

SELECT / DISPLAY / CALL / OTHER

OTHER - Reg > OFFICIAL / MEMBER

1) SELECT - Currently After Hours (3 beeps)

2) DISPLAY - Reg > OFFICIAL / MEMBER

a) CALL - Call is Visitor-only for (3 beeps)

DISPLAY - MUSEUM / GUEST

CALL - Currently After Hours (3 beeps)

SELECT - " " " (3 beeps)

OTHER - Reg > OFFICIAL / MEMBER

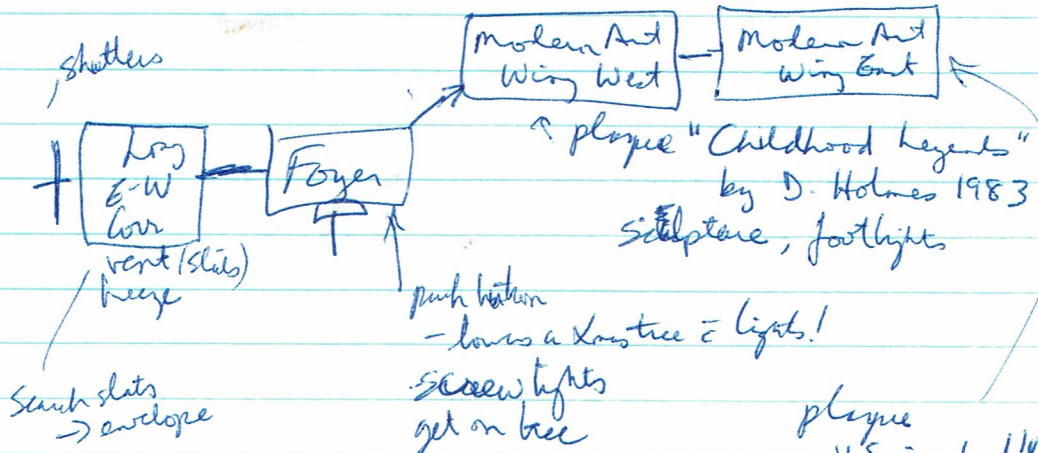
push display - Reg > OFF / MAN

push call - Call is Visitor-only for

push select - door chimes heavily!

disc (pine branch), plaque, desk, hole in ceiling, button

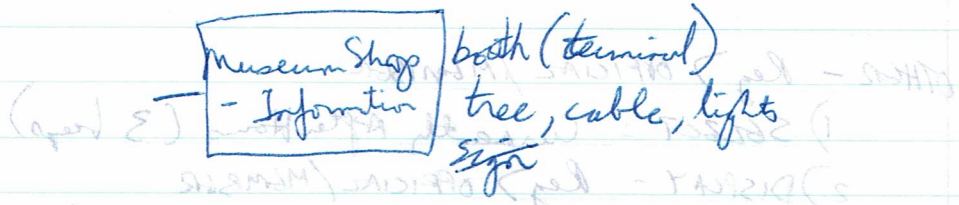
↳ "Religious Question" by T. Sengware 1972.



plaque
"Swing Ho!" by K. Yew 741.
hoop, beam, floor
(pig-bony hole?)

Swing hoop → statue of trough
"Low Rain" by
L. Abraham 745.

OTHER / OFFICE / MUSEUM



booth - Password required for file "AbRec"

<<CAME leaves...>>

[Q - return to main screen]

" " " " " "

" " " " " "

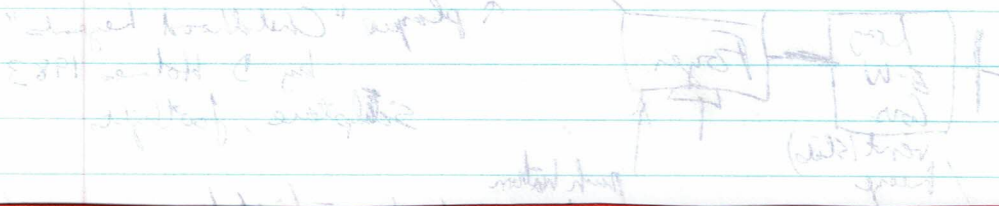
OTHER / OFFICE / MUSEUM

OTHER / OFFICE / MUSEUM

OTHER / OFFICE / MUSEUM

OTHER / OFFICE / MUSEUM

OTHER / OFFICE / MUSEUM



[Tangled Forest] (as boy) - with blue coral from King's deer
x coral. x me (12yo boy) n. (drop coral: not permitted)

[Clearing in the Forest] trees, roots, purple light
(chit-elm (not imp) x roots (not imp) hide coral (in the top)
(disc of yellow light, v. clear). enter light (take coral) → teleported to tower 2 miles away?

3 who ago he disappear. Wed will recd. Tonight search Grandy's museum.

[Outside Museum] skin, overhang, steps, pillars, museum N, crocuses.

x me. i {note, key, torch} ~~read~~ note (go to Botanical Room on top floor & see if plants have died)
x book (of note): "Last Week's Code: EVENT, PART, CONSULT, NIGHT, COVERT, COMET, PLANE.."

(last letter is half ripped, T?) x key. x torch (iron wire, hit bulb, rubber band)

x crocuses. look in crocuses (smelly in there) reach in crocuses (left): half a bush
diss: ~~NO~~: w, e, s, ne, se, sw, w, u & n → [Top of Steps] pillars, overhang, door N,

dragon (L), unicorn (R), keypad. unlock doors with key. (doesn't unlock?)

x doors (diss). search dragon (mouth is dark & fangs) search unicorn (shit)

x keypad {screen, 4 keys: SELECT, DISPLAY, ^{CALL} CALL, OTHER}

push select (burely after this; 3 keys) push display ("Register > MUSEUM GUEST")

push other (Register > OFFICER / MEMBER (just of. strictly else)

push call (CALL is visitor only function)

push other: Register > MUSEUM GUEST: push call. g. push select (door clicks). unlock door w key
open door. n. [Museum Foyer] desk (E), NE stairs up, W passage, dais CTR, hole ceiling, plaque,

pine branch [+1] unlock door. x branch (pine needles) x dais (blk btn)

x plaque ("Religious Question" by T. Seagrave 1972.) push btn (North) z. (tree lower)

x tree (fairy lights, frail branches, upside down) x cable. e. (tree goes back up on its own)

w [+1] [Long East West Corridor] breezy, shatters W, green vent S. look in vent (envelope) (too high up)

ne (from foyer) [+1] [Modern Art Wing West] e steps, elephants, blades, celery, footlights on,
brassy plaque. ("Childhood legends" by D. Holmes. 1983.) l n (behind statue?)

x footlights (7 of them) e [+1] [Modern Art Wing East] blocks, sculpture, beam, plaque, hoop
x plaque ("Swing to!" by K. Yew 741) x ~~hoop~~ beam (hoop is pingpong ball size, orange, red beam)

(hoop is empty) n (w?) e (w?) s. [History Exhibit] [+1] waxwork peasants, hat E, stairs up W,
matchboxes, works N, garden door close & locked, man w leather satchel. x man (opening small box)

one match under his left sandal. ~~take~~ match (used) x satchel. take it (stuck to shoulder w hoop)

x hat (poles, leather, sign "Fine Sticks") x door S (TO THE GARAGES)

E [Paw Bldg] mid, fly W, table, fortune teller. x teller (light, light, ~~key~~, keys)
(She welcomes y: "I will try to help y. D y hr - ?") (y not have to be a mediator) (Don't be shy to see y hand)
how not to teller (No key) (also: branch, bush)
how not to teller (It is a key year)

W from Hedy Esh. (Charm: currently used)
NE from MAWE → find dark glass (convex) - point dark in beam (little too big)

look through glass (slightly bigger)
give key (silver) to teller → see vision of party on grass in fld; 4 people stand on corners, each
blinks + whispers y; "Spelling out a key of matter itself, and then suddenly seem to blend in a twist of light..."

(Will y choose? (table) "Time, Art or Force") x table (3 cards face down)
take left hand card (Are y sure?) think ("I hear you, focus yr thoughts") think dot teller (I deal in chances
think dot charms. think dot grandfater. think abt vision ("A key of matter y must fld from lft which is outed;
Do y want to understand something?") think yes (She turns over card: Aged man by river, hat or shield)

"Time" (she takes card) "I welcome you, Muldoon, to yr track" (slips hood bk, reveals face; puts charm on
table; stops?) x charm (circles glass in corner ring on sky) take charm (looking + wearing it.)

⇒ [Wooden Hut (cattle head, Nimrod)] doorway NE, gaps for windows, small hearth
i {cube, cube} stand → [the Village] villagers, totem, tree, rd NW to left v NB to river.
x item (image sun, square empty socket) x tree (straggler to wooden hill N) u (going up hill is difficult;
reach a ridge touch cube (lighting strikes tree + branch plumbets). z (until cart stops) enter cart

[Hilltop Construction Site] masonry frame for tower to be; river valley N, forest W, cliff S. ("Old One") people N
x tower (Lady says this is 1st step by Old One, to store knowledge + hide it)

N [Work Area] stone (platform in purple light, lens in trees, stone enters beam + creates tower;
iron tool looks on platform) x vision (not affected by light). enter platform. (now on 1/2 left walls of tower
"We will become one, for the greater good". At entrance: 2 pillars: union + 2nd is split if you enter the mouth.
Lady: "The first of my". Pendant de-magics; it can be replenished) [+3 for vision]
think abt pendant (will transport you when rubbed, so long as it thrums with the magic)
think abt magic (ask someone closer to it; a power under all things) think abt cube (You will need it,
and it will be there.)

put product in beam (beam becomes hexagon + y r portal w)

E. take product (sub product → put to Modern Art Hwy 61)

@ Poyer: push btw. 2.2. (tree appears) get on dais. climb tree (hands too full)

by i only touch + product) drop pouch. (cant go up without light)

MAWE - push hoop. swing hoop (find trough) x plaque ("Low Rain" by L. Abraham 745)

put clock glass in trough. swing hoop (i product), [+2, feel like at sea, glass is gone]
feel like in a dream. work for west. the product. W. (clock glass is on ceiling sculpture)

Screw lights (on tree + 1) get on tree. 2^x [Museum Shop - Information][+1]

free, shop W, booth E, shelves. x booth (computer, keyboard) enter booth.

x computer "Password required for file "AbRec":
(CAME becomes.) >> _ _ _ _ _

[Q - return to main menu]"

(letters rearranged, added, removed, keywords on entered?) out.

W [Museum Shop - Souvenirs][+1] door N, maze NE (need light), mouse like W?, welcome mat.

look up hole (Ebbelkay) x blobby (protrudes a few inches in mt of doors)

NE [Surrounded by Brochures][+1] twisty shelves (must, brass), exit S, pamphlets + booklets, copier

x copier (light under lid, on wheels, at E wall, lid closed, power, button red lit, display: "Paper Ready")
need pamphlet (eg: "read adverts in guidebook" or "look up shop in guidebook")

read adverts in guide (CAMEO, T&E, old Heroes food, Worm-stompy)

look up shop in guide (try new info service, but watch out for hole!)

look up Mulldoon (Mulldoon Museum of the Magic - built on ruins of monastery, destroyed in Great Pyre
of 1534. ~~Find~~ Abbott Hungforth Mulldoon continued work in secret. Look up years

in history index eg: "look up 1537 in historical index"
look up 1537 in history index: Just example (Ed Seymour and Earl of Hertford + Thomas Wyattt knighted)

1534 - original monastery of Abbot Hugh with Muldoon was destroyed

1537 - example

1972 - creation of museum's only non-fried art exhibit; curator of time considered looser.

'983 - blind, failed attempt to create a no-support elevator

741 - 1st illumination transport device; trigger device lost; has refractive properties

745 - 1st long-term receptacle for illumination transport; previously used containers of twigs & milk

foyer - designed in early yrs; "Religious Question" came later

push copier S (records hatch) x hatch (yellow & red) open hatch e (dark!)

look up botanical - in indoor garden, North side, direct route, mentioned by Edgar Muldoon.

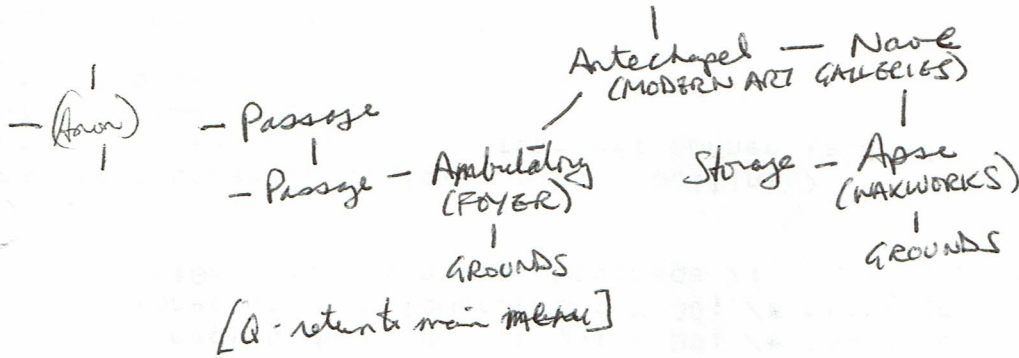
Why not drop in & take a tomato?

Type Cameo >> "CURRENT FILE: "Abbot's Records" OPENED BY: US6R3 (E.M.)

