

y. Elliott the Pig-Dog

A Flustered Duck
by Jim Arkin; Gyx

[Farmyard] N/SB/E/W/O. Gravy wants duck off the roof; ^{metalic}
red box = descent ring for Suzzette pops open + Mabel swallows it

[Pig Willow] N, bar W, back porch: E, lane: SB, pump, chickens, ladder, Gravy, red box, need, roof.
W [Barn] S: take nm, E: Farmyard, U: gunny sack, turnip, bucket. take sack, turnip, bucket. ^{lies in it}

U (creed ladder) S → [Take Room] finish → hoop with handle (3' diameter hoop, shorter handle, netting on hoop)

U from Farmyard → [Roof] d. take ladder - w. door open. { "lean ladder" seems to mean smoky old }

U from Barn → [left] { Gravy cant climb up here. } hay bales. search hay → [1] saddle + buckle
(they're sure for riding a pig! "Bessie") N of farm (not permitted until give caught the duck)

catch duck with hoop (but there's a hole in the net) { fix net; tie string → hints to get someone else to do that }
{ also not allowed to go E or SB of Farmyard } catch duck (at least 3 times) → { she flies off + Gravy stomps back inside }

{ Suzzette will be at garage hall dance tonight } N of Farmyard → [Pig Willow] S, pigs incl. Bessie

se of Farmyard → [lane] N, W, E. N → [Front Yard] weeds, S, W. search weeds + pumpkin (dry + hard)

W → [Front Porch] window, door W, yard E / E of lane → [Long Road] N, S, E, W, (outback E?), Mabel flies N.
E → [At the Edge of the Orchard] E/W, trees = dyed. E → [Somewhere in the Maze of Crystal] (W.D.O.)

S of Long Rd (needs to ride) // put saddle on Bessie, put buckle on Bessie (+1)
- and you have the reason to go S yet. (same in N) //

ride Bessie. S. SE. E. N. [Winding Rd] N/S, man, manigolds (duck with N of rd). dismount. take manigolds

E → [Beside the Windmill] NE, SE/N, W. (windmill is tilted) se [In the Windmill] NW/OS, D, millstone,
gear assembly. x torpedoon (ing) look in wall, out. NE [Behind the Windmill] NW. (gate S) hear mabel S

W of Strump Rd → [At the Edge of the Marsh] mist, W, N, E. N. [Twisted Forest]

S. W → [lost in the mist] (you can go E back, but nowhere else) // put pumpkin under millstone (+2)

take seeds // x sunflower → pond. white paper. x currency. (x buttons (cart + black), recess (for battery?))

find white button @ lost in the mist → [A Path Through the Marsh] posts, W, E. W → [Moonlight Island] wire.

find for one stamp // tie Bessie to rosebush { stand for } // walk Suzzette alt forest (inside make trees art)

flour on fan @ lost in the mist → [A Path Through the Marsh] posts, W, E. W → [Moonlight Island] wire.

search vine → a female mist seg no. take woman alt vines. alt woman ("the Moonmist machine", in garden
since before dawn of time). search vines (give) tell woman alt Suzzette. point fan at woman * 3? (she dead pates)

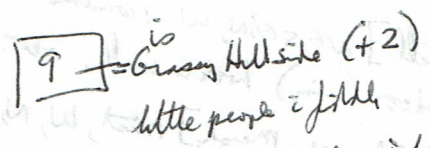
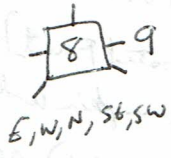
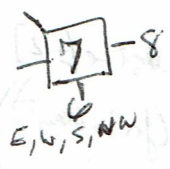
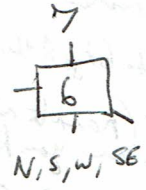
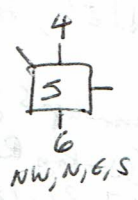
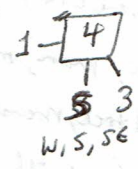
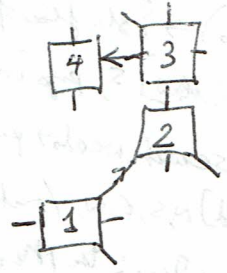
take vine. (+1)

