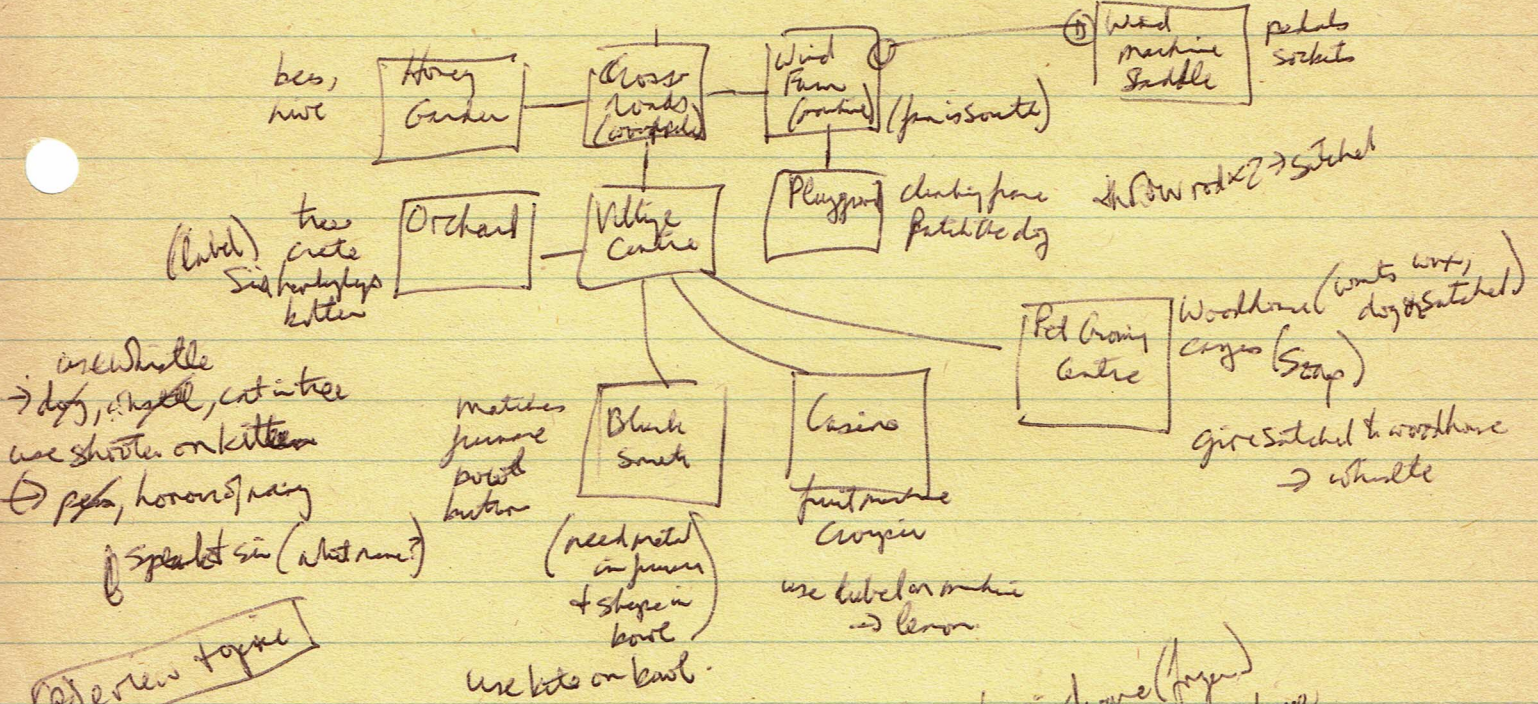


PATH/DEST/DIR
 PATH/DIR/DEST
 DEST/PATH/DIR
 DEST/DIR/PATH
 DIR/PATH/DEST
 DIR/DEST/PATH

A path (to the forest) is [to the] south
 A path goes south to the forest.
 The forest path is to the south.
 The forest is via the southern path.
 To the south, a path leads into a forest.
 South is the forest. [~~path~~]

SIR LOIN

- get a helmet, shield, rescue a prisoner (need proof)
- Merlin @ Dinghm (can't speak) give hat to Merlin → note (wants to hang + learn drink)
- Queen @ Kelbar wants laundry washed. ~~buy~~ Candy → sheet
- milk @ garden - get it back to stable use blanket, take milk → strap. use strap on brain
- Sir Helmut @ graveyard - has late shaped like skull (in hopes he doesn't see a hut)



use whistle
 → dog, knight, cat in tree
 use whistle on kitchen
 → ppts, honor of rain
 speak to sir (what name?)

Review topic
 Sketch bar
 Sketch bar

CS92

SSBB
 see Ed the

Queen's private chamber
 - chest, tank, Dining suit (skeleton)
 (mask)

give sheet to Sir's house (paper)
 use mittles on workpiece → knot free
 use mittles on fireplace (in Ding)
 use mittles on furnace
 name the kitchen PRINCESS
 give skeleton to Sir's house → ghost costume
 use peashooter on mark
 use peashooter on mark
 give skeleton to Sir's house → ghost costume
 spell (waffle)

unarmed: Dredbaw (30pp), Umbrella (33), roller skate (35), page stick (35), gnat head (35)
spell of summoning Ankhord (40), spell of morph: chicken (40), Lie detector pits (45)
magical bag of unlimited water balloons (50), spell of summoning hazy (50), night stone (50),
box of pencils (50), horse (50), platoon of mini zombies (100), Necromancer (500).

