

THE MAGIC ISLE
(A Legacy for Alaric Pt.2)

X ME, I, X BOAT, READ WORDS (riddle), TAKE POSTER, X POSTER (hints), DROP POSTER, TAKE SHOES, TAKE ROPE, TAKE TORCH, TAKE FLASK, TAKE STILT, TAKE GAUNTLET, WEAR GAUNTLET, TAKE FERTILIZER, TAKE SEED, TAKE HABIT, WEAR HABIT, TAKE TIGHTS, WEAR TIGHTS, TAKE WAX, LEAVE BOAT, FILL SHOE WITH WATER, S, S, X BRIDGE, S, POUR WATER ON PILE, DIG PILE (don't need spade to dig in the sand), S, X FIGURE, TAKE SCROLL, READ SCROLL, N, N, N, N, FILL SHOE WITH WATER, S, U, U, S, S, SE, E, E, READ NOTE, OPEN CUPBOARD, LOOK IN CUPBOARD, TAKE LEAD FROM CUPBOARD, TAKE CRUCIBLE, PUT LEAD INTO CRUCIBLE, HOLD CRUCIBLE OVER FIRE (wearing gauntlet), POUR LEAD INTO WAX, X WAX, TAKE KEY, DROP WAX, DROP CRUCIBLE, LIGHT STILT, W, W, NW, SW, SW, S, TAKE SPADE, N, NE, NE, S, SW, DIG (need spade here), PUT SEED INTO HOLE, PUT FERTILIZER INTO HOLE, POUR WATER INTO HOLE (giant tree appears), U (ladder tight), TIE ROPE TO TREE, TIE TORCH TO ROPE, THROW TORCH AT FLAG (misses), THROW TORCH AT FLAG (misses again), THROW TORCH AT FLAG (catches this time), LOOK (see tightrope), REMOVE SHOES (if worn), N, N (fall into moat, can see directions if carrying the lit stilt), SE, S, S, U, E, TAKE COLLAR, X COLLAR, WEAR COLLAR, CAST LITERAL AT COLLAR (must be holding both collar and scroll, the collar changes into a spiky one and you are transported to under the magic tree.

NE, N, SW, SW, W, N (forced to retreat), WEAR (spiky) COLLAR (now on ankle), N (alright this time), NW, X MUG, TAKE MUG (hear whispered hint), SE, S, E, NE, NE, S, SW, U, N, N (in moat again), SE, SW, TAKE WEED, E, E, U, S, X WEED, LOOK IN FLASK, TAKE SNOW FROM FLASK, PUT WEED INTO FLASK, READ SIGN, SAY LAW (answer to riddle in boat), X WALL, DIG (find ladder, need spade, which breaks), DROP SPADE, TAKE LADDER, X LADDER, LEAN LADDER AGAINST WALL, CLIMB LADDER (have to drop sack first, if carried, also you will drop the flask into the mud), S, X WINDOW, X WALL, PULL HATCH, X (priest) HOLE, PUSH WALL, W, TAKE FLASK (and sack if dropped), E, E, NE, N (inner gateway).

X DOOR, X KNOB, WEAR GAUNTLET, OPEN DOOR (dart sticks into wrist and kills you unless wearing gauntlet), UNLOCK DOOR WITH KEY (the one you made in the forge), OPEN DOOR, WEAR HABIT (a disguise, otherwise the dwarves will capture you), N, W, U, U, Don't go W as it leads to the dwarves guard room.

E, E, retreat W, X HAY (find pole), D, X BOILER, PUT STILT IN BOILER (castle gets colder), X STILT, DROP STILT, U (only if wearing gauntlet), E, E (butterflies in hibernation), E (not allowed, yet), CAST LITERAL AT MUG (must be holding mug and scroll - the mug changes to a stupid-looking man who holds up the arch for you), E, D, D, E (find Alaric, who is asleep), WAKE ALARIC, SHAKE ALARIC (he won't wake up), TAKE WEED FROM FLASK, (LOOK - in time the weed rots and the stench wakes Alaric), W (Alaric follows), U (feel step move slightly and hear a grinding noise), U, W (see opening to secret passage), N (eventually to arrive at the boat on the beach), ENTER BOAT.

Provided the oar is present, Alaric will take it and paddle the two of you to safety. 150/150.

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Additional information

The SACK will carry up to 9 items. Objects can be PUT INTO and TAKEN FROM it.

The COAT, COIN and SWORD have no practical use.

The (laddered) TIGHTS and PIKE STAFF provide red-herrings for the attention of the LITERAL spell. RAMSAVE first then try it. Also try TAKE STAFF.

Try holding the sword and input FIGHT. Now WEAR GAUNTLET and try again.

The answer to the riddle in the boat is LAW. It reveals the existence of a door in the curtain wall.

The FLASK can also be used to carry water.

Try JUMP when on the bridge to the sandcastle, but RAMSAVE first.

Try EAT (sand) WITCH in the sandcastle.

The STILT, lit from the forge fire, is the light source when underwater, also it is magic and puts out the fire in the boiler.

Try TIE ROPE in locations other than the tree canopy, and try to tie something other than the torch to it.

The GAUNTLET is needed 3 times - at the forge, to take the sting out of the dart in the door knob, and to climb back up the pole.

SCORING - 10% Digging tunnel into sandcastle
10% Getting lead from cupboard
10% Holding crucible over fire
10% Dig hole in right place to grow magic tree
10% Cast LITERAL at collar
10% Put weed into flask
20% Say LAW to reveal hidden door
10% Dig to find ladder
10% Open locked door at inner gateway
10% Put out fire in boiler
10% Cast LITERAL at mug
20% Awaken Alaric
10% Enter boat to finish