[+3]

Notes: Recovered 13/6. Date written; estimated 1500 - possible construction plan. Looks normal cross shape due to non-sacred nature - it is believed that the Abbot did not want to offend religious order. Skeleton remaining is as follows; layout exactly as that of the museum lower forward section.

(Now entry to go N at LENC)



type & >> later free to open

type above >> (CASE becomes...) >> etc

look up modern art in guide - Childhood legends is link between transient places.

With low Rain of perspective, sculptures available to experiment with.

open lid. put guide in copier. close lid. push thru (Vroom-vroom. Plooy!) need copy. (ingredient)

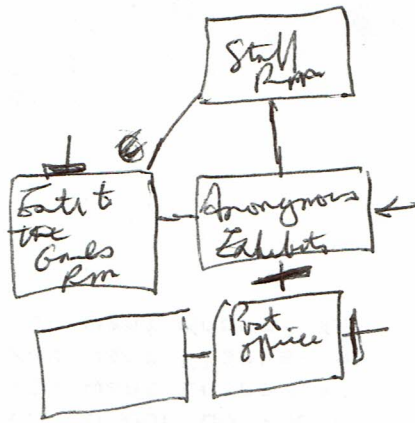
LENC - n. x north wall. push it. touch n wall. (n wall open)

n [Stone Passage], footprints & sandstone blocks in NE corner x footprints (man on tip toe?)

ne - (no way through, footprints or no) w [Anonymous Exhibits] (display case, shutter S, doorways N & S)

hall W.) x case (yellow into, few exhibits) look in case (bauble, axehead, label cards)

x bauble (graffiti; rags you) x axehead (holes in wood end for twigs?) open case (locked)



[Bathroom to the Gobs Rm] door N, grey sign-board, long stairs NE, mechanical monkey in drum (arms + beakers)
 [+1] x door (jimmied shut) x monkey (eyes, mobile; flap open flap (lever)
 x sign ("OPEN MON-...") + arrow to door; thick frame + rough pull lever.
 listen to monkey (tap tap tap tap (pause) TAP TAP TAP (para) TAP TAP (para) tap)
 (morse: HOME) re [Staff Rm] [+1] poster lit, key crypt on N wall, table, chair,
 stairs S, long flight SW, ready matter on table, tell man in red anchor in cup of coffee.
 x man (old Gobs) x chair (green backrest + cushion (well stuffed)) sit on chair.
 x Giles at museum. tell Giles alt secret passage (A → At Anonymous Exhibits)
 x N (to Staff Rm) Giles, east. open east. [H] (I'll open the shutters; he goes E)
 N. open curtain. search stuffing (yellow sawdust; put on table) close curtain (taking a picture)
 x ready material read it. (Flat-head. No, not yet x ready ("Creatures of Mythos" in red + green.
 x cupboard (closet, look up x in cupboard (from "cabinet" to "Chiswick")
 x poster

Mullbloom Museum of the Magic
 Statue Corr r -
 Corr. Shop Shop hop
 Ury. Staff R. Cellm — — — XXXXXX
 P. X. xxxxxx xxx xxx xxxxxx
 . X. Corr. Foye er)XX M. AF Histor.

look up mermaid in reading. look up monkey in reading (FREEKA MONKEY - mermaid grows on soil; sentience in roots; lives a life but passes to next gen. Eats fruit of Featrix tree. bury dead animals at roots; germinate only when fruit can grow + when raining; uses roots as motion sensors for patter of rain. (as Giles comes in: Thank Giles) ask Giles alt coffee. you put sugar in ~~coffee~~ yellowing [Forget ~~blow~~ lateral, try lateral (blowing)] blow yellow my

ask girls abt poster (file is on computer, but printer is broken. File name is contraction of "floorplan", but I can't remember exactly what.) stand, files, eyes [Anson]
 S. [Post Office Exhibit] exts N+G+W; 2 machines: "image scanner" and "stamp cutter".
 metal crate NW. [+1] x crate (open on side, base against wall, attached to rails, mechanism)

x mechanism. (2 wheels for string/pulley connection which are bare)
 x Scanner (slot at front, tray at back, panel on side, green wires red wires, blue light)
 x cutter (pedestal SE, rest, arm, lever) / open panel (wires & blue energy spill out)
 x message board ("the future of the Post Office - it's all here, welcome")
 put copy in slot ("Consider, You buy") z. (Image is a "Muller Museum Tour Guide" pamphlet)
 take copy. x tray. take card. x card. Square of laminated card with lion on
 look up dragon in reading - skin by St George & a lance; King Arthur used a sword. Scales & breathe fire.
 look up unicorn in reading - Young female virgin with his the unicorn's forehead so it would tie down.
 x hunters both steal the horn.

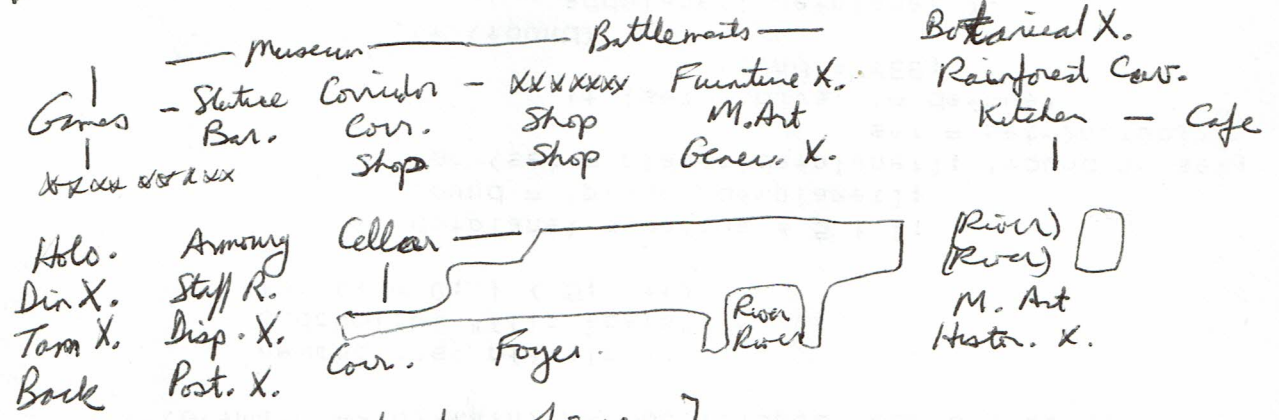
w. [Back Room] thermostat, broom, ~~other~~ equipment. [+1] x thermostat (heat sensor + gauge + meter)
 x touch pad 'Reset' // (level delayed action?) l. in wires (something is there)

light match & blink (it blinks!) light broom & match (no) light copy with match.
 melt man & copy (satchel falls) [+4] fake satchel. wear it.
 put all in satchel (~~then~~ denied: torch, mug of coffee, broom)

x Scarp (where did I get this?)
 Other examples: FLAMING, HELL/HALL/HULL, BING/BONG,
 ROM B, TANG, TOR S, "BRILL"/"BRASS" (Tm),
 FANDANG ("will you do the!")
 Mnemonic: Feisty little rodents pinch..

Can't go on tree while wearing satchel?

type floorplan ✓



[P - obtain hardcopy of screen.]
 [A - return to main room.]

type P → phantom

x my (Maldron Museum 1602)
look up 1602 in index - museum based on ruins, including older foundations esp. at S end.

- pillars are originals (cf Footnote 4)
- First opened, thought as a castle. Became museum in 1764

read footnote 4 in index - unicorn reveals safe for friendly presence (genetic?)
- dragon covers interior secret, Infinite Regression/ endless corridors

Footnote 5 - Merlin's Sidement.
7 - Parslow's Armageddon / put perlatin hoop, put torch in trough. swing hoop
(rubber band variant) ~~the~~ z. z. (Woot!)
[Above the Post Office Exhibit]

kins unicorn (gloria, but attempt)

@ Post Office: put hand on wheels. enter critter z. [Above the Post Office Exhibit]

Crashy west, small hole E. put broom in hole (wo) out.
W. [Squashed by a Water Tank] pipes, tank, exit E & N
x tanks (hot, insulation, six spoked wheel) x pipes (large pipe in ceiling E, 3 pipes in floor)

N (gap to N covered by wheel) turn wheel.

unscrew cupboard i screws (glass pane) look up case in cupboard. look up garden in cupboard
(about key)

unlock case with about key. (v) @ Anonymon. open case (open one sector)
x cards ("charm - 741 AD"; "tool - stone age"; "matchstick - approx. 11th Century")

all bubble (strongly sweet + fizzy)
show booklet Giles (a Magic field inducer - it improves strength of Magic Field; inefficient)

z. v (stone vated so late; missed seeing the General)
Ask Giles alt General (opens around 3 o'clock; closed the exhibit bag on time)
x pane (KEY RESEARCH in chunky red letters) ~~the~~ SW. put pane in frame (+2; OPEN MONKEY RESEARCH)

look up post office in guide. look up games in guide. look up horse in creatures
look up historical in guide (bookmarks are available from the shop, just ask General's Quarters)

is only open between 3 & 4) look up general in guide (turn hip on + say hello)
look up rampart in guide (tower height of museum; has Freeka monkeys + Fentix plants)
look up corridor in guide (busts + marble statues; look for family relatives)

unlock door & garden by. open door.

S [Rain-Swept Garden] path NE, bushes S, slope W
& bushes (gap to SE) W (don't want to have sight of door) see [Bower in Bushes] blanket
blanket (worn, red & green litter) take it [H] (pencil spot) wear it (eyes, but not walk in it)

look up cellar in guide (left is mainly for staff; guests welcome to visit all 4 floors)
put bundle in trough → (it explodes! *you are smeared over the walls*) ← buy (every evening
(axehead ~~is~~ is flint) put my on tree (NO) put blanket on tree (YES)
Christmas colors

look in nearby (petrol can) / take crows (Manchester Potteries, JIngold^a)

look up 1764 in index - official opened, had 12 visitors ever, looked in part
(eg: in 1642 + 1963) to help humanity; following original Dark Age principles for Magic (Fn 7)
First major dev in 1767.

Fn 7: distribute magic to min casualty & improve life quality. Encourage better lights, heat, etc.
look in 1767 in index (new creator found who was Huggins's descendant & able to control
Infinite Regression Process (Fn 2). Can only be used by correctly programmed organisms.

1642 - info released that aided construction of first complex calc. machine by Blaise Pascal.
1963 - info released to enable launch moon in 1969. Changes in central structure of a planet
affect magic flds. Museum will set up a bench on the moon c. 2015.

169 - different effects of same structures on different planets; diff magic interpretations.
2015 - projected date for Moon-Base. / Giles, where is elyza?

wave lion > it flaps unhelpfully. // push pedestal (rolls to center of S wall, touching my scanner)
show hide it board (it dies) - red wires safe. put copy in slot. (green wires power down).

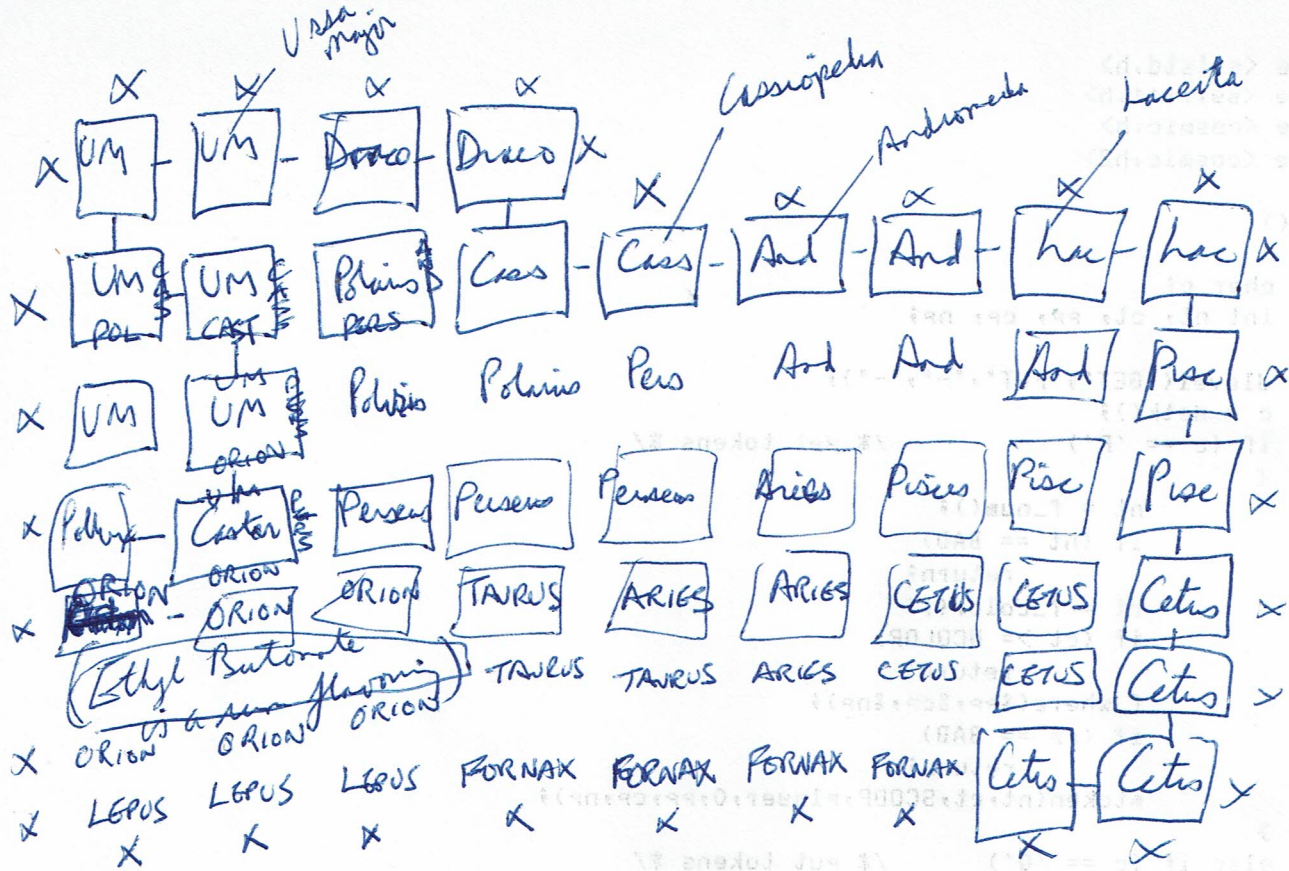
look in wires (see scissors). // take scissors (virtually tied down to the table by one blue wire.)
pull blue wire (try out stick) - how to put blue wire on pedestal?!

make copy of copy → bad copy (scanner takes layer.) (when ~~the~~ power goes on, blue wire whips back in.)
(pull lever 2. (stick!)) put bad copy in slot. take wire. pull lever. (power on!)
" " put in on pedestal (whips back in!)

