

[Dock] x letter x boat open letter. read it. x dock x water.
x steps. S → [Rock Face Stairs] town to E, x tower. e.
x buildings

ISLE OF THE CULT
rel 1
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[Tower] number. stove. cylinder
(empty) (saw) (indicated)

W. S. [Courtyard] temple E & W, S to jungle. x east temple. x jungle. x mountain.
W [West Temple] x plique. clean it [+2] (reading outside) read it (curse or warning?)
→ east doorway?

e. e. [Window] doors N & S, window E. e. [End of Window] window bench, droppings
look through window (pin on grass, +2) x cliff/guns (edge is very narrow) x bench. x droppings
check window (too small) // n of Cor → In the dark / s of Cor → In the dark (free at work)

S of cliff: [Hillside Path] monkey. S. [Jungle] N/S, birdy flowers, veg. water to birds

S [Outside Wall] gates. wall. x vine. check vine [North End of Village] x gate.
more bear. x houses: x beam (20' long) S. [Village Square] well, cobblestones, bldg E, house NE,
streets N, S, W. x building. e [Collapsed Hall] cylinder, doorway S. x cylinder. look in it (web)
x hole. x lever. x loop. (by hand) S. [Ruined Chamber] pottery, dugs, furniture, chest, rubble
pull chest (+1) open chest { sword hilt } x hilt. take it. enter chest.

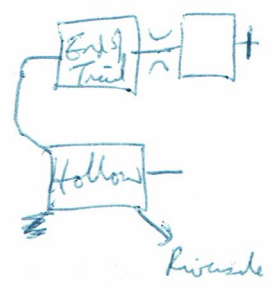
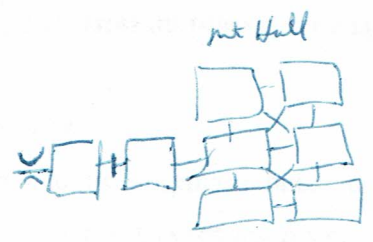
// re for well → [Hole] shelves N, white S, door. (silver lock, corroded) door is S.
S of well → [Narrow Street] houses, short W, small of door? x small { verb 'small' not available }

x houses (+1 pt, house is E) e [In the dark] push lever (turns on the loop), +2
e [Bakery] oven, spade. take spade. // W [Lover] hedgehog, well, house, house N & E
x hedgehog (+1, gate) x gate. open gate. S [Orchard] hedgehog N & E, grass, steps, tree, W shed.
x tree (apple). check it. shake it (apple falls; +2) x apple (sour + green) x shed. i wide.

W. [Shed] sickle, bucket // S of Narrow Shed → [South End of Village] door S the village well, door E.
e. [Burned hot] vase, ashes, grass. x vase (hid). take vase (stuck in mud) open vase. look in it. x lid.
x silver. take it. put lid on vase. // n of lover → [Living Street] E to SW, ally N has bly fallen.

e → Village Square. n. open gates. (+1 pt). // show apple to monkey. (he follows you)
(monkey doesn't follow you into temple!) // put apple on ledge. W. W. (courtyard) monkey needs into temple
↓ returns i apple + pin. He drops pin (+5 pts)

