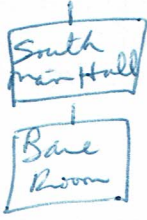


- power to create objects. Cobweb biome
 { 3 cubes }

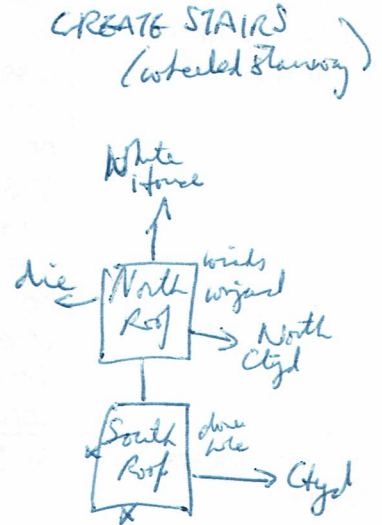
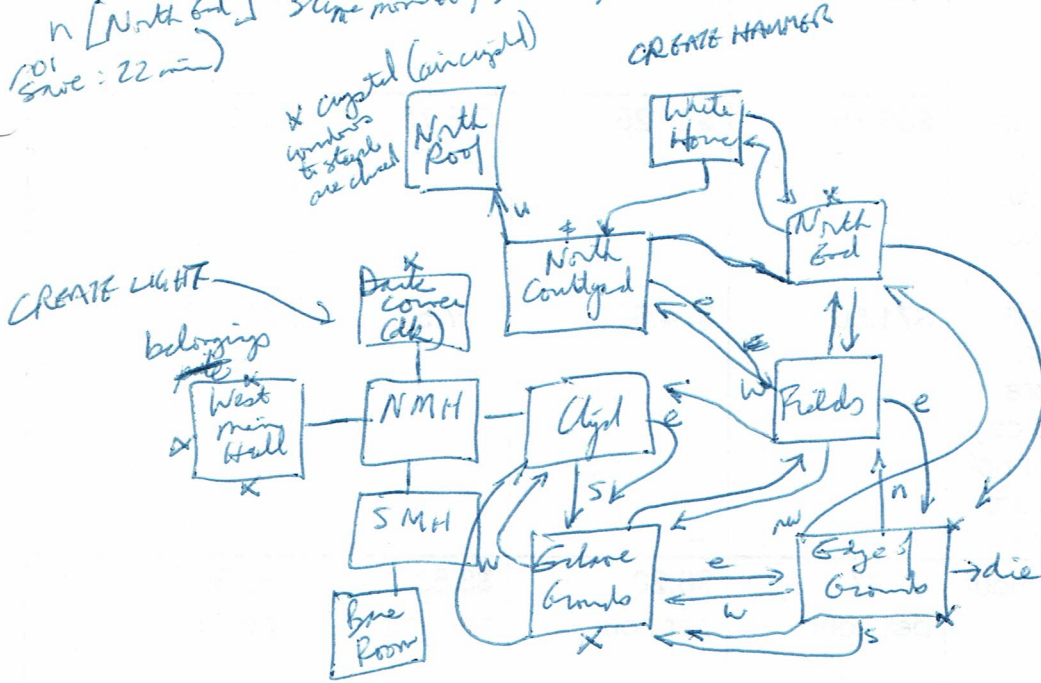
ORDER
 3014 by John Evans



create key. / Sevryd (hard way)
 ask & redm, lifeforms (one vs foundations,
 wind spent on roof) shieldly crystal which Alearan defends;
 monster vs crops; filth incubator vs water corruptly matrix;
 envelope in danger
 castle (now to is only Baentvid, Alearan + Robert)
 powerful & outspoken
 L strong & best, pure & best
 R gut inner strength & cleverness
 major. crystal (maintains boundary between redm & envelope)
 water. (at 30 turns, ground rubble)

- n [North main Hall] ~~(east)~~ extends N, S, W, don E, dk N, windows
- e [Courtyard] dirt, castle (exists?)
- s [Envelope Grounds] w to castle, N to fields, small house + hill in distance, beast of rock
- n [Fields] plants; senses / mounts + rein; monster & fumes CREATE WATER (monster northern to be found)
- n [North End] stone monster, stream, hill N, house W. CREATE WATER (dissolves in pin)

