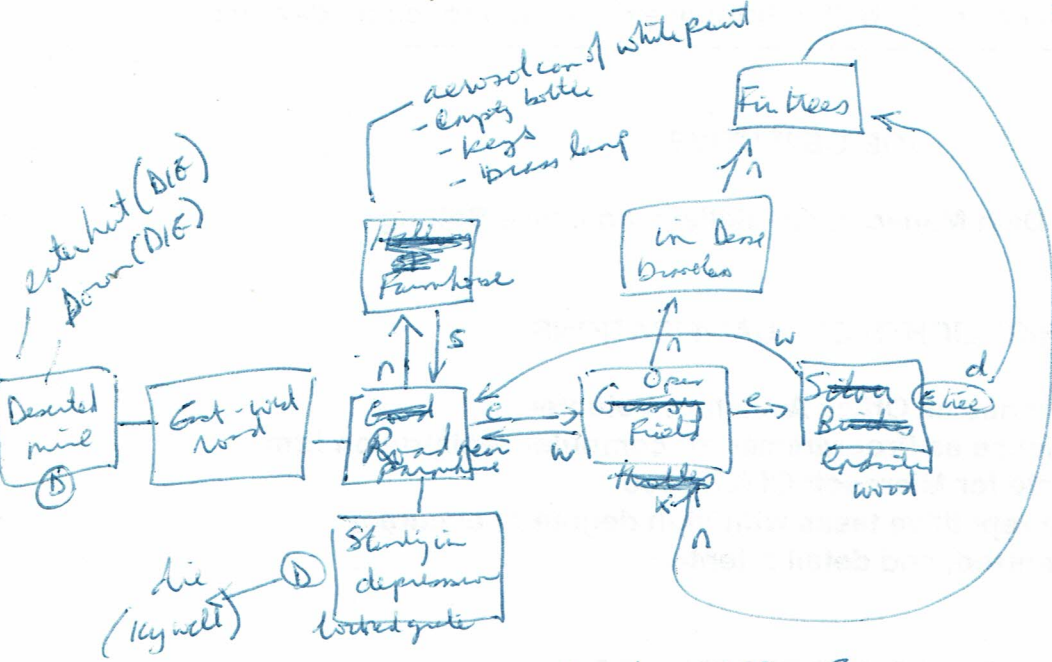


help, info, inform (not "L" for hole) (SS trembles to find)
 L compass dir OR place to go to. (NW for INVENTORY) (2-word puzzle is promptly)
 - lamp charge available at cost

- TAKE ALL (works).
 - no FRAME or SEARCH
 @ Silver Bridges
 - about tree asks
 which tree NORTH,
 EAST, SOUTH AND
 WEST
 Fixed fruit recommended.
 Mount underhand Touch
 Small



N of Fir trees → Forest of Beech & Oak Trees?

Study in depression (S → beech & oak, W → beech & oak)

MAGIC WORDS
 JT
 ZOOGE
 ANON

Beech & Oak (n → Pine)
 Pine (n → Brambles)
 Brambles (n → Brambles / Enchanted wood)
 Enchanted wood (n, s, e, w, climb south → EW is hole)
 Enchanted wood is hole for leaf-covered shelf 7' down
 d → small Chamber, U: EW, E: Sandstone Room

Sandstone Room (W: Chamber under EW; E: wide Room; N: (old) Cloakroom)

Wide Room (N: In "J4", S: low Point, E: rain, W: light tunnel)

Enchanted Hall (W: Wide Room; NE: Garden End of Thin Hall; NW:)

South end of Thin Hall (S: S of JT.H., NW: Hip-willed east-west canyon, SW: low Damp) (N: Northern End of Thin Hall)

Low Damp Chamber (S: S of JT.H., NW: Hip-willed east-west canyon, SW: low Damp) (N: N of JT.H., S: Dead End)

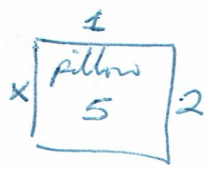
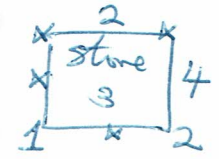
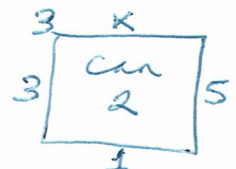
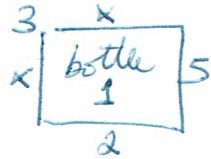
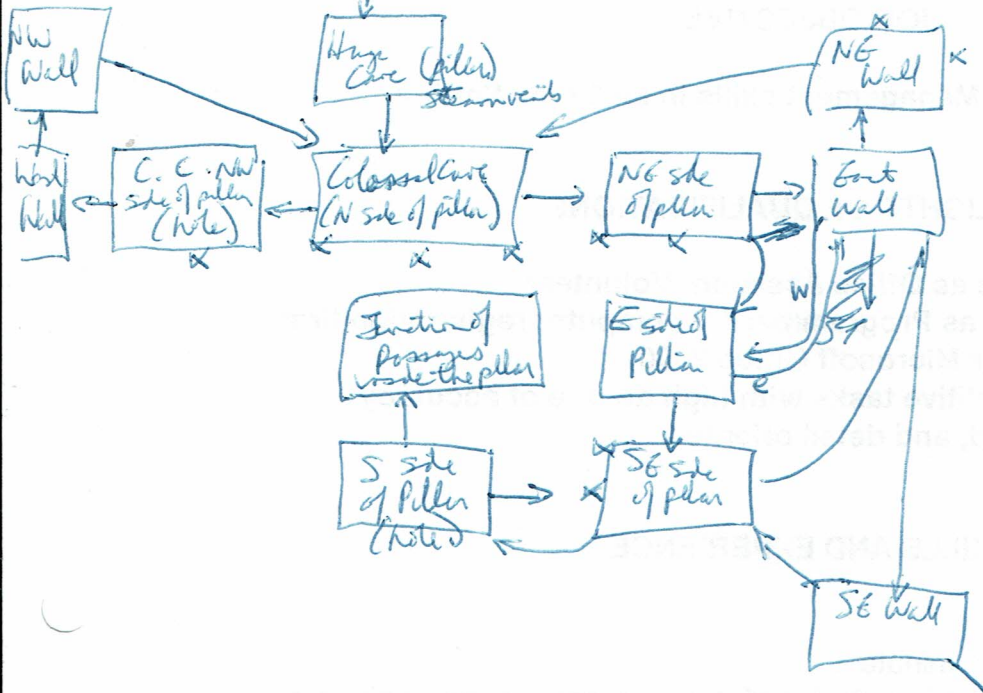
Dead End (S: S of JT.H., NW: Hip-willed east-west canyon, SW: low Damp) (N: N of JT.H., S: Dead End)



50th Room

Toll Hole
~~Water Pillar~~
Note "Drop treasure here to pass"

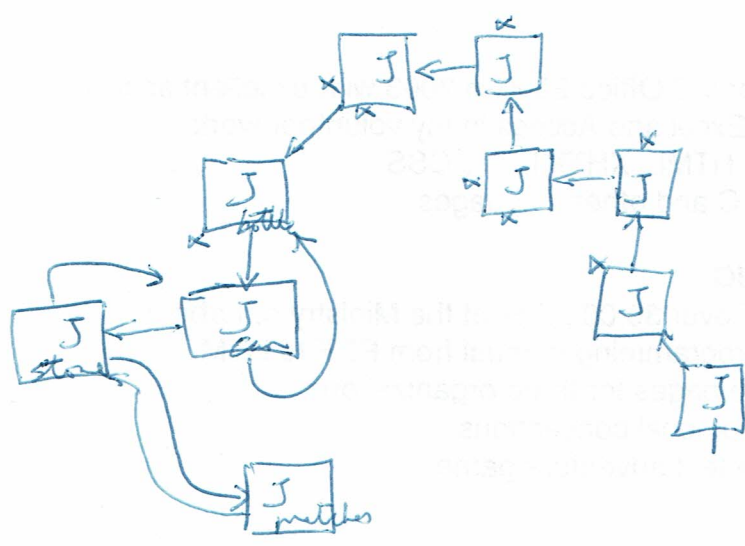
once only (a ball almost gets you)

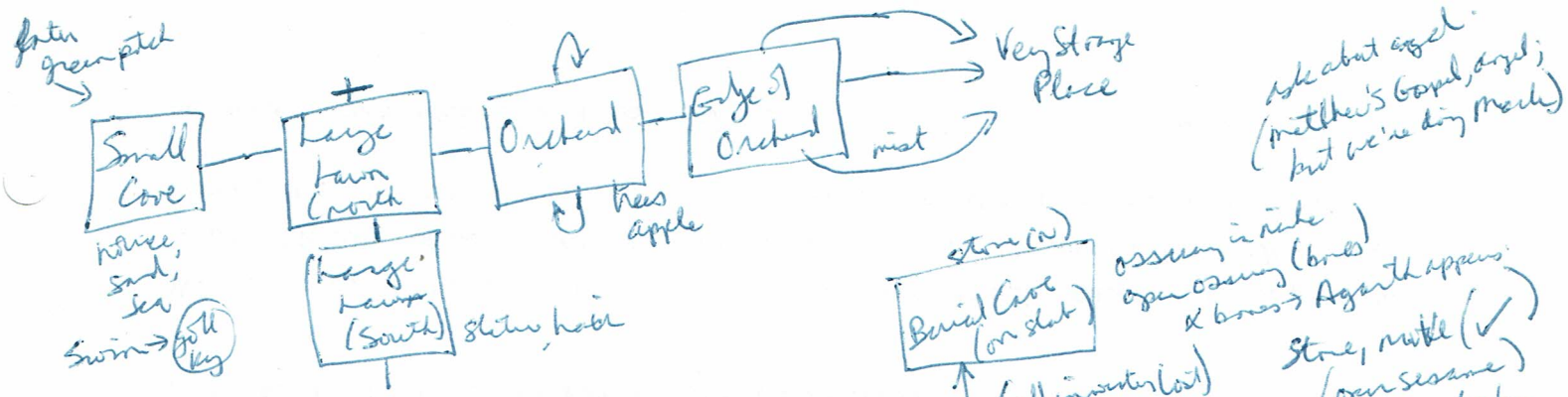


(die, but don't choose resurrection → crystal skull)

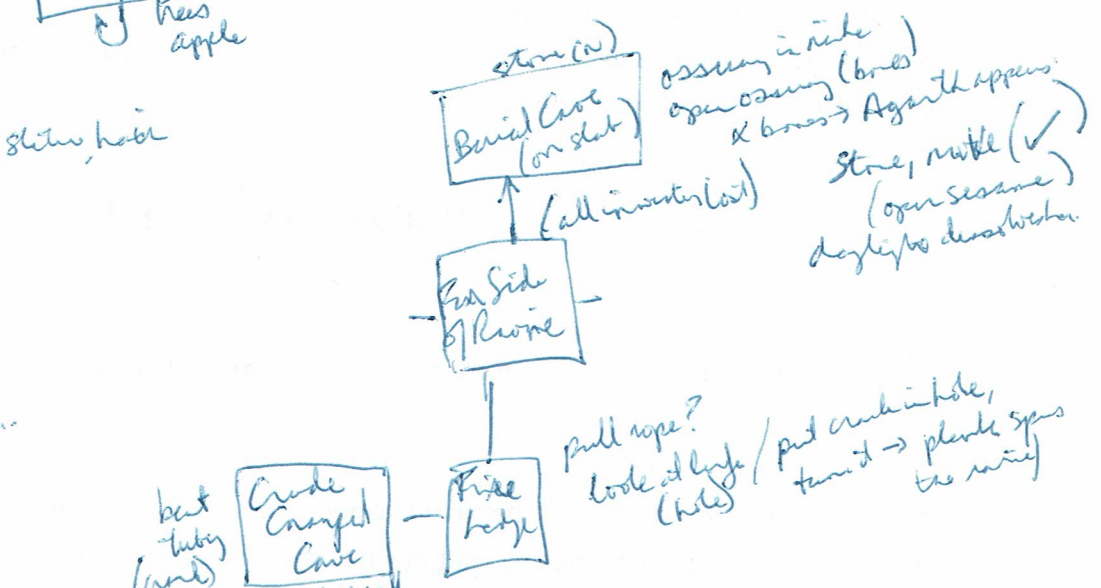
ADON → darkness (escape? Hades?) to island.

↳ the long bars brightly.

