(after move)

[Outside East Wall of City] n -> [Outside the Good Doorway] door sign, keypad. need sign (become lost continue, don't ascend walls, "even in mud may my ye f'ed. The cared hyphy into b'ull. REPEAT extem beh!"

Lock through keypad (check) n -> [Morgue Swamp]
s -> [Morgue Swamp] (shite) examine door (fig.) examine rig
pull ring - D [Door + nasty tunnel] n.n.n. (check light up)

u [City Square]

[Outside SW of City] can't see wall + graffiti (read graffiti "S.S.")
Sign at Crossroads (The meeting of the 3 routes)
Ruin Area (Statue or pillar, rubble, coin, torch to C)
  ‘incisor’
  reed incisor (‘lesiorhino batikon’)
  part of organism, burrows, short sighted, sensitive to noise, nocturnal, acts like a ‘magpie’, mine
  Can’t ‘examine hands’ (need to wash)
  put box on Shawn (depressions, narrow box)
  we open (lever does not work?)
  Small kernel (small stone) block in kernel (too bad)
  Coin opens door @ Cit Avenue.
  making & angle, slot, lever, button, spikes?
  bottle (alcohol, gift) open bottle = extended sleep.
Read poster "Pay no attention to the mouse. It's probably just a product of your imagination."

Room of the Lesser Hellicoonite. Access to the Room of the Ultimate Hellicoonite is available only to those of you who have Imperial access to the activation column. Here's a nice... 

Diagram:

- Crystal Stone
- C.D. (do not enter)
- S.G. (find key)
- E. C.D. (coin)
- W. C.D. (fist)

Put coin in journal = hammer
Put hammer in kernel (rolls in out of sight reach)

Strange KTHALAK and the 6 pens (performers & Kthallak has 6 names) KTHALAK RESISTS (egg white will hatch a monster)

- Castle
- Moon/Min-Beta
- Space Ship
- Plasma Ball
- Chaos Castle
- 2 Priest
- Planet (gold, blue/red)