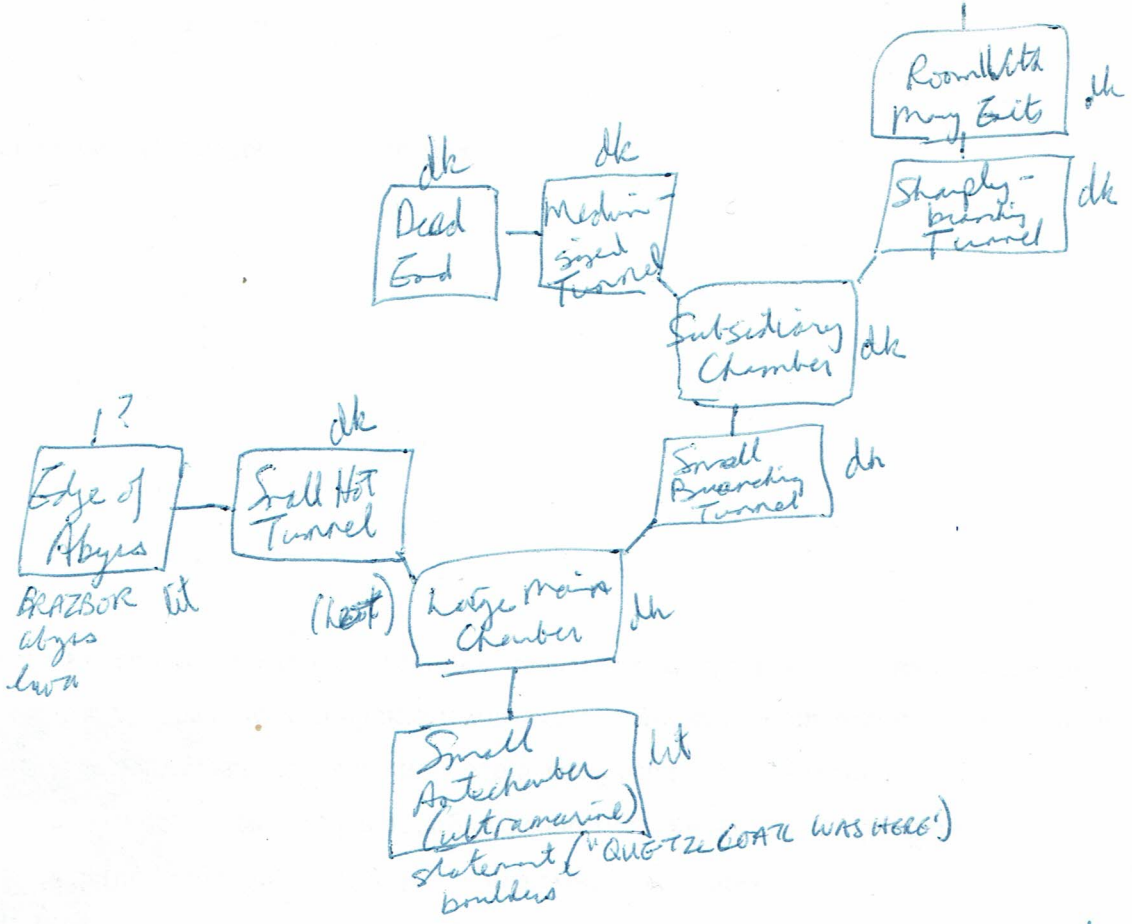
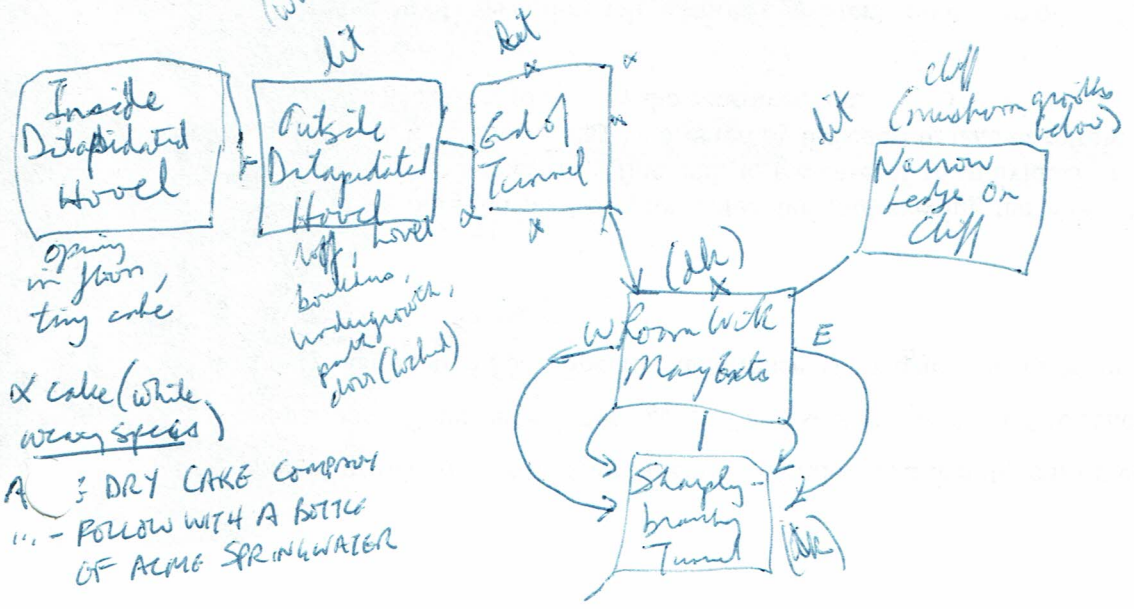


