

altar

at: Enchanted Cave
do: put the correct crystal orb on it. See orbs.

amulet

at: Great Underground Mountain
do: wear it. Once you've put the moby ruby in the oracle's depression, enter the mouth of the oracle to travel to five other places (see oracle). The eyes tell you where you'll end up. Rub the amulet to return to Great Underground Mountain.

armor

at: Library
do: touch it three times to reveal the lance. You know this from the scroll.

bag

at: Closet
contains: bar of food

bar of food

in: bag at Closet
don't: eat the food yourself; it's flamingo food and poisonous to humans
don't: feed it to the flamingo; you'll just get a well-fed flamingo
do: when you're hungry -- you'll be hit with a hunger spell when you ~~enter~~ *steal the vial* Gumboz's Shack -- turn yourself into a flamingo and then eat it. You can capture the flamingo using the wand, and transform using the booths in the Testing Room. Use the pigeon to travel quick.

basket

at: Toll Plaza
do: put zorkmid coin in basket to open the toll gate.

bat, baseball

at: Flathead Stadium
do: ask the witches at Icky Cave to remove the enchantment
do: put it in the cauldron; it's Babe Flathead's club.

bat, flying

at: appears when Jester says "See you same bat-time, same bat-channel"
note: it's annoying, but you'll have to put up with it carrying you off. You may have to restore the game if you're stuck.

bathysphere

at: Hold; see **ruby, moby**

bed, canopied

at: Dimwit's Room; ignore it.

bedbug

at: appears when Jester says "Don't let the bedbugs bite!" *(or yawn)*
do: sing lullaby. The bedbug will sleep, then vanish.

bell, diving -- see bathysphere**bill, 100000 zorkmid**

at: Gaming Room
do: wear goggles. When the Jester shuffles the shells, you'll see that the bill is in his pocket. *(or ket)*
Point to the pocket; you get the bill. Put it in the cauldron; it's J. Pierpont's.

bird, black

at: Aerie
do: take both the lantern and candle to Antharia, the black bird will take only one at a time, letting you take the other to Icky Cave. You can recover your light sources at Cliff Bottom.

block, hexagonal

at: Smaller Hanger, after you've made Borpbelly stew.
do: put it in six-sided hole at Hollow to open entrance to Iron Mine.

blueprint

at: Field Office [included with game package]
do: use it to get the hardhat

bomb, anti-pit

at: Cave-In

do: look up the Jester's name in the Encyclopedia; it changes from game to game. Throw the bomb at Pits to fill up the bottomless pits.

booklet, damaged instruction

at: Room 193-E of the FrobozzCo Bldg

read: "...ozz Magic Homing Pi..." "...eave the perch in the location you wish t..."
"...return warranty card with 90 d..."

booth, left; right booth

at: Testing Room

note: both booths are the same; both contain a black ominous button. See bar of food.

boulder

at: Great Underground Mountain

do: push it to open passage to Grotto and Shrine

(CAUTION: if yacht will be destroyed if it's at east dock)

bowl

at: Shrine

contains: elixir

don't: try to take it; you can't. See elixir.

box

at: Inquisition

contains: pellet of squid repellent

do: take it, then take number. "Executioner, behead me"

bridge, green

at: Stream

do: try to cross it -- it's the Jester! Answer "music" to his riddle and take the diploma.

broom

at: Casino when you win at Double Fanucci

do: sweep cobwebs with it at Cell

button, black ominous

in: booths at Testing Room; see booth

button, blinking key-shaped (6)

at: Closet, Grotto, FrobozzCo Basement, Crawl (in Antharia), Attic (in Fublio Valley), Crag (in Flathead Fjord).

do: push them. They will stop blinking and make an animal noise. When all six buttons are pushed, the rebus will be clear of flattened animals since each button makes one go away. It doesn't matter which order the buttons are pushed; the animals vanish in a set order. (?)

button, blue; green button; red button; white button; yellow button

at: Yacht

note: you'll need the seaman's cap to operate the yacht.

