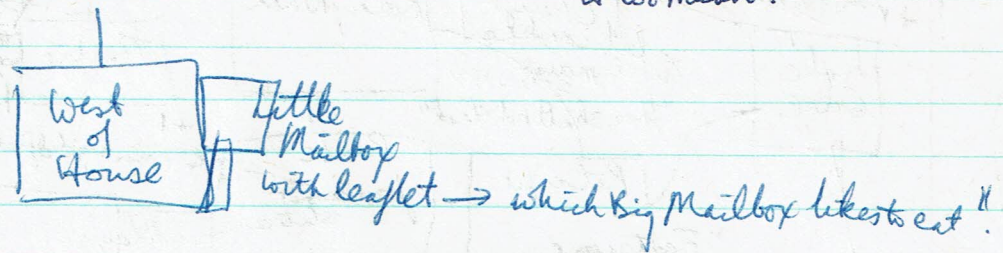


upto 95.

umbrella & shell
is too much.



Laboratory (need glasses)

telescope -

control panel - 2 power switches (just ~~the~~ second switch)

black cat - head to toe black, asleep

broom

~~PARAKE TIT~~ (OFF)
security (LOW)

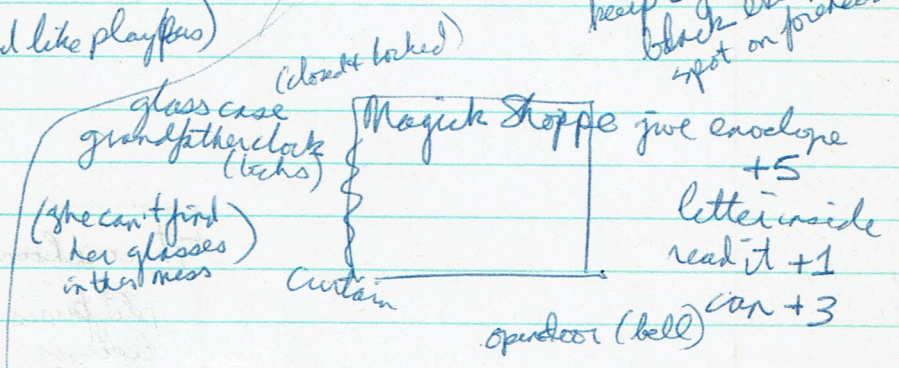
security off +3

- "Release a prisoner, and be rewarded"
- "Learn the Word of Power, else never gain the Tower"
- "One path Magick, one path Science; both lead to the Goal."
- "Many wonders await thee in the Halls of Knowledge"
- "Fit the pieces together, and the Puzzle is complete"

~~Take~~ ^{put} branch in pit
 take branch (thus lifting playfus out)
 +5 + draws X in sand in appreciation
 DIGGING discovers a whistle! +3 when taken
 Silver
 blowing whistle (which is shaped like playfuss)
 takes you to Misty Island

(suddenly 6 pm)
 return the cat.
 cat is "Chaos"
 keep eye out for cat
 black except white
 spot on forehead.

