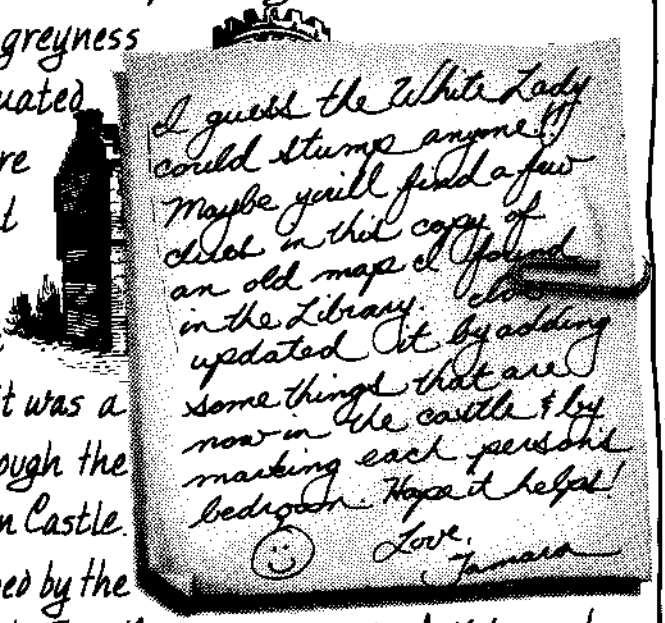
Record of Research Trip to Tresyllian Castle

We left Tidpuddle at 9a.m., following the coastal road to Cornwall. The greyness of the day accentuated the desolate nature of the landscape at winter's approach. After luncheon at the King's Cove Inn, it was a short drive up through the moors to Tresyllian Castle.



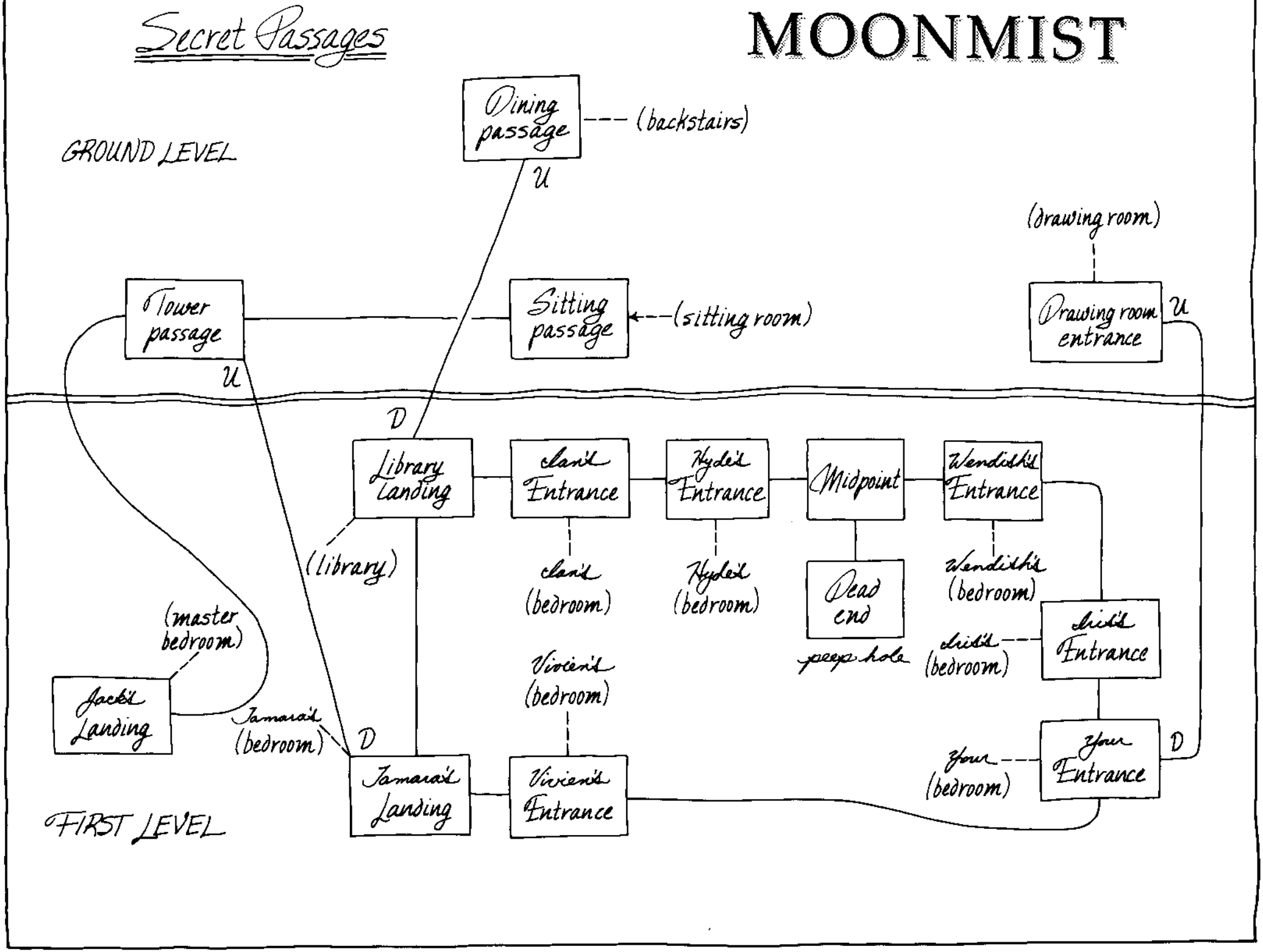
We were welcomed by the charming Lady Gayle Tresyllian, who provided a full tour of the castle. The long, dank passageways hidden between the walls and the stone stairway winding up the tower both lend themselves to ghostly sightings. I drew maps of the castle rooms as well as the secret passageways, wearing a macintosh to protect my gown from the cobwebs.

