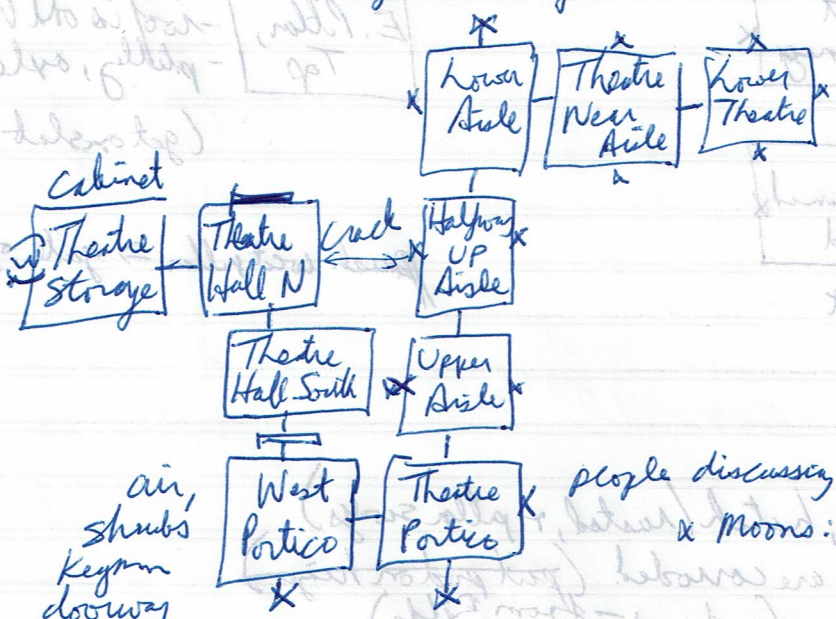
SO FAR
SoFar.28

start @ Lower Theatre (on the bench) (hot, sticky)
i {nil}, looking for Aessa in Tertuga (city)
watching "Ruto & Imita"
Ruto: clad in blue & violet velvets
Imita: in silks, sea-grey & sea-green
Tato: clad in red & violet velvets
- wrinkled old man (i rags) scrubs floor

stage (ribbons + flowers)

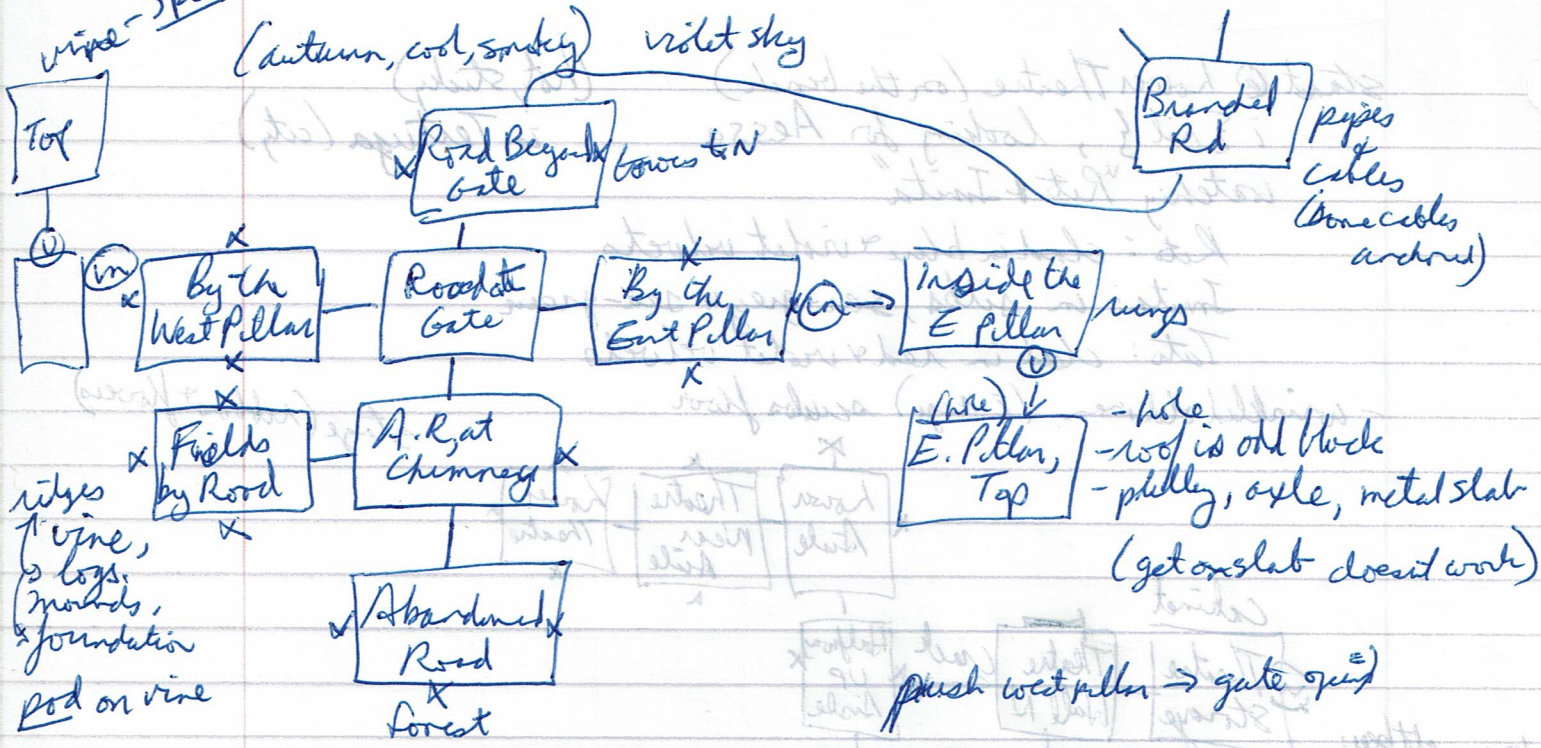


ask keeper at bar: "Sharp beer, ~~two~~ coin, two"

air, shrubs
keeper doorway
sign "By right, please"