THE MISSION  
by Jim  
MacBrayne



- putting disk on cushion patches at safe when going down to Water Transit.
- Sparks prevent taking the chain from the altar?
- must "pray" at altar first.

brass key opens it ✓  
(works about 1/2 the time)

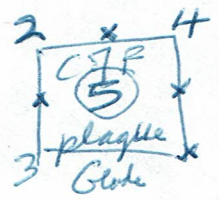
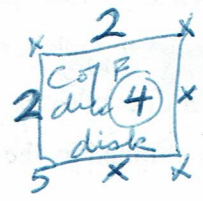
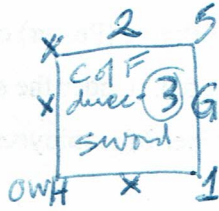
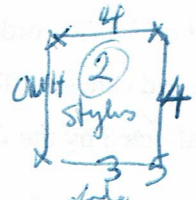
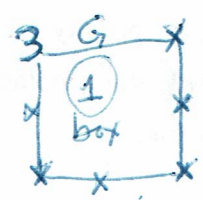
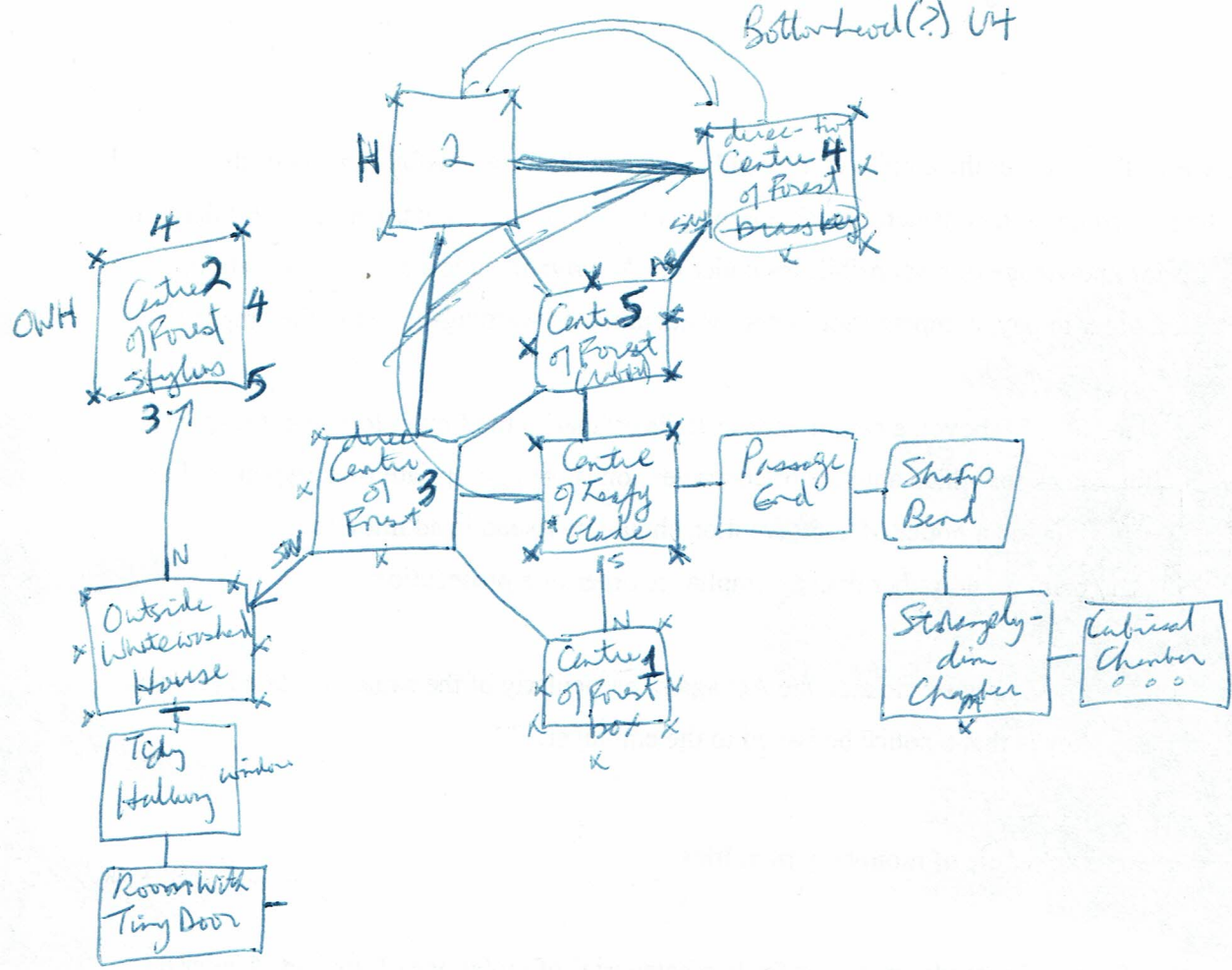


