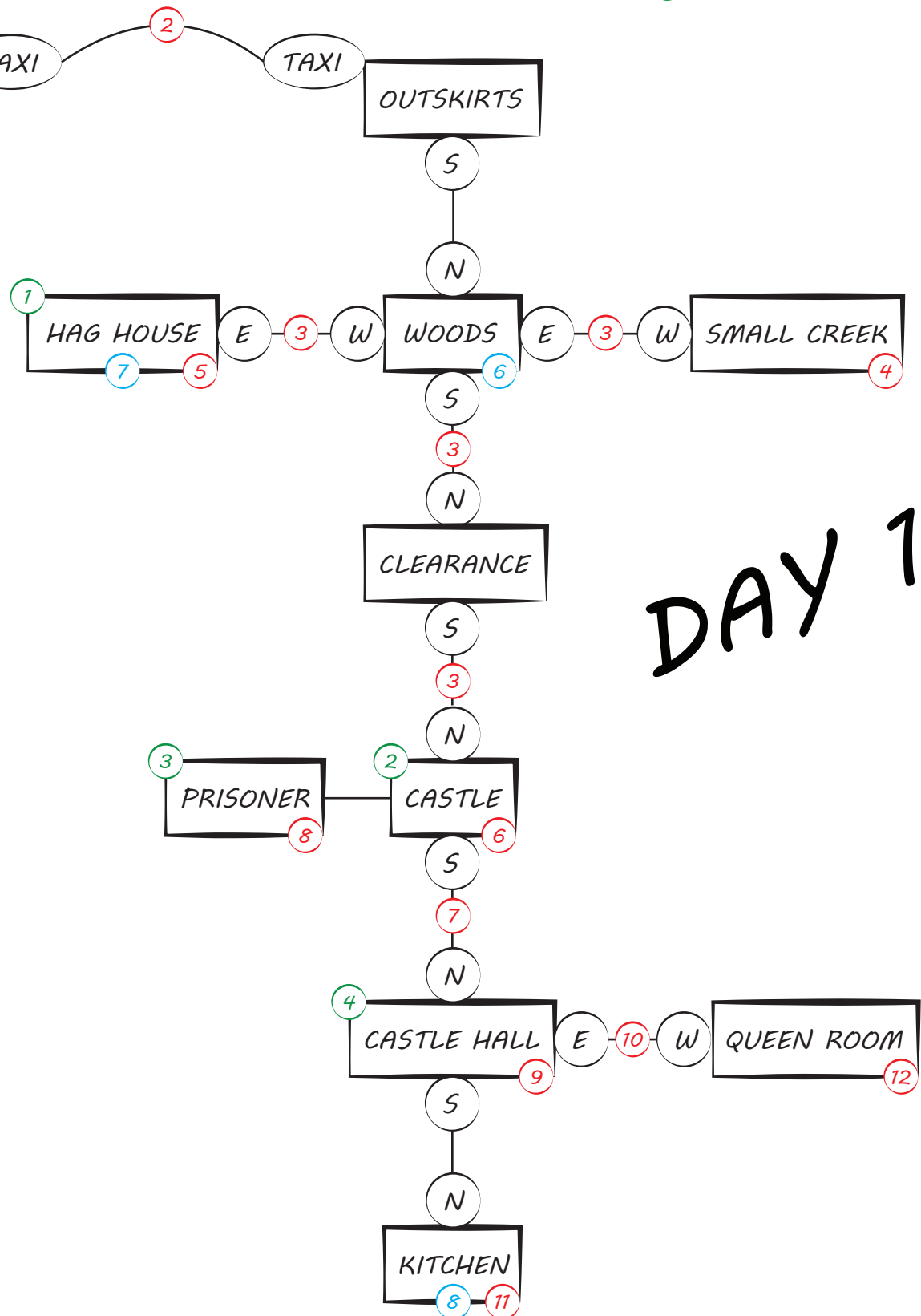


- ITEMS**
- ① KEY
 - ② SQUEEGEE
 - ③ PEN
 - ④ CUTTER
 - ⑤ NOTE
 - ⑥ BUCKET
 - ⑦ DIRECTIONS
 - ⑧ RAGS

- CHARACTERS**
- ① OLD HAG
 - ② HUNTSMAN
 - ③ SNOW WHITE
 - ④ QUEEN

PUZZLES

- ① Closed door, needs a KEY to open
- ② Taxi, first time traveling needs a NOTE with the address
- ③ Woods, you need DIRECTIONS on you to navigate it. Before getting them from the HAG, navigation is random
- ④ Small creek, WATER can be obtained with a BUCKET
- ⑤ An OLD HAG asks for WATER for her roses
- ⑥ The HUNTSMAN need something sharp, like the CUTTER
- ⑦ Closed castle door, someone must open them
- ⑧ To GET OUT you'll need to SCREAM for help
- ⑨ Talk to the QUEEN about your task, you'll get back to her later, when you have an ANSWER for her problem
- ⑩ Closely guarded door, you need to create a distraction
- ⑪ Greasy RAGS and burning embers make for a smoky diversion
- ⑫ The MIRROR here can help you answer the QUEEN predicament



