

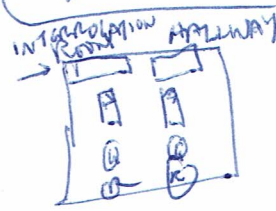
[Alley (lying in the dumpster)] w, v, out (pipe vent support w/rip)
 dumpster, chain pipe, rain, mud, roof
 's [Dated Major Shop] door NE, ally E, doorline S, residential W.
 envelope under door - gen envelope (meta trick, letter)
 x meta { > compare pins within to track (must be able to see both obj)
 > meta track

Magic
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 Rel 1.01
 h: //g42.org/xwiki
 bin/view/Main/FLcomp2008

x door, x assumption ("things are not always as they seem")
 x window, look through window, x guest.
 W [Dated Kid's Home] bushes, house + chimney N, lat. take lat. x lat (flip catch to expose secret compartment)
 flip catch. { Report (rubbish) terms youth host, hops N, all lower (R has a diamond collar) }

N → [Kid's Home] chest W, instructions, machine E
 W → [Brown chest] cards, methods, jewelry, screws
 // S → [Downtown Leginsburg] pet shop E, nondescript W, any supplies NW.
 not N/S. W → [Entry way] S, E, W S → [Central Room] dk window central board.
 (from on light switch) Report rubbish (y die)

- x instructions (mixed drinks):
 Blackbird Brin (Coke, gin, vodka)
 Delusion Strawberry (vodka, OS)
 Kevorkian (whisky, Dr Pepper)
 Scotch & soda (Scotch whiskey, soda water)
 Vampire's Delight (Scotch whiskey, monkey blood)



[Pet Shop] eye = hunter (sparks from wheel), 3 cups & bowls
 Hunter is important (hunter stays at empty table)
 // Ned → [Army Supplies Store] grenade on pedestal, Annie Oakley
 - she suggests getting bag of cheese (although love rabbits)
 in the park, finally nice fellow in magic shop
 note Oak left grenade (pull pin then it's trapped - lost one platinum)
 by visiting Pet Shop, should lower the price.
 // S → [Park North] (wind blows off hat) N, SE.
 S → [Park East] chapel N. Lefts E, nearby. N → [Chapel] typewriter, table & collection plate (broken bowl, red berries,
 window - illuminated by Holy Cross? & should have interfered by (49m)