

# The Easter eggs contained in TSWTSW

Before you begin, be sure to install the 7-zip tool (if you haven't already):

- <http://www.7-zip.org/download.html>

## 1. The basketball

Finding the basketball is a rather involved task (you need to break a few eggs before getting there):

1. There is especially one scroll in Abdjilan's secret stash/writing chamber/mini library (finding this secret stash is a challenge in itself) which contains clues: A servant is writing about his Lord's fancy for a certain dish. This dish is important (and you will hardly miss it if you read the scroll).
2. There are two interesting phrases to consider in the servant's notes:  
*there is something extra in it for the nosy and the well-travelled*  
*I was back from the pub in a zip*  
So, there is something extra in it for the nosy!?! Where can this extra thing be hidden?  
Well, be nosy; i.e. stick your nose where it doesn't belong. The second phrase above is a clue to where your nose should be stuck.
3. When you have found the place in which your nose fits you'll need a password, but what it is should be obvious by now.
4. After this, finding the basketball is an easy mission. You will also find some leftovers from development.

## 2. The basketball court

Once you have found the basketball, finding the court is easy; just look everywhere and then somewhere else. The basketball court is really close and has been with you all the time.

## 3. The basketball behaviour

A keeper is standing in front of a huge machine. He's kind of busy, so you can freely check out the machine. Throw some balls around before and you will notice how they change behaviour (gravity and bounce) when you frob the two frobbable wheels.

## 4. The wine bottle

This egg is also pretty involved:

1. In the same area as the basketball, you will find a book containing clues: Pay special attention to the third egg clue and especially "morning crystal" (check your inventory (creepy, isn't s/he?)), "writer's altar" (where could that be) and "jump again" (how many times?).
2. The morning crystal will disappear and appear somewhere else; go find it and you will find the wine bottle as well.

## 5. Comments from old friend

A new arrival will notice the missing wine bottle; just wait and listen (you might want to douse

some torches first). There are as many comments as there are jumps.

## **6. Garrett's comment**

Garrett doesn't like fake things, so he destroys them... There is a clue (2<sup>nd</sup> egg clue) in the same book mentioned in #4 above, but I'm afraid it's sort of based on a language-related misunderstanding, so it's more of a red herring than a clue (sorry?).

## **7. "Yorick's" ghost**

This egg can be activated only before the sun has turned happy. The name Yorick refers to a character in Skakespeare's *Hamlet*, who most oftenly appears only in the form of a certain body part. You will find the same body part in the uppermost room in the main mission. Pick it up and something will happen. To meet "Yorick's" ghost, you must first summon it by putting the aforementioned body part where the ghost (or anyone else for that matter) definitely can't reach it.

## **8. The machinist reclaims something**

If you drop something that you stole from the machinist, he will pick it up if he comes close enough (the picking up motion isn't very convincing, but... eh... ghosts like doing it that way (it's such a neat party trick when mingling with the other ghosts)).

## **9. The narrow hallway across the gap under the temple**

This isn't really an Easter egg and there is nothing down here except the right to take a screenshot and brag about it. It's possible to both get down and to get back up again (a tip is to save before you try it, though; in case you get stuck).

## **10. The recipe scroll**

The recipe scroll appears in Abdjilan's secret stash after you have visited enough locations. It contains a number of recipes (including a recipe for a certain dish) written by a rather eccentric cook.