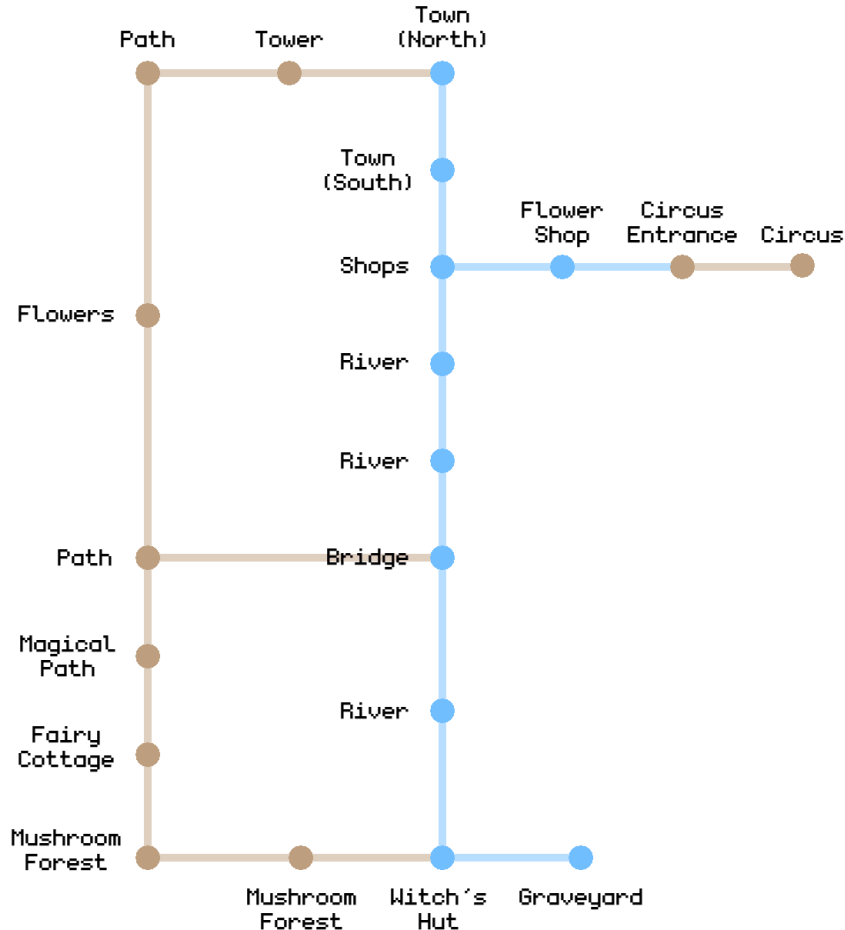


Midsummer's Eve Guide

grizel.itch.io/midsummer

Backstory: Every year, the 13-year-olds of the town participate in the Midsummer's Eve Treasure Hunt. The winner get to make any request of the mayor they want. Search for clues and find the treasure first!

Map



Basic Commands

LOOK

Refresh the screen

NORTH / EAST / SOUTH / WEST (or N / E / S / W) / ENTER / EXIT / UP / DOWN

Move in that direction

EXAMINE ITEM (or X ITEM or LOOK ITEM)

Examine an item for information or clues

GET ITEM (or TAKE ITEM)

Pick up a nearby item

DROP ITEM

Drop a held item

TALK TO CHARACTER

Talk to characters and ask them questions

INVENTORY (or I)

See what you are holding

CLUES

Read the clues you've found

SAVE or LOAD

Save or load a game

QUIT or RESTART

Restart the game from the beginning

CREDITS

View the game credits



How to find each Clue

Clue	Location	Task(s)	Additional Location	Additional Task(s)
1	Town (South)	Examine the boat Get / examine the bobber		
2	Path (west of the Tower)	Open the little door Get / examine the note		
3	Circus Entrance	Buy cotton candy Eat the cotton candy		
4	Circus	Ride the ferris wheel Examine the ferris wheel		
5	Mushroom Forest (west of the Witch's Hut)	Climb the tall mushroom Climb the gigantic mushroom Examine the gigantic mushroom		
6	Magical Path	Examine the stream Examine the lights Get / examine the bottle		
7	Shops	Buy a hotdog with pickles	River (north of the bridge)	Give the hotdog to Buddy the dog Examine the tree Examine the note
8	Flower Shop then Flowers then Mushroom Forest	Get pansies from the Flower Shop then Get aster from the Flowers then Get webcap from the Mushroom Forest (west of the Witch's Hut) Play the darts game	Witch's Hut then Fairy Cottage	Add all three ingredients to the cauldron , and give the potion to the witch in exchange for a frog then Give the frog to the fairy
9	Circus	- Throw the red dart on the white zone - Throw the yellow dart on the black zone - Throw the blue dart on the green zone		Examine the toy Pull the thread Examine the seam
10	Graveyard	Knock on the first grave , knock on the third grave , and knock on the sixth grave		
11	Shops	Buy popcorn with lime	Bridge	Examine the bridge Attach the popcorn to the hook as bait Go fishing
12	Tower	Whistle Ride the gryphon Examine the tower		
End	Shops	Type SAY PASSWORD Type: midsummer nights alive with magic	Anywhere	Wear the golden crown



Side Story

There's a mystery to be solved during the game. To solve it...

- At the Shops, read the newspaper, or talk to Alba and ask her questions.
- At the Circus, watch the puppet show, then continue to examine what appears.
- At the Tower, get to the top of the tower, and as you're going back down, something will appear.
- After learning of the mystery (by reading the newspaper or talking to Alba), examine the mayor's house.
- Return the necklace to your grandmother.
- Return the ring to the fairy.



Achievements

Won the game

Lost the game

Brewed floral perfume

Brewed liquid fire

Belched fire like a dragon

The frog is no prince charming

Witches love apples

Gryphons love pizza

Guessed the magic number

Mastered the wheel of fortune

Went for a swim

Returned the stolen necklace

Returned the stolen ring

Got a new pet chicken

Caught the mayor