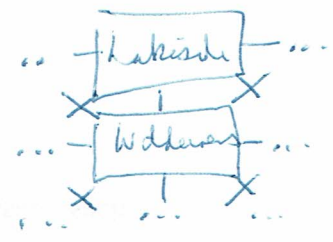
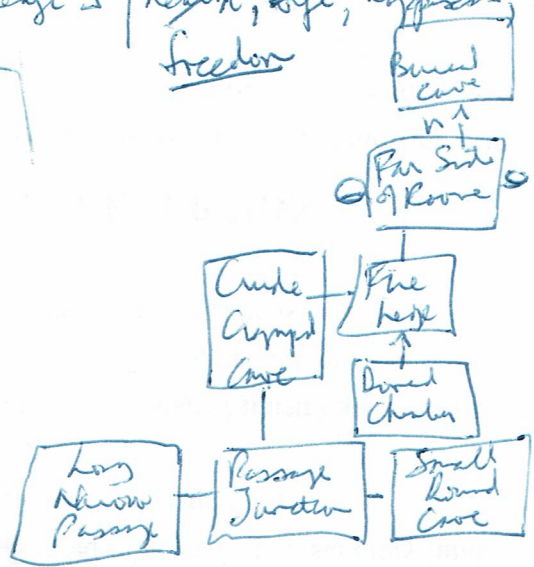


- in Pagan Temple: put rod in eye, put foot {lit. 1 other eyes}
- d → [Capt] ^{blue} don N, stairs U. (don locked) unlock door i (stone-colored) key.
- n → [Long Tunnel] (H1) N/S. n → [Labyrinth] all compass dirs (sign)
- * → [Labyrinth] ^{dark} → [Labyrinth] ^(frenzied) * → [Labyrinth] (is there a way → [Doned chamber] devices from here?)
- you can be tempted by Hope, money, sex (kiss Agate)
- city/glow, god, life, clothes, food (n → Restaurant)

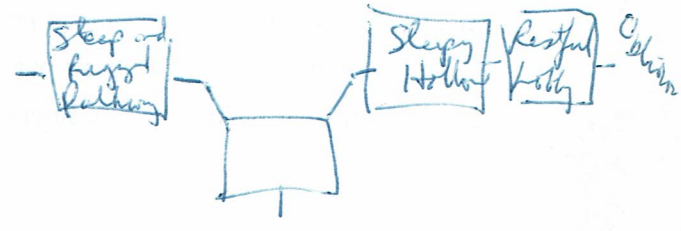
↳ YOU ARE ACRATH'S SEX-TOY FOR ALL ETERNITY
Blue Stillon mentioned, but you have to show up
YOU HAVE DROWNED IN YOUR OWN VOMIT

n → [fine hedge] health, safe, hypnosis
freedom

nest?
photos?



YOU HAVE CEASED TO EXIST



SE, NW, NE
Sw from Battlefield (must have ^{with rifle})
↳ NOW YOU HAVE REMCY DIED!
Hurdle words/language
real world / reality / way / way out
nothing

- put bottle of ink in old font,
it'll be there in modern font!

g = Dr Wm Fisher
- rubble (pen, chocolate, bronze key, broken candlestick)

ANSWER Q 2, ANSWER Q 6,
ANSWER Q 1.
Stand, put booklet in slot. N.

Crypt under old Basilica
 x slab. x carvings. x young man (Pius/Watschlechter, points to slab)
 x ~~beaded~~ man (they carry corpse) x corpse (howl + indentations in feet + hands)
 x hands. x feet. x howl. x ~~king~~ pit. x angel. x stone (push stone (+1; plenty cracks + shatters!))
 x wings. x halo. x women. x robes. x grass x garden.

n → [Bank Cave] pillar, statue, floor of dust
 push pillar (flagstone shatters) +1pt → [Narthex of Basilica] (the modern damaged one!)
 push hair (trap door D → [Under Cellar] N → labyrinth (it will also close the trap door))

think abt reality (also works to escape Reconstruction Chamber)
 - the D.C. shows wings of city, hope, (not God), tomb, Jesus, me, screen, freedom, text, professor

red, pink grey, black (auth) (not death)

no hints for Path to H.V.

