**Goal for Hotel Orlando**

**Requirements**

**Solution**

Goal for Hotel Orlando   
1. Talk to Mr. Spade to start the goal.   
2. To get the lantern: go to bartender and type "ask for lantern"   
3. To get cotton: go to garden and type "grab cotton"   
4. Kill skeleton miner for Blue Crystal Lantern   
5. Have cotton and lantern, go to bartender, give lantern bartender for full lantern   
6. Go to the two sparks in the basement: there are two here, you want the one that is called tame spark, kill the other one. Type "light lantern" for a lit lantern.   
7. Go back to Mr. Spade and give lantern to him. He tells you to go get uncorroded pick   
8. If you have pick from killing skeleton before, go to monkey room and kill monkey. If you don't have a pick, go kill the skeleton again for one.   
9. Go back to the basement, and go to the underground river room, type "dredge water" then I think it was "search corpse" to get a grubby key   
10. Give grubby key to Mr. Spade   
11. Go to the Baron's room, give grubby key to the prostitute for Baron's signet ring   
12. Walk into the archmage room for vellum   
13. Walk into piano player's room to continue   
14. Go back to garden, give 1 coin to the crow for the blob of wax (dropped on the floor)   
15. Go to Mr. Spade's room and type "stamp vellum"   
16. Give stamped vellum to cook for bird crumbs (invis to avoid agro)  
17. Give bird crumbs to the bird at the Pinnacle room for tin foil   
18. Give tin foil to maxwell for dog biscuit   
19. Give dog biscuit to pug for collar   
20. Give collar to Mr. Spade to complete goal.

**Reward**

2000 gold, 3 trains.  
  
Stats on glasses can be random.  
+-----------------------------------------------------------------+  
| Keywords : Mr. Spade's glasses |  
| Name : Mr. Spade's glasses |  
| Type : Armor Level : 5 |  
| Worth : 25 Weight : 1 |  
| Wearable : eyes |  
| Flags : unique, magic, burn-proof, V3 |  
+-----------------------------------------------------------------+  
| Stat Mods : Wisdom : +1 Strength : +2 |  
| Constitution : +1 Luck : +1 |