

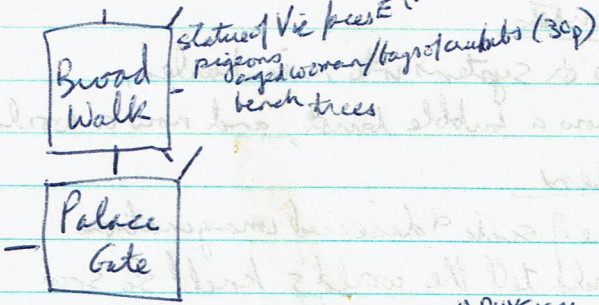
Trinity start: Palace Gate (@ Kensington Garden, Hyde Park, London, England)

inventory: wristwatch (3:30 pm)
 credit card } expires tomorrow
 7-sided coin } in pocket
 50 pence

- east wind (hard to walk straight)

perambulators everywhere

* buy bag
 take bag + small coin
 feed birds
 take ruby (snatched by bird → E)

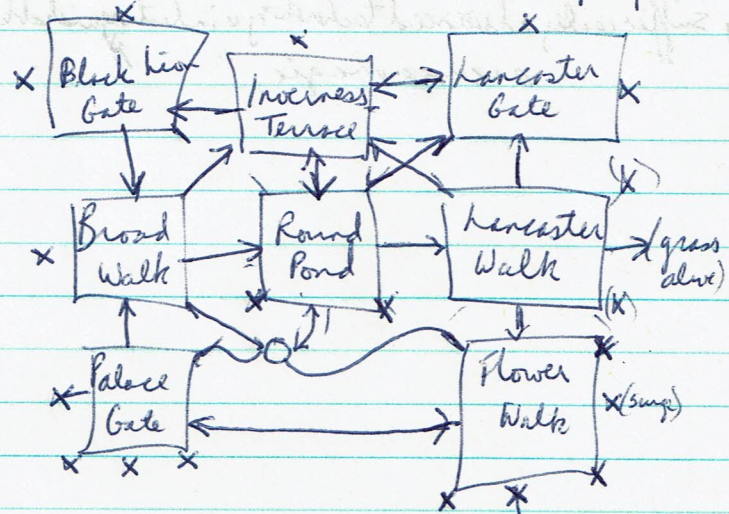


Round Pond
 - children
 - ducks, swans
 - toy boats

* take ball
 unscrew gnomon
 5 * take gnomon

"PHYSICAL ENERGY" on plaque

harcaster Walk
 - horse + rider sculpture
 - notice



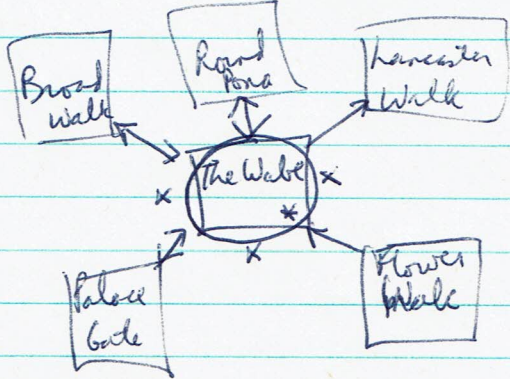
"DO NOT WALK ON THE GRASS"

harcoster walk
 - old tree
 - old woman trying to open umbrella
 - left 1/2 face is hidden
 - oriental
 - loses umbrella in tree
 - goes S
 umbrella has parrot head handle

3 * take paperbird
 - unfold it
 - read it "long Water, Four O'Clock"

Flower Walk
 - soccer ball
 - blossoms (flower bed)

Terrace
 - boy + headphones
 - blowing soap bubbles
 - dish of soapy water
 - bubble wand



Wabe
 - 20" circular
 - sundial (hole)
 "TEMPUS ERAT REPERIT"
 7 symbols
 compass rose
 Δ gnomon casts shadow
 1/4" thick metal
 4" long
 screwed into dial (bolt)

Black Lion Gate
 - perambulator
 push PEAR E

Alfred memorial (left)

Look at sundial

"And the wabe' is the grass plot round a sun-dial, I suppose?" said Alice, surprised at her own ingenuity

"Of course it is. It's called 'wabe,' you know, because it goes a long way before it, and a long way behind it —"

— Lewis Carroll.

Look at symbols

Can ye not discern the signs of the times? — Matthew 16:3

Big Soap bubble bursts

Atoms or systems into ruin hurled,
And now a bubble burst, and now a world. — Alexander Pope.

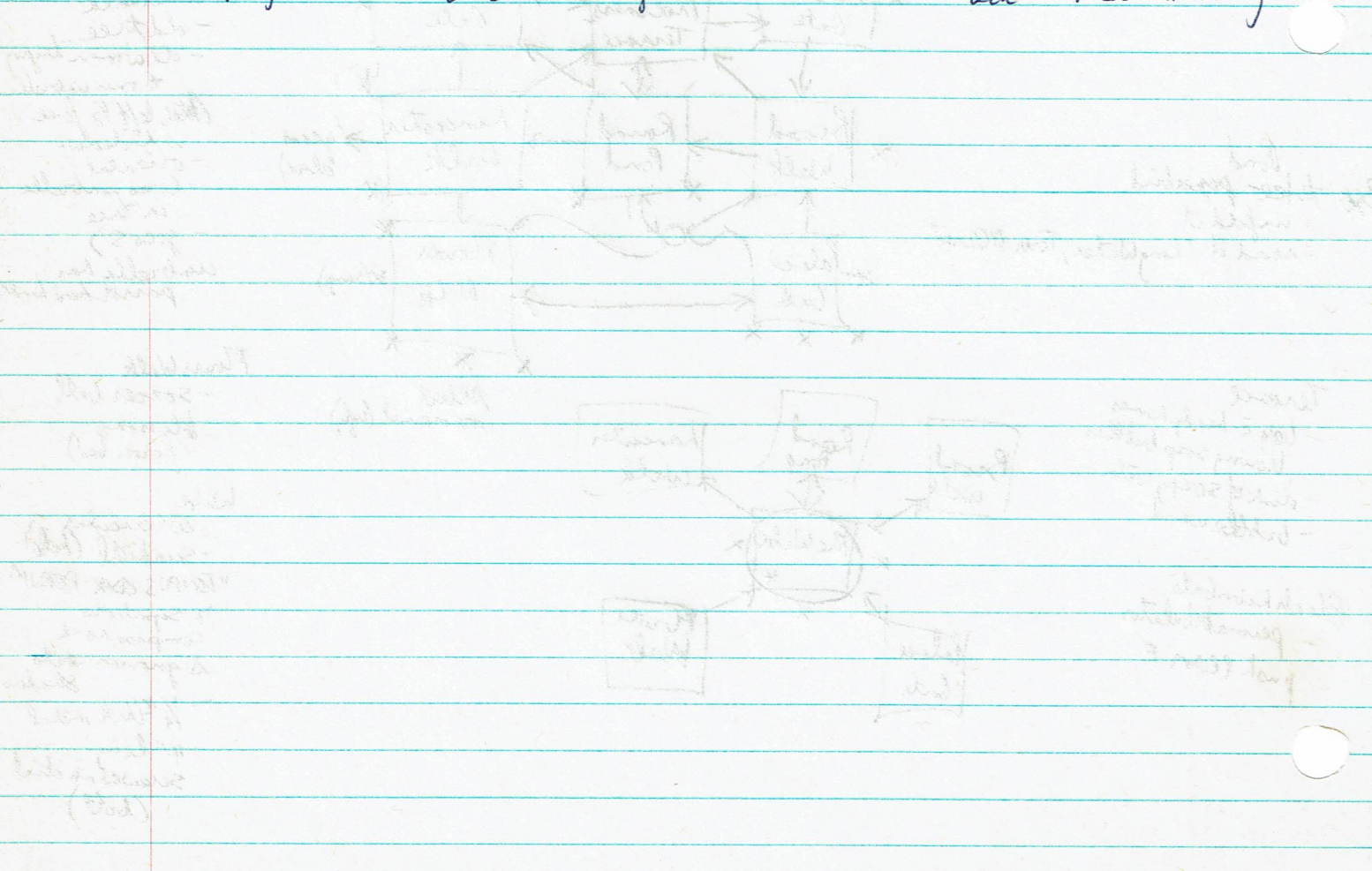
Air raid sirens

They are of sick & diseased imaginations
who would toll the world's knell so soon — Henry David Thoreau.

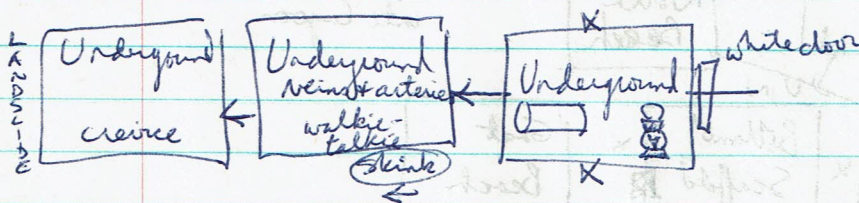
Look at Sculpture (Klein Bottle)

"Any sufficiently advanced technology is indistinguishable from magic — Arthur C. Clarke

"Any " arcane magic " " " tech — P. David Keating.



marked M 44



put splinter in crevice
leave lantern on in middle room.

Then you can take skinks
(but hands, cage won't hold him!)

Put skink in POCKET

(don't forget LANTERN ON to foil the Wright.)

cylinder - 3' diameter, 10' long
- warnings of radioactivity

- Underground waterproof lantern
- lantern (1 pt) - warm yellow beam
 - grayed walls & ceiling
 - large cylinder → w/ cables & pipes

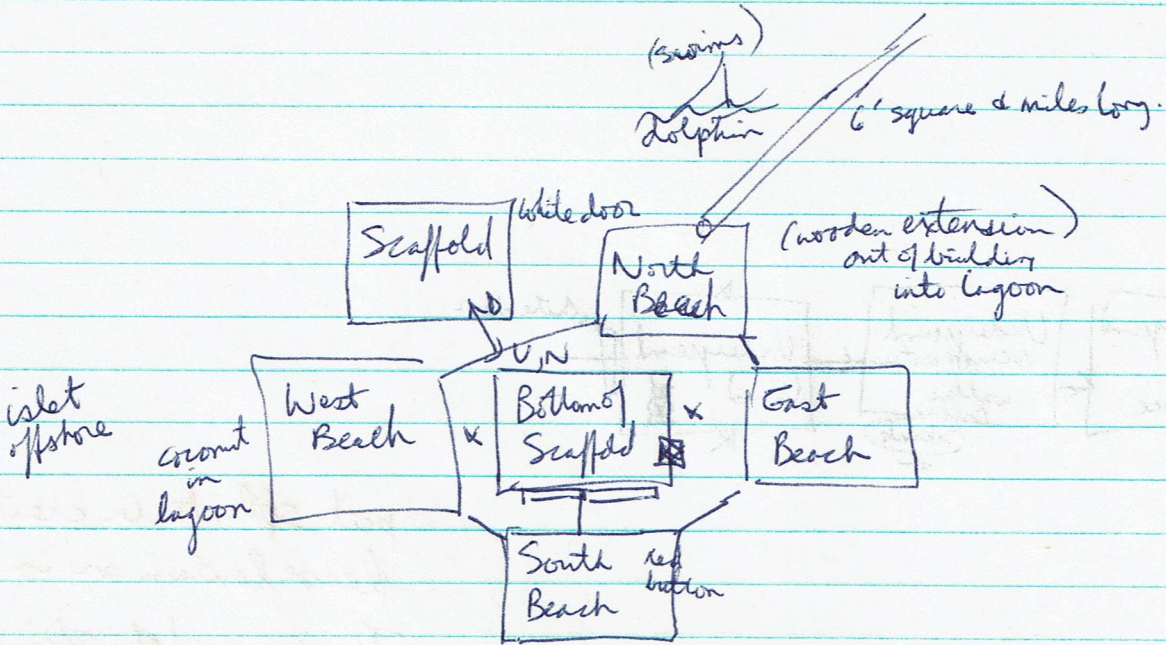
- Walkie Talkie marked POWER (ON/OFF)
- rocker switch
 - numbered slider (20-80) @ 42
 - telescoping antenna (lower/raise)
 - large orange button PUSH TO TALK

