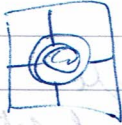


start [Outside the Museum] i { torch, lockpick }
 sculptures (curases, gargoyles on pillars^{to N}), street lamp
 left one is 1/2 full of rainwater
 owner is Edgar Mulldoon, seen in a supermarket 2 days ago.

n) [Top of the Stairs] overhang, pillars (dragon, unicorn), doors (keypad), bushes
 3-foot cube packing crate { sawdust on top }
 - dryable, sturdy, "FRANKIE"
 - unicorn (~~horn, hoofs, jaws~~), dragon cracked crack
 - keypad (CALL, SELECT, OTHER, DISPLAY) - no power?

e) West of the River
 (bushes on W, museum to N, tall wall to S, frozen river to E)
 - canister (MAXWELL'S SALT-DEMON, stained blue, end split in river.
 - empty, thin crack.

stand on river (+1) ⇒ [Corner of the Museum]
 [Corner] - doors N, gardens to NE, river to W, dispensers & bin to S
 dispenser "Play the Mulldoon Challenge", "Get THREE to travel!"



sticks + buttons 3981, 6289, 1598
 3982

- claim your winnings at the front desk for a great prize!

~~scratch card~~ [?] not lockpick
 search bushes - ashes of a fire
 door is green, gap between door & floor

NE) Monumental burden (simplified, mosaic { shoes }
 { gnomon, flint & cracks }
 gnomon is loose, but need a lever (thin + sharp)
 x mosaic (4 areas of colour, red & silver stones)
 shoes are locked up.

N) Cafe (W: door, table, E: wall & trees, N: wall) cracked river
 take ice [something orange inside?]

unlock door = lockpick.

dark trees > metal vent = steam.

put lump of ice on vent, take bung. (rubber, used to seal test tubes)

(107)

ESSECIUM WOODJUM
25.11.11
Wagon of pl
L. 1.1.11

Kitchen (w/ of Cafe) S. Party
worktop, over, chopstick [12], ~~hat~~
l under oven - hole (oven handle is hot, oven is closed)
(foot space)
put ^{put} lump of ice on oven [11] open oven. take sparker (bottle of electricity) ^{intermittent}

[Corner] put chopstick in hole, open door. (with lockpick)

N) Waxwork Room [13 on edge] garden key
couple waxworks half block door to N two fellows on stairs to shutter W
another two shoelace to S queue outside hat to E
hat - 3 poles & cloth
- waxworks move!
- 2 women (ner in queue clutch wax sat over coins)

E) Inside the Hat (brown carpet, drapes, table, fortune teller
button (the depression suit catching))

Room Filled With Rocks (N of Waxwork)
- red left, camera, rough sculpture (petrol can, ^{nozzle} petrol, right chopstick?)
search rocks (beaker)

[In Hat] push button with bung [11]
- head (has slot), loudspeaker
- l under table → box, 2 box [flap chandle]

Can fill beaker w water
put beaker on river, jump over river, take beaker

⚡ (Sparke & Sawdust ≠ fire?)

pour sawdust on river (guns down a fall)

11679 athabrose

jimp 11484

etc 5011

BUG shoes isn't sturdy enough

BUG take all from table - took woman's hat

} jic207@cam.ac.uk

~~put~~ put ice in becker. put becker on vent.

wait → blue powder in becker!

put blue powder on sundial. (get water) pour water in cracks!

[Surface puts in pattern of collapsed hexagons + gnomon stays off!]

take gnomon [+6] - acquiring a precise indicator.

TRY open cuts in gnomon (NO - ~~can't~~ too long enough or thin enough)

cut bushes in gnomon (NO - its as thick way as you did them)

cut way with gnomon (NO - its too solid)

cut shelter in gn (NO - clings but doesn't feed)

cut shoes in gnomon (NO)

BUG - cut sea cone's red part in Rotten Filled with rocks when the lock is off.

BUG? scrape ought to be a synonym for scratch

scratch card in gnomon (NO)

light powder with spade → the spade + powder both vanish!

BUG - open cuts in gnomon (while sturdy or cute) simply drops the gnomon.

TIAI WAAEASBD

This Latin Acronym Is Wrongfully Application

~~As~~ Every Acronym Shows

Also Elongated

as does
~~Describe~~
together
~~sketch~~

3981	6289	1598
		1599
		1611
		1612

look up (at holes - small circular hole above trough sculpture.)

Chimney hole under oven goes to trough in Rock Room?

- put card in bin (foosh! of smoke)

#JSP?

