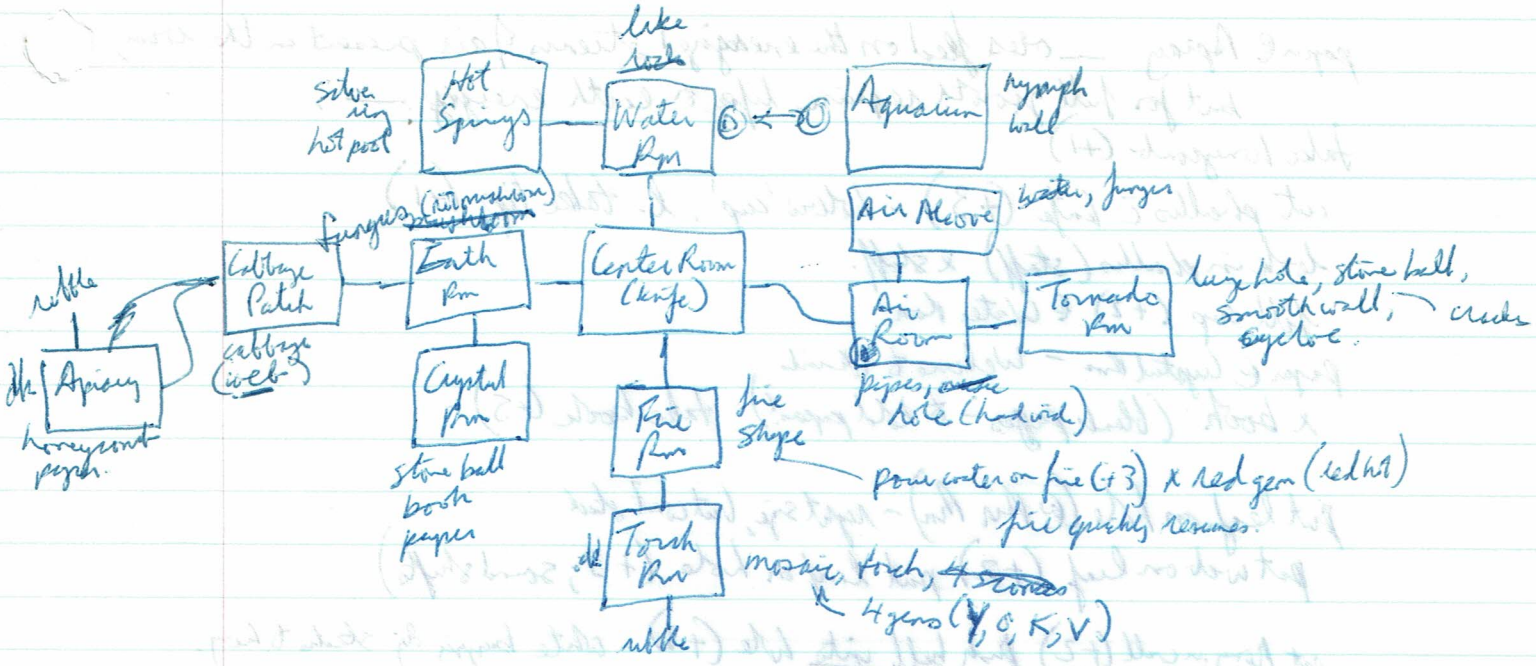
ELEMENTS
by John Evans



put torch in water at Water Rm → ends at Aquarium.

push ball N. (+2) push ball E. E. (can't push ball into Water Rm)

i {swimsuit, key ring, sock}

paper @ Ctr Rm: Magarin is dead. And it's all my fault - / take knife (+5) rock glows.
talk to nymph: ①

paper @ Water: → My → Blue ← White ←

paper @ Hot Springs: - hav- to be -o stu-b-rn and - (women's hand)
talk to nymph (Who people?) sorceress + ingred made these caves + may be dead.
paper @ Aquarium -cE.S liES Not Wit- (E.S.E.S.N.W.?)
rock shattered on entry to Air Room (+3) → crystal (take it +2) (glows)
paper @ Air: "Magarin"
paper @ Air Alcove: "Sp-ce and ti-- ar- l-nke-" (ameeid)
can't just pull/take fungus (phallic)
paper @ Cabbage: -til finding aspects of this realm that I had never realized before; more careful scrutiny is required-
take web (+1) x web (sticky) cut cabbage = knife (+2) x leaf (tough) take it.

paper @ Aprag — ones feed on the energized streams of air present in the room, but for full growth require life or earth energy —.

take honeycomb (+1)

cut shells i knife (+3) - hollow 'cup'. l. take tip (+1)

look in shells (stuff) x stuff.

fill cup (+2) @ Water Room

paper @ Crystal Room - Welcome to Ghosts

x book (blank pages - to hold papers!) take book (+5)

put leaf on hole (@ Air Rm) - right size, but can't stick.

put web on leaf (+2) put leaf on hole (+3; sound shifts)

put honey on wall (+2) push ball into hole (+3) - white bumps off; sticks to honey.

take white (+5) - chill

pour water on fire. hit geo with leaf (+4) (not i stuff, it could burn cup)
not i book, You can't quite get it moving

pour water on red geo (+2, on table) take geo (+5)

put red geo i mushroom (+3) → green geo (+ red) take geo (+5)

put white geo in water (at Water Rm) (+2) - whirlpool (+2)

Swim (@ whirlpool) → Deep Cave [white geo, paper, T2, hike S, open N] → dk.

4 paper - 8 geos in 4 pairs in cards

W & R → O & Y → G & B → V & K