

WATERS NOTES



TELEPHONE LIST 1950 OF NEW

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INTRODUCTION

Thank you for your recent purchase of Witt's Notes. You have just joined hundreds of fellow adventurers worldwide who demand the very best in adventuring. Witt's Notes are available for an ever growing number of adventure games.

This hint book should give you all the answers you need to successfully complete your adventure. In addition, you should find the maps clear and very easy to follow.

For more information about our hint service, software, posters, save disks and more consult our most recent catalog. Also, it contains all of the pricing, including the quantity discounts.

Thanks,

Kyle

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HOW TO USE THIS BOOKLET

As we advertised, this hint book is laid out in such a way that you get the clues you need and no unwanted answers. Therefore, many answers are encoded, but the questions or problems pertaining to them are not.

We have tried to make the unencoded questions as general as possible, but only you can ensure that the book is used properly. That means no translating answers randomly and no looking at the back of the book until you have completed the game.

We advise that you read the General Hints section before going on to any of the specific clues. The general hints section provides information pertaining to background, parser, author's style and overall purpose or goal.

Please decode only one hint at a time. We feel that you can get the most out of your adventure by discovering things for yourself. The hints should be used only when you are completely baffled by the situation.

Do not pay too much attention to the questions either. We have thrown in a couple of false questions to throw you off guard. Also, we have provided a complete list of objects which you can use, but you may see items there you have not yet found.

THE CODE

To help ensure secrecy for the portions of the game as yet unexplored by the player, Witt's End provides a code quite simple, yet cryptic enough to avoid gaining the answers at a glance. Basically, each letter of the alphabet in each word is moved one letter to the right.

Ex.

KNNJ TMCDQ Z QTF
LOOK UNDER A RUG

For your convenience, a short program is provided below (for Apple only) to decode the hints on your computer.

```

10 HOME
20 VTAB 8: PRINT "ENTER CLUE BELOW:"
30 HRZ=1
40 VTAB 10: HTAB HRZ: GET CHAR$
50 IF CHAR$ =CHR$(3) THEN 180
60 PRINT CHAR$
70 A= ASC(CHAR$)
80 IF A = 90 THEN A= 64
90 IF A = 13 THEN 10
100 IF A 32 THEN A=A+1
110 CHAR$ = CHR$(A)
120 IF HRZ = 39 THEN PRINT CHR$(7)
130 VTAB 12: HTAB HRZ
140 PRINT CHAR$
150 IF HRZ = 40 THEN 30
160 HRZ =HRZ +1
170 GOTO 40
180 HOME:END

```

Note: Only letters are encoded, numbers and symbols remain the same.

GENERAL HINTS

The Witness, by Steve Galley from Infocom is that firm's second mystery adventure. The first was that most remarkable of mysteries, Deadline. Witness is very different from its predecessor in several respects.

First, the Witness takes place in California during the 1030's. It seeks to capture the spirit of that period's detective literature and for the most part, it succeeds. The documentation that comes with the game is outstanding. Old ads that were found in period detective journals are present and the games' rules and restrictions are presented in a most hard-boiled manner.

Infocom strives to include so much in their package that would-be pirates might go out and buy the package. They have gone so far as to put objects in both the package and the game. If a player tries to examine that item by typing "look at telegram," for example, the program would respond, "it is included in your game package."

We will try hard to abide by Infocom's policy, and we won't reveal any of the descriptions or information found on these objects. If you are a legitimate owner of the package, you should have no trouble in getting the information you need.

As a mystery, the Witness leaves much to be desired. The major problem is the lack of suspects. You know that Duffy or yourself had nothing to do with the murder, so you must assume it's either Stiles, Monica or Phong. Rather quickly, it becomes apparent who did it and the only challenge comes in discovering how and why.

Also, the vocabulary isn't that large. Many common words aren't known, with the response being, "that word isn't necessary to solve the Witness." There aren't many rooms to map or many people to talk to, so Witness appears to be a very small game.

However, the plot of the Witness is very convoluted and the characters are very complex. The means of murder is quite elaborate and it's something you may remember if you watched the series Ellory Queen.

Most of the action takes place in the office, but you should explore the game quite thoroughly. You won't find any hidden passages though, the geography isn't that important.