(+3 - intractable image) copy ~~bad~~ copy → dreadful
[take scissors [TS for huddles]
too hot!
(two blades & screw.)

opentank (D16!) pull blue wire. take it.
pull lever. put blue wire on pedestal.
look up furniture in guide (items from old Monastery, apology re: 12thC Alder bookends)
look through pendant (TIME)

WHAT IS THE X FOR?

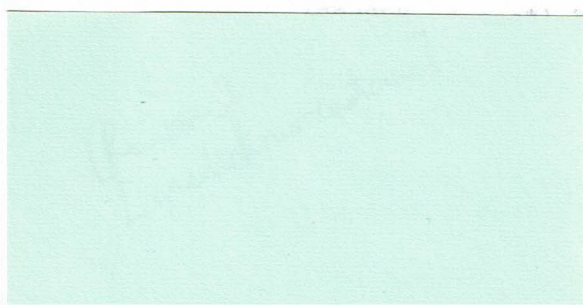


@ Caster x grass { black metal ring } pull it ⇒ [Boil and Bubble] shelves, stars of cauldron;
 flasks of green fluid [+7] x flask (attached to piston shelf to pour into cauldron; thin spirit)
 put pipette in spirit. suck it. { "Dip (substance) onto (object) } (eg: bowl)
 (is there something that should go in the cauldron?) / BUG: tip flask when empty should not pour
 anything anywhere.

(bring out to Purot Chemstry +3)

Swim @ Purot { figurehead of old man / plaque }
 read plaque "Dmitri Mendeleev" ⇒ [In the Water, Around ships]
 window / edge / flask (take it ⇒ jump vicious) l through window (you rot)
 x flask "Hydrochloric Acid - 11 Meter" / you can take one thing in water
 - not job, pest, scarf, basket, hair,
 table, bowl, blanket, chalice, broom
 rug, oxygen model, satchel, left blade

Cover glass floor with jlt ✓



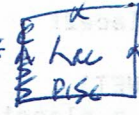
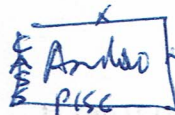
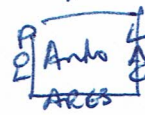
In a Pill, Under the Stars of Aries (after x astrology [+3])
 x stars (N to Andromeda, e to Pisces, s Aries, w Perseus)

n [IAFU the S of Andromeda] {e Pisces, s to Aries, w to Perseus}

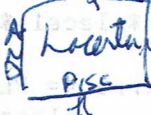
w [Perseus] {e -

[Andromeda 2] {e - Cetus, w - Pisces}

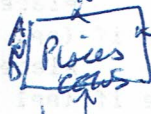
[Pisces] seg N to Andromeda, s to Cetus, w to Perseus



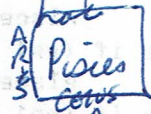
"Great Beasts" (ln)
 X



X



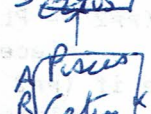
X



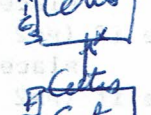
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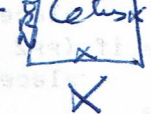
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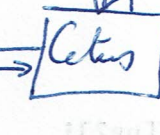
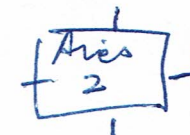
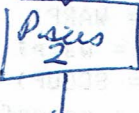
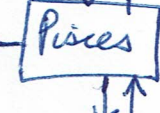
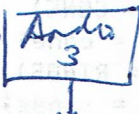
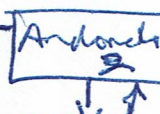
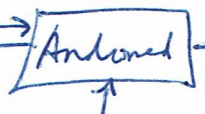
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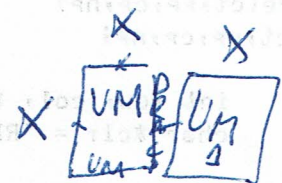
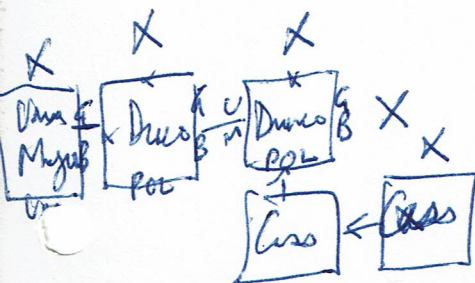


(le)
 U
 R
 S
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 M
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[Cetus] "1 - Andromeda, s - Fornax, w - Taurus"

[Pisces 2] "n - Ando, e - Cetus, s - Fornax, w - Orion"

[Pisces 2] "N - Lacerta, s - Cetus, w - Perseus"



Small dk brown resin (bitter, soapy)
Small dk red resin (stony, fruit-like)
Small light brown resin (sweet, odd)

Take it. x stuff. (small stuff) most, unusual

are stuff. enter vortex (win) - FULL/FINAL

name {you/he obj}
he/she/it {it/he obj}

- FINAL - 4 ways to cross glass floor
- 1st 4 Sages
 - 10 knight
 - 2 ways to open Green Room door
 - 2 ways to open glass doors
 - 2 ways to cool seasons (other than rivers)
 - Visions from mosaic, Bot Room door, sundial
 - 10 "You're dead" messages.
 - significance of four substances?
 - significance of letters of mosaic pieces (Z x o.l)
 - photography All keys in museum?



jump (on 3rd sector) → [Hermit Cell] (as Abbott ~~the~~ Hengford Mulldoon)
Sw, S, SE, dragon, union, desks & candle } Time: The Great Purge

i { habit, sash, pocket (no bible) } Soldier enters via steps

Soldier (he apologizes to y?; honor in his god). z. { Army wants all riches; soldier says to hide ^{small} ~~any~~ valuable on the monastery before they arrive. But get it now. }

x desk (paper - search for plus of mechanism, rock in aisle, monster on circle & circle opens)

keys union [+1] look in union (casket), take casket. S. [Stone Stairs]

S [Smaller Chamber] (SW or E?) E → { Brothers, the amies are here. (they leave) You stroke a stone wall & song resumes. } SW [Cathedral-like Chamber] put casket in pocket

take green clay? take knowledge? S. [Top of Hillside] (panel missing) (not S.W, E, U.N.)

NW [Top of Ridge] W [Tangled Forest] W (Abbott why was NW) NW [Holler Graveyard in the Depths of the Forest] { Abbott to y: "We all come here. It is only a matter of why." }

Three gravestones (Abbott tips 2nd gravestone twice, opens)
x 2nd gravestone ("Robert Brian Alexander" "A faithful companion, always safe to trust with a secret") x 3rd ("Joseph Michael Strandske" "A freizer and a friend. Born 1504, arrived 1537, died of nephritis 1539. God rest his wandering soul.")

1st ("William Matheson" "Bonne" 1492, died another man 1553")
put casket in second. close 2nd. { smthy for the future } SE { "We only use the Myra for the greater good." } // 4m segment has L-shaped desk

~~unlock~~ casket i jewelled key in wand to
→ aluminium sphere.

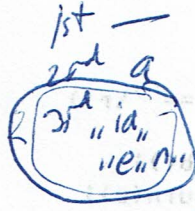
You have to swing vine at bottom of vine

2-2. jump [Base of the tree] Errots, vine, gap.
1/2 red shell } x nutshell (fibroendum?)
x roots (downy SE)

SE [Dark Hovel] quill in ceiling, door E, exit NW

open quill (y small to go thru)
tie with to mist. swing vine. 2 jump. entire vine.
take fruit. g. put fruit in nut. g. tie vine to nut. // cuts fruit on w. tree

climb vine. swing jump [Isolated Clump in the trees] SE to entire ~~tree~~ vine closely.
~~shrub~~ plaque. seed pod thrusts slightly (x plaque: tread slightly) x shrub (y of leaves with huge seed pod)
jump [+4: monkey] x monkey (ships over tree, vanishes in midfall, pod restored)
(y have to show monkey what to do.) - monkey spits
x ft. slap. waves. blow ent. grip it. eat it.
shake 1 in it (fruit). [+3]



3rd in modern = 1st?
4th - then 1st
5th M d/t
6th " am " st... = 1st?
7th " p. el " ra = 3rd?
8th " o. " and... = 2nd?
~~Plaque tone~~

1st point = 1st post
3rd point = 2nd post
5th point = 3rd post

put trivet in grille [+2] // re-thin glass wall [Deep Magic Storage Chamber]
 ice field, from open white bag. eating wheels in light. small. brass frame S [+1]
 small (orange, the colour) x cool by ("Below Zero! God by") drops, ice open.

x frame (handle, 3' high, in ice field)
 put coffee bag on ice (fbb) .. pour sand on ice melt it with chalice. [+1] {floor guttily}

open frame. put rolled picture in frame. close frame.
 open frame. (passage S) S [Elbow passage] [+1] N is cellar. e. man. building

x building ("Warehouse for the East India Company"?) ; bldg is active structure on E side
 x man (jester) e → [Steps - West side] fountain in centre, fog, low passage W.
 wind blowed seedpod from lichen tree. (x seedpod: 2" long + very flat + thin, slight bulge in middle)

@ W. x steps (1/2 high step, 12 steps on this side, base of 24 feet) ask man abt warehouse: for warehouse

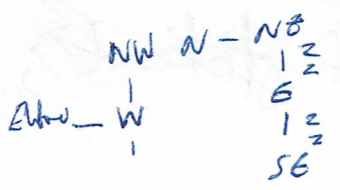
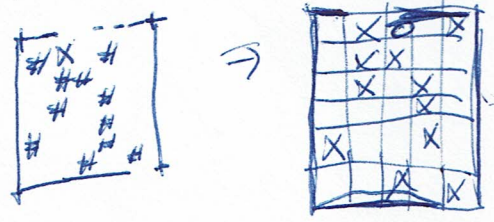
@ E side (shade by building), @ SE corner (mesh above you)
 @ SW. lichen crack x crack (Two: in halting style, I am fertile)

put seed in crack [+2] N.N.E.E.E [Promoting + View of Valley] large
 Seven valleys in sphere around Sun, all close enough to throw south into. {then purple lit + bell}

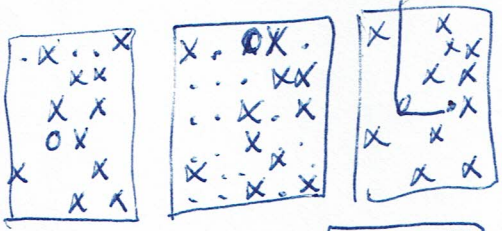
x thin purplet (Subversive Wizard's Co. Magic Map) {unfold to use}
 x bell { "One: Under me, set it free." }

upper & lower eyes.
 pull upper eyes (all boys in now go E)

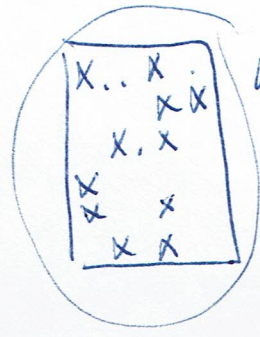
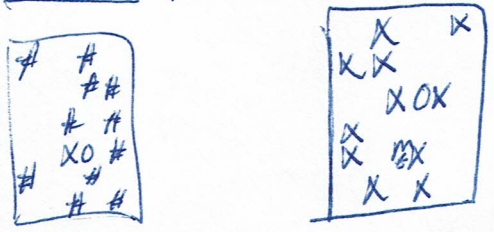
unfold map. x it
 [Warehouse]



go to 4th row



[South of Warehouse, on mesh floor]



without bell, maneuver to this arrangement.
 also, you + bell can share location!