Pilate vs. Caiaphas re events after crucifixion

(red) (white)
 - Pilate sees vulnerability of C's Temple; C takes P's certainty & Zealot.
 - P takes Caesar, but E replaces P, tosses him, & puts Whore on board. (from under the table) - from Book of Revelation

look under the chess board: strangely shaped white chess piece.

- E takes C's Temple & Whore & C's vanishes. You take C's place. Tunnel closes. (RETRY)
 - take strangely shaped white piece (it's Truth, & your Queen)
 - put Truth on board. Take Whore & Truth (+2; no Caesar, no Emperor! and W)

W [Tunnel Junction] N, E, W. (N: higher & faster than W)

N [Paradise Garden] snake tree, N, S, E, W, apple.

W of TJ: [Swamp Cave] Hope (man's bubbles 'allegorical') N, E, S

S of SC: [Tunnel End] bones (osway), recess - slab of stone

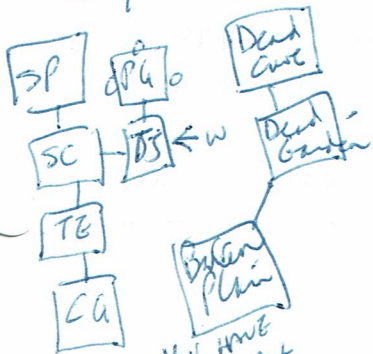
(take it reveals lever, pull lever (iron wheel bends rear) bones (incomplete skeleton)

take snake → it becomes a rope.
 throw rope to hope. pull rope. g.g. (+2)

n → [Stone Pediment] listen (snake it → parchment)

refuse or agree to hope killing rope.

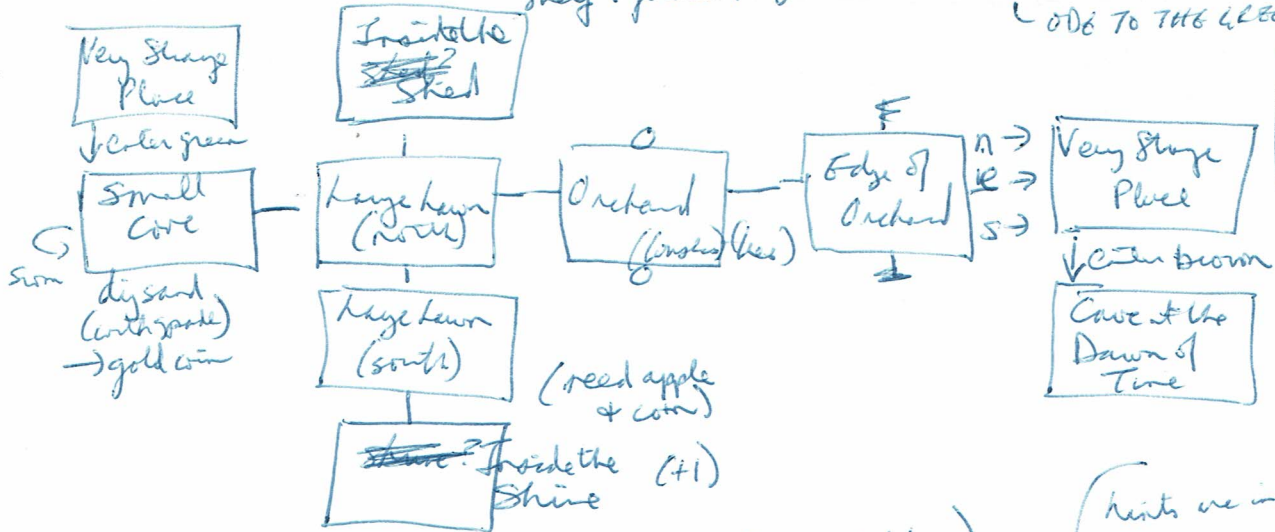
Drop all. W → Dead Garden n (Cave) see (glow)



