

Dwayne, Lankylegs & Halibut search for Q Winatol. Y, hair, stay in castle just a cone.

SIR LOIN 2:
THE PHANTOM DENNIS

(Chapter 1: A Lonely Knight Arrives)

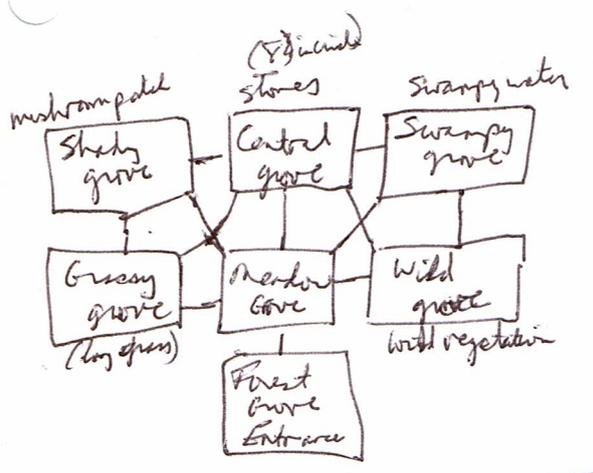
[Throne Room] King Amoth, Throne, S/E/W. i { } look at throne (one ruby missing)
(looked), e (looked). S [Hall] guard, statue, vase, painting, gunpowder. N/S/E/W.
Speak to guard (How was Q? - anxious, smiles & tortoise, she at statue, Merlin dustradelet network)
x painting (moved recently) Engulfed vault: Search, ^{open} left, pull, show, wear, remove, eat, climb, ^{read}
left painting (try when guard not there) left statue (too heavy) / don't W looked. Don't E looked
/ Speak to king (again) → he gives Chamber Key. S. e. [Queen's private chamber] take, diving suit, fishing nets and tackle.
x suit (helmet come off) x helmet. look at helmet. open helmet (→ tortoise, metal ring, curved glass disc, metal bowl
x tortoise. { → get letter } x letter (sealed & addressed to King) take tortoise. take ring. take disc. take bowl.
x nets { → stuff } (shelf is too high) // give letter to king (he goes E) e. [Study] King, desk, bin
// use tortoise on table (her shell glitters in blue light) look at tortoise "Search the man". w. search the man → ruby
// use ruby on throne (click behind throne?) x throne (see ~~the~~ lever) pull lever (secret passage N)

N → [Secret passage] N/S N → [North Gate] out to World Map
out [World Map] (you can go to North Gate; more her's later) // talk to King x 2. (he leaves search line.
read letters (Century ^{gate} added to map; PD took Q to Century square to meet her)
// [Century Gate] out / S → [Century Square] pool, mast, boy, N/W. look at pool (→ fish) look at fish (angel fish, Nemo!)
talk to boy (boy → Colin) talk to Colin (K was E someone else) talk to Colin (wants things up before he'll help further)
metal bowl on pool (→ bowl full of water, but too heavy). empty bowl (→ you get around bowl back) something
drink mast (smelly breaks as y fall). x pool (→ metal rod) x rod (2' long). take it. / talk to Colin (he wants ^{floaty} sparkly)

W [Surgery] desk, S, E. look at desk (→ bell, magazine) read magazine x 3 → (suck it) shampoo (makes powerful
= (looked) // fill bowl i water // Ego bullets Q's { use metal ring on metal rod (not reverse) → "metal rod and hoop"
use metal rod and hoop on shelf → net falls. take net. x net. pull thread (→ thread)
use net on metal rod and hoop → metal rod and hoop is now a fishing net (non-penn)
use metal rod and hoop on fish (fish is now in bowl of water). remove net (net + rod/hoop split again).
use shampoo on pool. use metal rod and hoop on pool (bubbles! y give Colin the rod & hoop; he tells y K want to Forest Grove
at hill meet y there) [World Map] ^{goes} Grove Entrance. → [Grove Entrance] out, N, Colin.

