

Katana  
katana.gam  
by ~~Matt~~  
Matt Rehde

Shinobu Pk entrance

(near Palace) - looking for Matsuo Kaneiji's tomb

(a warrior from early Ashikaga period who was executed for treason before 30th Oct)

- INFO, "NOTE 1" - for posters, PHOTOGRAPHY

N: ~~Footbridge~~ Koi Pond (S stone) E: \_\_\_\_\_ W: \_\_\_\_\_ S: back to Village

branch can here if corner, wall, } gun, traveler's checks. (TAKE CHECK)

- Search gateway. Soguy Paperbald [+2]

- palace is 4 story, octagon wall

Koi pond, southern shore (footbridge, reflections, cup, lotus) N: Footbridge S: \_\_\_\_\_

Footbridge: N: on the steps; S: Koi pond (S) (nice spot for 1st kiss)

- see light in pond.

On the Steps: steps, statues, gate (statue = Koma-inu, Korean Dogs to ward off evil)

Shinobu Palace Gate: watchtowers (E+W), statue, sign, walking stick.  
↑ familiar, c. ash, 7ft tall  
↑ closed for renovations.

gate has keyhole (dress)

Bill: The watchtowers isnt important.

Small island - 6' tall slab of white marble

SW garden - statue (fat bald man sitting on mtr. Fire at base. "Onamuji" (a Shinto God) (Sand stone)

- sand wnt raked, & mixed c dirt

SE garden - statue (ugly man, flares, sword, rope, coils at base. "Fudo". (red stone)

- sand (red, orange, yellow, flame shapes)

NW garden - statue (jade; dragon rises out of waves, fire at base. "Ryujin"

- sand (blue, green; ocean waves)

NE garden - statue (onyx; demonic leopard skins & bag. Fire at base. "Fujin"

sand (blue, white; airy)

Tomb entrance - gray sand, abstract loops (x door: Fire, Air, Water, Earth)

Peaceful meadow - vendors, cart, biscuits, "Irashiyamase!" (only cash) biscuits only 10 yen.

Deer glade - back eating textbooks.

re here: scare them.

Koi pond, W - search needs (left [+2]) LAUNCH left

Pond (W) → Pond (under bridge) = shiny (coin?) Take coin stick. Take coin

→ Pond (E) → Camp Side

Camp Site (sq rd) pit of ash (no exits but light on left)

sand ashes (can of kerosene)

bug: raft wont visible eastern here!?

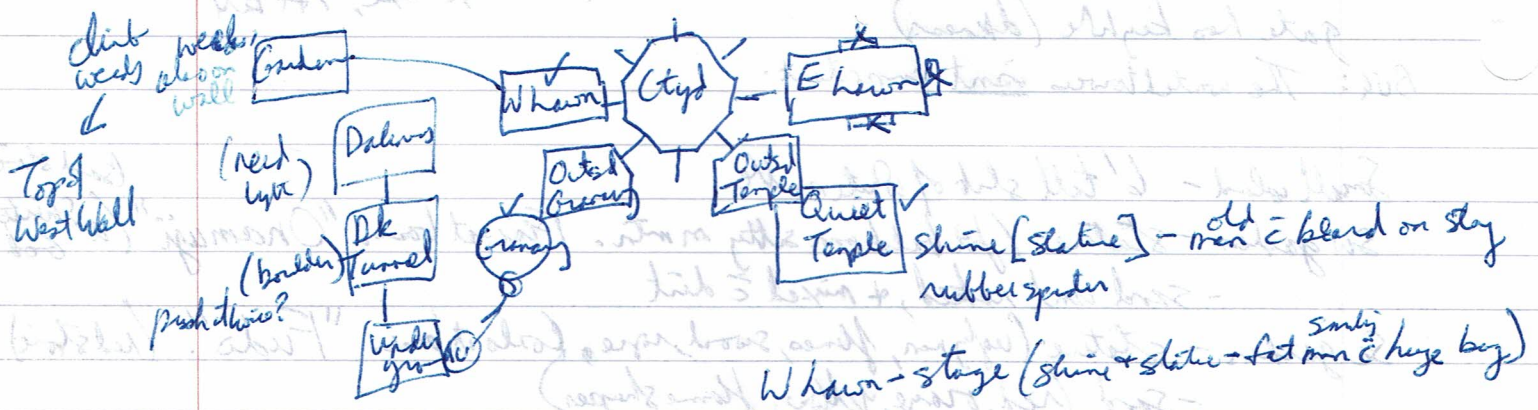
unlock gate (when carrying katana) - power from KANZEIJI? Spirit.

kill statue [+S] open gate. N → Countyd. (pool, ship, N wall)

x ship - Takara Bune (treasure ship) empty?

