

Six Stories

(Six. gun)

3:15-4:06

[Inside Your Car] snow, windshield, key in ignition, instrument lights  
i. { t-shirt, sweater, jacket, jeans, boots, spectacles, watch,  
gloves, loque }

jeans pocket { house keys, wallet } steering column lever,  
jacket pocket { - } all phone { antenna, LCD }

U, D, IN [Outside Your Car] glove compartment { flashlight, cassette tape, insurance papers }  
handbrake, gearshift lever,  
steering column lever  
trunk { spare tire }

[Up the Road] U: Further up

[Further Up] U: Still Further Up

[Still Further Up] gap (then bell) U: Some distance up U: Mtn rd  
enter gap -> Outside Shack

[Outside Shack] bell

[Shack] oil lamp, table, fireplace, chair, doorway, glass-topped box  
box { pocket watch, toy monkey, clockwork robot, compasses,  
toy mouse }

in -> Kitchen (dark) stove, sink, cupboard

[Down the Road], [Further d.] [Still further down] [Some distance d]

wallet { driver's license, loonie, \$10 bill, quarter }

sit in chair, sleep -> [Parallel Room]

rough

[Paralled Room] behind, left, right, ahead  
ahead: P.R. (cedar)

[P.R. (cedar)] back, right, right: Cordelet room.

[Cordelet room] table, mouse, compasses, robot, monkey, pocketwatch  
key: set, yes (teacup)

Alethea (compasses), Croatoan (monkey, pirate),  
Fugit (pocketwatch), Tara (sushi robot), Mrs. Wilkerson (mouse)  
- you are to lead them from darkness.

Fugit's story: son of Engl capt & daughter of Jamaican merchant  
on 21<sup>st</sup> birthday, climbed Scafell  
walked on moonbeam to moon.

old cat, young woman, who gives him silver-black stone on chain.

Every seven years he must return. And he did.

Fugit gives you the stone

x stone: 2cm x 3cm  $\bar{c}$  small hole. Mercury?

Alethea's story: 2 hooves, one in city in mts, one across plain at edge of sea.

- only met in dreams

- travelled much, & gave presents } goblet which rings, <sup>when you tap it</sup>  
box of jewelled anklets, compasses

- they were 2, apart, yet joined at the heart.

- gives you crystal wineglass

Croatoan's story: - grew up by sea, ~~is~~ joined in dingles  
(scimitar)

- woke on ship

- storm, ship sank  $\bar{c}$  only conteen

- crawled up onto beach & woke here.

- gives you conteen

$\frac{\text{from}}{\text{left} \left| \text{center} \right. \text{right}}$   
 gate

Taro's story:

- elderly couple in woods, released crane from snare
- adopted girl, asked to weave alone
- new silk each morning, they spied on her
- crane was weaving feathers, then left.
- robot gives you a fine needle which sticks to stone.

Mouse's story:

- jealous goblin who owned wildflowers
- wood nymph offered tea, but he refused.
- built wall of stone around clearing
- clearing was winter. saw crocus & tore down wall.
- nymph offers tea again. Goblin says yes.
- mouse gives you small leaf from that clearing

They want a story.

- mouse says walk north if lost

put water in goblet. tap it (deep toe)

put leaf on goblet (floats on water)

rub needle with stone

put needle on leaf. (you have a compass!)

