[Forest] from W, to E : {-} {doesn't know "climb"}
 — {doesn't know "verbose" either — "help" shows the verb list is gutted} (thus take!)
  — {also "use {x}", "use X on/with Y" }

(re-way)
 E [Bend in Path] {"merciful grave"} {can't go W}
 W [The Tower] E/W (can't go back S) x tower. x birds
 W [West Side of Tower] N/S   N [North Side of Tower]
 // [East Side of Tower] N/S
 S [The Tower] {now within one brick is black} use brick {hand passes through it}
 N [Inside the Tower] stairs u, (↑), pedestal {black cube}   x lamps
                            3"high   1½"
  u [Second Level] corridor N/S
   S [South Corridor] E/W, door N, sphere in south wall
   N [Central Chamber] N/S/U x ladder
   N [North Corridor] E/W, plaque {can't read it}
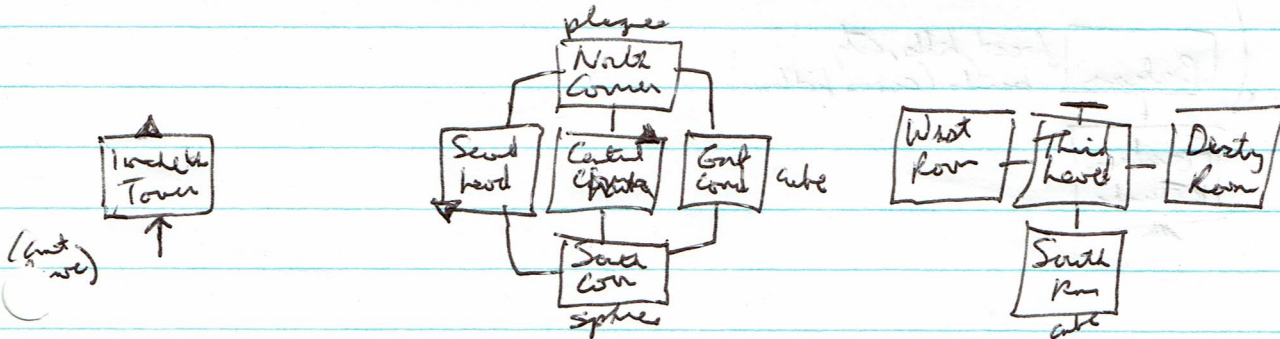   E [East Corridor] N/S, black cube.
   u from Central → [Third Level] N/S/E/W/U, N=iron door. (3 square holes in door
 E [Dusty Room] dust. w. s. [South Room] pedestal ī cube
 N.W. [West Room] pedestal, shards, broom. use broom (Taken) use broom on shards
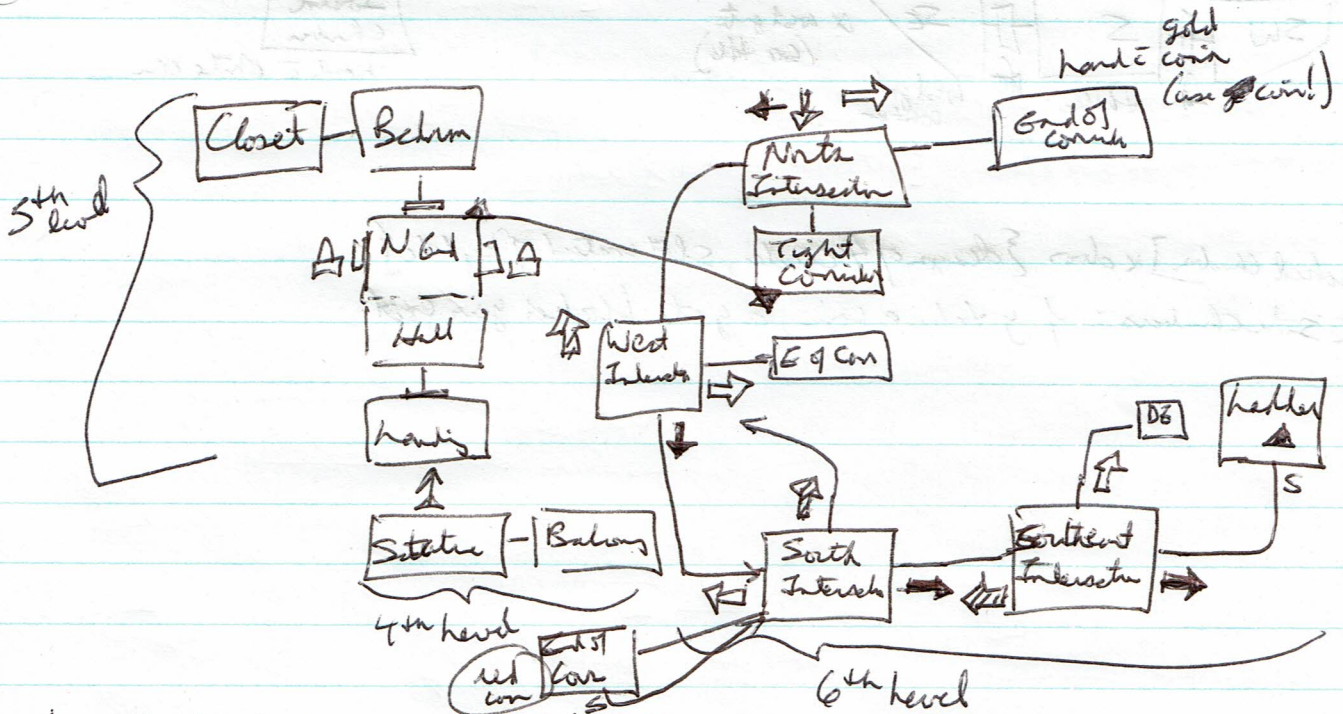 e. e. [Dusty Rm] use broom on dust {circle revealed} // can't use sphere on circle

