

H&P

Cult investigator

2:27a-3:51a
12:10p-12:52a

COLOR AND NUMBER
color-gam (Gauss)

50 dead. Cult leader missing - Lt Benson invites y to look at "weird tombs".

Bodies were st front of statue at N end. Leader is Simon Zigh. He & all funds gone.

[Entry Way] archs E, W, laynard N, statue on stand

x tiles. i { } x statue (man in robes c star held by both hands. Blow. Face N)
turn statue (45° counter-clockwise it a time)

N → [Prison Rm] tells N, S, E, W. pedestal c prison. Three meshes in circle (inner, middle, outer)

3 ropes { K rope to N, B rope to SW, Purple rope to SE }

x pedestal (around 2 ft tall, 1 ft across.. markings)

x inner mesh (closed) x middle mesh (closed) x outer mesh (closed)

pull black rope (outer + inner meshes open)

g (outer closes + middle opens) g (outer opens + inner closes) g (outer closes + middle closes).

N [Great Hall] N, S. pillars, fire in pot, W stairs down.

- man in blue robes from N, chants Ra Jisan, eastern wall opens to stairs, he drops book.
like book "Truth" - 7 colors, 20 numbers. Sum of colors is 25. Sum of numbers is 210:

"the first five and the greater three"

Where love is portrayed, there yr attention should be.

- One love accepted, Fear + Death may be counted. Love takes y far, bt F+D to go Deep.

- If Color+Number are not perceived, how can one read? One will only remain lost.

But seeing properties, C+N become clear (for they are One), + then the One who Knows will not be lost!

N → [Statue Rm] statue of seated man c 2 open hands. 2 circles (inner + outer)
circles contain notches + writing. Cyclic lets left bar or circle to form 2 words (in left + right)

2 levers (black + purple). Gads S, W, E.

statue (left + right hand)
levers (pull or push)

x circles



OUTER
B/SE
TU/SO
JI/B
SO/TU

AN/K
DU/RA
TO/SAN
B/AN
RA/DU

T/RA / SO/DO 27
TU SAN / SO TO 25
19 6
TU AN / SO 4
15 5?

Ji(SAN/TO)/B

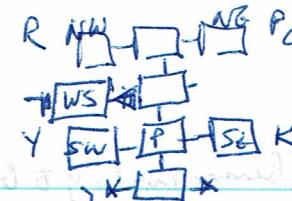
TUDU/S/RA 10

JITO / SAN
11 4
Y+R 6

pull black lever (inner clockwise)
push black lever (inner counter-clockwise)
pull purple lever (outer clockwise)
push purple lever (outer counter-clockwise)

✓ → circles split, stairs down
(2)

Hilroy



W of State Rm [NW Prayer Rm] windows, green couch S, red statue on stool, red deer, etc.

X un - old, paint chipping, empty, 1' tall x 7" wide

x statue

X couch up against SW wall. pull couch (last)

hands open, facing SE.

X hist ♀ 5 ra

17 = tude

25 for a pair 23 = to an

75 an tu

(100) San tura

Numbers (sum is 210)	SO	SI	TU	To DA	AN SAN	RA
	p (break room)	72	20	p (bedroom)	5	

E of State Rm [NE Prayer Rm] bags of birdfood. statue in NE corner. exit W. Purple green cans (face SW, hands open)

[SW Prayer Rm] mats, SW corner statue, jar, yellow can

X jar (5" tall, 4" wide in middle, 2" wide lid)

open jar & peaks: Y, R, P, K, G, B, W }

[SE Prayer Rm] pillows, etching, statue in SE, black can

(face NW)

W of Hall - [Western Stars] base going up. Iron door W, 6 pipes & valves on N wall

connecting to pressure gauge on W coll. Valves lubed: sodu, jian, tusan,

/ du jira, an soan, san tura.

X gauge (0 to 250, green mark at 100. red line 200+ over)

open sodu - 7 du jira - 55

jian - 13 an soan - 68

tusan - 19 San tura - (won't open!)

196
68
32

iron door opens (+1)

blue can

W → [Pedestal Rm] stone pedestal (white can), long on sides, sheet of paper.

X sheet (value of left circle has to equal left hand, likewise with right side).