Speak to Colin (K is N in Meadow Grove; he returns the rod & hoop, + ^{them} leaves)
N [Meadow Grove] N/S/E/W/NE/NW, Marlon { King kidnapped! }, mag, talk. Find Lankylegs, Halibut, Dwayne,
show the letter & tell them to come here; Lanky legs has been dead for the Abbey of Carnivora, home of the Vegetable Virgins,
find him first; Marlon disappears Chapter 2: A Good Knight Lost! [Carnivora] Novice, out, N
Speak to Novice (he's in 'rehab' etc' see him? y/n) → [Rehabilitation Centre] Novice, rock, cage, Sir Lankylegs, N
look at rock (→ man) look at cage (Sir L in it) look at man (unconscious & strapped)
Speak to sir. show letter to sir. Either knight last seen on Fool's Bypass. "find them then rescue me"
sneak to Novice ('Done?' y → Carnivora.)

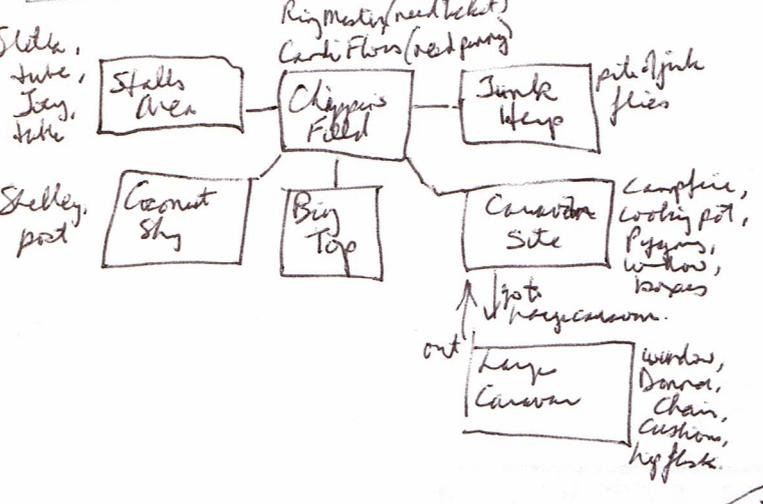
go to (foot's bygone) eat, Sir Halibut, Doctor Oo, Cart, trees. look at trees (pooster) x porter (visit Oxford's Circus)
 take porter. speak to Doctor (need to wake him before bit can move him).
 // [Meadow grove] w. [Grassy grove] search grass (someone been recently) n. [Shady grove] mushroom patch
 e. e small water (it could raise the dead) S. look at wild (→ swede)



// The noise won't speak if y while y carry the swede.
 // Show porter to guard. {Ringswater fountain. looks like a guy d say with.
 talk to guard (at him) he wanted to be a popstar
 // pick at swampy grove (on 2nd visit? why?)
 use metal rod and hoop (i net) a piece (nowhere to put it, so let it go)
 (ok, piece moves back) x piece at grassy grove (climb, piece out = float)
 // show swede to noise → she drops handkerchief.
 // use handkerchief on swampy water (now it stinks)
 // use handkerchief on sir halibut (he revives)
 speak to oo (he's concussed, fetch my cart) speak to sir halibut (Bubble)

pull cart. speak to oo. left sir. (they all leave) // [Doctor's office] Oo, Sir H. speak to oo (he is poisoned by rare disease. Y can't speak to him without a protective face mask. (wearing the mask is not while it sticks)
 use handkerchief in pool (now it's clean) / Colin is back at pool? now i juggling balls. speak to Colin (circus at Chippin's Field)

// at Pod's: x tree. take nail // at rebak: use (stink) handkerchief on man → Shivers sword, created when singer Greenblues
 speak to Shiversword (high stuff under a stone i 3 bumps) // at Lital grove: x stones → bumpy stone, left bumpy stone →
 rather case. open case (handle + ties) {can't take case / use them on (clean) handkerchief → footmark.
 wear face mask. speak to Sir Halibut (attacked by small men in trees/guns. Pain in my neck. Dizzy)
 speak to oo (→ Chippin's Field; requires speaking to Sir H, speaking to oo often, ~~need~~ porter, spoke to Colin)



