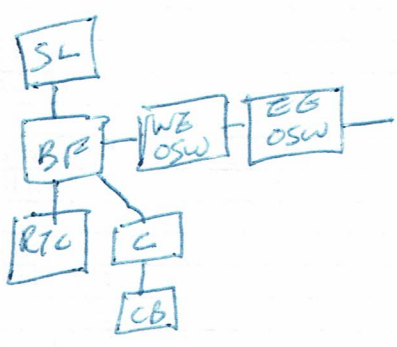


Temple to east (legends combined merged into spirit phalox via obs. of nature)

MINGSHONG
⑧

[(zhua2 lin2) Bamboo forest] by, trees SE+E, N, S, thorns W, bamboo take bag, look at (jade knife), x thorns
 e => [(shen2 dao4) Western end of spirit way] W to E to anchovy, statues
 x statues (pairs of Dogs, Ram, Horse, lion, Qilin)
 x qilin (y. a watch, horned) x ram (vine on its back)
 touchy (vibrating) touch moss (spongy)
 x horse (right horse has moss) touch moss (spongy)
 x lion (green moss left) x archway (open door, dragons)
 x door (open door as qilins are blinded?)
 put green moss on left qilin put red moss on right qilin [chuck]
 e [(shen2 dao4) Eastern end of spirit way] tea bush, archway, cemetery E
 take tea, put tea in bag. smell tea e {Blocked by mist}

// se from ~~gate~~ -> [(yao2) Cliffs] water, sky, above
 x above -> [(yao2 di3) Cliff base] sea, ledge, debris
 search debris -> bamboo sticks (2' x 1", okay to poke into) . n (≡ a)
 n -> [BF] s -> [(dong4 xue4) Rocky tidal crown] cleft, rocks, boulders, sea
 x cleft (horizontal slit, 2' across, 4-5' high, black soot) x snake (peaceful, pebble)
 Bush snake with stick (both it + sticks) [shu4 jing4 de hai2] Serene lake
 lake, fish, fish, boulder at cleft, sand, crane on boulder
 dentable ship pebble (crane darts thru trees S)
 3 [BF] snake + crane face each other
 - crane arrogant speed + power to fight
 - snake smooth slight + flowing
 - crane forced to give up + fish #1.
 2. (lake has Yao)
 2. (cave mostly Yin)
 2. (forest is a balance point)
 2. (garden style as rocks + sea)



[(si 4 misot de fu2 chag2) Ceretay]

mand, shane/marku, smaller stones, pagoda S, pate N.

x marker (was just here) Wu Jun-Hua, hole
x hole (1/4" dia, ashens/mudged) x ash (incense)

x pagoda (roofs, tiles, pillars, screens, doors, mud)
x roof (leaves, dirt, plants)

s [(ta3) Inside pagoda] further of hind root above, all over, tray, heap of water.
x tray (chopped wood) put ten leaves on tray, take knife.

"Find top of mt Tai. Return to me when I discover the point of the tip"

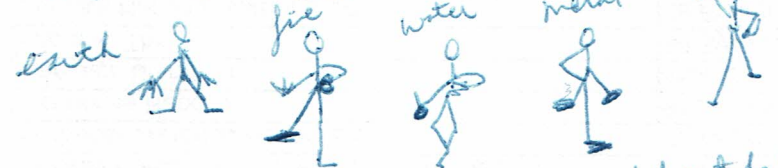
n [(shand men2) mtn gate] arch NW, wall, ponds
unlock gate = key. open gate. new → [(shand tid) mtn stairway]
stairs U to S, D to SE. u → [(shand) mtn] only W, ~~spontaneous~~ S, binds,

tree, stairs, box. x tree (upward at odd angle)
x box (3' long, latch, no hinges in) open latch (sawed up, need force?)

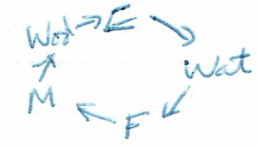
tie wire to latch (✓) } go to coven; drop box (not lower box)
→ wire fast + box goes } go to cliff base } box! open it (panting, tired, sword)

x sword (hassel, blade = symbols) x symbols } Create 5 parts / metal / water / wood / fire
Control: Earth / water / fire / metal / wood
(Air is suppressed)

x painting (5 acts moves, one per element)
- all are stances without a sword.