Use prayer beads & read from outside in! Don't let Zigh jod y in the San

pull black (outer open, inner open) g (outer closes, mid open)
g (outer open, inner close) g (outer closes, mid close)

Pugin

- pull the nose (inner open, middle open) g (inner closes)
- g (inner open, middle closes) g (inner closes)
- pull p. nose (mid open, inner open) g (mid closes, outer open)
- g (mid open, inner close) g (mid close, outer close)

pull KKBPPK. (+1)

x pedestal one side: P2, B3, G4, Y5, R6, W7 ($K=1?$)
other side: Pdd, Ban, G san, Y na, R soto, W soku

1 to 2 di 3 an 4 san 5 na
6 soto 7 study 8 soan 9 soSan 10 sora

11 jito 12 jidu 13 jian 14 jisan 15 jira

16 tuto 17 tudu 18 than 19 tusan 20 tura

Run 21 tatto 22 todu 23 toban 24 tosan 25 tora

26 ^{to} soto 27 ^{to} soku 28 ^{to} soon 30 ^{to} sora

31 32 ^{to} jidu

36

41

46

51

so duji

d from statue \rightarrow [Study] stairs U to W, desk C papers + books N, chair, drawing S, light ^{center}

x drawing R G Y soto / san / na / desk - may want off shore and 1 zig

x plate - wood 4" across, round

"Go through all of the projects,
to the Great One, then the voice may be heard."

put all beads in corresponding areas (sound numbers, drawing marks to speak, but unable)

R 4/4
G in R to San (2)
K in Ban du (4)
P in Ban San (6)
B in P soto (6)

14 | put red bead in red area
R G Y 6/4/5 | put white bead in white area
put green bead in green area
put yellow bead in yellow area
"Soon Sora"

✓

NO!

7

YES!

Hilroy

word spoken is bin value \times beat values

Purple ~~car~~ car is 2X

$$\text{RA JISAN } 5 \times 20 + 14 = 114 \quad 2\sqrt{114} \quad 3\sqrt{57} \quad 6 \times 19$$

Red car (6x) 19 in beats (W B G Y) ← RA JISAN (+3)

[Eastern Stairs] 6 doors, 6 lights, 4 buttons (K, P, B, G)

K (~~3rd on, 4th off~~) g (~~4th on, 1st off~~) g (1st on, 3rd off)
1st on, 3rd on 1st off, 4th on g (1st off, 4th off).

P (2nd on, 4th on) g (2nd off, 4th off).

B (1st on, 5th on) g (4th on, 5th off) g (1st off, 5th on) g (4th off, 5th off).

G (3rd on, 6th on) g (6th off) g (3rd off, 6th on) g (6th off).

K P B G 001110

g 000111

K 101111

~~P 101010~~

P 010100 2x4

B 010110 1x5

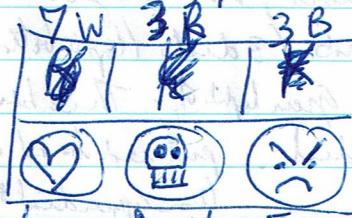
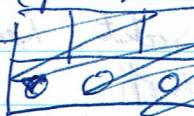
g 111111 3x6

(+1)

e [Rail Rn] console N, pit S (ff'), rail track wall (num N/S), railcar on track.

x railcar (panel, chair, motor mechanism panel (K & W buttons))

x console



Power

~~READY~~

~~ARMED~~

~~LOCKED~~

~~3+1~~

enter cat. push white button

→ [South Panel Rn] stand on S wall, touch from E to W, switch on east wall.

x mud (woman & baby (love?)) stand. flip switch. (2 love)

white button. → [East Panel Rn] death. (switch) flip switch (1 death, 2 fear)

ghite button → [NG Panel] love flip switch (2 love)

white btn → [N Panel] fear flip switch (2 ~~death~~, 1 fear)

white btn → [Rail Rn]

[Hidden panel Rn] touch ends here. (Love is greater than Fear and Death together!)

- only when love switches on.

(3 love)

THE CONSOLE HAS A LIGHT!

IF DIDN'T MENTION IT!
PUSH LIGHT (+2)

Held + 8 Bonus for

Held + 9 On day how not pt
to trigger elevators w/ sensor (!?)

Hilroy

stand on platform [Wooden Dome] arches both X colored red & orange
rate, steps above N arch appears black.