Following our informative chat with the servants, Lady Gayle served a delightful tea. We departed Tresyllian Castle late in the afternoon and returned to King's Cove Inn for the night.

Lady Lisbeth Morris
23 October 1932

Secret Passages

MOONMIST



BASEMENT LEVEL

Path

Secret crypt — skeleton

Secret tomb — coffin

Dungeon — iron maiden

Basement — in(Y) — well — bricks (Y) — U — wine rack — bottle

Kitchen — brass lantern — U

Start here

Driveway — sports car — dragon's eye

Courtyard — hedge maze — Garden

to old great hall

GROUND LEVEL

Back stairs — D

Dining room

Foyer

to courtyard

Old Great Hall

Junction

Ground floor corridor

New great hall — U

Drawing room

Sitting room

FIRST LEVEL

Deirdre's note (G)

Study

journal (R,B)

Library

Master bedroom — Deirdre's necklace (R)

First floor corridor — family crest

Office — computer — inkwell — journal (G)

Tamara's bedroom — jewelry case — journal (Y) — earring (Y)

Claire's Bedroom

West hall

Hyde's Bedroom

Wendish's Bedroom — medical kit

East hall

Chris's Bedroom

Your Bathroom

Vivien's Bedroom — wooden box

Gallery — D

Your Bedroom

SECOND LEVEL

stuffed rhino head

stuffed buffalo head

Fighting deck — bell

Game room

Second floor corridor — magazine — ancient chest

Chapel — stained-glass window

Lumber room

N

W — E

S

LEGEND

——— Normal connection

- - - - - Connection requiring puzzle solving

- - - - → One way connection requiring puzzle solving

(R) Red variation only

(B) Blue variation only

(G) Green variation only

(Y) Yellow variation only

Note: Vertical connections are labelled U for up and D for down.

Sightings at Tresyllian Castle

(1) The spectre of Dame Margaret Tresyllian haunts the cliff path, beckoning to fishermen in the cove. Those who attempt to climb to her fall to their deaths on the rocks below.

(2) On clear moonlit nights, the White Lady wanders the Fighting Deck. If approached, she fades into the tower walls.

(3) On All Hallow's Eve, 1793, the White Lady's disembodied head was seen glowing through the wall of the Master Bedroom.

(4) The ghost of Sir Geoffrey Tresyllian, dressed in full armor, has been sighted on the battlements. When disturbed, he flies into a rage, and more than one man has lost his wits as a result of the encounter.

(5) In 1847, an elderly housekeeper, Mrs. Henrietta Syms, died of fright when the White Lady suddenly materialized in the Old Great Hall.

INFOCOM™

Infocom, Inc, 125 Cambridge Park Dr., Cambridge MA 02140

MOONMIST is a trademark of Infocom, Inc.

HB-IMS-BOK

1 2 3 4 5 6 7 8 9 - 90 89 88 87 86

©1986 Infocom, Inc.
Printed in U.S.A.