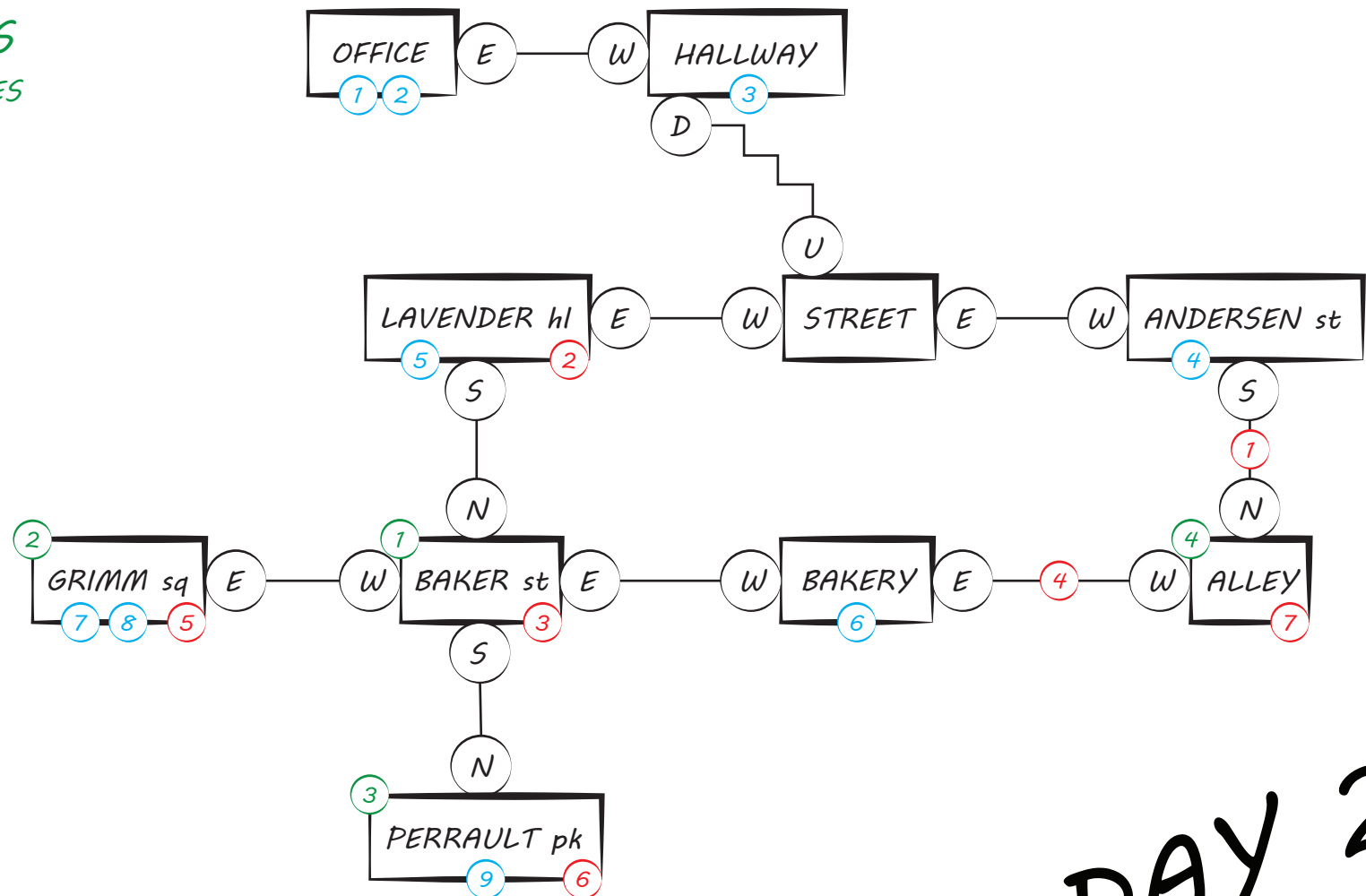
DAY 1

COMMANDS ROW

LOOK JACKET, TAKE KEY, OPEN DOOR, DROP KEY,
LOOK DESK, TAKE SQUEEGEE, TAKE CUTTER, LOOK BOARD,
TAKE NOTE, GO EAST, GO DOWN, CALL TAXI, GO ADDRESS,
DROP NOTE, GO SOUTH, LOOK AROUND, TAKE BUCKET,
GO (random dirs, reach SMALL CREEK), FILL BUCKET,
GO (random dirs, reach HAG HOUSE), TALK HAG, GIVE WATER,
TAKE DIRECTIONS, GO EAST, GO SOUTH, GO SOUTH,
TALK HUNTSMAN, GIVE CUTTER, SCREAM, SCREAM, ASK HELP,
HUNTSMAN, WAIT, GET OUT, TAKE SQUEEGEE, GO SOUTH,
GO SOUTH, CLOSE WINDOWS, TAKE RAGS, BURN RAGS,
GO NORTH, GO EAST, CLEAN MIRROR, ASK MIRROR,
GO WEST, TALK QUEEN, ANSWER, (choose one) SNOW WHITE -
HUNTSMAN - HAG - QUEEN - MYSELF

CHARACTERS

- ① THE THUMBSES
- ② ORC
- ③ THREE BEARS
- ④ TOM THUMB



DAY 2

- ## ITEMS
- ① MESSAGE
 - ② WHISTLE
 - ③ SMALL-CRUMB
 - ④ BIG-CRUMB
 - ⑤ CRUMB
 - ⑥ BOWL