4th Mushroom



Start: Scaffold

6' square & miles long



point to coconut
(rising tide
- wait, or use gnomon?)

take coconut (3 pts)

- Scaffold
- tin walls
 - pipes/compressor/pressure valves (radioactive)
 - stairs D

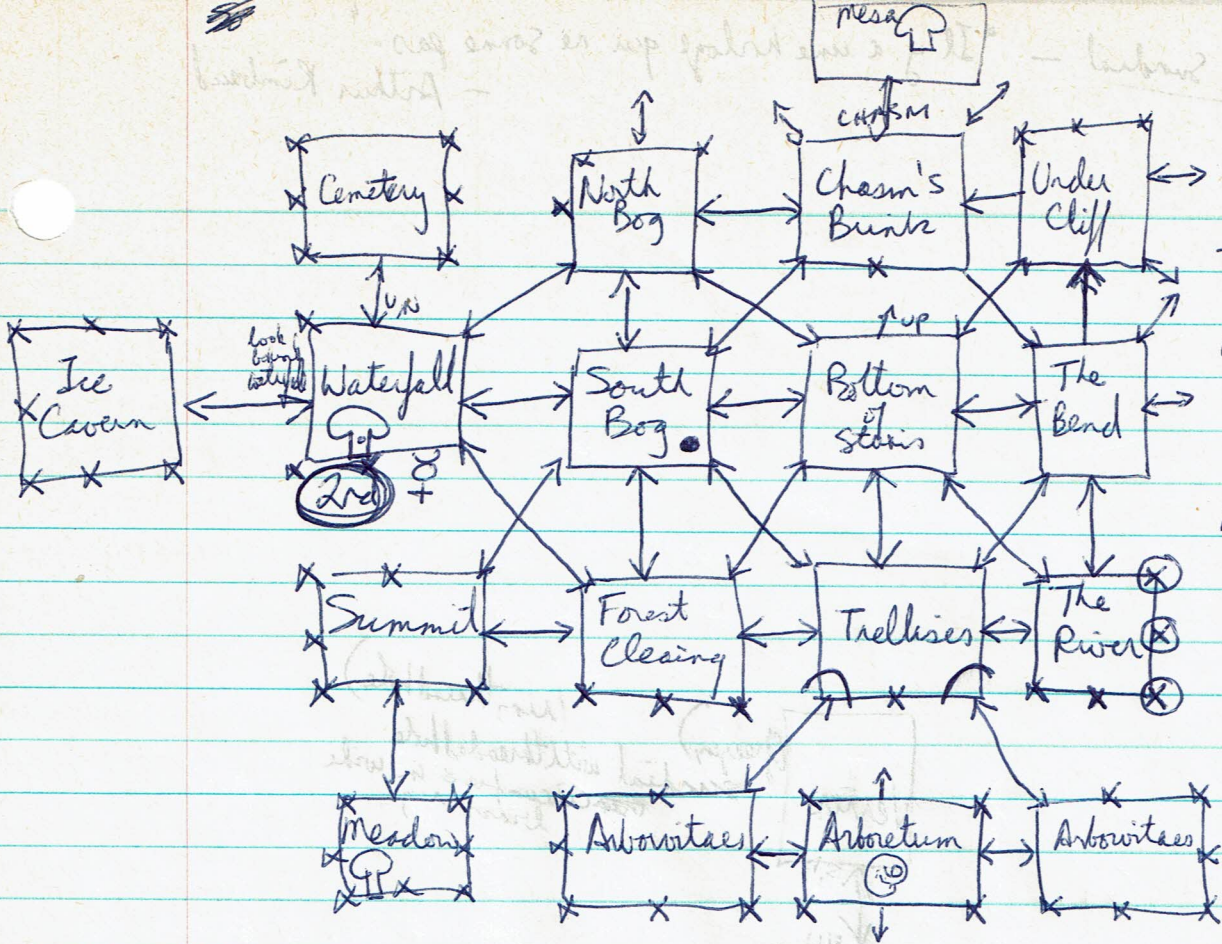
"Gnomon can tether time or tide"

open coconut with axe
- but milk dribbles out (how to catch it?)

- Bottom
- sliding door S
 - small box & loudspeaker
 - toggle switch (PA)
 - red button

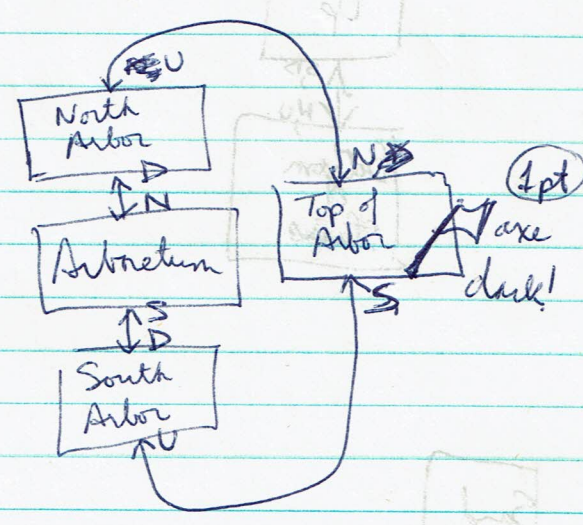
"Zero minus 5 minutes" (4:55 am)

Push button
"Switch to one zero three" (doors open)



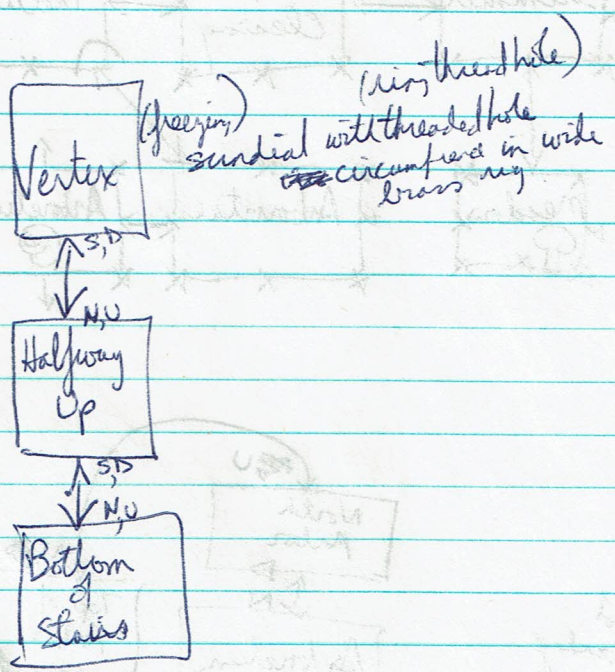
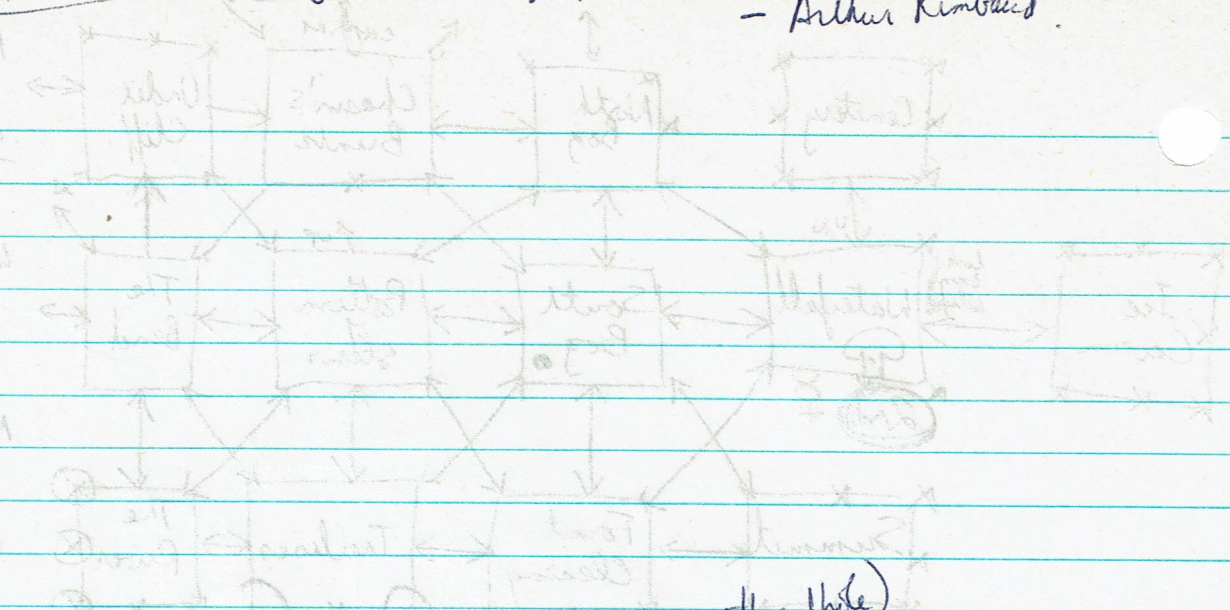
- Meadow - mushrooms
- South Bog - bog, splinter* (light source)
- Waterfall - pool, western cliffs, east stream, stone step in cliff
- North Bog cliff - walls N, SW, Venus flytrap
- Bottom of stairs - stairs N, ep hypotenuse of Δ
- The River - paths N, W, NW, hedge S
- The Bend - river S, E, opposite stone model
- Chasm's Bunk - N6, NW paths by edge, to N, near 30' from flattened summit, oak tree
- Under Cliff - beehive under arch (hand stone)
- Ice Cavern - cold, icicles
- Cemetery - slates, tombstones, granite crypt (hid), narrow to N, only exit S, "let gnomon write my epitaph", crypt is for WABERACKER

- crypt
- corpse
 - grey burial shroud
 - mouth shut with bandage
 - 2 boots, one red, one green
 - inside mouth is silver coin "NOT TRANSFERABLE"
 - both boots have recess at toe's tip



