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),
mov e Tapestry (a secret passage), N, get Key, S, S, E, 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 (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, 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 Underwater 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, E (Sunny Meadow), N (On a Hillside by Impenetrable Forest - Dead End, S, S, E, E, S, E (By the Pink Palace - a Palace Guard bars your way South), give Medal (the Guard disappears), E, (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.