

- C. Study: book on desk, cabinet, clutter & white wash, trunk & copper key
- Curtained Rm: mirror, chair, curtains (~~screen~~ x reflection (dim white shadow))
- Sitting Rm: carpet, landscape, fireplace, settee, chairs (leather, wicker)
- Mosaic: opening eye eyes apple instantly!
- Atelier: brown wash in landscape? (peck pool, made i on shore)
- Sitting Rm: look through telescope → [metal Culvert] (which was pointing at landscape)
- Sitting Rm: put orange/white berry in file.
- put orange berry on torch (at lights)

z. The silver wheel swings past highest pt. of globe rotating to center.
d. → [Emerald, on Blue globe]!

...
The silver wheel spins past the highest pt, directly above. Copper directly below.
The green globe is swinging past you.

Take green globe → [Emerald, on Green globe]! (d)
z.z. take strip {grey leather belt} #

d. wear belt.

Small flower @ Arboretum → [Dark Jungle (in the entrance tub)]
green light, flowers, vines, soil
push bar. j. (delaying door's attempt to close) / x sport @ Cistern catwalk, east
it's turnable! (it bends to ladder,
turn sport → To catwalk!

[Cistern Catwalk, Southeast] → bends to SE wall.
- brass grate at Mory's end, blocked by gauzy film that coats the brass.
- black wood against catwalk (chock)
- x black wood (right in history = "The Silver Demon Age" (pleque? war?))
- x film (black substance won't pass thru it.)
- the key fits on the grate at Cistern West end.

push lever (= fill cistern) pull lever (= empty it)
cover right gate with film. turn wheel (cistern filled.)

What makes key skinnier?

put key on (left) gate / push lever. d. turn wheel → [Cistern, Rising]
if catwalk submerged too! z.z.z.z.z. [Grey Chamber]!

gaps to W, shield (3 crossed spears, triangular)
W → Confusing Passage. / wear glove. take sphere (from sitting km frequency → grey sphere)

at [Dark Done, Center] put sphere in basket → [hit Done, Center]

slides to [Gold hit Done, Center] slides to [led-hit Done, Center]

close pyramint (done now has sets of beads of light?) Green, Blue, Starry Done

[Stary Done, West] constellation of Doorstep of Heaven.
 Iron north to N; Parker's Galley + Juno's Wall to E,
 Cloak of Night + Southern Axe to S; Crotch + Bull-and-Low at zenith.

x doorstep (near perfect circle, where dead travel to the All-Place)

- [SD, S] x cloak (low on done, touchable?) fake it (✓)
- x axe ('wife' of Hens of Torcovra, died in his place at Deven)
- [SD, E] x galley (Parker's slave bound to row after Parker's Ruby, the red star beyond the Paces)
- x well (Juniper of Junor surprised to have her blood on wall by 30th Birthday)
- [SD, N] x north (never sets, flats at Utter North, lodestones are dead from its stony)
- x crotch (King Maignis quarrelled son Walking Boy - He wounded his foot + exiled him to walk Kdon's boundary - only rags, tatters + crotch of gold.)
- [SD, C] x bull (Jenos decided Sewa. Shape-changing duel, but she became bull, he a stupid cow, + she sired 8 brass calves from him.)

go away from light looks at Darkness (do several things → [Subterranean World] dagger, column)
 fake dagger. (leaves a rent/crack)
 enter rent → [Sitting Pm (on the settee)]

[Stary Done, West] when pyramid opened after Stary Done.
 vents: breathe blow (obj) >
 dip pen (not in Black Sea) or other seas.

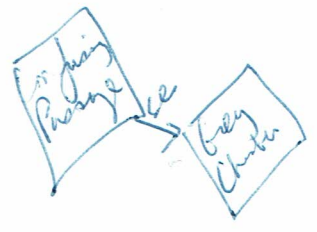
~~go away from light~~ → Sub

- Striped with
- Iron corridor
- Lead door
- Door in keep room/keep/pedestal
- Large flower pot
- Apple/mosaic
- Tan moon