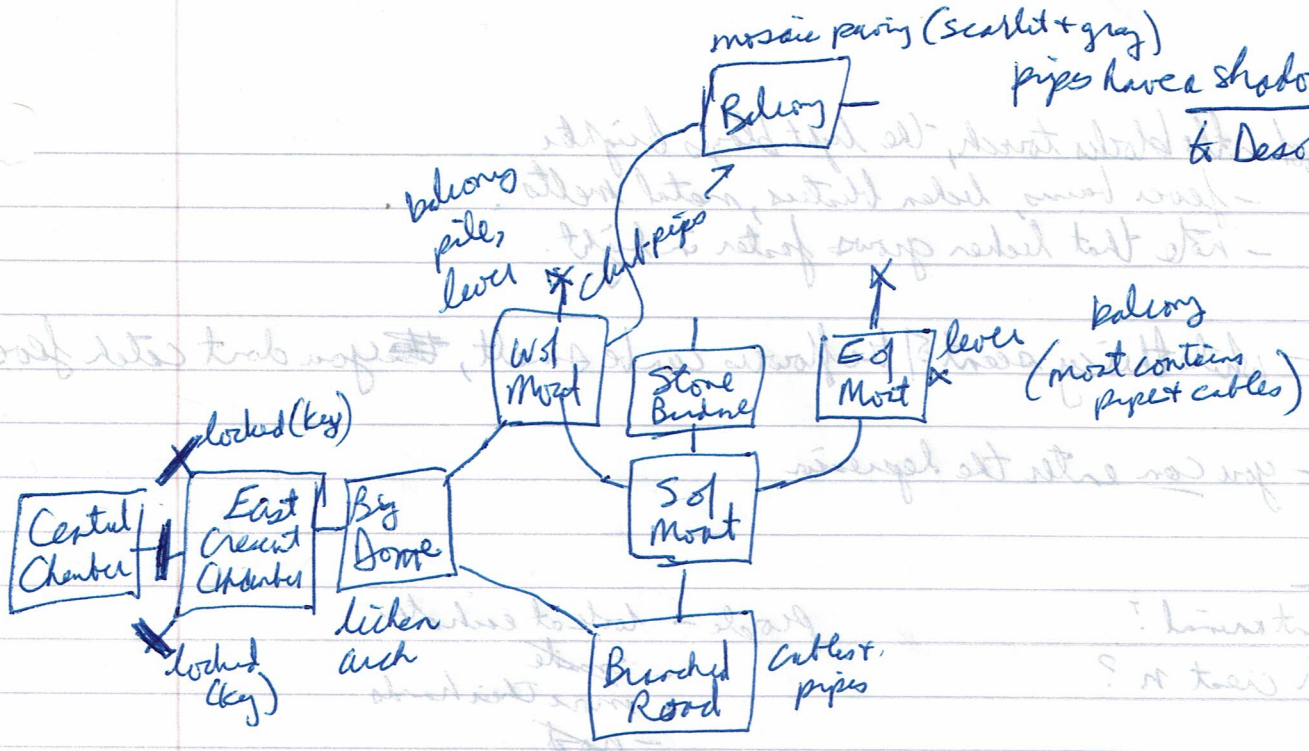
people discussing the moons (longest is the night)
x Moons: Warel, Amewal approaches

Theatre Hall South - paper, crates, scenery, air
Theatre Hall N - angry voices, door (locked), crack
Theatre Storage - window, cabinet, air
in cabinet {box
box - trapezoidal, row of pale circles on each side.
(discs incised with stars)
- discs in rows of three per face of the box
- stars are 3-pointed.
enter shadow → Abandoned Road



West Pillar - vines, hatch (rusted, + pillar swings)
East Pillar - hinges are corroded. (~~put pod on hinges~~)
West Pillar - hinge (put pod on hinges - from Fields)

Abandoned Rd - moss, weeds, wall, horizon, dirt
trees - orange, red, gold
moons - Ward is high, Amatul a bit above horizon, sun is low in west.
At chimney, bricks, wood, wall c̄ black pillars, gate
shadow
Fields: pod (smell: sweet-acid) - fluid (oily, burning)
l in mounds & scrap (shard, blue, no longer than finger, horn?, slightly flexible)
Road at Gate - wall, gate, pillars,
gate is on tracks, cables run from top of gate, along tracks to tops of pillars



sing / hum → the wooden box resonates!

- rub flower
- smell vapor
- hum at 1 inch separation
- pull lever at W of Moat (the pile telescopes!)

S of Moat - lion, arch, ivy, gate
Bridge - ivy blocks entrance to the gate (ivy isn't climbable)
W of Moat - neat stack of cables + pipes (tapering hex stack, cables form a web)
- brass lever
- balcony (x castle)

~~Lichen~~ Big Dome - lichen is bright magenta + stretches west
- has sour-stinking sap

E Crescent - potted plants, pull-cord; lichen (but not near pots) depression, pot
(fuzzy blossoms) - icy, herbal odor (rub flower)

Central Chamber - light from ceiling ring
- 2 blocks of metal (left, right) - 6 inches apart
- skin prickles unpleasantly.

move block (brighter)
Lichen now fills the chamber

pull cord - click (groan); 2nd click (creaking); click (nothing)

when the blocks touch, the light blazes brighter
- fever burns, lichen blisters, metal melts.
- note that lichen grows faster in light.

- while the icy scent of the flowers can be smelt, ~~the~~ you don't catch fever.

- you can enter the depression

- mount animal?
- push crest n?

