

[Snow Plain] (red dir in statue like - arakander?)
sun sinks, near shelter in mt N

N → [Track Through Foothill] N, S, W. left path above cave. x tree (branch broken?)

W → [Large Cave] every NW, eat 6; want a fire
NW → [Small Nook] mostly sand. touch wall (moss). take moss

// wt. search snow → branch. take branch. break branch → stick

put branch on moss. hit stick against branch (+1) sleep → [Forest] NE. (arrow pass)

NE → [Hog Path] E/W. x union (it botts W) W → [Open Meadow] (no exits) union → woman white, dark hair
x woman (big golden hair) ask woman ab union, heresy, yes, promise, deadline (it's time to flower) positive

x woman ab flower (she's now a tall white flower) x white flower (golden stems)

{ must & push the flower? } take flower → [Churchyard] (caring wreath) coffin lowered into ground, priest, mourners. put wreath on coffin → [Tennis Court] (as butterfly) priest in anyone's seat.

{ { tennis racket - looks like a butterfly net } play tennis. g-g. → [Playing in the Sky] must reach its peak. (N, S, E, W, U, D)

N (foothills, need to go higher) - can't fly high enough. < WAKED >

N (foothills, need to go higher) - wolf blocks your path

E. N. [Hill Path] N + NE options, bushes NE → [Sleepy Track] NE/NW. NE (wolf blocks your path)
(bushes)

Show stick to wolf. throw stick (+1; he chases after) NE → [Secluded Digs] beneath bushes, berries, spad.

eat berries { think back... } ⇒ [Old Mumble's Hut] out, Old Mumble, "I must set off on the quest"

ask abt quest { go to Mt Parpoint + find lost Book of Yashor, read it, return it to secrets }
ask abt quest { go to Mt Parpoint + find lost Book of Yashor, read it, return it to secrets } love the ancients

~ book { only readers of the ancient tongue can read it + direct sunlight cold destroy it };

~ branch { they had wisdom we can only imagine }

~ ancient tongue { old tongue as well as new } ⇒ [Old North Ridge] (twice a twisted hand & a finger pointing to the sky)

~ Mount Parpoint { highest peak of Great North Ridge, twice a twisted hand & a finger pointing to the sky }
⇒ [Secluded Digs] SW. SW. N → [Despite] N/S (see why) N → [South Face] E or W? crevasses (long trees over it on top of ridge)

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E → [East Shelf] heronweed (gold against brown) take it. (runs along ground under snow)

pull it. (has second goods of it) // [West Shelf] search snow → loose rock

C - tie rock to rope. throw rock at tree. pull rope (+1) (snow fills up crevasses, allowing N)

E → [Fork] NE, NW, W.

N → [Narrow Ledge] (conway lee) E, W E → [Fork] NE, NW, W.

NW → [Working Path] SE, NE, Fork, E → [Rock Shelf] W, human skeleton (white bones, golden thread)

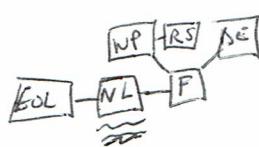
W. SE. [Fork] NE → [Dead End] (see the other rock shelf to west, gap in boulders, jagged pieces of rock)

W. SE. [Fork] NE → [End of ledge] boulder. push it (cracks in sonotility). search snow (bare hands not enough)

// W of Narrow Ledge → [End of ledge] boulder. push it (cracks in sonotility). search snow (bare hands not enough)

// throw skeleton (-) W, SE. [Fork] take bone. NE [Dead End] sharper bone (anti jagged rock). x bone (one end jagged)

... e.e. search snow. push boulder. (+2; cage open W)



Snow Quest
by Eric Goe

286
10
IY

w → [Round Cave] phosphorescence, patterns (wolf, ly, butterfly; - carries crystalline structure)
x crystal (oval window? 6" to its right is an oblong slot) x slot (1" wide, couple inches high)
put bone in slot, turn bone. (+1; window opens: giving object) take giving object. take bone.
clean giving → ancient book. x book (dark cover embossed w/ white unicorn {it's the book of Yashua})
read it. (+1; sleepy) (g.) sleep. ⇒ {game dream, the fall, another in large caves}

ε → [Track Through Potholes] (snored heavily)

N → [Snowfield] all ^{copies}, band a snow wolf? N* (hen, shiny in sky, loud boy?)

N → [Crash Site] aeroplane, wolf. x aeroplane (pointing jets out; fuselage, cockpit)
(exto: in every conceivable direction) clean cockpit (body of pilot) x pilot (dead; you: bloodstain, wound in head)
(light in sky) x wing (KX-N387) x fuselage {eventually: light in sky sparkles on horizon till vision ⇒}

[Observation lounge] N → [Tower], S to Cafeteria, tell de strayer i crystal, seals, window.
x strayer {give come back. Do you understand what you've seen?} no {vision future; think abt what you've seen
before you decide what to do with parcel. You started to fly yr plane to Fairpoint Weather Station. He retreats.
{& parcel, wearing flying jacket} x parcel (URGENT; addressed to Prof Benjamin Yashua, vision logo. Promised Stephen
y'd fly it tonight) open parcel {Stephen Mundayford's old jacket; parcel contains electronic components needed to fix
some monitoring equip; once in a lifetime op to observe peak weather front; help understand climate change.)
S. S. → (Cafeteria) empty up, Bob Trenchard give weather report, exit S, walk to

N → [Tower] plane (ready to takeoff). S. S. → (Cafeteria) empty up, Bob Trenchard give weather report, exit S, walk to
x report (80% chance) violent snow storm coming yr path) x cup (gums, smelly undrinkable?)
lock under car. Take card. x it. (Agent Samuel Wolf, FBI - Don't be a mule, meet me at Otter Creek & the
parcel - S.I.N.O.W. (map) (+1)) S → [Parking lot] Car open door, enter car (don't quite trust Agent Wolf quite enough
yet to go with him to Otter Creek) open parcel (+1; only Wolf can help; y feel sure the package has been in it)
{& the 2nd entry of the book mentioned white powder} open car, enter car. Due to Otter Creek? Yes.

⇒ [Roadside] N.E. (auto getting) [Cleaning] open parcel {parts protest at y!} Throw parcel (he kills)
throw stick (Wolf turns his head) hit Wolf. (he drops his gun) take gun. (shells) + deputies arrive & chase him (+1)
open package (electronic equipment). [Stephen arrives; Wolf is a thief & hypocrite; storm should pass in 2 hrs, &
you can deliver package then (WIN: 10 or 10)