

- amokia, staying at a messian floating over a chasm

[Cliff Top] i.e. S (containing or main) W. etc. {ab: room bars only in status bar}

[Cliff Path] turns S. S → [Cave] secret of floor, types, messian

The Twilight (A3.8)
by Patrick J. Kelly
04-NOV-2000 (no words)

Enter E, +25
ash bale alt main (I don't recall how I got to there), ash bale alt Twilight (desert between phases of 2 realities)
ash bale alt main (smell in flowers) ash bale alt flowers (get a white poppy from bale; +5), as token of
friendship) ash bale alt poppy. ash bale alt jewelry. (can only go N?)

N.E. ash bale alt chasm (Nothing in sun or it's depths) W (bale stops you; points to cave down from Cliff Top)

d → [Rock ledge] S → [Cave] pools of water, light ribs, plastic pirate knife. ash bale alt knife.

x pool (find another path) x obs. d → [Large Pit] (no exits, bars, "crystal" lake N, monkey.)
x monkey (has crystal key) ash bale alt monkey. ash bale alt bars. {score: 60}. Who is bale? {bale in the pit?}

NOT: sing, dance, strickle, juggle, cartwheel, jump, hop, skip, shine, score, fighter, animal
act like a monkey. put by in lock (can't read). give key to gale. ("sentinel of the sentinel"; Maw 73)
N, S, E, W, U open

ash gale alt sentinel (Sentinel rules over Twilight + tries to trick the best into the void.) (money is still there?)

N [Long Tunnel] ^{stair} door (arguing: memories are the key...)

// W of key pit → [Fire wells] fire elemental, huge mushroom, ^{wells} pools of fire
of key pit → [Cave lake] island, lake, subterranean waterfall. ash gale alt island (key car there, but too heavy for me to carry)

e → [Cave waterfall] waterfalls, crack, under bridge, 3rd source?
look under bridge (get depth wood) ^{submerged with water}. (score 95) swim → die

// S of key pit → [Rock cave] rocks, "exit in all directions" {but only 1 on map}

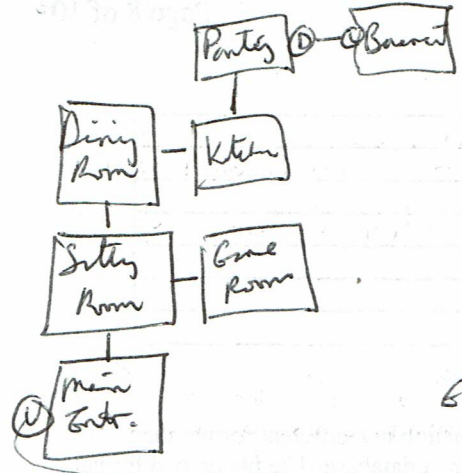
D → [Small Node] party pole. // fish @ cave lake (messy but)
// hit elemental with wood {the elemental puzzles away}; wood goes to E; W open

W → [Petriified mushroom] mushrooms, must watch (key) // @ Cave lake: fish island (gets the car), score 130

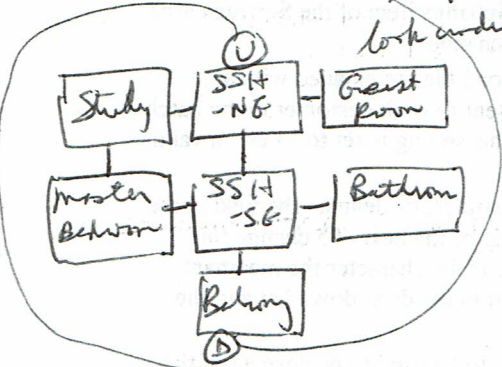
// @ long tunnel: open door {it now opens, now that I have car & water?} (145 pts)
N → [Main Entrance] N, stairs U, balconies, paintings, portrait, vases, chandeliers.
"Churning Sea" (bale as girl, not fish).

N → [Sitting Room] people, floors, couch, chairs, fire poker, ghost.

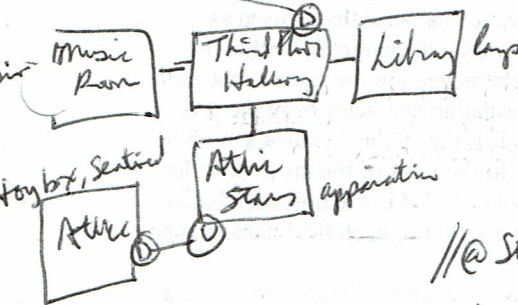
ash ghost alt mansion, gale, twilight, memories, void, sentinel
N → [Dining Room] e → [Kitchen] appliances, stove, fridge (mostly cheese), N, W N → [Party] d, shelves, food.
d → [Basement] supports, dirt floor. dig (real equipment). // e of Sitting Room → [Game Room] pool table, games
"ballroom"