people - look at each other
- ~~smile~~
- move their hands
- ~~nod~~

lifts a smoking tube, sprinkling tiny drops from sleeve

SUPPORTED
- point x at y

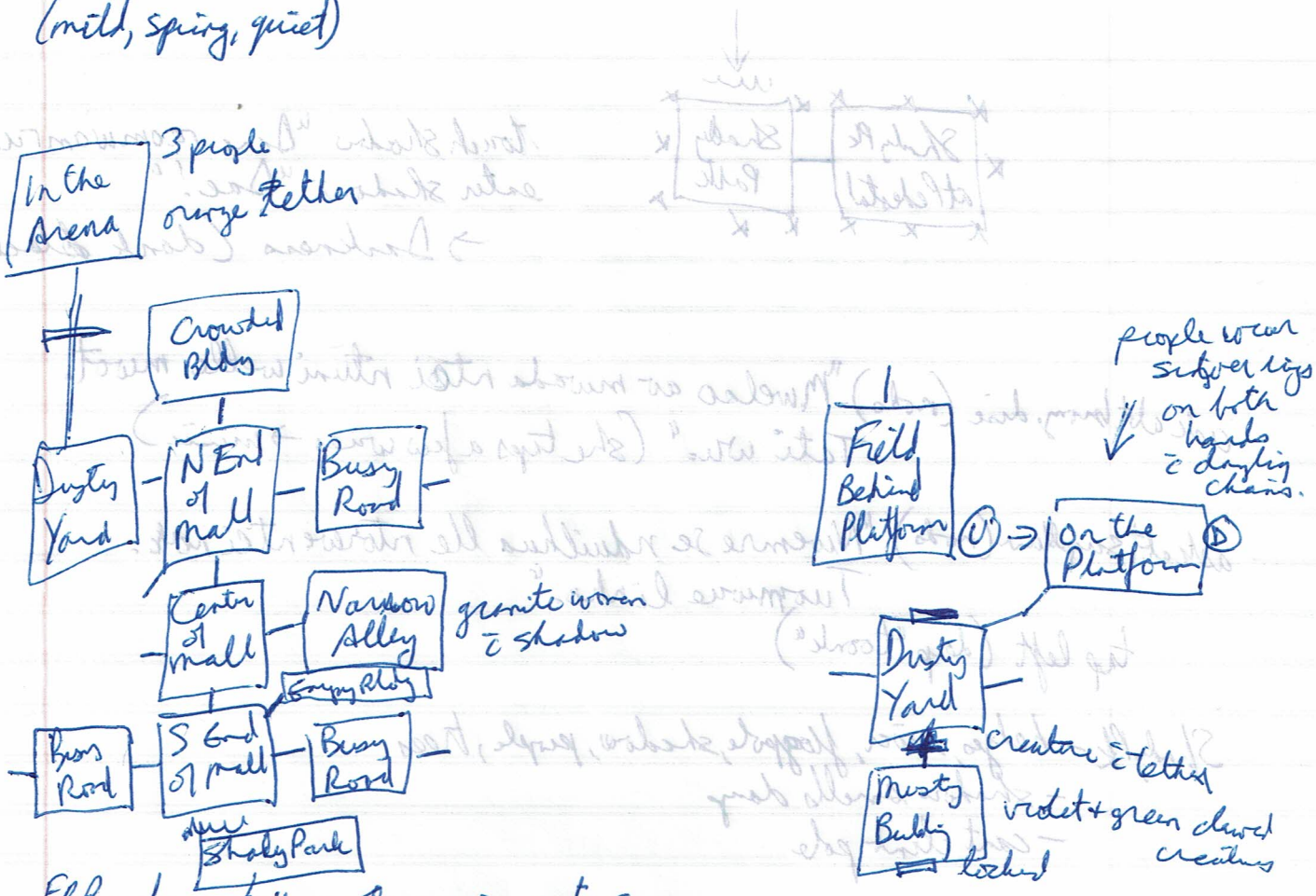
NOT
- smile
- nod
- dance

sky - sun low
Wand close to zenith
Arrival in mid sky to east

x tall young man in blue
x muscular man in blue
x wrinkled woman in yellow
x wiry woman in yellow
x stringy woman in blue
x stout woman in yellow

blues nod to each other (N end)
yellows nod to each other (S end)
no one bows at center

(mild, spring, quiet)



FBP - fence, hay, people, canvas, gate, sun
(sun - low, Wind is high, Amoral well above horizon)
fence = slats + wire
- see hands waving & sparkling silver
- shadow behind hay (back to Abandoned Rd, at Chimney)
- gate is barred from other side
- x platform (see ladder runs up one corner-post)

N End - statue, people, trees, buildings, grass, woman in yellow, man in blue
- people don't talk (bow to someone to make them leave?)

C of Mall - a square is dropped (grove in one corner & red dot

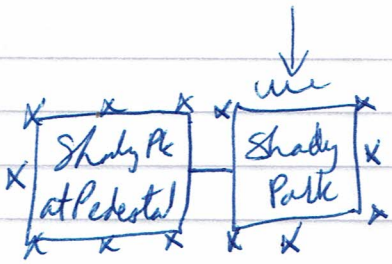
Narrow Alley - marched out if anyone sees you enter

S End - marble pedestal (bare footprints)
- see gap of park + flagpole across river
- smoking tubes

N End - glint of smth metallic under shrubbery
- look under brush ⇒ silver ring with bit of chain

violet one can leap over 5 animals
green can over 4

flagpole has SHADOW
people in park are laughing & talking



touch shadow "Dane raomwamrua?
enter shadow "Dae!"
→ Darkness (dark black)

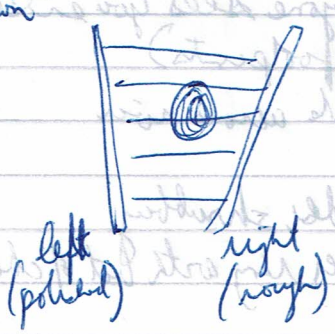
ask abt bronze disc (rodo) "Mwelao av mwada ntai nturi welle mwot.
Tati wu." (she taps a few wires → music)

ask abt sculpture (rodo) "Nwemre se nduilhua lle ntorwe ntei rok.
Tuomwone linho."
tap left (deep "toonk")

Shady Pk - helyes, river, flagpole, shadow, people, trees
- shadow smells damp
- can't climb pole

(excited) ask people abt pole: "Muamra tuelhuillirwe li ronda se mru."
(shakes head) abt me: "Denarwi mhiele llolla ninha ab wanto.
Tuaone lem. Muili du lhue."
abt aessa: (baffled) "Renki mu lorwa mhiele ndela
rav wu mu ninta se darui."
abt people: (baffled) "Raorui av mhiele lella llwarwi
ruanto mu nhant. Ruorwi?"
abt helyes (shakes head) "Ntall. Rodo tuanhenwe mu ramre
du mhiele mruol? Tuo?"

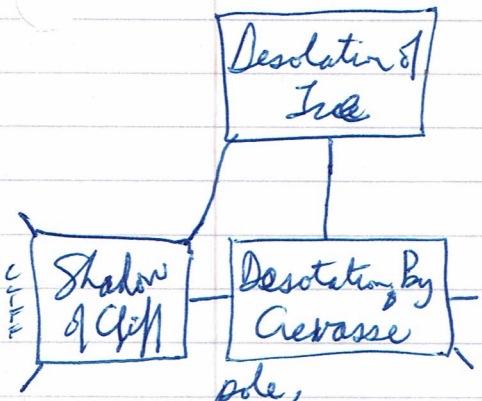
Pedestal - slat, construction



colours, wire, bronze disc
disc - 1/2 yd wide, pin
- map of world (but different)
- push bronze (it rocks)
- hit bronze (deep chime)

(bright, bitter wind)

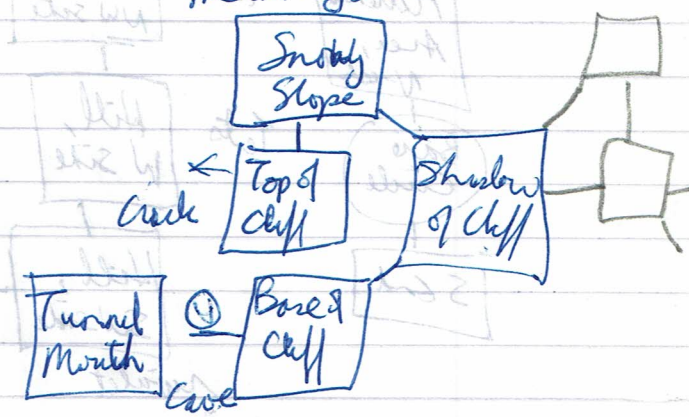
sky, ~~hazy~~, wind, snow, spire, shadow



pole,
red fuzzy bundle
(blanket)

- take bundle. wear it.
- tracks (something leaps across it)
  - N, W, or SE across crevasse

metal key, twisted?



in Shadow of Cliff – ~~world in sky~~ sky is still blue; it's not yet night

at Top of Cliff x cliff → see gap in cliff

- water fills the crack (the level can't sinking)
- the cliff cracks (climb rubble)