The colored buttons go to their appropriately colored docks; red is north, yellow is west, blue is east, green is south. The white button puts the yacht in the center of the lake.

cactus

at: Cactus Patch; ignore it.

cage

at: Royal Zoo; contains snake.

calendar

at: Great Hall [included in the game package]

don't: bother to schelp it around

do: read the calendar that came with the game. Vital info: snapping fingers in Dimwit's favorite throne opens a secret passage, coughing summons Antharian cave-dwelling witches, Frank Lloyd Flathead relocated to a 19th-story office with southern exposure, in the card game Double Fanucci remember that three undertrumps after an opponent's discard of a Trebled Fromp is an indefensible gambit. Other useful info: the illos show all the 24 objects you're looking for to put in the cauldron, the yellowish-green potion when ingested allows one to talk to plants. Some things mentioned in the calendar may never come up in the game but can still be looked up in the Encyclopedia Frobozzica.

also: ~~the~~ the lord's name is Otto

camel

at: King of Dunes

do: ride it first to Stream, so it can drink its fill. Then ride it to the Great Underground Oasis when you need water for the witches. Be nice: ride it back to Stream on the return trip.

candle

at: Secret Passage

do: take it! It's the only reliable light source in the game. It will magically burn forever.

cannonball

at: Upper Barbican

do: take to the Mirror Lake; throw it east and the toboggan will slide west. Once you're off the Mirror Lake you can't return *(Actually, you can throw other things instead, eg: orbs)*

cap, seaman's

at: Oubliette

do: answer "triplet" to the Jester's riddle.

do: wear it; you can't operate the yacht without it. When you're sure you don't need the yacht anymore, put the cap in the cauldron. It's John Paul Flathead's cap.

cauldron

at: Banquet Hall

do: collect the 24 items of the Flatheads and put them in the cauldron. Then say the sacred word.

The 24 items are:

Dimwit's sceptre and crown

John D.'s stock certificate and diploma

Stonewall's lance and saddle

Johann Sebastian's violin and metronome

J. Pierpont's zorkmid bill and tie

Thomas Alva's brass lantern and screwdriver

Leonardo's easel and painting

Lucrezia's fan and flask

Ralph Waldo's quill pen and manuscript

John Paul's seaman's cap and spyglass

Frank Lloyd's T-square and model of the FrobozzCo Bldg.

Babe's baseball bat and 100-ugh dumbbell

Don't dispose of the seaman's cap until you're done with the yacht.

Don't dispose of the lantern until you're done with the witches.

The sacred word is written in Megaboz's notebook. After you say it, run out of the castle to Perimeter Wall and through the gate for the conclusion of the game.

certificate, stock

at: Vault

do: put it in the cauldron; it's John D. Flathead's.

chair, comfy

at: Torture Chamber

don't: sit it it! You'll be so comfy, you won't be able to get up and you'll die of starvation!

chamber, water

at: Torture Chamber

do: open it; the metronome may be inside.

chessmen

at: Plain (a chessboard, actually)

do: go north, then west thrice from original spot to get to "soldier on horseback". Use the knight to get the hardhat (see hardhat).

chest, treasure

at: Outer Bailey

contains: crown

to find it: stand on the stump, jump as per the slate, then dig with shovel.

cloak, magic

at: Magic Clothes Closet

do: wear it to teleport to the chessboard world. Take off the cloak to return to the real world. You will always return to the spot you left.

club -- see bat, baseball**cobwebs**

at: Cell
do: sweep cobwebs with broom to reveal fan and flask

coin, zorkmid

at: IRS Office
do: answer "bookkeeper" to the Jester's riddle. Put coin in basket at Toll Plaza.

crate

at: Pyramid Room #2
note: it's what the clown noses came in; ignore it.

crown

in: treasure chest at Outer Bailey
do: put crown in cauldron; it's Dimwit's crown.

cup

at: Pyramid Room #1
contains: yellowish-green potion

diploma

at: Stream
do: answer "music" to the Jester's riddle. Put it in the cauldron; it's John D. Flathead's.

dirigible -- see gondola

document, formal -- see diploma

door, center; left door, right door

at: Room of Three Doors
do: read the doors; the door whose second statement is that "center door doesn't lead to Veritassi" is the door to Wishyfoo. Open that door.

doorbell

at: Entrance Hall
do: push it; Jester asks riddle; answer "time"; porticullis opens.