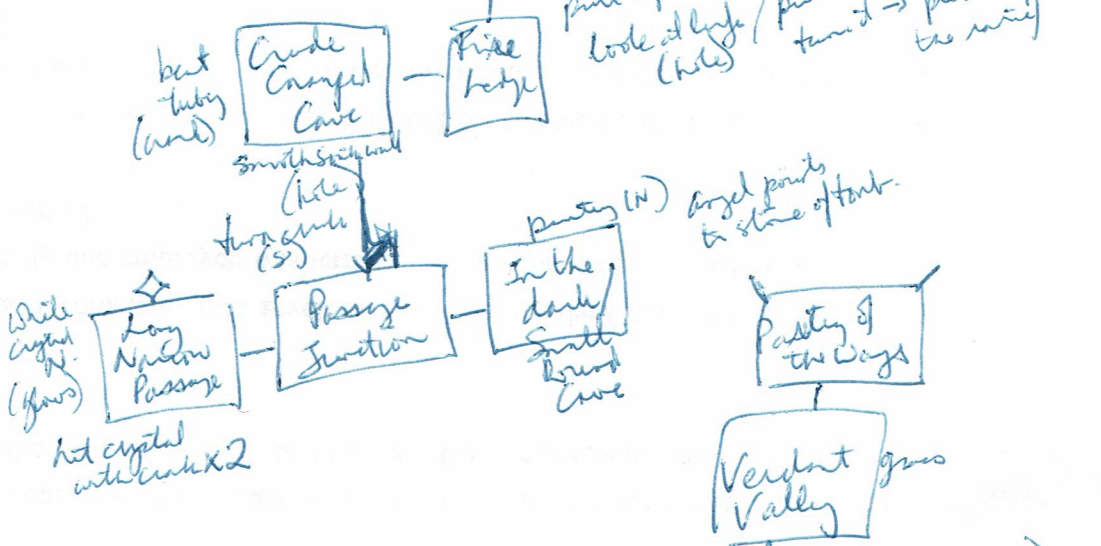




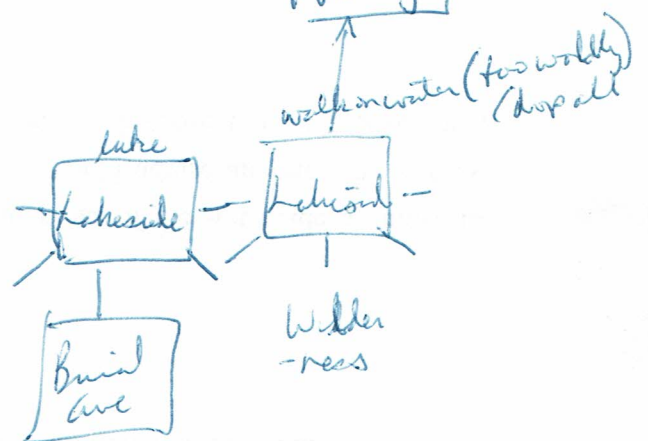
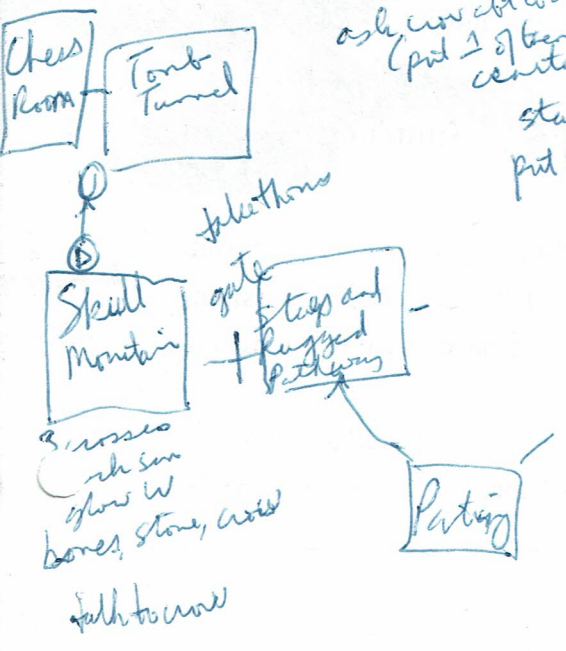
Chess Room - Porticus Plate vs. Cairaphals...



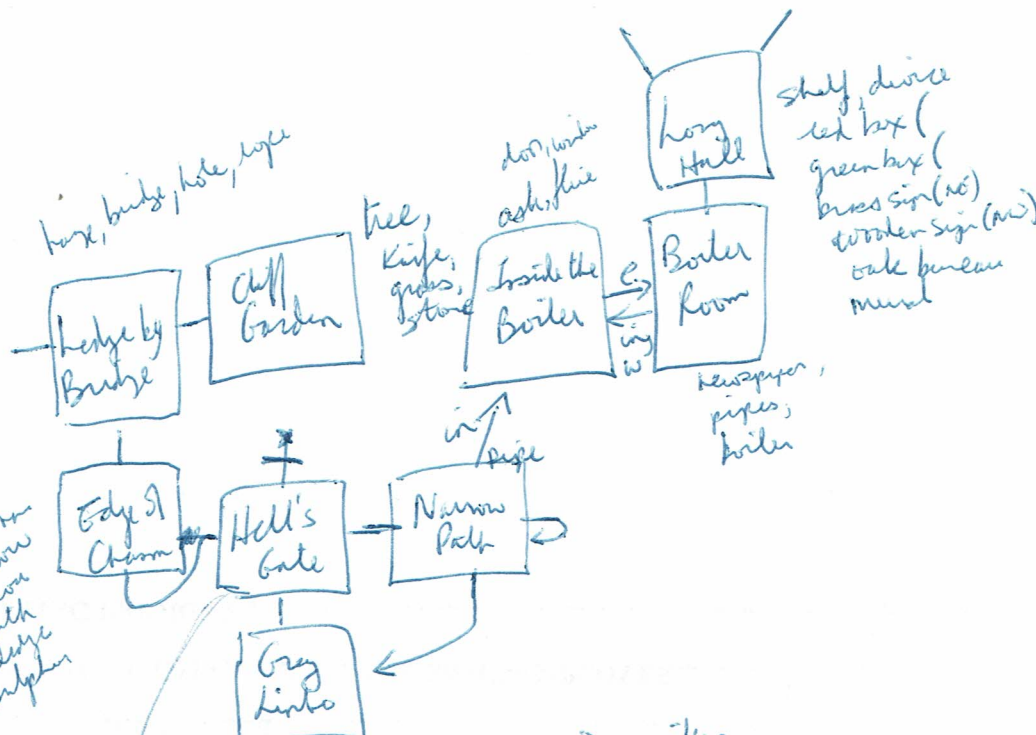
middle case: Robber
 central case: talent black
 Southern case: Boudit



search boxes:
 stack of words:
 (hope, love, truth, justice, courage, faith, integrity)
 ask for old words
 (put 1 of them on central titelad)
 stand on stone
 put hope on titelad
 (hole stand)



T/SAR
 - Thuberry / Seal Adventure language
 - what Phoenix game were written in.



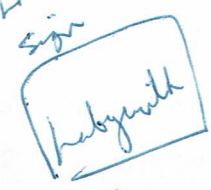
charm glow down path large sculpture

newspaper, pipes, boiler



done, rope, fire.
 (choose torch or temptation)
 If you insist on torch, I get temptation (want to I really want) askigraph for hope.

"ACRATA'S LABYRINTH"
 spin

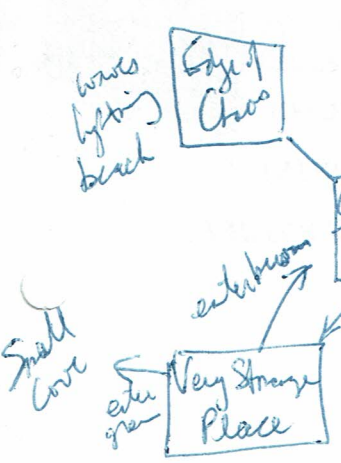


demon, ladder, gate, brozier (wala), spikes
 pediment, inscription
 (ask demon at Got, hell, lewen, gate, Saten, death, life, notice, herself, work)
 Bultmann (theologian who attacked demythologization)

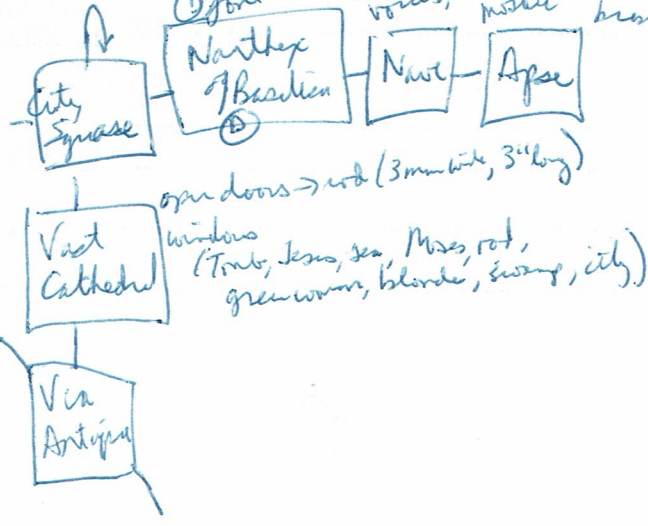


grey disk (- atyping),
 1st brass Roman, then medieval + Gothic.
 These destroyers.. Nothing left but basilica.
 Demos: "And now on to some real destruction!"
 Push/pull handle doesn't help?
 (clatters in box)

silver cylinder: 'Oswald demon soldier'
 brass cylinder: 'Life of Jesus Wally'



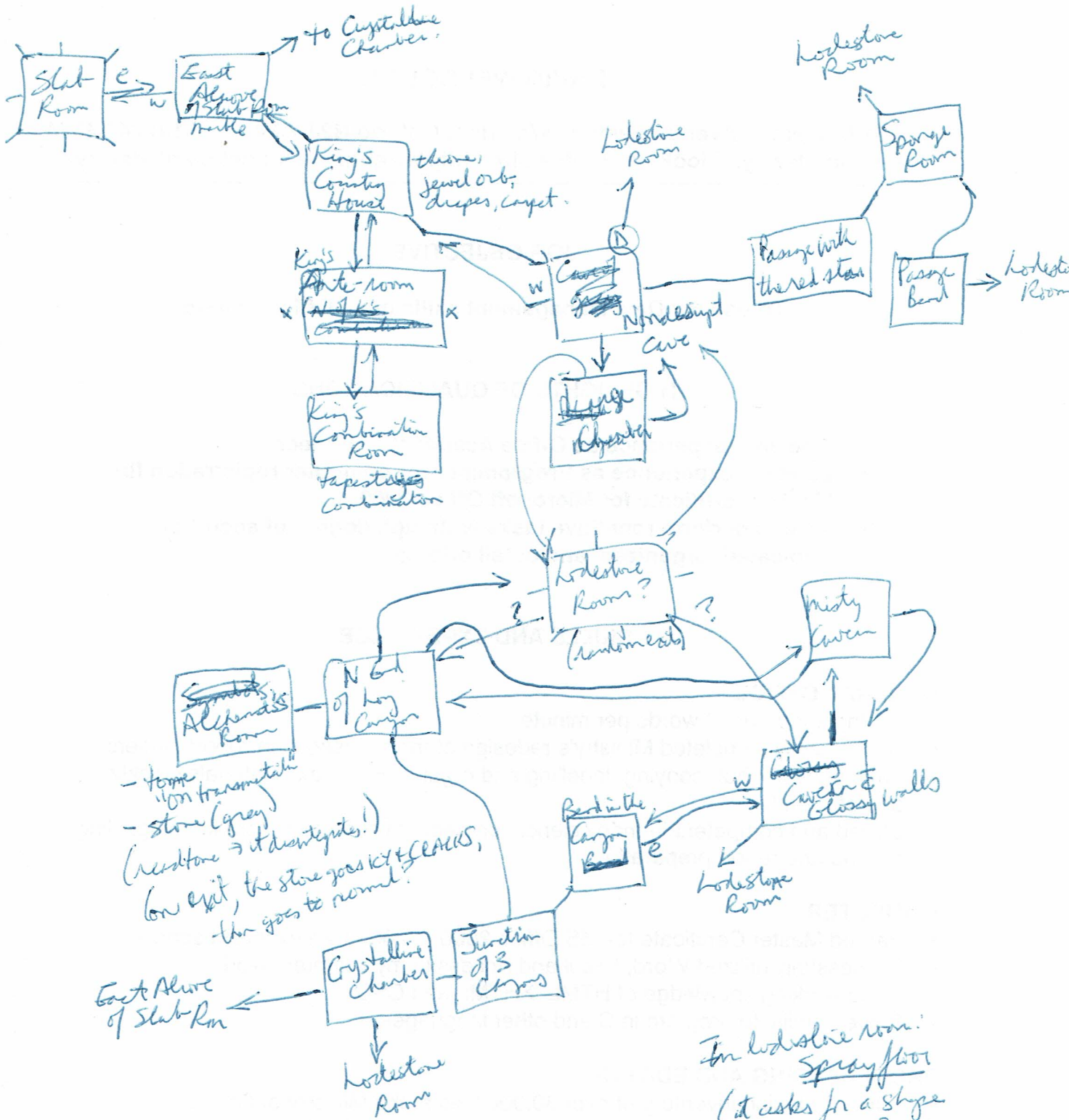
tree



open doors -> web (3mm wide, 3" long)

windows (Tomb, Jesus, sea, Moses, rot, green worm, blonde, swamp, etc)

Small cave
 enter green
 enthusiasm
 they will



- Home (on transmetal)
 - stone (grey)
 (redstone -> it disintegrates!)
 (on exit, the stone goes KX + CLAWS,
 - then goes to normal!