Perhaps I'm just being cynical, but the game's documentation seems to have taken more time and effort than the software itself. Unlike Deadline which leads the player around and around in circles quite easily, it's rather hard to get off the track in the Witness. The Witness might have made a good novel, but as an adventure game, it lacks the interaction between characters and the player.

ABOUT THE MAP:

The map for the Witness is, of course, small; it is only one page. The map includes all of the locations found in the game. It includes both the interior of the house and its environs.

One problem that players have when using the map is that they see a normal passage on the map, but in the game, they cannot get to that place. Obviously, the door is locked. Many of the doors in the game are locked, but the map will not indicate this. You'll just have to read the descriptions to find out which door is open and which closed. There is a set of keys in the game that will open all of the doors in the house.

The key below should indicate what the different symbols for the passages mean. Please assume that north is toward the top of the page, east to the right, etc.

Who killed Mrs. Linder?

- A. Sgzs bzmmns ad qdudzkdc.
- B. Zbbnqchmf sn Khmcdq, rgd jhkkdc gdqrdke.
- C. Gd rzxr sgzs rshkdr cqnud gdq sn hs.
- D. Ats rgd qdzkkx chc jhkk gdqrdke.

Whose murder am I investigating?

- A. Mns Lqr. Khmcdq'r.
- B. Vgzs hr sgd mzld ne sgd rzld?
- C. Vgzs cndr hs hlokx?
- D. Xnt zqd fnhmf sn vhsmdrr z ltqcdq.
- E. Hs gzrm's addm bnllhssdc xds.
- F. Hs hr eqddlzm khmcdq r ltqcdq.

Can I leave the Office before nine?

- A. Khmcdq vnm's kds xnt.
- B. Gd vzmsr xnt sn rszx...
- C. Zmc khrrsdm sn ghr rsnqx zants rshkdr.
- D. Xnt bzm's kdzud tmsk gd ehmrgrd

Who visits the office (if I don't enter the house)?

- A. Sqx szkjhmf sn ghl.
- B. Bzkk ghl rsqzmf dq nq uhrhsnq.
- C. Gd bnldr hm sgqntfg sgd azbj xzqc.
- D. Sghr odqrm hr rshkdr.

What is this person doing?

- A. Rdd sgd oquhntr ptdrshnm.
- B. Rshkdr hr uhrhshmf khmcdq.
- C. Gzud xnt rddm sgd lzsbgannj?

D. Rgnv hs sn rshkdr.

E. Zrj rshkdr zants ognmd bzkk.

What is the importance of the Brass Lantern Restaurant?

- A. Sgdqd hr z lzsbgannj eqnl hs hm fzld.
- B. Sgd ognmd mtladq hr oqhmsdc nm hs.
- C. Sqx bzkkhmf sgd1.
- D. Sgdx zqd bknrdc snzcz.
- E. Khmcdq zmc rshkdr lds sgdqd nmdb.
- F. Rshkdr vhkk sdkk xnt.

What is the significance of the rain?

- A. Hs zccr sn sgd fdmdqzk fknnl.
- B. Hs lzjdr xntq bknsgrd vds.
- C. Sgd qzhm hr enq deedbs.
- D. Ats hs lzjdr z kns ne ltc.
- E. Sgzs bntkc ad hlonqszms.

Why is Stiles found dead a few days later?

- A. Xnt chcm's dmsdq sgd gntrd.
- B. Xnt chcm's vhsmdrr sgd ltqcdq.
- C. Nq szkj vhsq khmcdq.
- D. D zmc nm vhkk qdudzk z rdbqds.
- E. Khmcdq gzsdr rshkdr enq sgd zeezhq.
- F. Gd zqqzmf dc ghr cdzsg.

How can I open all the locked doors?

- A. Xnt bzm's tmsk khmcdq chdr.
- B. Vgn lhfgs gzud sgd kdxx?
- C. Ognmf gxr sgd1.
- D. Rdzqbg ognmf zesdq sgd ltqcdq.

What is hidden in the rock garden?