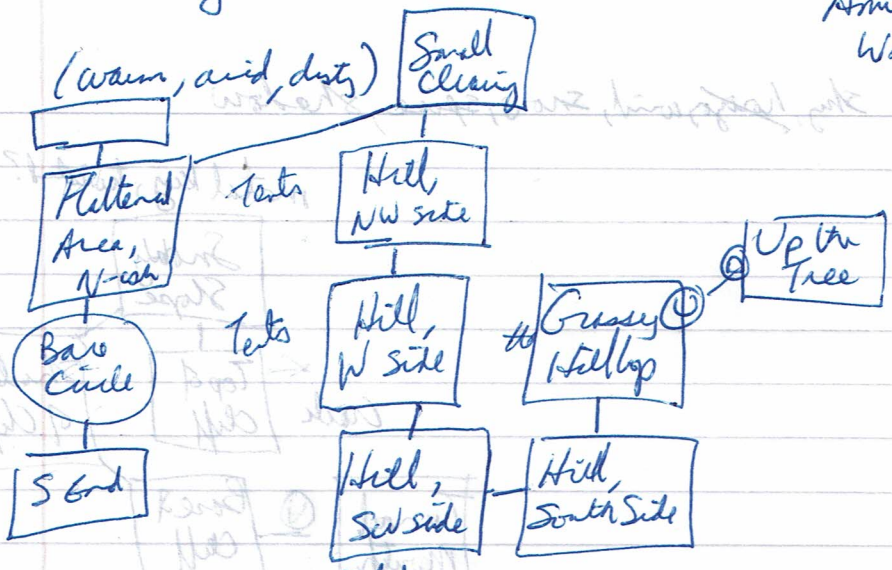
form, ~~glow~~,
shadow
(bitter, chilly)

~~glow~~
glow
(hear a roar)

to East of Dome

- via Alley (entered Alley when only thin mist at Ch)

Amrzel is high, Wanel nearly at zenith.



violet

(drinkwater – seemingly cold, tastes of kitchen stone)

(tents are gone on return!)

GH – tree, shadow, grass, path S, sound of wh.
- see man & woman dance, he with black stripe over eyes, she c̄ white.
  - 2nd woman c̄ grey painted eyes (pregnant?)
  - 2nd man c̄ black & violet paint
- other people hold odd wooden boxes near mouths, fingers tapping.
- crushed grass muffles your footsteps.

Small Clearing – young man (asleep), spear in his hand.
- steel knife, clay jar, green crystal rod.

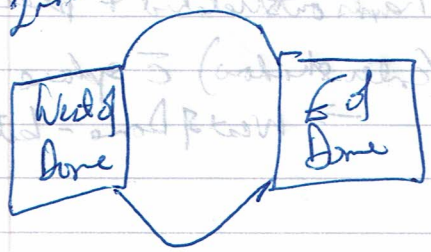
in Alley – see triangular chip

jar trickles water out under smudge
- trickle tastes fresh, quantity tastes of minerals

green rod – powerful odor; spicy & cool & fruity & blue?

put orange light on violet. Sit on violet. take violet tunnels → Shady Park

2nd shadow (Amrod's) — to Somewhere (formless)



E of Dome - sun, moons, shadow, dome, sand, fence of silver bars. soil
Circle of hooded figures/crowd
- crowd (human??)
- fence bars - width of 2 thumbs, very polished, twice as ht, maybe able to squeeze thru
- sand (only in circle)
- dome reflect sun + moons
- deep discordant notes from white shapes
- touch dome (feels spongy!)
- touch bars (cool - figures huddled forward)
- soil appears oily

W - figures dim cloaks — touching soil is deadly!

(formless)

entering of darkness – glowing sphere – figure of woman; shadow on mist.
– passes before your eyes once in 3 beats.
– hands outstretched & pleading.
(enter shadow) c̄ sphere
→ West of Dome – battle rock

Somewhere

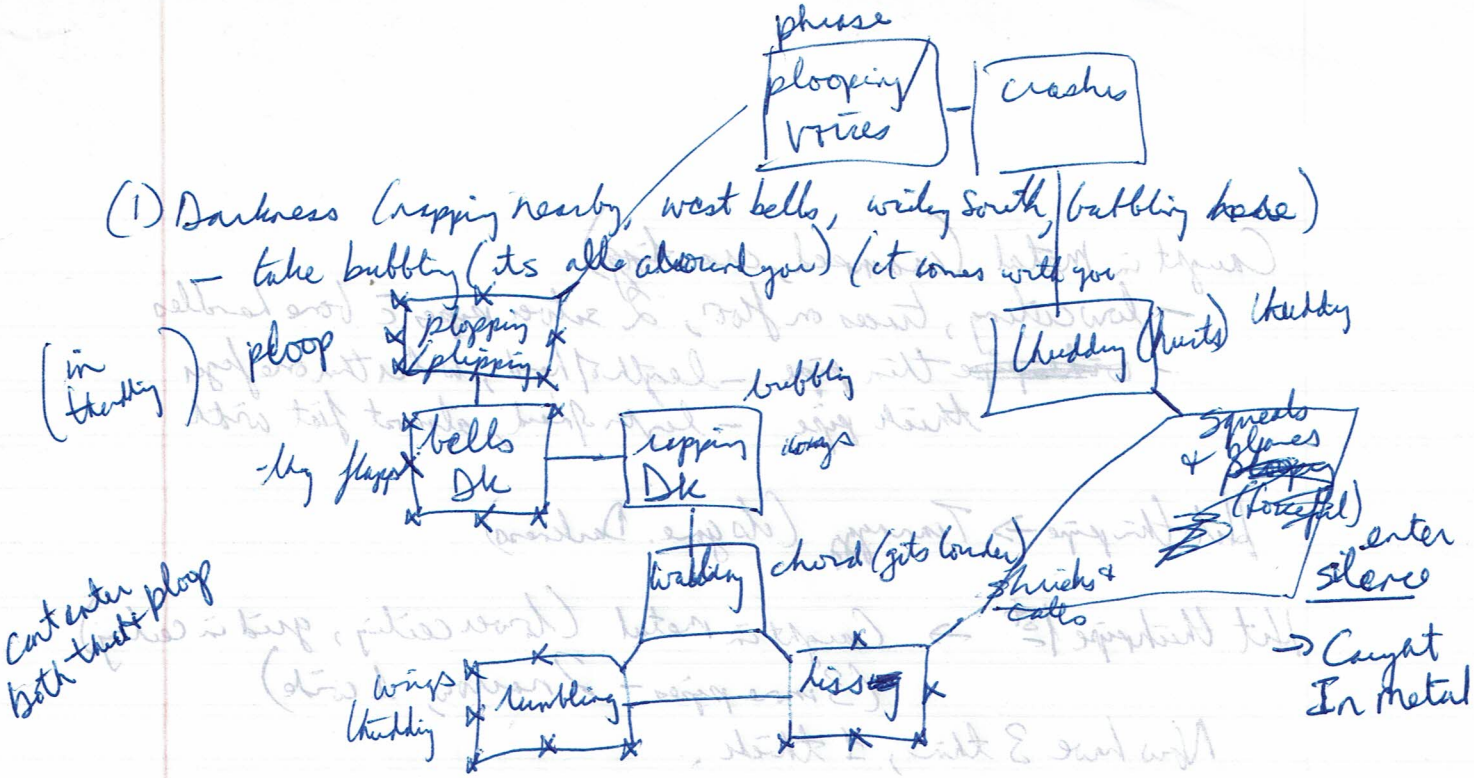
– sky, shapes, shadows, bird, silhouettes, stone wall, ~~mist~~
1) 2 silhouettes walk across a park & stop by low stone wall
2) Figure mixing stuff in bowl in kitchen (peelings + shells)

