

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 Hallows 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.

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

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Printed in U.S.A.

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Record of Research Trip to Tresyllian Castle

We left Tidpuddle at 9 a.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

I guess the White Lady could stump anyone. Maybe you'll find a few clues in this copy of an old map I found in the Library. I've updated it by adding some things that are now in the castle & by marking each person's bedroom. Hope it helps!



Love,
Janara

Secret Passages

MOONMIST

GROUND LEVEL

Dining
passage

--- (backstairs)

U

Tower
passage

U

Sitting
passage

--- (sitting room)

(drawing room)

Drawing room
entrance

U

D

Library
Landing

(library)

clan's
Entrance

clan's
(bedroom)

Hyde's
Entrance

Hyde's
(bedroom)

Midpoint

Dead
end
peep hole

Wendish's
Entrance

Wendish's
(bedroom)

child's
(bedroom)

child's
Entrance

your
(bedroom)

your
Entrance

D

(master
bedroom)

Jack's
Landing

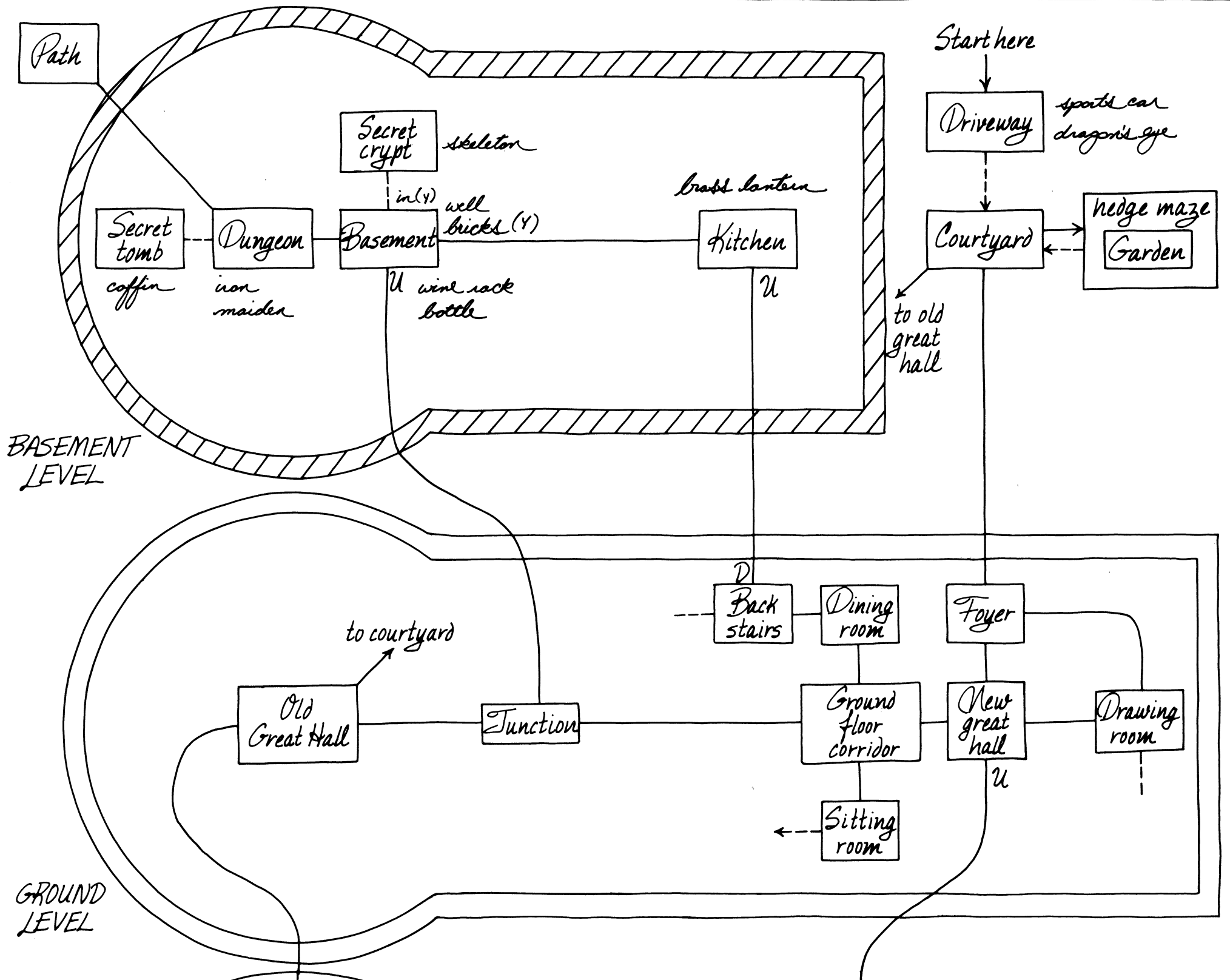
Jamarai's
(bedroom)