wear the hood → (blundering around in the dark)
 2 (W, NE, E, SE)

take knife (from drawer in kitchen) (+1)

take all-purpose . open bottle
 pour bottle into mabel (she squirms too much)

put funnel in beaker
 pour liquid into funnel.
 cut mabel (write knife) (+5) (ring is coated in gland)
 put ring under pump (+1) {S3 out of S3}
~~give~~ put ring in red box, close it.
 give red box to Suzette (W, N)



ask leprechaun abt violin . ask leprechaun for violin . play violin (+1; get scroll)
 (get violin & box)
 show scroll to Suzette (+1; book) . read book . read scroll . (+1) play violin {give good deed}

at post : drop vine . play violin (+1; vine untangled)
 tie vine to ring . tie vine to hook . d. [Misty Passage] S → [Otter's Den] otter in vest, sunglasses, blue cap/hat

ask other abt rules . {choose left, center, or right corner} . Has leather satchel of items if you win . If you lose, you must forfeit an item. (Bear enforced) & bear (in Armour)
 x satchel {Popozi, clay handle ashtray, mah jong tiles, mad magazine, pages of Don Quixote & Sps or Sps, 7 of bamboo shoes}

(won't let you go SE unless I play at least 3 times)
 play game - post at left corner (W, N)
 play game - post at center corner (lose)
 play game - post at right corner (lose)
 ask other for ashtray.
 give pink jellybean to other.
 give yellow jellybean to other. SE → [Barrel Yard] (+2)
 ask other for blue plastic hat (+2)

- give manjolds to Syette?
- give quartz to troll?
- put suftford over charm?
- take tv to Howard; try to steal jar or rose?
- get water to berries?
- ask pham abt fertilizer

open window, enter window → [Granny's Laber] ⁽⁺¹⁾ furniture, below N ^{3rd party.} ^{schedule, table} ^{loan it (postcard, T1)}

// buy jar (must have all 3 pennies in in together). take jar.
ask phippt abt berries. give postcard to phippt. [get plant food if you don't have it]
pour plant food on bushes. (+1) fake basket. take berries / give basket to quarry.
ask quarry abt pie (+2; must have given whiskey also.)

// (While Granny has eyes closed) d → [Granny's Celler] take, jigsaw puzzle, stairs
(Sister's Chapel)

less forward / less right (turns 45°) (+2 for moving suftford correctly)
less forward (or suftford @ car) → [Beyond the Gorge] ⁽⁺²⁾ road to E. e → [Pleasant Rd] N/S/W

→ [Wooded Cavern] N/S/W to hit x hit [Garden, fence, "TOMMY TOPPER, HATS"]

w → [Inside the Hat] cobra on table, coded around large brown box.
n of Pleasant Rd → [Bridge Approach] meadow w, man, animal
(hat, robes, toes, walls, non-sticks.)

ask man abt himself (Zarbolphung (or sir) (or your magnificence)) ; out of troll repellent
ask sir abt troll repellent (needs manjolds, pumpkin seeds, & crystal) abt animal: hizzie (his steed)
give manjolds, seeds, crystal to sir → +2, you may take 1 of stuff in basket.
look in basket. x little glass bottle. Fall-pumpkin being potion to egg-laying speed (troll now gone?)

@ Granny's Celler → push puzzle. / tell Granny abt puzzle (+1) fake pie (+1) [cellar is N x D, Kat is S x E]
ask Syette abt doorman (he & Carolyn are an item) // ask Carolyn abt doorman (Ned) // ask Ned abt Carolyn.