- chop oak with axe
- push tree N (3 pts)

Lat Sundial - "Il y a une horloge qui ne sonne pas"
 - Arthur Rimbaud



by dory
 get in dory
 wearing shirt and
 give silver coin

Sand Bar

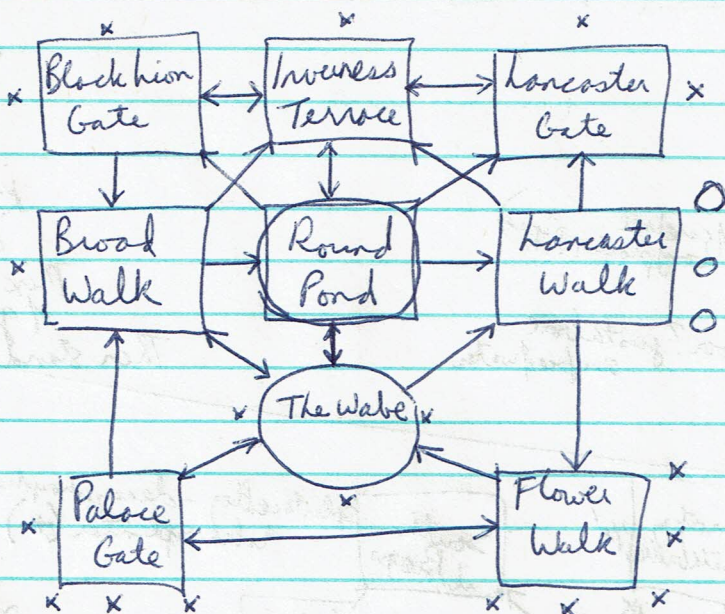
Islet

roadrunner
 +
 Ruby

"Gnomon is an island"

at Lancaster Walk
 - get in prom
 open umbrella

throw ball at umbrella
 - ball lodges, umbrella falls
 - take umbrella (5*)
 "All proms lead to the
 Kensington Gardens"



prom

boy

- wand
- dish
- headphones

- woman
- umbrella
- tree

- notice
- sculpture

- soccer ball

- sundial
- gnomon

- paperbird

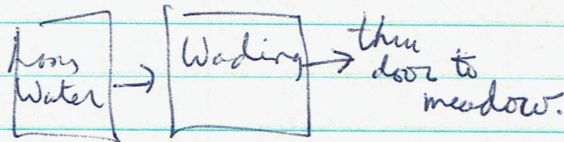
- woman
- bag
- ruby
- coin

- card
- coin
- watch

"In which Wabewalker meets a Keeper of Birds"

wristwatch says it's 3:59:45 pm
 ("Seconds" display stopped)
 - missile hanging motionless
 (falling slowly to honey water)

"How Wabewalker happens upon a Book of Hours, and begins to study it"



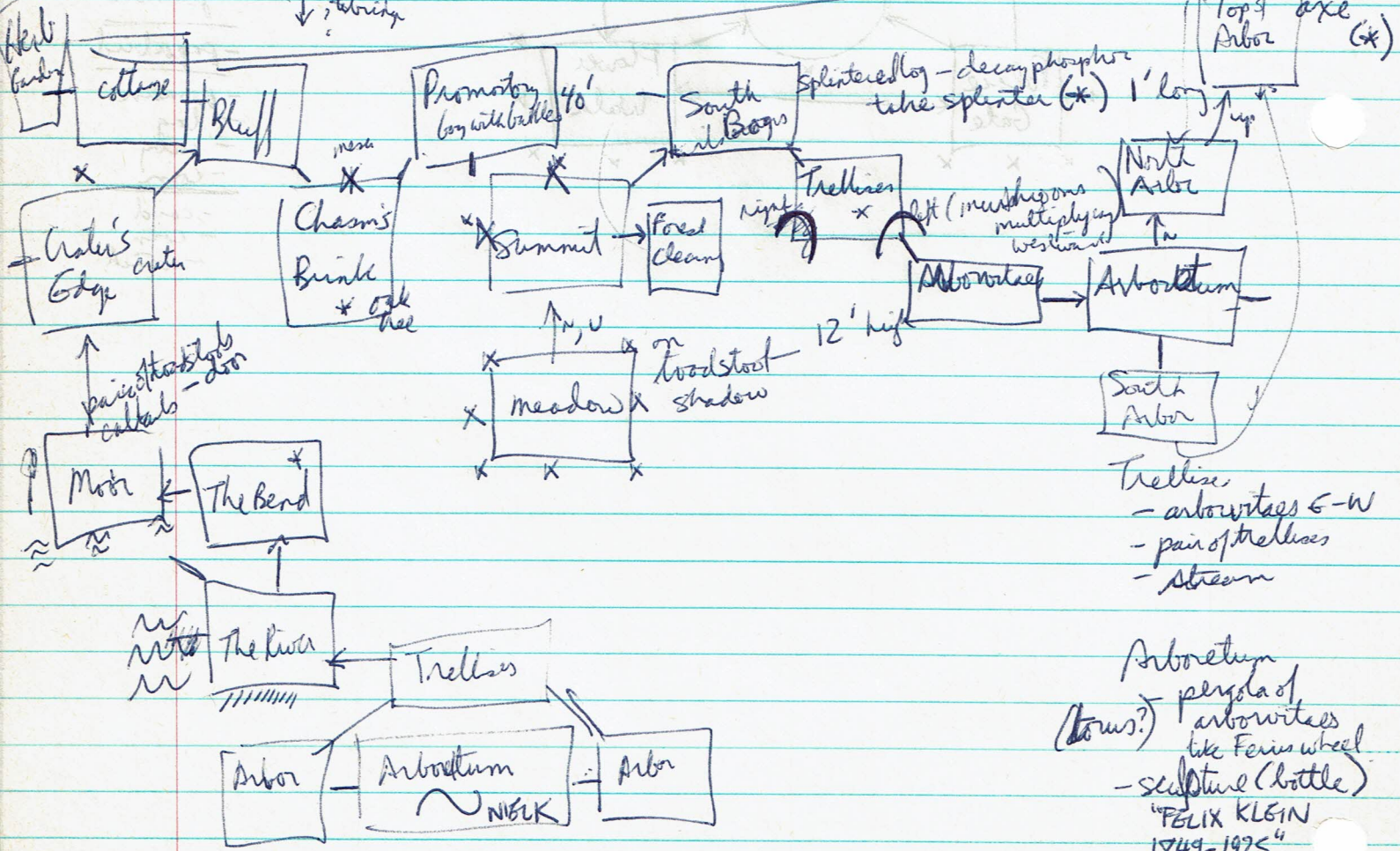
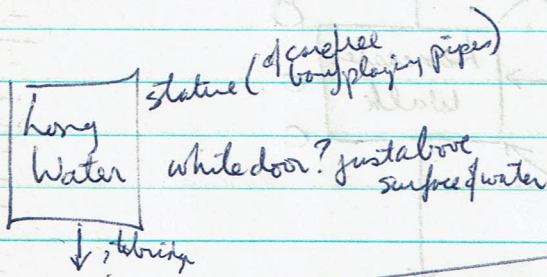
- Cottage
- iron cauldron
 - map
 - biggest book
 - bridge/magpie

'milk & honey'
 fresh whole legend
 killed in the light of a
 crescent moon

Mix 'em with a pinch
 of garlic. Can't it go BOOM

Then stand back!

toadstool with door
 - refuse
 - thyme



- Trellises
- arborwites E-W
 - pair of trellises
 - stream

Arboretum
 pergola of
 arborwites
 like Felix wheel
 - sculpture (bottle)
 "FELIX KLEIN
 1849-1925"

"5291-9481
 NIBLK X ILGF"
 come down other side

objects

	PUT IN HIVE	PUT IN PLANT	OPEN PLANT WITH ~
cage			
maggie			
lemming			
axe			
garlic		—	
coconut			
skink			
splinter	falls out. long splinter		—
coin (20p)	falls out		
paper			
bag (with crumbs)	falls out.		—
" (without)			
card	falls out		
watch	falls out		—
lantern			
wilkie-talkie			
umbrella			
[ichor]			
[antenna]			
spade			—
lump			
[icicle]			
gromon			
red boot			
green boot			
bandage			
shroud			
[skeleton key]			
hand *			
silver coin			

You reach recklessly into the hive, + feel something sticky at your fingertips. Then a sharp, burning pain sears your hand like fire! Howling with agony, you yank your arm out of the hive + shake a gigantic bee off your swelling hand. The giant bee spit-polishes its stinger.

L AT 5EE

1' long 3" stinger tipped with your blood.

The giant bee evades your flying hands, + plants a second sting right in the middle of your forehead. You scream with blinding agony.

"One more like that, + you've had it"

PUT HAND IN HIVE

→ GO TO PLANT (bee is eaten)

GO BACK TO HIVE

PUT HAND IN HIVE (get honey) 3pts!

Problem → it sticks to hand.

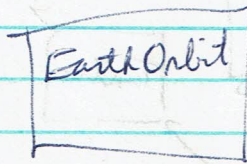
Final mushroom

- emerald ✓
- boots/shroud/bandage/coin ^{silver}
- caged lemming
- walkie talkie

- axe ✓
- (cracked coconut) ✓
- coin
- (bag of crumbs)
- card ✓
- watch ✓
- lantern
- spade

2nd Mushroom

Start: Earth Orbit (in a soap bubble!)



go in bubble
take lamp & axe & skink
kill skink early
When near white door,
break film with axe.

Orbit

- 500 miles above Arctic
- white door dangles to distant speck
- blood boils in lack of air pressure
- moon is a crescent
- satellite drifts into view as internal organ rupture

Satellite

- 20' long, shaped like beer can.
- (passes you in opposite direction)
- red flash; approaching missile
- satellite turns to face missile
- satellite erupts; beam of violet radiation destroys the missile.
- satellite's blast incinerates you.

5th Mushroom

Start Platform

mountain top

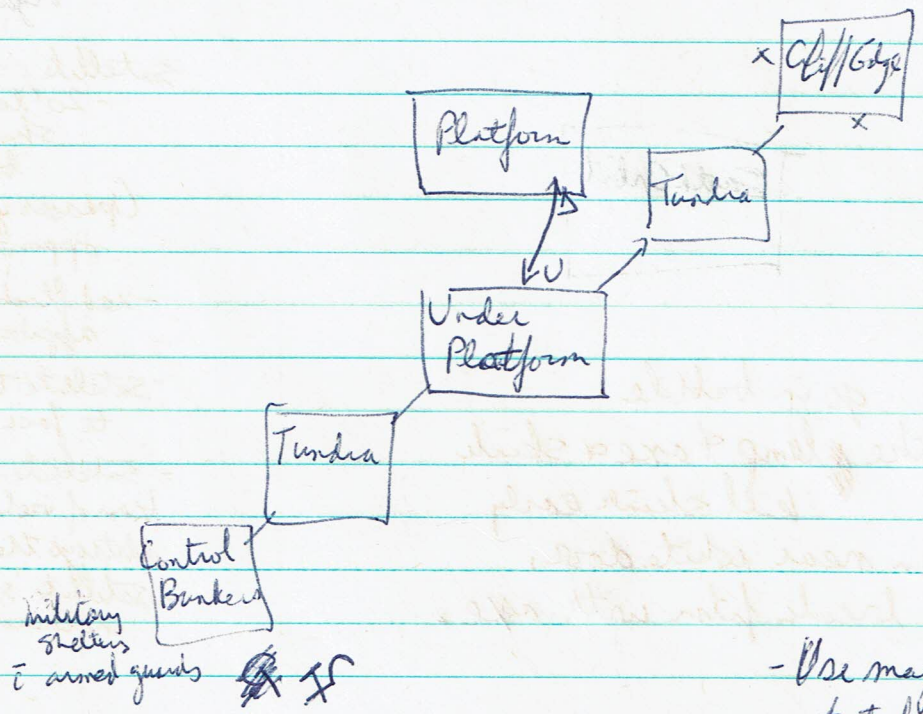
Faded handwritten notes in the left margin.