In lodestone room:
 Spray floor
 (it asks for a shape
 arrow? No
 star Oh)

	eye	best sword	can	magic ⁴⁷	dragon	gas	parade	gun	mice	spears	stake	nothing
knight	✓	✗	✗	✗	✗	✗	✗	✗	✓	✓	✗	✓
Scorpion	✗	✗	✗	✗	✗	✗	✗	✗	✓	✗	✗	✗
minotaur	✗	✗	✗	✗	✗	✗	✗	✗	✓	✗	✗	✗
ore	✓	✓	✗	✗	✓	✗	✓	✓	✓	✓	✗	✗
cyclops	✗	✗	✗	✗	✗	✗	✗	✗	✗	✓	✗	✗
serpent	✓	✓	✗	✗	✗	✓	✗	✗	✓	✗	✗	✗
vampire	✗	✗	✗	✓	✗	✗	✗	✗	✗	✗	✓	✗
well	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗	✗
spacine	✗	✗	✗	✓	✗	✗	✗	✗	✗	✗	✗	✗
dragon	✗	?	?	?	?	?	?	?	✗	?	?	✗

— one less point for killing knight with eye instead of nothing

- CRAN
 - MOGA
 - TEK
 - ASU
 - HU
 - LI
 - TO
- } 27 marks

There is a hole of the finest damask silk here!

@ heron Y

W: safe (Kreat B)
E: safe (Kreat B)
S: safe (Kreat B)
Z: safe (Kreat B)

@ Kreat B

W: safe (Boa ante I)
E: safe (Boa ante I)
Z: safe (Boa ante I)

@ Boa ante I

N: safe (Boa V)
S: safe (Boa V)
E: safe (Boa V)
Z: safe (Boa V)

@ Boa V

W: ~~Boa~~ safe (Boa ante R)
TAKE SILK: Anacomba!

@ Boa ante R

N: safe (Boa O)
S: safe (Boa O)
E: safe (Boa O)
Z: safe (Boa O)

@ Boa O

W: safe (Boa ante Y)
TAKE SILK: viper!

@ Boa ante Y

N: safe (Boa G)
S: safe (Boa G)
E: safe (Boa G)
Z: safe (Boa G)

@ Boa G

W: safe (Boa ante B)
TAKE SILK: viper!

@ Boa ante B

N: safe (Boa I)
S: safe (Boa I)
E: safe (Boa I)
Z: safe (Boa I)

@ Boa I

W: TAKE SILK: Soft! (Boa V)

@ Boa V

W: safe (Boa ante R)
Z: safe (Boa ante R)

@ Boa ante R

N: safe (Kreat O)
S: safe (Kreat O)
E: safe (Kreat O)
Z: safe (Kreat O)

@ Kreat O

W: safe (heron Y)
E: safe (heron Y)
Z: safe (heron Y)

@ heron Y

W: safe (python G)
E: safe (python G)
S: safe (python G)
Z: safe (python G)

@ python G

W: safe (South B)
E: safe (South B)
Z: safe (South B)

@ South B

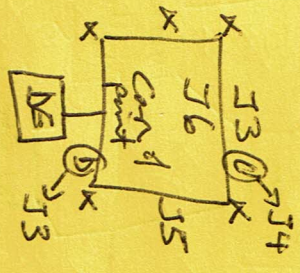
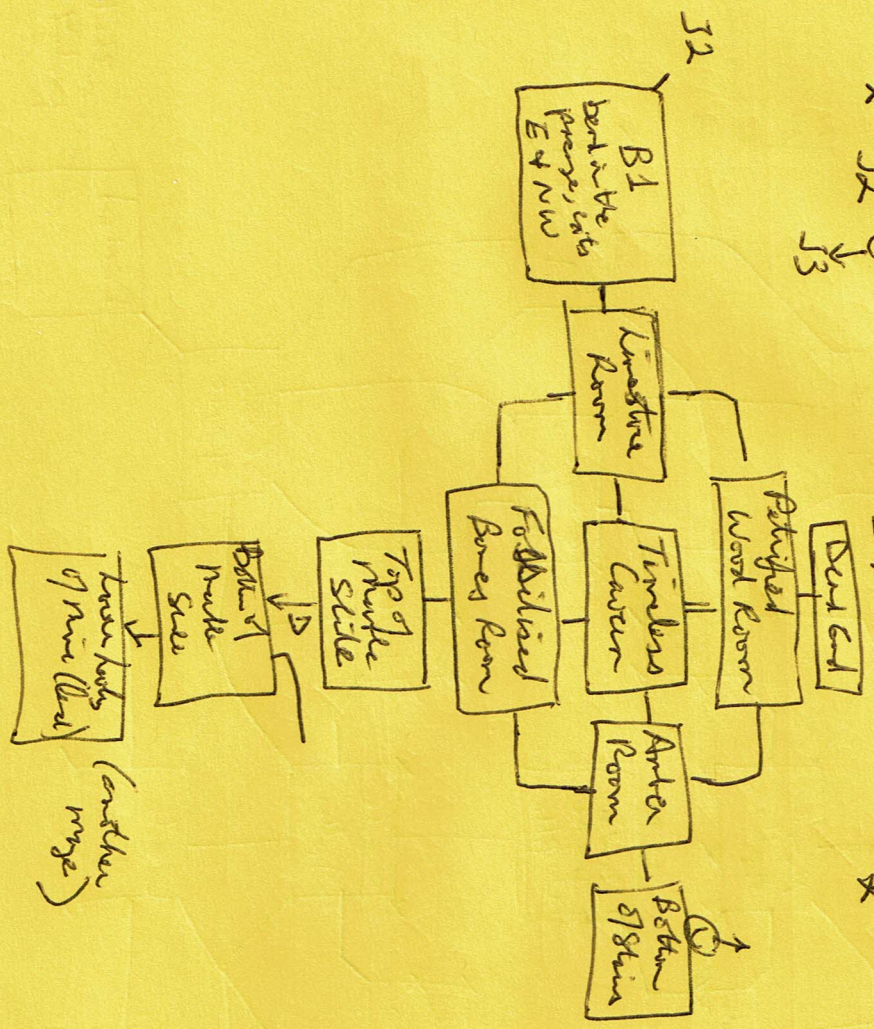
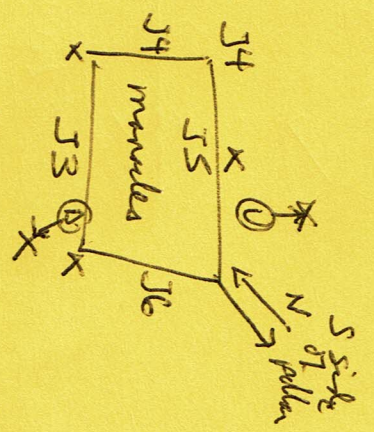
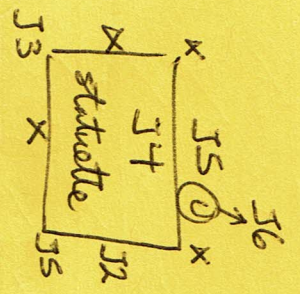
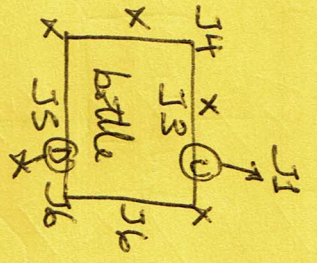
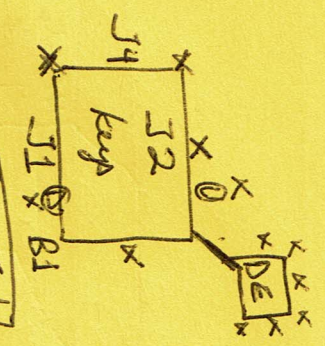
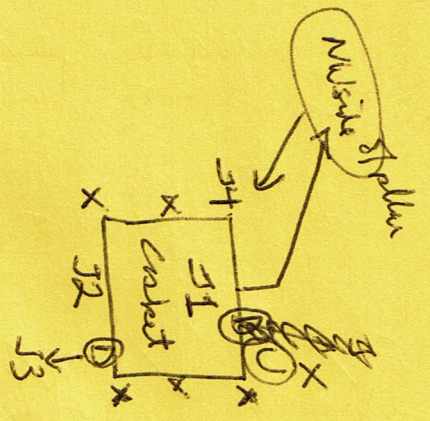
N: safe (arac I)
W: safe (arac I)
E: safe (arac I)
Z: safe (arac I)

@ arac I

N: long conider!!

(nu)

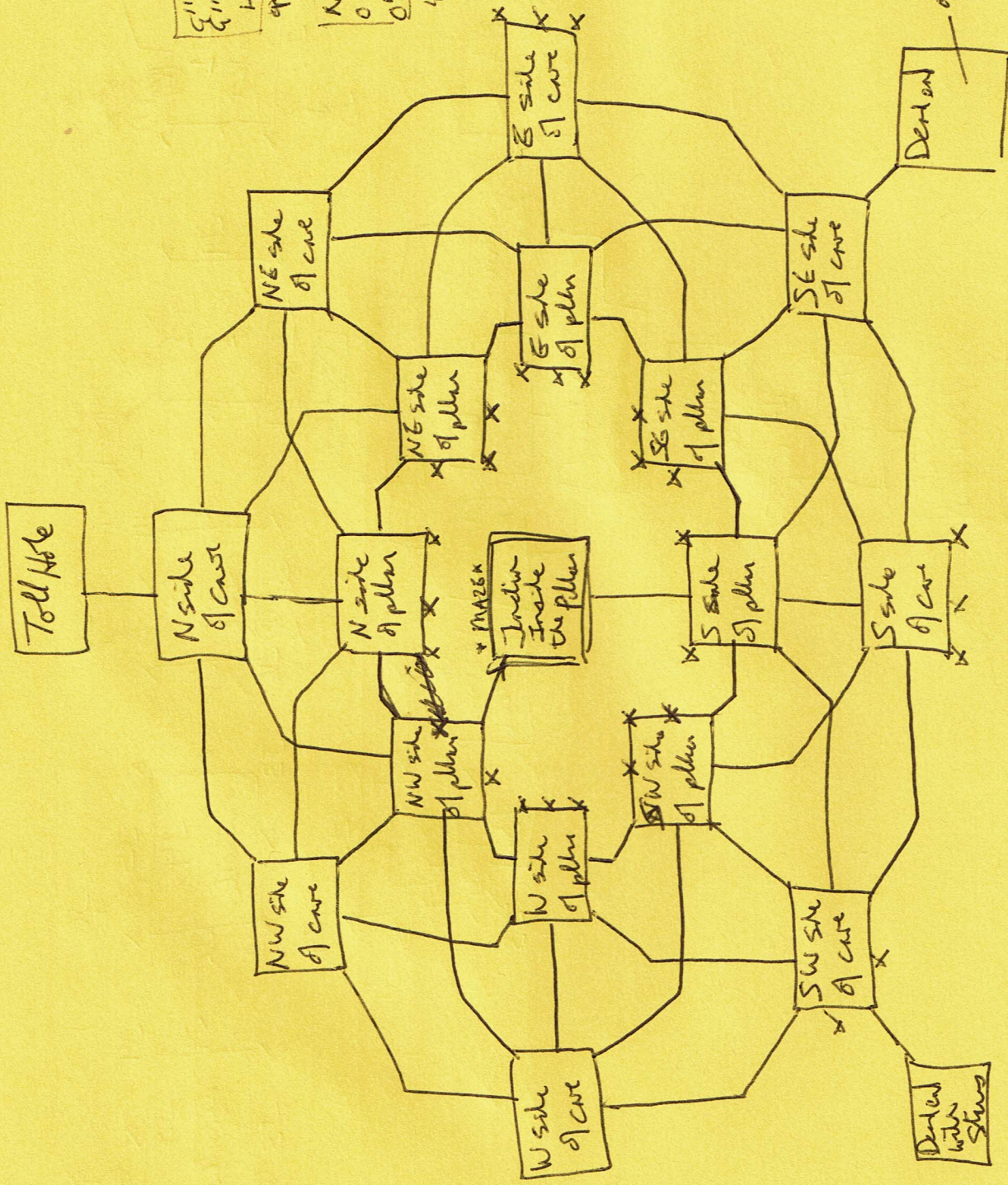
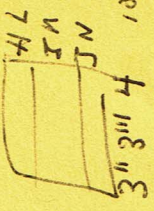
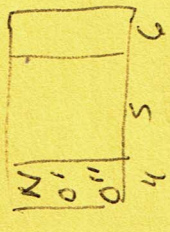
A bale of silk.



T.

ACHETON

(Estimated cave ~~size~~
width to get pillar)



13
11
9
7
5
3
1

8 feet cavity

@ cobra mm (Y)
N: safe in vipera arm! G
W: rattlesnake!
E: rattlesnake!
Z:

@ vipera mm (G)
tape audelstich (safe!) B

N:
W:
E:

@ vipera mm (B)

N: kvakt!
W: safe (in Ra ante, I)
E:
Z:

@ Ra ante (I)

N: hændigt!
W: safe (in Ra ante)
S: pythor!
Z: vipera!