Double Fanucci

at: Casino
don't: be alarmed. The game seems weird, random and impossible to fathom because it is.
do: maintain your hand with draws so you always have at least three cards.
do: try any type of play you like; none of it really matters.
do: wait for the Jester to discard a Trebled Fromps; a fromp looks like the outline of a three-leaf clover; "Trebled Fromps" means the 3 of Fromps. Then undertrump any three cards without doing any other kind of play; some cards can't be undertrumped, but most can. Since you read the calendar, you know that three undertrumps after an opponent's discard of a Trebled Fromps is an indefensible gambit. The Jester will resign and give you a broom.
note: the numbered cards are numbered from 0 to 9, plus infinity. The numerous suits include Hives, Inkblots, Lamps, Books, Fromps, Zurfs, Time, Ears, Plungers, Scythes, Faces, Rain, Tops, etc. Face cards include Granola, Jester, Time, Light, Death, Beauty, Grue and Snail, *lobster*

*Mazes
Plungers*

*Bugs
Mazes*

drawbridge

at: Drawbridge
do: turn iron wheel at Upper Barbican to lower the drawbridge

dumbbell, 100-ugh

at: Weight Room
do: put it in cauldron; it was Babe Flathead's. You may want to roll it to the cauldron, but you can pick it up if you drop everything else first.

earthworm

at: Inner Bailey
don't: leave it with the rooster or the rooster will eat it!
do: take it with the rooster and fox to make stew at Nice Lunch Spot.

earwax, brogmoid

at: Inner Ear
do: take it to witches at Icky Cave

easel

at: Lower Ledge
do: put it in the cauldron; it's Leonardo Flathead's.

elixir

in: vase at Shrine

don't: drink it with the drinking straw; you'll die!

do: put the gravel, more gravel and even more gravel in the vase to raise the level of the elixir. Now you can touch it. Don't ever taste it. Now you can catch the Four Fantastic Flies of Famathria.

elm, oldest and mightiest

It's the tree stump at Outer Bailey. See chest, treasure.

Encyclopedia Frobozzica

at: Library

don't: take it; it's too heavy

do: read about everything. You must read about the Jester to learn his name. Note that the hole in the page shows an entry on the Jewel of Jerrimore; read about that too. Other pictured entries are about Dimwit, Megaboz, Flatheadia, FrobozzCo World Building, Brogmoidism, Zilbeetha and the Four Fantastic Flies of Famathria. There's lots more in the book you can look up, but it's more interesting than useful.

executioner

at: Inquisition

do: take the box, then take a number. When it's your turn, type "executioner, cut off my head" You'll be thrown out, alive, with the box. If you brought the cloak in with you, you'll find it again in Fishing Village. *(like the pigeon)*

fan, delicate paper

at: Hothouse, when you win a game of Snarfem

do: put it in the cauldron; it's Lucrezia's

flamingo

at: Formal Garden

don't: feed it the bar of food

do: when you are hungry, point the wand at the flamingo, turning it into a lawn ornament. Zip over with it to the lab (use the pigeon!) and use the booths to transform yourself into a flamingo. Then, as a flamingo, eat the bar of food to sate your hunger.

flask

at: Cell, once you've swept the cobwebs with the broom

don't: open it! It's very poisonous and you'll die!