Platform
N side of steel beams
50' high
frozen wasteland mts
ladder ∇
"Dyerianatsut minut"
from loudspeakers

Underplatform
- cables to SW
- over tundra
- permafrost
- rodent (lemming)

Tundra
- lots of rodents!
- racing NE
Cliff edge
- fissure (lemming)

"Shestratsut minut"

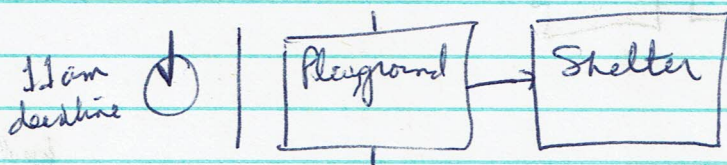


- Use maysee's cage
to take lemming in fissure

6th Mushroom



Start: Thin Air (over city)
going down 70 miles/hr
(white door dwindling overhead)
"OPEN UMBRELLA"
to Playground, in a sandpile
- see river, railroad tracks, streets & horses & bikes.



- OPEN UMBRELLA
- TAKE ALL (you drop stuff)
- E
- TAKE SPADE
- W
- GIVE UMBRELLA TO GIRL
- E
- GIVE PAPER TO GIRL
- W
- GET ON BIRD
- ENTER DOOR

on return to playground,
girl sees you, then umbrella.
(4 or 5 yrs old)

Playground

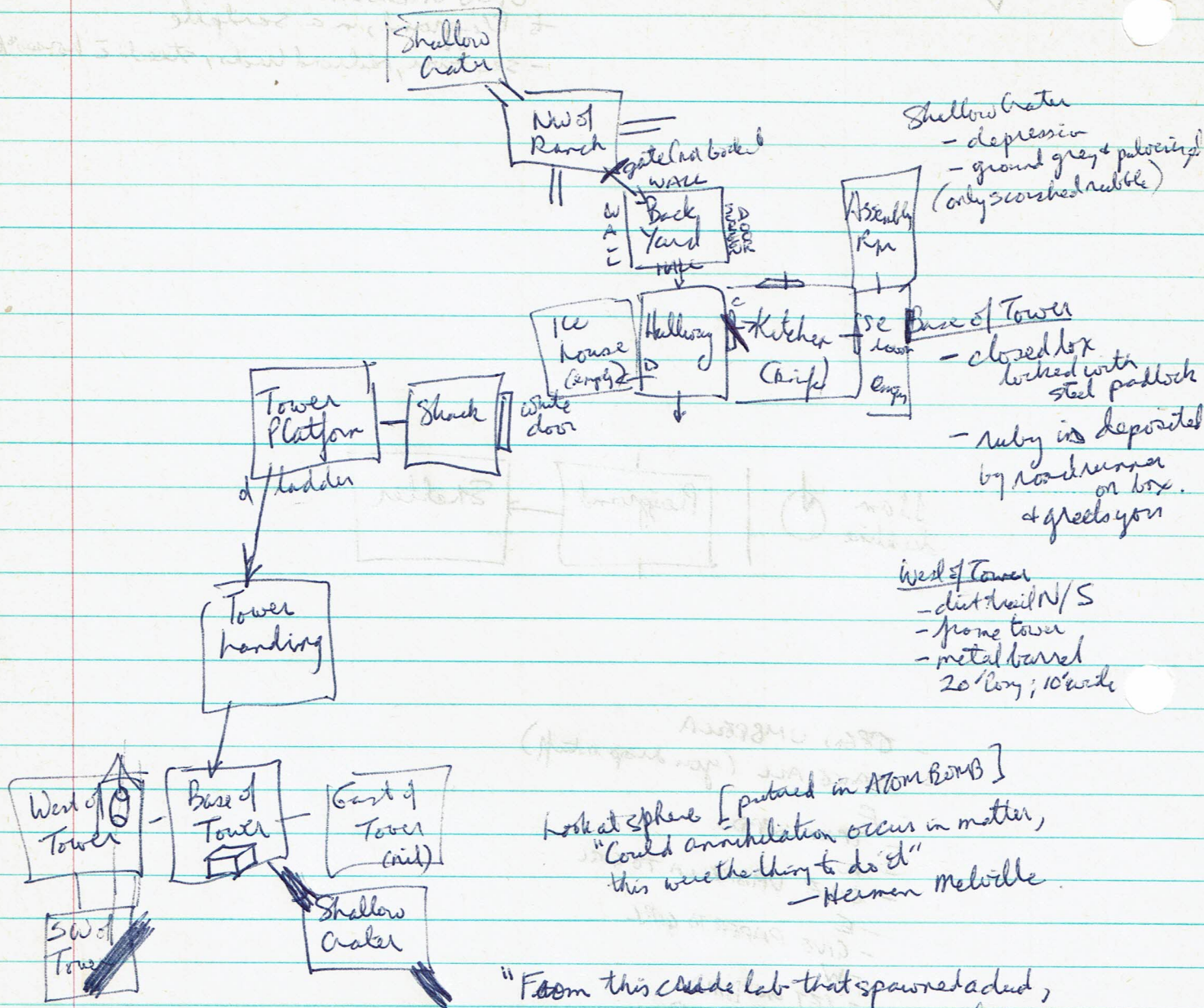
- sandpile
- swings
- long building, flowers & birds / paper
- dirt mound & hole to E
- kids N of swings
- adults digging S (reside to meet them)

Shelter

spade "sturdy enough"

Kitchen stove pipe exploded / disconnected steak knife

7th Mushroom : Start: Shack (roadrunner follows you)



Shallow Crater
- depression
- ground grey & pulverized (only scorched rubble)

Base of Tower
- closed box locked with steel padlock
- ruby is deposited by roadrunner on box & greets you

West of Tower
- dirt trail N/S
- frame tower
- metal barred 20' long; 10' wide

Look at sphere [putted in ATOM BOMB]
"Could annihilation occur in matter, this were the thing to do it"
- Herman Melville

"From this cradle lab that spawned a dead, Their necks to Truman's axe uncurled, He, the embattled savant, stood And fired the flop head 'round the world."
- Los Alamos ditty, circa 1945
(Send up of a Emerson poem)

Shack

- 12' \square
- oak floor
- rope, pulleys, etc
- dark light bulb - 60 watt (chain on/off)
- 5' sphere on bracket
- bolts & cables & box enclosure

- paperback "DESERT ISLAND DECAameron" - cardboard inside
- man's voice nearby
- poetry
- diagram
- meaningless network of lines
- legend

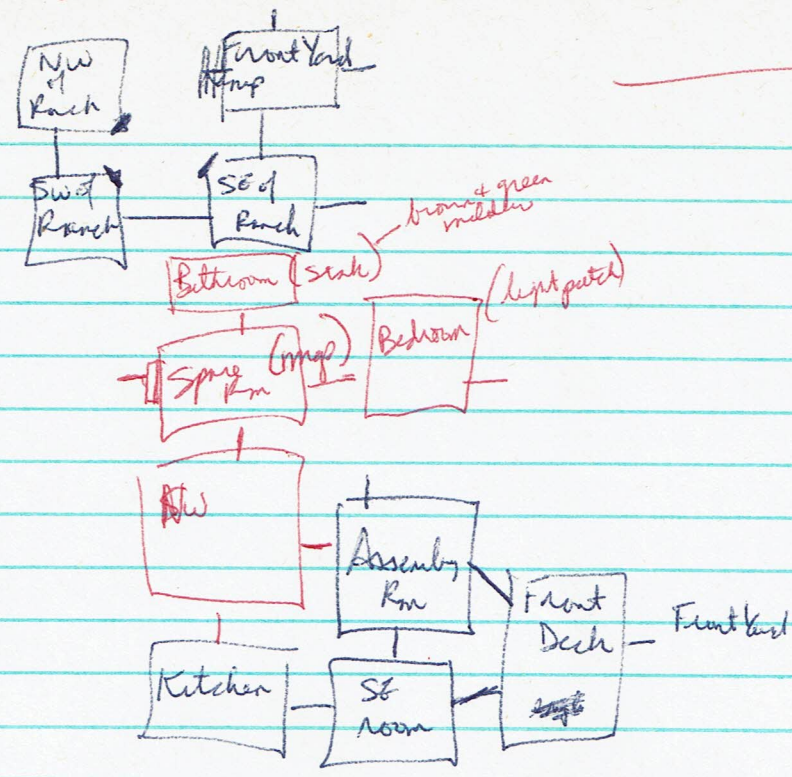
"Towerside breaker closed. Check."
"Pittsburg's on the line, Lieutenant."
"Give him to me, Joe."

