

THE FOUR ROOMS
 OF KODARON
 THE PAGED
 TREASURE OF
 KODARON

~~Detective the [logistics] eye, find the switch~~

[Sandy Beach] peninsula S, beach E/W, steps U. i { clothes } sign, trousers, shoes
x sand. S [Rock pools] x pools (bottle) cork, out of reach

E of [SB] → [~~East Side~~ ^{meadow}] E/W, placid, wavy face
(NUDIST BEACH; NO WATTING)

E [Rockface] W, U. U → [Hanging up] gull

W of [SB] → [Long beach] E/W W → [Pebble Beach] gulls, pier W, E.
Search pebbles (worn, +2) { can't take worn bare-handed}

W → [Pier] S/E, plants S → [Hanging on Pier] gap. Jump gap

[End of Pier] steps down, rails (boat below) d → [Small platform] boat 'The Flying Dolphin'
board boat { get it repaired first } search boat (hole)

U → [Wind-swept cliff top] paths W, NE, D. W → [Cliff Edge] seabirds, pier, bush, soil.

NE from top → [Well-worn path] E, W, N, NW.

W → [Grass at path] E/W. x grass (milestone, +2) read it (arrow NW, 'IVY COTTAGE')
(NW shaded)

W [A small gate] E/W W → [Corner] S/E S → [End of path] stunted trees, path W.

W → [Large trees] trunk, structure N. Search undergrowth (reed tool)

N → [At Hat] door, hat, open door. in (too dark) out.

// NW of milestone → [Narrow County have] hedges, cottage i roof N.

N [At Ivy Cottage] ivy, cottage, door, garden, flowers, pots, stone step.
(R, B, Y, flowerpot are plastic)

// W of ^{Gate} junction → [Corner] S/W S → [Cliff edge] bushes, trees, ledge below, copse NE.

NB [Copse] S/SW; notice: 'PLS TAKE YOUR LITTER HOME'

Search bench (+2; bin) look in bin (smelly) search bin (+2, glove)

E [Grove] honeyuckle, roses, birds, trees.

// NE of Path Doctor → [Archery] wall, archer, piles, N/SW.

N → [Village] N/S/E/W/NZ/NW/SZ/SW.

SW → [Outside ^{Fish} shop] sign (red: GONE FISHING), door, window (mable slab, pointer, fish pointers)

W of Village → [Large Oak] oak, shade, seat (search seat: brown; +2)

NW of Village → [Old Garage] door (bell), window (x: duty) ring bell (attendant)
Talk to attendant (if you want to buy petrol, hang up)

(infinite pt bug: x banner + 2)

N of Village → [Outside Tool Store] Tools (2' U.s), doors, windows, alley E, window banner.
 x banner (+2, 'SALE') (spare piece for hacksaws)

N [Inside Tool Store] items, shopkeeper, open door E, counter.

Talk to shopkeeper (Spends on rope, spades, mowable)

1/ E of Outd. T.S. → [Backyd of Store] crates, door (ajar, one high) (rusty)
 open door (Scream! Shopkeeper runs; y like behind crates)

1/ N of Village → [Rubbish Pile] sand which (+2; can)

1/ E of Village → [Outside Inn] sign of the Blue Parrot, door E. (sand)

E → [The Blue Parrot] face + logo, books, bar, barman, man in corner c pipe.

1/ S of Village → [Outside Bakery] lady (apron, cap, flower face)

Talk to lady (I need flour; the key to my bakery: turn the blue pit to the right,
 turn the yellow pit to the left, then lift the red pit. And look out for my hatty!)

1/ (+2; Yale key) unlock door (+2; inn; Old man takes the key)

[Kitchen] cookie, sink, cupboard (open cupboard: +2, flour)

[Backyd] leaves. / [Lounge] furnishings, fireplace, picture. (man = trophy)

at its highest. (open picture: IF SAT=7 AND QUIT=13, WHAT WOULD JOKE AND MAZE BE?)

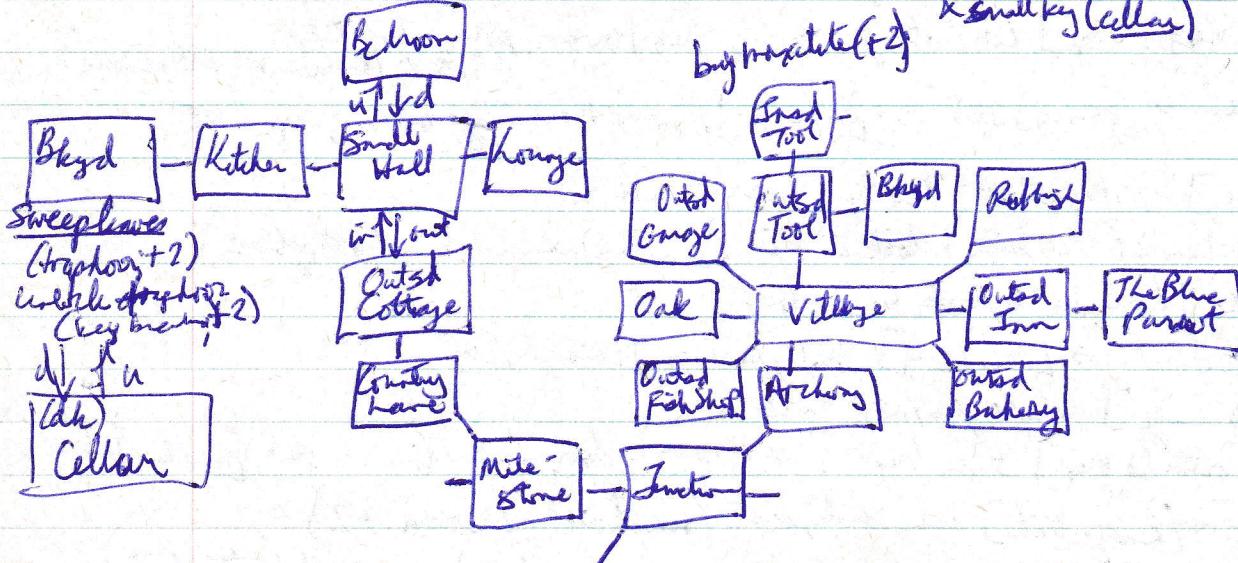
also: safe) x safe (dial xxxx)