Gravary - altar has large jar + small jar; tall shine i statue  
statue i mallet, on 2 bags of rice.

altar: hole (1ft wide) between jars. Pile of sand at base, under tiny opening.  
large jar "5"; "smaller jar" 3" [note 3]



(There's nothing in the jar. ??)

(5,0) (2,3) Empty (2,0) (0,2)  
FILL LARGE. ~~POUR~~ POUR LARGE IN SMALL. ~~POUR~~ SMALL. POUR LARGE IN SMALL.

FILL LARGE (5,2). POUR LARGE IN SMALL (4,3). POUR LARGE IN HOLE (✓)  
→ Rice Paddy, Yumo Province. (opening beneath altar)

(warrior i {katana}) Y; yomen, & fiert Meiji are waiting to ambush horsemen  
Horsemen are Matzumu clan bandits; daimyo has ordered y & M to drive them.  
Road is to N. Meiji warns you that daimyo is interested in Gio.

Gio is the palace musician  
men, attack riders. kill bandit. (just i axe). Dismount. Kill washorse  
Meiji stops you from killing RYUKO MATZUMU.

as enter shrine → ghost is bright red & more substantial.

— play bura (6 steps) — ghost sings from sadness to malice & glows WHITE!

→ Cell. i. Etil } same — 3 days of no food & little sleep.

6x6 cell, light from window, straw mattress,

stencil from hole in corner, coals/rocks from under locked iron door.

hole is yr toilet. / iron door (no handles/hinges)

can't look thru window (see only sky)

search straw (wooden object) — it's a model of a takara-bane ship!

— none the gods & bio betrayed you. Child murdered.

— throws ship & it shatters

STAND. (2) something is forced in thru window (footsteps run away)

open package {katana} cloth cut from kamomo

hear footsteps (2-2) kill guards

out. → Palace dungeon.

S. S. (alarm raised) hear footsteps

Ryuko appears i axe. (kill Ryuko #4)

S\* (surrounded by <sup>10</sup>soldiers) kill soldiers (No, you lower blade)

kill me. As you die, female scream. "Why, my love? Why?"

The warrior is here. x statue, goddess gives a key to you. (sound of bura)

Warrior sings the same tune. After 5 reps, wind crashes wall.

"Sakoi!" he commands, & walks south.

put coat in ship [+10] put rat in ship [+10] put model key in ship [+10]

fog thickens — ship glows as all else fades.

The ship grows, forms on board, & rope ladder tossed

Climb ladder → Ghost ship [on the ~~bow~~ bow]

7 gods of luck at ~~bow~~ bow, samurai goes aft

AFT → main Deck. (wheel, samurai)

x post (how do you have the

give katana to warrior [+10])

turn wheel (start to rotate)

2\* (as island gets closer)

shift decks along ship

touch fire symbol (fog → barren plain)

touch earth → mtn

touch water → ocean fills around mtn.

touch wind → wind fills sail

d ladder (Beaten pitcan obj in palm "Dojo"; most possessions vanish;  
 gods cheer; warrior follows y. Pilot puts over in water + row y  
 i { paper ship } — resembles ship you just left.  
 x ship — black + shaped like dragon  
 x pilot — cloaked  
 As skill lands, pilot shows y back + holds out a skeletal ~~paper~~ paper.

burn paper ship with torch  
 → coat, rat, bag, key, mallet, hat, purse  
 (can only carry one!)  
 put all but purse in purse (purse can be entered!)  
 inside. Take mallet + wave it! Take coin, drop mallet  
 out. Give coin to pilot.

