

"The Witch"

A Text Adventure Game (C) 2023 Charles Moore, Jr.  
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Up A Tree

This is a shady spot high in a large oak tree. Bright sunshine filters through the leafy canopy and a chorus of bird song washes over you.

>down

Base Of Tree

This is a small clearing in the forest. A massive oak tree is rooted here and rises high into the canopy above. It appears to be quite climbable. A path leads south through a break in the underbrush.

There is a ceramic flagon lying on the ground where some careless elf probably dropped it.

You can also see a hat here.

>take flagon

Taken.

>south

Forest Path

Thick trees close in on both sides. There is a narrow path running north and south.

>south

Junction

This is a path running from the east off to the west. A second narrow path leads north into the forest.

>east

Western Edge Of Town

This is the western end of the hamlet. A path runs east through the middle of town and west into the green of the woods. A smaller rutted path leads into a small garden to the southwest.

>east

Village Walk

This is a cobblestone path leading east through the village and west towards the woods. A small cottage built into a moss-covered tree lies to the north, a larger one to the south has ribbons and streamers tied high in the branches.

>south

The Birkles' Cottage

This cozy cottage belongs to the Birkle family. Kids' toys are scattered about but there's currently no sign of life. Several beds and a cradle are lined up against one wall.

In the cradle is a blanket.

>take blanket

As you take the blanket a small stuffed bear falls out.

>take bear

Taken.

>drop blanket

Dropped.

>north

Village Walk

This is a cobblestone path leading east through the village and west towards the woods. A small cottage built into a moss-covered tree lies to the north, a larger one to the south has ribbons and streamers tied high in the branches.

>north

Widow's Cottage

This cottage belongs to Widow Elf, the matriarch of the village. The air is thick and still, smelling vaguely of lavender. Sunlit dust motes dance in the faint light. The cottage is warm, the air oppressive.

A wrinkled elf in a blue embroidered dress sits here in a rickety rocking chair which softly creaks back and forth. She stares blindly ahead into empty space, her hands clasped in her lap. Her eyes are bloodshot as if she's been crying. She doesn't seem to notice or see you.

>show bear to widow

You wave the stuffed animal in her field of vision. Her eyes slowly lock onto the bear and there is a sudden flash of recognition.

"She took them! She took all of them", she frantically whispers, her eyes welling up. "The witch flew in last night after sunset. She went house-to-house, hypnotized everyone, and took them away. She probably emptied the nearby villages, too. She left me behind; there's not enough meat on these old bones to be worth her effort. How did you escape her my friend?" She smiles knowingly. "Were you recovering in the woods from a night of revelry?"

Her smile fades. "You are the only one left that can defeat her. There are artifacts in the village that can aid you but the witch is powerful and will probably return tonight to pick up any stragglers. So your time is limited, my friend."

She removes a silver amulet from the folds of her shawl and puts it in your hand.

"Take this. It offers protection against hypnotism. But, be warned. It will not protect you from her stronger magic or her great physical power."

[The score has just gone up by twenty points.]

>drop bear

Dropped.

>south

#### Village Walk

This is a cobblestone path leading east through the village and west towards the woods. A small cottage built into a moss-covered tree lies to the north, a larger one to the south has ribbons and streamers tied high in the branches.

To the east you can see Peppers.

>east

#### Village Walk

This is a cobblestone path leading east and west through the village. An open grassy yard lies to the north and a squat plain tree-trunk cottage is to the south.

You can see Peppers here.

Peppers flaps away to the north.

>north

#### Pulcher's Yard

This is a neatly-kept yard surrounded by hedgerows. A large green tree trunk cottage stands to the east. Hundreds of birds of every kind stare down at you from the gnarled branches.

You can see Peppers here.

"Squawk! Itchy crown! Itchy Crown!"

>east

#### Pulcher's Cottage

This cottage belongs to Pulcher, the local birding expert and aficionado. The walls and most flat surfaces are covered with stuffed and mounted birds of every kind. You can exit through the door to the west and there is a crack in the wall to the east.

On the old wooden desk is a small canvas bag.

>take bag

Taken.

>pour seed in flagon

The seed is now in the plain flagon.

>close flagon

You close the plain flagon.

>east

#### Back Garden

This is an open grassy space surrounded by trees. There is a small gap in the trees to the north and an opening into the cottage to the west. Perched in the branches above are hundreds of birds of all sizes and types surrounding you. They are eerily quiet and watching you with interest.

>north

### Narrow Path

This is a narrow path running north-south through the woods. Thick greenery hems you in otherwise.

>north

### Base of White Tree

This tree is well-known to you. It's the largest in the valley and rumored to be somehow enchanted. It's covered in white bark which seems to shimmer and ripple as you look at it. Behind you lies a path to the south.

>up

### In The Tree

You are in a tree, surrounded by twisty branches all alike.

>down

You head what feels like downward. The branches seem to resist you and twist in your hands.

### In The Tree

You are in a tree, surrounded by twisty branches all alike.

Here the branches are covered in patchy areas of phosphorescent moss.

>up

You start to climb what you think is upward. The branches seem to shift and move under you.

### In The Tree

You are in a tree, surrounded by twisty branches all alike.

>up

You start to climb what you think is upward. The branches seem to shift and move under you.

### In The Tree

You are in a tree, surrounded by twisty branches all alike.

>down

You head what feels like downward. The branches seem to resist you and twist in your hands.

### In The Tree

You are in a tree, surrounded by twisty branches all alike.

There's an abandoned bird's nest here.

>up

You start to climb what you think is upward. The branches seem to shift and move under you.

### In The Tree

You are in a tree, surrounded by twisty branches all alike.

>down

You head what feels like downward. The branches seem to resist you and twist in your hands.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

Some green vines spiral around the tree here.