"RD=INF BL=DET ST=POS WH=GND"
"RD=DET BL=GND ST=POS WH=INF"

RD = GND BL = POS ST = DET WH = INF
 DET POS

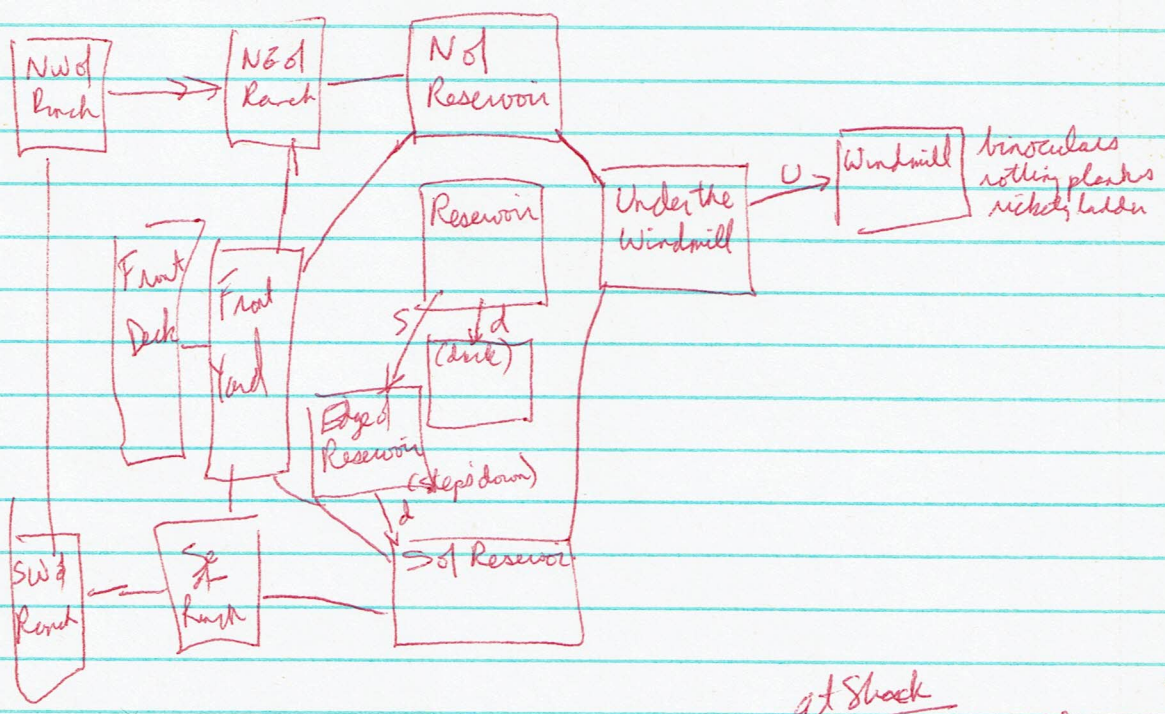
Gr Fri - Linda C's party
 8 pm →

RD = POS
 BL = DET
 ST = INF
 WH = GND



Assembly
 - closet
 - paper of workbench
 wire debris
 - rattle snake!

Reservoir
 like big pool
 60' x 30'
 with tall concrete
 sides
 - reach for binoculars
 (fall in reservoir)



at Shack
 - Lat enclosure
 - has access panel
 (screwed shut)

tangle
 rope
 pulley
 hardware

Desert
 S ↗ NW ↘
 Outside Blockhouse
 @Pittsburgh

sleeping
 big German
 shepherd
 see light on
 roof

left handle of circuit breaker.

details of situation

"What the...?"

"I didn't copy, Baker."

"Ah hell." "Baker to all units. We have 100% continuity loss towards..."

Repeat, ZB's continuity."

"Check your idiot bulb, Baker. I replaced two bulbs last night."

"Able, my bulb lights up real pretty. Is this a scrub?"

"I dunno. Ask the kid if he reconnected the informer line on X after the continuity check."

"The kid ain't laughin', Able."

"Looks like a no-go without X, Able."

"Damn."

"Baker to all units. This is a scrub guys, Repeat, scrub it."

Circuit breaker -

Baker: "Hold on, Able. X just woke up again."

Pitts: "Sounds like a wet line somewhere."

Baker: "The kid's keepin' an eye on it, Pittsburgh. If it dies again before the sequencer takes over, we're gonna have to scrub."

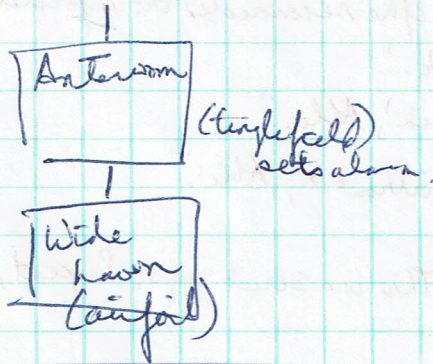
Able: "Roger, Baker. Gotta cross fingers up here" [1 pt]

Enter White Door (from Shark in MS)

"Time isn't holding us
Time isn't after us
Same as it ever was,
Same as it ever was"

-David Byrne

Hall



Genious - young man with moustache

- on F: F was a robotist, obsessed with studying the human mind
- on Gladia: she has great delicacy, grace, spirit of fun. Perfect partner for me.
- on Vasilca: known her 15 yrs. Designed a wardrobe for her, she uses my services exclusively. Not warm personality, but attractive, intelligent & a friend
- on himself: hair designer & clothing designer
- on Doreel: he's the human looking robot of F; excuse me, I have things to do.

lantern, walkie talkie, coin + cage

Points out of 100

- 1 pt - buy bag of bread crumbs
- 1 pt - take soccer ball
- 5 pts - take gnomon
- 3 pts - take paper bird
- 1 pt - take splinter
- 1 pt - take axe
- 3 pts - push oak tree north
- 5 pts - screw gnomon into hole
- 1 pt - take skeleton key
- 1 pt - turn key in hole
- 1 pt - take cage
- 1 pt - put lemming in cage
- 5 pts - take umbrella
- 1 pt - take lantern
- 1 pt - take spade
- 3 pts - give piece of paper to girl
- 3 pts - open lid (of cap) with spade
- 1 pt - take silver coin (from corpse)
- 1 pt - take shroud
- 1 pt - take cardboard (in paperback)
- 3 pts - examine diagram (on cardboard)
- 1 pt - take ruby
- 1 pt - put ruby in red recess (boot sports wings)
- 3 pts - take coconut
- 1 pt - open coconut with axe
- 1 pt - take garlic (in refuse @ garden)
- 3 pts - take skink
- 1 pt - take icicle
- 3 pts - put icicle on metal (go to top of stairs first!)
- 1 pt - take lump
- 3 pts - take honey (put hand in hive 2nd time)
- 3 pts - kill skink under moon
- 1 pt - put hand in liquid (honey)
- 1 pt - put milk in pot
- 1 pt - put skink in pot
- 1 pt - put garlic in pot
- 1 pt - take emerald (in pot)
- 1 pt - put emerald in green boot
- 1 pt - take steak knife
- 3 pts - look in shelter with binoculars
- 1 pt - take binoculars
- 3 pts - point to key
- 1 pt - take key
- 1 pt - unlock padlock with key
- ~~3 pts - read diagram~~
- ~~1 pt - take cardboard~~
- 3 pts - look at dial (of radio)
- 3 pts - sacrificing lemming to snake
- 1 pt - take screwdriver
- 3 pts - to adjust slider to dial
- 1 pt - immediately reclose circuit.

RD=GND BL=INF ST=POS Wht=DET

"Roger, Displacement, report."

"H-E secured."

"Baker, get calibration on the horn."

"SCR-299 checks, Able."

"Excess velocity is two baker. Repeat, two baker."

"Baker to all units. Are we all in on this?"

"Able to Baker. Us cowboys been waitin' all night." "Roger, Able"

"Everything's go at Forbes Field." "Roger." "It's time, gentlemen."

(Styl Spangled Banner) "It is now zero minus twenty minutes."

"Zero minus nineteen minutes."

"yes for the generator"

"Zero minus 18 minutes"

"Can't we fix that?" (strings fade in & out)

?

"Zero minus thirteen minutes"

"Zero minus twelve minutes"

"No luck on that radiosonde." "Keep on it."

"Baker to Pittsburg Did four charlie get that radiosonde up yet?" "Ah, negative, Baker. Will advise"

"Zero minus 14 min"

"Never got that one past CIC"

<turned off talkie>

"Zero minus 11 minutes"

"condenser."

"Zero minus 10 min"

"Zero minus 9 min"

"Oscillograph check."

"Zero minus 8 min"

"Able to Baker. We got a breeze blowin' right in our face!"

"Is TR-4 sleepin' down there?" "It's worse than that."

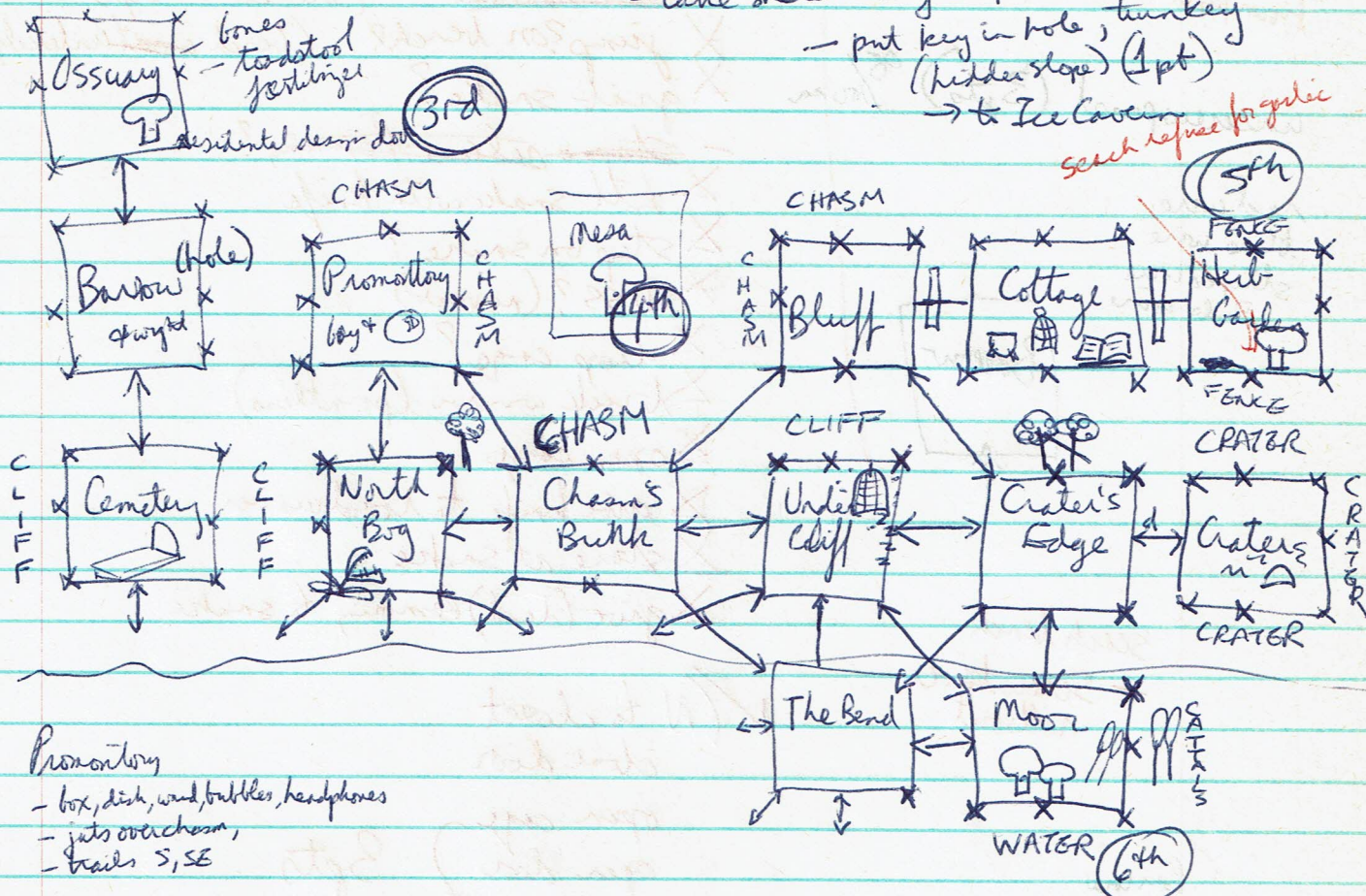
"Zero minus 7 min"

"Zero minus 6 min."