Island of the Dead (Boys shore) Forest to N, structure to E, mtn of bone to W,  
 ocean to S. Samurai x's mtn, then go N.

take purse.

climb mtn → burial mound/cian

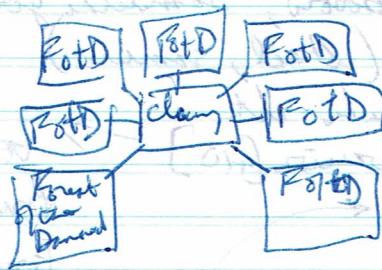
(yellow, amber glow at base x base (crystal skull  
 stand. Take crystal. (leaves gap.)

E. N. → Forest Bridge (demon on bridge over river)

Demon is an ONI

(y can get past him wearing the hat)

Dark forest (clearing) mtn to N, paths every dir, burial mound of wood  
 wood casing has a gap in base



kill demon (+)

~~use~~ You rebirth where skull is IF it's in a mound.  
 Wearing hat, take skull across path, put skull in wood mound,  
 then head back, get purse + climb mtn. + die + appear at wood mound.

rat, following Kaneiji

→ North forest (fog)  
S → Dark decay.

fog (have to be lucky to find anything)

N → orchid, crosspiece to NW.

NW → Foot of the mtn. (shy is black cross) in briar patch

pour rice (crows feast) take purse. climb mountain →

Narrow bridge (W goes into it) W → Alter room — crow's,  
statue in N recess  
Katera

Katera glows, statue of sad woman both palms up.

- put orchid on statue. Z. See vision of her corpse chain to ground,  
warrior tries to break her chains. Alter contents vanish.

- crow's - 2 at pond, in tree, in woods, on warrior's death.

Kill demon sword [+1] (white weight)

put purse in alter. Enter alter. → Yomi (The Underworld)

X chains (3 from coils to metal parts) corpse jerks to top at one pt.  
X parts (iron, steel, bronze) = keyholes

unlock iron part → Outad the herbalists

raining, Makunnu's to N (You decide to keep the baby)

unlock steel part → Throne room {letter} from Kaneiji  
torches, gold furniture, door

Shinobu wears a gormet carries a cone.

- tell Sh that K survived Buhe ambush (Gos gives letter to Sh)  
- gets Sh to promise to spare K's life. Sh promises.

unlock bronze part → Palace dungeon. (You have.)

N → Cell (wood or floor)

ship in robe is back together = 7 gods. Prayer to them: make this right, somehow

Ama-No-Uki-Hashi (The Bridge to Heaven)

sea of stars, pebbly mat, warrior, shore / sand  
warrior is missis orchid

- see Meigi on throne, Shinobu in cell, Gao i baby boy.

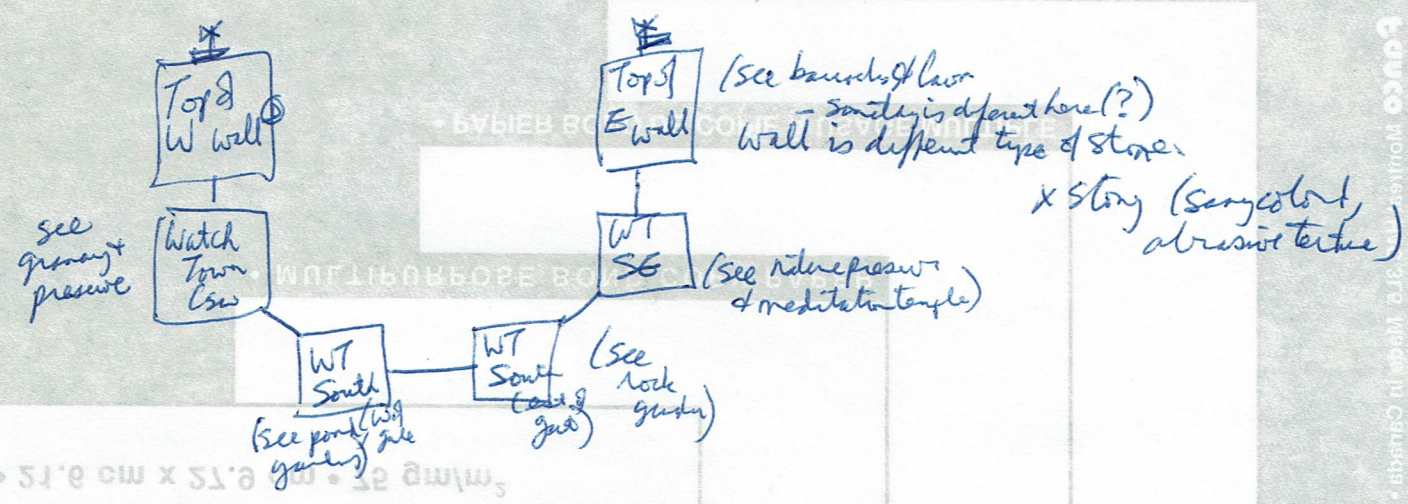
(y put orchid in Gao's hair) [+10] [+3 for not using walkthru]