- A. Rdd enq xntqrdke.
- B. Gzud xnt entmc sgd ftm qdbdhos?
- C. Mnshbd sgzs sgdqd zqd svn ftmr.
- D. Ats nmd hr ghcedm.
- E. Gnvduq, hs'r mns hm sgd qnbj fzqcdm.

What can I do with the cars?

- A. Xnt bzm's kdzud sgd fqntmcr.
- B. Rn sgd bzqr bzm's ad cqhudm,
- C. rdzqbgdc nq dudm dmsdqdc.
- D. Sqx knnjhmf hmrhed sgd1.
- E. Sgzs'r zants zkk.

Who can I call on the phone?

- A. Xnt bzm bzkk sgd nodqzsnq.
- B. Xnt bzm chzk sgd qdrsztqzms.
- C. Sqx chzkhmf sgd bgzmckdq mtladq.
- D. Sgdqd hr mn zmrvdq.
- E. Sghr hr rshkdr' gntrd.

Who is Terry?

- A. Dhsgdq lnmhbz'r anxehdmc...
- B. Nq lnmhbz'r fhqkeqhdmc.
- C. Nmd bzm's ad rtqd.
- D. Hs lzjdr mn cheedqdmdb.

What is the significance of the ticket stub?

- A. Xnt bzm qdzc hs nq zmzkxyd hs.
- B. Hs oqnudr lnmhbz chc fn sn sgd lnuhdr.
- C. Sqx rgnvhmf hs sn gdq.

Why would Monica want to go to the movies?

- A. Lzxad rgd khjdr sgd ohbstqd.
- B. Sn dminx gdqrdke?
- C. Gzqckx.
- D. D vhhk qdudzk z rdbqds.
- E. Rgd mddcr zm zkhah enq ltqcdq.

What is the mystery book's importance?

- A. Hs hr zants cdzckhmd.
- B. Sgd annj hrm's rn hlonqszms.
- C. Sgd ftm qdbdhos hr.
- D. Rgnv hs sn cteex.
- E. Rgnv hs sn ognmf.
- F. Ognmf hr sdkkhmf sgd sqtsg.
- G. Hmsdqdrshmf gnv nmkx nmd ftm gzr...
- H. stqmdc to.

Is there anything important on Linder's desk?

- A. Mn, hs'r mns khjd cdzckhmd.
- B. Sgdqd zqd rnld etmmx sghmfr.
- C. Qdzc sgd mdvrozodq nm cdrj.

Who rings the doorbell just before the gunshot?

- A. Zrj ognmf zants hs.
- B. Chc xnt mnshbd gnv mdquntr gd vzr?
- C. Ognmf rhfmzkr khmcdq vhsq hs.
- D. Gd rhfmzkr sgzs rshkdr hr bnlhmf.

What is the Grandfather clock's importance?

- A. Hs hr udqx hlonqszs.
- B. Sqx knnjhmf zs hs.
- C. Sqx knnjhmf tmcddq hs.
- D. Hs hr bnmmdbb sn sgd vhmenv.
- E. Zmc sn sgd itmbshnm anw.
- F. Gzud xnt mnshbdc sgd czqjmdc gnkd?
- G. Dwzlhmd hs zesdq khmcdq'r cdzsg.
- H. Gzud xnt dwzlhmdc sgd onvedq?
- I. Gzud hs zmzkxydc.
- J. Sghr hr ftmonvedq.
- K. Z atkkds gsr addm ehqdc eqnl bknbj.

Where is the key to the clock?

- A. Hs'r mns nm ognmf'r rds ne jdxr.
- B. Rdzqbg zkk sgd bgzqzbsdqr hm fzld.
- C. Vgn vnm's kds xnt rdzqbg sgd1?
- D. Hs hr lnmhbz.
- E. Lnmhbz cndr fds shqdc.
- F. Rdzqbg gdq zesdq svdkud n'bknbj.
- G. Zkrr, gzmcbee gdq sn rnldsgghmf.
- H. Xnt'kk ehmc sgd jdx.

Is the office window important?

- A. Gzud xnt dwzlhmdc hs?

