

# Solution to *Delphina's House*

(Release 1)

Looking for the sunrise theme? It's part of the [starry box puzzle](#) (page 4), but you'll need to solve some other puzzles first.

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## I. Working with Objects

Most portable objects in the game have three forms, corresponding to the three realms. To transform an object to another form, put it on a rug (or anywhere outside of the transporter--the rug is just a convenient spot). Then set the transporter dial to the realm corresponding to the form you want. For instance, if you want to transform Margery Rabbit into the glass rabbit, put Margery Rabbit on a rug, then set the dial to "glass." You can just type "glass" instead of "set dial to glass" as a shortcut. If you're already in the target realm (in this case, the glass realm), you'll have to set the dial to another realm first, then to the correct one.

### The Three Forms of Objects

Home Realm	Realm of Glass	Realm of Stars
Adventurer's cape	Orange cape	Silver cape
Margery Rabbit	Glass rabbit	Stone rabbit
Hamster ball	Glass globe	Round lantern
Frog flute	Frog chimes	Night frog
Fish crackers	Fish chimes	Sky fish
Cardboard harp	Harp chimes	Elegant harp
Marbles	Tiny bells	Glowing stones
White strip of paper	Orange strip of paper	Silver strip of paper

## II. Puzzle Solutions

You'll need to solve one puzzle each from the puzzle 1, puzzle 2, and puzzle 3 sections below to complete the game. Solving a puzzle will bypass both the parallel puzzles.

If you follow a single column straight down through the chart, you should be able to use the commands as written. If you solve one puzzle in one realm and the next puzzle in another, see the “Working with Objects” section above to obtain any items you may need for the new puzzle.

	<b>Home Realm</b>	<b>Realm of Glass</b>	<b>Realm of Stars</b>
Puzzle 1	<p><b>Bridging the Hole in the Floor</b></p> <p>Landing: take map x map</p> <p><i>(Visit all the realms in any order; then return home:)</i></p> <p>Landing: set dial to glass</p> <p>Before the River of Glass: set dial to star</p> <p>Before the Starry Chasm: set dial to house</p> <p><i>(After you return home:)</i> Landing: get out put board on cape (or rug) drag board to hole n</p>	<p><b>Bridging the River of Glass</b></p> <p>Landing: take map x map take flute set dial to glass</p> <p>Before the River of Glass: play flute n</p>	<p><b>Bridging the Starry Chasm</b></p> <p>Landing: take map x map put hamster ball on rug set dial to star</p> <p>Before the Starry Chasm: x chasm take lantern n</p>

	<b>Home Realm</b>	<b>Realm of Glass</b>	<b>Realm of Stars</b>
Puzzle 2	<p><b>Opening the Window Seat</b></p> <p><b>Solution A:</b> You'll need the hamster ball and the sky fish.</p> <p>Attic Room: s</p> <p>Landing: put fish crackers on rug take hamster ball set dial to star</p> <p>Before the Starry Chasm: x sky fish catch sky fish in hamster ball set dial to house</p> <p>Landing: n</p> <p>Attic Room: n</p> <p>Alcove: show fish to cat pet cat take cat open window seat</p> <p><b>Solution B:</b></p> <p>Attic Room: n</p> <p>Alcove: open dormer window again again open window seat</p>	<p><b>Opening the Music Box</b></p> <p><i>This puzzle requires sound.</i> You'll need the fish chimes, the frog chimes, and the harp chimes.</p> <p>Sandstone Cave: take harp chimes s</p> <p>Before the River of Glass: set dial to home (or star)</p> <p>Landing (or Starry Chasm): put frog flute on rug put fish crackers on rug set dial to glass</p> <p>Before the River of Glass: take frog chimes take fish chimes n</p> <p>Sandstone Cave: n</p> <p>Stone Chamber: put harp chimes on west hook put frog chimes on north hook put fish chimes on east hook turn crank (and wait for the music to stop) open music box</p>	<p><b>Completing the Patterned Tile</b></p> <p>You'll need three glowing stones.</p> <p>Garden of Stars: take stones put two softly stones in top put one softly stone in bottom n</p> <p>Garden Grotto: x tile s</p> <p>Garden of Stars: s</p> <p>Before the Starry Chasm: set dial to house</p> <p>Landing: n</p> <p>Attic Room: x stars x Leo s</p> <p>Landing: set dial to star</p> <p>Before the Starry Chasm: n</p> <p>Garden of Stars: n</p> <p>Garden Grotto: put brightly in tail put brightly in heart put faintly in mane</p>