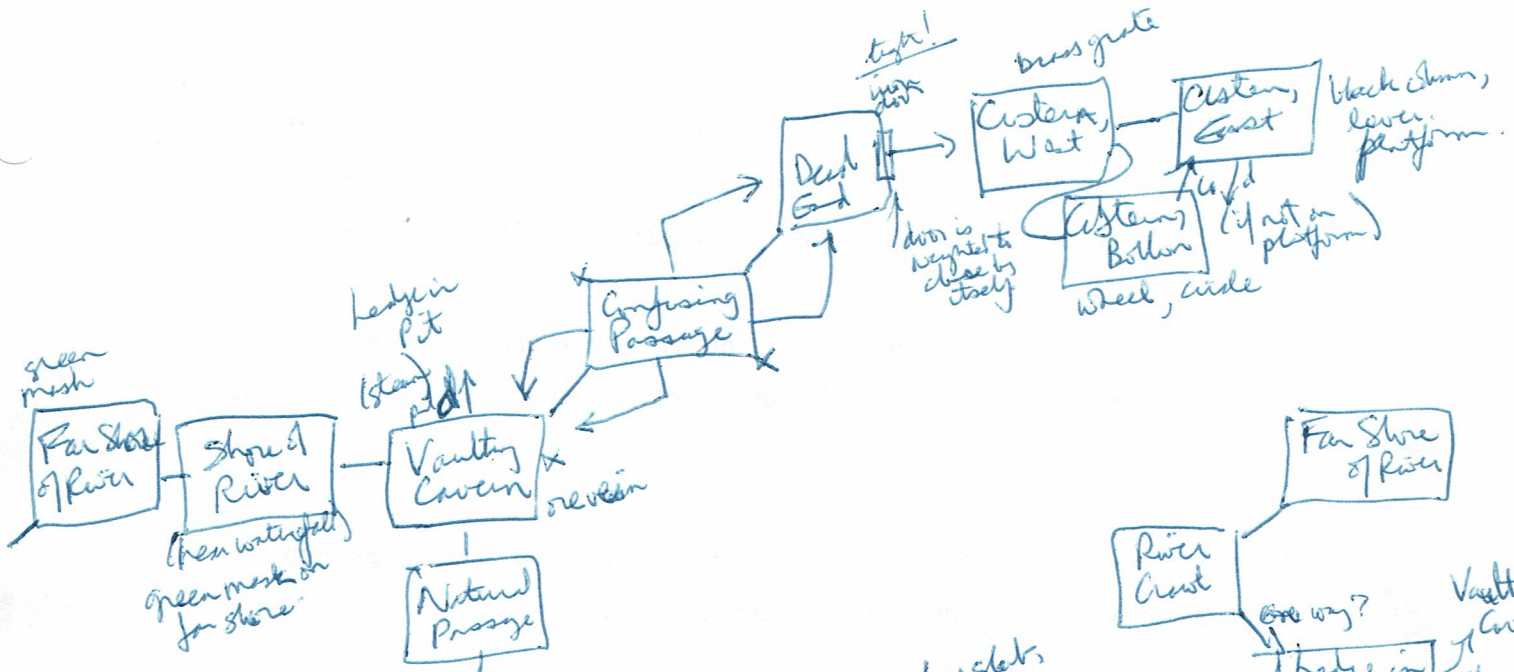
- Unused
- quill
 - cloak
 - belt
 - dagger
 - buckler

- ~~FORTRAIT~~
- W
 - B
 - R
 - T
 - R
 - A
 - L
- Water
Gold
Red
Brown
Green
Blue
Black

Enter mosaic - You know how to enter the mosaic.



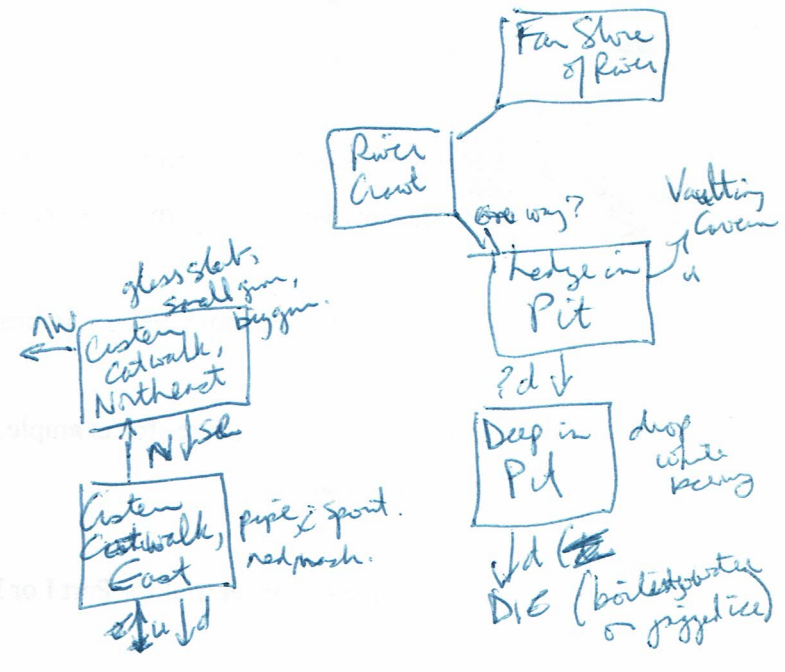
- birds on west wall near? (have apple) / Birds on west wall
- ① few birds on E horizon / flock south E / thick E (unpainted)
 - ② up E + left / ③ only + W / ④ small W horizon / ⑤ few W



put white beany in river.
 (ice sheet!)

green mesh → young soldier legs wood handle,
 a crutch, flares into fire + ash.

glass slab 1' wide, few feet long, curved obj.