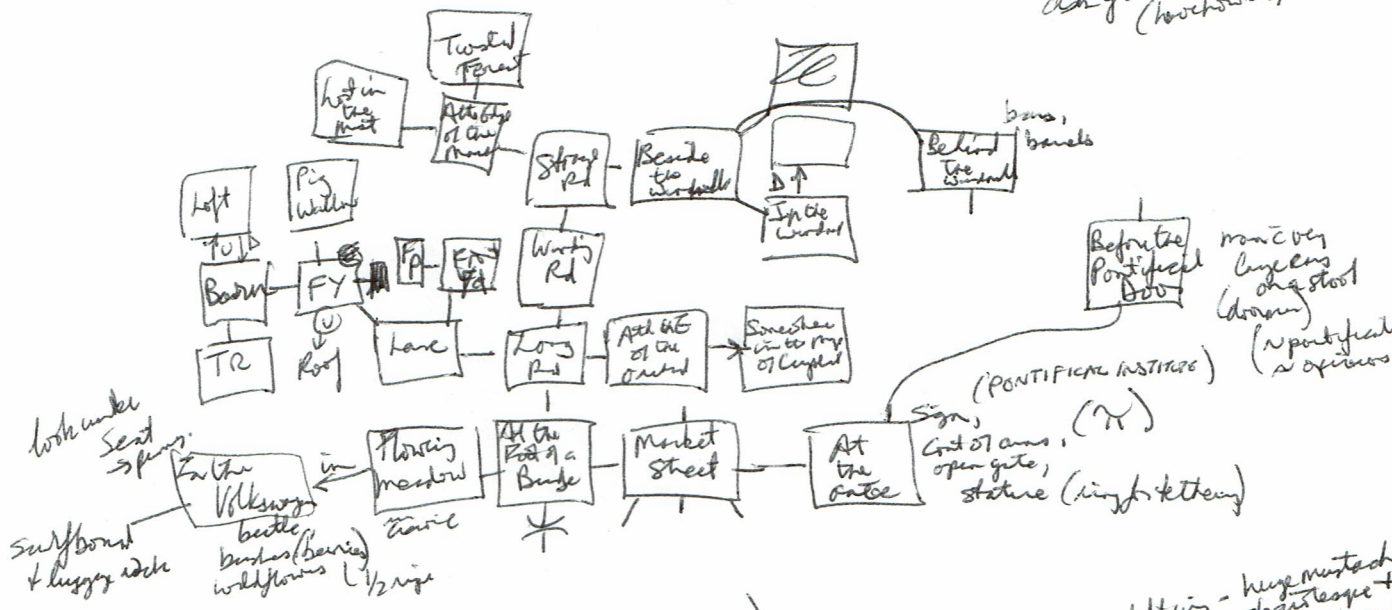
// put Fiji in jar (+1) / show Fiji to cobra (+2) // show hat to Ned. show hat to Carolyn.
// n → [main hall] (+2) down to U, men in bloodfolds. u → [Irony Tower] man (Peter Prophantis)
put pie on table. push pie: 3 (+1)

ask of Farmyard → Back Pack (C) → Green's Kitchen (D)

note: rabbit ears + Cat

note: Suck, webp, stork, counter, drink, Gary

note: give Andy + Gary (+1) - takes sip puts bottle in cap. ask greeny abt TV (hatched part)



look under seat → pins

surfboard + luggage rack

in the Volkswagon beetle bushes (barrier) wildflowers 1/2 ripe

handmade electrical (+1) buy from the water 50 pnd

Higgins Hardware (workshop + repair (give things to him))

Crestlyn, jar, corkney

3 jelly beans in 3 clets (pink, purple, + yellow)