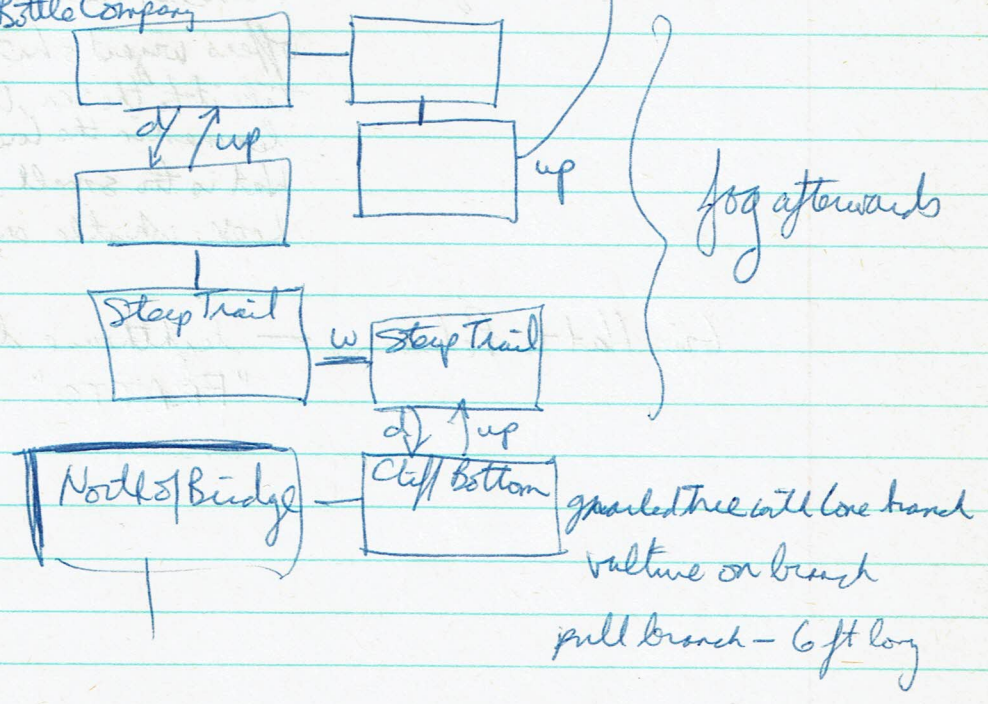
Time stops
 when woman is there
 in shoppe.



blanket is forgone +3
 taking worm +3 wiggle + covered with slime

"Fudoryz Magic Unbreakable Milk Bottle Company"

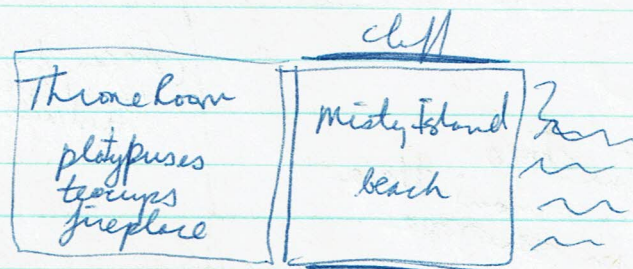
woman is for piranha
 taking token +3
 token is slot +1
 (blinking star on screen)



gnarled tree with lone hand
 vulture on branch
 pull branch - 6 ft long

"The Tower of the Evil One is formidable. You will never get inside unaided. Legends speak of a Magick Word that can open the gates of the Tower. But what Word it is, none can say."

On Misty Island



throne - snowwhite platy
crown
Scepter

Some name
as in story

Aratinus, King of Misty Island
Princess Tasmania (blushes, was one you rescued)
offers wizard's hat +1 (foot stars, cheap glitter)
Take it to the sea, there you will find a creature
learned in the lore of Magick.
Hat is too small.
Loose whistle on return.

Give Hat to Pelican — lighthouse draws word on cloud
"FRATTO" +5 (4/6)

In Witchville

ENTERING WITCHVILLE
Curfew Begins at 6PM
Boat Patrol On Duty
Violators will be jailed

No Bridge

toll gate
troll
require 1 gold coin
over gate

Bridge

can contains
rattlesnake
& some troll
for +3
can recover can
squeeze can
(stone is in it
+5)

Sol Bridge

Old Church
candle
- speaker emits sparks
- brown rat

Rotary N
(chem marching)

Park

statue - very old old woman
fountain - brass token + pincha
+ VIDEO GAMES

Rotary E
Whisper

Pleasure
Wharf
mailbox (hungry)

Wharf's
End

(slimy movie theater)

Rotary S
Library (locked)

Inside
Theater

Schedule
meiguel
Miss Voss
tickets are
1 ~~off~~

Theaterholly

grass digger, Carter
(glasses)
needs ticket
(Buy it from Voss) +3

Outside
Cottage (Hollmond)