Not from NW hedge. [Big cave] NW/SE, statue of One Hand Jack (left hand out), Hoveest community statue
talk to Hoveest (1st stage is hovee, then talk again) NW [Hovee cave] danger very near.

Safe, gap, crawling fish (white, almost transparent, white eyes without pupils)

red 2, 3, 4, 7 [Icky Cave Fish (blind, hunched)]

and [Necromancer] bottle of tomato sauce (reel: very spicy)

uses: (goblin robes). goblin, red robes (they're too small for him). ~~the sword doesn't like the tomato sauce.~~

open bottle (childproof lid) // goblin ^{son} greets, humored in party ears. 2, 36, 43, 53, 54 (they destroy machines)

re from NW hedge [Vast cave] hole in ceiling, long under it, lever, gap, pyramid teleporter (shake lever)

- no danger from sword. goblin, shake lever #4 (+1) → [Volcanic cave] W/E after, exit 6. [+1]

(goblin escapes being insubstantial) monster (4ft, grey hairless, tiny eyes); elf in mouth in backpack.

/put sword in lever; bring tomato sauce there; goblin, get on pyramid.

open backpack (heavy gun; rosehair's new (continuum + trout), minor shades.

(the master of a floor (pg 80)) e [Capacious cave] W/NW, goblin woman (metallic + pure)

- long ears, glass teeth, big feet (they seem distracted) NW → [Extensive cave] hatch N, table, can

idle (spear, Royal crossbow (originally protected from theft + vandalism) (+5) (spear is too heavy)

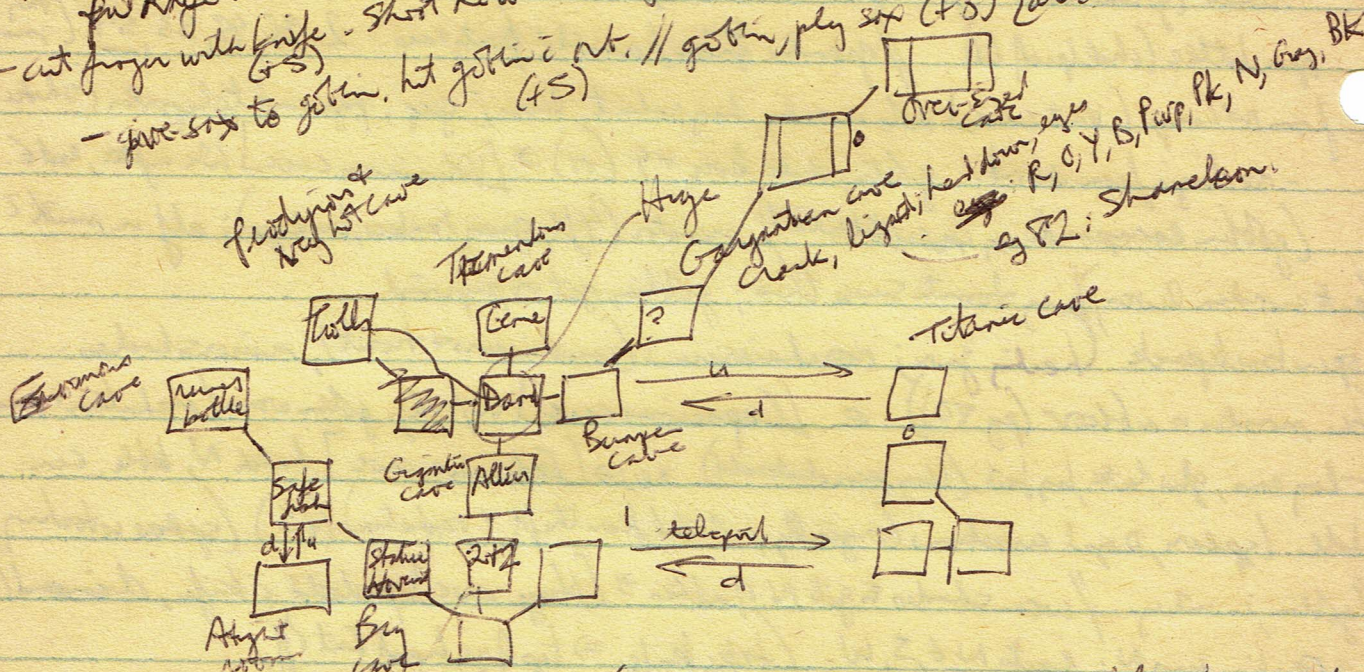
// goblin, inventory. // wear shades to get N of altar → [Huge cave] pedestal in knife, diamond (hit),

goblin runs N. exits N, E, S, W. (take knife ⇒ top of yr head cut off)

(cut finger in knife: too dull)

trader give grand to barbarian - (+5 gold, +4 pt.)