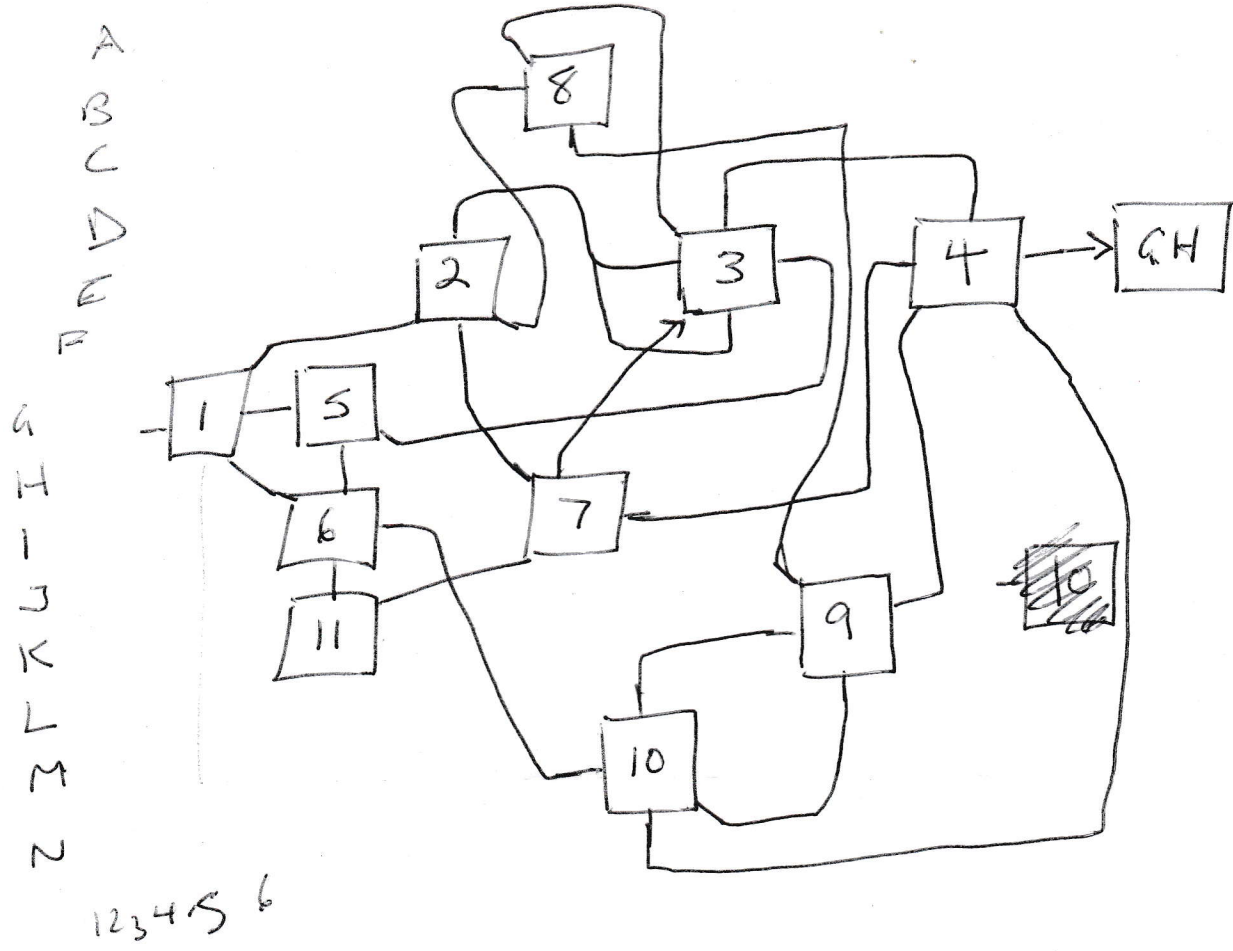
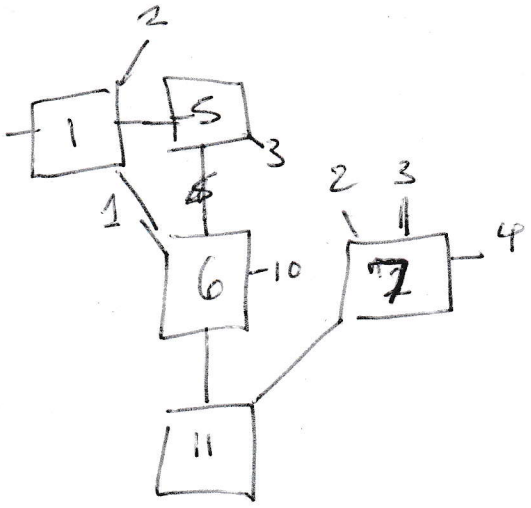
show net to Suzette (+1; fixed)

ask pharmacist abt wig - huge mistake + get wrong + ask abt troll - mence or w/s and abt windmill - animals may be busy in there. abt himself - he collects stamps

tell pharmacist abt mabel (whole story) → there's a healing potion - a wizard had a head, pour it into duck, then slice mabel open + take the veg. But he has no more of the potion

ask pharmacist abt party ("I abuse my eyes in orchard") buy party - take or, it's for sample

ask Gary (her son + his wants to start a business: Phlogy + Grabby's Stuff to the Rafter)



$$39 + 6 + 12 = 57$$