[+5] open ice-colored glass rolls down flight of stairs.
Crystal solid shattering faster & faster (crystal dodecahedron creates ice bank, rolling slowly & more
men, yes (when he looks if it's yours) (she picks it up)
- 12 pieces (union coming on one side) and ~~union~~ piece of crystal! like it (L-shaped piece of stone)

x L-shaped (pupil of eye) // jump @ 4th segment => [Laboratory] (as Merlin; Time: The Ark Ages)
papers, tables, stone/flystone, stars D & S, shelves of constants, windows on NE.

i { } x paper { ink } - grab bag which was lost. Papers for notes never made (Headache,
Punctuation + Karmic air). Scroll for gubergin's spell. Ring of ivory except when it rains.
Cabinet { blue cord, log of elm-wood, block of resin }
S -> [Spiral Staircase] sealed oak door to S (pointing forward), ship in bottle
take it. x it { "The Dehydrated Structure" } x deck { orange insect }

x insect (toy car, alt car log, writing - too small to read) u. open bottle (work sealed)
break bottle (bat on floor + glass shards) take boat, take insect - eventually, my books
them & kills Merlin
Search paper { carved book } x box (toy book, 12cm high)
pull insect (into) N. (get entry in book) - walk thru mammoth - bag, not bag in slip

open box (seed) x seed (Coated in strange substance found recently; given to me by an apprentice)
eat seed (wings!) u. ne -> [Walked City] ~~tower~~ tower to NW, window, ladder. shed N
n [Inad Start] sack of fertilizer. take it. s. take ladder. put ~~ladder~~ ladder on tower (not log empty)

put ladder in sack { becomes taller } look in sack (own) x fertilizer { smell it. Don't hit it too hard }
(in in) 'sweet' 'explodes'
drop sack @ Spiral Staircase [+1 for purity] u. ne. 2* (Army with ladder)

"They went ready. Magic will resuscitate. Edgar knows the 4th substance, if only he'll think of it.
There you will be shown what to do. Good luck. We will meet again, that is, we met before)
And you are changed. They are all part of you, & you are GDAAR. You must get to Botanical Room.
- All left of your former self - a pair of smoking shoes. All possessions on ~~your~~ mosaic }

take all from mosaic. think about formula (Compound of lead + sulphur + 4)
not enough, diamond, sphere, cube in box & hand also, it opens, +1)
n. [Botanical Rm] plants, shelves, mound of 3 cards. [+1] x plants { gap / inch / leaf }

x mound { Art: cliff face, giant of precious, vortex
Force: men with sword & crown. blocks with gun
Time: dragon, dying of sword.
"Art, then Force, be Time. It is the way it has been, for the greater good." }

enter plants => [Tangled Forest]

[Next to Cliff Face] - put hand in box. s. [Immense Caved Tunnels]
 passages E & W. don't N. springs from. central part. { 4 btms: North, East, South, West }
 take pit (360 degrees view?) push North. (whole world top) x me. (glass sphere) THIS IS THE MARBLE MAZE!

~~push east~~
 push e. push w. (level →) push s. (shms) push n. (level) L push e. → cth

push w. (level →) push s. (|| ↓ ||) push n. (level || ↓ ||)

push w. (|| ↓ ||) save (ball 1) z. (←) push e. (←) push s. (|| ↓ ||)

push N (|| ↓ ||) push W (miss pit) save (ball 2) z. (←)

push e. (←) push N (pit! STOPPED only exit e) push s. level. push e. → push w. J L

z → z → z → z [stopped] push W. ← z ← z BLUR z BLUR z BLUR

z (jump pit BLUR) push E. level BLUR // → N → L z. | ↑ || push s pit ahead level

push E wide pit push W PIT STOP save (ball 3) // KNOB at BLUNGER (says "Continue") Drop Pod. push knob. (whoosh sound far behind you)

drop pod (put & ladder) climb ladder. (pod reappears) // [Crown Room] crown. take it.

wear it. [+3] / push e (rough belt) // next from Cliff Face ⇒ [Generator Room]

D. N. N. sw. Take sword [+3] Free @ Top of Steps Kill fragments sword [+3 Time]

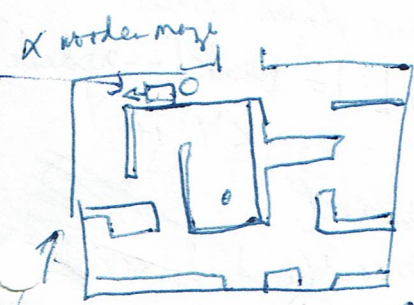
enter dragon [endless corridor] [+1] exit E, in [Ee] in [ze] crack of brown.

in [Hermit Cell] (remember something) x punch (in hutch, four of each of 4 categories, the '0e' being a new credit. 'Life' is more sophisticated than, say, 'Time', and allows the development of such creatures as the Consider is designed for. The two additional phrases are 'Sunset' and 'Sunrise', transitions woefully overlooked by predecessors of the study. Finally, with the identity of the Songs only 2 are accurate, the remaining two being... // tell Abbott abt monkey. { historical quest: magic & you are connected to Australia; magic objects often need an organic willing to work. H produces stuff (course for vortex) ⇒ [The Australian Beach] [+3; key to time] 3 resins (dk brown resin, dk red, left brown) 56 SW N

S from Durban E of Hald ⇒ [Generator km] chute S, hitch + coal W, generator
 x generator { cylinder { magnet + coil S, funnel for fuel, switch } must be there switch

S → (down chute to MAWW)
 put blanket on chute [+2] put broom in hole (on E side) - no better than west side.
 put petrol in funnel (no). pour petrol in funnel ✓ (the floor is tipped, feed both hands free to throw switch)
 throw switch (on cobble, wood cut, should figure, wheels, +5)

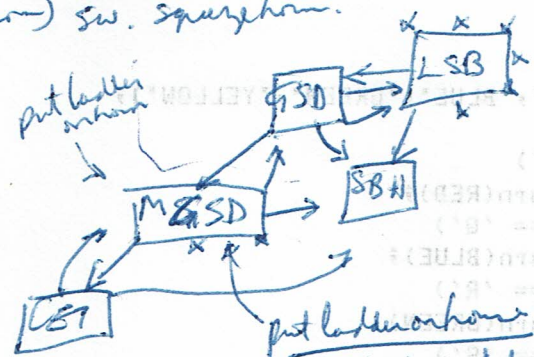
Q Gate to bones = point to sign (+1; monkey walks thru door)
 in [Bones km - South 6th] working horse E, rafters, carpet, black + marbles mize. Painted door SB locked.
 x horse (tied, aluminum bit) x car (too small, dial 1-4, currently 3, cog on bonnet, "BBB" highlights the hand")
 N [Bones km N] shelf, mize E wall, rubble [+1]
 x shelf { wooden marble mize, bronze plaque, rubber horn }



two handles (forward/backward, left/right)
 x horn (brass-like) squeeze it. (differ val)
 x plaque "prototype Mock-Up" - 6th Century Bated and "Clown Hooper"
 E from bones N → [Rusted Battlement] x tunnel (too small to crawl thru) look in it (empty)

Squeeze horn 3 times ⇒ [Sizzling Beach House] in Australia? flies, for NE (+1) slap?
 { horn } out → [Long stretch of Beach] home to SW, grass W, drifts, sea E, W+S; geese
 x drifts (geese chase you away) W [Cross-splattered Sand Dunes] towards SW, sea E
 SW [More cross-spl SD] hae E, trees N, trees SW. SW → [(Clumped) Eucalyptus Trees] ladder.
 later: x tree. x ladder climb ladder (man putting leaves in bag) take ladder.
 ne → Beach Home / at SD (squeeze horn) sw. squeeze horn.

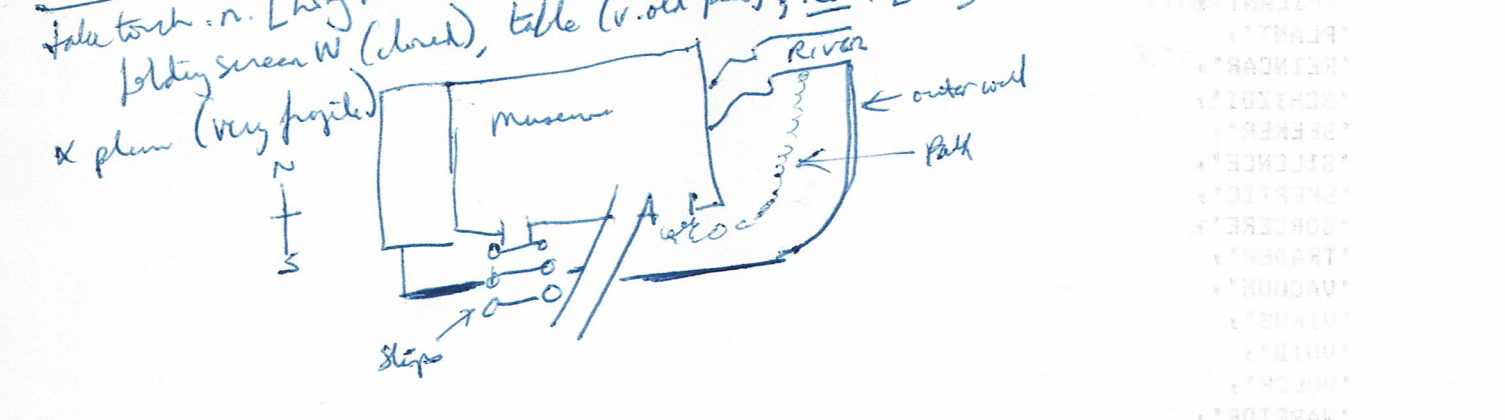
look in mize. x diamond.



Squeeze horn. climb ladder [On Top of the Beach Home] south. enter drifts. [+1] (homis que)
 S → LSB
 N → MSD
 sea E, ~~W+S~~, trees S.

give sugar to horse ✓ ride horse [+1] → [Rushing Through Wide Fields]
 x horse (fly past a ridge; castle) x hit (waves) z (waves) z (billy)
 take bit (it slows down) - it opens Sanchai? [River Side]
 sword in stream, lotus, grass, billy S
 look in stream. i {golden seed, ...} x seed ("Little Arcadia")
 x horse (reins) squeeze bit (note) x rolled note ~~etc~~ drawing/painting (3'x3')
 painting depicts white billy, impossible stairs, fool looking at step, low billy in tiny writing,
 purple soil valley; all in crystal ball on desk. // dark ramp in shadows in hill.
 x lotus (silver moon, square socket) fill mug (water)
 e [Underground town] torches, treasure, riders + horses, x riders (one is without a steel)

Take gems → wishes ~~etc~~ // Take reins. e. take gems. Ask knight abt riders.
 "We depend on one. He discovered magic lets us sleep here. We ensure tower stronghold is safe.
 give reins to knight [+2] - y have done me a service & you'll get reward later when my service
 has ended. / take gems [+1] → Games Room - S. G. G.
 gates, what is generator for (enx pt for the magic - an intense focal pt)
 gates, what is magic for (translocation. That's all, but it's enough)
 gates, what is magic - g. g. (build anything by locating smaller points around each other)
 push button on stairs after generator → see red glow → go to Stone Passage (exit wall)
 enter vortex → [Museum Shop - Souvenirs] (without anything except pocket)
 stand on mat (doors open; left hand door which baggage)
 push copier onto mat [+2] N (dark, need torch)
 put torch in hole. Put broom in hole (from Above P.O.) [+4]



Statue
 Bar
 Holo.
 Among
 Din X.

(after pump pushed) [Squashed by a water tank] turn wheel. n. [Egyptian Run] (full; no way back)

x vial (crack) / 8:0, 3:5, 3:0, 0:3, 8:3, 6:5, 6:0, 1:5 [+2]

now huge intro vial {heavy scraping noise from behind wall. {west wall in SP @ rusty small open}

w [Ancient Tomb] [+3] {sarcophagus, patterns on wall, bracket & flaring chalice}

x patterns => [Cave Entrance] {Anubis feedback! cove N, wilderness intrigues y, bushes
i {-} x bushes. break bushes. x branch. n. [Orange Cave Mouth] ~~add~~ N, bushes, ~~stone~~ stone

search stone (glass) take glass. x d. n. [By the Painted Wall] painting; not enough light.

@ Cave Ent. put glass on branch (it lights) n. light bush & branch. n. x painting

{depict making of sleeping draught in large stone-carved heated bowl.
Ingr: bird's feather, short hollow rod of silvery metal, weapon wielded in hunter's left hand,
drop of green liquid from hunter's finger, & carved model of animal being hunted.

The diagrams suggest the model determines what animal the potion worked on;
btw, you kept a postcard of it { [+3] x Sarcophagus (solid leather hide)

x chalice (heavy, hot) x bracket (loop in crev) x stones (thick enough crack for roofing tile;
set in it is bracket; stone above bracket tightly holds it.

Light bracket & chalice; burn sarcophagus & branch) 2. {hole} l in it {tooth} Ceropitoid
Lo in it

x stone (pyramid wedge +4) put torch in sarcophagus (see ~~tooth~~, pyramid & bowl)

put axe in crack (✓) hit axe with bone. (✓) take bracket (slips further out)

take chalice [+1] (verified: the pyramid won't work in place of axe as lever)

Cat has finished gadget (it's on bar) ask cat abt gadget { Hope it works; a friend once slipped on too much
solder & wound up in 63 } // test: put gadget on plat. turn it on.