- n. of lon [Decorated Chamber] (+1 pt for entering) symbols/symbols, six-sided block of stone, yellow figurine, key. x key (white)
- x figurine (fat man standing & smiling) x stone (1 hole has yellow figurine; 5 holes remain empty)
- symbols. s. s. [Bare Room] trap door, force, (+1 pt for entering & light)
- // x pin: put pin in hole (of loop) {the pin fits snugly? push pin (contains gas oil & a cup drops; +3)}
- x cup (it's the fuel container, half-full of oil) put cup in loop.
- // re: hlt: turn knot → {stone key falls; knob in lock; +3 pts} x stone key, take it.
- [South end of Village] unlock door with white key. (✓) s. [Outside South Hall] (+1) path S, wall.
- s. [Sloping Path] boulders E, path N/S. Vegetation gets in way E.
- s. [North of Mountain] mountain ruins, river, paths E+W, waterfall W.
- e. [East of Mountain] path N/S, river, mountain, trail E+W (n → North of mountain)
- e. [Simple Glade] debris, trails W, SE, NE. x debris. x things (bat/hyena creature?)
- se. [Hilltop Ruins] path back SW, river, ocean E, weeds/bushes, thorny plant & rectangular opening
- se. of Glade → [Quiet Bay] x duffwood. (+1, log) x log (skin, 20' log)
- s. of W of Mt → [South of Mountain] path E/W, jagged S, streamlets & mt N. x mountain (doubtful here.)
- x streamlets. x jagged. x [Roggy Clit] (+2) u. [Edge of Lake] island, lake, river
- {cant fill bucket & water?} {cant take log apart} w. of S of Mt → [East of Gap] 20' across
- x gap. x water/ice put log on gap. (+2 for bridge) w. → [West of Gap] (2' log)
- w. [Hollow] rock, trails E, NW, SE. river → [End of Trail] river, gorge, bridge E. trail W, rope. (back to hollow)
- x bridge: e. → [Before Mountain Door] unlock door with stone key. (✓) open door (+1 pt)
- e. [Stone Tunnel] w. [dk; Mountain Hall, West] e. [Mountain Hall, East] platform, stone.
- x stone (← ↑ ↘) n. [Mountain Hall, Northeast]. w. [Mt Hall, NW] statue, walking
- chit statue (your figurine adent too clean) s. s. [Mt Hall, SW] corpse. x corpse (won key; +2)
- e. [Mt Hall, SE] pit. basket to pit d (too tight). river → Mt Hall, W.



@ Quarry: drop log ✓ u. (not gate) {bucket can hold most stuff} (not by or spade)

// stool at mt Hill, SE // drop stool u → [ledge] (+3) d, n.

n → [marble passage] N/S n → [junction] W, N, S. x lines. w → outlet.

water to shell (3 pts) n [Deep Crossing] N/S/E/W n [Edge of marble] ^{drop 60'} ladder 4x E.

x ladder (out of reach) dead root e (not with hands full)

e of Deep Crossing → [Among Slabs] blocks, hammer. // hit vane with hammer (+3)

take silver. x it. x fragments. // undo door @ home with silver key, s. [Entrance] N/S, construction, x black (ship) x jewels (green/red) touch take any part (it chills, eye flows red)

take red eye with spade (die) bird {shell, red eye, green eye, neck, beak, torso, legs}

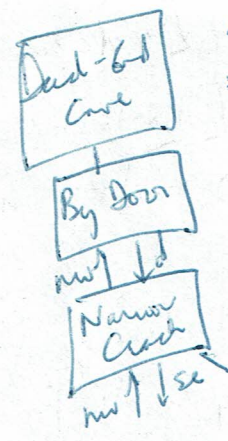
hit back with log (+3) s. [library] shelves, books, drawers, chair, floor, table, model. (dock, temple, village, mountain, quarry, beach), forest
 ↳ wall, hits, buddhis, well (butter)

x mountain (before silly, removable?) take it. {red figurine} too big to draw out.

x books. x characters. g. g. (broken in symbol is sy. like Bull's)

push well. take mountain (+2) take red figurine. {red bird man; bone is grooved eye like}

// put red figurine in hole (+2)



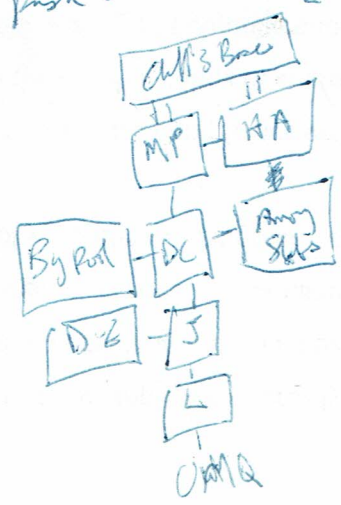
w of junction [Dead-6d] stone is poor quality.

w of Deep Crossing [By Pool] dyke. (6 yds wide)

tie rope to root. (✓) [High Above] (+3) black figurine.

