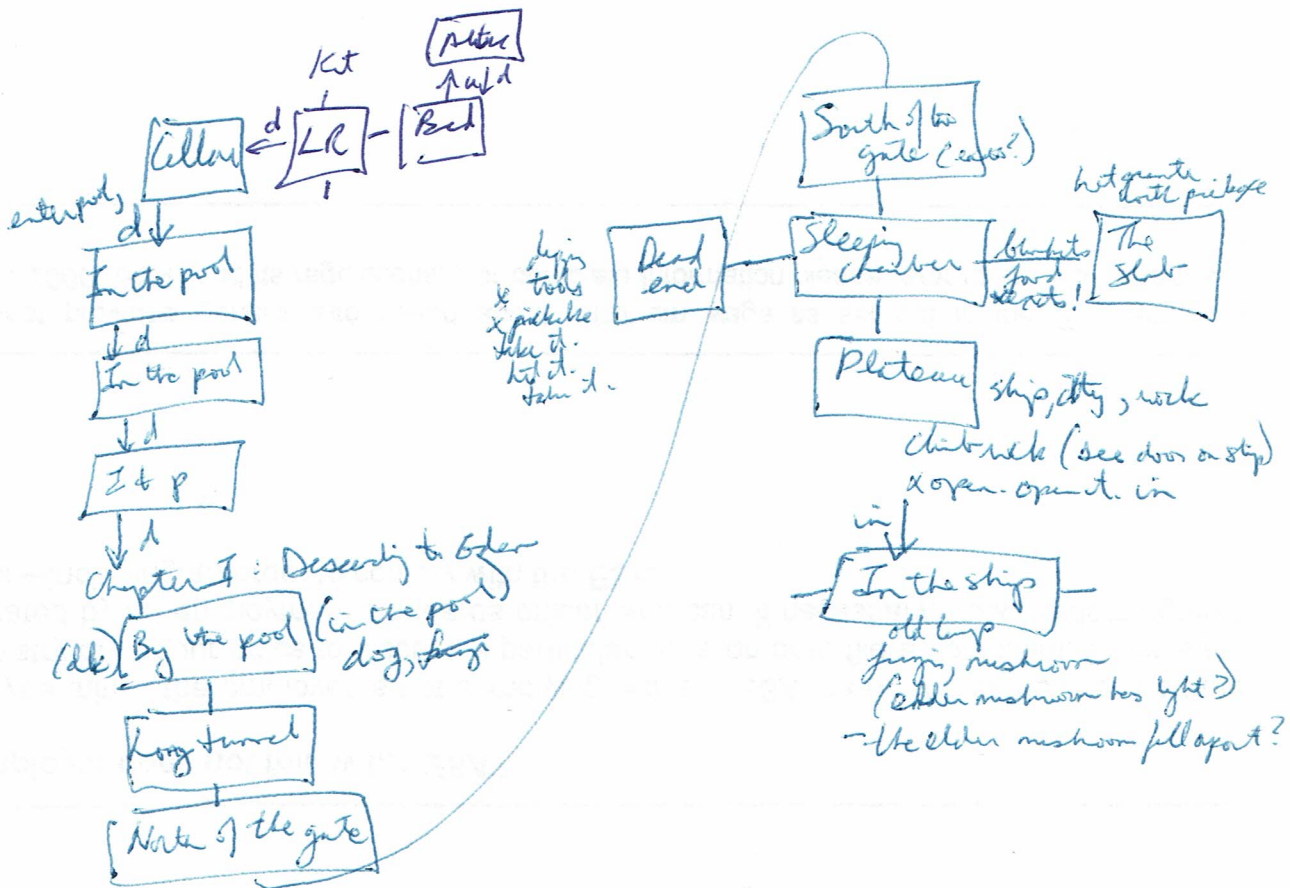


Junon Hakui (g-uncle) missing
 [thingy] symbols, shelves, tomes, boundled volumes
 N to Kit, E to Bed, out to S, table & paper, chair
 x books (The Rise of Cain, Twenty Tracks of Methuselah, etc.)
 e [Behem] bed, nightstand, crack in city, window, eiderdown, pillow
 look under bed (touch +2) open trunk. take paper → crystal ball
 x paper (open paper sheet & every other letter missing) x crack (tophone)
 stand on bed. open tophone. u. [Attic] +3 soil, plants, windows

CHRONICLE
 PLAY TORN
 torn. 2S

put transparent stand on papers (+S) read message. [appeared in cellar 7 days ago; not a
 nephew (too small). He learned Eng, became devoted. looked in kitchen & lay in pocket, but found him
 in LR. later opened portal & descended to Nexus Eden. There's a switch behind the Goostand that
 opens door to pool in cellar. Need a nightshade, mandrake root & hare's ears. ID them via
 Of Roots Divine in library. search books (which finds switch & Divine) read green book.
 (Ditch cellar) / in attic: take plants. i {portal key...} (suc: 13pts; 24min)