- You can put things on plat. // put pyramid in rest ✓ push top (floors push pyramid for out
made, which goes S)

take pyramid. S. fake marble [+2] mella (2³) 2

[Elevator] @ 3 (3ly). bottom => "1", Museum Cellars. [+1]

2 -> [Archway on Battlements] doorway SW, view E&W [+1]

w -> [Ruined Wall on the Battlements] [+1] (see w. tunnel & purple slanty board)

e -> [Rainswept Windows on Battlements] [+1] newspaper floats behind museum wall;
hammer shaped limestone, e? ld ✓ (see alley & bins & newspaper), city
e -> [Far East End of Battlement] window [+1] x window (would green space?)
(window is breakable) ~~so~~ from 2 -> through vortex to Statue Courtyard

put things in window that appear come from?

	coffee	cube	green liquid	chalice	opener	silencer	lock	lock	sand	shell key
dragon										
unicorn										
key in window	X	X	X	X	X				X	X
great plant										
mosaic										
Botanic box										
wooden box										
brake drawer										
incred. machine	X	X	X	X	X				X	X

can't drop in closed/hatched window?

drip acid into trap door [A3] d → [The Storage Cabin] 58 gal tank of acid, fumes,

Pirate in hammock, x pirate patch, prosthetic, cutlass, lab book?

x book (hold loose) x cutlass (mercury-plated gas tube) wear scarf (vs fumes)

take book (after waking him) x book { Day 1: search for C. Day 2: Spotted Spanish trader.

Day 3: found HCl salt. Day 4: $CaCO_3 + 2(HCl) \rightarrow CaCl_2 (Salt) + CO_2 (gas) + H_2O (water)$

Day 5: $NaOH + HCl \rightarrow NaCl (Sea Salt) + H_2O (water)$

Day 6: Vat of acid = $(8 \times 4) \text{ litres} \times 5M = 192 \text{ moles}$. Requires 30 Kg $CaCO_3$ or 7.6 Kg $NaOH$. Have neither.

Day 7: Stopped at port for bottle of ethyl butanoate & lettuce.

Day 8: Have ~~any~~ combo locked box from raid on wrecked ship. Combo: **CUTLASS**.

listen to pirate (Y'll never find the key, ... Y won't e'ea see it.)

put salt in bag in acid → for a moment catch a glimpse of a flat strange object inside

take bust - put bust in hole - take marble. Put marble in vat (scarf gone!) ship speeds up!

pirate wakes. [A1] enter vat. take glass key. out. h. s. unlock drawer with glass key.

open drawer { taking ornate box } chest (locked) out. n. n. → [Mercur Paper]

x chest (four dials = 56, 3, 75, and 20)
Ba Li Re Ca

29 81 33 16
Cu Tl As S

look in chest { x-shaped stone } take it [A1]

jump (look on first section of mosaic) → [Burt] (as called Mulldown) ship, planet ships, robots, console, door. (x me. i {later-tape message}) ^{Time Distant Future}

x message { K T FF FT oF oT KF KT xT TF ? }

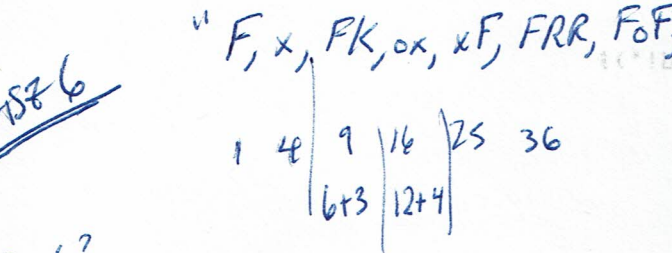
x console { touch pads: Rockets, hoses. Access code keypad & symbols used by planet below. You'll need to type in 3-symbol code to activate console. }

- fish undering of planet. An alien ship arrives oddly, not through portal
 x ship (like jellyfish & tentacles) { tentacles make wire framework }

x planet (almost sea river on equator) { wire solidifies }

x rings (millions of rocks) { }
 x stars x light (made of light wraps around & soothes) ⇒ MAWE.

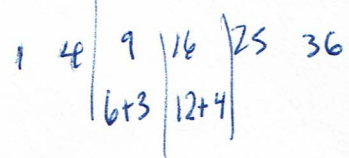
try again. S. [Bank] portal of most guard. x portal (Δ of 3 Quanta Fekronia ships which will up the vortex for you. look under bank (sheet of plastic taken)



- R 0
- F 1
- o 2
- K 3
- x 4
- T 5

" F, x, FK, ox, xF, FRR, FoF, Fxx, oFK, oxx, KoF, xRR "

2586



144

Bank?

FxKoRT

- 6 = FR
- 12 = oR
- 18 = KR
- 24 = xR
- 30 = TR

PRIMES

F < o < K < x

K	T	FF	FT	oF	oT	KF	KT	xT	TF	?
3	5	7	11	13	17	19	23	29	31	37
										FRF

push F. push R. push F. [+5 process]
~~push~~ touch loser (alien ship warps out of way & reforms)
 touch rockets. g. [+1] ship is perpendicular & portal is in view.
~~push~~ touch heavy [+1] (portal gone too)
 touch rockets (topland) z. z. [Planetary Base] fake rein
 dr. { Calico talks to you. "This is what comes over the moxels
 made known to all. And the first substance to the Room of
 Plants is emerald - green due to the chromatic"
 ⇒ (With Mosaic)

36
x4
144

jump (@ Reinforced Caen) { You'll need gr hands free }

jump to vine => [Swinging through the lower]

u -> [Top of the Tree] done, vine & done { black node, rubber pipe } touch done (not good)

& tree d -> [In the Tree] (Kawin wall E, vine, branches all dead, 2 fruit)

{ if fruit becomes overripe, it won't bounce when it falls

(to swing tree more vigorously, push against wall)

swing up to tree / etc

throw basket at ledge | drop vine (also hits at plum weight)

put iron box in trough. put ~~pendant~~ ^{pendant} in hoop

[A] vacuum in box. take pendant.

W. take o-shaped stone. take o-shaped [A]

put o-shaped stone in o-shaped hole {oops, DOG! }

X dog (Dalmatian)

open mouth & open. pour food in bowl.

Potion
beated down? Cauldron ✓
feather - pigeon feather (no explain) ✓
hollow metal rod - atlas? ~~left~~ (no explain) ✓
weapon from hunter's left hand left blade ✓
drop of green liquid - green liquid / pipette ✓
curved model of animal - origami dog ✓
Fill bowl with potion (with the food already in bowl) blue potion ✓
put blanket in basket. drop basket. 2* (+3)

~~4-5-8~~

d from vine [Bottom ledge] gap between the ledge + next is 6' fruit

fruit looks terrible, eat bite or open by hand. & gap (could be jumped, unless you can throw of another way around)

jump over gap (NO! miss! lose fruit!)

tap done - breaks, but reveals.

pull vine (@ Top) suggests weight needed at bottom of vine

tie end of vine to what?

not satchel, basket, fruit, me, bone, skeleton key, blanket, brown pyramid, machine, chains, torch, mug, shoe bag, puppet, chest, war box, let both

Food (hypnotic junk food or food heads)

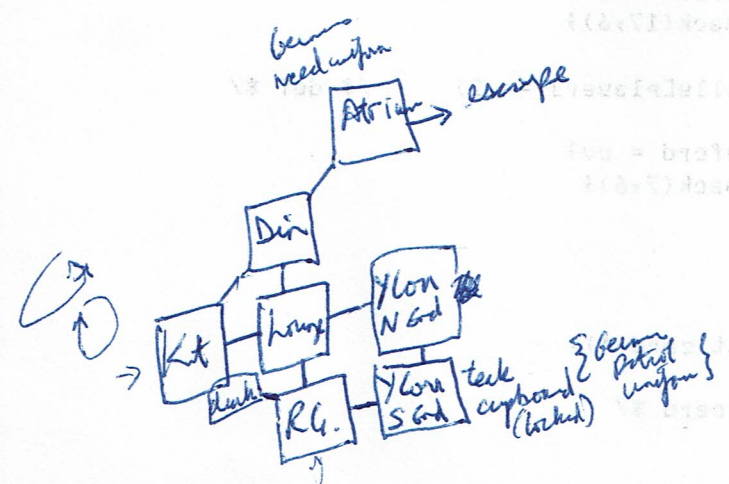
{ anemones @ Shoreline - need them?? }

Crypt at 2
General at 3 to 4
boat ride 5 pm
parties at 9 pm?

stand on mosaic (on second segment) l. {x-shaped hole}
 put x-shaped stone in x-shaped hole {bubbles} - nitel door.
 jump → [Inn] (es Jeremiah Middle door) Time: World War One; France
 door NB bottle
 x plan {you've managed it + must destroy it utterly + fast} eat plan.
 re [Rue de la Chateau Frattville] houses, streets N + E
 n (no! see patrol) e (no!) (Hy catch you) → [Old Wine Cellar]
 flugstones, lines on walls, bed, window, barrel, door N
 open barrel. l in it (empty) x bed (plank) x window (too small?, 2 iron bars in cross) also, too high
 x flugstones (line loose) x door (porthole shows bed + window, but nothing else)
 granite slab (x d - weapon on guard?) / stand on bed. hit bars with slab (1" too far)
 get in barrel. close barrel (check inside)

put slab on bed. stand on slab. hit bars.
 put slab on bed (guard sees) stand on slab. hit bars. stand. ~~take slab~~. enter barrel (close barrel [+1])
 open barrel
 open barrel. out. take slab. n. [Underground Corridor] N/S
 n [Kitchen Bottom, in the Cellar] (round hole above, voice)
 u [Kitchen, in the Chateau] Snyder NB, enter E, patrol enters, auto leap E → [Hallway, in the Chateau]
 keys. 20 paintings, 10 gaps, cutlery on sideboards. Doors N + E + S + W.
 n [Punch Dining Room, in the Chateau] (kit sw, handles like keys, chand., table, velvet door S,
 chairs + parrot, another door NB, glass under table.
 look under table (key e label) patrol enters auto leap to SW. [+1]
 x key ("cupboard") in bench. [Ransacked Gallery] patrol zap E, dog panty N,
 broom cupboard NW.

Yellow Corridor North End
 wear uniform [+1] (good casing, not patrolled)
 Jeremiah sez to you:
 "We must all do what we can,
 for the greater good, however so defined.
 Further, the second substance is a
 pure pyramidal structure of carbon.
 Diamond." → [Wide mosaic]



put emerald in top box (transmits to silver fluid, then wood, filthy wood in bar)

unscrew screws & screw down. cut jib with left blade. take jib (fold sail)
{ screw is loose }

x flush { jib } // close captain's door (telescope) wave telescope (to extend it)

look through telescope at dot { vortex of light } => removes people, leaves empty ship { (Marie Celeste) }

look through telescope at jib { half held "uric Acid" }

look under desk { pipette } // tie rope to battlement. climb rope (goes to top of jib)

~~take~~ { with gazette on } climb rope [Dark Alley Behind Museum] [+7] e to north, bins, newspaper

x newspaper (3 sheets from 'buddy Stei') push bins { reveal manhole }

e -> (see man y've never seen before, "Oh, hello again. What's happened to the writer? Turned nasty since, when, 2 o'clock? See you later." -> [Outside Museum].

i { see newspaper stubs: sports, astrology, crossword }

x astrology { lucky number: 42. lucky friend: Panther. Keep eyes open, but don't look in right direction }

also large stamp with constellations & galaxies.

x crossword { "9 Down - A heavily laden needs oil / A rock on the end of a confused coast will star. (6) "CASTOR" }

"9 Across - Leave behind vehicle & baggage / Evoked cry with love for goods (S) = CARGO. }

s from [Outside Museum] -> [Dark Alley Behind Museum] open manhole. d. [Dark Sewer]

in d & w. e -> noisy. w -> fallen stone (reg of part of your jacket?)

can't redial rope (lost)

@ 2 o'clock, go s from [Outside Museum] { see man say 'Nice written. Wonderful change from last wk. }

is that the tree? must dark! -> [DABM] bins, manhole

d. w. x [Ancient Hidden Chamber] [+5] dust, rubble, walls. small (dusty)

(curves S, through) (exit E) near scry. sweep floor & broom. { 8 gneiss stones }

1st - letters; 2nd - letters, "a", letter; 3rd: "- i a - - - e - n - "

4th: "... then Hil..." 5th: "? M ? l/t ?

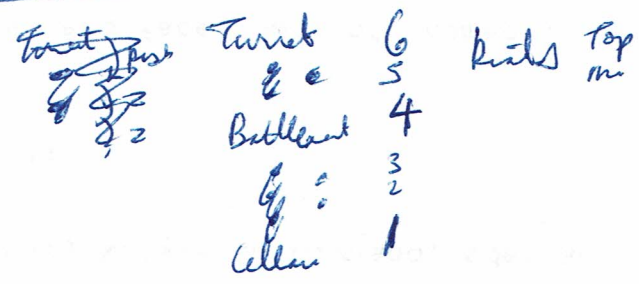
6th: "... am ... st ..." 7th: "... p ... e ... r a ... "

8th: "... o ... and ... " (how to open?)

(163 pts)

giles, what is it. giles, what is force. { Merlin, who discovered magic, convinced
 of 4 physical elements, also postulated of 3 magic elements }
 giles, who is merlin { King Arthur is a myth built around merlin }
 , who is elyan { avatar }
 giles, who is teller { automaton like Genet, a less famous figure in Magic history.
 The teller is 'Project Gristard', one step up from officer }
 giles, who is abtoll for { The greater good, however so defined }

push top x2 while in motion \Rightarrow 4.
 bottle rents at 4?