do: put it in the cauldron; it's Lucrezia's

flask is also a magnifier

flower

at: Enchanted Cave

do: bring the correct orb to Enchanted Cave and put it on altar; the flower will become real. Take it and put it in the vase (at Summer Castle at Fenshire) to open entrance to secret room.

don't: diddle-dally, the flower will wilt if given enough time.

fly, large; larger fly, even larger fly, largest fly

at: Parapet, Great Underground Savannah, in Megaboz's trunk at Attic, River's End.

do: take them. You won't be able to take them until you've touched the exilir at Shrine. When you've got all four, give them to the toad, Otto by name.

fox

at: Great Underground Woods

don't: leave it with the rooster or the fox will eat it!

do: take with earthworm and rooster to Nice Lunch Spot.

fungus, ear

at: Ear

do: drink potion from cup so you can talk to the fungus; they'll mutter amongst themselves whatever happened to Myron, Irving, Seymour or whomever. Remember that name. Go to On Top of the World and ask the toe fungus about him. A little fungus will pop out, "That's me!". Take him back to Ear, where the fungus will have a family reunion, and in gratitude open up a passage into the Inner Ear.

fungus, little

at: On Top of the World, once you ask for him by name. See fungus, ear.

fungus, toe

at: On Top of the World; see fungus, ear.

glove, magic

at: Magic Clothes Closet

do: wear it to open the vault door at Lowest Level.

note: when worn, it makes you more dexterous

goggles

at: Pyramid Room #2

do: wear them; they're "x-ray specs". You'll need to wear them to beat the Jester at his shell game. You can look inside closed containers like the package in the Post Office and the box in the Inquisition without opening them first.

gondola

at: Dirigible Hanger

contains: left button "Flatheadia", right button "Fenshire"

don't: take the pigeon with you. If the Jester turns you into an alligator, when you retake the pigeon, you'll teleport and lose the gondola!

do: enter it to fly to "The Summer Castle of Fenshire"

gravel; more gravel; even more gravel

at: Lowest Hall, once each time you slide down from Grotto

do: take to Shrine; see elixir.

hammer

at: Lot 61 of Rockville Estates

don't: use it to open the walnut; the walnut will be destroyed.

hangings, wall

at: Megaboz's Hut

read: "Hut Sweet Hut" "Forget the Rest; Megaboz is the Best"

hardhat

at: Lot 0 of Rockville Estates [according to post-it note on blueprint]

to get it: you'll need the cloak, pigeon & perch, blueprint, the portable passages, and a knight chessman! Use the passages so you can get to Lot 17, a knight's move from Lot 0. Install the northwest-southeast passage in the northwest wall of either Lot 38 or 46. Then install the north-south passage in the north wall of either Lot 22 or 15. Put the perch in Lot 17. Now don the cloak, go to a knight chessman, drop the pigeon and tell HIM to pick it up. He'll teleport to Lot 17! Follow him by taking off the cloak. Now take back the pigeon, and direct the soldier to go north twice then west. He'll make the knight's move to Lot 0. You can follow him using the pigeon. He'll have taken the hardhat already. Get back to Lot 17 the same way you got there.

do: wear it in Antharia to enter the Rubble Room.

harmonica

in: trunk at Attic; ignore it.

jester

at: all over the place

do: answer all his riddles; read the scroll, slate, funny page, etc. that he gives you.

note: he will bedevil you with various nuisances, some potentially fatal. When he says "See you 'round, clown!", you'll get a clown nose on your own nose -- just take it off. When he says "See you later, alligator", you'll turn into an alligator and drop everything. Although you'll turn back to human soon, if you had the pigeon this could be a disaster. When he says "See you same bat-time, same bat-channel", a large bat will carry you off -- walk back or restore the game. When he says "Don't let the bedbugs bite", a large bedbug will appear -- sing a lullaby to vanquish it.

key, iron

on: window seat at Solar

do: answer "y" to Jester's riddle; unlock the door at East Hall with it.