→ Shinobu Pk entrance (have katana + golden key)

S (140/140, vested 81/81, in 2112 turns)

79 locations  
out of 81  
Take Futaba entrance  
Take hat. wear hat. out.  
Kill demon (front hwy)  
Measuring jans puzzle

x battlements (see try the grooves along top) 12 grooves, each wide as sword.  
 - put sword in groove (sharpen the sword)



meditate at 7 in league - Yanni + Carlos Santana are alter egos of the same person!

at 10 - God is love. love is blind. Ray Charles is blind. Ray Charles's God

at 13 - go to temple {warrior, empty-handed}

hear bird to rw. (hear melody S of Cloyd)

S -> see Gio, who you met months ago at the puppet show on west lawn.  
 She is on footbridge: follow her -> host (in forest)

see (at fork by) find flute, play flute (hear bird to S)

S. play flute (hear rw), rw. play flute (hear e). e. play flute (hear S)

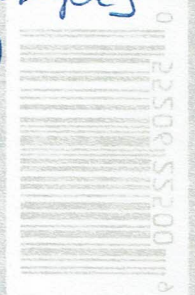
sw. -> Oak Grove. Climb tree -> Tree top {bird, Curvy knife}

take knife. climb tree (y lies), K must leave for sentry duty, G says she is police mess'n.

G says to meet her by the pond, tomorrow, Kaneiji [and back at Quiet Temple]

Temple statue is glowing! (The man ~~gives~~ a model of a hat; a crane hoots)  
 Put hat in ship (it vanishes [10])

x grassy statue -> get model bag (of rice) Put bag in ship [10]



ghost, follow me ✓

N of Darkness → Small cavern (water, trapdoor in ceiling)  
push boulder to cavern. GBT ON BOULDER. (trapdoor is still 5' away)

PUSH TRAPDOOR WITH POLE (opens, metal chain ladder falls)

V → Throne Room (arching to S) furniture dazed & sheeking, iron scaffolding (chairs - from fire)  
climb scaffolding (drop stick just) - bucket & cement (platform)  
take sheeking [throne, table, sedan chair]

take pillow from chair (pillow weighs over a 100lbs!)

PUSH PILLOW. CLIMB SCAFFOLDING. PUSH BUCKET [+2]

S → NORTH LAWN. S → Shine (paths E, & W. S is blocked by wood)

statue of woman on tatami mat. Pendants in glass case.

Ghost goes to statue (more substantial) looks at statue & air of longing

x biwa (frets: tree, flame, mountain, coin, wave)

x music [ mountain | flame | coin | tree ]  
                  3             1             4             sting

push mountain. play third string. push flame. play first string

W → Reflecting pools (fish in smaller pool; shine at larger ~~3~~, sign + 3' feet of lawn between  
↑ Y, B, G feet)

sign: pools built by Shingiku to celebrate victory over Ebuclan.

magical 'Chowa' fish, only appear beneath full moon.  
LOOK UP CHOWA - harmony, school ~~not~~ swim together.