- 6 - Turret
- 5 - metal Wall
- 4 - Battleant
- 3 - metal Wall.
- 2 - Hidden Room [41]
- 1 - Cellar

{ Hidden Room } [41] gustator, spiral of light S.

x gustator "And on that day, the old one saw a bright light which shone from a far land, and was given TIME."

S \rightarrow [Structure] rocks, ship W, bell rings 10'clock, walking deck.

x ship ("The De-localised Structure", man for pyrehead, manual)
 W \rightarrow [Sudden Plank Walking] W \rightarrow [On Board the DS] red flag, prow N, stem S,

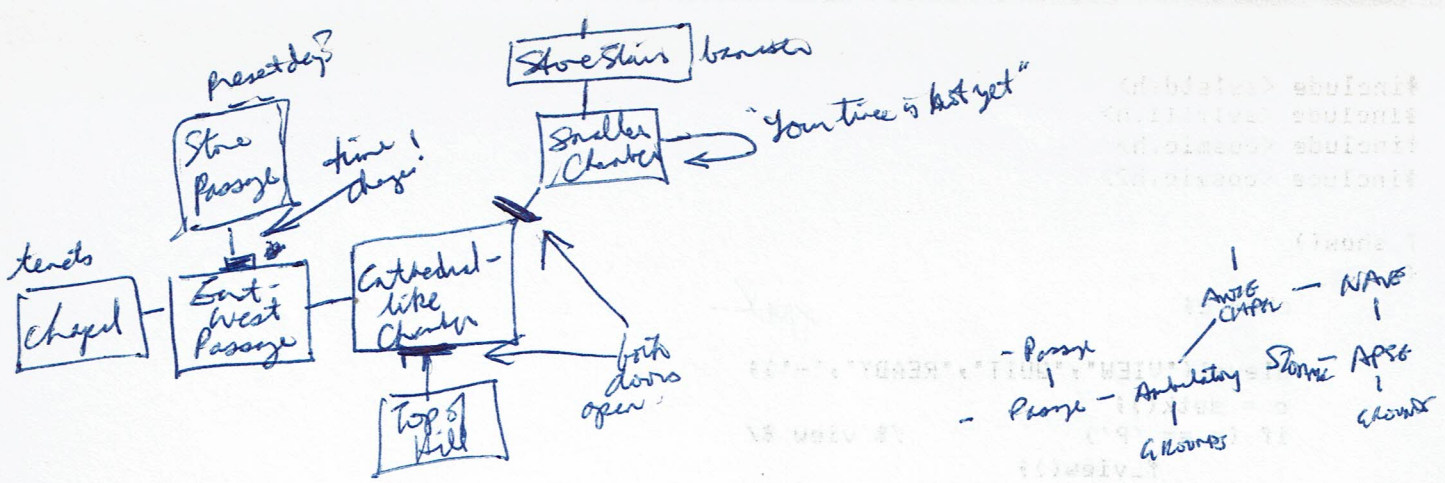
platform U, door S oblique (SE or SW), trapdoor D.

"I Shair on a dead man's chest. Yo Ho Ho to a bottle of Ethyl Butanoate"; slip of paper hydrochloric

x slip ("Common materials necessary - NaCl (salt), CH₄ (methane), HCl (acid)
 CaCO₃ (marble), PbS (galena), C (diamond/graphite).") { Newcastle University }

N \rightarrow [Prow of the "DS"] dot, job, pyrehead (x job - ΔF ; twice to meet, rope to pyrehead)
 cut job - c scissors (cant; it's up against mast)

S \rightarrow [Stem of the Ship] brass rail
 wheel next \rightarrow [Crow's Nest] sail, salty air, window ledge on port side c flash; line of rope
 open door. enter door \rightarrow [Captain's Cabin] bunk, desk { chart }, window, ~~floorboards~~
 { blanket, drawer c glasswork, picnic table }



[E-W Passage] plans, door N (cross), E/W, pillars {x plans - 4 floors and lift}


[Cath-like Chamber] date, gatehouse, picture, goblin totems (green + brown) {both empty}

* doors (picture of Earth from space)

put green clay in green goblin. put brown clay in brown goblin {floor bags a grey block of clay}

put grey clay in [moon] totem. put ~~yellow~~ clay in [sun] totem [+1; yawning sound on museum's hill]

door is wide open at [Top of Hill]

from [Store Sluis] => [Heint Cell]  table, dragon & unicorn at SE, mark

(mark is ~~Grandfather~~ ~~the~~ ~~Abbot~~), ~~so~~ greets 'son' via dragon (Grandfather is son)

* ~~Abbot~~ Gf sez "I am not your Gf. Y w not find him. Pls, go". Abbot sez "He is right. Y r ~~also~~ early, not complete yet. Go" Gf sez to A "The key; a thick iron key." A goes to unicorn as to whisper

Gf: "It is as it was, Father" (by leave), x key

BU? think creper (while gadget on)

@ E/W Pump & unlock door & key.

Chose organic machine (old a horse) show horse model to man (at nine) {he opens door}

n [roughly Heint Tunnel] bring machine, screws, W & S

x bring (piston not moving; hatch) open it {mechanism} two pins need to be joined; upon

pin doesn't work, but almost works. put magnet in track (+2)

in [East West Tunnel] rubble, cube of metal. take cube

re from [T&T] => [In A Field, Under the stairs] red disc of left E. x stars (Ploykt & N)

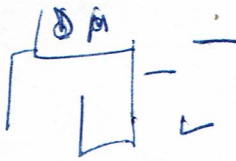
(core w) - e => [Tangled forest] RW is prob right, but y don't k it. (x aw)

~~show~~ show about to files (cube of galera)

we can maneuver car to East Tenets; take bust. put bust in car.

been by choice (take wear scarf vs. blood) (142 pt) - before diamond.

put glass marble in maze.



turn right. → put marble in maze. turn left. → turn forward (diamond falls out)
take diamond (+4)

break window. x creeper. take it.

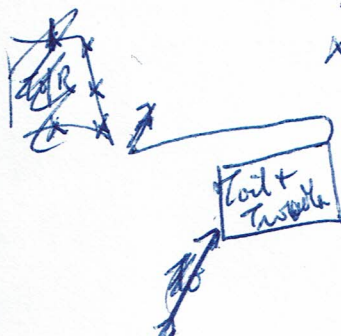
climb creeper → [Top of Ridge] (+1) - inadvertent time travel!

(wear gloves, gadget, pen (BUT NOT SATELLITE))

[Top of Ridge] creeper has thorns, grass to N, museum S, forest W, river E, path SW.

Yes, thorns stab thru obengloves. n [river side] pass E, then

x then {full room, socket filled with clay} take clay
x river. e. [Outside mine] N door (see bag machine behind door), noisy, mine
x booth (cord) point to door (-at's the pa)



[Target Forest] → {craft progress without info}
[Top of Hillside] portaculis, door, lowest bar

left portaculis E _____?

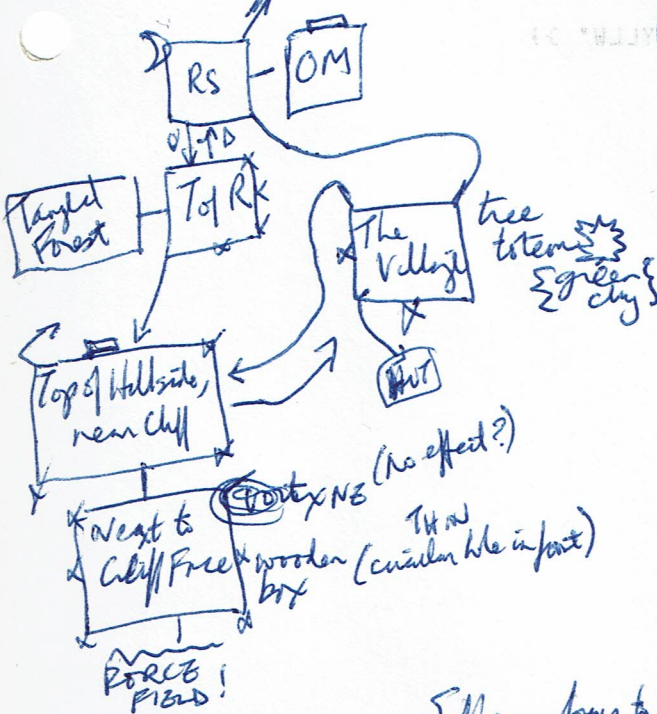
[The Village] x huts. enter hut [Wooden Hut] NB door, yiddle

x yiddle

mine:
1st in SAP not TREE
2nd in POD not PEA
3rd not ELBOW but KNEE
4th GAY not GLEE
It's yiddle + whole word thing
though consistently

SAP
POD
KNEE
GAY

PONY



climb portaculis → [Atop the Portaculis]

roof. yellow block of clay.

u → [Long Stone Corridor] square hole in floor, wicker basket levitating.

x hole (see statue) enter basket → [Chapel]

{yiddle, fog to E, tenets} x men (beast, salary, who, seen him before)

x tenets (Some magic doesn't move flesh, some magic only moves flesh, no magic get moves Iron.)
panel dish of swirling yellow colour.

[Intro - Sailed By] cont. enter boat. pull string {+passed+}
[Corner of Banana Street] squad car. S → Chpt 2 - "Essential Fish Oils - Slick
runner in love" [Bureau Headquarters] waiting for Vic Mawerwood to return c. blueprints.
x desk (small it?) x no (late desk?) l. {left hand disappears}. out.

[Ent. Booth] T'd opens pencil. {try in program} out.* {T'A gives blue dial;
bring back to booknik. This bar is affected too.

d. [T'A GF 2"] orange box visible (picks in + out)
unlock box c. pinkey key. open box {series of barren traps}
lock in box {hydrostatic gunkonit, skeleton key + tin opener.}
x gunkonit {cross'tween tweezers + wing tube} show it to cat. {thanks! coneblater}
x skeleton key {huge, netie key} x opener {2 lengths of blade, counter take, screwnut}

Drop all. take bust (heavy; you won't be able to carry it by or for
put bust in vortex (too heavy. find a bust nearer the vortex)

take abraham. put it in vortex [+1] push bust w.
at pulster c. scissors (+5) ⇒ [Underground River] (120 pts) n/s
z [Underground River (s/ne)] z.z. [Underground River, at the Base of a Cavern] (sw/n)

tees, plates, dome, NW doorway, ledge, water plipp.
out → [Underground River (by are half-drying)] new to ledge, but flow of river won't let go. (die → NE corner)
push boat s. {jump onto ledge? (june say not stable up)} x pump (leave in reach)
pull lever {pipe flows to surface} ⇒ [UR] (N/S) {2nd trip S take pipe (boat sunk)

chink pipe [Dark Hermit Cell] [+1] schuler, desk?, w/c SE doorway SW, solid iron box
x desk {Here lies the key, / Or sticks the key, / Or holds the key, / From harm.
"Which only purity, / Or royalty, / Earned royalty, / May charm.
"The door stands tall, / Or rears up tall, / Far from here, / It stands a portal shrouded.
"For the tanglement in others, may their mind from such horrors grow." / H. Malediction }

SE → [Stone ledge over River] pump, (walkway + tower above)
x iron box (dollar, south) words {Iron housing stone: for illumination} (size of picture)
sw from Dark Hermit Cell → [Sparse Beeth] bed (sits on blocks), dust sword hilt [+1].
take hilt (haven't the royalty to remove it) {pendant doesn't work} x blocks @ DHC {one loose}
move it ⇒ secret door S opens! S → [Short Dusty Passage] [+1] N/S, banister, U, blocks
x banister (pegs) x stairs {you shall become one for the greater good.}
S/U → Modern Art Wing West

"The Adventures of Slick Currier" (bruce secret agent + shoe-shine man. - Chpt. 1: "Sneak in the Water? - Slick's First Mission")

[Corner of Banana Street] Pips: 0; Time: Is of the essence
target is Umberto Elskin who'll get the "device" from accomplice. Street S, door open.
street light. Umberto + accomplice throw down napkin.

i {vial of poison (stoppered), help btn} x help button {accomplice leaves}
push btn {woman gives y brochure; leave by waving yr hand} x brochure
x light {panel} open panel {wires}; chef offers Elskin glass of water; hit elskin (saw you in light)

chute light. [Top of lamp-post] } d to roof or chit deto steel; skylight }

jump [Roof of the Greek Restaurant, Clapham] skylight + drainpipe
d [Concrete Yd] piers slide out of refuse chute } slopes, st NW, U roof, back wall W, mural, chute }

take piers, run [Corner] open panel (accomp leaves) cut wires i piers. SAVE
s. [Start of Banana Street] quarter. take quarter. n [Corner] chit pole. jump.

open skylight i quarter. open skylight. enter skylight [Restaurant Kitchens]
apron, glass of water } take glass. take apron. wear it. open vial. pour vial into glass.

slopes, chute E, swing door NW } NW [Main Rm of Restaurant] kitchen S, door W.
give glass to elskin [back at Rest. Kit.] e. [Concrete Yd] nw. [Corner]

hit elskin, search elskin. x device. => "Applicant's Exam"
[Airplane Hold] pilot slumped over joystick, parachute in corner, cargo hatch closed, lever on wall.