key, rusty

at: Quarry, after you fulfill conditions of poem at Megaboz's Hut.

do: unlock trunk in Attic with it.

key, steel

in: rusty locker at Garrison

do: unlock the door at West Hall with it.

ladder -- see stepladder**lance***- his middle name is in the Encyclopedia [Zippy, Spike,*

at: Library [touch armor thrice to reveal it!]
do: put it in the cauldron; it's Stonewall Flathead's lance.

landscape

at: Lower Ledge
do: put it in the cauldron; it's Leonardo Flathead's.

lantern, brass

at: Pits
do: Throw the anti-pit bomb at Pits to fill the bottomless pits, then you can take the lantern. Use it as a second light source to foil the black bird at Aerie. When you're finished with the witches, put the lantern in the cauldron; it's Thomas Alva's.

lobster

in: fish tank at Parlor
do: use the wand to turn it into a nutcracker. Now you can open the walnut. See walnut.

locker, rusty

at: Garrison
contains: steel key and poster of Ursula Flathead.

maiden, iron

at: Torture Chamber
do: open it; the metronome may be inside

manuscript

at: Pyramid Room #3
don't: read it; it's so boring, you'll die!
do: put it in the cauldron; it's Ralph Waldo Flathead's lost manuscript "On the Discoloration of Roadside Slush"

memo

at: Floor 4 of FrobozzCo Bldg
note: it's a red herring; there are no teleportation tokens.

metronome

at: somewhere in the Torture Chamber. You'll hear a ticking, it'll be hiding in the iron maiden or the water chamber or the snake pit.
do: put it in the cauldron; it's Johann Sebastian Flathead's.

mirror

at: Mirror Lake
do: look at reflection of any magical object to learn their nature, especially the orbs to find out which is Zilbeetha. Throw any heavy object (like the cannonball) to slide the other direction off the lake.

model of FrobozzCo Building

at: Chalet
do: put it in the cauldron; it's Frank Lloyd Flathead's.

nose, red clown

on: your own nose, whenever the Jester says "See you 'round, clown!"
do: take it off; you look silly.

notebook

in: trunk at Attic
read: "Things do do: 1) Mail OZMOO scrolls to Gurth. 2) Cast Curse on Flatheads. 3) Pick up milk and bread." Remember the sacred word written beside the picture of a kettle.

notice

in: north-south passage at Passage Storage Room
do: read it to know how to install the passages. "INSTALL PASSAGE IN ___ WALL"

number -- see ticket**nutcracker -- see lobster****oracle**

at: Oracle
do: put moby ruby in the depression. Wear the amulet, then enter the mouth. You will teleport to one of 5 scenarios, depending on how many eyes on the amulet are open:
0 eyes: Crag in "The Flathead Fjord"
1 eye: Glacier in "The Grey Mountains"

2 eyes: Delta in "The Frigid River Delta"
 3 eyes: Foot of Statue in "Fublio Valley"
 4 eyes: Mine Entrance in "Antharia"

Rub the amulet to return to Great Underground Mountain.

orb, milky; fiery orb; glittery orb; smoky orb

at: Orb Room

do: take them to Mirror Lake. Examine their reflections; one is Zilbeetha; take that one and put it on the altar at Enchanted Cave.

ornament, lawn -- see flamingo

package

at: Post Office

contains: ceramic pigeon and ceramic perch

note: mailed from room 193-E of the FroboxxCo Bldg.

painting -- see landscape

paper, funny

at: blows your way when Jester says "see you in the funny papers"

read: Jester tells you to look under oldest slab in the Crypt. You'll find the Oracle.

parchment

at: Great Hall [if you saved it in the prologue sequence; included in game package]

do: read the copy in your game package, which directs you to throw 2 objects belonging to each of the 12 Flatheads (24 items in all) into the cauldron, then say the "sacred word". See entry on cauldron.

passage, north-south; northwest-southeast passage

at: Passage Storage Room

do: use them to get the helmet; see helmet.