Small pool (5x10'  
1' deep)

Large pool (oval  
10'x20'  
1' deep)

EBISO  
full bucket put fish in bucket. put it in large (repat for green + blue fish)

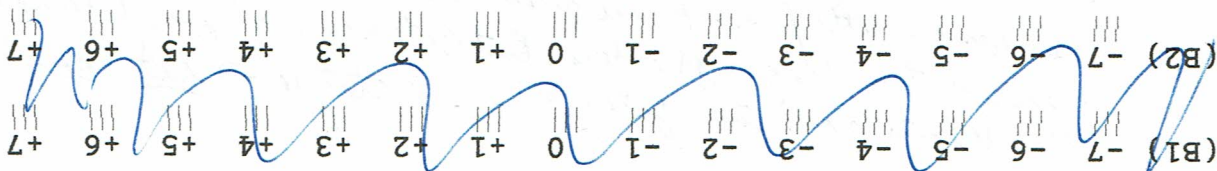
largest pulls die & fishermen glows. (warrior at Pools)

Go there, clothed only in shadows. KISS G10. (She starts to cry. "I'm so afraid")

2\* - She wanted Makumura (midwife). Go is pregnant. 2.2. She suggests an herb...  
(u: discovery by Shinobu) like say, after Bukey, Will live forever (and he'll be Ronin) (an outlaw)

Y refuse to lose the child (Meiji or Sachiko). Y dies, & she gives y her orchid.

x statue → Coat (sound of waves) Green fish is dead.





E of shrine → outside library. E → library.

- shelves labelled ē dates
  - center of room is ginkgo tree ē nests
  - shrine ē statues (man ē crow + turtle) FUKURUKUSU
  - 5 noble figurines surround tree (raven, crow, owl, dove, swan)
- tree has hole in floor, warty in bark: (in Japanese)
- nest(s) <sup>top</sup> red, orange, yellow, green, blue } <sub>bottom</sub>

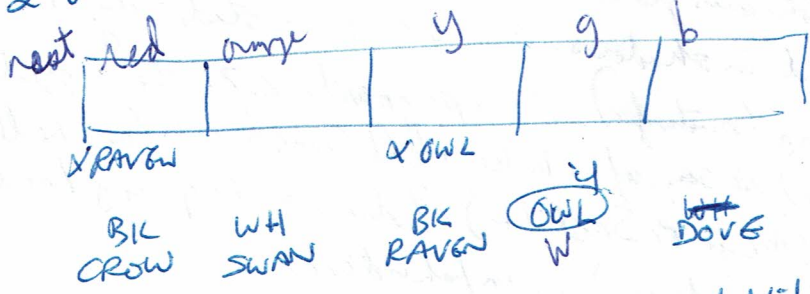
Coleridge (1553-1627) visited in 1618. Library rebuilt 1615

x shelves [1400 → 1700]

x shelf 1618 → move English scrolls to floor [Kato, "Murakami", "Ryusui", "Basho", "Takehana", "Maresuke", "Tsuji"]

- Kato - haiku (I kill an ant for realize my 3 children have been wated)
- Murakami (First autumn wing, the mirror of stone into shows my father's face)
- Ryusui (In all this cool, is the moon also sleeping there, in the pool?)
- Basho (Clouds appear + bring men a chance to rest from looking at the moon)
- Takehana (Winds that blow, ask trees, which leaf on the tree will be next to go)
- Maresuke (Mt + river, grass + tree, grow more barren / For 10 miles winds smell of blood in fresh battlefield. / Conquered horses do not advance nor do men talk; outside Jinzhou Castle, I stand in the setting sun)

- Tsuji
- one end white bird, other a Black.
  - Raven not at top, not next to Dove.
  - Owl not middle, 4 two closest birds were diff colors from each other.
  - 2 birds at bottom of tree are the same colors.



(after all birds placed, WEST)

Library ē torch.

- You set the library aflame! BURN TREE > outside (off to slay Shintō).
- You men are sold fire. Palace guard is absent. Meiji appears.
- Men will storm Hōjō on yō orders. But gate was wide open, Board missing. Gun missing.
- Men begin to ram inner gate. [end] x statue → rat (sound of crow)

read joke at Westlawn → puppet show (woman; i {Erlf})

- Bunraku artists, spectators/crowd, puppets, puppeteers

listen (performer at side)

x performer (narrator, musician)

x ~~stature~~  
x biwa player (how to get her attention?!)  
w → Stage (put here)

w → Garden (flowers) - take ORCHIDS.

give orchids to biwa player <sup>joyous</sup>

x statue → praise (hear laughter in distance)

bag of rice (sound of wind rustling thru tall grass)

SHIJIKI-FUJIKIN (Benten, Bishamon, Daikoku, Ebisu, Fukurokuju, Hotei, Jurojin)

BENTEN - goddess of love/parts/music (woman & Biwa)

BISHAMON - war god, stands on demons (ONI) sometimes wearing wheel of fire like halo.  
- close eyes to see men praying.