N [Wooden Dome Mgt] black room

Purple NW, Green N, Blue E, east S

[P] Blue R, Red S, Black SE

n [B] Yellow N, white NE, Purple S, Green W

W [G] Black N, Blue E, Red S, Yellow SW

SW [Y] Green NE, Black SE, Red S, Blue SW

S [R] Yellow N, White S, Black SW.

S [W] Red N, - S

S [lobby] (G) ornate arches S

S [Undergd Shrine] cabinet E, alter S, piano SE

crystal above

Zeph. dogs blue robe, mostly white robe

troops at crystal, gets green robe, SE, then it turns red
open cabinet (Y, R, P, K, W robes)

Can only have 1 robe, chose color based comes next

Why?

K (won blue robe) → [Shield Room]

pedestal 2 crystals, North half distinct from South half

× Zeph. 2 crystals (3 disks top to bottom) in sockets. lever up.

green light off. Then blue lights off.

R G Y

→ upper disk. put red bead in upper socket
turn appendage * → red

pull lever. Green off. Blue lights on, on, on.

Green Bead top → 1st light on
Red Bead top → 3rd light on

Yellow Bead top → 3rd on

Blue Bead top → 1st on

put red in top top did yellow → Green light

yellow in mid mid did white

green in mid mid did red → Green light

yellow in bot bot did purple → Green light.

(43)

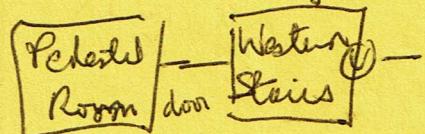
win

x gauge (0..250; red line at 200 ft or so,
green dot at 100)

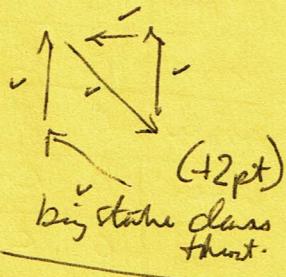
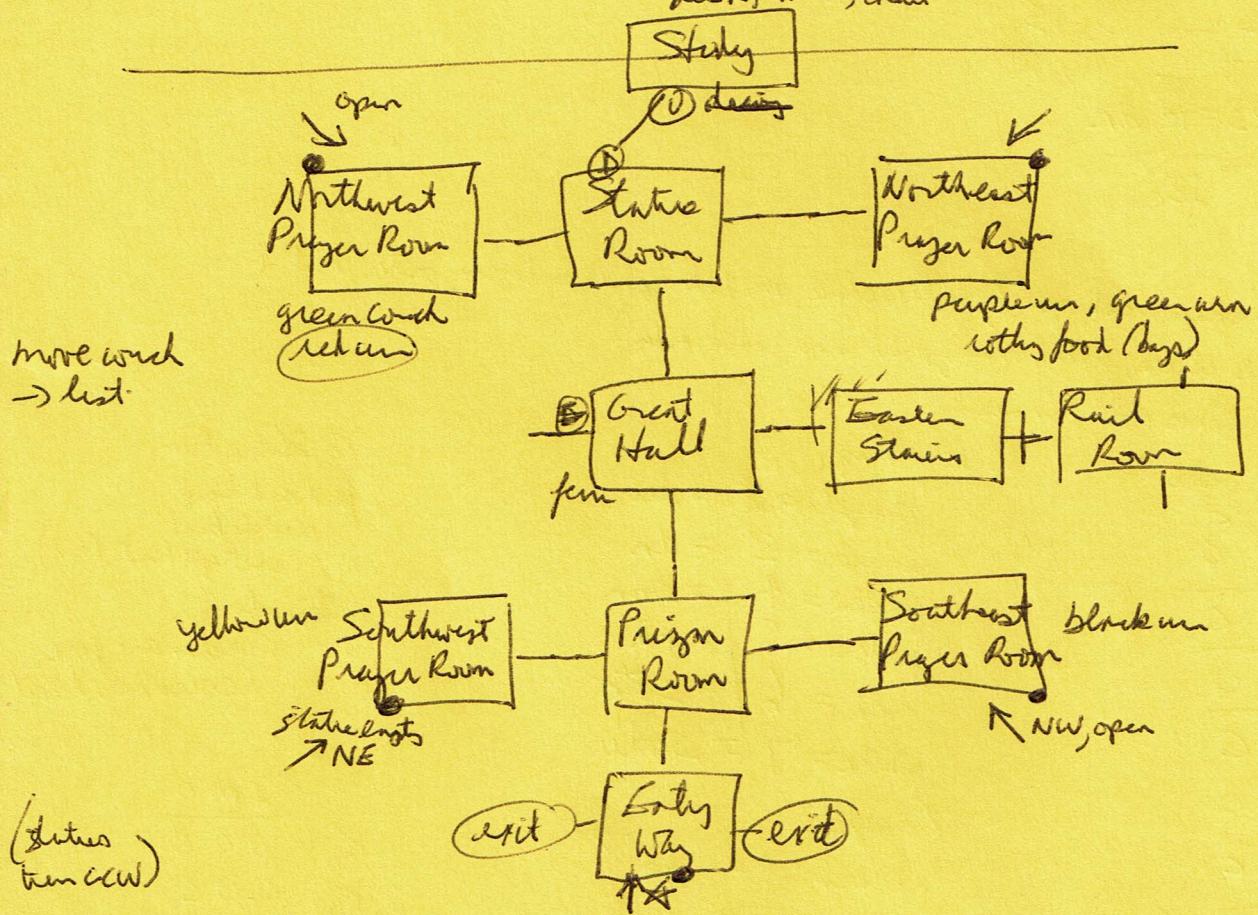
COLOR AND
NUMBER

