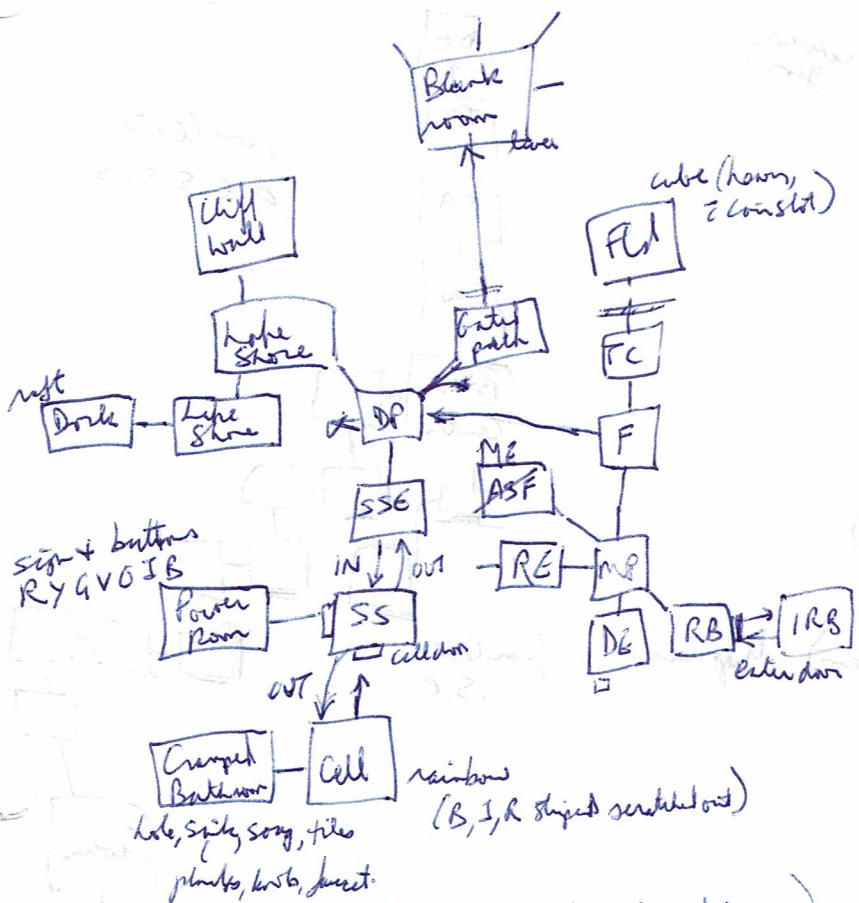
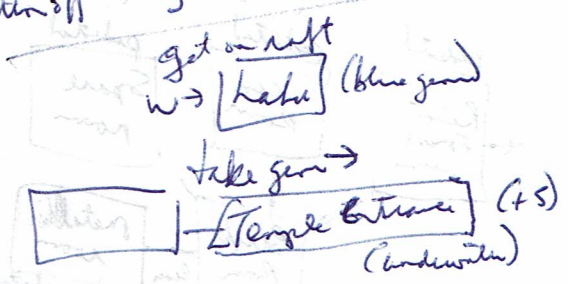


[Living Rm] (on board) ← to family rm; TV, phone. i. read letter.
z. take phone { "answer phone" doesn't work } { Jeffrey says because in your hometown }

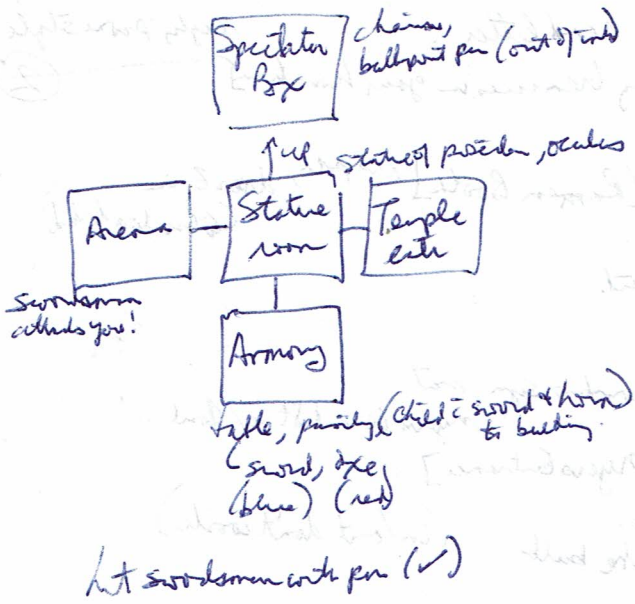
⇒ [Fork] path N, north wall W is locker, outside market S.
⇒ [Mending path] NW/W/SE (booth)/S/N. SE ⇒ [Ramen Booth] NW path, door B in (when door locked)