// if I use the cube @ S.Rm, gate blocks exit. Use cube on pedestal, · the gate retreats.

- we can put sphere on pedestal @ Inside the Tower
  (taking the 1st cube makes the stairs impossible)
- the cube in East Corr seems to be free
- "use broom on gate" when gate is open @ ~~Third Level~~ South Room
  use Kube. N. (The broom isn't there at Third Level
  use cube on hole × 3 @ Third Level {door opens}
  N [Bottom of Staircase] U [Top of Stairs] S [Statue Chamber] gate blocks exit!
  stairs U, doorway E, statue {man with open hand; words (unreadable)}
  E [Balcony] trees, mts   W. U. [Landing] closed door N. use door.
  N [Carpeted Hall] × carpet.   N [North End of Hall] doors N, E, W, stairs U.
  use north door. N [Bedroom] bed, nightstand, desk. W.   ~~use~~ nightstand. use drawer. use (black key)
  × desk. use paper.   W [Closet] panel. use panel (lever) × lever (in Up position)
  //@ N Intersection ←black west →white east ↓red south

5th level
  Closet — Bedroom

A↓ N End ↑A
  Hall
  Landing ↑
  Statue — Balcony
  4th level

red corr — East Corr

North Intersection
  right Corridor
West Interse → E of Corr
South Intersection →→
Southeast Intersection →→
D6
Ladder S
6th level

gold
hand coin
(use coin!)
Gold Corridor

black key doesn't unlock west or east doors @ N End

7th Level

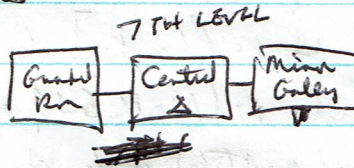U from ladder: [Minor Gallery] paintings, ladder D, doorway W.

& paintings (lighthouse, tree) W → [Central Room] E/W/U.

W [Guarded Room] table & box (alarm bell on entry + box closes) {alarm stops as if leave}
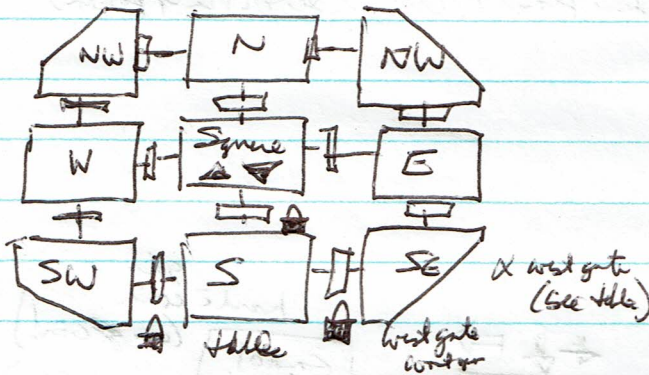
U from Central Room → ((8th Level)) [Square Chamber] N/S/E/W/U/D.