{soda, jian, tusan, du jira, an soan, san tusa}

6 pipes & valves,
gauge



paintings { R, G, Y stripes, top to bottom }
plate ("Gothic Hall of the prophets,"
to the Great One, then His voice may be heard)
desk, center, chair (on) but for the students??



Prison: pedestal i prison, 3 nests (inner, middle, outer), Bl wren (blk N, blue SW, purple SE).
SW m: mats wap, statue, jar, yellow arm 7 birds (Y, R, Purple, K, G, BW)

SE m: statue, blk arm

GH: on entry; man in blue robes chants R & Jisan & goes in secret E passage; drops a book; y note of a scrap of paper.

Statue Rm: Two circles, bar of light, 2 leaves (black + purple).
statue (left + right hands)

→ The pedestals are short and can diffuse the light.

Yunn 7 colors, 20 numbers
 Sum of colors = 28; Sum of numbers is 210: the first five & the greater three
 have the greatest.
 Attention to love. Accept love; then Fear & Death may be avoided.

Cycles:
 outer { 4 notes: black, so, ji, tu } — clockwise (black lever)
 inner { 6 notes: black, to, du, an, san, ra } — clockwise (black lever) pull, push
 (L) (R) 1 2 3 4 5 cw, ccw
 rd / dn

test:

5	rd				
25	to	rd	15 ₍₂₀₎		
50	du	ji	2 —	20 ₂₀ 10	
75	an	tu	3 —	3 ₂₀ 15	
100	san	tara	4 —	4 ₂₀ 20	
17	=	tu	du	and	23 = to an
					$\underbrace{13}_{(20)}$

to du an san rd

1 2 3 4 5

base 20?

ji = 25 ??

tu = ?

black rope - (outer inner mesh open), outer closes, middle opens), anterior, outer, mid
 purple rope - (middle closes, outer opens), mid inner, mid outer
 blue rope - inner, inner mid, inner

	in	mid	outer
black	c	c	c
purple	o	c	o
blue	o	c	o
purple	o	o	c
blue	o	c	o
blue	o	c	c
purple	o	o	o

(+1st)

* markings

purple = 2	= du
blue = 3	= an
green = 4	= san
yellow = 5	= rd
red = 6	= soto
white = 7	= sodu

@ Shutter Room
 put red band
 & white band
 on Rep & hand (+2)
 (Stays down).
 Circles are gone,
 levels now do not.

(maybe:
 black = 1 = to ?)

Sum is 28 ✓

K	IMO
K	O CO
P	O OC
P	O CO
B	O CO
B	C CO
P	OOO

[Eastern Stair] door/door. 6 small lights, 4 blues (K, Purple, Blue, G)
 1 2 3 4

K	<input checked="" type="checkbox"/>	x	<input checked="" type="checkbox"/>	x	x	x
K	x	x	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	x	x
K	<input checked="" type="checkbox"/>	x	x	<input checked="" type="checkbox"/>	x	x
K	x	x	x	<input checked="" type="checkbox"/>	x	x

B	<input checked="" type="checkbox"/>			<input checked="" type="checkbox"/>
B	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	x
B	x		<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
B		<input checked="" type="checkbox"/>	x	<input checked="" type="checkbox"/>