{ wheel + hand drum - wheel } { - bone } d. [Cliff/Bone]

push ladder. u. [Edge of marble] // put black figurine in hole {black, chunk} +2



Se of Hollow (Riverside) NW/SE. poles, stream, fish
 SW [Beach] bend across NW/SE, trees, NE path
 SE [South End of Beach] seashell. take it (about size of hand) listen to shell. (no or n goes back)
 NW of Beach → [North End of Beach] path NE, rocks, forest. (sticky) touch fruit (sticky/figs)
 NW x rock (slippin) NE [Outside Mouth Quarry] ledge 6' up. SW is exit.

think statues with sticky figs (not enough figs) touch fruit. touch sand.
 chert slates (+S) → [Walkway Northwest End] E. [Walkway, Northeast corner]
 S [Stage] doorway into dk E, walkways N+S. x stage x stairs (dark red) S. {section is missing}
 d → [Mountain Hall, E.

Unused: bucket, ~~spade~~, sickle, ~~saw~~, ~~stove~~, seashell, cap of oil
 Blocked: Quarry, ~~hollow~~, ~~down~~ walkway, island at rooftop, well,
 locked bldg in tower, trap door in bangle, vase, pot? jar/tub
 bottles on sloping pile, stobish.

put bag on stage (all steps lit!)
 e of stage → [Back Room] steps d. d → [North Bank] stream goes W, air in rooftop, N tunnel, (to Back km)
 walk back up + down stairs, x stream (8' wide)
 e → [Sheep's Source] mushrooms (cross-stem) water (6' wide) W → [In the dark] E. (the mushrooms glow in dark) → need to see West.
 take mushroom with spade ✓ w.w. [North Bank, Downstream] (+2) x river (15' wide)

W [Broad Cavern] pots + cracks w. x pits (+2; tunnel SW) x pits (+2; passage NW)
 SW [Water Tunnel] W [By Cave Mouth] on bank of river below footbridge. x river (40' wide)
 W [West Shore] rusty spikes. or [End of Trail] // E of Water Tunnel to Broad Cavern.
 NW [Narrow Crack] passage, debris. (too next) move debris. NW [By Door] (+2) (need work?)
 A → NE. x/d → BC. // unlock door with iron key. or [Dead-end Cave] shelves, green figure (+1)
 x green figure (jade, woman with arms stretched, box in shape of conical fig)
 // break vase (need a heavy tool) // put green figure in stone (+2 pts) // break vase by (and say it fast)
 // tie rope to them. pull rope (+3) A. [Cellar] blue figure. (child covering face, bone is ★)
 // put blue figure in stone (+2) // you can carry the bag up the mtr if you dump everything else
 put bag in hole (✓) get on log. {need ~~spade~~ for pulley} N. [Rock Island] (+3)
 white figure {quantity. winged reptile, Y bone} listen to waterfall.
 // put white figure in hole (+2)

[hair] turned e, reptile (snout, tail), book, blue fire.
(dragon) (poison spell?)

e [Love Mouth] diff, w/h x abdomen. x wings. x snail. x eyes. x tail.

take book (not in base hands) put book in bucket (using hammer) [+4]
x ~~hand~~ w. / destroy book (not ~~the~~ ^{with})

// hit bench with hammer. [+3] l. take firewood.

// put firewood in stove (✓) pour oil on firewood (+2)

light firewood with book. (+3)

z.z.z. give book to master (+4) [end]

bow staff (bow + big stick)

bowlegged pants

bowler