2 BUG: The gnomon looks a painful thing to pull on. (even when gnomon taken)

becker (water, oil, sawdust, ^{blue} powder, ice)
spades

- the garden key doesn't work the green door!
- the bikepick is silver! (melt silver??)

you ① ← ②

Have you decided yet
Herculeffed for Christmas (S beat)

- Put petrol in trough. Prop sparkler in hole. Wait at Cafe.
(Explosion destroys cinema → ~~wood~~ stone)

Storage Sculptures Room (stairs SW, D) W → Foyer

sculptures, celery stick, mug, scaffolding
mug "GILES IS BOSS" ; celery is a chute to S from U, not stable
Scaffolding - 2 levels of pipes & 1 board.

Foyer - desks (NW to SSR, S - doors, W - Dead End
metal panel by doors, black bt on floor, hole in ceiling

Dead End - closed heat-vent, milk carton

Foyer - "Old Giles" on unicycle [nanotag] - did button summon him?
(tricycle wheel, slabbing wheels, arms)

ask Robot abt museum - museum of Mojo. My Grandfather makes magic ppl.

ask " abt Giles - I'm a curator here.

Magi people!

I look & open doors!

abt magic - Ppl are interesting

"Would you like a cup of coffee?" / yes / He hands up steps (near door N from Sculpture)

Metal Staircase

(top is S, btm is N) to Laboratory (44 for discoveries)

Laboratory (with S, E, W)

bank of machines, workbench of fuses, "fridge", rack of bell-jars containing "bodies"

x jars - liquid, plugged in rubber tube, stamped "FreekaPlastics"
- numbered 81 through 98, but 83 is empty

ask giles re coffee - "GOING GOING GOING COFFEE COFFEE COFFEE"

81	□□	90	no jar	
82	□□	91	uni	□
83	□ ^W	92	uni	□
84	□□	93	uni	□ ^W
85	□□	94	uni	□
86	□ unicorn	95	unicorn	□
87	□□	96	unicorn sword	
88	□□	97	unicorn	□
89	□ dragon	98	unicorn	□

83 ^W
9 uni
6 sword

x machinery ⇒ vat of purple liquid in top

Spars Berth (w of laboratory)

- angle-poise lamp (S), glass insect tanks, pallet of slats (old man), note
- note; last medical above foyer.
- tank of files, valve, plaque: SIFTER FLIES (suit for metallic elements)

Ledge by the Frozen River (E of Lab)

frozen river, crate of coffee bags, boiler unit SE

open coffee in? (not looking for gnomes)

ask giles abt ledge - suggests upstairs in Botanical Rm (no cover)

w/ scratch-card - You need three

Roger - open panel in gnomon ✓

grey cable (from wires to needle-like device)

needle has vial at back & purple liquid

like grey wire. (unclips the clips)

3981, 289, 1598
82 91 99

put coffee back on vent, put iced egg heap in flue
[4 for puncture wounds] - now soft bag

~~put~~ put coffee powder in my. fill my in water. put my in flue [3]

Boiler Room (e of tower from hub)

- boiler, chimney pipe, slithering noise
- heater (noise under boiler)
- l under boiler (run-off pipe, c water & stones)
- x run-off (steady trickle of water)
- x boiler (wheel, door) - then wheel (opens flue)

(inhab) taste liquid. y - Stone Cell riser (note from "H", same as Edg's writing)

taste liquid at Sparse Birth - see silver; blade in stones of wall. major.

BU4 - ~~chop~~ open book c ~~to~~ chrysalis: Chinese. But proto-gen Japanese?

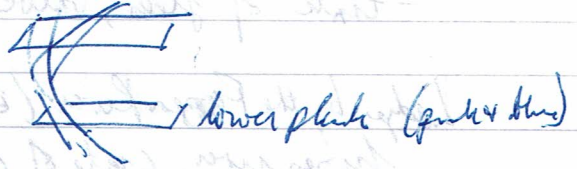
put left in valve.

In the valve you notice tiny eggs. Y take one. (eggs tend to hatch just after the ^{in water} 1st (thaw))

dunk liquid ~~at~~ White or Mosaic - dark cell, burning tower, plan of planets.

put egg on river (need d colder & longer, to do right, major)

open crate i plank ("It's six feet long")



taste at Dead God

- (around e-w to machinery exhibit, N to passage of stone, sand, & swirling red light)

- you can freeze ice around egg & scratch card 3981

- ~~put~~ make powder, add egg & card, then add water

put my on vent (43 for beauty)

give me giles (he flips a catch on his arm, his back flips over, & he places the ring inside)

Giles heads to Dead End & opens a cupboard N

[Cupboard] terminal, catches & stops, Giles stopped to wall.

x Giles - black tablet on belt

(1" square, red lens at one end, & button in center)

"Please don't steal that, that's my dad" You do so anyway

BUG x Giles after taking tablet - claims he still has tablet

25

learned "EXHIBITION CENTER" (2 metal wire-ends, sign "DC IN")

3981 uni □ □

9381

put card in value

6289 sword □ □ uni

1598 □ □ dragon □

3982 uni □ □

6291 sw □ uni □

1599 □ □ d d

3983 uni □ uni

winners

UNDOING, THEN REDONE!