mist = floor

N 3) figure working on desk, book, papers
W 4) several figures on trim grass; stacking up onto sky. Kitchen / desk / sunlight
One stands, laughs & points at its own shadow.
E (park / deck / kitchen)

W 5) 6 silhouettes in a circle. One reads a page, passes it on.
on figures
Stream, until one reader grimaces & laughs nervously.
6) Three figures kneel on pavement around cards & small shapes.
One ~~moves~~ plays a card & moves an angular shape onto it.
The other two sit back, frowning. One gropes for a jar & sips
Two figures performing 7) Two standing, many others sit. 2 are talking, foot tapping, audience laughing
8) 1 figure in park c̄ dry tree branch wandering aimlessly.
9) 2 on porch talking, not looking at each other. Third stays out briefly.
10 Dark figure: Will you forgive me? (ring of darkness)

SGH



x bells — "Hear the sledges with the bells... silver bells..."

babbling prevents you from finding thudding (and vice versa)
— you can enter thudding.
— thudding is no protection vs chord; chord follows you.
— hiss/rattling surges & crests

trap box → chord responds.

babbling, chord, thudding → hiss ceases?
Hear the tolling of the bells... iron bells...

2nd x bells — "What a tale of terror, now, their turbulency tells..."
"In a clamorous appealing to the mercy of the fire..."
"To the moans & the groaning of the bells."
"Hear the loud alarum bells... brazen bells..."
"What a world of solemn thought their monody compels..."
"Keeping time, time, time, in a sort of Runic ~~rhy~~ rhyme..."
"To the rhyming & the chiming of the bells."
"To the tintinnabulation that so musically wells..."
What a world of merriment their melody foretells...
Hear the mellow wedding bells... golden bells...
What a gush of euphony voluminously wells...
In the clamor & the clangor of the bells.
From the jingling & the tinkling of the bells.
What a world of happiness their harmony foretells...

Caught in metal (cramped, crawling)
- low ceiling, traces on floor, 2 silver pipes c̄ bone handles
- ~~wide pipe~~ thin pipe - length of hand, wider than one finger
  thick pipe - length of hand, almost fist width

Hit thin pipe → Tunnggg (its gone. Darkness)

Hit thick pipe 1st → Caught in metal (lower ceiling, grid in ceiling)
(3 more pipes - 2 narrow, 1 wide)
Now have 3 thin, 1 thick.

hit thick
↳ Even lower ceiling. Phosphorescent moss. Sleeping boy. You drop a thin pipe
more rust
x boy - worn shreds. dark hair + eyes. Unsure of age (?)
- moss is edible (& glows)

Hit thin → Back to grid on ceiling.
hit thin → Back to grid on floor
hit thin → Darkness

hit square
→ flame jets out!
It's a cigarette lighter!
(it's not closeable)

CTRL-L (copy-paste)

Tunnggg

thick

2 pipes (3 thick)
darkness (thick)
1 thin, 1 thick
2 thin, 1 thick
moss & boy
darkness

show light
ceiling light

10329

Floyd 2036 Alex 1691
Waldo 8342 Markov 10861
Gus 5169 Chemistry 10954

West of Dome – glass sphere (heavy) & rude man pleading. (he stands on pneumatic glass)

In Cave of Light – glass sphere becomes silver plaque? (frost in metal)

On Balcony – it's a leather-bound book.

At Field Behind Platform – ivory casket & pattern of leaves. (lid wont open)

At Grassy Hilltop – written doll

In Darkness – fuzzy mass

Knock on west door
– deliriously light tenor hooting
green cant jump over river?

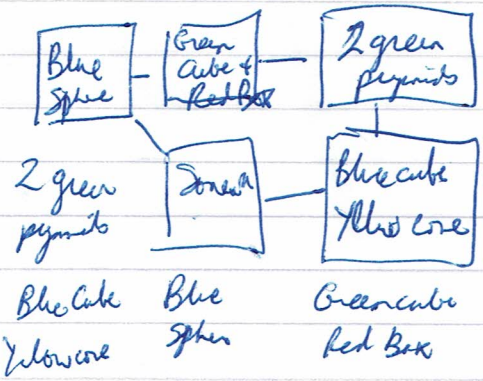
drop jar – enter shadow → Somewhere Else (meaningless)

– red pyramid, yellow cube, mist.
(ridged brown cube) – with ridges (shake it – something different?)

brown cube on yellow cube (ok)
red pyramid on brown cube (not)
yellow cube on brown cube (not)

paths to W
paths to NE
→ farther to S

wave brown cube → shallow to west, wavy to E
→ ridges become more regular to NW, irregular to SE.



Sphere (Blue ~~Sphere~~)
Cubes [Green, Yellow, Brown]
Cone [Yellow]
Box [Red]
Pyramid [2 green, 1 red]