>down

You head what feels like downward. The branches seem to resist you and twist in your hands.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

>up

You start to climb what you think is upward. The branches seem to shift and move under you.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

The breeze here is particularly refreshing.

>down

You head what feels like downward. The branches seem to resist you and twist in your hands.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

>down

You head what feels like downward. The branches seem to resist you and twist in your hands.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

Here someone has carved "This way up or down" into the bark.

>up

You start to climb what you think is upward. The branches seem to shift and move under you.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

>up

You start to climb what you think is upward. The branches seem to shift and move under you.

In The Tree Top

You are standing on a large branch near the top of the tree. Here you feel the breeze and have a stunning view of the valley spread out before you. There is a large hole in the tree trunk here leading into darkness. You can hear a cacophony of chirping and twittering from inside.

[The score has just gone up by ten points.]

>in

In The Owl's Den

This is a large hollow space in the top of the tree. It smells of wood and feathers. Some light trickles in from high above. In the gloom you can make out a large nest. Sitting in the nest is a massive owl, easily three times your height. He eyes you warily. The incessant chirping of scores of smaller birds comes from all directions. You occasionally catch a glimpse of fluttering movement in the dark. There is an opening in the side of the tree leading out.

>open flagon

You open the plain flagon, revealing some seed.

>throw seed at owl  
(first taking the seed)

You heave the seed at the owl and it scatters over him. He screeches in surprise and every other bird in the den catches sight of the birdseed. A winged vortex of feathers and beaks swirls from above and surrounds the owl. 'Hey now, stop that you twits!' he yells as he tries to wave the other birds off ineffectually. Finally he gives up and with a flap of his huge wings he rises from the nest and soars upward out the top of the tree. A dark cloud of birds chases after him and, suddenly, the den is empty and quiet.

[The score has just gone up by ten points.]

>search nest

In the nest is a silver key.

>take key

Taken.

[The score has just gone up by ten points.]

>drop bag and flagon  
small canvas bag: Dropped.  
plain flagon: Dropped.

>out

In The Tree Top

You are standing on a large branch near the top of the tree. Here you feel the breeze and have a stunning view of the valley spread out before you. There is a large hole in the tree trunk here leading into darkness. You can hear a cacophony of chirping and twittering from inside.

>down

In The Tree

You are in a tree, surrounded by twisty branches all alike.

>down

You head what feels like downward. The branches seem to resist you and twist in your hands.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

Here someone has carved "This way up or down" into the bark.

>up

You start to climb what you think is upward. The branches seem to shift and move under you.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

>up

You start to climb what you think is upward. The branches seem to shift and move under you.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

The breeze here is particularly refreshing.

>down

You head what feels like downward. The branches seem to resist you and twist in your hands.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

>up

You start to climb what you think is upward. The branches seem to shift and move under you.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

Some green vines spiral around the tree here.

>up

You start to climb what you think is upward. The branches seem to shift and move under you.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

>down

You head what feels like downward. The branches seem to resist you and twist in your hands.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

There's an abandoned bird's nest here.

>up

You start to climb what you think is upward. The branches seem to shift and move under you.

In The Tree

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>down

You head what feels like downward. The branches seem to resist you and twist in your hands.

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>down

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In The Tree

You are in a tree, surrounded by twisty branches all alike.

Here the branches are covered in patchy areas of phosphorescent moss.

>up

You start to climb what you think is upward. The branches seem to shift and move under you.

In The Tree

You are in a tree, surrounded by twisty branches all alike.

>down

You head what feels like downward. The branches seem to resist you and twist in your hands.

Base of White Tree

This tree is well-known to you. It's the largest in the valley and rumored to be somehow enchanted. It's covered in white bark which seems to shimmer and ripple as you look at it. Behind you lies a path to the south.

>south

Narrow Path

This is a narrow path running north-south through the woods. Thick greenery hems you in otherwise.

>south

Back Garden

This is an open grassy space surrounded by trees. There is a small gap in the trees to the north and an opening into the cottage to the west. Perched in the branches above are hundreds of birds of all sizes and types surrounding you. They are eerily quiet and watching you with interest.

>west

Pulcher's Cottage

This cottage belongs to Pulcher, the local birding expert and aficionado. The walls and most flat surfaces are covered with stuffed and mounted birds of every kind. You can exit through the door to the west and there is a crack in the wall to the east.

>west

Pulcher's Yard

This is a neatly-kept yard surrounded by hedgerows. A large green tree trunk cottage stands to the east. Hundreds of birds of every kind stare down at you from the gnarled branches.

You can see Peppers here.

Peppers flaps away to the south.

>south

### Village Walk

This is a cobblestone path leading east and west through the village. An open grassy yard lies to the north and a squat plain tree-trunk cottage is to the south.

You can see Peppers here.

"Squawk! Bath is cold! Bath is cold!"

>east

### Village Walk

This is a cobblestone path leading east and west through the village.

To the west you can see Peppers.

Peppers flaps in!

"Awk! Apricot! Apricot! Awk!"

>east

### Village Junction

Here two cobblestone paths meet. One starts here and leads south and another continues to the east and west through the village. A large green-painted tree trunk cottage stands to the north. To the west you can see Peppers.

>east

### East Of Village

This is a clearing in the woods east of the village. A cobblestone path starts here and leads west into town. A faint path leads up a rise to the northeast. The way to the north is open as well. The river blocks your way to the south and the forest surrounds you otherwise.

>northeast

### Outside The Chairlift

You're at the top of a small grassy hillock. To the north lies the locally famous village chairlift. In the winter it's used by happy elves from all over the valley intent on skiing and other snowy recreation. In the summer, Milpo the gardener elf uses it to reach his greenhouse at the top of the hill. He swears that his fruits and orchids grow faster at the slightly higher altitude and cooler temperatures. A narrow dirt path leads down the hill to the southwest and the path continues east to a stone millhouse next to the river.