@ Ra
E (P): safe
E (R): hændigt

@ Ra ante (R)
N: safe @ vipera (O)
S: pythor!
Z:

@ vipera mm (O)
N: safe (estrum Y)
W: hændigt!
E: vipera!
Z: pythor!

@ cobra mm (Y)

N:
W: safe (buclet mm G)
E:
Z:

@ buclet mm (G)

N: safe (cobra mm B)
S: cobra!
Z:

@ cobra mm (B)

N: safe (vipera mm Z)
W:
E: arwampel!
Z:

@ vipera mm (I)
N: safe (cobra mm V)
W: pythor!
E: vipera!
Z:

@ cobra mm (V)
N:
W: safe (buclet mm R)
E:
Z:

@ buclet mm (R)
N: vipera!
S: cobra!
Z: safe (O)

@ buclet mm (O)

N: safe (kama mm Y)
S:
Z:

@ kama mm (Y)

W:
E: rattlesnake!
S: safe (pythor mm G)
Z: safe

@ pythor mm (G)

W: safe (south mm B)
E:
Z:

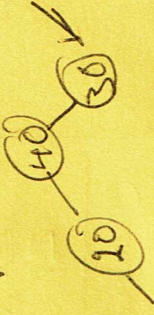
@ south mm (B)

N:
W: arwampel mm (I)
E:
Z:

@ arwampel mm (I)

N: long birden!

313243 (fish) ✓
 change sig ptm (Blue pollen in bottle, then white pollen) ✓

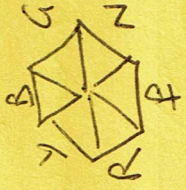


- shots
- 1 fly
 - 2 sing
 - 3 peck

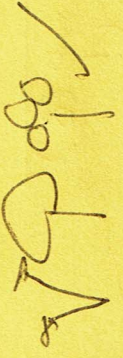
LORN/WYA
 QYWINROL
 WUEOMIFI

GANGNNGG ✓ 4S3 ✓ YDM ✓ XRF

steyink bins shells 4 ✓
 3



Boat +umbrell ⇒ 30 + 101 = 131



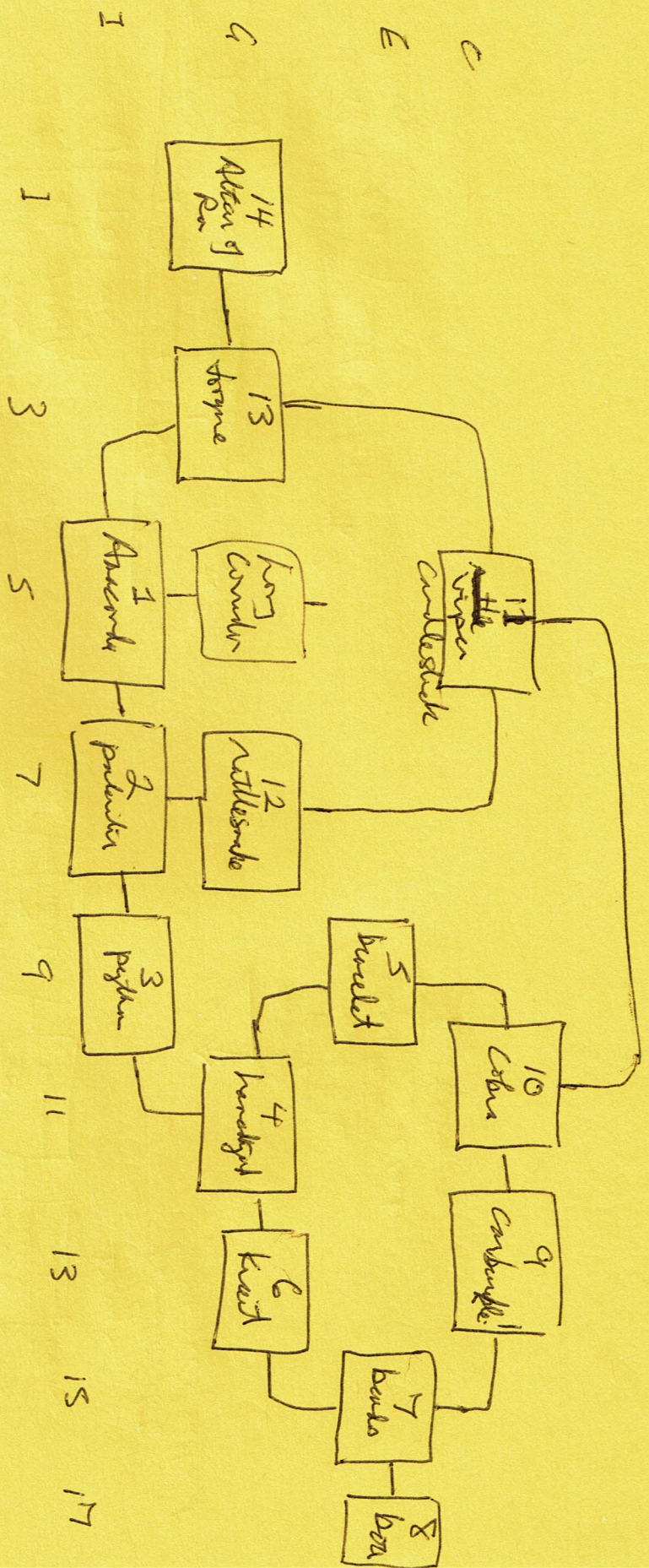
OBRBBR

take card like on orange (viper!)
 N on orange (safe & at cost of...)
 W on orange
 E on orange

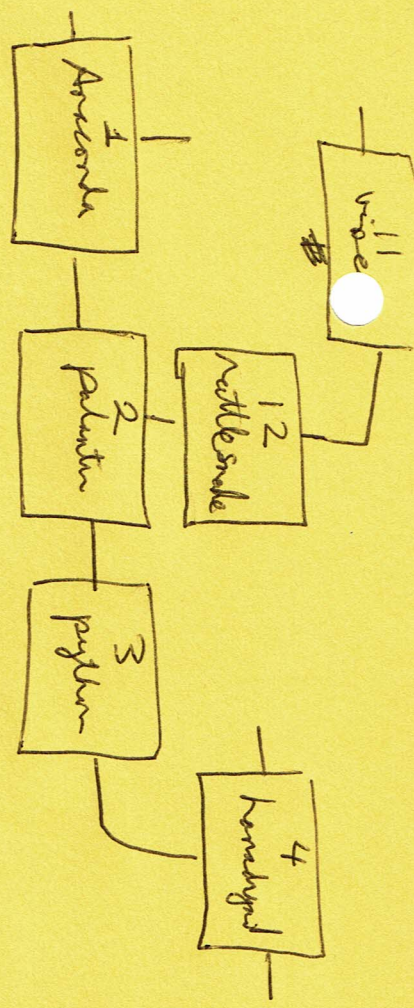
- com O: viper! (or y, G)
- com I: uncorban!
- com B: safe
- com V: safe
- com R: python!

N on videt (python!)
 S on videt (viper!)
 W on videt (uncorban!)

N on red (safe)
 S on red (viper!)
 W on red (python!)



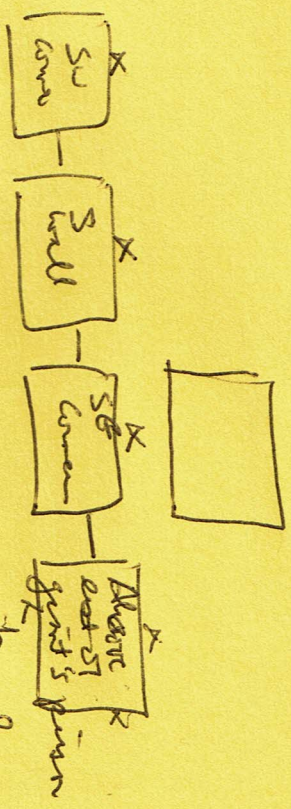
11
A carbande
A forpne bundle



$\frac{A}{(B)}$ $\frac{LI}{mth}$ $\frac{MOQA}{Sath}$ | $\frac{A}{A_1}$ $\frac{LI}{Tkr}$

$\frac{A}{S}$ | $\frac{HU}{LI}$ | $\frac{TKR}{MOQA}$
 $\frac{U}{TO}$ | \frac{GAN}

- curve used at grant? NO
- drop records ~~in~~ in grant's path?
- drop force at grant?
- drop pillars at grant?
- drop plate of Salt in his path?

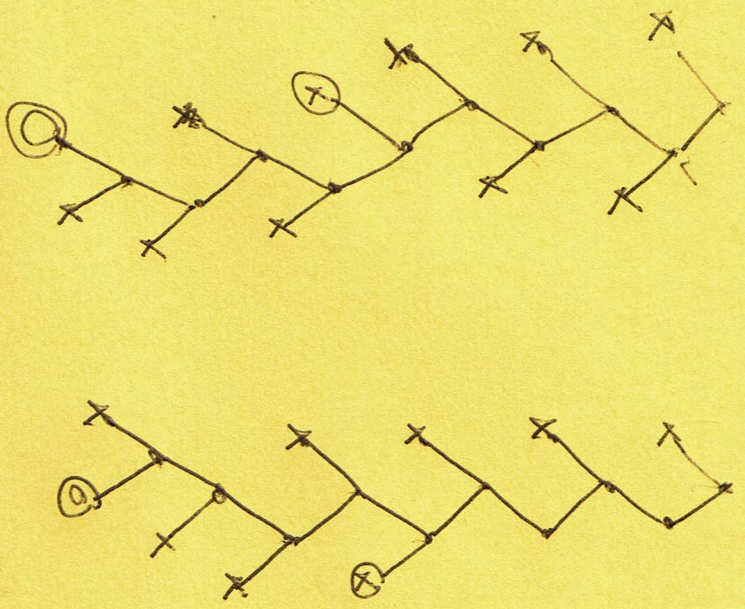


↑
 grant's path
 (you want to be where he is at & also where he is at about to stay)

berg
 proceeding to walk plate of salt on it

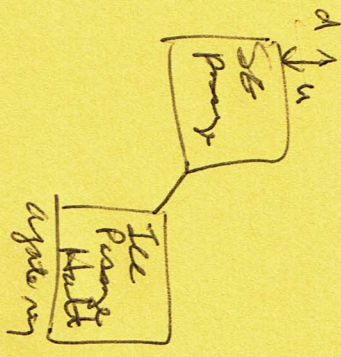
lamp is getting like being still 2

e. work 5 (bring veg lights)



more obs onto fleet 2
 more board to guide (4)
 more obs to board (2) 2
 more fleet to board (2) 2
 more guide to fleet 3

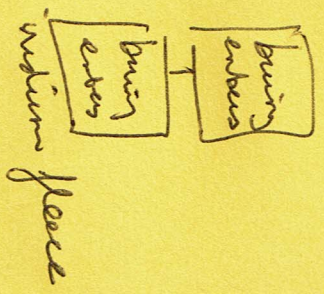
All available
 - crown, orb, scepter, ~~trape~~
 - eye
 - sovereign, diamond, scepter
 - root



Orb + Scepter + Crown
 in King's Chamber Room
 - King's brother produces "King's Crown chest"
 KRM Stone, Do NOT HOLD lead, "transmute"
 => lead becomes a gold nugget.

pillars = some
 here

Carry the pillars with you when
 taking the wine upstairs;
 it muffles the sound.



light metal. light mag.