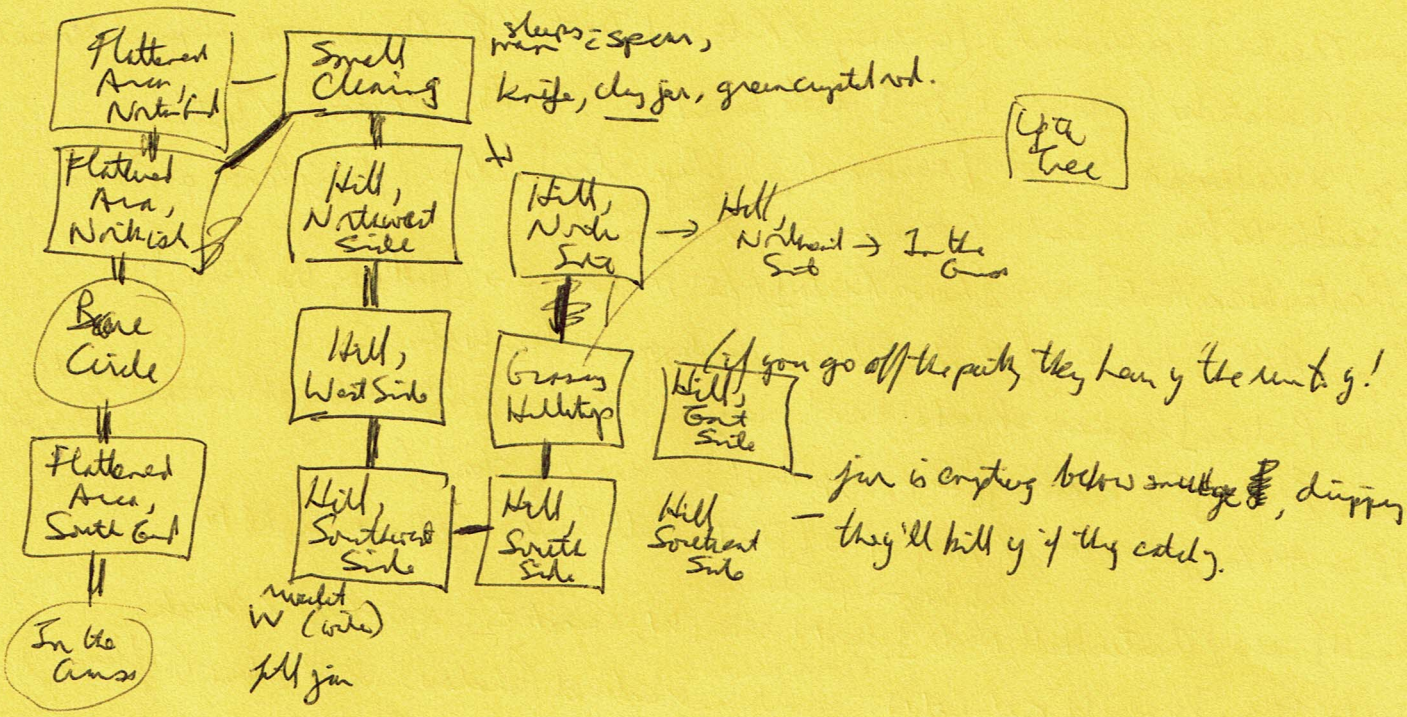
enter ring of brightness – 'Ah, my love. Can you forgive me?'

cube, yes (ends all)

cube, no (cube shrinks to dust → you win

SO FAR
Sotar 96

[Lower Theater] (on the beach) {watching // Ruto and Imita // B; Aessa was supposed to meet me here; aisle to W} about. i {–} look behind me. x vista. x Ruto. x Imita.
x stage. x audience. z. z. {someone claps} clap. stand. clap. {players leave, an old man is now sweeping the floor. x seats. look under seats. (Ast, study) x man.
W → [Theater New Aisle] W → [Lower Aisle] N/S {N: no} S → [~~Hallway~~ Up Aisle]
S → [Upper Aisle] door S → [Theater Portico] people, more portico W, street S.
W → [West Portico] keyman, shrubs, a cool breeze? x keyman. {heavy people talking at moons; something to watch tonight}
x shrubs {doorway?} x doorway ["By right, please"] x air {by shrubs}
S of TP → ~~Are~~ You go here ~~Are~~ /// N of WP → [Theater Hall, South] ~~enter, paper~~, hl N
ask keyman at doorway.
x air {from N} N → [Theater Hall, North] door N, stage W, crack E. x air (W) x crack.
W → [Theater Stage] window W, cabinet N. (voices) x window. x cabinet (shadow) x shadows (it/lores!)
open cabinet {box} take box. x box {trapezoidal, circles on each side i ☆ marks.
push circles (rolling) x air {behind cabinet?} enter shadow. touch shadow.
⇒ [Abandoned Road] (autumn, cool, ~~sunsky~~) forest S, wall to wall N, weeds, sky.
x sky (sun low W, moons: Wanel & Amewal) x weeds. x dirt. x forest. x wall
N → [Abandoned Road, at Chimney] (moons low W, N/S, brick x chimney (shadow) take brick. x shadow look in chimney.
W → [Fields By Road] x vine {pod} take pod {oily!} smell oil. x logs. 
N of Chimney → [Roadside Gate] {metal pillar on either side of gate} x gate {tracks, cables}
x cables. x pillars {west one has vines} x west pillar.
W → [By the West Pillar] push pillar (snap! rumble!) z. (thump!) open hatch (touch) at top
push pillar (the cable snaps) x pillar (metal cupola dark slot inside) // [By the East Pillar] pushing does not
put pod on hatch. open hatch (✓) look in hatch (nasty) enter hatch → [Inside the East Pillar]
U → [~~Inside the East Pillar~~ East Pillar, Top] roof, pulley, cable, slot, ~~catch~~ hole. stand up slot ↑ // can't enter forest.


Flattened Area, North End
Small Clearing
sleeping spear, knife, clay jar, green crystal rod.
Flattened Area, North side
Hill, Northwest Side
Hill, North Side
Hill, Northeast Side
In the Grass
Lone Tree
Bare Circle
Hill, West Side
Grassy Hilltop
Hill, East Side
if you go off the path they have you the hunting!
Flattened Area, South End
Hill, Southwest Side
Hill, South Side
Hill Southeast Side
jar is crying below smelting, dripping
they'll kill you if they catch you.
In the Grass
market W (wife)
full jar

ask people abt —

~disc: "Nwere nturi lane redo li mrua." (She hits the disc)

~pchetti: (shakes head) "Donao ntuirme ab-luawa li mwelle tada nwemo mhiele nua."

~me: (frowns) "Talluca se mwuita mo nonuadi li mri~~ume~~ mhiele mre."

~rwi: (shakes head) "Deende mo lhew? Mwemo?"

~disc "Mandi-Lote ituni mwelhume, ntei nilko wamao tao." (She taps wires)

(the speech seems randomly generated)

