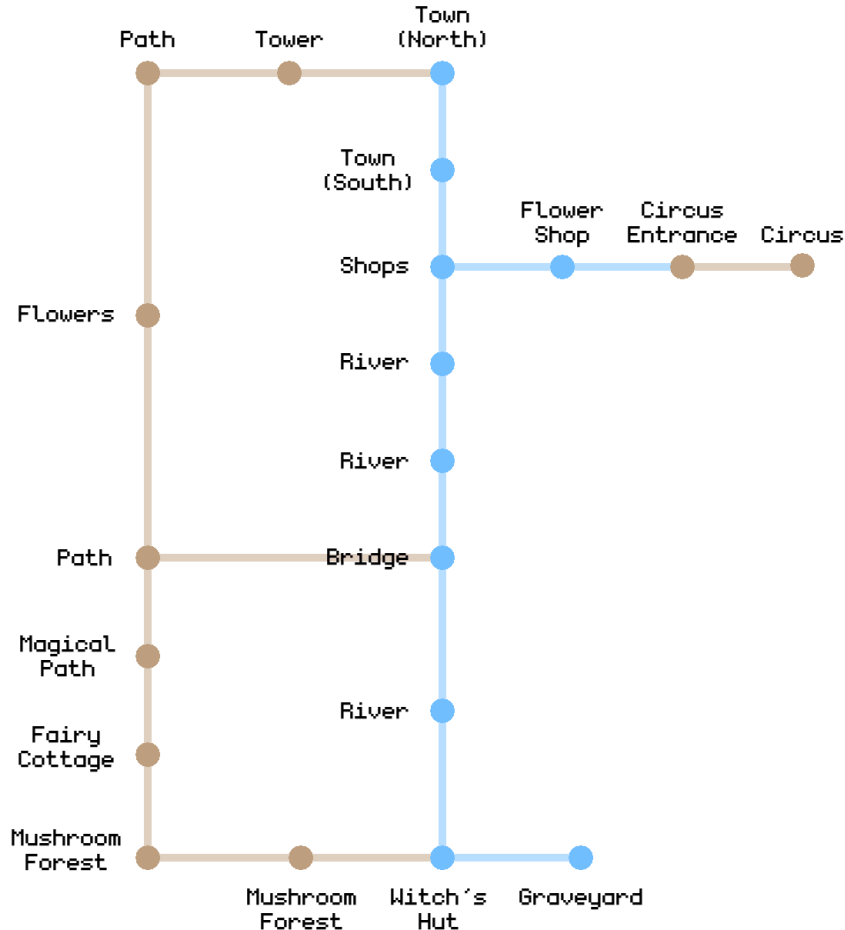


# Midsummer's Eve Guide

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

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