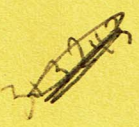
pillars
 some
 here
 Ukeem/Nakel
 not
 NINIGY

—granite and a tremore

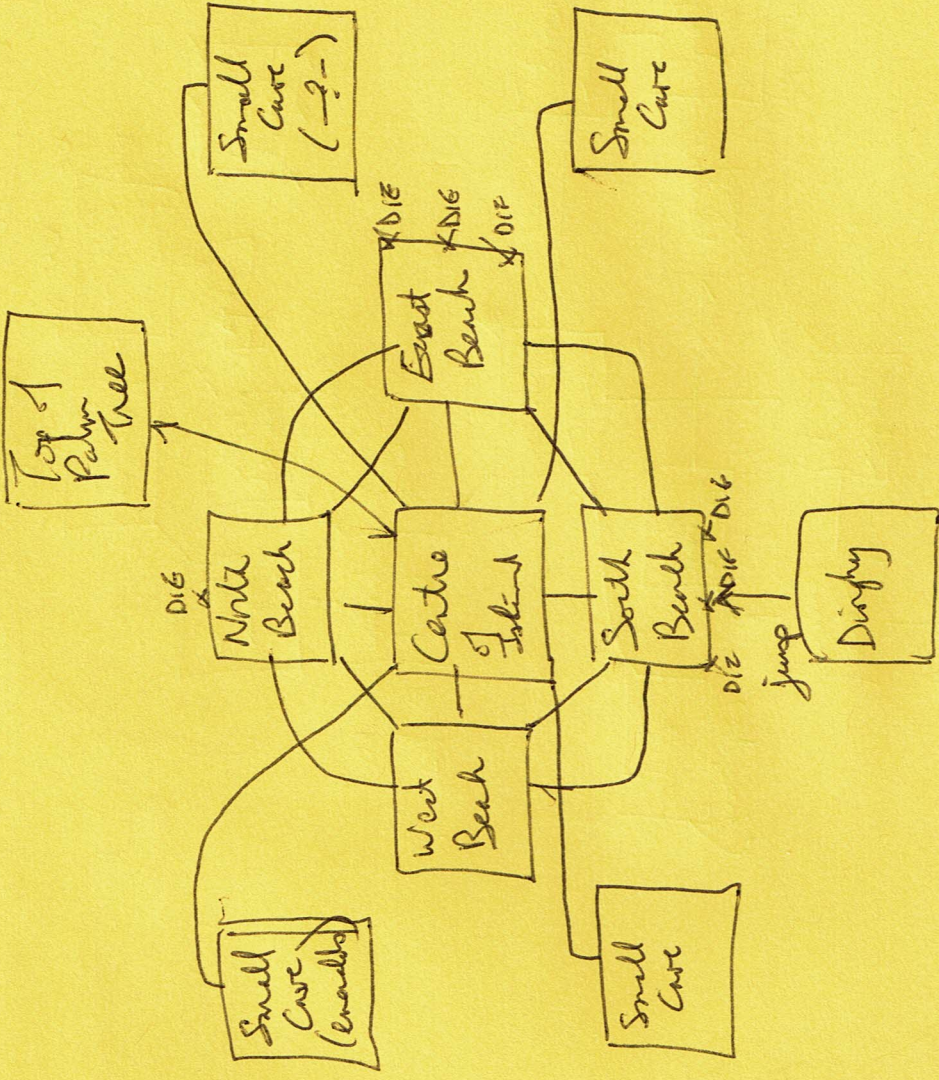
mirrors

Nerka, Ukeem of back door => large Cluster

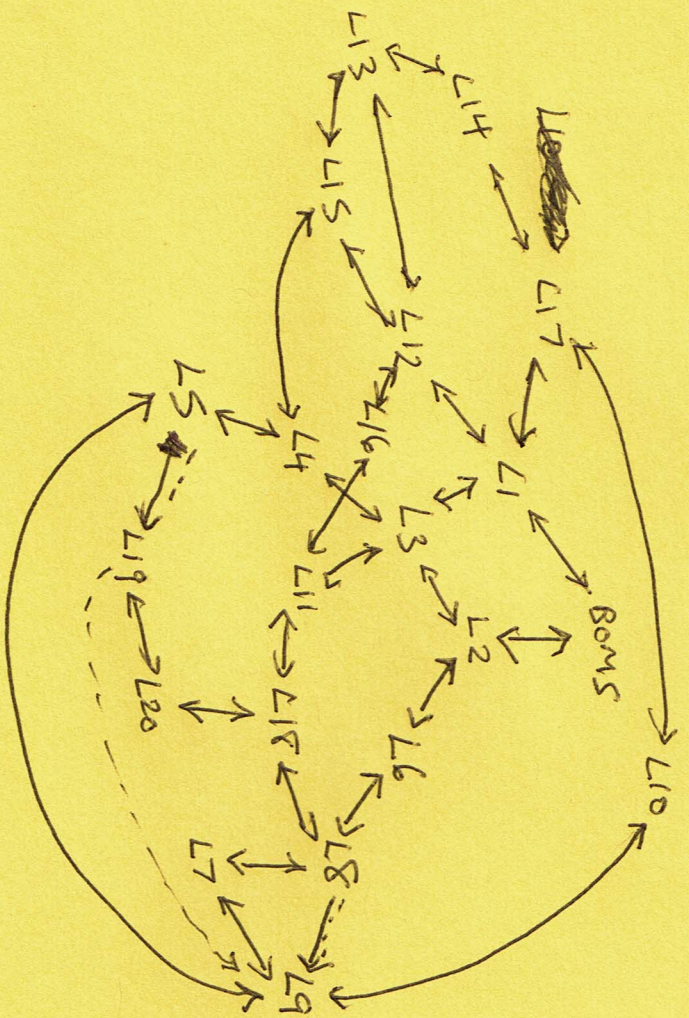
1/2 x 2/3
 2/3 x 2/3
 2/3



AETHERON
SMALL CORAL ISL.



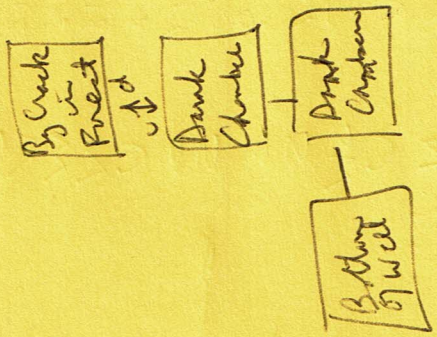
— crossing the amulet lets you take invisible treasures past the ~~golden~~ stone line.



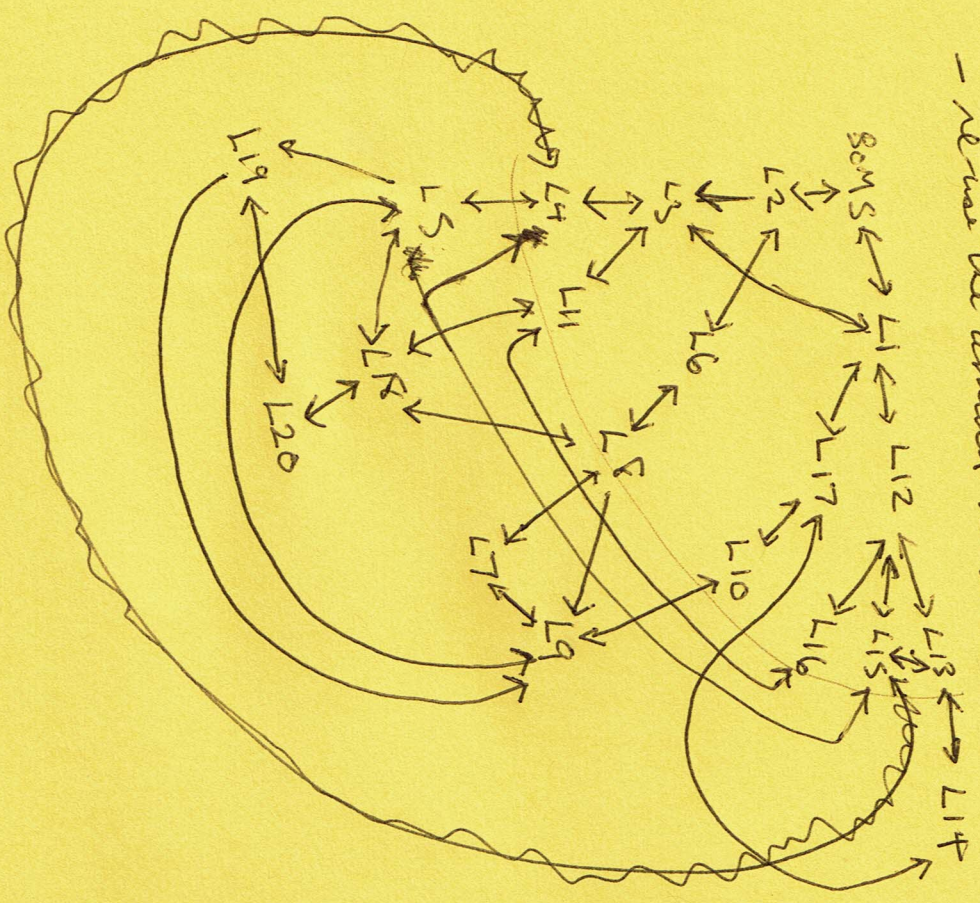
— NORP14 of cell collapse is deadly; die in overboard

ACHETON
M, NB
TRAVELER

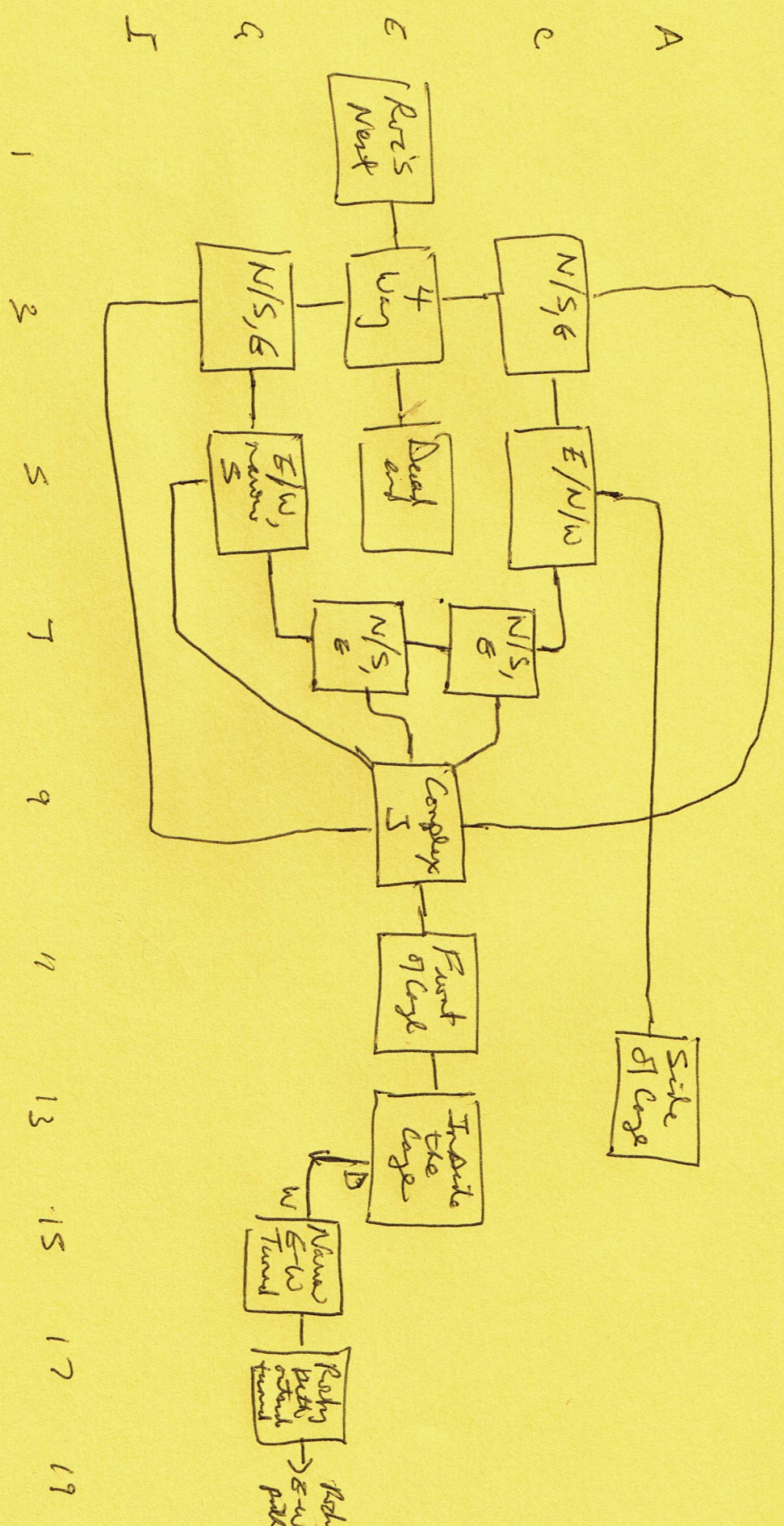
ACHETON		M, NB		TRAVELER	
BOM5		N		S	
L1	L12	L13	L14	L17	L10
L15		L18		L19	
L16		L18		L19	
L17		L18		L19	
L18		L19		L20	
L19		L20		L21	
L20		L21		L22	
L21		L22		L23	
L22		L23		L24	
L23		L24		L25	
L24		L25		L26	
L25		L26		L27	
L26		L27		L28	
L27		L28		L29	
L28		L29		L30	
L29		L30		L31	
L30		L31		L32	
L31		L32		L33	
L32		L33		L34	
L33		L34		L35	
L34		L35		L36	
L35		L36		L37	
L36		L37		L38	
L37		L38		L39	
L38		L39		L40	
L39		L40		L41	
L40		L41		L42	
L41		L42		L43	
L42		L43		L44	
L43		L44		L45	
L44		L45		L46	
L45		L46		L47	
L46		L47		L48	
L47		L48		L49	
L48		L49		L50	
L49		L50		L51	
L50		L51		L52	
L51		L52		L53	
L52		L53		L54	
L53		L54		L55	
L54		L55		L56	
L55		L56		L57	
L56		L57		L58	
L57		L58		L59	
L58		L59		L60	
L59		L60		L61	
L60		L61		L62	
L61		L62		L63	
L62		L63		L64	
L63		L64		L65	
L64		L65		L66	
L65		L66		L67	
L66		L67		L68	
L67		L68		L69	
L68		L69		L70	
L69		L70		L71	
L70		L71		L72	
L71		L72		L73	
L72		L73		L74	
L73		L74		L75	
L74		L75		L76	
L75		L76		L77	
L76		L77		L78	
L77		L78		L79	
L78		L79		L80	
L79		L80		L81	
L80		L81		L82	
L81		L82		L83	
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L278		L279		L280	
L279		L280		L281	



- find a route thru the mine that visits all locations there.
- reverse the route in the new version.