Jamarai's
Landing

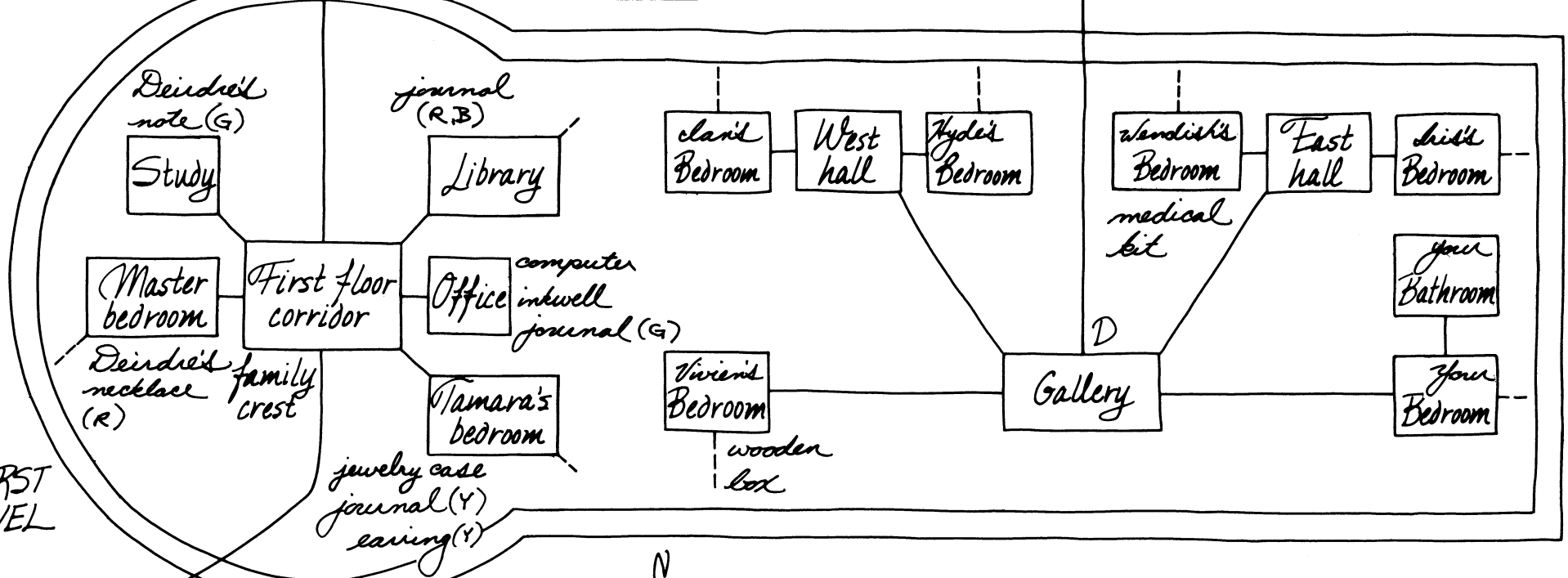
Vivien's
Entrance

Vivien's
(bedroom)

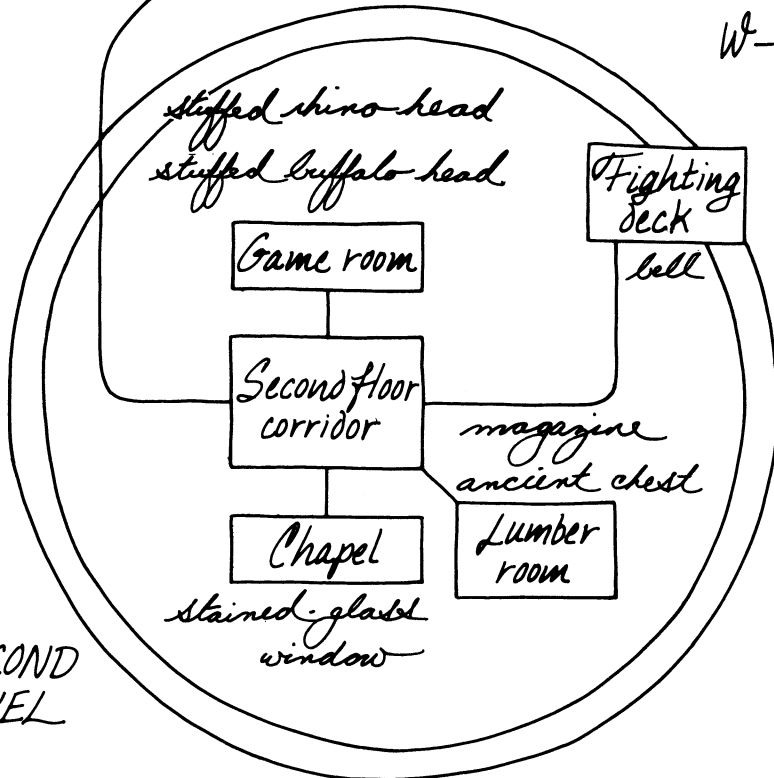
FIRST LEVEL



FIRST LEVEL



SECOND LEVEL



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.