- put coat on horse. went out
- key from ~~lock~~ coat. target. (+5; no layer afraid of pain) stand
- cut finger with sword (still cut; the sword vibrates too much when trying)
- put screws in nose. turn it. (grants screws & folds) you have one turn to what?
- cut finger with knife. Iron screw & hold it's shape. (+5)
- give soap to goblin. hit goblin's orb. // goblin, ply soap (+3) {action complex}



shoot. Haven't with gun
 -> self ready! sends 48th step
 Next to shoot from nose
 put coat on horse

(hit goblin's orb after telling him to lick the carrot.
 No time passes in the orb. Hit the prevents
 into the orb. goblin reads names (not on how
 to open the bottle)

throw out at night - turn crank (pressure) (+1) [Commodious case]
 throw knife at fish (+1) & take knife. (washed)

w of Haze → [Progressions end of hot cave] E, oven, stone thl, stone throne (tall tholl), stone chair (tall tholl), stone stool (short tholl), large stone; the tholls are playing cards. Golden c ruzo; stone saxophone.
read pms. 'saxophone' (the golden grubs the song) {erase ruzo's doesn't work: stone is too hard}

e of Haze → [Bumper cave] w, NS, 'hidden' U., skulls thl NE, pink cube, ^{red} holy grail, stone stage

- 1) flamingo-headed man on amble behind thl, staying at cube, wearing jester suit.
- 2) amiable woman on bar stool reading book 'Practical Tests of Existentialism'
- 3) cut-head man on throne, dressed in black leather

(page 52: 'god') talk to flamingo - stage is his altar, whereas his followers stand to worship him
talk to amiable: book is a waste

talk to cut: They are Pygldiflopp (god of comedy), Mörgehdinda (goddess of wisdom),
Sprungeljekke (god of bullies). You better worship me or else.

take cube (phased), take ~~gold~~ grail (jester flaps y i jeh)

u → [Titanic cave] closed hatch S, pedestal, SIGN, metal chest.

read sign (Do not open chest: an alarm will sound & a guard will shoot y from the hatch & a crossbow.)

// hit goblin, get on stage (to distract jester) BUT: goddess worships. She'll need a better book.

- give helmet to hyppoman (+3) - {yell} - take grail (hyppoman can't stop y, but gremlin does by sticking cigarette into his own hand) // shoot gremlin & head y gun. (machine not working yet)
(the wheelbarrow would probably die y move the diamond)

// put supreme on table. take royal. open car. put royal in car.

// open chest {get 5 gold coins} (+3)

ply pms (+3 cards - Ace & heart; bet, stay, raise, fold) goblin seems to know when you're lucky or not.

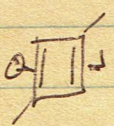
read 60: golden / read 61: troll. / read 58: Hyppoman // down into cave → [A tight room] under safe.

hit goblin with orb → blow up [Enormous cave] (+5) ~~sparkles~~ // in [large cave]


[Big cave] statue is beheaded, floor is pink, orb. (big y too heavy to the genie's destruction)

bring genie to hot cave (he melts! +4) / hit woman & orb. open chest {sparkling carot
& human arm & legs, wings & a face. (read 44: Vegetable Fairy)}

goblin, bike carot {its ego is its impotence} BUT, the effect wears off / runny to Enorm cave
the carot can't be trapped.

[Over-sight cave] 

catapult walled; crane east ledge
goblin, enter catapult. goblin turn crank (+1)
e. re [Cave] cave]

[Cave] 

crank on east wall, metal door
throw fish at east ledge. hit goblin with orb.
throw orb at fish. goblin, turn crank (+3) (exit to outside NE) ^{west side?}
goblin, open door (locked!)

n → [On a mt. ledge]



pink eyed hamster (frye)
hit hamster with orb. take fish.

goblin, take stuff.
goblin, throw stuff at west ledge. (+3)

e → [On a mt. ledge]



mailbox, crate, metal door sw.

↳ [?] of treasure? open crate (black book 'Beyond the Many Steps')

enter crate. touch orb. [Bathroom] (+5) exists in all directions, windows U, chandeliers,
Coke, kopper, queen, pieces i box, cage i but, guano i crossbars,
crowd, piece of water chack SE by basket, orb (i key), crate.

hit but with orb. (key in cage; bird in chandelier)
hit queen with orb. (+1; on but's back; bird just below chandelier)
hit bird with orb. (snow! (weeks later), but opens door.) +1

so give job to gbin (he's starving. He needs real food)

orb is hot on hip back.

Bumper cave now has Christmas tree!

barbarian + dwarf have entered their mounts & built a fire.

Ornaments on Hoveinst

monsters all are skeletons

female goblin has fur coat & hat.

all the chairs in cave have yellow wool items

give basket woman - she wishes (+3)
give big chunk (?) brain to goblin (+1)
goblin, get on stage. take rusty great (+3)

to play cards, remove shades
(at goblin to goblin?)
(+5 She - you win all gold)

big wheelbarrow (+1)