YOU HAVE LOST ALL HOPE

spade
shovel (gold socket) } ornate scroll (+1)

CODE TO THE GREEN QUEEN

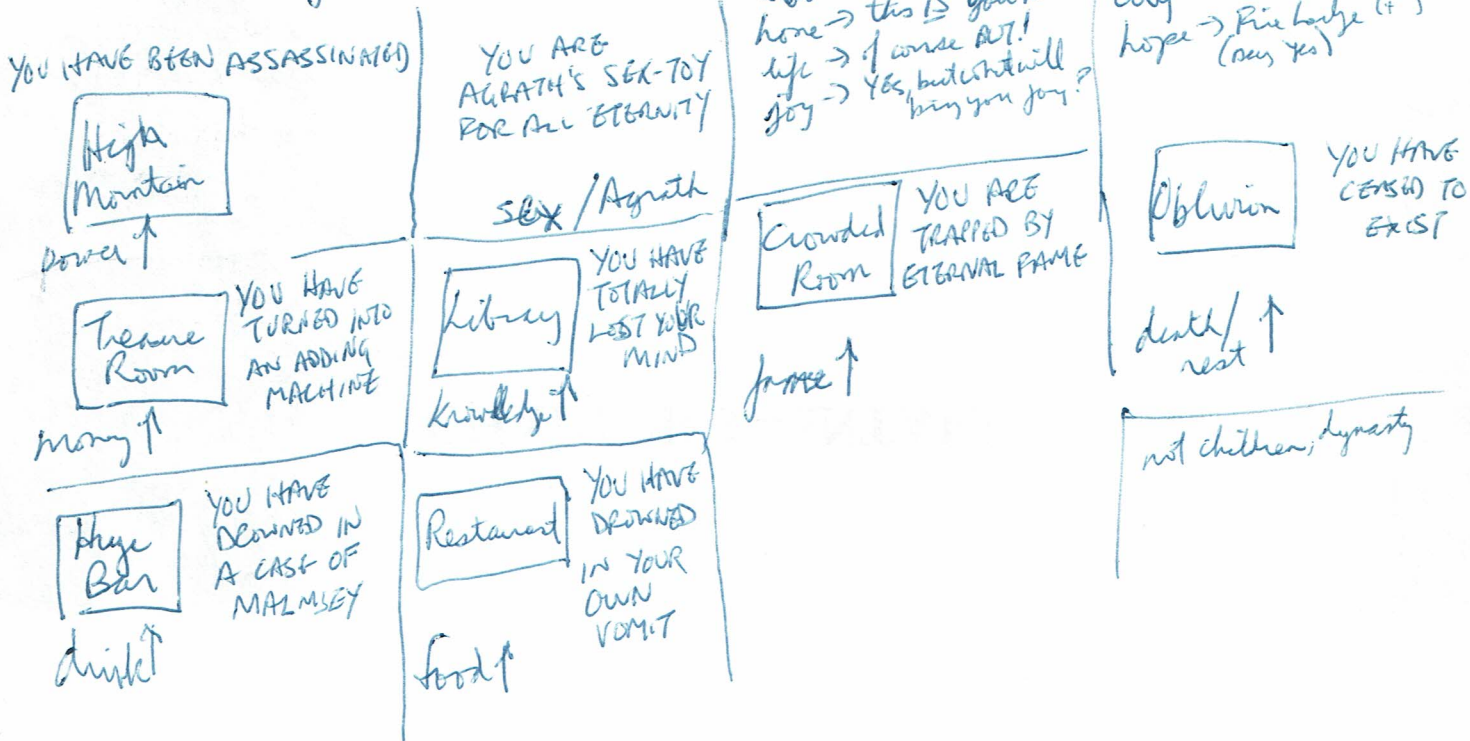


- something odd about bushes (look under bushes -> large steel key)
- large steel key unlocks shed
- chest unlocked by gold key.
- [Inside the Shine] altar, limpshead, paint
 ↳ cancer + purple smoke
- put apple on altar. put coin on altar => hole down has opened.