>east

### Outside The Millhouse

You are standing outside a millhouse perched on the bank of the river. Velvety moss covers the rough stone walls in green patches. From here you can see the large wooden paddles of the waterwheel turning in the river current. The open stone doorway into the millhouse is to the south and the path to the chairlift is to the west.

>south

### The Millhouse

This small wooden and stone building is dusty and smells of sawdust. A makeshift tangle of stone cogwheels and gears are interconnected through a series of wooden spindles and rods, finally meshing with the main drive axle of the mill wheel. The main drive wheel isn't moving at the

moment. There's a large stone wedged under it. Four large wooden levers protrude from among the spindles and cogwheels. There is a small gap in the stone wall to the south.

>examine levers

These are four horizontally-oriented levers protruding from machinery connecting the gears and wheels.

The first lever is in the down position.

The second lever is in the up position.

The third lever is in the up position.

The fourth lever is in the down position.

>raise first lever

It's now up.

>lower third lever

It's now down.

>raise fourth lever

It's now up.

You hear a faint "click".

>pull stone

Groaning mightily, you pull the stone from under the drive wheel. With a loud clatter, the massive drive wheel, along with all the other wheels and gears, starts to turn with a loud mechanical rumble.

[The score has just gone up by ten points.]

>north

Outside The Millhouse

You are standing outside a millhouse perched on the bank of the river. Velvety moss covers the rough stone walls in green patches. From here you can see the large wooden paddles of the waterwheel turning in the river current. The open stone doorway into the millhouse is to the south and the path to the chairlift is to the west.

>west

Outside The Chairlift

You're at the top of a small grassy hillock. To the north lies the locally famous village chairlift. In the winter it's used by happy elves from all over the valley intent on skiing and other snowy recreation. In the summer, Milpo the gardener elf uses it to reach his greenhouse at the top of the hill. He swears that his fruits and orchids grow faster at the slightly higher altitude and cooler temperatures. A narrow dirt path leads down the hill to the southwest and the path continues east to a stone millhouse next to the river.

>north

Among The Chairs

You're under the large drive wheel of the ski lift. Wooden chairs hang from the cable, circle the wheel, and lead out of sight up the hill to the north. The giant wheel is currently turning and the chairs squeak and rock gently as they circle. The exit is through a gate to the south.

>sit in chair

You hop into one of the chairs as it glides by. The chair swings for a moment and you are on your way up the mountain. As you float out of the station you notice a sign that reads -"LOWER SAFETY BAR".

The chair silently climbs higher..

In The Chairlift (on the chair)

You are sitting in a ski-left chair suspended from a cable. The green rocky hillside slips below you as you climb higher. Empty chairs trail out above and below you.

>lower bar

You pull the safety bar down across your lap.

The chair silently climbs higher..

In The Chairlift (on the chair)

You are sitting in a ski-left chair suspended from a cable. The green rocky hillside slips below you as you climb higher. Empty chairs trail out above and below you.

>wait

Time passes.

You wish you had peed before getting in the chair.

The chair silently climbs higher..

In The Chairlift (on the chair)

You are sitting in a ski-left chair suspended from a cable. The green rocky hillside slips below you as you climb higher. Empty chairs trail out above and below you.

>wait

Time passes.

You rock the car mischievously.

The chair silently climbs higher..

In The Chairlift (on the chair)

You are sitting in a ski-left chair suspended from a cable. The green rocky hillside slips below you as you climb higher. You feel the temperature slowly dropping.

>wait

Time passes.

You kick your legs in the breeze.

The chair silently climbs higher..

In The Chairlift (on the chair)

You are sitting in a ski-left chair suspended from a cable. The green rocky hillside slips below you as you climb higher. Empty chairs trail out above and below you.

>wait

Time passes.

You consider hawking an elfen loogie over the side but reconsider.

The chair silently climbs higher..

In The Chairlift (on the chair)

You are sitting in a ski-left chair suspended from a cable. You pass over the lip of the hilltop and the mountaintop station comes into view.

>wait

Time passes.

Hilltop Station (on the chair)

You are at the top of the hill. Your chair is gliding forward towards the rotating wheel and your feet nearly touch the ground.

>raise bar

You raise the safety bar up over your head.

Hilltop Station (on the chair)

You are sitting in a ski lift chair at the top of the mountain. Your chair is slowly rotating under the wheel.

>exit chair

You hop off the chair and duck to one side as it slides by.

Among The Chairs

You're standing under the large wheel of the chair lift. Empty chairs hang from the cable, circle the wheel, and lead out of sight down the hill to the south. The giant wheel is currently turning and the chairs squeak and rock as they circle. The exit is through a gate to the west.

>west

Scenic Vista

This is an open grassy area near the top of the mountain. There are breathtaking views to the south and down to the valley below. You can theoretically go south or downward, although it's a steep and potentially hazardous decline to the village below. To the east lies the hilltop terminus of the chairlift and a path southwest leads to a small greenhouse. A path to the north leads into scrubby pines and more rocky terrain.

>southwest

Outside Greenhouse

You're standing outside a small greenhouse to the north. It's built from rough stones and glass and has a certain makeshift charm. A path leads northeast back toward the chairlift.

>open door

You open the greenhouse door.

>north

Greenhouse

This is Milpo's greenhouse. It's stifling in here and you have to squint your eyes against the glare. It's mostly empty this time of year but he's managed to grow a mature peach tree which takes up the center of the room. The way out is to the south

You can see a wheelbarrow (which is empty), a pair of skis and a garden rake here.

>climb tree

### In The Tree

You're in the peach tree (seems like you've been in a lot of trees today). It smells nice and you wish you could linger here a while.

You see a single fuzzy ripe peach hanging from a branch.

>take peach

Taken.