FUKUROKUJU - god of wisdom (turtle & crow)  
- Coleridge translated fib. poems to English in 1618  
- later rebuilt by Hiroshi Meiji after fire.

HOTEI - god of laughter (c. bag)

JUROJIN - rides stag, has tortoise + cane (god of old age)

ONI - some hide treasures under their tongues.

seven demons → parchment (dragon of "Soaring Lake Stroke" (LARK DUMMY) → Battleground (Buhe Pass)

Buhe Pass - needs way out. snow, several dead, Meiji, men ("we're totally surrounded")

x mountains (see gap East)

men, yell (avalanche started!) men, east. East → Dark Avenue

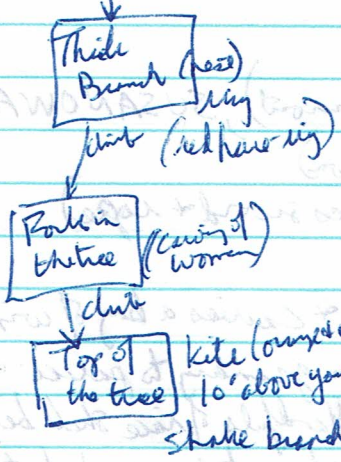
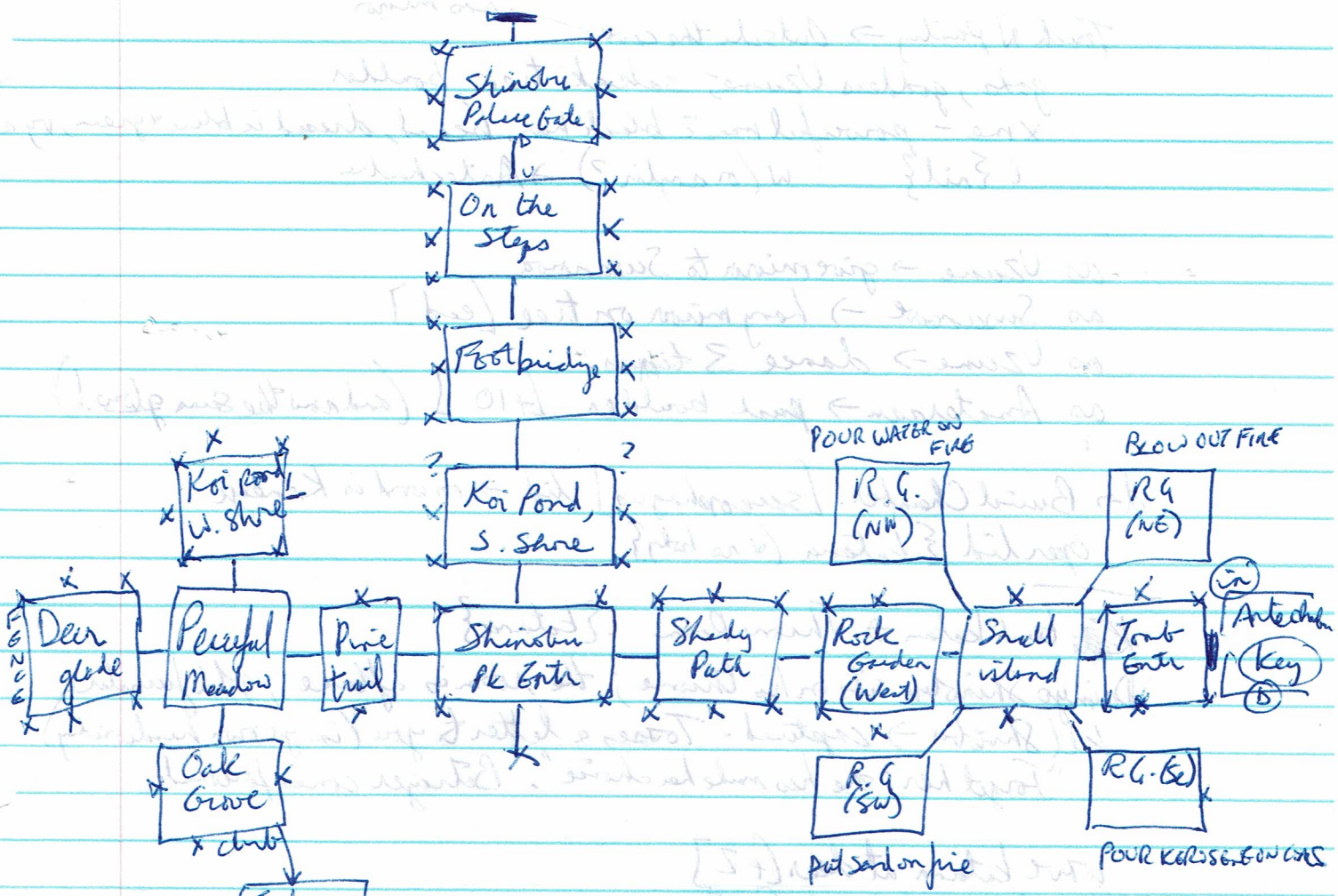
e → snow-covered field. 2. Meiji arrives (unwounded)