d -> [Start of long windy Tunnel] (+1)
e -> [Labyrinth]

heaven -> not a temptation
love -> not in abstract
home -> this is you home
life -> of course BUT!
joy -> Yes, but what will bring you joy?

freedom -> Free hedge (+1)
God -> Free hedge (+1)
city -> Free hedge (+1)
hope -> Free hedge (+1)
 (over, yes)



n of Exam → [Short Corridor] N, S, E. (N: yellow door, E: blue door)
CONTROL ROOM
DANGER: NO GOIT, DECONSTRUCTION CURSOR

→ [Control Room] TV monitor, buttons, desk, chair, grey door N, {small note, exam booklet} capitulations
 Server, switch, dial (1..10, currently 6) (R)(G)(N) (very detailed checks)
STAFF ONLY 40N2 TO LUNCH

turn on switch (x screen: Exam Hall)

- 1: old noise of hell; 2: work/demon path, grille on pipe; 3: Hell's Gate (no ladder or door)
- 4: swamp + Felicity Hope; 5: chess game; 6: exam hall
- 7: garden + stone blocking tomb (mark to 1:8); 8: Beelzebub ad;
- 9: Professor Wirtschlacher & lecture; 10: dream + glow.

grey door is locked; bronze key doesn't fit.

Deconstruction Chamber → [Walled Garden] (1pt) S: cave, W: path

x stone (mark 16:1-8) x making ↑ S [Inside the tomb] shelf {red, pink, grey, black beads},
 niche {ossuary}, glowing man (must give authentic bead to him to leave)

ask man abt beads (Jesus senior rules don't apply)

x ossuary (out of niche), inscribed c roselle, menorah, 'SCOTAZASU' {
(protect?) tomb (2) push it (1) open ossuary (small)

read scroll (CRITERIA FOR AUTHENTICITY)

- (1) bead must be unlike two others.
- (2) more likely if resemble bead meeting 1.
- (3) more likely if similar to as many other beads as possible

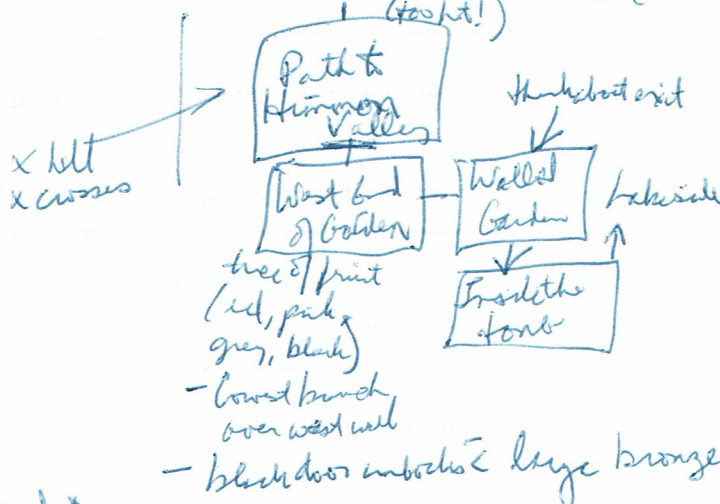
give pink bead to man. yes. yes. (+1)

ask man abt criteria.

n of Inside the tomb → Lakeside
 ← in (not with)

green button unlocks yellow door?

Knowledge
 money
 power
 sex
 food
 fame
 drink
 (one more)



- black door unlocks c large bronze key!

red button (locks Decon Chamber) → if closed.

unlocks only

→ does the brown btn lock the brown door (at about the door to) between Exam Hall + Short Corridor? (YES)
 → green btn controls yellow door to Decon Chamber. (it doesn't close it)