>eat peach

You eat the peach. Even though you're still a little queasy from last night it was delicious. You are now the proud owner of a peach pit.

>down

### Greenhouse

This is Milpo's greenhouse. It's stifling in here and you have to squint your eyes against the glare. It's mostly empty this time of year but he's managed to grow a mature peach tree which takes up the center of the room. The way out is to the south

You can see a wheelbarrow (which is empty), a pair of skis and a garden rake here.

>put skis in wheelbarrow

(first taking the pair of skis)

You put the pair of skis into the wheelbarrow.

>take rake

Taken.

>push wheelbarrow south

### Outside Greenhouse

You're standing outside a small greenhouse to the north. It's built from rough stones and glass and has a certain makeshift charm. A path leads northeast back toward the chairlift.

>push wheelbarrow northeast

### Scenic Vista

This is an open grassy area near the top of the mountain. There are breathtaking views to the south and down to the valley below. You can theoretically go south or downward, although it's a steep and potentially hazardous decline to the village below. To the east lies the hilltop terminus of the chairlift and a path southwest leads to a small greenhouse. A path to the north leads into scrubby pines and more rocky terrain.

>north

### Among The Pines

This is a small rocky valley dotted with pine trees. Large rocks are scattered amongst the trees. A path leads north higher up the mountain and south toward the crest of the hill.

>north

### Among The Rocks

The terrain here is rugged and you are surrounded by stony escarpments. A well-worn path leads northeast as well as south through a passage in the rocks.

>northeast

### Mine Entrance

You are standing at the base of a high rock face. There is a path behind you leading to the southwest. In front of you to the north there is a cave-like opening in the rock wall that appears to have been deliberately widened. A wooden door has been fixed in place to cover it.

>open door

You open the mine door.

>north

### Adit

This is the entry hall of a gem mine belonging to the digger elf Ubo. The room is narrow and dusty making it difficult to breathe. It's extraordinarily quiet in here. There is a narrow-gauge track laid on the rocky ground leading eastward where it disappears through a dark crack in the rock face. A small open minecart is sitting on the track.

You can see a battered lamp here.

>take lamp

Taken.

>light lamp

You switch the battered lamp on.

>get in cart

You get into the minecart.

>push brake with rake

Using the long wooden handle, you disengage the brake. The car shudders and begins to roll forward. You pass through the narrow black opening into a massive open space traversed by cross beams. The mine car picks up speed and hurtles along the tracks, at times yawing wildly through tight turns and up and down stomach-turning dips. You close your eyes and cover your mouth. Luckily, just as things are about to really get ugly, the mine car rises upward into a straightaway and slows, coming to a stop in a small antechamber.

### Chamber (in the minecart)

This is a small claustrophobic chamber. The mine track starts here and leads through a narrow dark opening to the south. Discarded gem stones of every color shimmer in the light of the lamp. A low doorway buttressed by wooden beams leads to the north. A small open minecart is sitting on the track.

[The score has just gone up by ten points.]

>pull brake with rake

The brake is now on.

The lamp seems slightly dimmer.

>get out of cart

You get out of the minecart.

Chamber

This is a small claustrophobic chamber. The mine track starts here and leads through a narrow dark opening to the south. Discarded gem stones of every color shimmer in the light of the lamp. A low doorway buttressed by wooden beams leads to the north. A small open minecart is sitting on the track.

>north

Shaft

This is a narrow low shaft. There is a doorway leading south and the floor slopes downward to the west.

>west

Dead End

The shaft ends here in a dark dusty cul de sac. It extends upwards to the east.

You can see a pickaxe and a leather harness (which is empty) here.

>take harness

Taken.

>east

Shaft

This is a narrow low shaft. There is a doorway leading south and the floor slopes downward to the west.

The lamp is now noticeably dimmer.

>south

Chamber

This is a small claustrophobic chamber. The mine track starts here and leads through a narrow dark opening to the south. Discarded gem stones of every color shimmer in the light of the lamp. A low doorway buttressed by wooden beams leads to the north. A small open minecart is sitting on the track.

>get in cart

You get into the minecart.

>push brake with rake

Once again, The cart starts to slowly roll back down the track into the darkness. In a moment it is careening in seemingly every direction at once. You keep your eyes tightly closed and your hand tightly clamped over your mouth. After an infinity, the cart slows again and rolls to a stop.

Adit (in the minecart)

This is the entry hall of a gem mine belonging to the digger elf Ubo. The room is narrow and dusty making it difficult to breathe. It's extraordinarily quiet in here. There is a narrow-gauge track laid on the rocky ground leading eastward where it disappears through a dark crack in the rock face. A small open minecart is sitting on the track.

>exit cart

As you clamber out of the minecart it shudders and starts to roll back down the tracks. Before you can reach or stop it, it picks up speed and disappears through the small dark opening to the east.

Adit

This is the entry hall of a gem mine belonging to the digger elf Ubo. The room is narrow and dusty making it difficult to breathe. It's extraordinarily quiet in here. There is a narrow-gauge track laid on the rocky ground leading eastward where it disappears through a dark crack in the rock face.

>south

Mine Entrance

You are standing at the base of a high rock face. There is a path behind you leading to the southwest. In front of you to the north there is a cave-like opening in the rock wall that appears to have been deliberately widened. A wooden door has been fixed in place to cover it.

>drop lamp

Dropped.

>southwest

Among The Rocks

The terrain here is rugged and you are surrounded by stony escarpments. A well-worn path leads northeast as well as south through a passage in the rocks.

>south

Among The Pines

This is a small rocky valley dotted with pine trees. Large rocks are scattered amongst the trees. A path leads north higher up the mountain and south toward the crest of the hill.