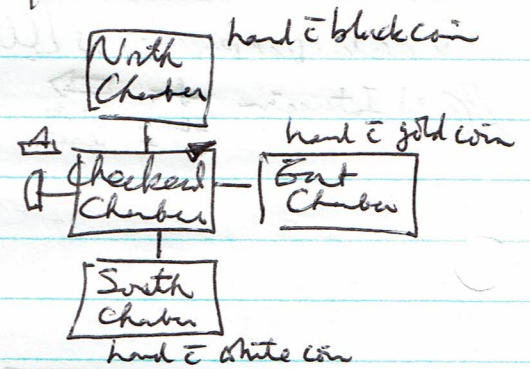use west gate W [West Chamber] N/E/S (3 gates) use north gate (East gate closes)
                                          gates

N [Northwest Chamber] E, S gates

7 TH LEVEL

8TH LEVEL

& west gate
(see table)

Table

west gate
control

9TH LEVEL

hand & black coin

hand & gold coin

hand & white coin

[Checked Chamber] & door {design of 4 circles, slot instead of keyhole}

on side chambers: if y take a coin, a gate blocks your exit.

@ Statue Chamber (L4) : use plinth (to stand on it). ~~use~~ use hand (to see gold coin & take it).
use plinth (to get back down).

// use lever @ Cabinet (L5). ⟶ the lever doesn't unlock the hull doors, doesn't turn off
the alarm @ Guarded Rm, nor are 8th level gates unstuck;
I don't see what the lever did?

(black & white coins can be replaced by gold coins,
but ~~they don't fit~~ black coin & white coin don't fit into the door slot (too wide);
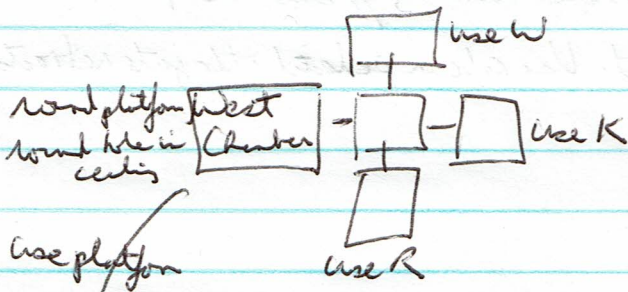the gold coins fit though.)
use door @ Bedroom (to close it) revealing a safe!
use key on safe { open, gold coin! }
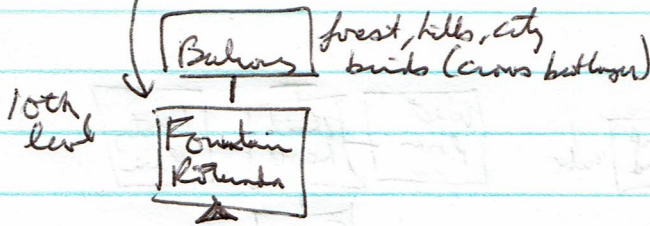
// the lever returns to up position?
use lever x lever ^{x2} (counterflowing) ^{x10} e. (g. ten a duh)
— so it flips up after 13 or so turns? (closing the panel doesn't keep it down)

/ the red coin doesn't help ~~with~~ @ East Chamber? or @ North Chamber?
but it works @ South Chamber!

[Room with Two Stairs] (12th level) ⇗↘ gratis in floor, doorway W

W [Central Chamber] E/W/U.

W [Waterwheel] frame S, wheel (not turning), water from U.

    x wheel (some object is wedged between spokes & mounts)

    x frame (recessed)

// U from Central Chamber → [Spiral Staircase] L12, U/D (no doors)

    U → [Landing] 13th L. ramp U, stairs D, doorway S

    S → [Square Room] N/E (gate, frame)

// U from landing → [Northeast Quarter] 14th L. S, D, U, basins (ornamental)
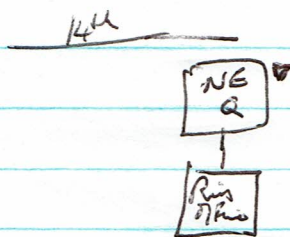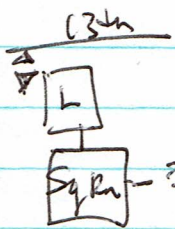
    S [Ring of Fire] structure, fire   x fire, x groove

/// [Room with Two Stairs] (14th)   U → [Apparatus (North)] pedestal, stairs D, apparatus & water

    x pedestal (connected to apparatus, lever at top via rods & axles)

    S [Apparatus (South)] 2-headed lion ; water pours from W head

    x lion (basin below head catches the water ; no basin below E head)

/ use lever {action of the apparatus holds it in place}