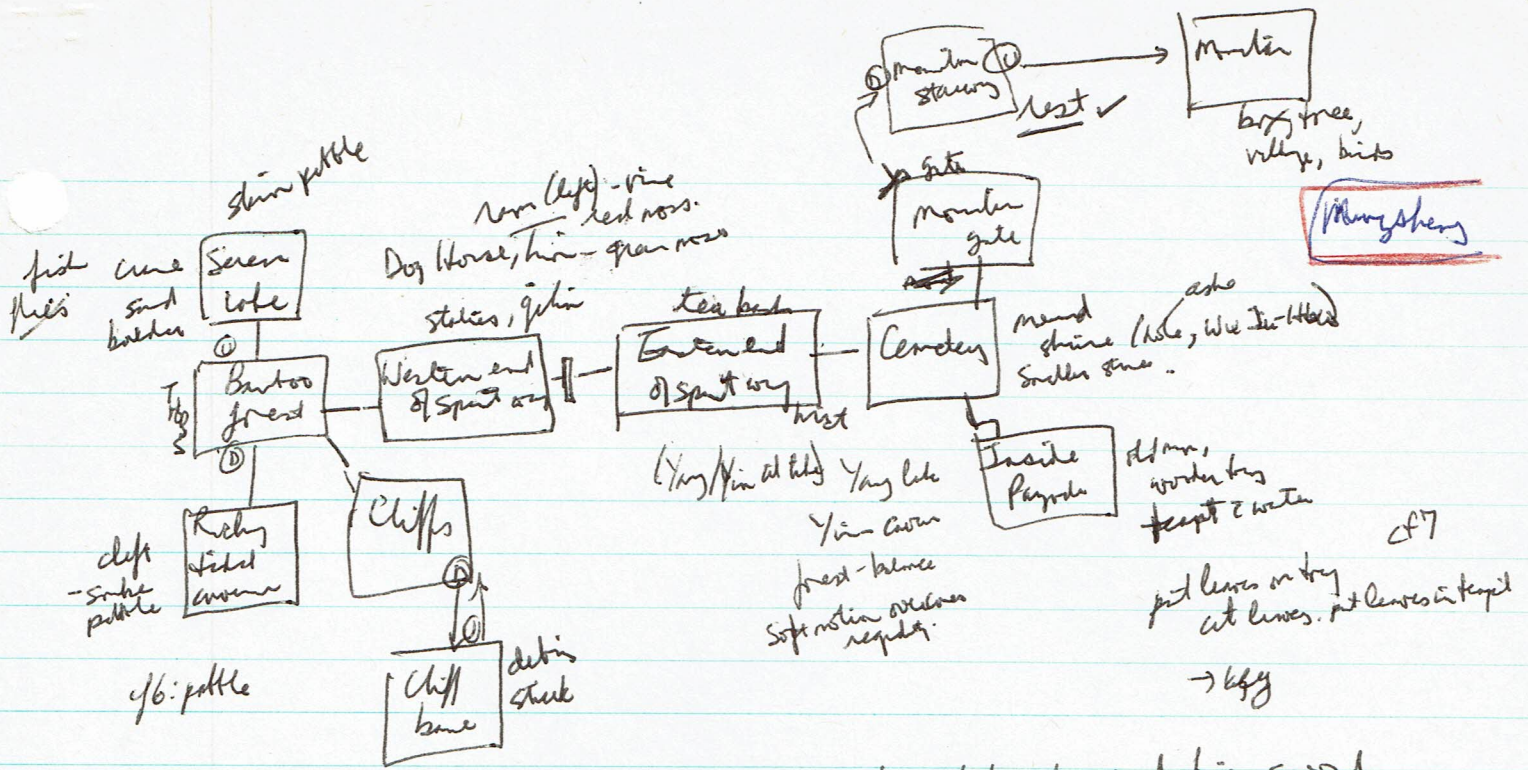
non altubos metal - wood (No!) metal controls wood!
earth - wood (YES)
water - earth ✓
wood - metal ✓



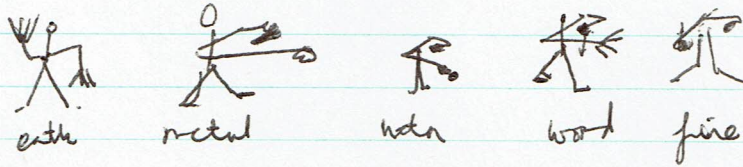
Search guns → inverse stick!
put stick in hole
→ paper
(Perfect tea)

cut through sword
chop sword. w. (wax)

[1 hr 20 min] looking for combat
that isn't there!



earth, metal, water, wood, fire, sword



create E M Wn Wn F
control E Wn F M Wn

water controls fire
metal controls wood