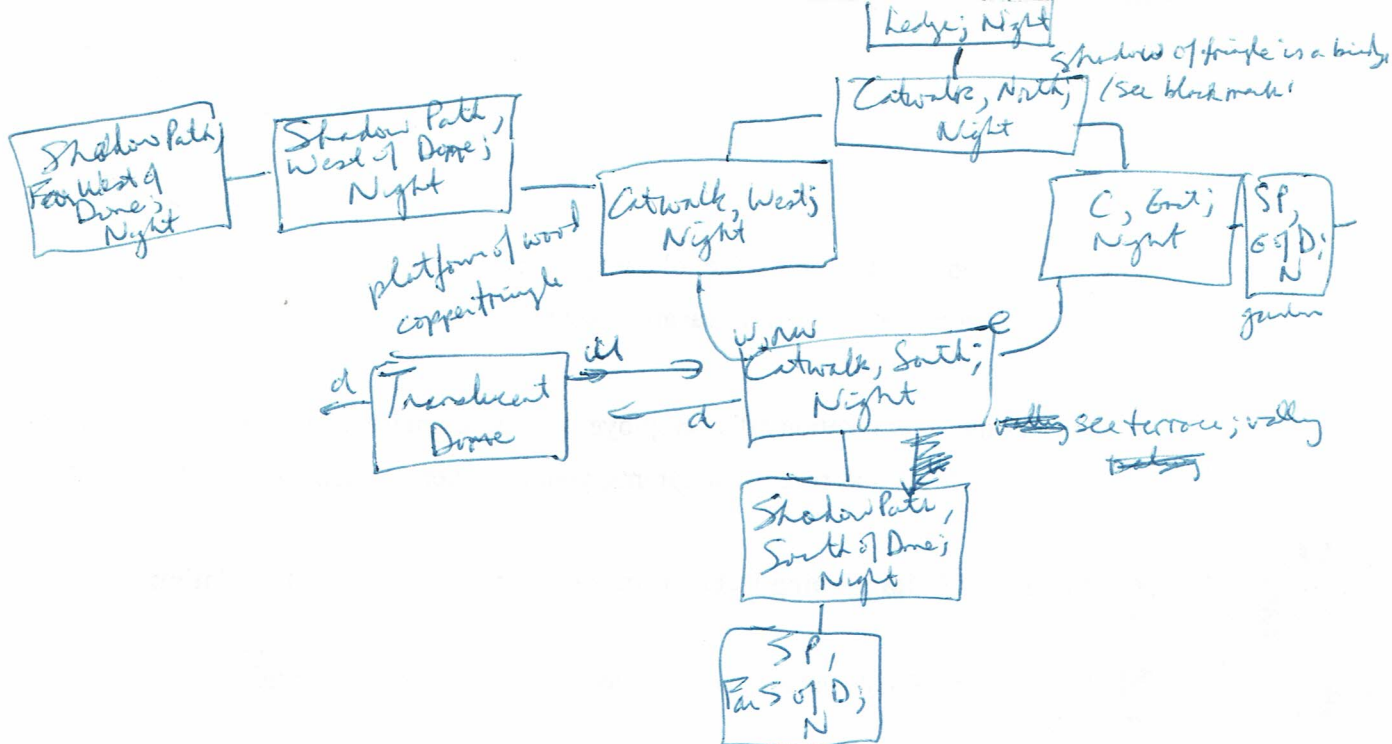
Cistern: white roof ellipse, black floor ellipse, catwalk between
 x catwalk (red mesh on two east edge)
 stand on platform. pull lever. (juggle below you) 2 hours later: floor sinks away!

Cistern Bottom: turn wheel → column vanishes to reveal ladder + grating

BUG (x win at Dead End: The door is 1/4 closed.)

red mesh: bundle of cloth, red string are made to vanish, boy shocked before he later runs + lings out.

10:30a with Celja



put white berry on fire, & it CHANKS. A cold flame!