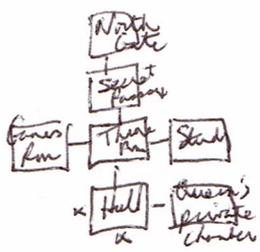
speak to stella (get club)
 speak to joey (needs stall equipment (tent + pipe), he'll give ticket) + attract.
 search junk x S {dirty cup, broken bicycle, crutch, saddle, cans}
 take up. take wheel (from bike x crutch (→ get rubber stop)
 saddle from bicycle?
 talk to Shelley (get wood/bill) throw ball (out at post, no use ball on post)
 speak to Pygmy → Caribou. speak to Caribou (son Curator hid from bad magic man in grass. Timid. Need to be patient)
 / grab cup on post → clean cup. // @ Grassy grove. speak to Curator.
 // speak to Caribou → both. look at both (Amazonian forest visible)
 // give basket to doctor → basket {coconut milk, add alcohol, heat it, add wild speckled mushrooms}

talk to Noise (mention hungry + has hot water bottle for warmth) / use saddle on crutch → crutch. x crutch (bottom is split)
 use wheel on crutch → unicycle / give unicycle to Colin → juggling balls. // give cans to joey. give juggling balls to joey.
 (stones can throw balls at cans) // speak to Donna (needs music, more comfy chair, less rats) / x patch. take wild speckled mushrooms.
 / use club on tube (Stella run off, drops fake rat) take rat. take tube. x tube. use stop on tube.

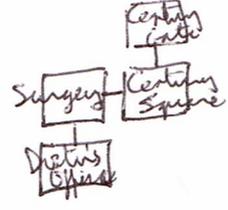
give up of meat stew to noice → dirty up, hot water bottle / ~~use~~ speak to donna.
 use hot water bottle on cushions (she opens window) / use rat on window (from outside)
 / inside: look at rat (she throws flask out window; y take rat); she closes window
 outside: sack boxes. take flask / use nail on tube (hole for a wick) / use thread on hip flask (→ wick)
 use wick on tube (it fits) // show hate to grand. play lute x 2. // @ Donna: play lute (→ music).
 show music to grand. give music to grand. play lute. // @ Donna: play lute (→ penny, get her know if y see more music)
 give penny to cardi floss → Cardyfloss. eat cardyfloss → plastic bag. // use bag on fish → fish in a bag.
 empty bowl (into take metal bowl) // give fish in a bag to joey (is pun)
 [CHANT] take cup of gunpowder. use cup of gunpowder on tube (→ cannon)
 / use wooden ball on cannon. use curved glass disc on cannon (→ coconut, (shorter) tube, broken post)
 speak to shelly. kiss shelly (→ hairgrip). use nail on coconut {hole}. use nail on coconut {2nd hole}
 use coconut on beaker. use hip flask on beaker {flask gone}. use beaker on campfire.
 use wild speckled mushrooms on beaker (→ antidote). / give antidote to doctor oo.
 speak to sin halibut. {L went to Abby, Drome dragged by tall man in large coat}
 show letter to sin {I'll go to Grove; gives you the boxes room key} // [Grove Room] Bunting
 / give bunting to joey (ticket) / give ticket to ringmaster. S → [Big Top] cage. board.
 look at board (knife). use knife on swede (→ chopped swede).
 use curved glass disc on tube (→ telescope). use face mask on broken part (→ catapult)
 use knife on rat (→ rice). x cage (→ Sin Dwarf) {he's too far & only oobus}
 use hairgrip to shelly (thinks, works) kiss shelly (it falls out eye) / use chopped swede on cooking pot.
 use clean up on cooking pot. // give up of meat and swede stew to noice (leaves, → dirty up)
 N → [Abby Hall] tapestry, S/W. x tapestry (→ safe). x safe. open safe (meat) (→ bunch of bananas)
 W → [Room of learning] books, S/E. S {answer to question of leary?}
 "In the Garden of all trees, what is the main prayer call of the chosen hamster?" (meat) from listing at the tapestry
 S → [Rehabilitation centre]. write shiversword. give hate to shiversword. talk to shiversword (→ Book)
 open cage (as req) / give book to donna (→ love letter) / give love letter to shiversword (he leaves)
 / speak to donna (she S will need!) / speak to shiversword (we need help c wedding) {arrives gold rings, rice, signed contract; → contract.
 give rice to shiversword. / give contract to grand (he signs; doctor + Spunder were the other two making).
 / give contract to doctor oo (he signs) / use knife on bell (→ bell) / give contract to ringmaster (he signs)
 give contract to shiversword (heg) // use bananas on sin dwarf. use coconut on catapult (he's back to home)
 speak to sin. give hairgrip to sin dwarf (he is out, + now y can pick the Abby's eye too)
 speak to sin. show letter to sin. eat banana (→ banana skin) / use hairgrip on cage (he is free + goes)
 / talk to Halibut (who is the phantom domain? MARLON → all 3 kts taken by M, → silver box)