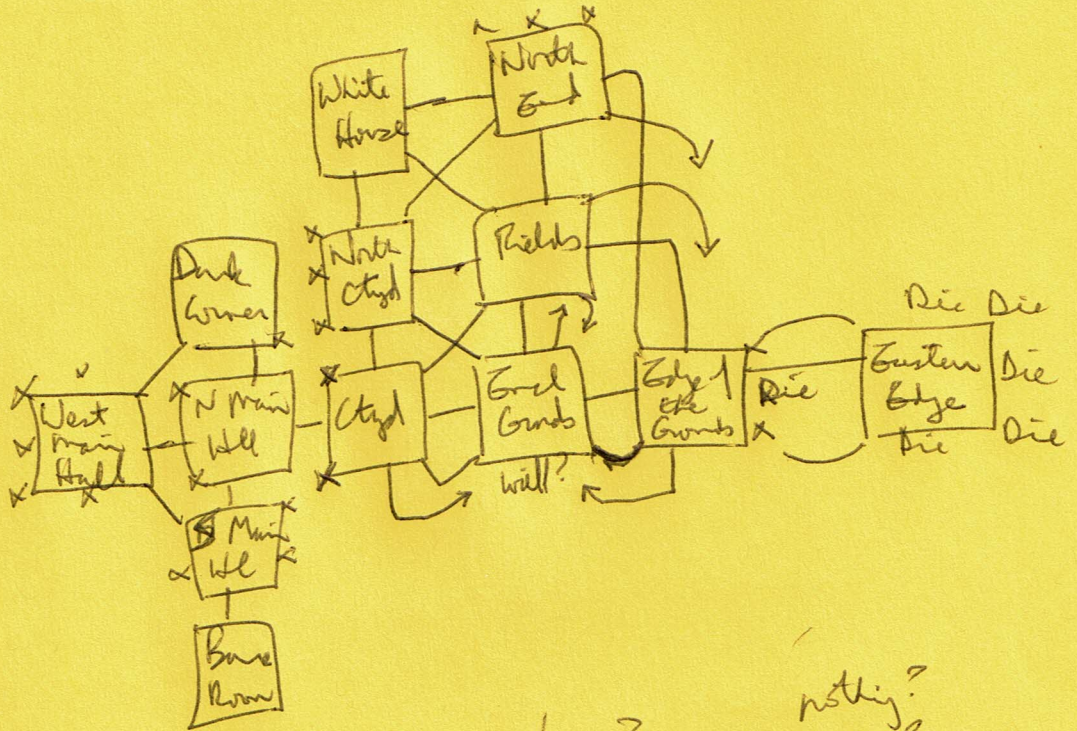
CREATE FIRE
CREATE WATER
 (after 90 moves, crystal breaks?)



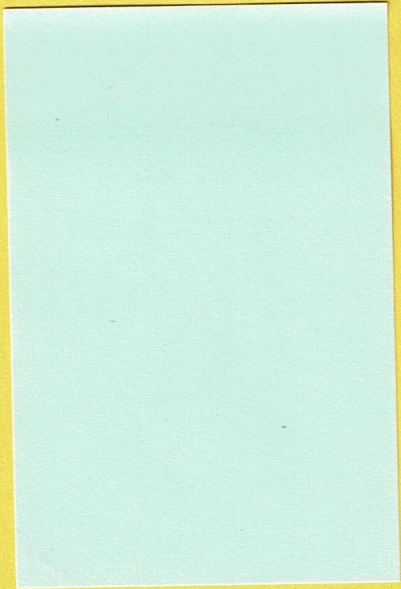
Time
 22 + 10 + 45

done - The Big Dome + the little Dome (shieldly crystal is on little dome)
 hit (wade) head with hammer (also works) hot wall with hammer (A ramp!)
 @ North Ctyd (almost done)
 CREATE WALL - indoor red walls!
 CREATE ORDER - resist
 CREATE CHAOS - die

ORDER



wind vs Room
 fire vs field
 field vs water



tape?
 glue?
 ladder?
 hook?
 Sandbag?
 spray an?
 leaflet?
 ice?
 gas
 oxygen tank?
 bombs?
 grapple?
 cement?
 lantern?
 knife?

nothing?
 wire?
 demo?
 time
 space
 order
 chaos
 road
 wall