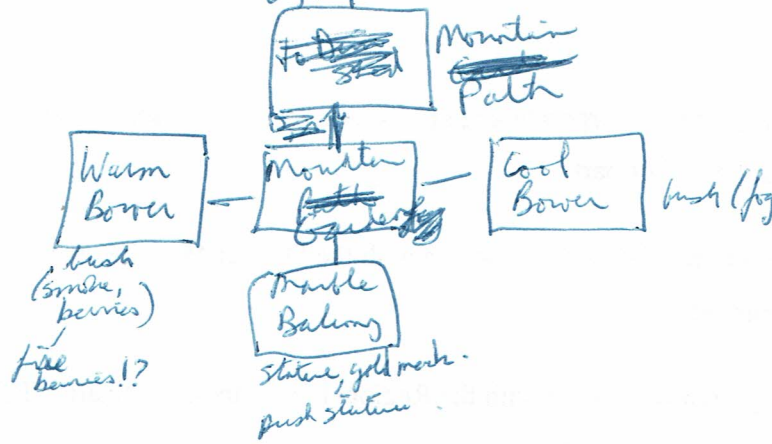
Two moon is under [Shadow Path, Far West of Dome; Unearthly]
 "The skies are right, but you are wrong."

[Catwalk, South; Unearthly] (sky has 4 moons: violet, grey, blue, tan! NW SE SW W)

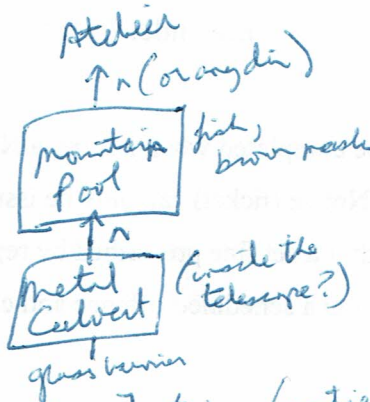
[Mountain Path; Unearthly]

harp music is playing? (harp Unearthly)
 in Corridor Hall

to Dim Stead on
d, n, p landing?



gold mark → input into club foot, parents?
wear glove, take berry ✓



brown mark - drawing a map in
red; after reading officer's
parchment, a crater is
drawn in the center region

(if palette is on road → [Sea of White] string (untidy string)
after 4 turns → [Sea of Gold] [Sea of Red] [Sea of Brown]
x string → "PORTRAIT" [Sea of Green] [Sea of Blue] [Sea of Black]

(if nothing on road → [Platform in the Void])
(if quill pen on road → ["] (but you see indistinct shape of pen)
(if desert landscape → [Red Desert] ^{white} word, sun take word → letter ~~word~~
x letter ("letter in hand", "sun of 5000... in reputation, [etc] ")

marks { black, red, blue, green, white, brown, gold }

more birds in maze?

Sit. put white mask on mirror. (etc.)

// @ [Iron Corridor] break spell. → [Iron Corridor] s. [Laboratory]

shelves, mural, table & apparatus, flask, wooden basket, leather jar, scraps of paper
 mural (tan moon & cloaks, belt, gauntlet, shield, bracer, dagger, thread)

apparatus (lenses, mirrors, oval hoop of wire (empty), gold pullchain.)
 flask (err). basket (leaves of resin) jar (blue dust)

scraps (ink recipe: resin + seablood compound, combine, resolve by exposure to 2 pulses
 mouth-eyed moonlight) x compound = blue ~~powder~~ ^{dust}

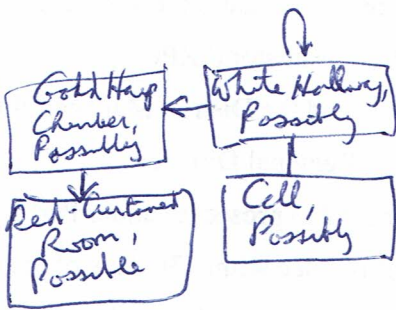
take resin. put resin in flask. take jar. pour dust in flask.
 put flask in hoop. pull chain. g. (flask of ink) take flask.

[Cell] dip pen in ink. draw dragon.

enter dragon. [Cell, Possibly] & gaps out, dragon [like this] & does also?