P	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		
P		x	x		

G		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>
G		<input checked="" type="checkbox"/>	x	
G	x			<input checked="" type="checkbox"/>
G			<input checked="" type="checkbox"/>	x

	K	P	K	P	B	G
B						
K	x	x	x	x	x	x
P	x	<input checked="" type="checkbox"/>	x	<input checked="" type="checkbox"/>	x	x
B		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		
G		<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>		

(+1 pt)

E → [Rail Room] rail N/S, rail car, pit (5), console (N)

x car panel : 2 buttons (black + white), chain

x console : left button (heart), black
middle button (skull), black
right button (marijuana), black
lever.

push love (K → P → B → G → Y → R → W)

woman smiling at
laughing baby.

when all K's in car : push W ⇒ [South Mural Room] E/W, switch, mural

push W (brass in track) ⇒ [East Mural Room] N/S, switch, mural (dead man in coffin,
2 figures in terror)

push W ⇒ [North East Mural Room] NW/SE, switch, mural. (man loves woman)
2 lovers, man + woman.

push W ⇒ [North Mural Room] W/E, switch, mural (2 men in armor, 1 man in fear)

push W ⇒ [Rail Room] { blk btr goes cw on track}

(turn on switch in front NW + S, ~~push love until green (4)~~. pull lever.

push black btr from East Mural Room ⇒ [Hidden Mural Room] N/E, mural.

{3 men smiling "Love is greater than Fear and Death together!" } 70, 30, 30%

→ was it the switches alone, or the console responsible for Hidden found?

W, B, B ?

pull lever (+2, platform rises by pt)

open sodu. & gauge (Needle at 7.) close sodu.

jian = 13

tusan = 19

du jian = 55 $\frac{2}{20} 15$

an soan = 68 $\frac{3}{20} 8$

San tara = won't open! $13 + 19 + 68 = 100. (4 \frac{20}{20}) = \underline{100}$

$$\begin{array}{r}
 91 \\
 + 100 \\
 \hline
 191 \\
 - 13 \\
 \hline
 19
 \end{array}$$

Open jian. Open tusan. Open an soan. (+1, door opens)

w → [Pedestal Room] white un on pedestal, blue un, sheet of paper

paper has che to circle (left ~~side~~ = left hand; right = right hand; use beats; read outside in.)

int circles setting: left 0, Right 13. (red = 6 + white 7 = 13)

Take white un. put it on pedestal. (voice: ...)

Take it. put blue un on pedestal. (voice: ...)

Put blue beat in blue un ("sosan")

put blue beat in blue un ("to sodu")

put red beat in red un ("to sodu")

~~9~~ (3×3)

$20 + 7 = 3 \times 9$ (blue un, blue beat, red beat)

WPA value multiplied by beat value.
(only adding makes the voice speak,
not removing)

ra jisan

$5 \frac{20}{20} + 14 = 114 = \cancel{2 \times 3 \times 19}$

un	beads
red = 6	white 7
	red 6
	yellow 5
	black 1

rd * k = soto 6

R * k, Y (6x6) = to tuto 36.

R * K Y R (6x12) = an jidu

R * K Y R W (6x19) = ra jisan

~~0~~ ~~rd~~:

Take all from red un (+3)

1 = to 2 = du 3 = an 4 = soto 5 = ra (jito) / sora

6 = soto

7 = soto

8 = (soan)

9 = (sosan)

10 = (soto)

11 = (jito)

12 = (jidu)

13 = jian

14 = (jisam)

15 = (toto)

16 = (toto)

17 = tute

18 = (tuan)

19 = tusan

20 = (tara)

21 = (to to) 22 = (to du) 23 = (to an) 24 = (to san) 25 = to ra

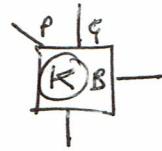
4
+ 5 = 20-
+ 10 = jidu-
+ 15 = tute-
20

Stand on platform @ ~~the~~ Rail Room

⇒ [Wooden Done] (rats savvy): platform, archway N, Stairs block
 { "Stand on platform" & return } (torture Carter: Stairs is grey)