"It'll never work."

- go thru Arbor to change thread of gnomon
- screw gnomon into hole (5 pts!)
 - level appears & ring emits brilliant twinkles of light
 - voice: "The Gnomon Conquest"
- ring now has arrow pointing to second symbol on dial
- push/pull lever to stop shadow from moving! On time?

- SEARCH BONES
- take skeleton key (1 pt)
- put key in hole, turn key (hidden slope) (1 pt)
- > to Ice Cavern



- Promontory
- box, dish, wand, bubbles, headphones
 - juts over chasm,
 - trails S, SE

- Crater
- lump of metal (magnet?)
 - hot!

- Herb Garden
- thyme
 - refuse
 - herbs

- Take cage (1 pt)
- of brown & yellow wicker
- Put boning in cage (1 pt)

- how to get milk safely?
- how to get honey?
- how to get ichu?
- where is emerald?
- in what do I mix 'em?
- how to hold stick?
- what is lemming for?
- play with magpie (does it get the emerald?)

- 1 - start
- 2 - crescent moon
- 3 - lizard
- 4 - coconut (milk)
- 5 - lemming
- 6 - spade
- 7 -

[walker-talkie, lantern]

Wobworld - axe, splinter

RD = GND BL = INF S7 = POS WH = D&T

Spotless "Assembly Room"

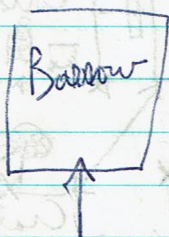
snake (position 1)

bench
wired
debris
brown paper

- don't throw
- don't shine beam at snake
- ~~don't retreat~~ (doesn't help)
- X jump? on bench? (bend ~~is~~ unlikely ^{to support weight})
- X grab snake?
- ~~step on lemming?~~
- X kill snake with knife
- X step on snake?
- X hiss? (no verb)
- X drop cage?
- X break window (pointless)
- X open cage
- X give knife to roadrunner
- X stare at snake
- X give (dead) lemming to snake

unscrew panel (3 pts) 95/100 mm

red wire
blue wire
striped wire
white wire



search bench

- screwdriver
- rollout

✓ (N to closet
close door
open cage
open door) 3 pts

Borrow

- dark
- spike doors
- walls w/S
- breaking "Borrowlight"

"Zero minus 5 min. Personnel, prepare to assume safe positions. Siren + rocket sent up."

"Baker, can you get medic on a secure line?"

3 min

"Who's takin' care of the WAES in Fubar, Baker?" (General laughter)

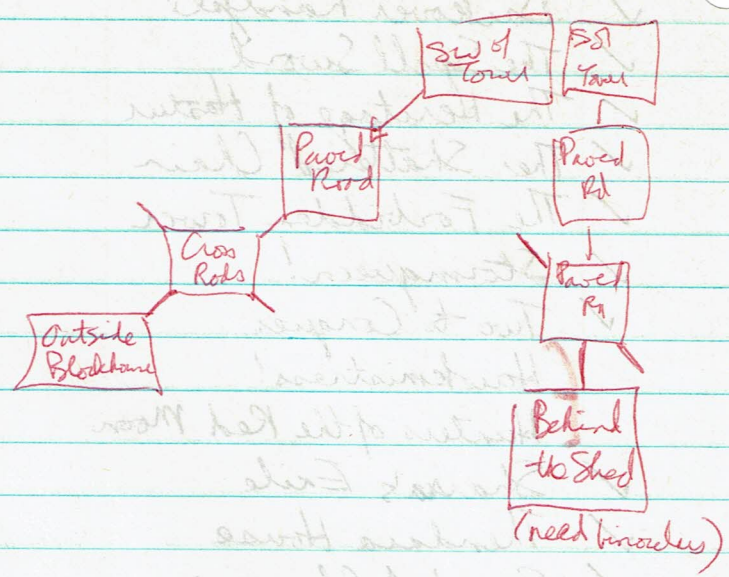
Ninety seconds to auto-sequence. Mark.

"Zero minus 2 min. All personnel whose duties do not specifically require otherwise will now assume a prone position, with face & eyes directed away from zero."

(~~at~~ another plane)
Auto-seq in suit Room. Six-oh seconds.

RD = ~~DET~~ GND
 BL = ~~INF~~ INF
 ST = ~~POS~~ POS
 WH = ~~POS~~ DGT
 Focus GROUP SURVEILLANCE
 Paid (jeep)
 kid 20-80 (set to 50)

- jimbo (useless?)
- box + padlock
- enclosure + screws
- knife
- binoculars
- rattlesnake
- water
- dog + searchlight
- lemming?
- (How to get roadrunner off dog??)



Behind the Shed - shed

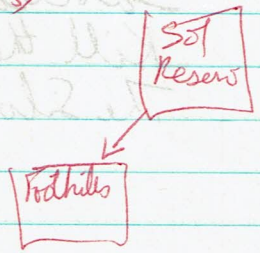
- earth covered shelter to NE (voices + radio in shelter)
- several jeeps + GIs
- thin man is just inside bunker's entrance (kodel like he hasn't slept in days)
- General Groves (pear-shaped) + GI leave for base camp S in jeep

hat thin man

"Distant & dead resuscitate,
 They show me as the dial or move as the hands of me,
 I am the clock myself." - Walt Whitman

see steel key in shelter (L IN SHELTER WITH BINOCULARS)
 3pts!

inside box are - instruments of control panel
 - large circuit breaker (closed)



jeep - wallet inside (snapshot of dog in wallet with boot)
 radio on floor
 seat

"Twere better Charity
To leave me in the Atom's Tomb -
Merry, and Nought, and gay, and numb -
Than this smart Misery."
- Emily Dickinson

Palace Gate

A tide of perambulators surges north along the crowded Broad Walk. Shaded
glades stretch away to the northeast, and a hint of color marks the western
edge of the Flower Walk.

Trinity

Save 1: have everything at top of tower.

Save 2: just entered shack (bag of crumbs, ~~beverage~~ ^{beverage}, lantern, walkie-talkie
- ^{sticker}
Cemming, watch, 2 bottles, shroud, pocket)

Save 3: cauldron.

RD=POS BL=GND ST=DET WH=INF

go to jeep to act w-talkie
(wallet + photo are useless?)

"From the crude lab that spawned a deed,
Their necks to Truman's are uncured,
ho, the embattled savants stood
And fired the flop heard 'round the world"
- Los Alamos ditty; circa 1945

"Excess voltage is two bakers."

"Idunno, Ask the kid if he reconnected the ground line and
after the continuity check."

"If it dies again before the sequencer takes over, we're gonna have to scrub."

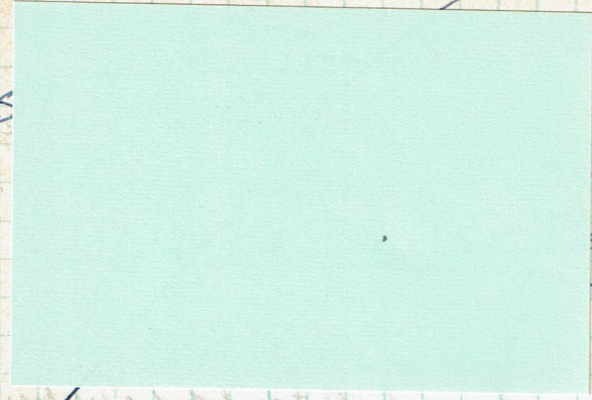
~~cut~~ "Zero minus one minute. Sequencer will assume control in 15 secs"
CUT BLUE WIRE WITH KNIFE [5 pts]

CFNY 102.1 FM 7:00 Comedy Bowl

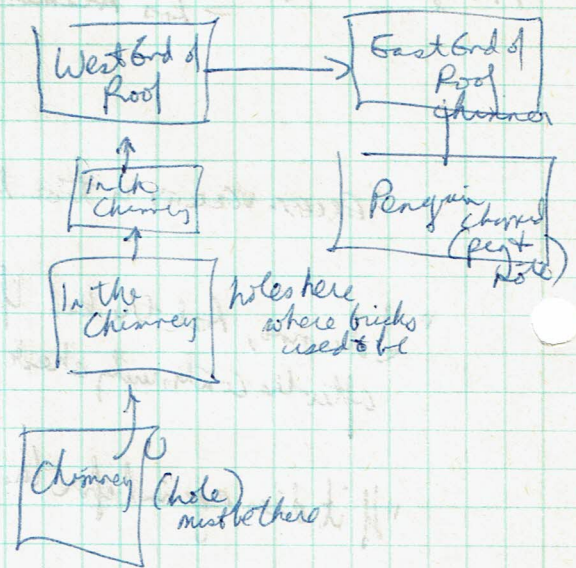
1-5

2h

ehh's



Coastal Mortimer?



Put leg in hole → Prop Vault

Aunt Hildegarde on buzzsaw conveyor belt

Cousin Heimar

E → CHUTE

- (objects:)
- ELVISH SWORD OF GREAT ANTIQUITY
 - SALIVATING HEDGE SUGARS
 - GIANT NAIL CLIPPERS
 - BOomerang MAIL BAG
 - GLOWING MOP
 - GUN (whipped cream)
 - BIG STICK
 - HAIRY CLUB

Exercise

X	X
X	X
X	X
X	X
X	X
X	X
X	X
X	X
X	X

Note: "Congratulations Pumpkin!
 You've found all the "treasures".
 Now come on down for a big
 surprise. Aunt Hildegarde

CUT BLUE WIRE WITH KNIFE

[Your score just went up by 5 points. The total is now 100 out of 100.]

You slide the blade of the steak knife under the blue wire and pull back on it as hard as you can. The thick insulation cracks under the strain, stretches, peels and splits...

SNAP! A shower of sparks erupts from the enclosure. You lose your balance and fall backwards to the floor.

"X-unit just went out again," shouts a voice.

"Which line is it, Baker?"

"Kid's board says it's the ground. The others look okay. We're lettin' it go, Able. The sequence's running."

The walkie-talkie emits a burst of static.

"Congratulations."

You turn, but see no one.

"Zero minus thirty seconds," crackles the walkie-talkie.

"You should be proud of yourself." Where is that voice coming from? "This gadget would've blown New Mexico right off the map if you hadn't stopped it. Imagine the embarrassment."

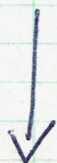
A burst of static. "Minus fifteen seconds."