- Take MANAGER at skeleton this works. (Does MANAGER work?)



788 E 118

~~788 E 118~~
 788 E 118

slot in 19°
 about slot 13°
 gun slot 16° / 18° / 19°
 height -24°

Steph in the program; use thermometer

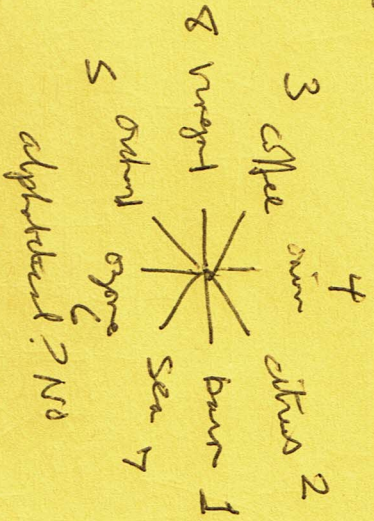
to stay in -10 or other

(~~check~~ (check) -4)

initial temp -34°

with 5° added every hour.

(once it's above 0 , use realts)

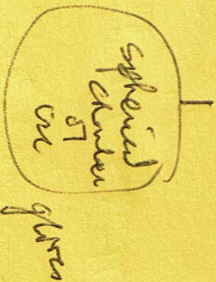
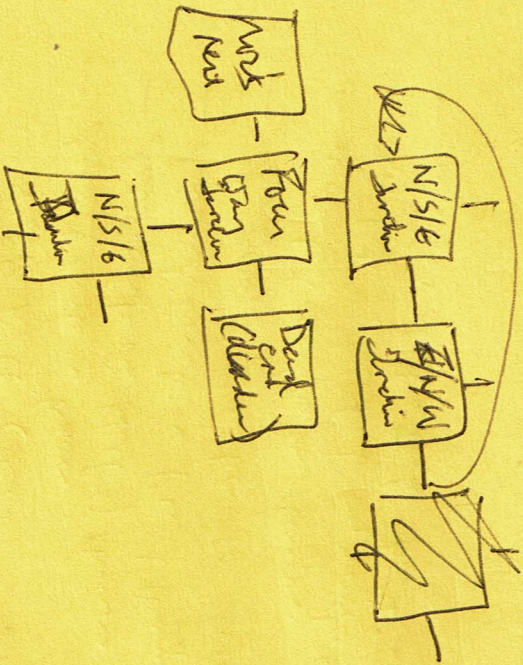


H K N J E S U M
 I L O R F T V N
 J M P L Q U W O
 K N Q M H V X P
 Z O R E N I W Y Q
 M P S O J X Z R
 N A T P K Y A S

- can the sensors cut the package?

- Dig in Tent Room

⇒ empty skeleton + wire pencils.



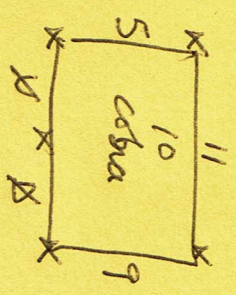
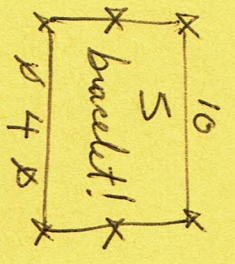
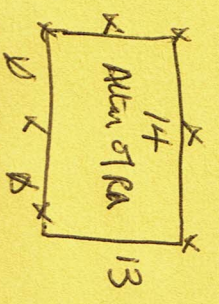
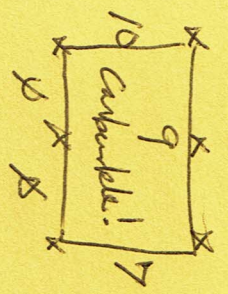
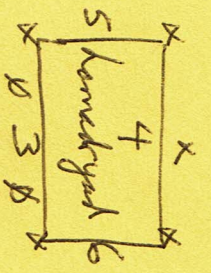
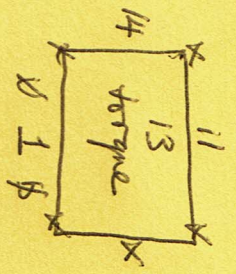
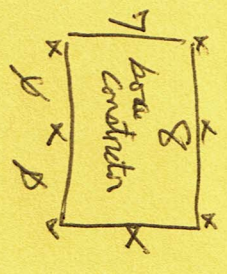
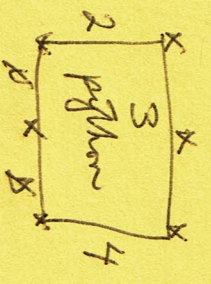
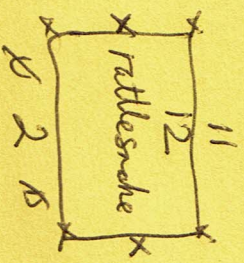
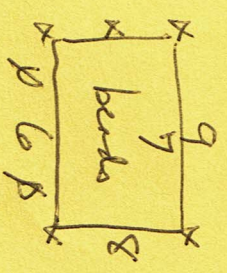
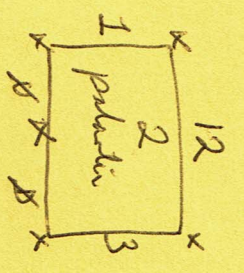
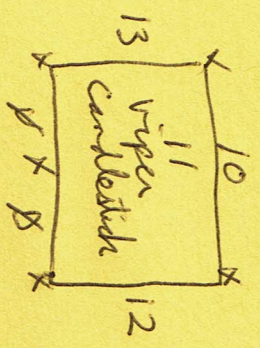
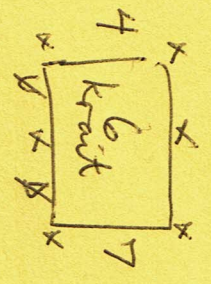
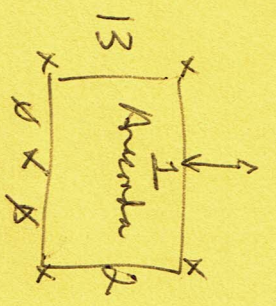
Askelvyn & candle & leaf
Bottom of seal: S. take leaf. S. take candle. S. (Loverstone)

- keep of leaf
- turquoise candle

LIGHT FIRE

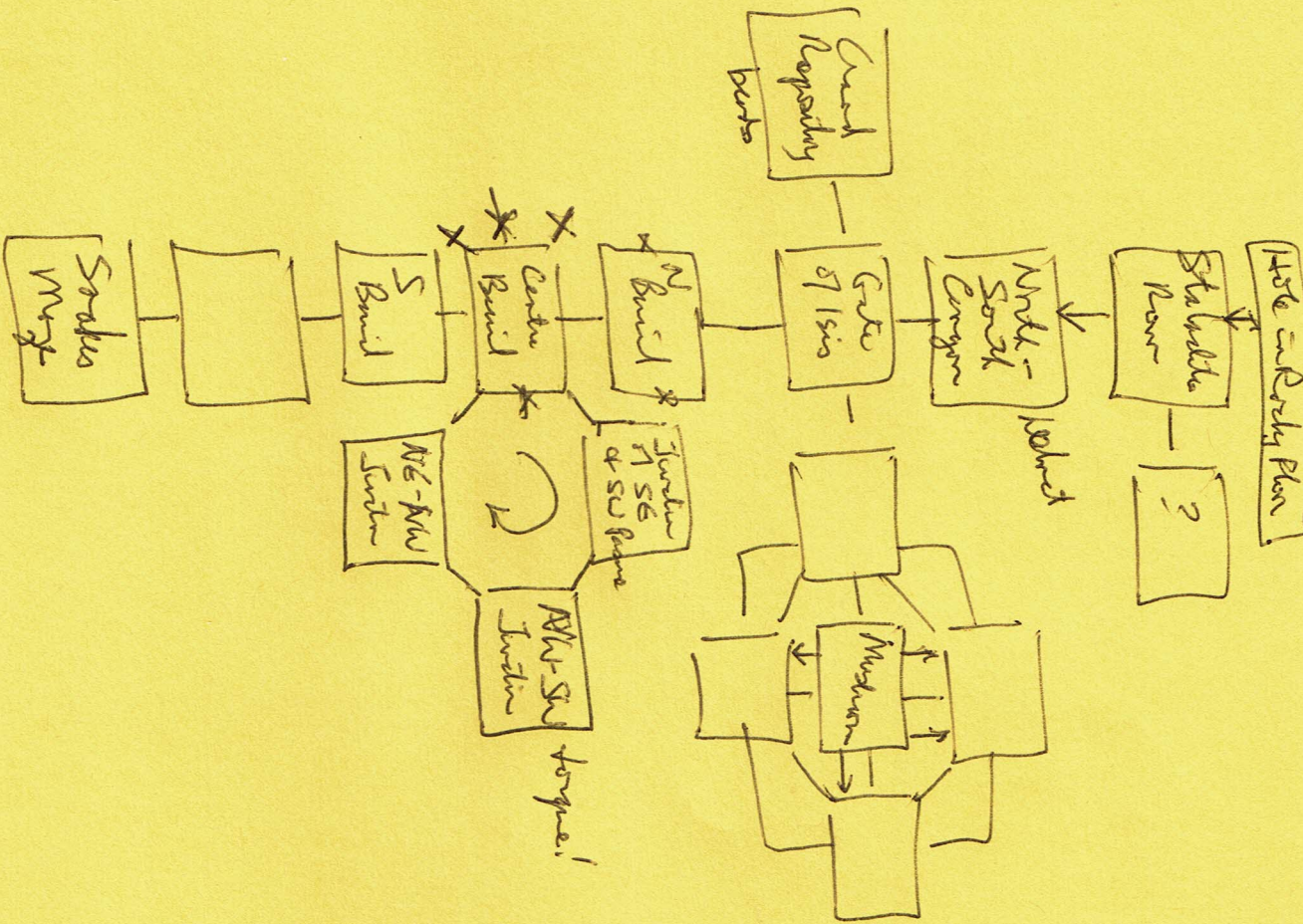
- start candle at Wyr's cellars!
- Also it's aura bit at ~~Edwyn's~~ Edwyn's home later (Lort, Kru, Arig, Collan, Cephoru),
+ the hall (Bend, Mergate, etc., SE 81)
- doesn't work in house
- show work in Hall of Mirrors
- doesn't work in Purst Myr
- if seems to make the clock tickle (Lortost says so) and then object candle (Lortost says so)
- candle works in dungeons
- candle is blocked by smoke & hot & holyfire.
- the lights don't attack with the candle?
- Fineloes even recharges the lamp BUT a second exposure kills it.

long
corn

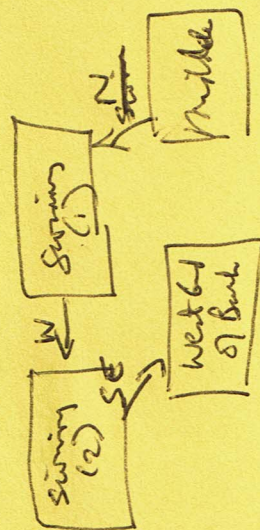
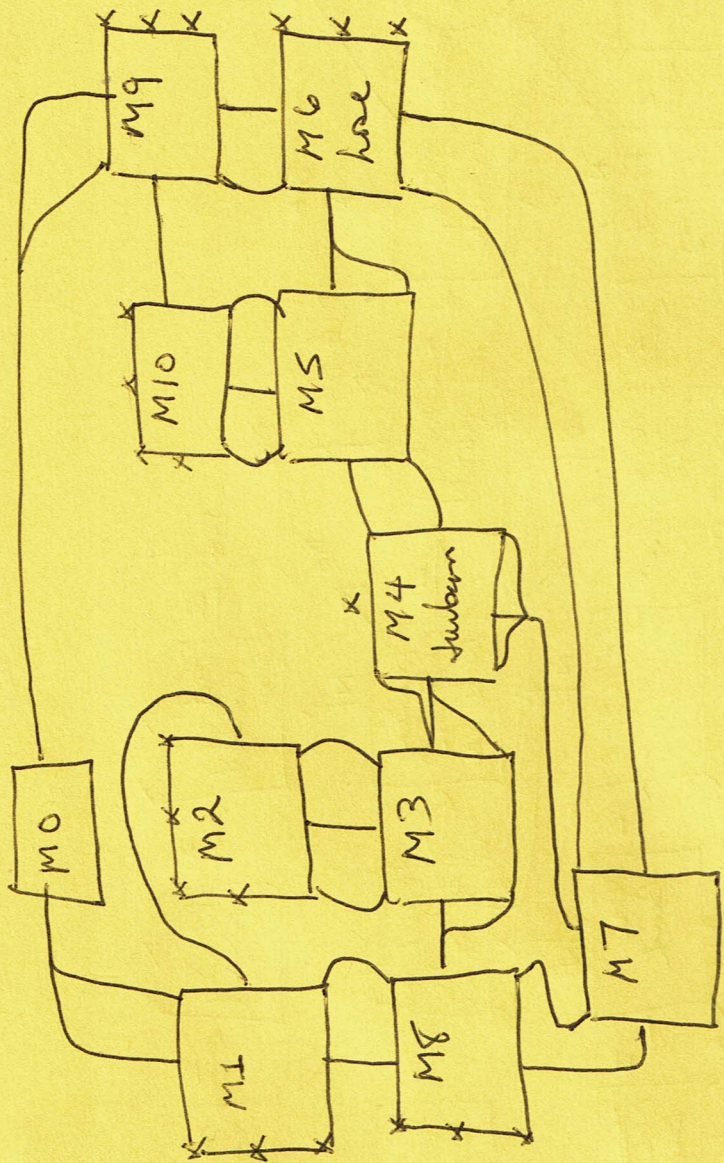