$$8+1+5+1=15$$

$$3+1+10+1=15$$

did 1515 (+2) search ~~downstairs~~ ^{safe} (small key) / give flower (+2; money)

buy mowable (+2) x small key (cellar)



'Once you wear the maskite, you must NEVER take it off'

& maskite (voice activated, LIGHT, UNLIGHT) // at sun: buy maza (+2, huk)

Take drink. // at garage (with can): buy petrol (+2)

// light-d. [Cellar] shelf, steps. search shelf (+2). i. x crowbar.

search shelf (+2) i. x oilcan. u. unlight. // [In Hut] floorboards.

x floorboards. lift floorboards with crowbar? +2, boards. take boards.

// buy rope (drop it; bags full; +2), buy spade (+2) // oil hinge (@ Tools Bkfst)

open door. (+2). n [Back room] table, w/s. x table. x legs. x top.

search legs (+2; hacksaw) // cut undergrowth (@ Large trees) +2, hammer.

// take worm {wing glove}: +2, DAVID BACON will be present / put worm in pocket.

jeel in pocket (to get it back) // bush at cliff: x branches

// throw pipe (at Base of Rockface) Halfway up: throw pipe x 3 (SICKENS & HILARIOUS)

⇒ [edge] gall, nest, bush, rope. // @ Bush at Cliff: break branch (+2; branch)

// take bottle {with branch}: +2, bottle, lose branch. break bottle (+2)

take paper (flies to surface) // give worm (it eats/pres) // Search rubble (+2, another worm)

// throw (2nd) worm (@ cliff); glove worn & gall gone; rest here.

Search rect (paper) x legs. x paper read message. (MORGAN HAVE FOUND THE

TREASURE. COME BACK AND GET ME. signed JAKE) Take egg (+2) (in pocket)

In Hut

int

At Hut

Cave Small Path

Milestone Cliff Top

Junction Corridor

Cope Cliff Edge

Globe Dig (unfilled)

~~cut~~
undergrowth
(+2 hammer)

Pier Gap
↓ jump gap
End of Pier

Pebbled Beach

Long Beach

Sandy Beach

Nudist Beach

Bacon's Richyface

Up

Rocky Pools

@ Inn: Show paper. Give drink & fix ship! I left fake over island.

I remember bringing a map to the island, someone to repair my boat, but still need repairs. He gives you?; and leaves { +2 }

i. [Silver key] x [Actor ('The Flying Dolphin')]

II @ Club: dig: old box. open box. look in box: map (+2)

x map (perhaps it will be clearer at sea)

III @ Oak: look under seat → (+2, key) x buy: knapsack

IV repair boat { boards, hammer, bag, hacksaw } → +2; NOAH would be found (drop hammer, bag, hacksaw) ① Pierced

broad boat → ['The Flying Dolphin'] engine, tank, U to cabin

U to Cabin { wheel, panel, gauges (panel has keyhole)

V [Take & fill tank] (toss can to captain) +2 / at cabin

{ how to put silver key in keyhole?? } insect silver.

[At Sea] read map. & just four directions: SCOTTISH LOCH,

Last three are what you do with a NEEDLE {

N.E. - S.S. S.E. W. → [Ovalboard] (to swim, you must dry yourself.)

drop map, paper, money, warmer. (swim, west aren't working)

Have to drop all. then swim (dry yourself doesn't work). take paper (you can again)

+2; CROTA in water could be found. [Beach] oil, wreckage, beach N/S, debris & vegetation.

x wreckage (most; different boat) { need to dry your clothes at first}

S [South Beach] wavy trees, palms SW, sea E, twigs (N, E, SW)

SW [Clearing] pist, palm tree, NB east. x pot (body very down) x palm (climbable, red bark)

climb palm [Top of Palm] coconut (you can't take it with hands). climb down.

Edged of a cliff { [North Beach] cave w/ pile of rocks, S.W. sand rocks (driftwood)}

take rock (+2) w/ [Cave] dry, but empty.

IV w/ 1st beach → [Among Tall Trees] doorway W+NW, beach E.