[Chapter 3: A Knight To Remember] take silver box. use hairgrip on silver box (look too small; need key)
 drop to base (at bell) grand leaves to put it back. left party. take silver key.

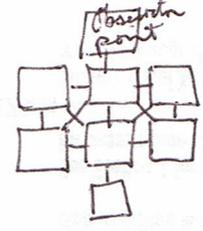
use silver key on silver box. → small. x small. small scroll (orange?). read scroll (black).
 shows scroll to ground. / use scroll or compare. read scroll. {CIRCLE, SW-N, SE-NE-S-NW, "Reveal"}
 / [Central grave] S.W. N. SE. NE. S. NW. say reveal (scroll gone; → N path)
 N → [Observation point] use telescope (Madon's Tower spotted & added to map)
 [Tower courtyard] door, gargoyle, owl. use telescope (password: NOLRAM) look at door (big bell, but no bell)
 use ball on door. ring bell. N → [Tower: Ground floor] table, S, U. x table (→ jar) use nail on jar.
 use metal rod and hoop on pipe (→ pixie dust shaker) / use pixie dust shaker on statue (→ copper key) ~~gone~~ ^{shaker} gone
 take copper key. / [T: Ground floor] U (needs cork key) → [Tower: First floor] statue, drapes, U/D
 x statue {Pan, missing pipes} look at drapes. x drapes. climb drapes (→ pole, golden, drapes)
 Rings are stuck on pole, needs green { take drapes. use bear skin on pole. take rings.
 / give gold ring to shiversword. speak to shiversword (name a musical instrument you want = pipes
 → pan pipes) / use pan pipes on statue. U → [Tower: Second floor] pedestal, paintings and carvings, U, D.
 look at pedestal (Eagle) look at paintings. read paintings: "With Clock? red and Covered Head /
 Knell on the bird, say magic word". wear bowl. wear drapes. kneel on pedestal [Y] NOLRAM.
 (pedestal goes). U → [Tower: third floor] windows, U, D. U {Are y ready?}
 y → [Tower: Top floor] K, Q, L, H, D, M (it was all a test! → THE END)



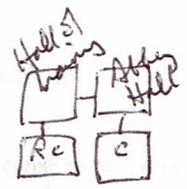
1: Cam-Here-A lot



2: Century



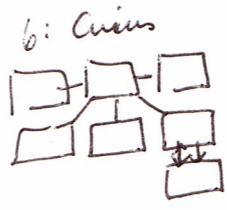
3: Forest Grove



4: Carnivora



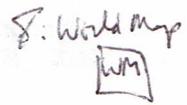
5: Foot's Bypass



6: Circus



7: Tower



8: World Map

38 locations