i {watch} take parachute, wear it. pull lever. out. [Mid-Air] x parachute
{stays. pull cord} pull cord. [Between Factory Chimneys] {need to ~~hide~~ parachute }

take parachute {cart; too big} x Chimneys (40' high, tall) [x watch (set/date/alarm)]
turn set {has been fixed out how hard + vapourises parachute} head in way

n {or any dir} => [Buildings Complex] fence, guard hut. x hut. x fence (barbed wire top
(gap of couple circles at bottom) beside doorway)

turn set {lower enlarges fence}. remove watch. turn date. (it grows 8 legs + scuttles under fence)
2. 2. (boom! both explode) enter fence. [loading Rm (on the balcony)] {above ctrl rm +

General Kropotkinov, chain, forklifts, cigarette } x general {he addresses a forklift as Charlotte;
it has lipstick smudge } x charlotte {robotic + ramd } x chair {both to launch tubes }

x forklifts (on platform, pithy barrels in tubes) } 6 seg 'what if aged had my plans?' }
barrels {nuclear symbol, receptacle screwed into barrel i copper screws} x tubes (chutes leading under floor)
d. Drop down ~~onto~~ onto a forklift. It grabs a barrel (chance to jump on barrel -
jump on barrel. pull wire (in red corner). jump on forklift. 2. enter chair.
x button (barrel, under armrest) look under armrest. pull wire. jump on forklift. jump on barrel.
put wire in receptacle. (foot steps approach) jump on forklift. 2. enter chair.
n.n.n.n.n.n.n.n. [White-Sanded Bay] motorboat (plane in distance)

[Furniture Exhibit] x table (tripod, both in middle) look under it (blk btn)
 x wardrobe (shut) open wardrobe (hear inside of door smack when sub)
 see it close it (locks) d. {chain + key} x jewelled key (old) &
 x book panel (never?) push panel (open to SE) SE => [Cafe Kitchens] panel
 (cant not panel in wardrobe) e for Fum → [Rainforest Cover] glass dome, catwalk suspended
 20' above stream below, foliage, trees, ledge, thin branch, vines, hot + bright. W + N,
 display [+1]; x man (sit to N) x trees {knitted above 1/2 up, yellow fruit; butterflies}
 x ledge (work below nearest vine) x display {Master Copy tree, to be patented in 2087,
 engineered to grow metal shapes in fruit, keeping copies of keys hidden, animals have adapted,
 magic has a mutation effect on the DNA}

n [Outside the Botanical Rm] door N [+1] x door {open topped box} x box {4" deep + empty}
 [Furniture] push blk btn (zig) (too tiny for pin) push blk btn with feather ✓ (table collapses)
 look under table (blk bulb) take table ~~table~~ square ball (open) {table can only be taken
 when folded up}
 stand on table (you card! too velocity) {sub part doesn't work in Holo}
 bring card table to General {A card table! Perfect! Have you got something to spend over it for?}
 cover table in blanket (speak) show blanket to general (pointer slides to S + compartment
 on box opens! (+2; General spits out sharpnel, "Put that on the tbl")
 take sharpnel (metal cube) rub it - thunders. put cube on table.
 cover cube with blanket. tap blanket (bump bonister!) {I dont know where it will have gone}

x compartment {triangle then + circular gadget} tennis ball size, glass spiral, switch,
 metal N-ship, belt-clip to wear it, broken?
 2* {General suddenly says that yellow leaves appeared on tree where they grew; does that help?}
 ask general abt cube {miss, bites told me to look after it + guard it in my life. I never asked him what it
 was.}
 show gadget to cat {she takes it; calls it a temporal stabiliser}
 ask cat abt gadget {if you wear it + turn it on, you won't be able to travel through time}
 give token to alien {flashes switch behind box, +2} [Godstennant Booth] T'Q sez its the
 holographic booth in the holographic booth. Today we're doing spy stuff.

@ 1 pm - push hose { No Paper! }
 put back copy in slot. push dog { 'No Card!' } sticky tape on back copy
 put him in slot. {4, ~~what~~ original of dog } { dog, horse, parrot, or chicken } }

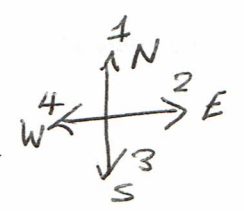
cellar deals - 1.16; start at 641, - all digits must be different.

on down skull :: close skull (see pin holding it open) x pin (iron, 3" long, i groove 1/4 of way)
 turn pin (get it) close skull (snap wire in mouth, +3)
 x l. (humerus etched strangely) d (1/2 destroyed) push bones (+2, humerus at feet, leg bone smashes down (dust on floor))
 x humerus (# on it, bone trap useful?) open door => [Staff Room] (can go back w)

giles, what is division / put pin in mangle [+3]
 push button => ["T' Quidath's Q'j' k' routhnik's Fregenstal Zoggerint"]
 x officer { Welcome to the sim, I'm Cat Dooobly - Jang, Engineer. How's Trix? }
 x drink = bar { "T' Quidath's Fregenstal Zoggerint - Quawweyjo F-gojiji" / "T' Quidath's Bar - Get Drunk!" }
 x sign { "T' Quidath's Fregenstal Zoggerint - Quawweyjo F-gojiji" / "T' Quidath's Bar - Get Drunk!" }
 machine { body built it; it's an android motion implant. You put it in the back of some human shaped model, something malleable like rubber or wax, and it grows into that shape. A do-it-yourself android }

note of pin alt house - she can fix anything or build it.
 l { craps, way out to E, tables, stairs up, more S? }
 u { it's one taken a go; give it time if you have one } => [Entertainment Booth] key on ceiling, btw S

Bd4: iron pin (after removal) // gap in Egypt Room? (u)
 can (pull cog => winds mechanism) turn car? (there must be way to direct it)
 n. letting go of car => it crashes w) (it goes as far as it can?)



turn cog to 1. pull cog drop cog.
 cover floor with blanket (not large enough, you'd need something a lot larger.)
 @ Glass Bridge // put barrel in vortex @ Statue Corridor => { delays the vortex to full size! }
 pull broom [+4] x stairs. d => [Furniture Cabinet] put broom on contraction (what eyelet!?)
 would be SE, cardtbl ctr, left E, plaque [+1]
 x plaque { 1830's household furniture: including rare 'Peripatetic' Card Table' from Abel's & Co. }

[Room of Nozzles] 400 nozzles per wall + ceiling. Button, something tied to a cat in nozzle, orange box [+1]
 x box (handle, "ToolMaster") & part. push bot - light show; one nozzle not working.
 - looked
 x nozzle. look in it (see red nozzle in word "NORSE"; it's pointing east)
 key fits; not touch, futher, screwdriver, bit) & magnet (stuck to top!)

Kitchen key: Thirst boy

[Edge Kitchen] wood top N, vinyl, Party S, rubber floor,
 closed cooker, NW panel. [+1]

x cooker (on switch, glass front, hot)
 turn it off. open it. (over gloves) - mpt dent by electrons
 S [Museum Party] plaque, skylight, shelves, con of Matt Munchies,
 bag of vacuum-sealed filter coffee [+1]

x plaque ("Foodstuffs" by G. Melzack)
 x can - pie of crum. x bag - fire pit + solid as brick
 look at bag through ~~clock~~ } "Do not expose to naked flame or temp exceeding 35 degrees Celsius"

x skylight (type: afternoon) - sun at early afternoon. (intense shaft of light at 1pm)
 put pot in shaft (not on shelf) [+2] (at 6 o'clock - enormous veridical)
 x plant - gigantic leaf over floor, stem up, pot?, purple flower.
 x flower (8 petals in yellow stamens) dirt plant (thorns deter you; one breaks off)

x thorn (hook, size of fist, stem end is liquid (glue?))
 put them on broom (adhered!) - boot hook
 put bag in oven, ~~turn on oven~~ (Bon! Broken oven) take gloves. [+2]

put scissors on guage. touch pad. 2 x (?) envelope fills. & envelope. take envelope (Giles say
 postman arrives 2 times a day, morning + evening at same hour. In Am, 2 has before Edgan.
 And if he came 2 hrs earlier in the evening then there'd be twice as many his between the time
 Edgan comes to work + time we open General. Odd or?)

Postman at 7pm + 8pm? ✓
 Edgan at 10am?

open envelope & look in it (Z-shaped stone)
 x 2 (colored like red cherry) take Z-stone (+1)
~~put~~ stick on mosaic. put Z-stone in hole (in Jupiter). {segment pushes down, then pops up}
 put scissors in river (to cool them) unscrew scissors & screwdriver {screw with off; left + right blade}
 look up MELZACK / (glasses) (milk) }
 Go to [top of steps] @ 8 o'clock [+2] for ~~the~~ crate
 PRY CRATE WITH SCREWDRIVER ✓

Crate is too heavy to take + nail shot.
 2 in crate {origami machine} - slot, 4 bits, solenoids
 {horse, parrot, dog, chicken}

put large jug in trough.
 turn tap
 take large jug
 pour large jug into small.
 empty small
 pour large jug into small.
 put large in trough / take large
 pour large in small
 empty small
 pour large in small

- (8, 0)
- (3, 5)
- (3, 0)
- (0, 3)
- (8, 3)
- (6, 5)
- (6, 0)
- (1, 5)

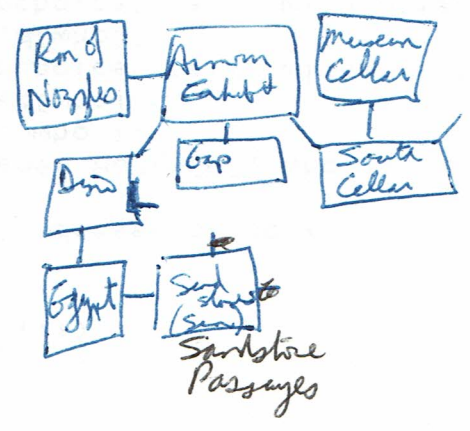
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while (needNewHand( defmain ))
  getNewHand( defmain );
noCardsDown();
beforeRevealed();
revealCards();
!sgameWin(); /* see if anyone's won the game yet */
beforeFlip();
SETNODE *hishand;
int r;
do
{
  hishand = player[otfmain].hand;
  newChoices( otfmain );
  addChoice( "flip destiny pile", 0 );
  if (findThat( CARD, TUBES, hishand ) >= 0)
    addChoice( nameOf( CARD, TUBES ), TUBES );
  else if (findThat( CARD, BIRTH, hishand ) >= 0)
    addChoice( nameOf( CARD, BIRTH ), BIRTH );
  else if (findThat( CARD, BREAK, hishand ) >= 0)
    addChoice( nameOf( CARD, BREAK ), BREAK );
  r = choose( "action", 13 );
  if (r == 0)
    flipDestiny();
  else if (r == TUBES)
    playMobius();
  else if (r == BIRTH)
    playBirth();
  else if (r == BREAK)
    playBreak();
  while (r != 0);
}
askForAllies( who )
{
  int who;
  char tmpbuf[20];
  FAST int i;
  FAST int r;
  BOOL first = YES;
  char *name;
  for ( i = 0; i < numPlayers; i++)
  {
    if (who == otfmain)
      ofAsked[i] = NO;
    else
      defAsked[i] = NO;
  }
  name = nameOf( HUMANCAP, who );
}

```


ANCT/IEI
 CITY/AEN
 EN(T)ITY/CA
 CEIE & TM
 CEME(N)T/I
 E & MEFSB
 BM SCMPV
 SCLA)MP
 BMVEERI
~~MEET~~
~~MEET~~
 MUGQAFR

blanket won't go into hole at East Tower
 jump into vortex (@North River) → [Museum Cellar] coats W & E, pits S,
 closed down N, [+1] move crates { doors on east wall }
 x doors { first: 6; second: 4; third: 1 } (vertically) lifts 1-6
 x door (call button) S [South Cellar] NN, N, NE (wall of glass) [+1]
 x glass wall (1" thick, 3-triangles, 1" between them) [see]
 look thru it (see of bright light)
 NW from [South Cellar] → [Armour Exhibit V+1] armour suits, lances,
 several doors S, knight E, tapestry on S wall.
 x tapestry (tower, purple light; battered; rubble + any; dark core of knights + steel)
 move tapestry [Gap Behind the Tapestry] panel, vertical, parchment
 Open panel (see Staff Rm + kitchen by)
 x parchment of Dea Friend: We were too late. The Old One did not wake us in his hour
 of need. To receive your reward, you must be humble." Signed G {
 x knight (visor, dented feet) kneel. open fist (concrete)
 look up armour in guide x armour. exts SE, SW + W.
 SW → [The Obligatory Dinosaur Skeleton Chamber] S of NE, pedested, dirt,
 old door E, smaller creature [+1] x dinosaur (rising up, ladder like ribs, wings)
 x creature (primitive 3 figures) x old door (painted on edge; skeleton stored at it,
 chert bones (skull, jaw, eye socket) x skull (open mouth + razor sharp, wire on jaw)
 open door (jinn) look up dinosaur in guide (unique Cerrianthodon)
 S [Egypt Rm] sarcophagus, arch E, stonework, oval, ochre, plaque [+1]
 x plaque (Tameyan culture; copied Egyptians) S-side
 x sarcophagus (for woman, pattern of circles in inside: white, yellow, v. pale blue, silver; Pyramid)
 x arch (curving of inside) x oval (1/2 full size, outlet pipe S, water stains vertical)



ask general abt Bridge (fabulous. I love it. Did you ever play?)

general, no. (Same. Did I tell y abt the Azores?)

general, no. (indicator up) Went on expedition there in early 30's. Hot, fabulous place, loved the weather.

ask general abt weather (Retired all the time. Messed up my crops - I remember the day the rain ^{drowned the seeds})

ask general abt ruins (ruins in jungle. I was on archeological detail. Scrapping soil in sun, well, rain)

g. (It was an old city. We dug 100s of copper thunks. Wonderful mosaic)

ask general abt mosaic (hinted to look like stars. Growth insisted abt the stars around Gate Oh, & the paintings!)

ask general abt paintings (one on wall of chamber. It was instructions)

ask general abt instructions. (Conjuring trick. Put ^{small} yellow leaf on rock, cover with large green one

+ left large green one + small one gone! Shall I show you?)

ground, yes (Good! But y'll have to get me what I need, the props.)

Took under table @ Outdoor Cafe (weight - block filled w/ sand, with hole in center for pencil & cap at foot)

look up 732 in index: Creation of 5 words of magic symbology, depicted as a pyramid

1) 5 Sages of Magic (pt 9) - is Merlin one of the five?

2) 4 Elements of Science (water, air, fire, earth = plant-life = star = metal = buried-rock)

3) 3 Elements of Magic (art, time, force; pt 5) - Merlin discovered 3rd element in a dream.

4) Two Phases

5) One Magic

Seed - little *Arceuthobium*

Museum owns 3 surviving pieces, & a mark upon smaller scale of a fourth.

look up mosaic in guide (mosaic + sundial; phys & sundial, but mosaic is disabled due to needs of Curator)

look up kitchen in cupboard (fills thru ^{wire} mesh at back of cupboard)

Close screen @ Brunel Store - party on the side! {Mullion Boat Rides: 5pm - 6pm}

files, what is name {all flowers are 5 lettered long; magical medicine}

look up glass bridge in guide - look up little *arceuthobium* in creatures {grows in single days}

geminates under intense beam, one very large leaf (17 non wide), one flowers with hook thorns}

oil bolt & petrol. gemstt x boat (circular coracle)

Sold!