>south

Scenic Vista

This is an open grassy area near the top of the mountain. There are breathtaking views to the south and down to the valley below. You can theoretically go south or downward, although it's a steep and potentially hazardous decline to the village below. To the east lies the hilltop terminus of the chairlift and a path southwest leads to a small greenhouse. A path to the north leads into scrubby pines and more rocky terrain.

You can see a wheelbarrow (in which is a pair of skis) here.

>get in wheelbarrow

At first nothing happens. But slowly the wheelbarrow starts to inch forward due to a dip in the ground. You gain speed as you roll further forward. Soon, you are barreling nearly vertically down the hill clutching to the sides of the wheelbarrow as you are bumped and rattled by the uneven ground. Finally, as you reach the bottom, the barrel slews to one side and everything, including you, is thrown out of it as it comes to a sudden stop.

### Bottom Of Mountain

This is a large open area at the base of the hill. Your way to the north is blocked by the steepness of the mountain. A path leads south back into the village.

You can see a pair of skis and a wheelbarrow (which is empty) here.

>take skis

Taken.

>south

### East Of Village

This is a clearing in the woods east of the village. A cobblestone path starts here and leads west into town. A faint path leads up a rise to the northeast. The way to the north is open as well. The river blocks your way to the south and the forest surrounds you otherwise.

>west

### Village Junction

Here two cobblestone paths meet. One starts here and leads south and another continues to the east and west through the village. A large green-painted tree trunk cottage stands to the north.

>west

### Village Walk

This is a cobblestone path leading east and west through the village. To the west you can see Peppers.

>west

### Village Walk

This is a cobblestone path leading east and west through the village. An open grassy yard lies to the north and a squat plain tree-trunk cottage is to the south.

You can see Peppers here.

Peppers flaps away to the north.

>west

### Village Walk

This is a cobblestone path leading east through the village and west towards the woods. A small cottage built into a moss-covered tree lies to the north, a larger one to the south has ribbons and streamers tied high in the branches.

>west

### Western Edge Of Town

This is the western end of the hamlet. A path runs east through the middle of town and west into the green of the woods. A smaller rutted path leads into a small garden to the southwest.

>west

### Junction

This is a path running from the east off to the west. A second narrow path leads north into the forest.

>west

### Western Path

This is a dirt path leading east towards the village and west into the forest.

>west

### Eastern Bank

This is a spot on the eastern bank of the creek. The creek is up and there doesn't seem to be a way across from here. The path continues on the other side and leads east back towards the village. A muddy track leads north and south along the bank.

There is a weathered panel of willow bark fixed to a tree, the lettering long faded.

>take sign

Taken.

>south

### Along The Stream

You are on a muddy path running along the eastern bank of the creek. The path continues north and curves along the stream to the southeast.

>southeast

### Along The Stream

You are on a muddy path running along the eastern bank of the creek. The path runs east to northwest following the curve of the stream.

To the east you can see a beaver.

>east

### Along The Stream

This is a wide muddy area on the north bank. The path runs to the west.

You can see a beaver here.

>show sign to beaver

His eyes light up and his tail wags excitedly.

>west

The beaver follows you, never taking his eyes off of the wooden sign.

### Along The Stream

You are on a muddy path running along the eastern bank of the creek. The path runs east to northwest following the curve of the stream.

You can see a beaver here.

>northwest

The beaver follows you, never taking his eyes off of the wooden sign.

Along The Stream

You are on a muddy path running along the eastern bank of the creek. The path continues north and curves along the stream to the southeast.

You can see a beaver here.

>north

The beaver follows you, never taking his eyes off of the wooden sign.

Eastern Bank

This is a spot on the eastern bank of the creek. The creek is up and there doesn't seem to be a way across from here. The path continues on the other side and leads east back towards the village. A muddy track leads north and south along the bank.

You can see a beaver here.

>north

The beaver follows you, never taking his eyes off of the wooden sign.

Along The Stream

This is a sylvan spot along the eastern bank of the creek. A muddy path leads north and south along the stream.

You can see a beaver here.

>north

The beaver follows you, never taking his eyes off of the wooden sign.

Along The Stream

This is a muddy path along the stream. It follows the creek south along the bank and to the northwest as the stream bends.

You can see a beaver here.

>northwest

The beaver follows you, never taking his eyes off of the wooden sign.

Creekside Clearing

The muddy path widens here to a clearing beside the stream. The path leads southeast along the creek and farther west along the creek bank. A large dead tree stands here. The gnarled bare branches reach high into the canopy.

You can see a beaver here.

As he approaches, the beaver suddenly sees the large dead tree on the bank. Excitedly he scurries over and starts to chew into it with unabashed joy. Sawdust and wood fragments fly as he circles the tree, each time around carving deeper into it, sharpening the trunk into a pencil point. Finally, there is a loud 'crack' and the tree rocks once and then slowly falls to the south across the creek, the massive trunk pressing deep into the muddy riverbank. Water immediately starts to pool into a small swamp behind the tree and the water level downstream begins to fall.

The beaver burps loudly and contentedly.  
[The score has just gone up by ten points.]

>southeast

#### Along The Stream

This is a muddy path along the stream. It follows the creek south along the bank and to the northwest as the stream bends.  
To the northwest you can see a beaver.

>south

#### Along The Stream

This is a sylvan spot along the eastern bank of the creek. A muddy path leads north and south along the stream.

>south

#### Eastern Bank

This is a spot on the eastern bank of the creek. The creek is low and there are some stones leading across to where the path continues on the other side.  
A muddy track leads north and south along the bank.

>east

#### Western Path

This is a dirt path leading east towards the village and west into the forest.

>east

#### Junction

This is a path running from the east off to the west. A second narrow path leads north into the forest.

>east

#### Western Edge Of Town

This is the western end of the hamlet. A path runs east through the middle of town and west into the green of the woods. A smaller rutted path leads into a small garden to the southwest.  
To the east you can see Peppers.