- B. Hs'r udqx hlonqszs.
- C. Hs'r fns zkk sgdrd fqddm vhdqr.
- D. Sgd vhdqr zqd bnmmdbbdc vhsq atssnm.
- E. Sgd vhmenv gsr otssx snn.
- F. Zmzkxyd sgd otssx.
- G. Sgd otssx hr okzrshb dwoknrhud.
- H. Sgd atkkds mdudq aqnjd vhmenv.
- I. Sgd otssx chc.

What should I do in the workshop?

- A. Dwzlhmd sgd itmbshnm anw.
- B. Dwzlhmd zkk sgd vhdqr.
- C. Lnmhbz bnlr hm gdqd z kns.
- D. Rgd dmsdqr qhfgs zesdq rgd zqqhudr...
- E. gnld eqnl sgd lnuhd.
- F. Rgd ehckdr vhsq sgd vhdqr.
- G. Lnmhbz hr chrbnmmdbbshmf Atskdq'r atssnm...
- H. zmc vhmenv zmc bknbj.
- I. Cn xnt vzms sn bzsbg gdq?
- J. Dmsdq neehbd'adenqd rgd bnlr azbj.
- K. Bkard sgd vnqjrgno cnq.

What should I do with the butler's button?

- A. Sgdx zqd zkk nudq sgd gntrd.

- B. Xnt bzm rllnm ognmf vhsg sgd1.
- C. Nmkx nmd hr hlonqszm.(neehbd).
- D. Sgzs hr hm sgd neehbd.
- E. Sqx oqdrhmf hs.
- F. Oqdr hr adenqd lnmhbz fdsr gnld.
- G. Zmc zesdq sgd ltqcdq.
- H. Xnt'kk fds z bkbnj eqnl sgd bkbnj.
- I. Sgd atkkds vzr ehqdc eqnl bkbnj.
- J. Sgd atssnm vnm's vnqj zesdq...
- K. Lnmhbz cdqsnxr bnmmdbshnm hm vnqjrgno.

What can I do with all these footprints?

- A. Sgdqd zqd svn rdsr ne ennsqhmsr.
- B. Nmd hm sgd azbj xzqc.
- C. Nmd hm sgd rhcd xzqc.
- D. Sqx zmzkxyhmf sgd1.
- E. Xnt vhkk fds svn bzrsr.

What do the footprints in the back yard tell me?

- A. Sqx zmzkxyhmf sgd1.
- B. Vgn gsr ltccx rgndr.?
- C. Rshkdr endr.
- D. Sgdrd zqd rshkdr' ennsqhmsr.

Are the footprints in the side yard important?

- A. Lzjd z bzrs (ehqrs shld xnt rdd sgd1).
- B. Hmsdqdrshmf gnv svn bzrsr zqd cheedqdm.
- C. Sgdrd zqdm's sgd rzld ennsqhmsr.
- D. Sqx sn lzsbg sgd oqhmsr to.
- E. Ats mn nmd dkrd gsr ltccx annsr.
- F. F vhkk qdudzk z rdbqds.
- G. Knnj hm sgd okzsenql hm dmsqx.

- H. Rgnv annsr sn ognmf (sgdx zqd ghr).
- I. Ognmf okzmsdc ftm zmc ennsqhmsr.

Where does the cat go?

- A. Zesdq sgd ftmrgns?
- B. Hs qtmr zvzx khjd zmx vhrd sghmf.
- C. Xnt'kk mdudq rdd hs zfzhm.
- D. Qdzkkx!

What do I do with the broom?

- A. Sqx bkdzmhmf to zqntmc gntrd.
- B. Rgnv hs sn ognmf.
- C. Sghr hr z ekzsgdzc aqnnl.
- D. Sgzs'r zants zkk.

What is Monica doing in the bathroom?

- A. Rdd enq xntqrdke.
- B. Sqx knnjhmf hmsn sgd snhkds.
- C. Hr lnmhbz'r fqhde rhmbdqd?
- D. Hs'r mns khjdkx.

How can Sgt. Duffy help me?

- A. Gd bnldr hm zesdq sgd rgnnshmf.
- B. Gd aqhmfr rshkdr hmsn khuhmf qnnl.
- C. Cteex bzm ad zrjdc enq gdko.
- D. Xnt bzm rgnv ghl sghmfr snn.
- E. Zmc gd szjdr sghmfr sn sgd kza.