peggleboz

at: Peggleboz Room

do: play peggleboz. It's not obvious: OG. MO. LJ. UL. IK. HR. FH. PN. CF. HC. BD. FC. AE. TI. QG. SQ. EJ. IK. QG. A secret door north opens to Gaming Room.

pellet of squid repellent

in: box at Inquisition

do: take to Hold; see ruby, moby.

pen, quill

at: Dead End

do: put it in the cauldron; it's Ralph Waldo Flathead's.

perch, ceramic

in: package at Post Office. See entry on pigeon, ceramic.

pigeon, ceramic

in: package at Post Office

note: the pigeon and perch let you teleport! Put the perch where you want to teleport to. Take the pigeon with you somewhere else. If you drop the pigeon, then pick it up, the pigeon will take you back to its perch. Notice you can't get out of the Oubliette this way. Nor can you teleport to the top of the FrobozzCo Bldg, but you could teleport down! There are several places you'll need to teleport; the pigeon is mentioned in the appropriate entries.

pine, ancient

at: Quarry's Edge

note: its shadow is in Quarry; fulfill the poem from Megaboz's Hut there.

pit, snake

at: Torture Chamber

contains: snakes

don't: enter it; do: open it, metronome may be inside.

poster of Ursula Flathead (Miss Miznia 878 GUE)

in: rusty locker at Garrison; ignore it.

potion, yellowish-green

in: cup at Pyramid Room #1

note: calendar tells us that Thomas Alva Flathead invented it; if you drink it, you can talk to plants. You have 4 sips. You'll need 1 sip to listen to the ear fungus, another sip to talk to the toe fungus. The other sips are gratis; try the cactus, roots, spenseweed, trees, etc.

proclamation

at: Entrance Hall

don't: bother to take it; just read it.

rebus

at: Gallery

covered by: flattened slime monster, flattened fish, flattened goose, flattened snake, flattened mouse, flattened camel.

do: find the blinking key-shaped buttons scattered about the game. As you find them, push them and they will a) make a representative noise, b) stop blinking and c) one of the flattened animals on the rebus will vanish. The rebus when uncovered is backwards, and spells out the words that complete the poem in Megaboz's Hut:

"She stood in the shade of a tired pine
She held the prize of an iron mine
And all beheld that she proudly wore
A relic found in a magic store."

note: Frobesius Fublius created the rebus; he has an entry in the encyclopaedia.

riddles

at: Oubliette, answer "triplet"

at: IRS Office, answer "bookkeeper"

at: Stream, answer "music"

at: Entrance Hall, answer "time"

at: Solar, answer "y"

ring

at: Magic Shop

don't: wear it until you have to; it's a ring of ineptitude.

do: take it with sapphire to Quarry, then wear it to fulfill the conditions of the poem.

robe, wizardly

in: trunk at Attic; ignore it.

rooster

at: Stable

don't: leave it with the fox, or the fox will eat it! Don't leave the earthworm with the rooster either, else the rooster will eat it!

do: take it with earthworm and fox to Nice Lunch Spot. To get them all there safely, take the rooster first. Come back for either the fox or earthworm. Return from Nice Lunch Spot with the rooster. Leave the rooster at Marsh and bring over the other animal. Now bring the rooster over, last. Now you can make Borpbelly Stew!

rope -- see snake**ruby, moby**

at: Lake Bottom

do: get it, then put it in the depression of the oracle to energize it. To get the ruby itself, you'll need the cap and the pellet of squid repellent. Wear the cap, get on the yacht and push the white button to get to the center of the lake. Go down into the hold and drop the pellet. Open the bathysphere; enter it; close it. Turn on the light. Put your hand in the hole, and take the pellet (using the waldo). Push the lever down to lower the bathysphere and wait till it reaches Lake Bottom. Drop the pellet; take the ruby. Push the lever up and wait until it's back in the Hold. Drop the ruby. Remove your hand; open the bathysphere; exit. Take the ruby!

