

to aftcastle
 [Main Deck] aft, U, port/D to gangplank, SB coracle, Seneschal, troll
 x me (?) { seneschal say we cant sail + green upset } i { - }
 x seneschal (mostly human, except bear feathers instead of hair)
 x troll (tall, bronze arm, muscular + swamp stench) x coracles (each mini-boat is 1/2 walnut shell)
 about/ { help without/sails/engineer/casting off } ask seneschal about ship/queen (no reply)
 help
 → [Aftcastle] f, facie green on wood (we need a lookout)
 u from MD → [Poop Deck] rigging, compass, ship
 p from MD → [Gangplank] U/SB to ship, D/P to dock
 f from MD → [Amidships] f/d, mast U, sails, stand, lever x lever (set to bare tree)
 turn on lever → goblins put up the sails. x lever (now in tree ^{goblin} blossoms setting)
 f from Amid → [Forecastle] merged hymetal, d, telescope. take telescope
 u from Amid (blocked when sails are up) u → [Mainmast Top] U/D, rigging
 u → [Crow's Nest] curious wtd (goblin), tenger on a branch. x tenger (crow's beak + pattern)
 take wtd. ask tenger abt lookout (f cant see fur count my eagle eye)
 give telescope to tenger (✓) // d from Amid → [Belowdecks] gray creature, pencils aft.
 x creature (rubb, humanoid, sexless) ask creature abt intell { power source is misplaced }
 give wtd to creature (✓) // queen say sails are not prepared. // d from Gangplank → [Dock] E/N
 N → [Further up the Docks] moving line secured to a bollard here. // @ Amid: turn on lever.
 // green: at last, all that remains to cut // @ Further: untie line. S. E. { troll throw, back
 onto the dock + retracts the gangplank.. e* { The story's complete *** You didnt talk y would get to sail, did y }
 // (Sails must be raised to reach the Forecastle) // (untie line until ship is ready to sail)

