

## LOOM!!!!

Whenever you see a \*\*\*STORY\*\*\* that means to pay extra attention to story to get the important 4 threads. It is easy to get the 4 threads by looking at the colors that the distaff releases during the sounds. It is a good idea to save your game before you see these stories in case you couldn't catch it the first time. Also, you have to case reverse of a spell. Example: If the OPEN spell is "ECED" you would use "DECE" in order to get the reverse effect.

- look leaf
- go to elder's tent

story

- get distaff
- look egg
- write down OPEN sound
- cast OPEN on egg

story

- look loom
- write down SWAN sound
- go to grave
- look thorns
- go to screen that has trees and knotholes
- look at all 4 trees
- write down LIGHT sound
- go to tent with gold
- look darkness
- cast LIGHT
- look wheel
- write down STRAW TO GOLD sound
- look straw
- cast STRAW TO GOLD
- go to tent that has clothes
- look book
- look flask
- write down WATER sound
- look boiling pot
- write down DYE sound
- look wool
- cast DYE
- look heap
- cast DYE
- go to cliff
- look sky
- cast OPEN sound

story

- go to dock

- jump off bridge
- get on log
- look waterspout
- write down TWIST sound
- cast reverse of TWIST sound
- go to land
- go to forest

\*\*\*STORY\*\*\*

- write down CAMOUFLAGE sound
- leave
- go to city
- see men in tower
- cast reverse of CAMOUFLAGE sound
- go into tower
- look crystal
- press crystal
- look scythe
- write down SHARPEN sound
- go to the left
- look bell
- ring bell
- look sphere
- write ILLUSION sound
- look crystal
- press crystal
- go to right
- look bell
- ring bell
- leave tower
- go to shepherds
- cast ILLUSION
- go to fence where sheep are
- look sheep
- poke sheep
- write down SLEEP sound
- go to house
- look sheep, keep on look at the sheep until you see the HEAL spell
- write down HEAL spell
- leave
- look sheep
- cast DYE

story

- look gold
- cast reverse of STRAW INTO GOLD
- cast STRAW INTO GOLD
- cast SLEEP on dragon
- cast reverse of STRAW INTO GOLD

story

- go into cave, you must wander around until you fall and see a pool of water
- look pool
- write down REFLECT sound
- cast WATER sound
- look sphere 3 times, each time gives you a different image
- leave by going to the right
- look winding path
- cast reverse of TWIST
- leave
- look at boy, Rusty
- cast SLEEP
- cast REFLECT
- go to blacksmiths guild
- go into guild
- look Mr. Stroke
- look straw

story

- get distaff
- look door
- cast OPEN
- leave
- go down steps
- look conversation
- look sword
- cast reverse of SHARPEN

story

- look door
- cast OPEN

story

- look sphere

story

- leave
- look cleric, Mandible

story

- get distaff
- go back to room with cages
- leave

you fall into large rift

- look big blue rift
- cast HEAL
- look red rift

- go into red rift
- look skeleton

story

- look skeleton
- cast HEAL
- go back into red rift
- look red rift
- cast HEAL
- go to blue rift
- go into blue rift
- look shepherds
- cast HEAL
- got back into blue rift
- look blue rift
- cast HEAL
- go left until you see green rift
- go into green rift
- look man
- go back into green rift
- look green rift
- cast HEAL

keep going left until you see a pond

- go into pond

story

- go left until you see giant rift
- enter giant rift
- go right until you see screen with loom
- look loom

\*\*\*STORY\*\*\*

- write down SILENCE sound
- look duck
- cast reverse of SILENCE

\*\*\*STORY\*\*\*

- write down COOK sound
- look cooked duck
- cast reverse of COOK

\*\*\*STORY\*\*\*

- write down rift sound
- look feather
- look loom
- cast RIFT

story

- walk into rift
- look at yourself
- cast SWAN

story

THE END WELL, THAT'S ALL OF IT!! HOPE YOU ENJOY THIS SOLVE AND THIS GAME.