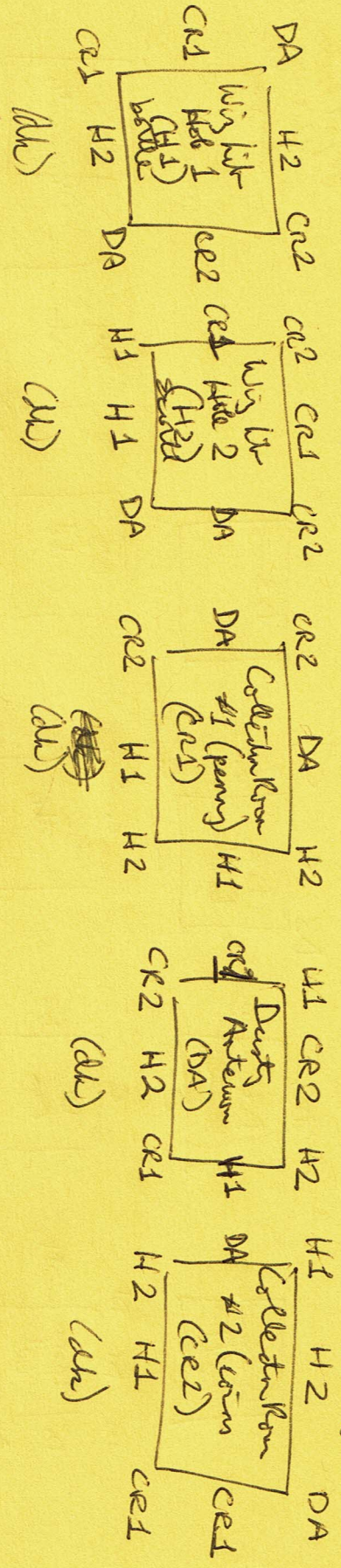
ACHETON
SNAKES MAZE

- 5: antique traumatic bracelet!
- 8: also watchful
- 9: large glistening carabole!
- 11: ancient bronze carabole!



try carrying multiple
of thread when
small.

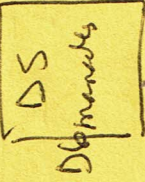
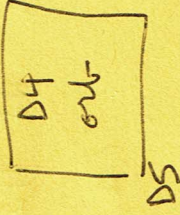
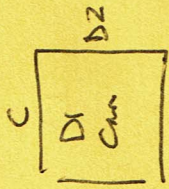
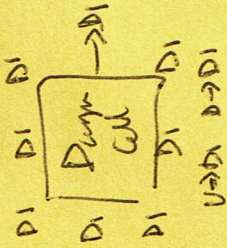
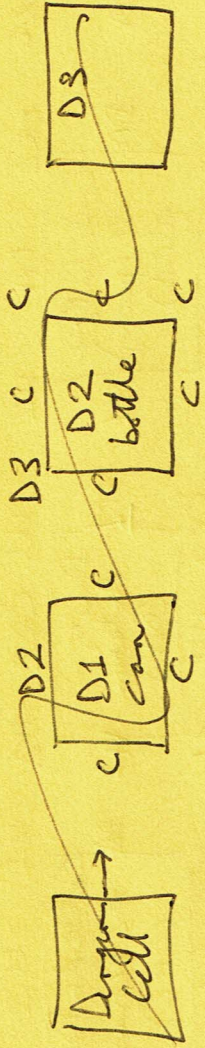




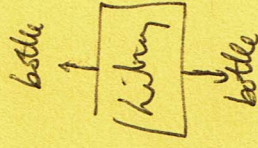
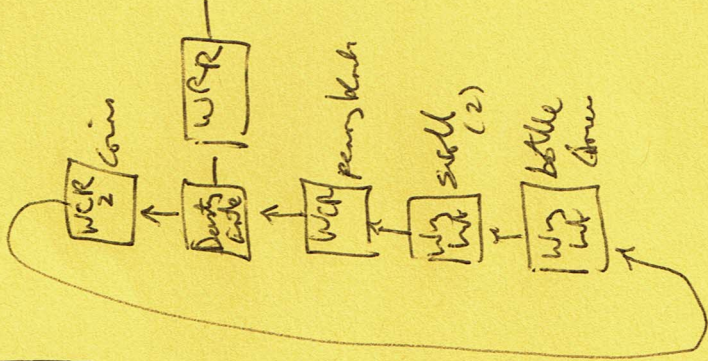
NEVER, UKRREM don't work at Back Doors; they also work in Reception

collecting

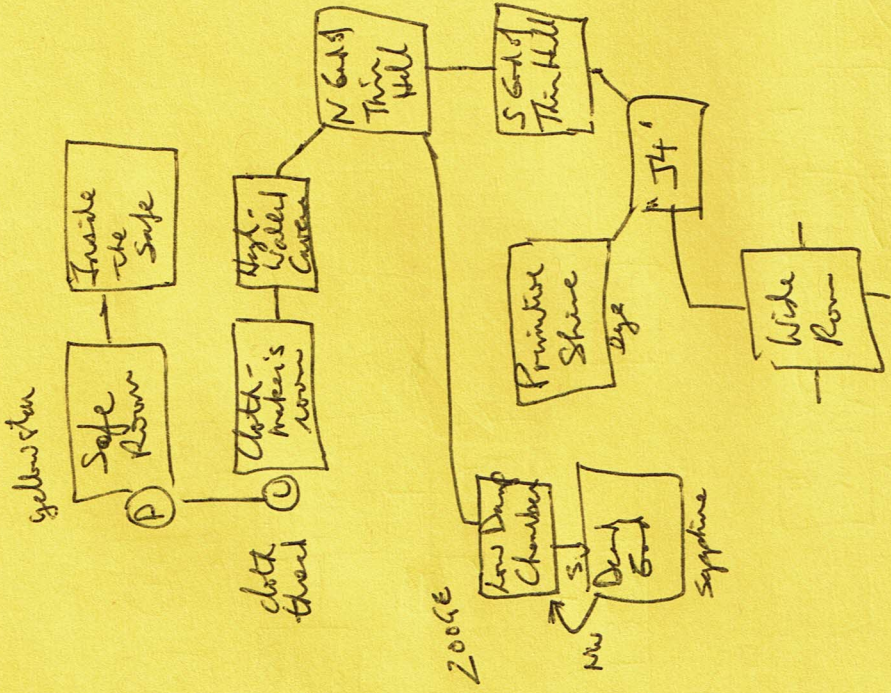
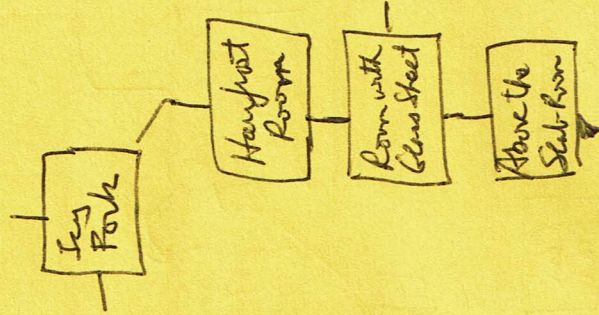
go for exits,
 eff.'s UKRAN
 changes it.

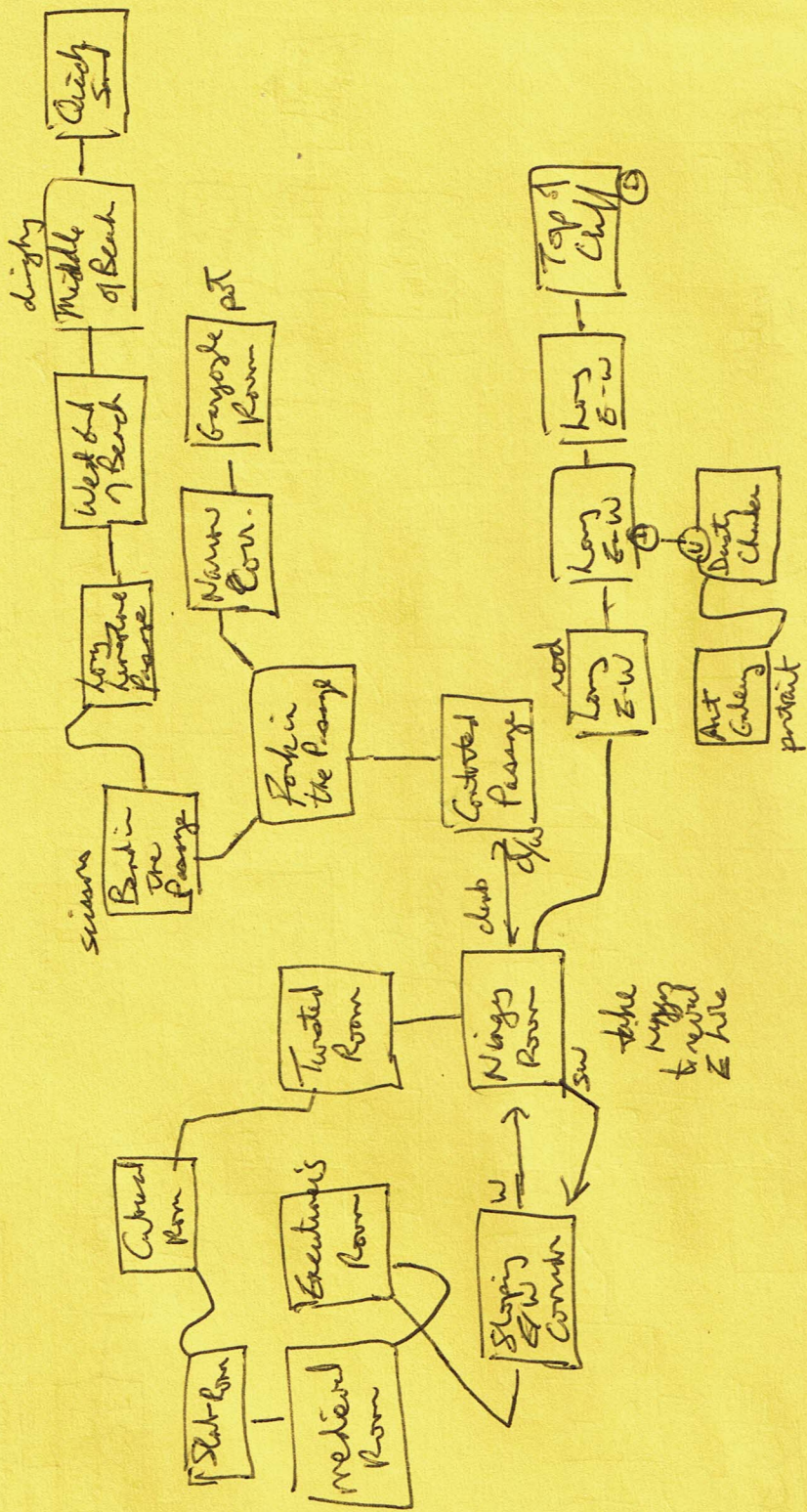


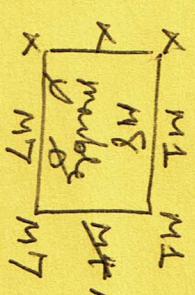
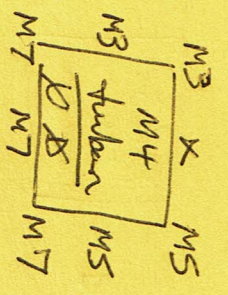
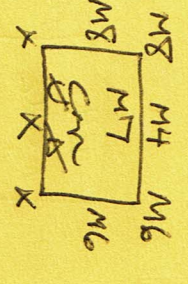
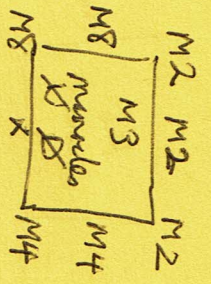
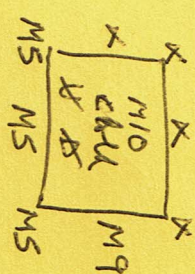
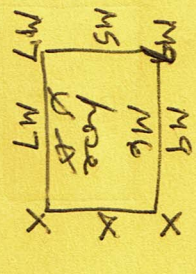
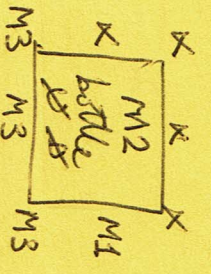
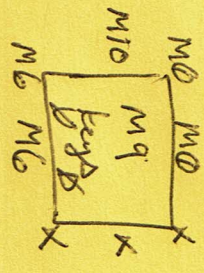
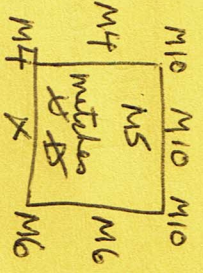
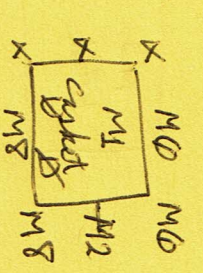
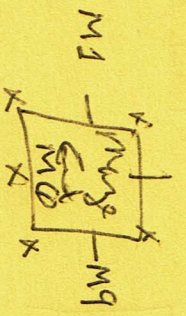
W. (Dug) W. Cell (original bottle)