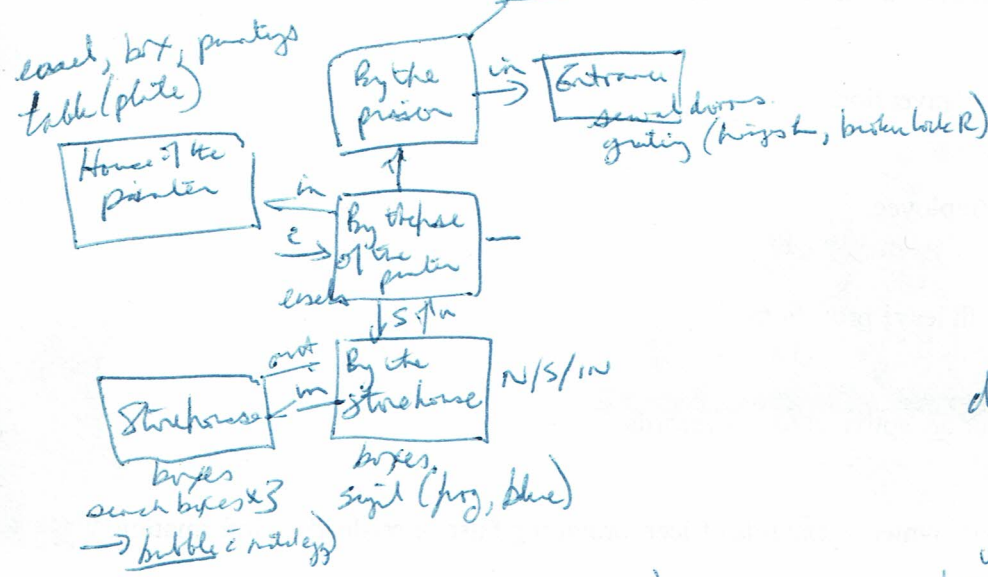
- portal key goes in trunk
- close trunk. (lantern stays out)



Chapter III: Sunkin City

[Hill over Sunkin city] Slide = 5 disks, stalactites, houses, path
 (disks are not set to Gem, Pig, Cap, Vir, Ari.) enter slide → [Hall] slide → [Hill o Sc]

e [By the house of the painter] 2 essels, painting
 Tower → in the tower (golden spot, tiles, station, stairs U)

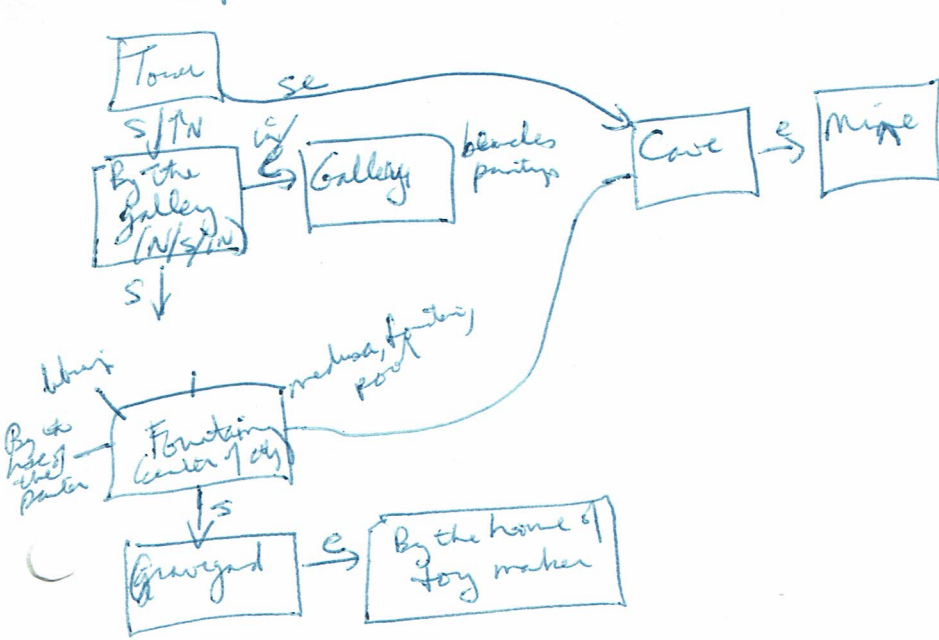


push spot → reveals cavity & handle
 wind carries a charge here x carving (wool silk-)
 turn handle → tunnel leads down (Carving leaves of top left) → plans game
 x statues (made of gold)

d ↓ [Basement] ~~toos of doors (readable)~~
 platform = spin
 up [By the door] (1/2 to top) keyhole, no handle.
 from the tower
 up [top of the tower] apparatus (sphere, 3 legs, lever down) → symbol? ?
 x apparatus → sphere is gro filled & wheels, hole in btm that connects to a small pocket where fire burns

sign sinks. Truck is lighter (no green book!)
 in (not enter storehouse)

x paintings (priest in gown & sign amulet & red rose)
 - tower ~~two~~ with monster wrapped around it
 - crow chained, rusty insects
 box (tubs, brushes, palette)
 x plate (organic mud)



wash, tools, machine (funnel, slide, btm, lever, dial)
 dial doesn't budge, turn on nutie.
 push btm → off/on
 put egg in funnel
 speech make (door (beak hole, chad) (crow yellow)
 open door. x door. x gear. x peg.
 take peg.
 - put egg in funnel (lose egg + machine breaks.)