saddle, unicorn

at: Stable

do: put it in cauldron; it was Stonewall Flathead's.

sapphire

at: Iron Mine

do: take it with ring to Quarry, then wear ring, fulfilling conditions of the poem. Well, you will when you pick up the sapphire again, clumsy.

note: although the thing is cursed, it doesn't seem to affect you.

saucepan

in: trunk at Attic; ignore it.

sceptre

at: Throne Room

do: throw it in the cauldron; it's Dimwit Flathead's sceptre.

scrap -- see parchment**screwdriver**

at: Lab

do: put it in the cauldron; it's Thomas Alva's.

scroll

at: no set location; the Jester will give it to you sometime.

note: it's an anagram. Solved, it reads: ANAGRAM. ENTER LIBRARY THEN TOUCH ARMOR THRICE. So do that.

shell, center; left shell; right shell

at: Gaming Room; see bill, zorkmid.

shovel

at: Wishyfoo

do: use it to get the treasure chest. See chest, treasure.

slab

at: Crypt

do: look under the oldest, longest, dustiest or whatever-est slab in the Crypt to find the Oracle. Read the funny paper to find out which slab.

slate

at: given to you by Jester

read: jumping directions at "oldest elm"; directions are different each time.

See chest, treasure.

snake

in: cage at Royal Zoo

do: use wand to turn 20-foot snake into 20-foot rope. Zip to Upper Ledge via pigeon and tie rope to spire, then climb down rope to Lower Ledge to acquire landscape and easel.

Snarfem

at: Hothouse

do: examine the flowers! The number of blooms on the first patch tells you which pile to take pebbles from; the second patch shows the number of pebbles to take. You get a delicate paper fan as a prize.

spenseweed

in: fish tank at Parlor

note: you can't take the spenseweed

spire

at: Upper Ledge

do: tie rope to spire, then climb down rope to get to Lower Ledge.

spyglass

on: small lily pad at Delta

do: give Otto the toad the Four Fantastic Flies of Famathria, and it's yours. Put it in the cauldron; it was John Paul Flathead's.

stand, conductor's

at: Frobozz Philharmonic Hall

do: stand on it to get to Conductor's Pit. Stand on it again to get back to the hall.

star -- see starfish**starfish**

in: fish tank at Parlor

note: you can turn the starfish into a star using the wand, but don't bother.

stepladder

at: Secret Room

do: take it to Megaboz's Hut, so you can reach the trapdoor to Attic.

stew, Borphbelly

read about stew in Encyclopedia Frobozzica; see rooster.

straw, drinking

at: Scullery

don't: drink the elixir in the vase at Shrine with it! You'll die horribly!

stump, tree

It's the "oldest and mightiest elm". See chest, treasure.

T-square

at: Room 19-S of the FrobozzCo Building

note: you knew Frank Lloyd's office was there from reading the calendar.

do: put it in the cauldron; it was Frank Lloyd Flathead's.

tank, fish

at: Parlor

contains: spenseweed, lobster, starfish

note: it's way too big to take, and way too tiny to enter. Go figure.

throne, golden

at: Audience Chamber

note: this throne is a decoy; the one in the Throne Room is more interesting.

throne, small

at: Throne Room

do: sit in it, then snap fingers. A secret passage opens south. You know this if you read the calendar.

ticket

at: Inquisition

do: take it, after you've got the box. When your number comes up, ask the executioner to behead you.

tie, silk

in: nest at Aerie

do: put it in cauldron; it's J. Pierpont Flathead's.

toad

on: huge lily pad at Delta; his name's Otto. *(see John Paul Flathead entry in calendar)*

do: give Otto the Four Fantastic Flies of Famathria, and he'll give you a spyglass.

toboggan

at: Kennels

do: take to Glacier so you can slide to Mirror Lake. You'll need the cannonball to get off Mirror Lake.

read: "Morgiabund", belonged to Wm. Randolph Flathead, aka Citizen Flathead.

torch, guttering; muttering torch; flickering torch; bickering torch

at: Torch Room

don't: bother with them. Only the guttering and flickering torchs give off light, but just long enough for you to get stuck when they go out unexpectedly. You want the candle as your light source.