Stump is king
"N"

Jail Cell
stone stops down
brick + basket
+3

hole under bank (can
take only stone(?))

smelly
up
down
Underground
dark

Gene's Nest
refrigerator
bottle
+ earthworm
baby glue

tree
underground

dirty
hole
narrow

smelly
hole
above
(blocked by bank)

Open Grave

Video Arcade
machine
requires token
video screen
joystick
red button
slot for tokens
"TRANSMATTER"

Screen
joystick
button
slot

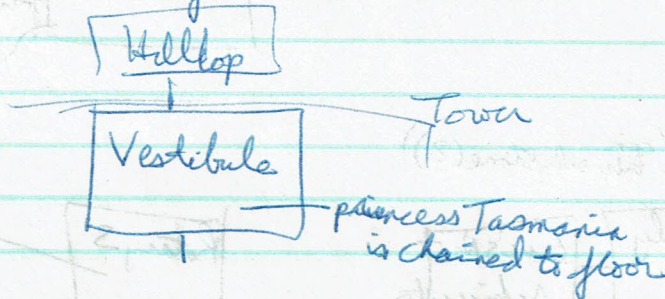
"TRANSMATTER"

"blinking star appears on the video screen"
push joystick W twice, then S twice (to go to halltop) +5

Tower surrounded by moat - drawbridge (closed) + dark window near top
- signpost "TO CENETIC" "TO WITCHVILLE"

moat is 20 ft wide, blocked by water
window is 100 ft up

"PRATTO" lowers drawbridge +3



Torture Chamber

chained in corner
princess in torture machine (lever)
ladder rises up to hatch in ceiling
Crisp is fondling the instruments (has key to chain)

Crisp wants to be bribed? give him note.
take coat. take key. unlock chain with key + /
pull down lever

Read Note: "Corky-Poo,
+3

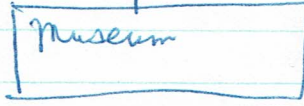
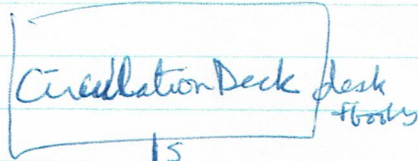
I've got a plate of fresh oatmeal cookies waiting for you.
Come over around sixish, + I'll show you my collection of
Byron first edition, etc...

Violet

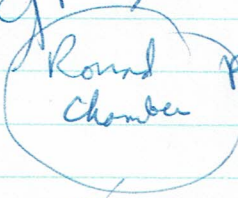
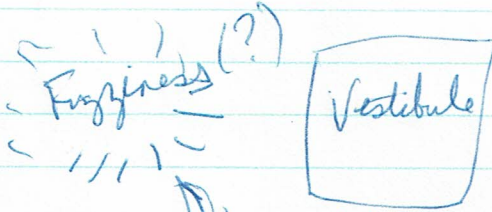
P.S. If my little poodle yaps at you, just say ALEXIS, HEEL
and she'll behave."

Unhinged "Fudboys Magic Truth Extractor Company"

LIBRARY

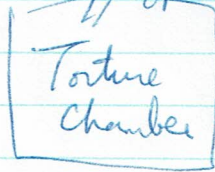


fossil mailboxes locked in combat
glass case - sculpture of black cat in black marble. (round hole in forehead)
"Fudboys Magic Burglar Alarm Company"

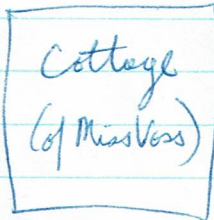


paintings
B&W,
of queen + pines

crank behind painting
Turn crank lowers drawbridge + 1



Alexis, heel + 5 (80)



(walls of books, photos)

bookcase with steel key
message in dust

take steel key + 3

unlock library door with steel key + 3 (86)