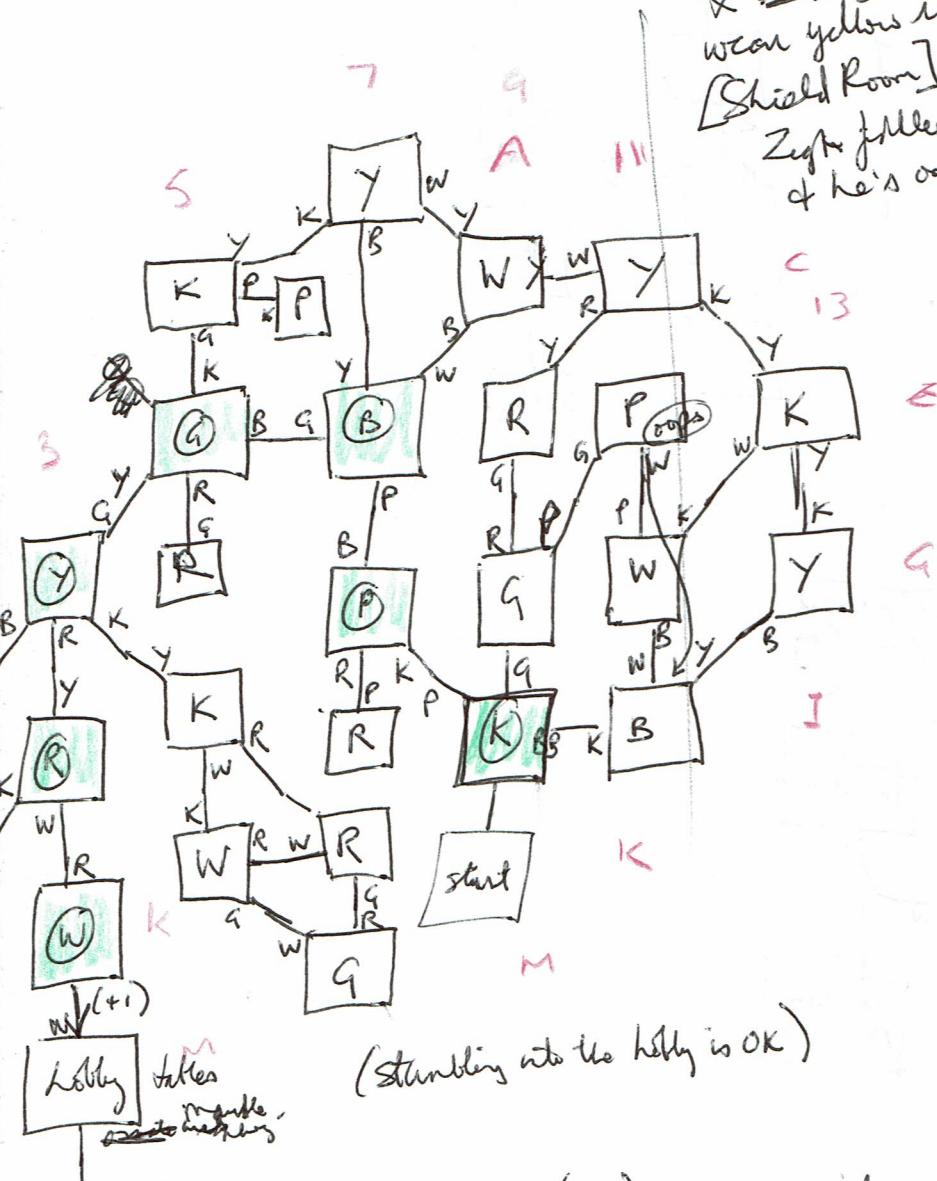
N → [Wooden Done Maze] block in, P shape NW, G shape N, B shape E
 (1 2 3 4 5 6 7) (pic walls R, G, Y)

NW of K → purple room, B to N, K to SE, R to S.



X ~~selected~~ (still red)
 wear yellow robe. se (+1 pt)

[Shield Room] pedestal in corridor.
 Ziggurats fillers in corridor & pushes lever, field splits N/S
 & he's on S side of room.



(maze locations are circled)

put you in pit (the platform rises. help)

N of lobby → go all the way back to start

N of WD → go all the way back to lobby.

Underground Shine cabinet E, alter S (green), SG out, crystal
 He glasses at crystal, removes glue, wears green (on top of sleeve)
 Expresso shot from Y to G, then G to R
 { expresso shot from Y to G, then G to R }
 X cabinet. open d { Y, R, P, K, & W robes }
 X alter. X increase hidden.