Spillars
 anstrung
 loop

mirror
 frame



N White
 NW Gold

S Red
 E Brown Shelf, Possibly

NE Green Bowel, Possibly
 (shubs + flourbets)

SE Blue Mosaic Room, Possibly
 brass bird on stand

SW Black Night, Perhaps
 shubs

SE ~~xxxx~~ The End ~~xxxx~~

enter dragon also ends the game.

make cake, → torn stored on desk.
 put shield on mirror
 → the bed

after mirror, Hoop Room beams [On Stone Spire]

sens, black stone, spire, cliff

SW, NE. [Hoop Chamber]

'Take thought upon a youth - forgotten dream
 That comes again to cloudy form of bed'

Which roils now with waves, or grief, or stone,
 Where once I slept alone inside of head.

apple's head in cage?

under table: down

Depths of Pit

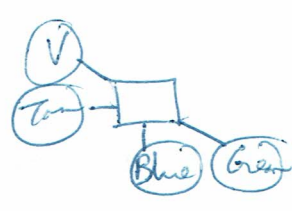
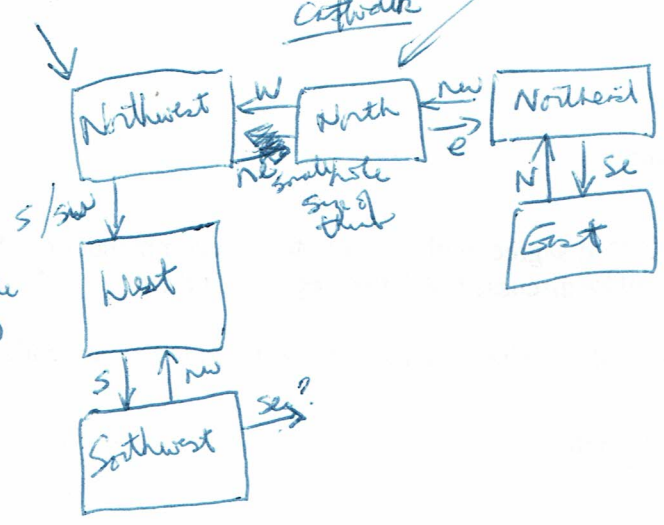


put ~~big~~ blot in hole

Custer
Cathedral

put small blot in hole ✓

put glass in hole
medium
size hole
(sq. 4x4)



take stone
@ Red Desert.

Curtis Hall,
West End

s, d, ? ↓ ↑ n

North
Above

ray,
m

Omery

4
sides

machine (brass disk, silver wheel, blue mesh)

South
Above

(left)

u ↓ ↑ d

Dark Done,
North

Thunder
Dance

take tan globe (on silver wheel)
(as silver wheel carries group:
and angles above top edge)

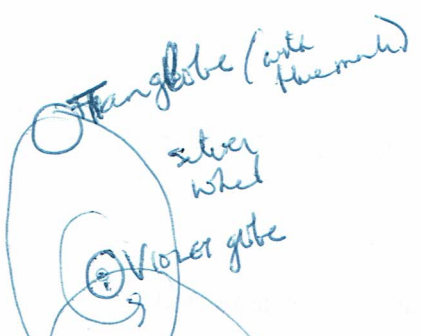
Dark Done,
West

Dark Done,
Center

East
(pyramid)

Curtis
Hall,
South End

Dark Done,
South



tan globe (with
the mesh)

silver
wheel

Violet globe

Blue globe
red silver

brass
disk

Red globe

Green globe

Copper
wheel

push statue, 2, 2, push statue (it stops)
 push statue, 2, push statue 2, push statue (it falls)

Dreamhost
 (expert mode)

- red mesh is at South edge of catwalk.

- the recipe says 'equal by mass'
 silk case { brass weights of 1, 3, 9, 27, 81 units }
 scale { two dishes } = left + right

put flask on left dish 27 too heavy

stone 1, 3, 9, 27 (too much)

stone = 9 + 27 exactly (36)

stone 36
 Copper key 12
 Iron key 57
 empty flask 25
 lump of resin = 40

string 11
 quill 14
 bracelet 91

stone 36
 flask + 1 + 3 + 9 (too heavy)
 flask + 9 (too heavy)

Copper key = 9 + 3 (12)
 Iron key = 9 + stone + copper

9
 36
 12
 57

flask = 1 + 3 + 9 + copper key
 - + resin
 put flask on left

put 1, 3, 9, copper, resin on right ✓
 pour dust into flask ✓

flask < iron key
 flask < 36 (stone)
 flask < 27

empty flask = 1 + 3 + 9 + copper 12 = 25
 lump of resin = copper + 3 + empty flask
 12 + 3 + 25

12
 3
 25
 40

13 < quill < 15
 10 < string < 12

3 + string = quill

flask = string + quill? ✓

not valid CSS!
 all
 cyan
 magenta

bracelet > copper (93)
 + 81
 > string (92)
 + 81
 = 1 + 9 + 81 (91)

letter would fit on scale
 chart would fit on scale
 series splitter
 buckle would fit
 torch would fit
 digger would fit
 belt X
 cloak X