

- to find out your purpose, amenities, ~~boats~~, in a cave
- 'USE X', 'HINT', 5 missions

[In a misty cave] W, E, S. light, don't ~~open~~ S with red 'Press left button'  
if you are going on the Tripartite mission Step 1. found S, pairs of oars, log bone.  
{smelly shoes} x oars. read oars ('The Way Step 1') take home (too heavy at the moment)

W → [In a huge cavern with a huge pond] N, S, E, W, cavern of Mt Norig;  
island in middle of pond, undergrowth, bulky cave, Nam Rehsif (Chief),  
shining angel of light. x Nam Rehsif. x angel. x pond (row boat covered in palm leaves)  
x boat (Herby wasted it) ask angel abt angel (Legna the Shining Angel does not respond)  
Legna flies W. ask Nam Rehsif abt Legna (the deceiver! don't follow him!)

ask Nam Rehsif abt pond. (You can't go into it until you are ready)  
ask Nam Rehsif abt Nem Rehsif (We are guardian of the high places. You are one from below & must become a  
Nem Rehsif yourself & save others from the waters of Nis.) put oars in boat. take wastetout. wear it.

W [The passageway running north to south] N/S, E. doors N/S aren't locked.  
N [The Shepherd's Cave.] doors S/W. W door 'To Shepherd's Way'. open door (no key)

S of Tpratis → [The Trainer's Cave.] doors N, W (door 'Trainer's Entrance'), passage E.  
E → [The dead end.] N/S/E/W. S door ('The Reacher's Way') E door ('The Way of the Seer') W is too nervous? (we came that way!)

→ S → [The Reacher's Entrance] door S (need key)  
E from dead end → [The Seer's Entrance.] N, W, E door (to Seer's place) N → In a misty cave.

// N of pond → [The pioneer cave.] metal door N ('Pioneer entrance')  
// E of cave → [On a narrow precipice] pole & need pole ('Step 4 for the Reacher')  
jump → [The prison] score: -99; dead yet alive, fiery hell, sold yourself to the evil one. (the game doesn't end)

// @ pond: take sack. x sack (grain) // use oars @ pond (must be holding the oars)  
one way ⇒ [On a small island.] (lose boat & oars) sanctuary, trees, sign

read sign 'SANCTUARY OF ESOPRUP' (why ground; what must I remove as Moses did?)  
remove shoes ⇒ [In the Sanctuary] altar, golden prayer cushion, Reysarp. 'For Shepherd's Mission  
step 4 just push the altar'. pray. (a golden key appears) {you must ask the Chief what to do next} W/O.T.

fake key read key. ('The Way Step 3') W → huge cavern (no ~~boat~~) W → [In the pond] 'disobedient tunnel'  
oars, covered necklaces, old boat, U, out. (UNDO) ask chief abt next step: (I must pass thru the waters  
& symbolically be reborn, find smelly that will lead you) [In the pond] x necklaces 'Tummi' to wear as crown  
to the Great One. take necklaces (can't wear it?!?) take boat (great joy!)  
x fish can be used.

// U from pond ⇒ take shoes

THE NBM REHSIF  
by Rev. Tim Gibson  
20 March 2005  
// home. pacific.net.sg  
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use key (at Sai's bedroom) : E opens (at all other doors lock!!)

E → [The Sea's Place] diving equipment + powerful telescope, pes of at fallen. W.  
(wear it.) (hooking right on)

dive into tunnel (must be wearing diving equipment + carrying the telescope) @ In the pond

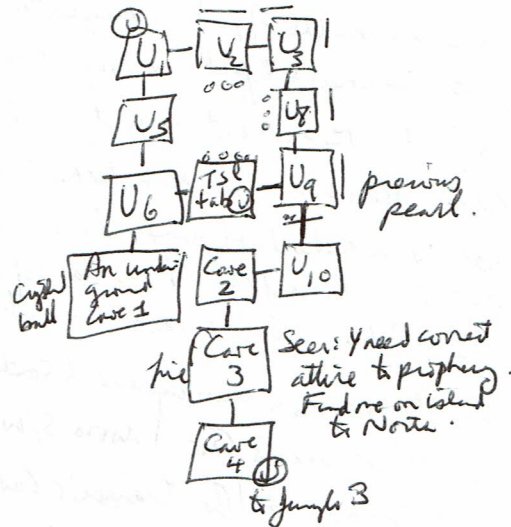
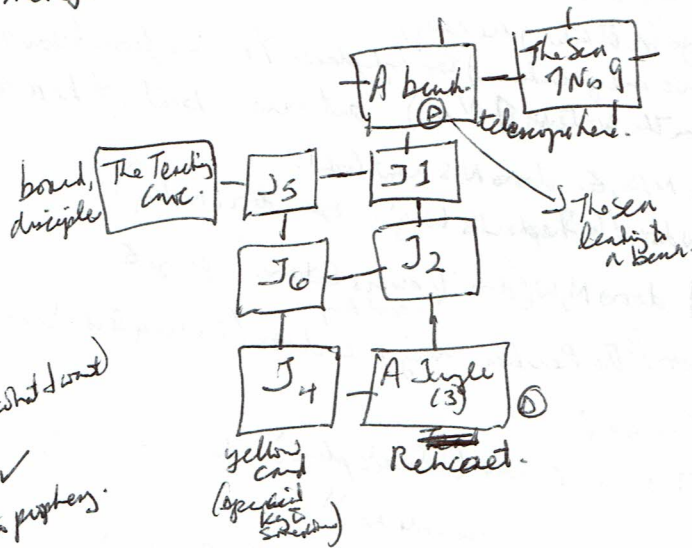
→ [A sea platform] U, sea of lost souls, bag of sweets, Rotcerid, ship. (lifebelt, bunch of bananas)