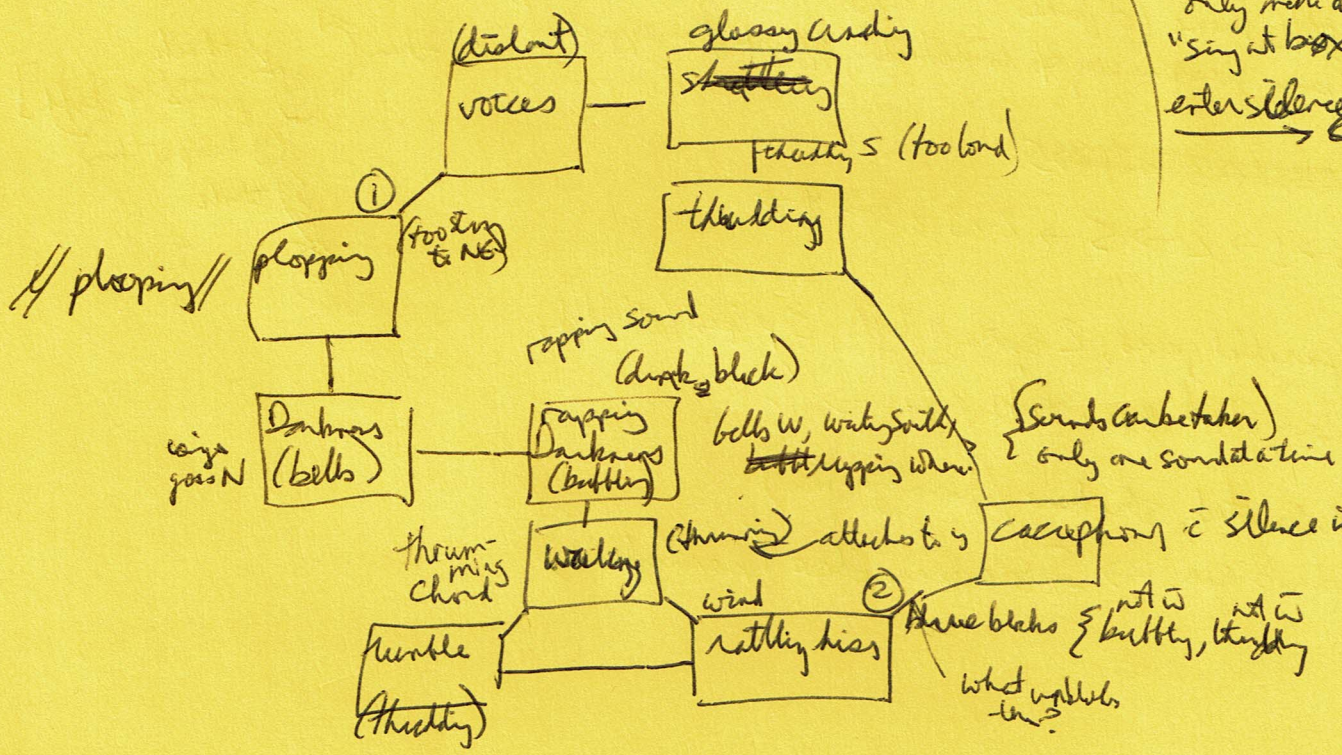
What makes the thrumming chord appear?

There's something fishy about too

— "sing to box" destroys the chord; "sing", "tap box" only make it weaker.

"sing at box" works too.

enter silence → caught in metal



listen to bells: "Hear the mellow wedding bells.. golden bells...
"What a world of happiness their harmony foretells.
"What a gush of euphony voluminously wells...
"To the ~~mo~~ at the growing of the bells.
"Hear the loud alarum bells... brazen bells...

- the thrumming can kill you
- bubbling doesn't get me past ① or ②
- plopping doesn't get me past ①

attempting to take the plopping sound of plopping makes 1) plopping go away, 2) dumping me past y, voice & NB.

(cramped, creaky)

① [Caught in mold] thick pipe, thick pipe, traces.
* hit thin ⇒ ② Darkness (lose the thin pipe)
(~~like~~ one thick) ridges, arms-length apart
* hit thick ⇒ ③

② [Thin CiM] (1/thick)
* hit thick (back to traces?) ⇒ ①

③ [CiM] {2 thin, 1 thick} (dim grid)

④ ask boy abt pipe (he gives it back; gestures around)
— take moss (it fades) (dark moss) eat moss
— {boy goes one way, ~~ab~~ disappears from opp dir}

~~1 → 2 → 1 → 3 → 4 → 5?~~

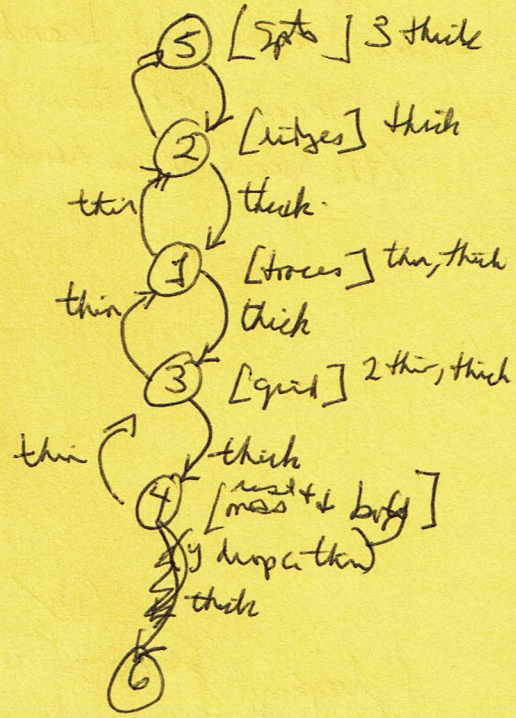
1 → 3 → 1 → 2 → 5 → 2 → 1 → 3 → 4 →

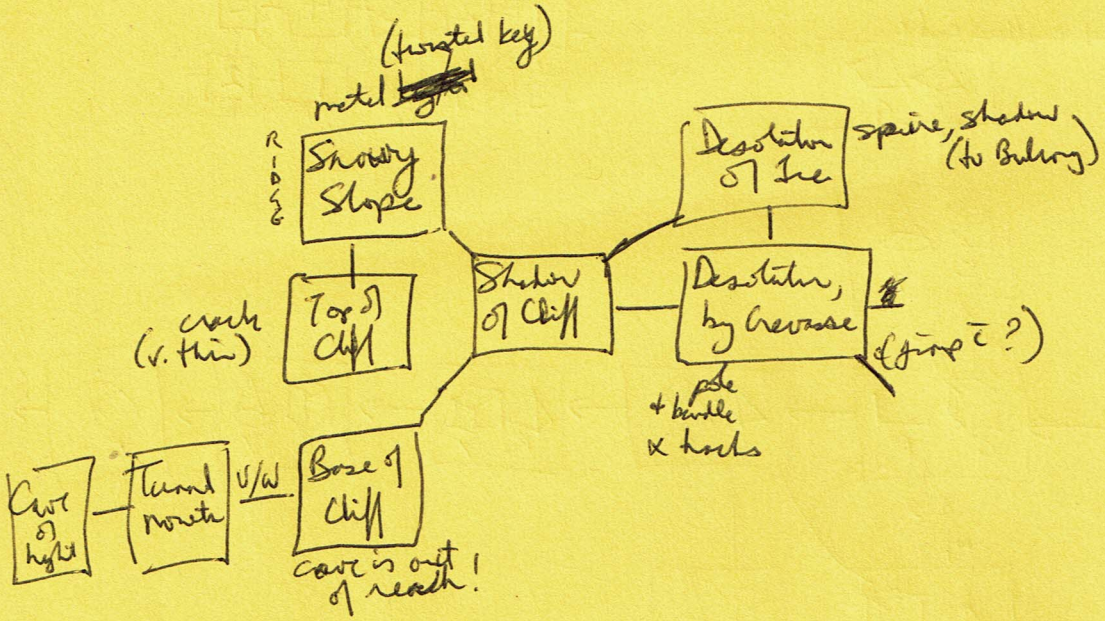
⑤ thin parallel grooves, 2 spots of lights, 3 pipes (all-thick)

④ ask boy about pipe. take pipe → ⑥

⑥ metal metal, shadow. (from yr jar)
drop jar. → Somewhere Else (meaningless)

put poker jar. 2*4 (oil trickle)
break corner. light trickle.





danger: cold
jar of water freezes.
take bundle
wear it (blanket)
the jar breaks!
leaving a lump of ice
"lick pole", if you insist,
sticks yr tongue to the pole.