444 444 1  
ground patches  
Send clothes  
Shut lot  
off the floor  
spooky points  
dark by patch

444 36

A = DRY CAKE COMPACT  
... - FOLLOW WITH A BOTTLE OF ACME SPRINKLER WATER

Bottom level (?) U4



- Chest in at appears/disappears in glade
- White rabbit Jim late!

AGS Awards // [glypher.com/AGSAwards/](http://glypher.com/AGSAwards/)  
 AGS (Adventure Game Studio) // [www.adventuregamestudio.co.uk/index.html](http://www.adventuregamestudio.co.uk/index.html)  
 AGS Community Forums // [www.agsforums.com/yabb/index.php](http://www.agsforums.com/yabb/index.php)

- 12400 bat wing chow ✓
- 7500 prOn chow ✓
- 1400 prOn cocktail ✓
- N/S abom snaxchne X
- 975 vodka martini ✓
- 650 strawberry daiquiri ✓
- N/S shrimpkabob X
- skewered cat appendix
- 800 strawberry wine ✓
- stuffed spoozy
- 500 vodka and cranberry ✓
- whiskey and cola
- 300 ghost gushash ✓
- 1400 Gnt cider ✓
- delicious noodles
- carb chunk cookies
- 500 rat app chow ✓
- 90 like eye pie ✓
- 1850 fertilized great egg ✓
- 55 ghost ear labob ✓
- ghost egg quiche
- spam with sammit

Justing asked at E chages colour of W better  
 Cerise, Top of Hillbark/Monastery  
 azure, Stone Circle.  
 ultramarine, South Antechamber  
 orange,  
 indigo. Thicket