>east

#### Village Walk

This is a cobblestone path leading east through the village and west towards the woods. A small cottage built into a moss-covered tree lies to the north, a larger one to the south has ribbons and streamers tied high in the branches.

You can see Peppers here.  
Peppers flaps away to the east.

>east

#### Village Walk

This is a cobblestone path leading east and west through the village. An open grassy yard lies to the north and a squat plain tree-trunk cottage is to the south.

You can see Peppers here.  
"Squawk! A witch! A witch!"

>east

#### Village Walk

This is a cobblestone path leading east and west through the village.  
To the west you can see Peppers.

>east

#### Village Junction

Here two cobblestone paths meet. One starts here and leads south and another continues to the east and west through the village. A large green-painted tree trunk cottage stands to the north.

>north

#### Milpo's Cottage

This cottage belongs to Milpo, the village arborist and horticulturist. He's an expert in all things green (you suspect he likes plants more than elves). Potted ferns are scattered about but you recall that he also has a greenhouse perched on a nearby hill where he grows his more challenging and exotic specimens. There is a workbench against one wall and the way out is to the south.

On the workbench is a watering can.

>take can  
Taken.

>south

#### Village Junction

Here two cobblestone paths meet. One starts here and leads south and another continues to the east and west through the village. A large green-painted tree trunk cottage stands to the north.

>south

#### Palace Walk

This is a cobblestone path running south towards the castle and north towards the main village thoroughfare. There is an open doorway in a large tree to the west.

>west

#### Adagio's Cottage

This cottage belongs to Adagio, the village musician who spends most of his time entertaining the elf king and his retinue in the castle. There is a harpsichord pushed up against one wall.

There's a lute lying in the corner.

You can also see a music stand (on which is a silver piccolo) here.

>take piccolo

Taken.

>east

#### Palace Walk

This is a cobblestone path running south towards the castle and north towards the main village thoroughfare. There is an open doorway in a large tree to the west.

>south

#### Palace Walk

This is a cobblestone path running south towards the castle and north towards the main village thoroughfare. There is an open doorway in a large tree to the east.

>south

#### Outside Castle

This is the south end of a cobblestone path running to the north. The castle lies immediately to the south. Between you and it, however, is a moat. Usually, the castle drawbridge is down and people freely come and go on various royal activities. Currently, though, the bridge is up. The moat is nearly empty and currently filled mainly with mud. There is a narrow track from here down into the moat.

>down

#### In The Moat

You are standing in a muddy moat. The castle sits on a small bluff to your south. You can follow the moat around to the east or west of the castle and there is a muddy track leading up.

>southwest

#### In The Moat

You are standing in a muddy moat. The castle sits on a small bluff to your east. You can follow the moat around to the north or south of the castle.

>southeast

#### In The Moat

You are standing in a muddy moat. The castle sits on a small bluff to your north. You can follow the moat around to the east or west of the castle. Midway up the castle wall you see an open window.

>drop peach pit  
Dropped.

>pour plant food on peach pit

At first, nothing happens. Then the peach pit starts to jump and vibrate. Suddenly a green shoot rises from it and green roots probe downward. The tendril rapidly emerges skyward - a widening branch then a trunk rising after it. The trunk begins to repeatedly bifurcate before your eyes until a fully grown peach tree in full bloom stands before you.

>drop can  
Dropped.

>up

In A Peach Tree

You're in a peach tree in full bloom. To the north you could probably reach the open window in the side of the castle.

>in

Royal Bedroom

This is the Elf King's living quarters. It's a large room, the walls of which are painted a soft robin's egg blue. There's a large downy mattress up against one wall. A large mural hangs on the other. A knocked-over parrot perch lies on the floor. There is a doorway to the north and an open window behind you.

[The score has just gone up by ten points.]

>north

Hallway

This is a short hallway outside the royal chamber which is to the south. There is an open doorway to the east. A flight of stone stairs leads downward.

>east

Study

This is a plain room used mainly by the king's functionaries. A large oak desk dominates.

On the oak desk is a paperweight.

>take paperweight  
Taken.

>west

Hallway

This is a short hallway outside the royal chamber which is to the south. There is an open doorway to the east. A flight of stone stairs leads downward.

>down

Stairs

You are partway down a flight of steps carved from the stone of the castle. They continue up and down.

>down

Great Hall

This is the main open space filling most of the castle. Massive red carpets hang on the walls and line the stone floor. Against the east wall you see a bronze statue standing on a marble plinth. A stone stairway leads up and a large set of double doors opens north to an airy courtyard.

>put paperweight on shamrock

As you move the paperweight towards the shamrock, it's suddenly pulled from your hand and with a metallic 'clank' sticks fast to it. You hear a 'click' inside the statue and a hidden door slides opens in the wall to the east.

[The score has just gone up by ten points.]

>east

Stairs

This is a stone stairway carved into rock leading downward into darkness and upward to a lit doorway.

>down

Royal Treasury

This square stone room houses the royal treasury. It's nearly empty with the exception of a large safe occupying one wall and a marble pedestal in the corner. A large glass case encloses the pedestal. Stairsteps lead up.

In the glass case is the royal crown.

>play piccolo

You make a truly unpleasant noise. The glass case holding the crown seems to shiver and a crack forms.

>play piccolo

You inhale deeply and blow across the embouchure. You see several cracks now in the glass case.

>play piccolo

You blow with all your might. Just as you are about to pass out, the glass case shatters!

>take crown

Taken.

[The score has just gone up by ten points.]

>wear crown

You put on the royal crown.

>rub mirror

You rub the mirror. There is a swirl of color and light and, suddenly, a figure appears in the glass that looks like you, but with thick glasses and a long white beard. The figure squints intently back at you for a moment. Disinterestedly, he mumbles "Mirror, mirror at your service. Someone rubs my glassy surface."