Meiji suggests spy in platoon, loyal to Shintoku, that this was a suicide mission to get K away from Gio.

x statue, demon spits a mallet (hear swords clash)

met 4th woman ship → Gods summon Koneiji, gate slams shut.

fragrance of blood + fresh rain, ghostly apparition. (glowing) Moon  
smell ghost (frost + rose petals)



CLEAN DUST WITH (WET) KIBI (+2) (partings N,S,E)  
 (SUSANOWA) North party - figure in black & mirror  
 (UZUME) wear blue & green, storm clouds. (touch)  
 South party - laughing dancing women in white  
 (AMATERASU) East party - women in red & orange kimonos in sun.  
 X stairs - carvings have tiny suns, one per step  
 shake branches [+2]

women - flowers in hair, stumpy nose in buds (ouchi)  
 (bisha i petboard) - pressing down on middle of forehead while plucking the third step.

by biscuits [+2] - the traveller checks beam (4 times)

LIGHT CHECK WITH FIRE. SINGLE. SINGLE

FILL NEST WITH WATER  
 PUT KIBI IN WATER

(NO freezing but)

Hilroy

Touch N party → Outside the cave. <sup>has mirror</sup>

gods, goddess Uzume, sakaki tree, boulder

x me - powerful man i black hair, beard, dressed in blue + green, very angry  
i {Enid} w (or anglin?) → Antechamber

as Uzume → give mirror to Susanowa

as Susanowa → hang mirror on tree [end]

as Uzume → dance 3 times.

as Amaterasu → push boulder [+10] (and now the sun glow!)

d → Build Chamber. [sarcophagus] lid → on word is Kaniji  
opened lid {katana (+ no body)}

~~Kata~~ touch katana → Throne Room i {katana}

Daimyo Shinobu sits on his throne; the room is aflame; gold furniture  
kill Shinobu → captured. Tosses a letter to you (in your handwriting)  
"Forget her; she has made her choice". Betrayer comes forward.

wave katana at deer [+2]

give besant to buck [+5]

[LOOK UP X]

textbook topics: UZUME, AMATERASU (tomorrow), SUSANOWA

ONAMUJI (earth god, son of Susanowa)

FUDO (fire god & wisdom, carries sword + rope)

RYUJIN (dragon god of sea)

FUJIN (god of wind, wears skins + carries a bag of winds)

DAIKOKU - used to be secret passage from granary to palace

some kenji on shrine reads 4 Handfuls of rice shall be the offering.

EBISU - hook should be baited; if he catches a fish, good fortune to all in palace.

TAKARA-BUNE - with Sprijiki-Fujikin on board

treasures: Inexhaustible PURSE, Inevitable HAT, lucky COAT, Wealth MARLOT,

Ghost-Chasing RAT, Full Bag of RICE, Magic KEY.

BUG: "reflecting pool" (The doors' symbols are on the marble!)

AIR, FIRE, WATER, GARBH

BISHAMON, ONI