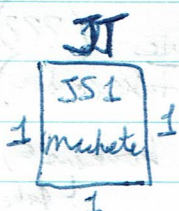


want gold idol from City of the Sun

read & examine

REVENGE OF THE MOON GODDESS  
by John Olsen '92  
(Doc)

[Small Betty Book] river, trail w. i { }  
 S, N, e → die (in River of Broken Waters) w → [Windy Jungle Trail] n → [Ruins of Hut] down E, N, S  
 e → [Inside Hut] wily, trap door, skull. need wily (idol) open door (cant budget)  
 ex skull (crushed) N → [Base of Cliff] jaguar, crocbar. e → die in River cont N, W  
 u → jaguar kills you. take crocbar {01} // pry door (good d → [West End of Tunnel]  
 read hieroglyphics (cant without book) e → [East End of Tunnel] (hieroglyphics)  
 u → [East Side of River] n → [Base of Cliff 2] boulder & hieroglyphics  
 u → [Top of Boulder] u → [Top of Cliff] n → [Jungle Trail] e to swamp, w to river, s to cliff  
 // push boulder (not strong enough); pry boulder (that works; crocbar best, boulder rolls into river)  
 l. { rocks } lodestone. take rocks (but cant climb cliff now) w → still die //  
 w to JT → [Jungle Swamp 1] machete (DON'T DROP STUFF! → it sucks!) hold work (lightly)



Dig @ Base of Cliff 2 after boulder gone → spear & map (to Temple of the Condor)  
 {02} @ jaguar, throw spear (it's gone)  
 u → [Top of Cliff (west)] n → (cut, overpass) cut path.  
 n. [End of Jungle Trail] ally w, river, tall tree  
 u [Top of Tree] nest (egg) w. [Abandoned Trading Post] book.

(4 item limit) map, rock, egg/machete, book. drop egg (breaks)  
 (i book @ Tunnel) read hieroglyphics - Sacrifice to bird god starts way to sacred city.  
 (i book @ Tunnel) " " - Map of Human Skin will lead you out of the jungle swamp.

take egg; then d. cut tree (falls to make bridge E) e → [On Downed Tree]  
 e → [JT] e → [SS1] {04} ~~drop egg?~~ follow map. [Jungle Clearing] w to Temple, s to Swamp  
 w → [Outside Temple of the Condors] w → [Temple Anteroom] door N, open E+W  
 w → [Sacrificial Chamber] altar stone, skeleton (headless) ex altar (on pedestal)  
 drop egg → {altar slides, hole D} d → [Small Cell] key. ex wall. push wall. (leave map & machete in anteroom?)  
 N → [Base of Rock Stairway] u → [Top Step] door N, bell, piepies  
 ex door (curved depression; i'da) Bell is connected i don (eat just take it)  
 cut strap (with machete) take bell. ring bell (door vibrates)  
 ring bell @ anteroom → N door opens. N → [Dusty Storage Room] chest. unlock chest. open chest  
 drop key. take dish. // put dish on door. ring bell. drop bell. {05} go back for book

(House rock, maskote, book, bell)  
key

N → [Stone Balcony] (door closes!) statue of Priest. Lake, 2 temples  
ex statue (aim point to sun) {ring bell → door stays shut} pull arm (records path E)  
ex priest (aim at ground) e → [End of Narrow Trail] 2nd statue, door, skeleton, screaming  
ex priest (heavily hammer up, bronze sculpture under it)  
ex sculpture (of condor on bunch) {06} push arm → die. fake sculpture → stuck.  
turn arm → cut. ~~cut~~ under arm

jump at 1st Priest after throwing rock (to get 5 things door)  
→ [Sunny intake] d → [Under lake] tunnel E with getting  
ex getting (iron condor) // e → [Temple of the Sun] hieroglyphic, coin, path N  
read here - 'The house of Souls offers the escape of death'

N → [wide Dirt Path] e of w, rock, w → [Dated Temple of Priests] door W, lake e, path N  
ring bell (it opens) w → [Empty Cathedral] niche e here  
read here ('The sacred condor reveals the way!') // hold rock. get statue (???)  
put statue in niche (sound of ?) - getting gone. (not take condor)

D. E. [Short under passage] u → [in Pool] S → [warm chamber] niche W, bookcase E,  
read here S. (read here → Iron will lead to gold) fake, slot for book  
put book in bookcase (it slides). e → [N end of long Day Pass] <sup>(water below)</sup> channel S, slot  
put coin in slot (lever appears) {07} pull lever (floor closes) S → (Cham opens!) jump (010)

[middle of passage] put S, channel N, hole in wall (key) ex put (flesh eating ants)  
put screwdriver in hole (rope drops down) climb rope [Top of rope] shelf {gold dish}  
hold rope, swing rope. → [S End of long Day Pass] put N, stairs U {08}  
u → [~~Top~~ Top of Staircase] door W. ex door (depression). put disk in door. ring bell. w.  
w → [End of Narrow Upside trail] (again) push arm (hammer blocked by open door!?)

Take sculpture. (it fits in E niche, but nothing happens?) put it in 1st niche (to open gate, again)  
fake statuette/statue + put it in niche 2. ring bell (west wall opens, reveals wood door)  
ex door (iron lock) unscrew hinges. (iron hinges find cut door (wood) toothed)  
entered door in key, open door. [Chapel] pedestal, idol take idol (door slams!)

get Disk + 1002. Jump @ Cham (if don't have door, y die) → [Caves of the hot]  
l. [Passage to the Sun] l. [Outside in sunlit] l. [Under Downed Tree]  
{u → [On Downed Tree] return to Disk with idol (win)  
ex l → [near waterfall] l → (Dead over waterfall)

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