole in the tree's trunk)

d. (off bed) examine floor (painted & squeaks) take plank (no. scene)

x quilt (filled w/ goose feather)

x chest (Father made it; names on plaque; closed) read plaque — (Thomas & Eleanor)

open chest (that is the book Eleanor)

e → [Hardy] oil lamp in bucket in entry, see Father's back, stepmother's face, take
listen (she: "I must do it tomorrow, you have no choice", they are set to bed; father cries)

daytime sun, Eleanor sits on quilt, drawing.

x drawing (strap torn in front cleaving. I dreamed it last night)

open chest (toy clown, necklace of shells, pan pipes, sword, puppet)

- clown has loose stuffing, necklace on frayed string, pipes are from single block,
sword is of oak (caved by F for 4th B-day), puppet (tangle of wires & bits, "Giuseppe")

stand on bed, open window. [Tom's room, on the Bed] (is a distinct location)

[Hardy] N to stepmother's room, W to our room, north, stairs D

(door to stepmother's room is locked)

d → [Sealberg] table, chairs, rocking chair, dresser, fireplace over,
locked cellar door W (key hidden by stepm), herbs hang from beam, garden E,
stepmother.

x herbs {thyme (stems), basil (for fish), rusty orange (?)} stepm goes up to her below.
climb on table. examine orange (feel chuggy & unstable)

x oven {kettle on hook over grate, ovens, door, compartments}

x kettle (water from well) open doors (end of stone roof, furnace, verizon)

x cellar door. look through keyhole (mechanism is simple)

x dresser (drawers & 2 doors, 9 plates (1 is of green metal, which F found in forest))

x green plate (grooves, holes, serrated edge, heavy)

x fireplace (mantelpiece, logs) x mantelpiece (clock, vase w/ dead rose)

x clock (is at an angle) look behind clock (silver tin box)

open tin box (locker & food)

x rose (sweet smell of last summer)

x table (glasses of milk, oil lamp)

x milk (large glass, small glass) - large glass is mine; small glass is Eleanor's.

e [Our garden] tools at back door, garden, apples, tree, grass, vegetable patch, well S, gate to Tarathus E

x tools (spade, hoe, sickle, ladder) sickle is too big & blade is blunt.

x ladder (8 feet long, 2 two cracked rungs half-way up)

chub tree (trunk too slippery) (cut see hole)

x grass (hidden owl) x owl (only few days old, huge beak)

x apples (one is red & shiny) take red apple.

x patch (poisonous)

S → [By the well] wall (stone hits water seconds later. Entering well is too dangerous)

x well (bucket on rope, 2 metal stumps below rim's edge)

x bucket (stuck), tied to down rope) x rope (heap, damp)

x stumps (angled upwards)

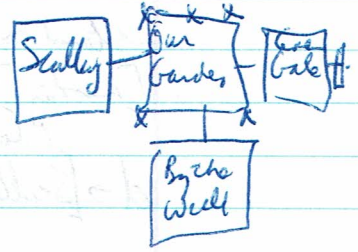
e from Our Garden → [Back gate] gate, fence, cut, shafts (red part)

e → NO. forbidden to go thru forest alone.

You can take owl (cut feed or give things to it)

lean ladder against tree. u. (miss rung. ~~the~~)

look in hole. put owl in hole.



dunk large glass. give small glass to Eleanor

At house
x door

look thru keyhole. (see dressing table, hair pins, hand mirror, hairbrush, brown leather screen, part of a bed)

eat apple → grab (only for a few minutes)

hey ladder on?

hey ladder on stumps (By the Well)

d → [In the well] pretending to be

take brick (cavity, strong feeling that replace to brick)

look in cavity (from parchment) take parchment

x st. (strong wily in brown ink) put brick in cavity

x shells (S of the well)

cut from (poison?)

open drawer (fishing line) x line (fine, strong, wrapped around a rectangle of cork "S" "S" "S")

At head

look thru keyhole (while stepmother is in her room)

- hands on hips, looking out of the window x3
- walked behind brown screen. See white feet. x6

In Sully. sit in rocking chair. rock.

map
dice
furry tie
apple
hoops
necklace
orange hat
pipes

Can enter stepm's room if a) she's in there, b) she's behind screen.

[My Stepmother's Bedroom] window, bed, screen, table, chest (black & white)
table { bunk, mirror, harpist }

take hairpin. S.

open wardrobe. light lamp. ~~open~~ door. d. [Cellar]

musty smell, cobwebbed walls, flagstone floor, damp ceiling, mouse.

x mouse (in hole) x hole (crack in wall)

x floor (flagstone) left flagstone (too heavy) - I need shovel? here?

cover flagstone with spade? not hoe, not sword (but is a rat)

x cavity (hoops - rusty fishing hooks.

extinguish lamp. (coming up from the cellar starts going c. fitter (oops)

- how to move flagstone back? (stepm demands to know what I was doing in cellar) → Over Garden

can't lever it back with spade, nor push it.

Rather has a pile of hay

REPLACE THE FLAGSTONE (any)