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

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

<table>
<thead>
<tr>
<th>Puzzle 1</th>
<th>Home Realm</th>
<th>Realm of Glass</th>
<th>Realm of Stars</th>
</tr>
</thead>
</table>
| **Bridging the Hole in the Floor** | Landing:  
take map  
x map  
*(Visit all the realms in any order, then return home:)*  
Landing:  
set dial to glass  
Before the River of Glass:  
set dial to star  
Before the Starry Chasm:  
set dial to house  
*(After you return home:)*  
Landing:  
get out  
put board on cape (or rug)  
drag board to hole | Bridging the River of Glass  
Landing:  
take map  
x map  
take flute  
set dial to glass  
Before the River of Glass:  
play flute n | Bridging the Starry Chasm  
Landing:  
take map  
x map  
put hamster ball on rug  
set dial to star  
Before the Starry Chasm:  
x chasm  
take lantern n |
<table>
<thead>
<tr>
<th>Puzzle</th>
<th>Home Realm</th>
<th>Realm of Glass</th>
<th>Realm of Stars</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td><strong>Opening the Window Seat</strong></td>
<td><strong>Opening the Music Box</strong></td>
<td><strong>Completing the Patterned Tile</strong></td>
</tr>
</tbody>
</table>
|         | **Solution A:**  
You'll need the hamster ball and the sky fish. | This puzzle requires sound. You'll need the fish chimes, the frog chimes, and the harp chimes. | You'll need three glowing stones. |
|         | Attic Room:  
s | Sandstone Cave:  
take harp chimes  
s | Garden of Stars:  
take stones  
put two softly stones in top  
put one softly stone in bottom  
s |
|         | Landing:  
put fish crackers on rug  
take hamster ball  
set dial to star | Before the River of Glass:  
set dial to home (or star) | Garden Grotto:  
x tile  
s |
|         | Before the Starry Chasm:  
x sky fish  
catch sky fish in hamster ball  
set dial to house | Landing (or Starry Chasm):  
put frog flute on rug  
put fish crackers on rug  
set dial to glass | Garden of Stars:  
s |
|         | x | Before the River of Glass:  
take frog chimes  
take fish chimes  
n | Before the Starry Chasm:  
set dial to house |
|         | Attic Room:  
n | x | Landing:  
n |
|         | Alcove:  
show fish to cat  
pet cat  
take cat  
open window seat | 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 | Attic Room:  
x stars  
x Leo  
s |
|         | x | | Landing:  
set dial to star |
|         | Leo | | Before the Starry Chasm:  
n |
|         | | | Garden of Stars:  
n |
|         | | | Garden Grotto:  
put brightly in tail  
put brightly in heart  
put faintly in mane |
<table>
<thead>
<tr>
<th>Puzzle 3</th>
<th><strong>Home Realm</strong></th>
<th><strong>Realm of Glass</strong></th>
<th><strong>Realm of Stars</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Opening the Treasure Box</strong></td>
<td><strong>Opening the Colorful Box</strong></td>
<td><strong>Closing the Starry Box</strong> <em>(Sunrise Theme)</em></td>
<td></td>
</tr>
</tbody>
</table>
| **Solution A:**  
*You'll need the white strip of paper, the night frog, and a marble.* | *You'll need the glass rabbit.* | *This puzzle requires sound. You'll need the cardboard harp and then the elegant harp.* |
| Alcove:  
take white paper  
x paper  
x drawings  
s  | Stone Chamber:  
x colorful box  
touch colorful box  
open colorful box  
s  | Garden Grotto:  
s |
| Attic Room:  
s  | Sandstone Cave:  
s  | Garden of Stars:  
x elegant harp  
take elegant harp  
s  |
| Landing:  
put frog flute on magic rug  
set dial to star  
take night frog  
n  | Before the River of Glass:  
put Margery Rabbit on rug  
set dial to house  | Before the Starry Chasm:  
set dial to glass  |
| Garden of Stars:  
Put night frog in fountain  
x night frog  
s  | Stone Chamber:  
take glass rabbit  
n  | Garden of Stars:  
x  |
| Before the Starry Chasm:  
set dial to glass  | Sandstone Cave:  
put glass rabbit on turquoise light  
take turquoise rabbit  
n  | Before the Starry Chasm:  
take elegant harp  
n  |
| Before the River of Glass:  
jump on woven rug  
set dial to house  | Stone Chamber:  
put turquoise rabbit on ledge  
open colorful box  | Garden of Stars:  
x  |
| Landing:  
n  |  | 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 |
### Home Realm | Realm of Glass | Realm of Stars
--- | --- | ---
**Puzzle 3 cont'd**
- **Attic Room:**
  - **n**
  - **Alcove:**
    - set lock to 645
    - open box

  **Solution B:**
  *You'll need the stone rabbit.*

- **Attic Room:**
  - **s**

- **Landing:**
  - Put Margery on magic rug
  - set dial to star

- **Before the starry chasm:**
  - **n**

- **Garden of Stars:**
  - **x vines**
  - take stone rabbit
  - **s**

- **Before the Starry Chasm:**
  - set dial to house

- **Landing:**
  - **n**

- **Attic Room:**
  - **n**

- **Alcove:**
  - Show lock to stone rabbit
  - open treasure box

  (wait a moment)
  play string 4
  (wait a moment)
  play string 7
  (wait a moment)
  move vine
  open starry box

### 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
- Alcove
- Attic Room
- Landing

Realm of Glass
- Stone Chamber
- Sandstone Cave
- Before the River of Glass

Realm of Stars
- Garden Grotto
- Garden of Stars
- Before the Starry Chasm