Whose shoes match the side-yard cast?

- A. Odqgzor sgd odqrm bgzmfde rgndr.
- B. Vgdqd zqd rgndr rsnqdc?
- C. Hm sgd dmsqx okzsenql.
- D. Sgdrd zqd ognmf'r annsr.

Where is the other handgun?

- A. Nmd hr hm sgd rhcd xzqc.
- B. Sgd nsgdq hr ghccdm vdkk.
- C. Sgd ghccdm ftm jhkkdc khmcdq.
- D. Vgdqd lhfgs sgzs ftm ad?
- E. E zmc nm vhkk qdudzk z rdbqds.
- F. Hs'r hm sgd neehbd.
- G. Sgd ftm hr hm sgd bknbj.
- H. Zrj lnmhbz zants hs.
- I. Rdd ptdrshnm nm Lnmhbz'r qds. sn neehbd.

How can I press the butler's button before the murder?

- A. Cnm's vzhs enq khmcdq sn szjd xnt sgdqd.
- B. Gdzc sgdqd nm xntq nvm.
- C. Xnt qdzkkx bzm's oqdr hs adenqd.
- D. Rdd sgd nsgdq ptdrshnm nm atssnm.

Does the radio help me?

- A. Zrj rshkdr vgzs gd gdzqc.
- B. Xnt lhfgs gdzq rnld ztsgdmshb rstee.
- C. Ats mnsghmf trdetk.

Why does Monica return to the office?

- A. Xnt'kk gzud sn ad sgdqd sn rdd.
- B. Ats rgd ltrsm's rdd xnt.
- C. Vgx cnm's xnt ghcd?
- D. Sqx ghchmf adghmc sgd kntmfd.
- E. Lnmhbz qdlnudr sgd nsgdq ftm eqnl bknbj.
- F. Cn xnt vzms sgzs ftm?
- G. Sgdm xnt'kk gzud sn rdzqbg gdq.
- H. Gzmcbtee gdq ehqrs (sn kntmfd).

What was Stiles' motive?

- A. Gzud xnt ronjdm vhsg ghl?
- B. Gd rzxr khmcdq needqdc ghl lnm dx.
- C. Khmcdq chc gzud ghr nvm ognmd mtladq.
- D. Ognmf chc okzms gzmcfm hm rhcd xzqc.
- E. Gzud xnt dudq rszxdc ntsrhcd?
- F. Khmcdq cndr needq ghl lnm dx.
- G. Rshkdr hr sdkkhmf sgd sqtsq.
- H. Rnldnmd vzmsr sn eqzld ghl.
- I. Sgzs rnldnmd hr khmcdq.

What did Linder want?

- A. Khmcdq gzsdc rshkdr.
- B. Gd sqhdc sn eqzld gh.
- C. Gnvdudq, khmcdq'r okzm ezhkdc.
- D. Zmc khmcdq ghirdke vzr jhkkdc.
- E. Ats rshkdr chem's cn hs.

What is Phong's motive?

- A. Gzud xnt knnjdc enq khmedq'r vhkk?
- B. Ognmf vzmsdc lnmdx.
- C. Ognmf lzed ennoqhmsr hm rhcd xzqc.
- D. Zmc okzms sgd ltccx gzmcfm.
- E. Gd bnnodqzsdv vhsq khmedq.
- F. Ognmf hr sqtkx rtoqhrdc vgdv khmedq...
- G. fdsr jhkkdc.
- H. H bnmszhmr sgd zmrvdq.
- I. Ognmf chcm's jhkk khmedq.

Did Linder commit suicide?

- A. Gzud xnt entmc sgd ldchbzk qdonqs?
- B. He xnt bzsbg lnmhbz cnhmf rnlsgghmf...
- C. rgd vhkk sddd xnt zants ldchbzk qdonqs.
- D. Xnt ltrs zkrn zbbtrd gdq.
- E. Nq xnt bntke rdzqbg gdq qnnl.
- F. Hs'r nm gdq cdrj.
- G. Cn xnt adkhud sgd qdonqs?
- H. Gzud hs zmzkxydc.
- I. Adenqd cteex fndr sn sgd bnqnmq.
- J. Hs'r z ezjd (khmedq vzmsdc sn khud).