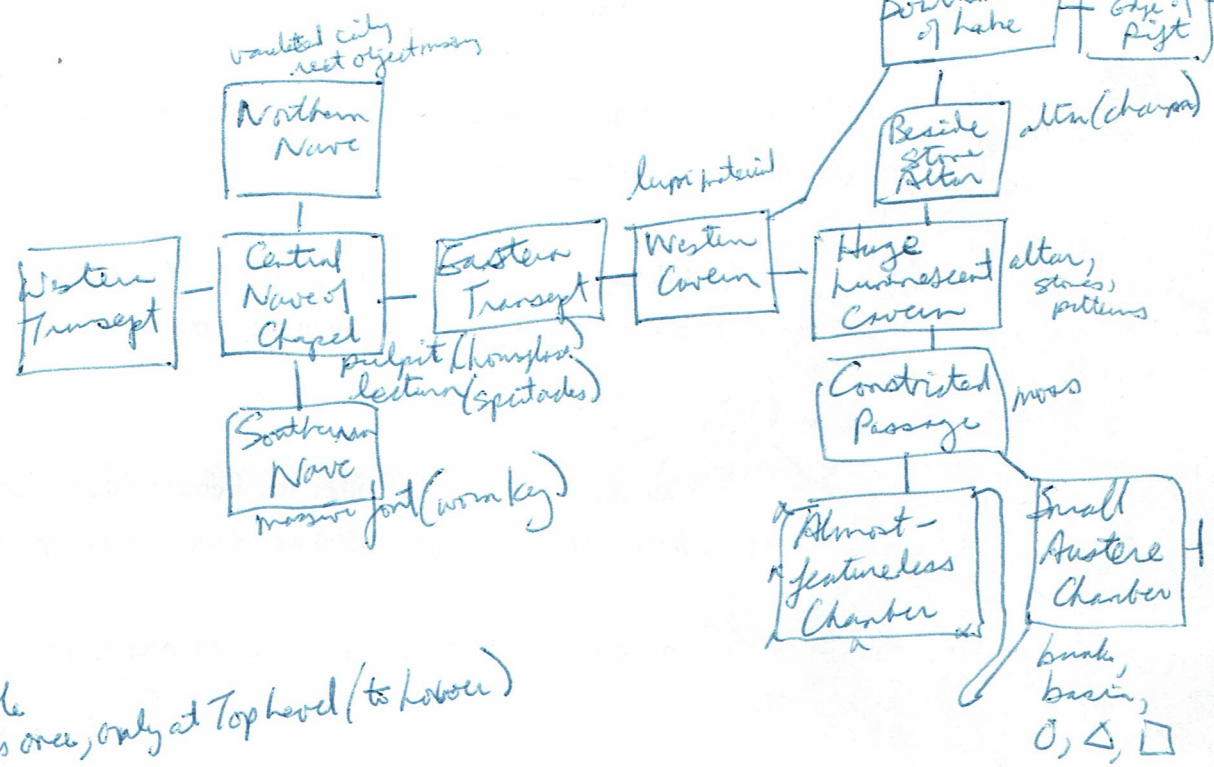


$\frac{5 \Delta \square}{R \ B \ G}$   
 Lore  
 pink green (door shut)  
 - opens + closes door  
 pink red (light door closed)  
 - heavier  
 pink green (door closed)

re path, OAD in tree  
 u [Top of Hill] entry (ack, mostly from sunset?)  
 re [Gate to Square] gate N, SW  
 n [Gate of Square] all dies, sign w/ placed NW (warehouse)  
 n [Above Storage Warehouse] N/S/E/W, dk (party)  
 S [East End of Warehouse] seats (S, SE, SW, W, E, NE, NW)  
 E (the door) [East of Warehouse] seats (S, SE, SW, W, E, NE, NW)  
 N → [Northern Corner of Warehouse] what high water, quills

put X in impression  
(not hourglass)  
disk (✓)  
(but need it  
to be unbroken)

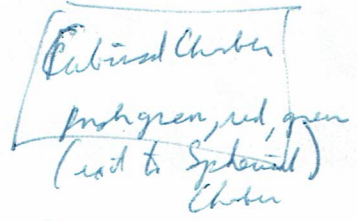
(shallow) 3" dia circular impression  
right  
outcrop



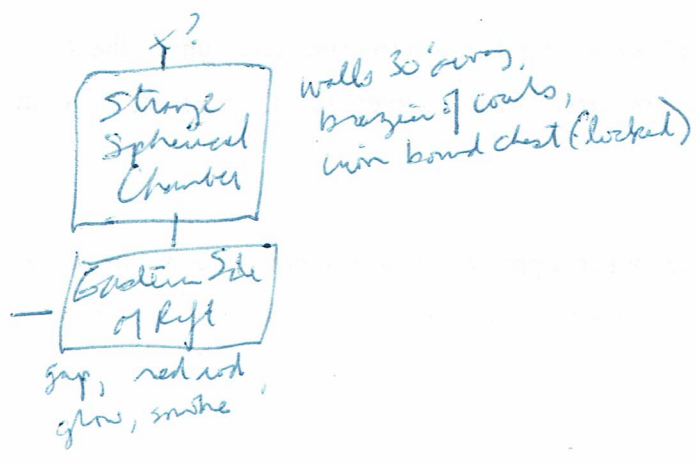
- red border elevator hole  
→ blue btn works once, only at Top level (to lower)