>say apricot  
(to the magic mirror)

The figure in the mirror again peers intently at you, as if to make sure you are who you really seem to be. The figure in the mirror fades away in a whirlpool of light. There is a jarring thud and the safe door slowly swings open with a low creaking moan.

[The score has just gone up by ten points.]

>look in safe  
In the royal safe is a music box.

>take music box  
Taken.

[The score has just gone up by ten points.]

>drop crown  
(first taking the royal crown off)  
Dropped.

>drop piccolo  
Dropped.

>up

Stairs

This is a stone stairway carved into rock leading downward into darkness and upward to a lit doorway.

>up

Great Hall

This is the main open space filling most of the castle. Massive red carpets hang on the walls and line the stone floor. Against the east wall you see a bronze statue standing on a marble plinth. A stone stairway leads up and a large set of double doors opens north to an airy courtyard. A hidden doorway behind the statue is open.

On the shamrock is a paperweight.

>north

Courtyard

This is a sunny courtyard. A large open doorway leads into the great hall to the south and the castle entrance proper is to the north. Next to the entrance you see the large windlass that lowers and raises the drawbridge. The drawbridge is currently up, blocking the northern exit.

>turn windlass

You turn the massive handle and the drawbridge slowly lowers. With a thud it settles to ground.

>north

#### Outside Castle

This is the south end of a cobblestone path running to the north. The castle lies immediately to the south across the drawbridge.

>north

#### Palace Walk

This is a cobblestone path running south towards the castle and north towards the main village thoroughfare. There is an open doorway in a large tree to the east.

>north

#### Palace Walk

This is a cobblestone path running south towards the castle and north towards the main village thoroughfare. There is an open doorway in a large tree to the west.

>north

#### Village Junction

Here two cobblestone paths meet. One starts here and leads south and another continues to the east and west through the village. A large green-painted tree trunk cottage stands to the north.

>west

#### Village Walk

This is a cobblestone path leading east and west through the village.

>west

#### Village Walk

This is a cobblestone path leading east and west through the village. An open grassy yard lies to the north and a squat plain tree-trunk cottage is to the south. To the west you can see Peppers.

>south

#### Your Cottage

This is your own cottage. The furnishings are minimal but useful. Your down-stuffed mattress is in one corner. An open wooden locker stands against one wall. The way out is to the north.

In the locker is a sticky jug.

>take jug

Taken.

>north

#### Village Walk

This is a cobblestone path leading east and west through the village. An open grassy yard lies to the north and a squat plain tree-trunk cottage is to the south.

>west

#### Village Walk

This is a cobblestone path leading east through the village and west towards the woods. A small cottage built into a moss-covered tree lies to the north, a larger one to the south has ribbons and streamers tied high in the branches.

>west

#### Western Edge Of Town

This is the western end of the hamlet. A path runs east through the middle of town and west into the green of the woods. A smaller rutted path leads into a small garden to the southwest.

You can see Peppers here.

Peppers flaps away to the southwest.

>southwest

#### Side Yard

This is a small garden belonging to Jorgen the village handyman. It is surrounded by unkempt low bushes and obscure pieces of unfinished or dismantled machinery are scattered about. His cottage, a large sun-bleached tree trunk, lies to the east.

You can see Peppers here.

"Squawk! A witch! A witch!"

>east

#### Jorgen's Cottage

Dusty rays of sunlight stream into this cluttered cottage. Jorgen is the local handyman and maintainer of all things mechanical in the village. Numerous bits of hardware and gadgetry are scattered about and a grimy workbench is pushed up against one wall.

On the workbench is a bucket.

You can see a photo here.

>take bucket

Taken.

>west

#### Side Yard

This is a small garden belonging to Jorgen the village handyman. It is surrounded by unkempt low bushes and obscure pieces of unfinished or dismantled machinery are scattered about. His cottage, a large sun-bleached tree trunk, lies to the east.

>northeast

#### Western Edge Of Town

This is the western end of the hamlet. A path runs east through the middle of town and west into the green of the woods. A smaller rutted path leads into a small garden to the southwest.

You can see Peppers here.  
"Squawk! Bath is cold! Bath is cold!"

>west

Junction

This is a path running from the east off to the west. A second narrow path leads north into the forest.

To the east you can see Peppers.

>west

Western Path

This is a dirt path leading east towards the village and west into the forest.

>west

Eastern Bank

This is a spot on the eastern bank of the creek. The creek is low and there are some stones leading across to where the path continues on the other side.

A muddy track leads north and south along the bank.

>pour mead on feet

Your feet are now exceedingly sticky.

>west

In The Creek

You are balanced precariously on some flat slippery stepping stones in the middle of the stream, equidistant between the eastern and western banks.

>west

As you cross to the western side of the stream a chill runs down your spine. The air seems unnaturally still and the birds are strangely silent.

Western Bank

This is the western bank of the stream. The water level is down and there are stepping stones in the creek leading to the eastern side where you see a path leading off into the underbrush. To the west, the path leads into dark thickets.

>drop jug

Dropped.

The mead seems to have rubbed off of your feet.

>west

Dark Path

The path here runs east towards the stream and southwest into a dense thicket. Sunlight dimly penetrates the thick canopy and it's noticeably cooler here.

>southwest

### Dark Path

Here there is a bend in the path. From here it runs northeast where the forest lightens a bit. To the northwest it opens into a clearing.

>wear harness

You put on the leather harness.

>put rake in harness

You put the garden rake into the leather harness.

>wear skis

You put on the pair of skis.

>wear bucket

You are now wearing the bucket on your head.

>unlock box with key

You unlock the music box.

>open box

As you open the box, a delicate tinny melody begins to play. Suddenly you feel yourself floating and an electric shock jolts you. Your hands involuntarily spasm and you drop what you're holding. A bright light flashes before you. You glimpse an open door moving toward you and then there is darkness and silence.

