

{ ABOUT, AUTHOR, LIST (of objects), DIRECTIONS (all exits), HEARINGS (lost ignorable),  
HINT, SPHERE (merely), SOLUTION }

[chapter] door S, ladder U to hatch, table (parchment, ring), chair, desk (figure),  
mirror, pants, bed (yellow), case.

x mirror. ask mirror abt mirror. ask mirror abt mirror.

ask mirror abt mirror ("You are not a warrior, but not a fighter")

x pants (shows a ring in 3 other pants) x parchment (cat red, sword pen)

take parchment. take ring. x case ("my sword") open case (empty)

look under pillow (bronze key) x desk (draw) x figure (man in dagger in green)

unlock drawer in key. take silver key. unlock door in silver key.

open door { remember writing for beast, townsman charging to fight as evil }

S [upper landing] stairs D, books glowing blue, wild.

D [lower landing] U/D, door N, plate x plate "Galley" - open door (locked)

touch walls (unnaturally cold) D [bottom] door N, door E, desk (candle)

open drawer (stuck) open metal door (locked) open ornamental door (locked)

{ also, both doors have no keyholes } // open hatch (locked) { also no keyholes }

x pants - g. { left blue, middle white, right red, people as shadows }

ask mirror abt heart ("The dragon is your enemy")

ask mirror abt tower ("A fortress of dreams + imaginations")

~ galley ("The legacy of an artist") ~ artist ("Creator of a world")

~ life ("Fight is your fate. And vice versa")

~ parchment ("Showing the way to the sword") // hatch drawer @ bottom <sup>open drawer</sup> take golden key.

// unlock door (to galley) with golden key. open door. meditate.



- N [gallery] 3 hooks (left, middle, right)  
 6 paintings (castle, dragon, ship, dungeon, moon, flower)  
 x gate (w) {locked} {no keyhole}  
 x castle {on hill, foggy, disaster looms}  
 x dragon {red scales, at cave exit} x cave (dlc)  
 x ship {in harbor, sails ruffled, flag <sup>seems to</sup> moves} x flag (Jolly Roger)  
 x dungeon {maze of twisty little passages}  
 x moon {full moon, most of party}  
 x flower {yellow flower in pot}

{wants B, W, R} put moon on middle. put dragon on right. put ship on left. ("click")

open gate. w. [gangway] rd down w. open door.

w. [same gangway] rd down E, clicking, per scabbard?

x parchment ("The sword can be found in the cave at the lowest end of the spiral")

w → [gallery] // take case. close it. (go to bottom) drop case. open it. {sword inside}

take sword. // ask mummy abt pyramids (-)

// open metal door. e → [Square room] chest, granite block, vase, globe.

take globe. x contracts (infractum) turn vase {hear moaning; black key at foot of vase}

open chest (note) "Turning it is the key. Yours, Vasa Hatch"

ask mummy abt vasa hatch ("The name of an artist. He will guide you")

ask mummy abt vase ("A contraption to open up the way to your enemy")

open hatch. v. [platform] flat roof, creature above, full moon, sail.

{y fight dragon (sword absorbs fire ball! sword zaps dragon & lightning; dragon disintegrates)}

(all possessions but sword dropped..) l. {coin is real} x coin (flame on both sides)

x landscape. x heap (path from tower to there) // mummy goes beyond answers you.

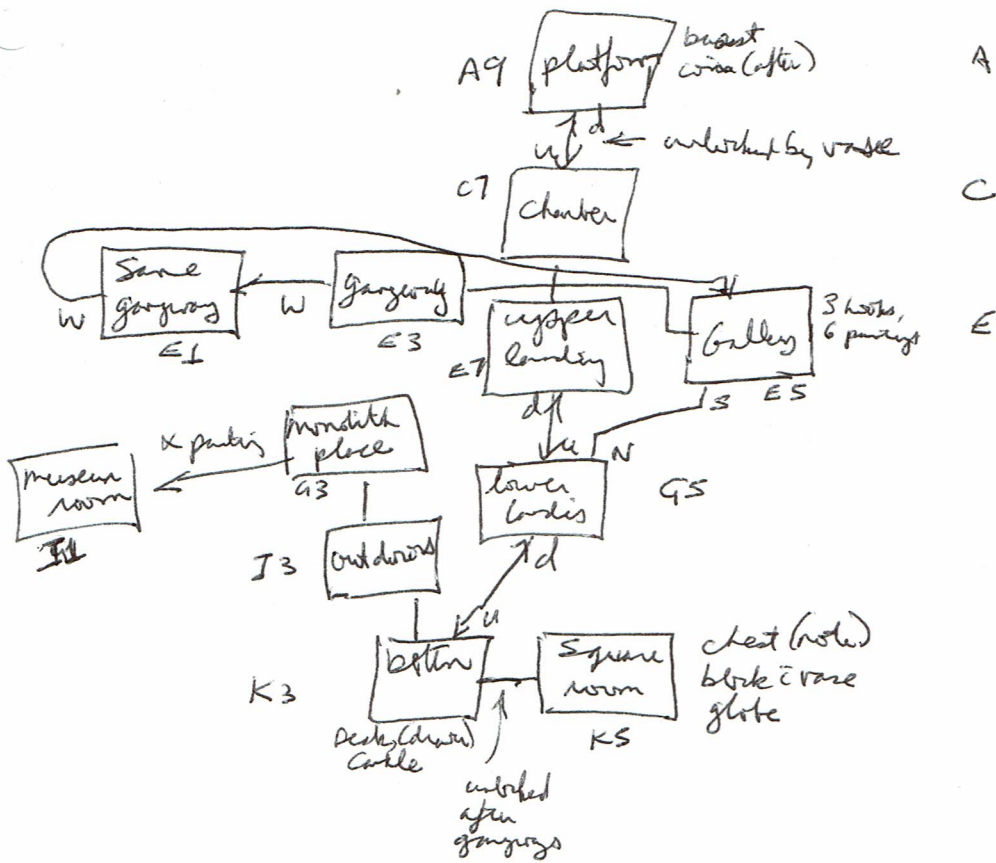
// @ bottom x scrap ("Who's there?" on ornamental door)

knock ornamental door ("click") open it. n [outdoors] n [monolith place] painting

x painting {drawn into it} [museum room] y's looking at a picture of tower

It's called "The Red Door" by V. Hatch. Y will find a coin in famous port

~~MEMORIES WILL REMAIN~~



- @ chamber
  - ASK MIRROR ABOUT X
  - bronze key under pillow (unlocks drawer)
  - silver key in drawer (unlocks door)

- @ bottom
  - hit drawer open E golden key (unlocks door @ lower landing to gallery)

- @ gallery
  - ship L; moon M; dragon R.

- @ chamber
  - x paint (readable), take vase

- @ bottom
  - in case, take sword.

- @ square room
  - turn vase (black by white)

- @ platform
  - kill beast. 2\*. take win

{ mission stops arriving after beast goes }

- @ bottom
  - read paper... knock on wall open it.

- @ mouth place
  - x painting → museum room (any verb i) painting

\*\*\* MEMORIES WILL REMAIN \*\*\* (if carrying vase)  
 FROG (if not carrying vase)