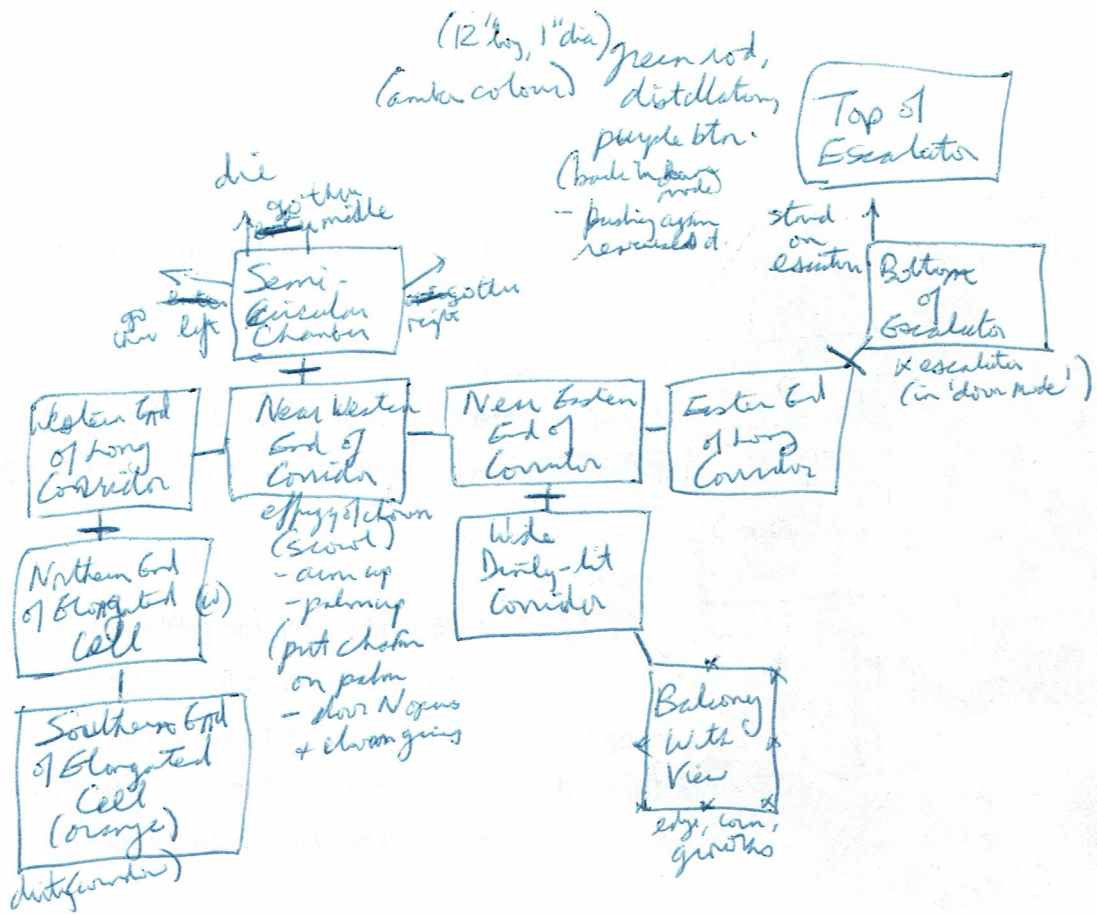
- ACMZ HOURGLASS COMPANY
- ACMZ VERY STRONG MYSTIC SPECTACLE COMPANY
- worm key unlocks the narrow door @ Western Upper Corridor
- pray @ altar
- put disk in impression (bench platform level G)