### Sunny Field

You're standing in a sunny green field. There are two doors on the east side of the field. One of these is behind you. A third door is across the field to the west.

You can see a blue door here.

>north

### Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>west

### Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>north

### Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>east

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>north

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>north

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>east

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>east

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

You can see a yellow door here.

>drop bucket

(first taking the bucket off)

Dropped.

>drop skis

(first taking the pair of skis off)

Dropped.

>drop rake  
(first taking the garden rake out of the leather harness)  
Dropped.

>drop harness  
(first taking the leather harness off)  
Dropped.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>south

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>north

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>south

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>east

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>south

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

>west

Sunny Field

You are standing in a sunny green field. There are two doors across from you on the eastern side of the field. A third door is here leading west.

You can see a white door here.

>open door

You turn the knob. As you open the door you again hear the melody of the music box and again feel the floating sensation, then the electric jolt through your body. A bright flash forces your eyes shut then only darkness and silence. After an unknowable length of time, you open your eyes.

Dark Path

Here there is a bend in the path. From here it runs northeast where the forest lightens a bit. To the northwest it opens into a clearing.

You can see a music box, a silver key and an amulet here.

>take all

music box: Taken.

silver key: Taken.

amulet: Taken.

>wear amulet

You put on the amulet.

>close box

You close the music box.

>northwest

Clearing

This is a small circle of light within the otherwise dark forest. Arranged in a circle around the outside of the clearing are dozens of elves. You recognize most either from your own village or

those nearby. They are all facing inward, staring blankly toward the center of the clearing. There you see a black smoldering fire with a large soot-stained pot sitting in it.

A tall figure with long tangled jet-black hair and dressed in long black rags stands stirring the pot with a long thick branch. She's facing you but her face is shrouded in shadow. You can only make out two glowing yellow eyes and the end of a nose poking from under the brim of a black wide-brimmed hat.

>wait

Time passes.

She notices you standing there and seems surprised for a moment.

"Hello, little friend." Her voice is a rasp and penetrates the still air like a knife. "You're just in time".

She gestures with a bony hand and her glowing eyes now turn blue. The amulet around your neck suddenly starts to hum and vibrate. After a moment, her eyes revert to yellow. "You have an amulet, I see," she sounds irritated. She drops the branch and moves toward you.

>open music box

As you open the box, a delicate tinny melody begins to play and, for an instance, you see what looks like fear flash on the dark face looking down at you. Suddenly you feel yourself floating and an electric shock jolts you. Your hands involuntarily spasm and you drop what you're holding. A bright light flashes before you. You glimpse an open door moving toward you and then there is darkness and silence.

Sunny Field

You're standing in a sunny green field. There are two doors on the east side of the field. One of these is behind you. The witch stands at the other, appearing dazed. A third door is across the field to the west. After a moment, the witch recovers and begins to quickly move toward the door on the opposite side.

You can see a blue door here.

She steps into the bucket. It trips her up, stopping her for a moment. She kicks it off in a rage.

>north

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

She steps on the skis, her feet tangle in the leather straps and she has to stop for a moment to kick them off.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

She steps on the rake. It swings up and hits her with a dull "thwack", stopping her briefly. She gestures and the rake bursts into flames.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

Her feet briefly tangle in the harness. She screams in frustration as she kicks it away. She gestures and it bursts into flames.

>south

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

The witch moves to the west.

>south

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

The witch moves to the west.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

The witch moves to the south.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

The witch moves to the west.

>north

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

The witch moves to the north.

>east

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

The witch moves to the west.

>north

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

The witch moves to the west.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

The witch moves to the south.

>west

Sunny Field

You are standing in a sunny green field. There are two doors on the eastern side of the field - a blue one and a yellow one. A third door, brilliant white, stands alone on the west side.

The witch moves to the east.

>north

Sunny Field

You are standing in a sunny green field. There are two doors across from you on the eastern side of the field. A third door is here leading west.

You can see a white door here.

The witch moves to the south.

>open door

As you turn the knob you hear a furious scream behind you. The door swings open and you again hear the melody of the music box and feel the floating sensation and finally the electric jolt through your body. A bright flash forces your eyes shut then only darkness and silence. After an unknowable length of time, you open your eyes.

### Clearing

This is a small circle of light within the otherwise dark forest. Arranged in a circle around the outside of the clearing are dozens of elves. You recognize most either from your own village or those nearby. They are all facing inward, staring blankly toward the center of the clearing. There you see a black smoldering fire with a large soot-stained pot sitting in it.

You can see a music box and a silver key here.

>take all

music box: Taken.

silver key: Taken.

amulet: You take off the amulet.

>lock music box with key

Chest heaving, you stare at the music box waiting for the witch to burst out. Instead, a gentle breeze starts to blow and you realize that you hear bird song again, quiet and isolated at first but increasing moment by moment.

You sense stirring from all around you. You turn to see dozens of elves blinking their eyes as if waking from a dream. There is some uneasy laughter and then boisterous hugging.

The elf king approaches you in the center of the clearing. "My dear fellow. When the witch came through town last night I expected the worst. But, it seems, you have managed to imprison her and save us all. We all owe you a huge debt of gratitude. I suppose we had best decide on a better way to secure the music box. If the witch ever escapes she'll be quite angry with us."

The elves all scatter back to their own villages but re-gather later that night at the palace for a feast in your honor. Under the smiling eyes of the widow elf you give Baby Birkle her teddy bear back. That night you sleep well in your bed instead of in a tree.

\*\*\* You have won \*\*\*

In that game you scored 150 out of a possible 150, in 274 turns, designating you an esteemed hero elf.

Would you like to RESTART, RESTORE a saved game or QUIT?

>quit