	<b>Home Realm</b>	<b>Realm of Glass</b>	<b>Realm of Stars</b>
Puzzle 3	<p><b>Opening the Treasure Box</b></p> <p><b>Solution A:</b> <i>You'll need the white strip of paper, the night frog, and a marble.</i></p> <p>Alcove: take white paper x paper x drawings s</p> <p>Attic Room: s</p> <p>Landing: put frog flute on magic rug set dial to star take night frog n</p> <p>Garden of Stars: Put night frog in fountain x night frog s</p> <p>Before the Starry Chasm: set dial to glass</p> <p>Before the River of Glass: jump on woven rug set dial to house</p> <p>Landing: n</p> <p>Attic Room: take marble x marble enter marble</p> <p>Spherical Chamber: x swirls out</p>	<p><b>Opening the Colorful Box</b></p> <p><i>You'll need the glass rabbit.</i></p> <p>Stone Chamber: x colorful box touch colorful box open colorful box s</p> <p>Sandstone Cave: s</p> <p>Before the River of Glass: put Margery Rabbit on rug set dial to house</p> <p>Landing: set dial to glass</p> <p>Before the River of Glass: take glass rabbit n</p> <p>Sandstone Cave: put glass rabbit on turquoise light take turquoise rabbit n</p> <p>Stone Chamber: put turquoise rabbit on ledge open colorful box</p>	<p><b>Opening the Starry Box (Sunrise Theme)</b></p> <p><i>This puzzle requires sound. You'll need the cardboard harp and then the elegant harp.</i></p> <p>Garden Grotto: s</p> <p>Garden of Stars: x elegant harp take elegant harp s</p> <p>Before the Starry Chasm: put elegant harp on rug set dial to house</p> <p>Landing: x cardboard harp tie strand to cardboard harp put cardboard harp on rug set dial to star</p> <p>Before the Starry Chasm: take elegant harp n</p> <p>Garden of Stars: n</p> <p>Garden Grotto: put elegant harp on stand open rose x harp play harp open rose x harp play harp open rose x harp listen planet play string 2</p>

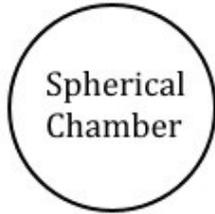
	Home Realm	Realm of Glass	Realm of Stars
Puzzle 3 cont'd	<p>Attic Room: n</p> <p>Alcove: set lock to 645 open box</p> <p><b>Solution B:</b> <i>You'll need the stone rabbit.</i></p> <p>Attic Room: s</p> <p>Landing: Put Margery on magic rug set dial to star</p> <p>Before the starry chasm: n</p> <p>Garden of Stars: x vines take stone rabbit s</p> <p>Before the Starry Chasm: set dial to house</p> <p>Landing: n</p> <p>Attic Room: n</p> <p>Alcove: Show lock to stone rabbit open treasure box</p>		<p>(wait a moment) play string 4 (wait a moment) play string 7 (wait a moment) move vine open starry box</p>

**Ending:**

Regardless of where you were at the end of Puzzle 3, you're now back in the real world, in the alcove in the attic. You can examine the objects in the treasure box and, if you would like, leave something behind.

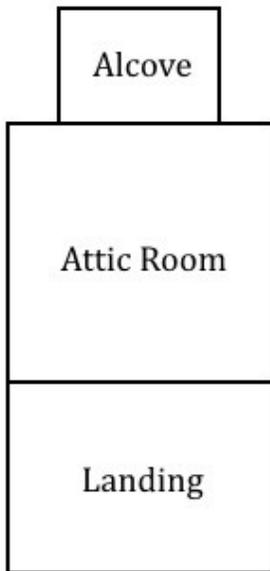
When you're ready to go:  
take treasure box (or close treasure box or go south)  
again

### III. Game Map

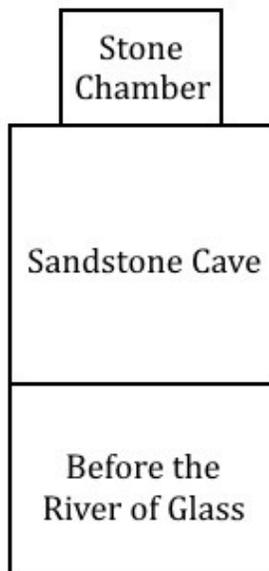


# Delphina's House

## Home Realm



## Realm of Glass



## Realm of Stars