W. (Dug) W. Cell (original bottle)
 E. (Kun repeat.) → W. library





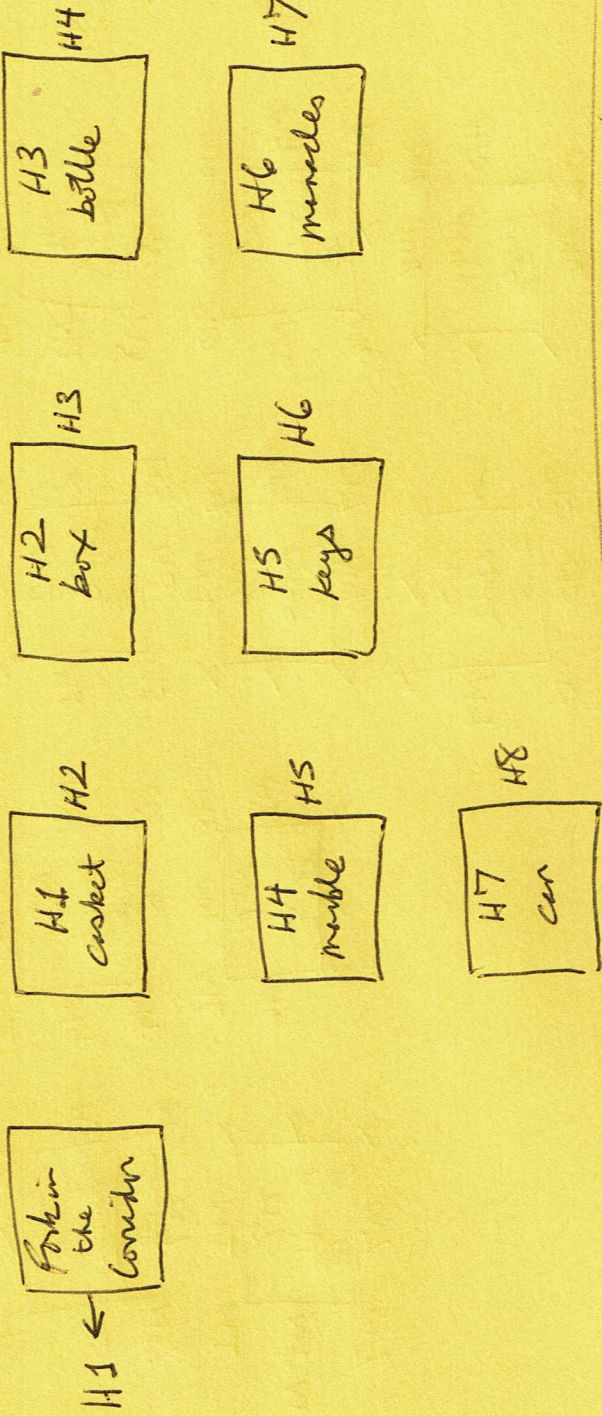


New items

- section tubular
- ~~five foot~~ length of garden hose

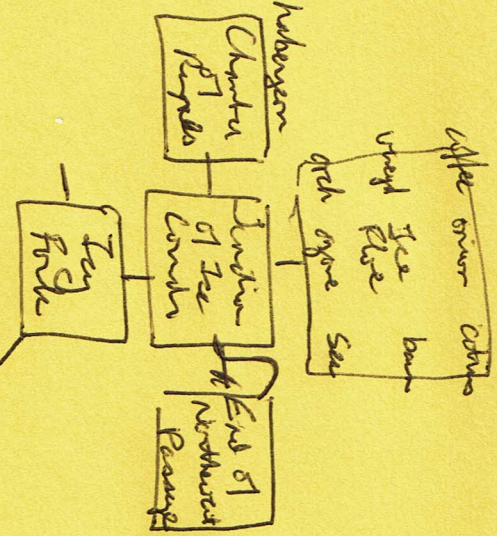
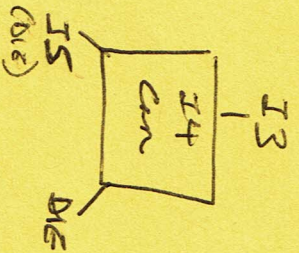
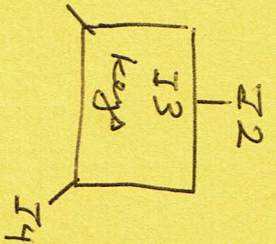
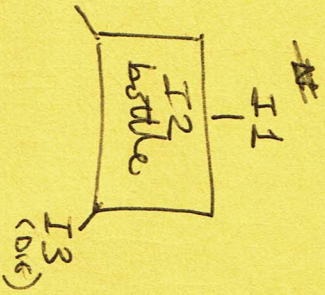
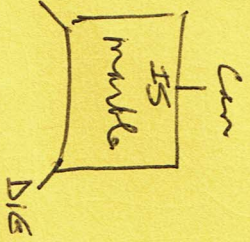
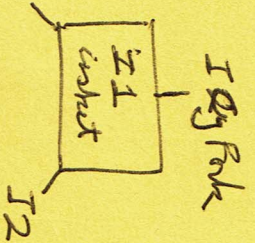
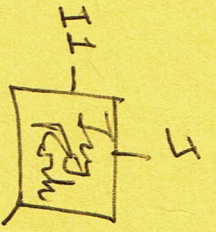
image of part history

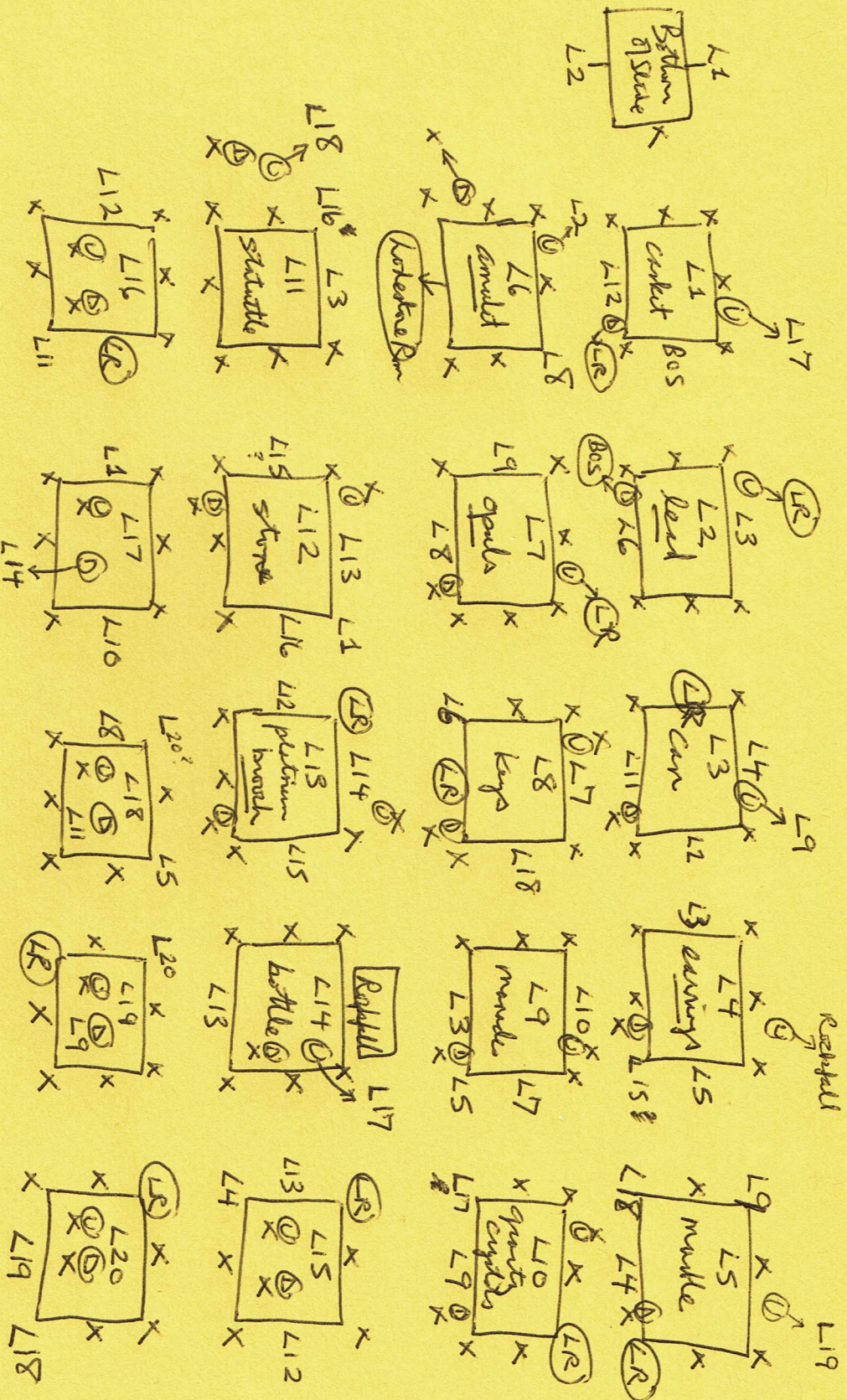
ACADEMION
HALL OF MIRRORS

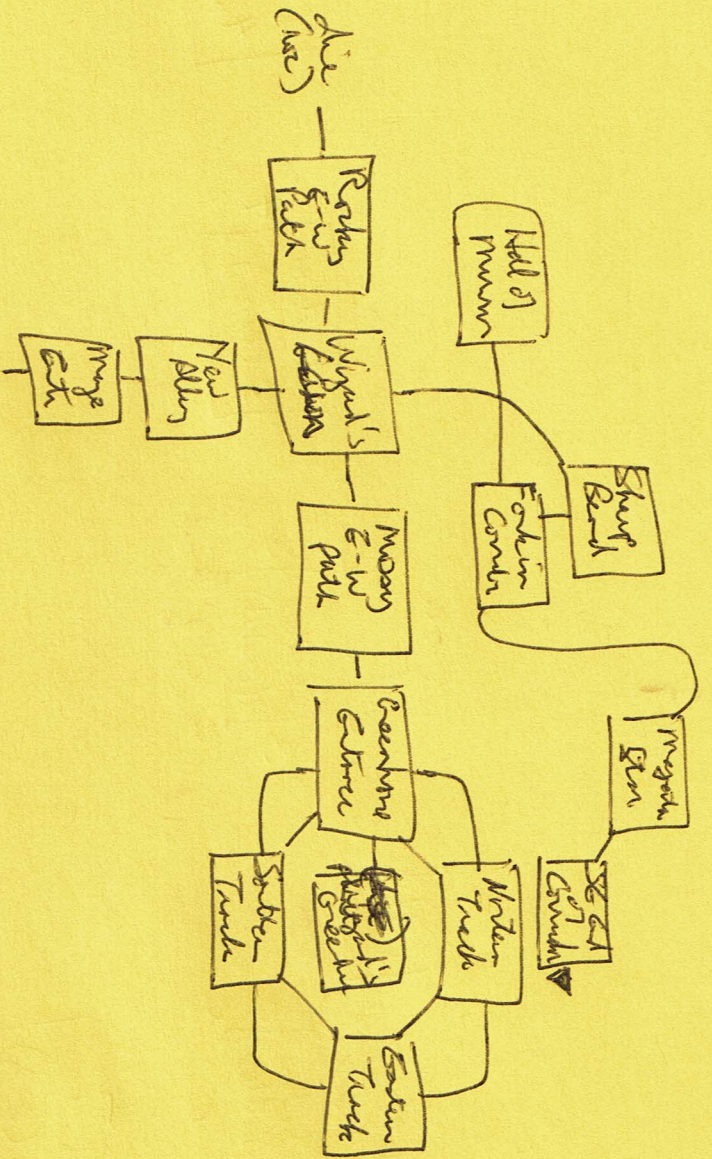


- The hall of mirrors isn't consistent. The horn is found going west a few times, but it's illusory. You never remind what you drop. You randomly return to the Fork.
- The hall of mirrors is bit; the Fork is dark.

ICE PASSAGES







interviews
to tell plot
(to write the journal)

(Spans well -> suggest for)
spring for -> suggest a day