ask Rotcerid abt mission - (underwater adventure where y must find the mysterious Charles + shew the truths)

Just dive in with yr diving outfit + make sure y have the other item ('dive')

dive → Undersen 1. way N is blocked by barrel wire, shark appears

E → [Undersen 2.] mercenary S. E/W, shark steals telescope (if y have it)



need ball: The disciples of the caves are to reach the Dehaer nu, a mostly unworked tribe.

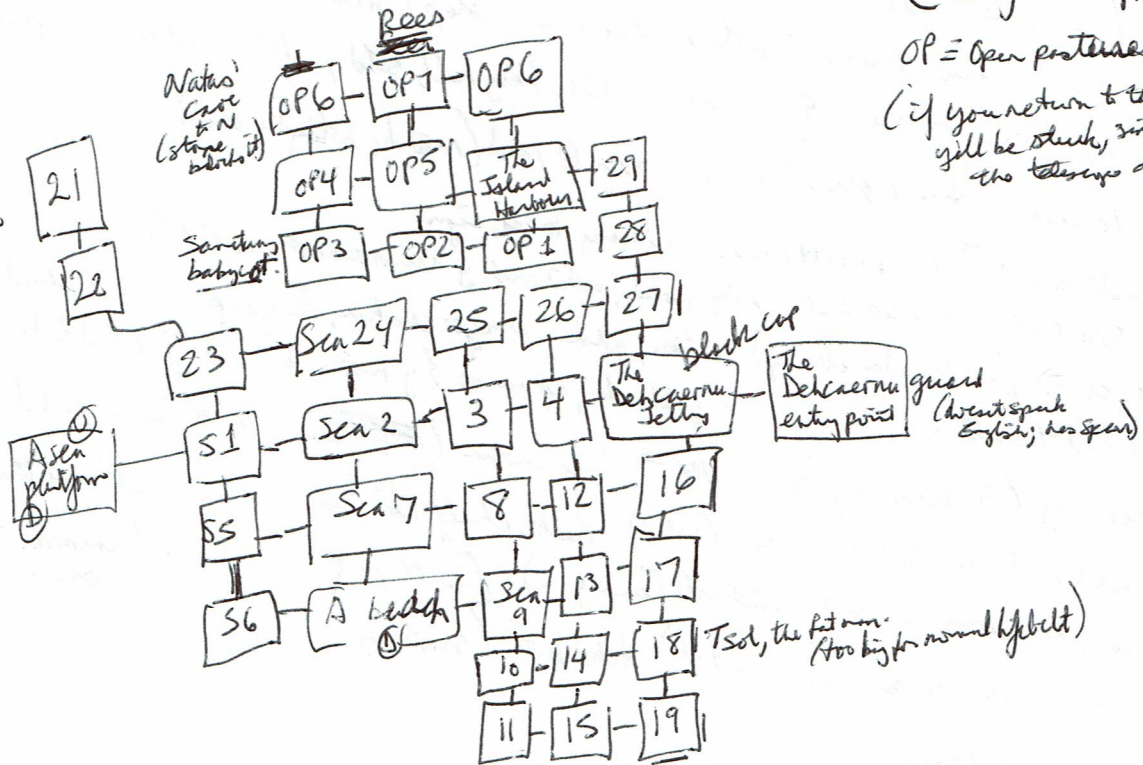
@ Jelly: R's ship, blackcap

OP = Open passages

(if you return to the chief, y'll be stuck, since y don't have the telescope any more.)

ask Rees abt what he wants (what instead)  
ask Rees abt telescope (that's what I want)  
give Rees telescope ✓  
⇒ blindfold, wear thin purple.