S of mending path ⇒ [Dead End] fence S, path N, rectangle of dirt.
W of Mending path ⇒ [Rosario Entrance] (jewelry shop)
NW of Mending path ⇒ [Abandoned Store Front] shack, door W, window, sign, mat. (Myers behind store/booth ...)
x mat. take key (steel key (it doesn't unlock door)) ([ASF ⇒ Myers Entrance])
@ Ramen Booth: unlock door with (steel) key. (✓) enter door. (in/out don't work)
[Inside Ramen Booth] lamp, light bulb. white rope. take bulb.
N of Park ⇒ [Train Crossing] sign, train is blocking N/S path
W of Fork ⇒ [Dirt Path] pebbles, gap in wall NW. S ⇒ [Sheriff Station Entr.]
IN ⇒ [Sheriff Station] desk, steel door W, jank, deputy's empty paper plate.
talk to deputy { Sheriff will be back soon. Ask him } turn blue button off (not push/pans)
turn red button off { stops train? }



Sign & train-wal } Sign

Wash me ⇒ ~~song~~ because copperkey (deputy is gone)
unlock door with copperkey.



let swordman catch you (✓)

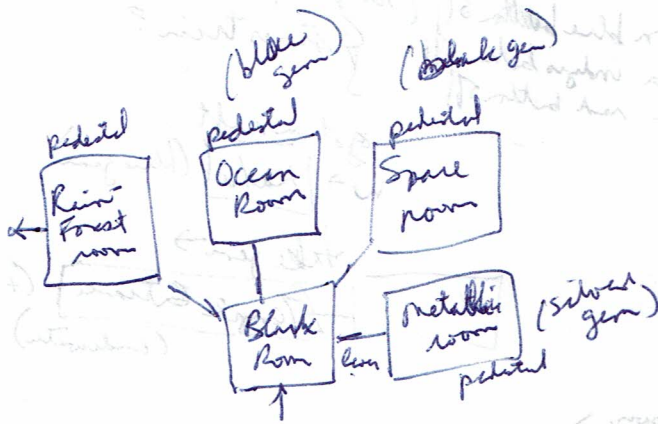
(e.g. Arena → Plain (blue)
 (Carrying too many things → Forks)
 to den tent.

@ Myerster: break down into sword
 w/ [Deserted ship]
 shelves, counter, cash register
 open register (dirt)

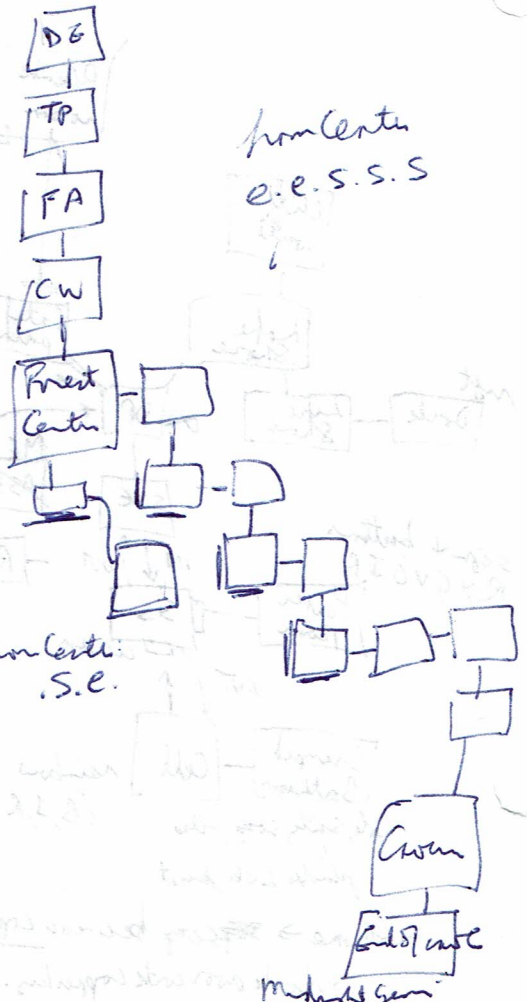
// Huhemat //

@ Dend Bell: put mat on dirt (+7) {fence shown}

- S → [Tinker path]
- S → [Forested area]



put midnight on pedestal 2



turn on lever → 'F... G' (You have lost)
 (Pine hallway)

put dice in slot (of case) + jewel (Silver gem) ... drop dice
 take silver gem. (+5)

from center: S.E.