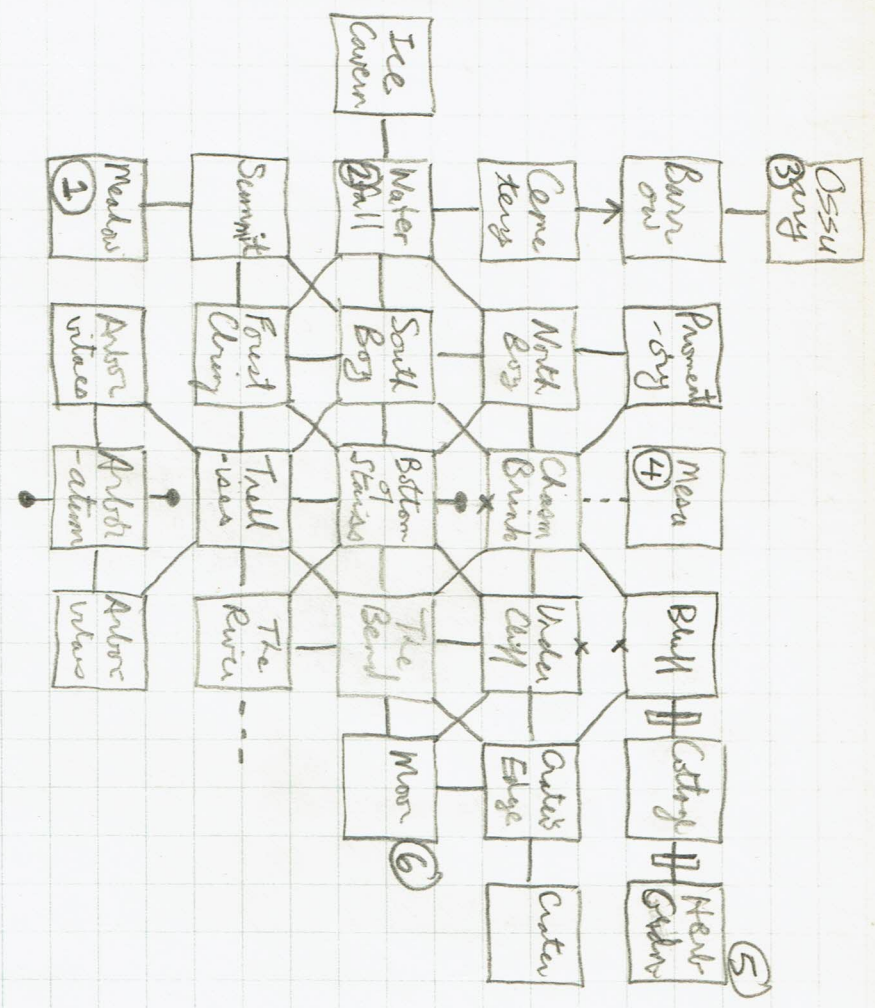
The space around you articulates. It's not as scary the second time.

"Of course, there's the problem of causality," continues the voice. "If Harry doesn't get his A-bomb, the future that created YOU cannot occur. And you can't sabotage the test if you're never born, can you?"

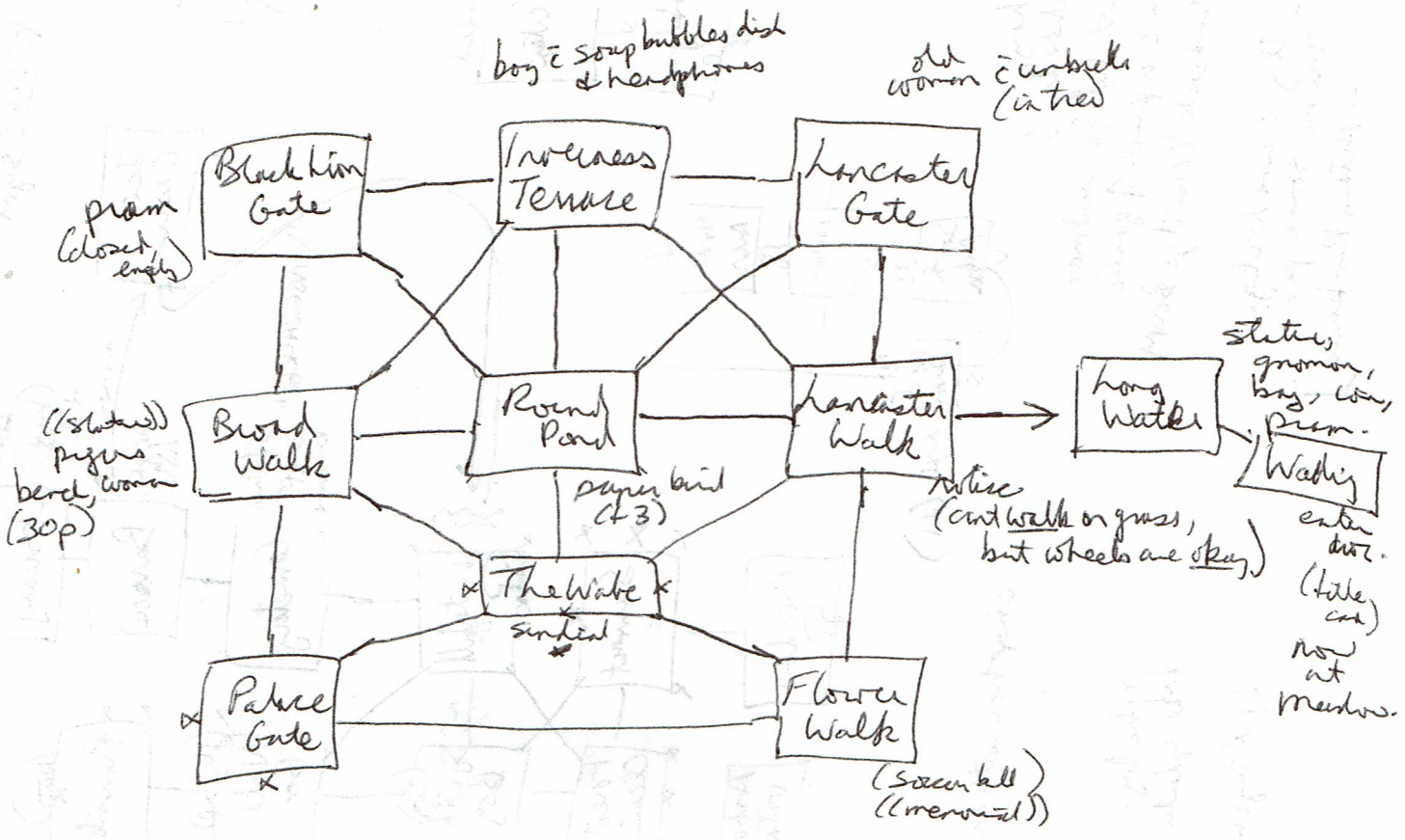
The walkie-talkie is fading away. "Minus ten seconds. Nine, eight, seven."

The voice chuckles amiably. "Not to worry, though. Nature doesn't know the word 'paradox'. Gotta bleed off that quantum steam somehow. Why, I wouldn't be surprised to see a good-sized B&WG every time they shoot off one of these gizmos. Just enough fireworks to keep the historians happy."





~~GND~~
~~DET~~
~~INF~~
~~INF~~
~~DET~~
~~INF~~
~~GND~~
 RD → DET, BLEINF, SE=GND, WH=POS



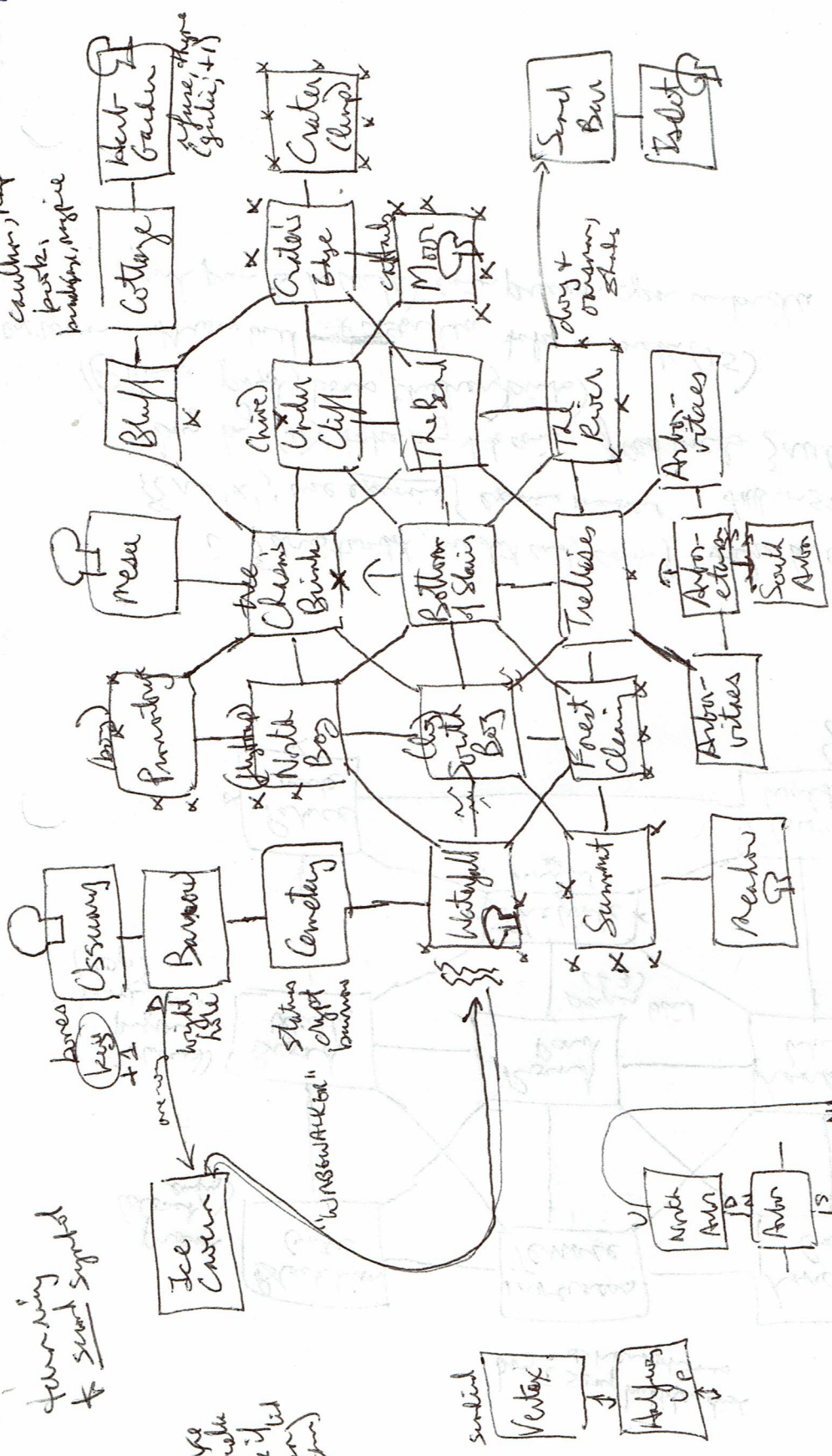
i { wristwatch, credit card, coin } take ball (+1 of 100) { sound }
 { no 'x' ; use examine } examine manual. ~~take~~ gnomon take it (+5)

buy bag (+1) take bag, take coin. feed birds { rully! } take rully (a workman grubs it.)