U from main entr → [Basement] D/N.
 N → [Second Story Hallway - South End] N, W, E, S.
 W → [Master Bedroom] N, E. dresser, wardrobe, bed in corner, vanity, closet.
 x chest (doors + drawers) { porcelain doll } red rattles
 N → [Study] S, E. desk, broken clock, one tile from twilight, missing counter top
 E → [Second Story Hallway - North End] W, E, S, U.
 E → [Front Room] bed, dresser, wardrobe. open dresser (faded photo)
 open wardrobe (cheap suit) { plot in WWII fighter plane }
 Group of photographs in



look under tub. take cue ball. U from SS14NE → [Third Floor Hallway] W, E, S, D.
 W → [Music Room] piano on platform, instruments, shelf, books.
 open piano (using poker) → take crystal amulet. wear amulet
 E, E → [Library] books, lamp. (sphere of light under it) show
 ask apparition about ~~the~~ anything ("I'm over the dark light. 1/2 tracks can be joined together")
 break doll - silver dagger blade, missing hilt.
 ask ghost about photo (sure now 215; he fades away)
 // put cue ball in pockets (dagger bell falls out of ball return) +15
 x bell (has hook on one end) // @ Dining Room: x candles (wax isn't melting)
 // @ Study: fix dark (using bell) → compartment reveals silver dagger hilt



take hilt. put hilt on blade. → dagger (sure 250) // put cheese in stove. done stove.
 cook cheese (+15! it turns brown) // use dagger on lamp. (dagger absorbs the light)
 or touch lamp with dagger
 // use dagger on apparition (he shrinks, but doesn't move) show amulet to apparition (he flees; don't wear the amulet)

[Attic] toy box, Serrated (blocks box) ask S abt twilight, void, Gale, or, hope, apparition, messian.
 kill Serrated with dagger { S flees, dagger dissolves } (sure: 290) put car in box { car's put with + knife. open S }
 S → { shadow grabs bale } S.S. → [Abandoned House] (in your back) or ~~car~~, corpse, E, door, debris, stairs
 i { - } e → end (you could have preserved bale) // open doll (instead of breaking it) / ask ghost abt suit
 cheap it; I wouldn't get caught dead in that // { there's a spatula }
 give poppy to gale (when shadow attacks her) // look on fridge
 ask ghost about suit (+5)
 dig @ Basement take ballroom.
 fill balloon (with water) @ Kitchen
 throw balloon { where? }
 (at second → kills you!)

The Twilight (25) ~~45~~

Chf/are: w. s. lotion . x bale. ask bale about bale, mermaid, twilight, music, flowers (+5, 45/)
x poppy. n. e. w. ask gale about car. d. s. x knife. take knife

x pools (+15; 60/) d.

Cage: x monkey. x key. x lock. act like a monkey (+20; 80/) take key. put key in lock
give key to gale (+15; 95/) ask gale abt sentind, void (+15; 110/)

Caves: s. d. x pole. take pole. u. n. e. ask bale abt island. fish island. x car.
e. lock under bridge (+10; 120/) x driftwood. w. w. w.
x elemental. hit elemental with wood. (+10; 130/). w. take watch. e. e. n.
x door. read door. open door (+15; 145/). n.

1st floor: x portrait. ask bale abt portrait. n. take picture. x ghat. ask ghat abt history, mermaid, sentind, void

n. e. x fridge. look on fridge (+5; 150/) take spatula. open fridge. take cheese.
open stove. put cheese in stove. cook cheese (+15; 165/). take cheese. n. d
dig (+5; 170/) take balloon. u. s. fill balloon (+5; 175/) w. s. s. u.

2nd floor: n. e. look under tub. take ball (+5; 180/) w. w.
open closet. take doll. x doll. open doll (+20; 200/) n. x clock. e. e.
open dresser. x photo. take photo. open wardrobe. take suit. w. u.

3rd floor: w. x piano. open piano. take amulet. x d. e. d. (+15; 215/)
s. s. d. n. ask ghat abt suit (+5; 220/) ask ghat abt war. ask ghat abt photo. (+50; 270/)

1st & 2nd gym: e. x pool table. put cue ball in pocket. (+15; 255/) take ball.
w. s. u. n. n. w. fix clock. take hilt. put hilt on blocks (+20; 305/)

3rd floor: e. u.
e. x lamp. touch dagger to lamp (+25; 330/). x dagger. w. s.
show amulet to apparition (+15; 345/) u.

Attun: kill sentind with dagger (+15; 370/). open box. put cue in box.
s. give poppy to gale (+30; 500/) s. e.
Abundant
inforce