push Δ x2  
push □

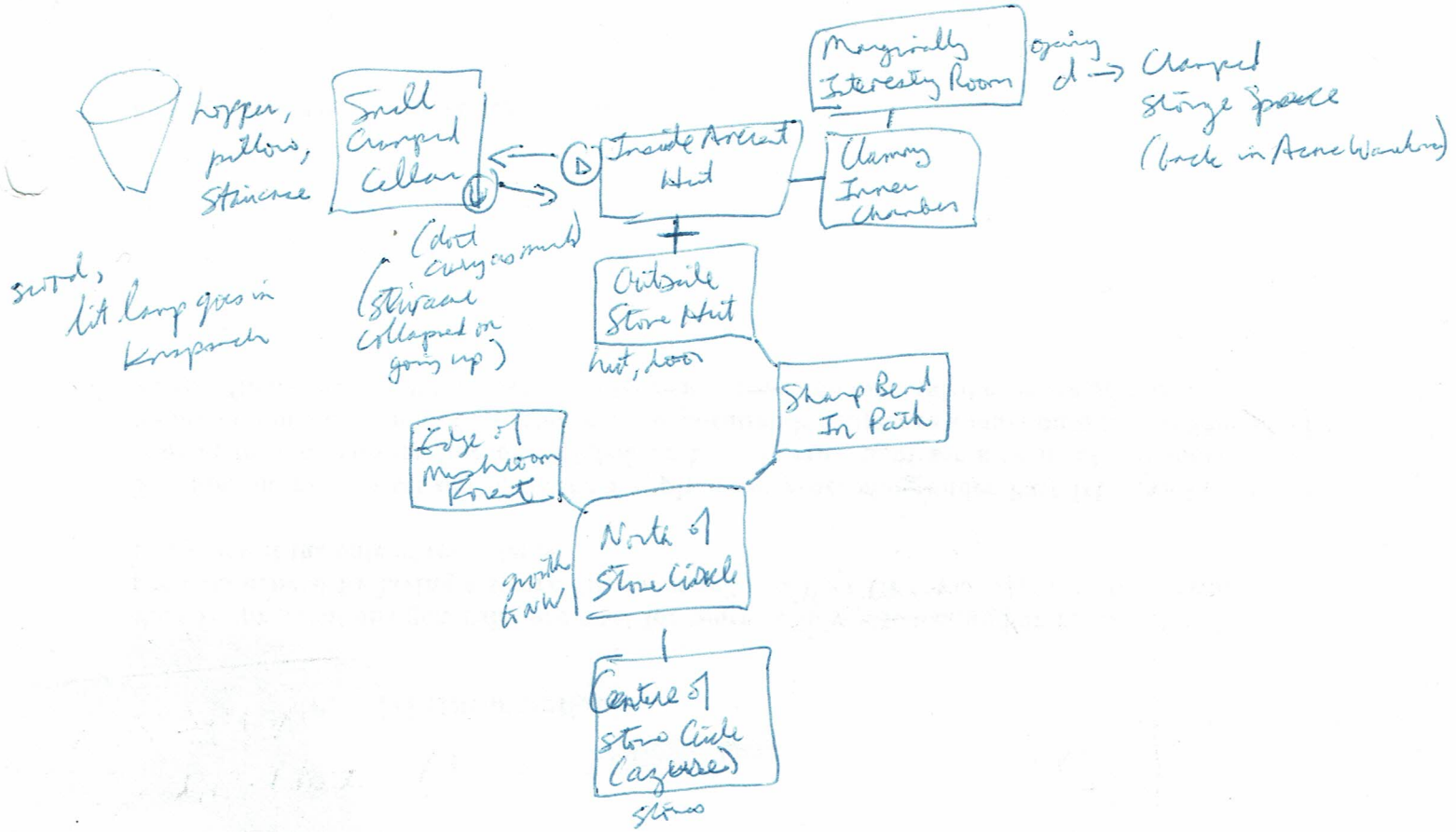


(red - go up 1  
blue - go down 1?)





- Semi-circular: left, middle & right archway; pond & message, yellow btn  
 - message (ACROSS TRIPLE ROOM PUZZLE, bar of food the lady, mistake can occur)  
 - push yellow btn: machine slows, gears disengaged, re-engaged, machine starts up again.  
 (escalator is now in 'up' mode)  
 - drink preparation (@ Semi-circular) "You notice something different..."  
 l: The right archway seems a shade different.  
 - go through right → [Room at bottom of slope] queasy, slope → [Cramped Storage Space]  
 - green rod & blue btn work when starting from Deephead → Deephead?  
 - push (recessed) buttons with stylus (@ Refectory) - door opens



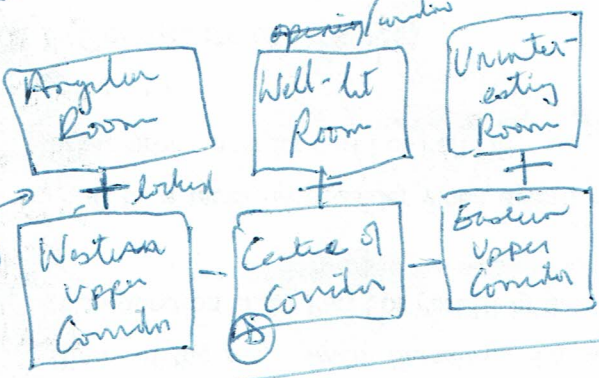
stone, lit lamp goes in Kompanch

Whispering Upstairs

x table (Acne-Round Table compartment)

table (preparation) - red

in hole with woomky



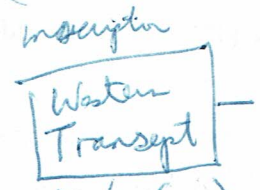
(pull rope) -> get rope back.