@ Pond: pond, boats, children, birds

ex: woman - throw ball ~~at umbrella~~. take umbrella (+5)
 (push pram to L Walk) enter pram. open umbrella

caulder, map
books,
numbers, negative



turning
to sword signified

(both use
& can be
break if lid
try to open
with them)



with horns,
frost (like liquid
filled in the light of a crowd more
pix low - a kind of gaudie
Then stand back 'cause it go boom

by some symbol: [It's a wire herbage
you're some per.
- Arthur Rimbaud]

open lid with wire
→ are ~~are~~ breaks!

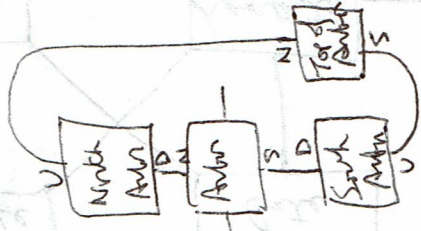
chapter with are. push tree north (43)

put ky in hole. turn ky (41)
(Can't go west for waterfall into Ice Cavern
until gone W to E first)

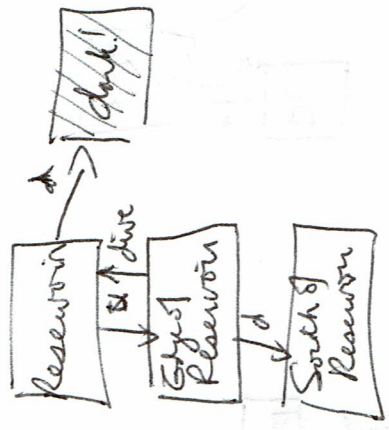
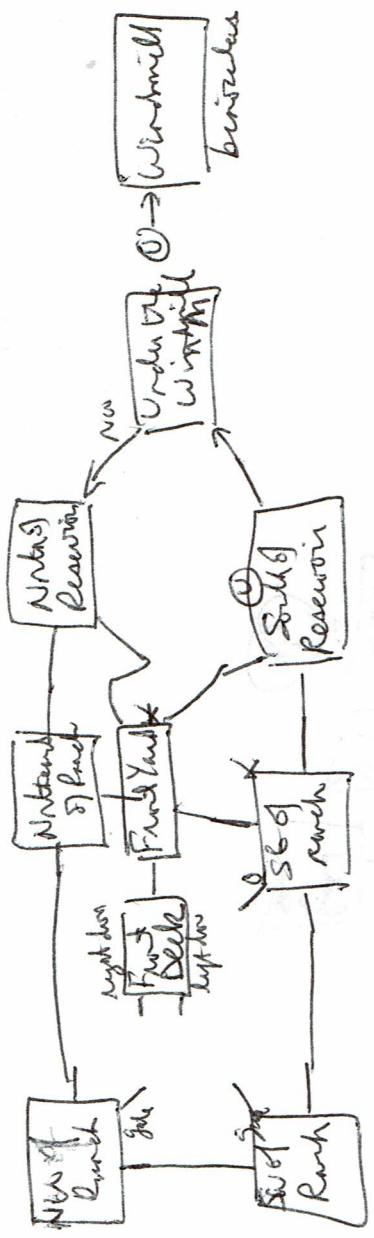
take log.
take splinter (41)
(put logs in path)

put gnomes in hole (45)
→ lesser appear, big gnom.
push lever (shadow steps)

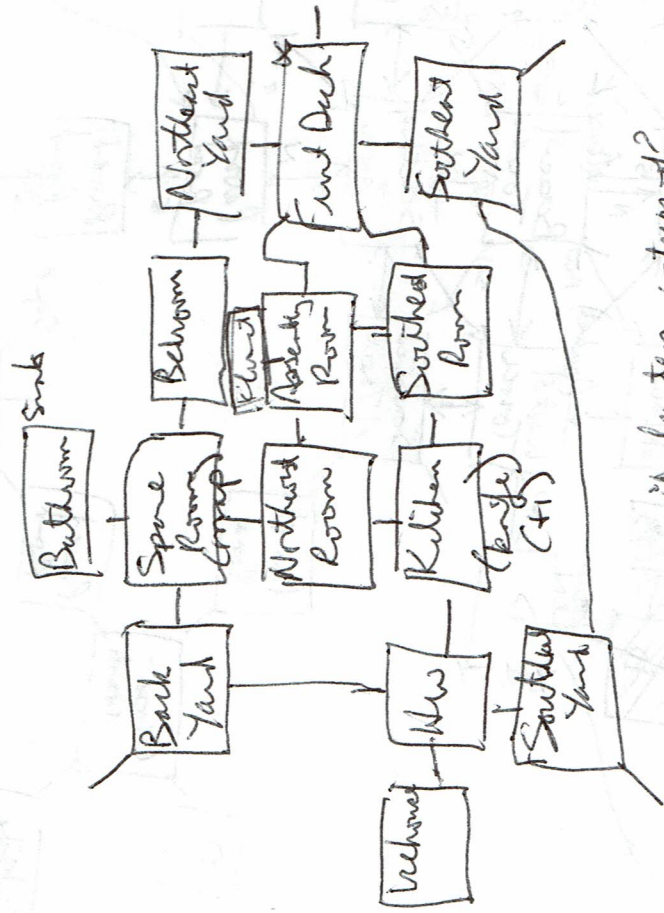
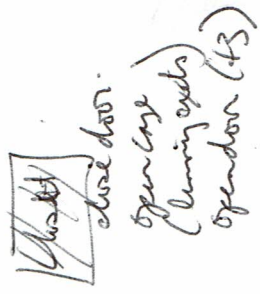
eye (41)



take binoculars
 → instead fall into Reservoir (with!)
 (Andy broken)
 → not climbing again
 (Chippellington!)
 → leaving books, walkie, etc



3 ~~can~~ retreat from the room.
 don't "kill snake" with knife
 don't throw knife at snake
 Open eyes SE room → leaving baggies!
 Open eyes at Ass Rm → leaving don't go out.
 West of Tower
 — "burned in fire" —
 "I found" on map



- is lantern waterproof?
 X work from center?
 - throw rock at searchlight?
 - run from dog house?
 - is slip vase a ~~code~~? (Stange diagram)
 - cut wires with knife

[Arch] ^{gate} box E, paperbark, sphere box/serenade, dark bulb, voice, exit W.
Desert Island Decaman, need it (airband falls out) read airband. read poetry (Chas Adams dict)

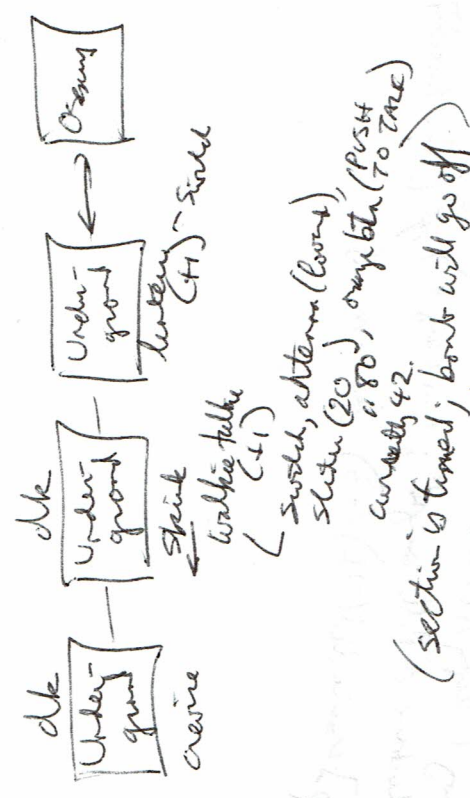
x box (access point) screws { coin in work } built has a chain (on/off)
W [Tower Platform] (searchlight to SW) d → [Tower landing] d → [Base of Tower] box is padlock;
northward pits ruby on box. when ruby (+1) put it in red boot (+1)

S → [South of Tower] S → [Paved Road] N/S/NW/road SE. S → [Behind the Shed]
S → [South of Tower] S → [Paved Road] N/S/NW/road SE. S → (NO)
Coel pen-shaped m, Gen Brown, level in jeep to S } jeeps shelter NE. S → (NO)
S → [Desert] S → (W pt) [D] SE → [Behind the Shed] NE to shelter, just GI!

// SE of Base of Tower → [Shelter] [Crate] NW/SE. Search center (nothing in space?) SE → [Northwest of Ranch]
gate, paths E+S. open gate. SE → [Back Yard] has S, search E. S → [Arch] N/S=007, W=ED (AK), check door & ^{keys}
W → [Icehouse] [E-S] / [Kitchen] steak knife, W/N/E E → [Southwest Room] find box, N, W. (-)
N → [Absently Room] shaped workbox, chest N, chest find door E, S, W, workbench is paper & debris, search workbench (Securashim falls out!)
rattlesnake! Rattlesnake attacks it! ... z (snake bites) & retreats) Search workbench (Securashim falls out!)
E hit by succulent & bites // N of Base of Tower → [North of Tower] N → [Desert] [D] W → [Paved Road]

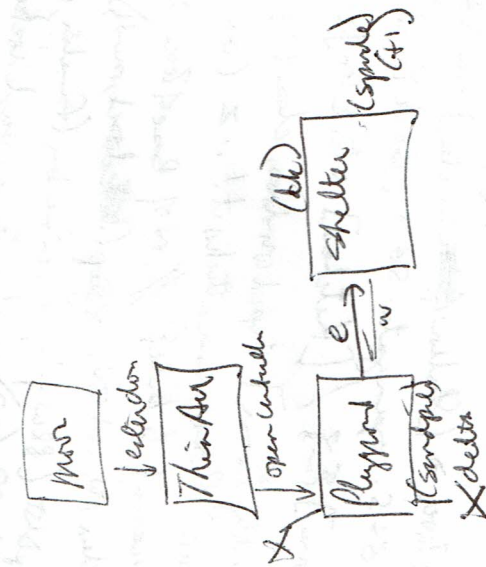
Jeep, shatters NW, wd SW. x jeep (E door, muth) open door. enter jeep { nothing, walked open walked { Espen shot }
examine snapshots (82 W) by examine by (familiar, wood) x notes (diel, toggle switch) examine diel (set to 29; +3)
turn slider to 29. (+3) pull antenna. push rocker - ord. NW (NO: x shelters) SW [D] S → [D] N/S

SE → [Crossroads] NE/SW/SW/trail NW. SW → [Outside Blockhouse] dog! (turn stopper), searchlight on roof
x dog (sleepy, chained) x searchlight (washhouse perches on dog's head!) chest blockhouse { dog wakes up } walked up into
disturbance @ "little bang"; give capt // [Northwest of Tower] NW/S. NW → [Paved Road] NW → [Paved Rd] ~~jeep~~ (jeep.)
[Jeep] examine diel (71) (+3) E-W - no m/s



(section is timed; bomb will go off)

- dump lumber at middle location.
- put splinter in crevice at W location.
- take shink



(you drop all y were carrying) (or there)
 (oh return to plywood of shelter, a girl sees yr watch)
 give umbrella to girl (she goes out)
 (examine shelter → quote from Nathaniel Hawthorne)

point to account,
 (get doublet from N Beach & follow)
 - take account (+3; T-3)
 open box. push slider. push button.
 - cubes present y from going into the center

secret command: \$ credit

shink, axe, bump