Tower of Bozbar

at: Jester's Quarters, when you open the louvered south door.

note: when all the disks are on one peg, the Weird Passageway goes to one of three Pyramid Rooms. You might as well go to the middle Pyramid Room first before playing the Tower. If I gotta tell you how to figure out the "Towers of Hanoi"... sheesh!

trunk

at: Attic

do: unlock it with the rusty key. It contains a fly, wizardly robe, notebook, saucepan and harmonica. You should read the notebook and take the fly; ignore the rest.

unicorns

at: Great Underground Savannah; ignore them

vase

at: Ruined Hall

do: put flower from Enchanted Cave in it; entrance to Secret Room opens.

vault

at: Lowest Hall

do: wear glove and turn dial. The stock certificate is inside.

vial, four-gloop

at: Gumboz's Shack

do: cancel the effect of Gumboz's hunger spell by transforming into a flamingo then eating the bar of food (see bar of food).

do: use this vial with the nine-gloop vial to get the Oasis water for the witches.

vial, nine-gloop

at: Icky Cave, the witches will give it to you.

do: get the four-gloop vial, then take both to the Great Underground Oasis (see camel), then measure out the required six gloops as follows: 1) fill the nine-gloop vial, 2) fill the four-gloop vial from the nine-gloop vial, 3) empty the four-gloop vial, 4) fill the four-gloop vial from the nine-gloop vial, 5) empty the four-gloop vial, 6) fill the four-gloop vial from the nine-gloop vial, 7) fill the nine-gloop vial from the oasis, 8) fill the four-gloop vial from the nine-gloop vial. You'll now have 6 gloops in the nine-gloop vial. Give vial to witches.

violin

at: Conductor's Pit

do: put it in the cauldron; it's Johann Sebastian's.

waldo

at: Hold, part of the bathysphere

don't: attempt to force the waldo to hold the pellet or release the ruby

do: manipulate the waldo from inside the bathysphere by putting your hand in the hole.

See ruby, moby.

walnut, unopened

at: Root Cellar

don't: use the hammer to open it; the walnut will be destroyed.

do: use the wand to turn the lobster into a nutcracker. At West Wing, open the walnut with the nutcracker, to reveal the walnut meat that has never been seen before. Show the walnut to the jester. Then eat the walnut, so it will never be seen again.

wand

at: Guest Rooms

note: it's marked "Fisha"; looking up Fisha in the Encyclopedia reveals it is a Wand of Inanimation.

do: point at various creatures to turn them into useful objects. But be quick! The spell lasts only 16 turns before it wears off! See the entries on flamingo, lobster and snake.

water

Not all water is the same. The camel will drink from Stream or Great Underground Oasis, but finds the water in the lake scummy. The witches want their water from the Oasis; you can't fool them.

wheel, iron

at: Upper Barbican

do: turn it to lower the drawbridge

witch, prickly; sickly witch

at: Icky Cave

do: summon them by coughing (as per the calendar)

do: ask them about the club

do: take the nine-gloop vial and get the six gloops of water from the Great Underground Oasis. They'll want the brogmoid earwax next. They'll remove the enchantment from the baseball bat.

word, sacred

written in: Megaboz's notebook in trunk at Attic

say it after all 24 of the Flathead items are in the cauldron, then run to Perimeter Wall and out the gate!

worm -- see earthworm**yacht**

at: West Shore

do: get the seaman's cap first and wear it. Get on the dock first, then get on the yacht. The four colored buttons move the yacht to the appropriate docks; the white button puts the yacht in the center of the lake. See also ruby, moby.