"Dethowsthun,
Frothen t'o a Pole"
x tongue. x pole.
x blanket. x crevasse
x crevasse. (need something that leaps further than you.)

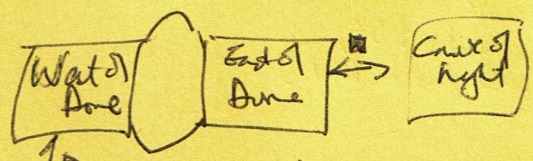
@ Top of Cliff: pour water in hole (several turns later, the ice forces water to fall at Base of Cliff)

@ Base of Cliff: U → (GREW) [Tunnel Mouth] W → [Chill Tunnel] (barely SW wind)

W → [Cave of Light] see W, forms in it, shadows on floor. (hear a muted roar)

enter shadow → [East of Dome] (bitter reek) shadows, dome, sand, bars, figures beyond bars.

enter shadow → back of Cave of Light



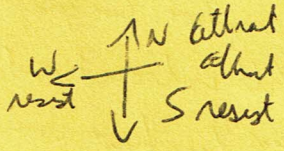
sand, bars, soil, figures, dome, x dome. shadows of Around is W
touch dome (feels like its spinning)

[Somewhere] (formless) sky, mist, shapes, bird

2* (figure in kitchen, making sandwich)

W → [Somewhere] wonder at desk. (attempt to notice) N. (figures on grass.) 2 (6 figures in nearly circular)

SE (hurry & run)

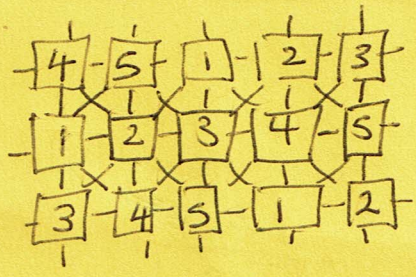


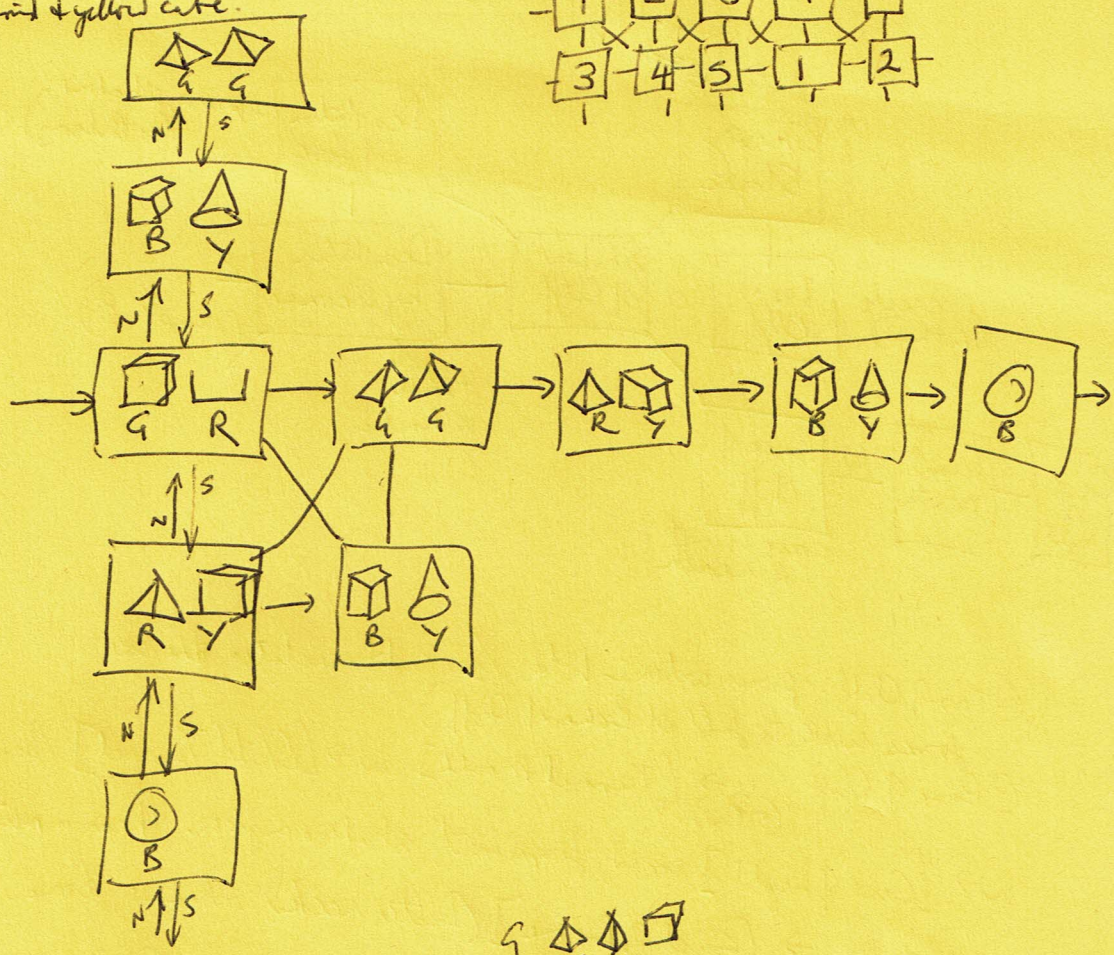
women, glowing sphere, shadows. enter shadow

[West of Dome] (third) take glass sphere (crack in it)

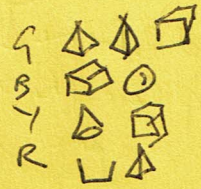
In the Cave of Light, the glass sphere becomes a silver plaque!
On the Balcony, it becomes a leather-bound book. You can't read it.
At Arena/Mall, it's an ivory casket.
At Darkness, it's a fuzzy mass. At Caught in the Metal, it's a block of wood.
At Somewhere Else, it's a rusted brass cube

[Somewhere else] red pyramid & yellow cube.





Shake brown cube
(rotates more regular to SE, irregular to NW)



ring of brightness
white cube
– enter brightness
"Ah, my love. Can you forgive me?"
Yes ⇒ *All is loosed and undone*
No ⇒ ~~***~~ You have won ~~***~~
[By Theatre Parties]
(almost conjunction of moons
> afterword

– "shake red box" (when all shapes in box)
→ stack overflow.
– can stack shapes (eg cone on cube)