Make your choice, about how steeply

Pull the rope, or brace the danger

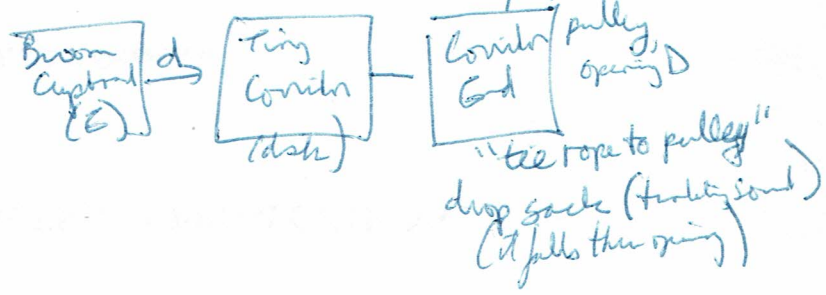
Or wonder, but it drives you mad.

(What would have followed - if you had.)



Id/a (rope)

drive preparation -> no obvious effect



btus  
round, triangular, square

(etc)

Spherical Chamber

elevator

Cubical Chamber

btus  
red, (Amely), iron connects to base of tree

blue, green  
hde

Dign  
Passageway

Circular  
Chamber  
lamp, sand

at Base of Tree

△ - lamp if door closed,  
nothing otherwise

push square (door)

△ □ (lamp, not opened)

○ □ (pressure, door opens)

△ - turns off □?

○ - turns on □?

Curved  
Storage  
Space

Window  
closed

shadows  
button &  
controls  
where mist  
goes to

handles, hickory, growths

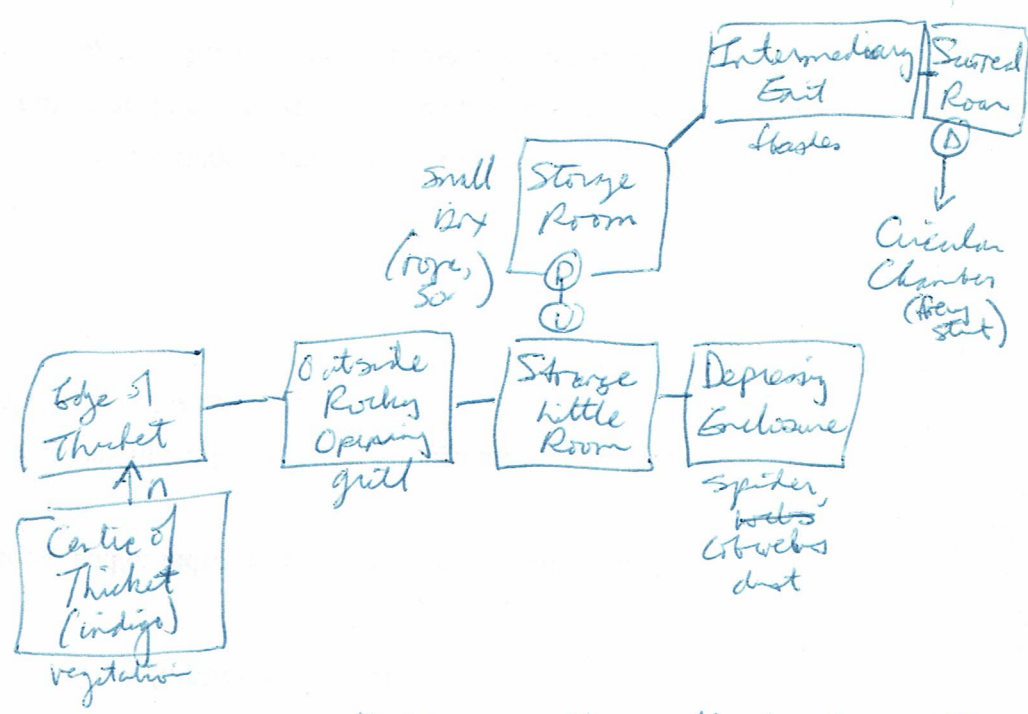
North of  
Warehouse

Northwest  
Corner of  
Warehouse



value = 6

done,  
beams



"My brother, Feery the massive, weighs 135 lbs + 1/2 of his weight. How many lbs does he weigh?"