"Supernatural strength" bottle of poison



gund Reheact Tso

- sweets x
- yellow card x
- pearl
- bottle of potion
- black cap x

[The trainer's room] Pointy stick, desk {training manual}

(take leg brace, boots, wristrest, sock)

push button (for training manual doesn't work)

press left button ✓ (not push)

→ [A sea platform] U, Rotcerid

ask Rotcerid about trainer mission ('show manual')

show manual (⇒ The Sea of Nis 1, find something a trainer wears first, then go teach your class to the south.)

[The Teaching Cave] Eg recognize the diagram as one explained in the training manual

hint: must be here in the kitchen, wearing black cap, carrying the pointy stick, and USE POINTING STICK.

gro. 'give manual to Reheact' doesn't work, nor 'give Reheact manual' BUT 'GIVE REHEACT TRAINING MANUAL' does work.

⇒ [The Training Cave.] Reheact and a monkey are here

USE POINTING STICK. ⇒ [The top of Mount Noiz] receive garland (win) (as Teacher)

Prophecy to the disciples in the cave.

- How can I teach the class
  - must use a special teaching tool
  - I want the preparation
  - I have permission from the teacher
- What should I do with these disciples?
  - prophecy over them using something
  - I wear something over eyes.

got. use oracle (not use ball)

⇒ [The top of Mount Noiz] receive garland (win) (as Seer)

follow leg → instant death (-100%)

ask Rezap abt something  
" " " great one  
" " " key

ask Reheact abt manual.

ask Reheact abt black cap.  
(I don't have a spare one so I dropped it in my travels)

ask Reheact abt pointy stick  
(Use it to point out important things)

[The Shepherd's Room] shepherd's staff, leather slingshot. take staff. take slingshot.

E. S. E. IN. U. IN. PUSH THE ALTAR => [A sea platform]

L. ASK ROTCERID ABOUT MISSION. ASK ROTCERID ABOUT SHEPHERD.

{ Find an island & set the captives free. But show staff first. }  
SHOW STAFF => [The Sea] Nis 1] bees are attacking you! (2 turns later, the bees stole yr slingshot) (took in 18)

{ the slingshot is at Open Pastures 1 }  
use potion @ Open pastures 6 => [Natas' Cave 1] S is derisive, E, Nem Rehbiel are chiding.

E -> [Natas' cave 2.] E/W, Natas attacks you

E -> [Natas' cave 3.] huge metal locker. open locker (pair of cutlasses)  
W. USE SLINGSHOT. (he is vanquished.) W. USE CUTLASSES. USE METAL CUTLASSES. (they murder their society) (chaps)

S. S. S. USE STAFF => [The top of Mount Noiz] receive garland (win)

S => [The Reacher's Room] sea chest (climbing rope) fishing net. read chest (Herein lies the hope of Epoch)

N. N. N. E. E. USE ROPE => [A sea platform.] take sweets. (im. sack of grain)  
ASK ROTCERID ABOUT REACHER! { Get in my trap & go SE to save two souls from eternal separation from the Great One. You will need to find something to release the 2nd & save the first. 1st. show net }  
SACK OF GRAIN (for monkey?)  
LOG BONE (for shark?)  
SWEETS (for bees?)

SHOW NET => [The Sea] Nis 1] (a storm rages) { the lifebelt is blown somewhere on the sea }  
use both?

// [Nis 18] Tact (fatigue) use NET => [Nis 20 (east of Nis 18)] cage E can only be opened in a special card.

{ lifebelt went to Nis 18 } : too heavy to carry now?

// USE YELLOW CARD @ Nis 20 => [A Floating Log] Egedroth the thin woman is here  
USE LIFEBELT => [The top of Mount Noiz] receive garland. (win)

E -> [The Pioneer Room] box, balloon to N, old map, NIS. read box. (Navigation chart open box (explorer's compass))  
N => [A hot air balloon] pilot. ('start mission' in Pioneer mission step 4) start mission => [A sea platform.]

take sweets. ask Rotcerid abt pioneer. show map => [Nis 1] { eagle }, seeks weapons & goes SE  
{ compass at A beach } // give sweets to guard => [The Dehearnu Settlement] N, E, S, ball W.

E [The Market Place] Rellies, speaking rods for sale / S of TDS => [The Reventon Area] long branch, Ecaep.  
ask Ecaep abt Rellies { you must give the seller something we value, re trading }

/ S of TDS => [The Tribal Council Place] Rangy is Tribal Chief // give rellies compass { get a speaking rod }

W. N. { battle?! } use speaking rod. draw a picture of mount noiz { in other version! not much to go on except "draw" } => The top of Mount Noiz. { Nam Rehbiel, Reyap, Rotcerid, Rangy, Ecaep are all here. }  
receive garland. (win).