```

/* 5 */ "lkmkmj",
/* 6 */ "lktkmj",
/* 7 */ "lk x v",
/* 8 */ "lktumj",
/* 9 */ "lkmumj"
};
int c;

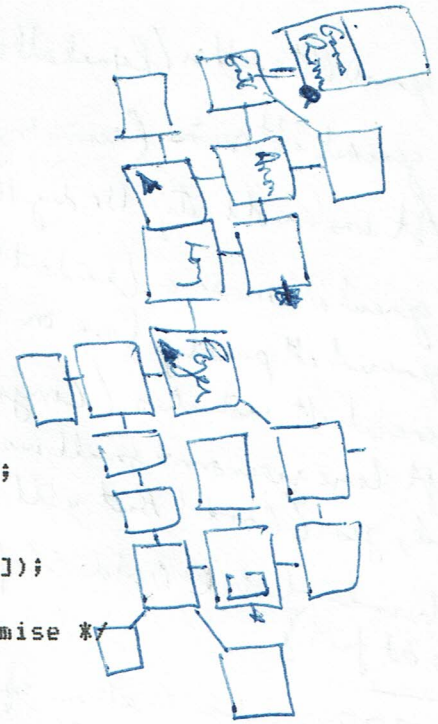
if (n == BAD)
    return;
c = (meso - 1) * 9 + 5;
/* put top line */
sets(YES);
errfmt("\033[Zi;Ziflaaaaaaaaak\n",r++,c);

if (n <= -100)                /* flare card */
{
    int fl;

    fl = abs(n) - 100;
    errfmt("\033[Zi;ZifxFlareZ+ 2ix",r++,c,fl);
    errfmt("\033[Zi;Zifx      x",r++,c);
    errfmt("\033[Zi;ZifxWild  x",r++,c);
    errfmt("\033[Zi;ZifxZ- 7px",r++,c,power[fl]);
}
else if (n <= 0)              /* edict or compromise */
{
    errfmt("\033[Zi;Zif",r++,c);
    if (n == 0)
        errfmt("x C      x");
    else
    {
        errfmt("x");
        sets(NO);
        errfmt("EdictZ2i",-n);
        sets(YES);
        errfmt("x");
    }
    errfmt("\033[Zi;Zifx      x",r++,c);
    errfmt("\033[Zi;ZifxZbx",r++,c,edicts[-n*2],7);
    errfmt("\033[Zi;ZifxZbx",r++,c,edicts[-n*2+1],7);
}
else                          /* attack card */
{
    errfmt("\033[Zi;Zifx ATTACKx",r++,c);
    for (i = 0; i < 3; i++)
    {
        errfmt("\033[Zi;Zifx",r++,c);
        if (n <= 9)
            errfmt(" %b ",nstr[n] + i*2,2);
        else
        {
            errfmt(" %b %b ",
                nstr[n/10]+i*2,2,nstr[n%10]+i*2,2);
        }
        errfmt("x");
    }
}

sets(YES);
errfmt("\033[Zi;Zifmaaaaaaaaaj\n",r,c);
sets(NO);
}

```



5 full, 5 full
 power large with small jing (0, 5)
 empty small (3, 0)
 power large with small (0, 3)
 full large jing (8, 3)
 power & with 5 (6, 5)
 empty small (6, 0)
 power & with 5 (1, 5)

doing this with cards [T+2]

X screen. (vertical slits of wood, hinged according zig-zag) opened.
W. [Blue Room] tiled (E door higher than NW corner) barrels N, signs S,
painted door, E screen, 8 gill jig + 5 gill jig. [+1]

X sign ("Barrel Storage") [Barrel Storage] X barrel (meat, tap, trough)
NW (is painted door) / new from [Long Red Cor] => [Statue Corridor]
cont e, busts, door S + NE, plaques, vortex NE. [+1]
(192' across)

Look up mullion in busts. / Look up Giles (maybe by surname)
STARRAVE - head like V, thick eyebrows, eyes stare up. touch last (~~NO~~ NO)
it smoothes + a eye catches you!
HOLMES - equate hair, wide eyes, forehead, sharp chemoles, clenche, Adams apple.
YEW - female, long hair, recognition, piercing eyes.

ABRAHAM - beard, grim wily.
NE: too small to enter + blocks the NE door.
SE -> Long Red Corridor

E from Statue Cor => [Statue Cor East] [+1] Julius Caesar, Merlin, + plant pot (Phy);
stairs up E. X Caesar (nose, 6' stares across cor at Merlin)
X Merlin (points at Caesar, "Good is wrought not through arms, but the tools human arms
may use") X pot plant (pot filled + dark earth knee deep)

W -> [Museum's West Tower] [+1] stone bridge between 2 towers, arrowhit N, left down N
X left (no handle, call btn) e [Bridge with Glass Pan] [+1]

N from tower -> [Elevator] panelled walls, ctrl panel, floor indicator (painted on concrete dial)
X dial (1 to 4 @ 3) X panel (3 btms: top middle + bottom)
push top (door 1/2 close + open + crank noise) - see + other buttons

X door (no handle, hit in floor) X mat (glass marble wedged in)
X Merlin. X Caesar (hid green woolly scarf on Caesar's sword hilt) X scarf.
blanfold re + scarf. e [Museum's East Tower] remove scarf [+1] hole. whole {contraption}

X contraption. (rally on pole) (look at Statue Cor - look through entry (see tower room))
look up barrel in cupboard, X barrels kg (round + hand)
[+1: photography (old) plan (of grounds)] X copy of plan

look up
PASCAL? NO
ARCARDIA? NO
SEAGRANG? YES (W)
HOLMES? YES (mid)
YEW? YES (W)
ABRAHAM? YES (E)
MULLOON? YES (W)
WYATT? NO
SEYMOUR? NO
MIGOLD? NO
CHISWICK? NO

STATUES
ARDWTHBR? NO
MCARTHUR? NO
BLAITHWAITE? NO
MULLOON? NO
COSTLE? NO
GERMANS? NO
GILES? MAYBE (need SURNAME)
YCORRELLS?

(with copy of plan, you can explore the grounds)

W → [River Bank] river, bushes, archway N (grating open), cut painter (short thick rope on stick) - (not over here?)

jump over stream → [West Bank] x grating (metal bolt)

- can close grate on either side. bolt is on west side, but once locked, you can't re-open

NE from garden → [Ornamental Garden] path N+SW, raised path c pedestal + plaque

x plaque { "Sun-dial of the two Phases. 732 AD." }

x pedestal (sun-dial, mounted from 12 noon to 12 midnight, metal gnomon, shadow say 6 o'clock. Turn dial to 3 o'clock (sun rises over edge of museum!)

SW → Summer Gardens! W → [River Bank] boat anchor eyelet, grating closed

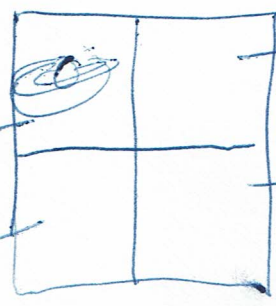
N of Open Garden [Outdoor Cafe] trees, table + chairs, sign (e → grating)

x sign (Staff Only, closed + locked; Beer £2-pint, £1.30 half-pint, £6 sp-gill)

N [Wide Mosaic] mosaic, plaque { Mosaic, depicting the five sages of the Magic. 732 AD }

x mosaic gloomy chamber, more chills

solar system
sun going
around earth



sun-dial building, like code, pores

strand of 1st segment

N → [NE corner of Museum, on the River Bank] vines, plants, water NB, leaves, vortex over water.

@ Mosaic - hole is Z-shaped + empty (in 1st segment)

pub call (to summon bites) ask bills abt General. [The General's Quarters] [+4] books, phone, mud floor, general (manorain)

x general (box, liver, study indicator) x indicator (1, 5, at 1, extremely small cater at 5)

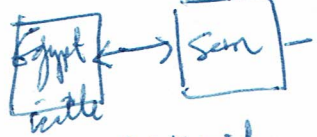
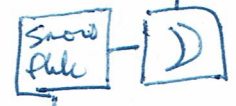
ask general abt war (printer slides up) Temble business, lost friends, made sense then, we all went mad.

ask general abt Edger (Old Edger was one of the lads in the war. Friend of Blithewate's - hated McArthur though)

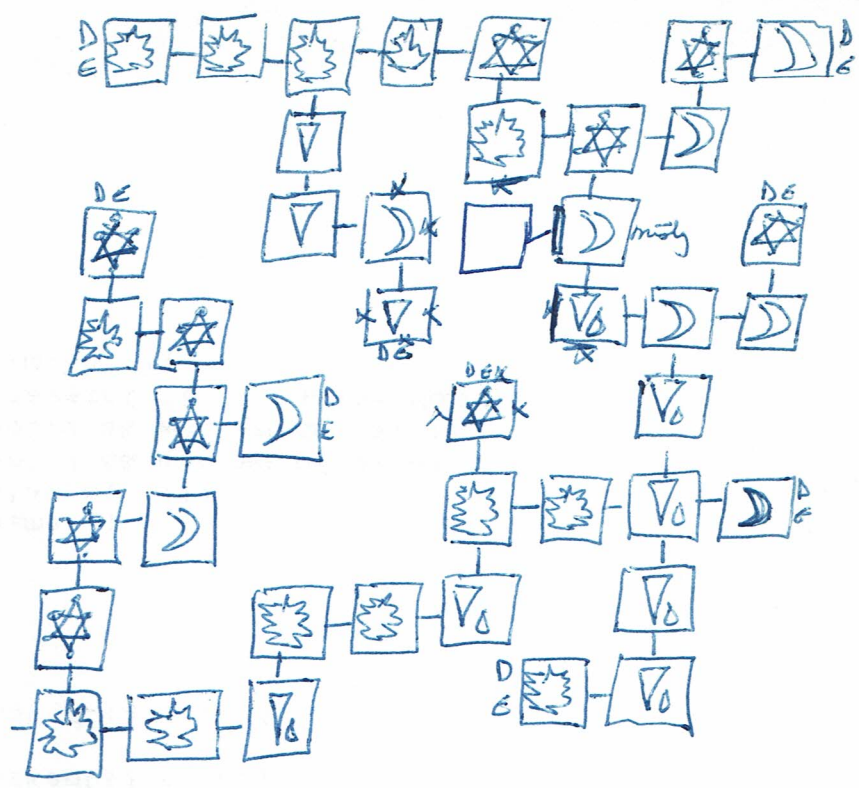
ask general abt Blithewate (He's dead now. Jo's Betwaine)

ask of abt division (I was commander during WW1. Edger, McBon, Blithewate, Gatt, McBon, ask Gatt McBon. Airt at Somme. Taught us Buzze at Verdun in '16.)

g. (Dead too. Died playing cards. Tragic)



pour long vid into vid
(will be lost amongst stream
water)



hate
yellow
pale blue
silver

look up egypt in guide (5 sided pyramid, Sea God 'Jai', symbols longing; blood drawn into
gold called 'sharkh' (1/4 pint in size), plumbing genius, labyrinths aesthetic,
security by intricate locks, blood from deceased)
west wall is smoother. hit west wall (below)

75pt - lost safe for
buckle