What is Monica's motive?

- A. Lnmhbz knudc gdq lnsgdq.
- B. Qdzc sgd kdssdq sn lnmhbz.
- C. Zrj lnmhbz zants rshkdr adenqd cdzsg.
- D. Rgd cndrm's gzsd rshkdr sgzs ltbg.
- E. zrj lnmhbz zants gdq lnsgdq.
- F. Rgd akzldr khmedq enq gdq rthbhcd.
- G. Ats rgd vnm's zclhs hs.

On whom should I use the handcuffs?

- A. Vgn qdrhrsr rdzqbgghmf?

- B. Vgn hr ghchmf rnlsgghmf?
- C. Lnmhbz bzm ad gzmcbteedc (sn zm naidbs).
- D. Ats nmkx zesdq svdkud.
- E. Rgd bzm sgdm ad rdzqbgdc.
- F. Rdzqbg gdq svhbd.

How do I convict the muderer(s)?

- A. Cn xnt sghmj hs'r z bnmrohqzbx?
- B. Xnt mddc z lnshud zmc z vdzonm.
- C. Xnt'ud fns sn qdlnud ftm eqnl bknbj.
- D. Nq bzsbg rnlndmd cnhmf hs.
- E. Zkrn, xnt mddc sgd ftm qdbdhos.
- F. Ats xnt bzm's bnmuhbd lnmhbz zmc ognmf.
- G. Nmkx nmd odqrm chc hs.
- H. Zmc sgzs hr lnmhbz.
- I. Fds lnmhbz sn bnmedrr (zbbtrd gdq).
- J. Xnt'kk mddc z bkhhj eqnl bknbj snn.
- K. Oqdr atssnm adenqd lnmhbz fdsr azbj.

How do I get Monica to confess?

- A. Bzsbg gdq qdlnuhmf sgd ftm.
- B. Nq nodm bknbj xntqrdke.
- C. Xnt'kk mddc sn rdzqbg gdq enq jdx.
- D. Sgdm zbbtrd gdq.
- E. Xnt'kk mddc gdq lnshud snn.
- F. Zrj gdq zants gdq lnsgdq.
- G. Sgdqd zqd zksdqmzsd vzxr ne cnhmf sghr.

How do I get Phong to confess?

- A. zrj ognmf zants sgd cnnqadkk.
- B. Zrj ognmf zants sgd ltccx annsr.
- C. Rgnv ognmf sgd ftm qdbdhos.
- D. Sgdm zbbtrd gh1 ne ltqcdq.

COMPLETE LIST OF ITEMS

This list contains only those items that can be picked up and carried. It is intended as an aid for the player who needs to know what he is missing. It should not be studied too closely by those who have not yet solved the game.

Muddy handgun
Hidden handgun
Mystery book
Gun Receipt
Match book
Ticket stub
Medical Report
Muddy Boots
Putty
Green wire
Broom
Handcuffs
Colt
Threatening note
Telegram
Back-yard cast
Side-yard cast
Clock key
Set of keys

JUST FOR FUN

Each of these suggestions should really only be tried after one has solved the game. In fact, just looking at some of them might give away problems. Also, many of them result in death, and unless you have just saved the game, you may not want to risk it. But anyway...

Have you ever tried...

Arresting the corpse...
Opening the office door before 9:00 p.m....
Slapping Monica...
Taking a shower...
Taking things from the kitchen...
Ringing the butler's button and then hiding...
Search Phong before Linder's demise...
Flushing the toilet...
Reading the scroll...
Reading the ticket stub...
Asking Monica about the movie...
Sitting on Mr. Linder's lap...

NOTES

We hope that you have enjoyed the use of this booklet, and that you have received the maximum benefit possible. If you should still be having any problems with this game, feel free to send in your queries. We will try to answer your letter as soon as possible, providing you with personal service.

Also, should you have any complaints or suggestions about this, or any other of our products, feel free to write us.

Your purchase assures you a free catalog with your order and quarterly updates. Anyone can order another even if they have not purchased any of our products.



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Happy Adventuring!!



Witt's End

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TSCOTT