 - ⑦ MILK
 - ⑧ GRUEL
 - ⑨ BOOTS

COMMANDS ROW

LOOK DESK, TAKE WHISTLE, GO EAST, TAKE SMALL-CRUMB, GO DOWN, GO EAST, TAKE BIG-CRUMB, GO WEST, GO WEST, BLOW WHISTLE, DROP WHISTLE, TAKE CRUMB, GO SOUTH, GO EAST, LOOK SHELF, TAKE BOWL, GO WEST, GO WEST, GIVE (any order) SMALL-CRUMB, CRUMB, BIG-CRUMB, TAKE MILK, COOK GRUEL, GO EAST, GO SOUTH, GIVE GRUEL, TAKE BOOTS, GO NORTH, GO NORTH, GO EAST, GO EAST, JUMP FENCE, (fast ending) GIVE BOOTS, (slow ending) PULL LEVER, PUSH BUTTON, TURN KNOB, GO WEST, GO WEST, FOUND TOM

PUZZLES

- ① High fence, needs BOOTS to jump over
- ② Pigeons, disperse them using WHISTLE
- ③ THE THUMBSES, report to them when you find Tom, their son
- ④ Closed door, unlocked operating from the alley
- ⑤ Orc on a diet, needs to eat CRUMBS to cut on calories
- ⑥ THREE BEARS, vegetarians, eat GRUEL
- ⑦ TOM THUMB, needs to get out of the alley