Say "270" (buzz check) (other answers have same response)

135  
135  
270

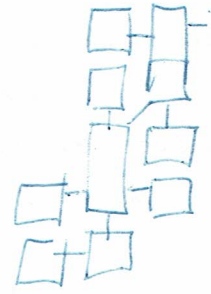
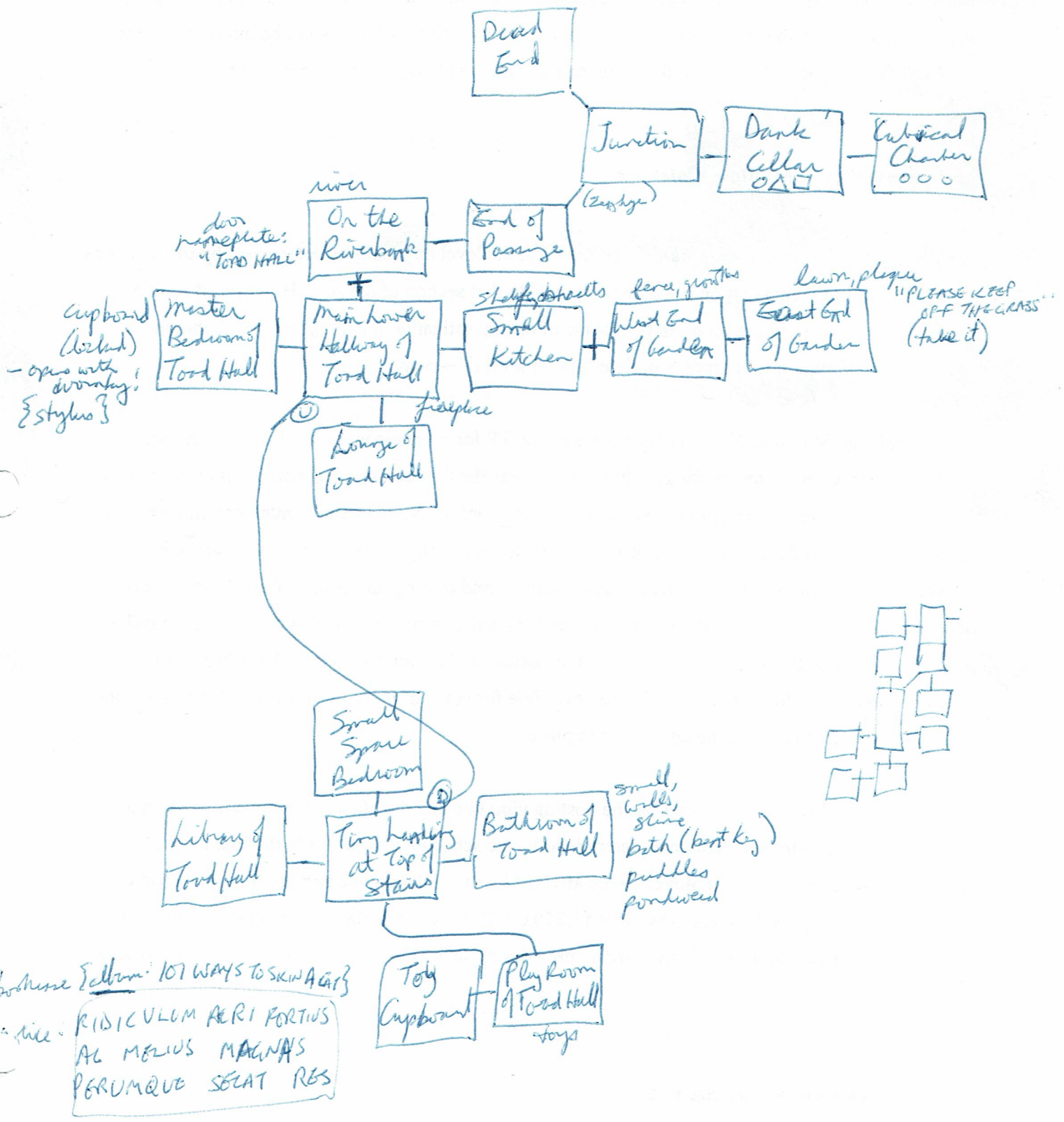
~~problem~~ @ Circular Chamber: square (rotty) } bug (x door: open  
round (hard bug) } e: its closed  
frayden (" " )

(need to send elevator down from base of tree? Or just close the upper door?)



"Deeper level" (level -3F)

- 01
- 02
- 03
- 04



bookcase yellow: 107 WAYS TO SKIN A CAT?  
 "nice" RIDICULUM AERI PORTIUS  
 AC MELIUS MAGNUS  
 PERUMQUE SECIAT RES