6292 sw □ uni □

1611 □ sw □ □

3984

6293

1612

3986 winner?

3987 DC--

3988 DC--

3989 DC-C

3991 UCC-

3992 UCC-

(You can have multiple coins!)

put 3986 on desk ✓ [+2 → solve coin!]

- coin scratches cards ✓

3985 sw uni □ □

3984 sw u □ □

put coin in hand (Pick a card)

card of 2 + 3 cards [left, center, right]

BUG let center card, not just center card or middle card.

in way room: push button (of tablet), and shutter opens!

(W of Wax) The General's Quarters

- bookcase { books, cannonball }, curtains, mark written N,
- vry tall party S, shutter E
- eyes in painting bulge! one hand on book, other holds a scroll.

wears hat, moustache, medals
- general, talks (he can't hear you?) yes (or not)

- you'd like to k how to win? yes

- Battle of Bosmin. What was the year? 3992? No. 1612 no

- Battle of Humberdon " " " " ? " No. 1612 no

Wrexham 3991 ~~1612~~ 1612 no

1598 1615
1616
1615
1615
1616

Mullington? 1612 X

Humberhill? 1612 x

Ballyford? 1612 x

Chippingham? ~~1612~~ x

Crataiss? 1612

Trothington? 1612

Braithwaite? 1612

Kettering? 1612

Littlehampton? 1612

Seaton-on-stopes? 1612

Rempit-by-water? 1612

Hull? 1612

Carpenter 1612

Bluebottle 1612

Nyou 1612

(push cannonball up to upper plank. Put it in chute +2 for bowling.)

- General doesn't notice you taking book now!

Show 1615 to General => get white card (the fourth option) [+2]

put white card on table. take white card.
- the box is open (battery) [+2] (33 pts total)

In cupboard - attach battery to wires. (Button in foyer works [+2 xms tree])

In Foyer - attach battery to best wires. (door chime)
open door & garden key [+5 for going thru doors] push crate N.

climb crate. climb tree (~~the~~ card go higher)

throw stone at button.

[Above the tree] (prosth) bookcases, trinkets, photocopies, copies

⇒ [Generator Room]

generator machine, Mr. Muldoon, shute (S) [+5 ascendance] (45 total)

x body - no shoes, inch long needle in back.

x needle - has purple drip, from needle gun.

search body - [+2 pendant] look thru pendant ⇒ "ART", "TIME", "FORCE"

put shoes on body

x machine (funnel, gauge, coil of wire, large throw switch)

- drink liquid (die on stone, black curly, fungus, whalesong/singing)

[Ice Covered Cave, roll of Rocks] - arrow shot, picture in cave wall ice crystals
chisel (carving of boat & man, arrow under; getting water)
spear of stone?

BUG "Follow man" - long, after he has gone Darkness - on the Glass,
2 sword cross mags.

drink chem - N is no logen N

- pry crate with chisel! debris & oil lantern.

Rock Run is ~~the~~ Site of Explosion

JUMP
X4227
X MB
N (NO N)
L UNDER MB

Wood JOM
25/10/08

Final Sect green orange red
Doric Park Reverse

B16 "dash" & "board" as synonyms for "dashboard".
infester belt, out-break door, N.

[Stone Tunnel]

Codes, seam of ^{blue} copper sulphate, N to ?, S to sunrise.
put chopstick in wheels [+S] Score: 52

[Tunnel Branch]

"Three choices" NE, NW, S.

E: Boil of rounded rock

e: (sit on stone, rock has moss) move moss [+1 for breaking 4th wall] (53)

[Centre]

whisper
vires, figures, pyramid (tetrahedron)

voices: listen "What is a bldy coat ppl?"

"What is a museum without art?"

"What is a mission without purpose" (one heavy brick)

"What is a collector without collection?"

"Who am I?"

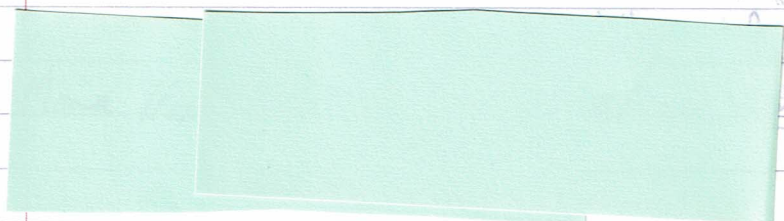
take pyramid. (cross below)

x cross (4 colored dots, as in mosaic)

put pyramid in hole (win, SE out of 64) [6 short]
(or break pyramid)

pendant
ART, TIME, FORCE

B04 buy isn't "orange" (either in description, or as a name)



MUR
FOOT
JAN 2
(1941) 14
25/10/08