

# MAGIC MIRROR By Mike Taylor 1982



## Solution

You start in the Giant Hall, N (Kitchen), go larder, get **Torch**, S, W (Bedchamber), move Painting (a secret passage!), N, get **Book**, read book (print is too small to read), move Tapestry (a secret passage!), N, get **Key**, S, S, E, S, S (Storeroom), get **Aqualung**, N, W (Dingy Attic), open window, go window

(Huge Garden), W, N (Garden with Rosebed), get **Spectacles**, wear Spectacles, read Book (A useful magic word is 'Zonk'), drop Spectacles, drop Book, go rosebed, get **Ladder**, S, S, E (Giant Garden), drop Ladder (you can now get back into the house), climb ladder (Dingy Attic), E, E (Bedroom), move bed (a trapdoor is revealed!) go trapdoor (Cellar), get **Sword**, look cellar (you find a **Mirror Box** - leave it for now), go trapdoor, get **Medal**, W, W, go window, W, S, follow path (End of Path next to a Deep Pond), throw sword (it falls in the pond), throw key (it falls in the pond), S (Swampy hole), get **Whisky**, N, N, N, E, get Ladder, W, S, follow path, wear Aqualung, go pond.

You surface in a Damp Semidark Chamber, E (Too dark to see!), say Zonk, (the cavern lights up - you see an underground stream), swim stream (by a chasm), drop Aqualung, jump chasm, (On a ledge by a drunk Ogre), give Whisky, (the Ogre disappears), E, (Narrow Tunnel), move rock (a secret passage!), N, (Musty Cave), get **Canoe**, S, W, W (by a Subterranean Lake), drop Ladder, drop Canoe, E, jump chasm, get Aqualung, wear Aqualung, swim stream (Underground Cavern), W (semidark Chamber), get Key, get Sword, E, swim stream (On a Ledge), drop Aqualung, jump chasm, W, drop Sword, E, jump chasm (yet again!), get Aqualung, jump chasm (last time!), W (Subterranean Lake).

Get Canoe, go lake (In a Canoe on the Underground Lake), wait, (you arrive on the opposite shore - you see a manhole high up), drop Key, drop Medal, go lake, wait, (you arrive on the opposite shore), get Ladder, get Sword, go lake, wait, (you arrive on the opposite shore), drop Ladder, drop Canoe (you won't be needing it anymore), get Key, get Medal, climb ladder (a manhole), unlock manhole, open manhole, go manhole (below you the ladder disappears! - Empty Road), drop Key, look hedge (a secret passage!), N, (Bend in the Road - a mean looking Dwarf bars your way West), kill Dwarf (you use the Sword), drop Sword, W (End of a Road), get **Axe**, E, S, E (Sunny Meadow), N, (On a Hillside by impenetrable forest), chop forest (A secret passage!), drop Axe, N, (Disused Rock Quarry with a deserted Shack), go shack (Tumbledown Shack - **\*The Magic Mirror!\***), get Mirror, S, S, S, E, (By the Pink Palace - a Palace Guard bars your way South), give Medal (the Guard disappears), S, (Courtyard of the Pink Palace with an Ornamental Pool), wear Aqualung, go pool.

(You surface back at the Pond), N, N, N, go rosebed, (yet another creaky old Ladder or is it the same one?), get Ladder, S, S, E, drop Ladder, climb Ladder (Dingy Attic), E, E (Bedroom), go trapdoor, get **Box**, go trapdoor, W, S, drop Box, drop Mirror (it lands in the box, lights up and says: Congratulations, you have won!) Game over.

