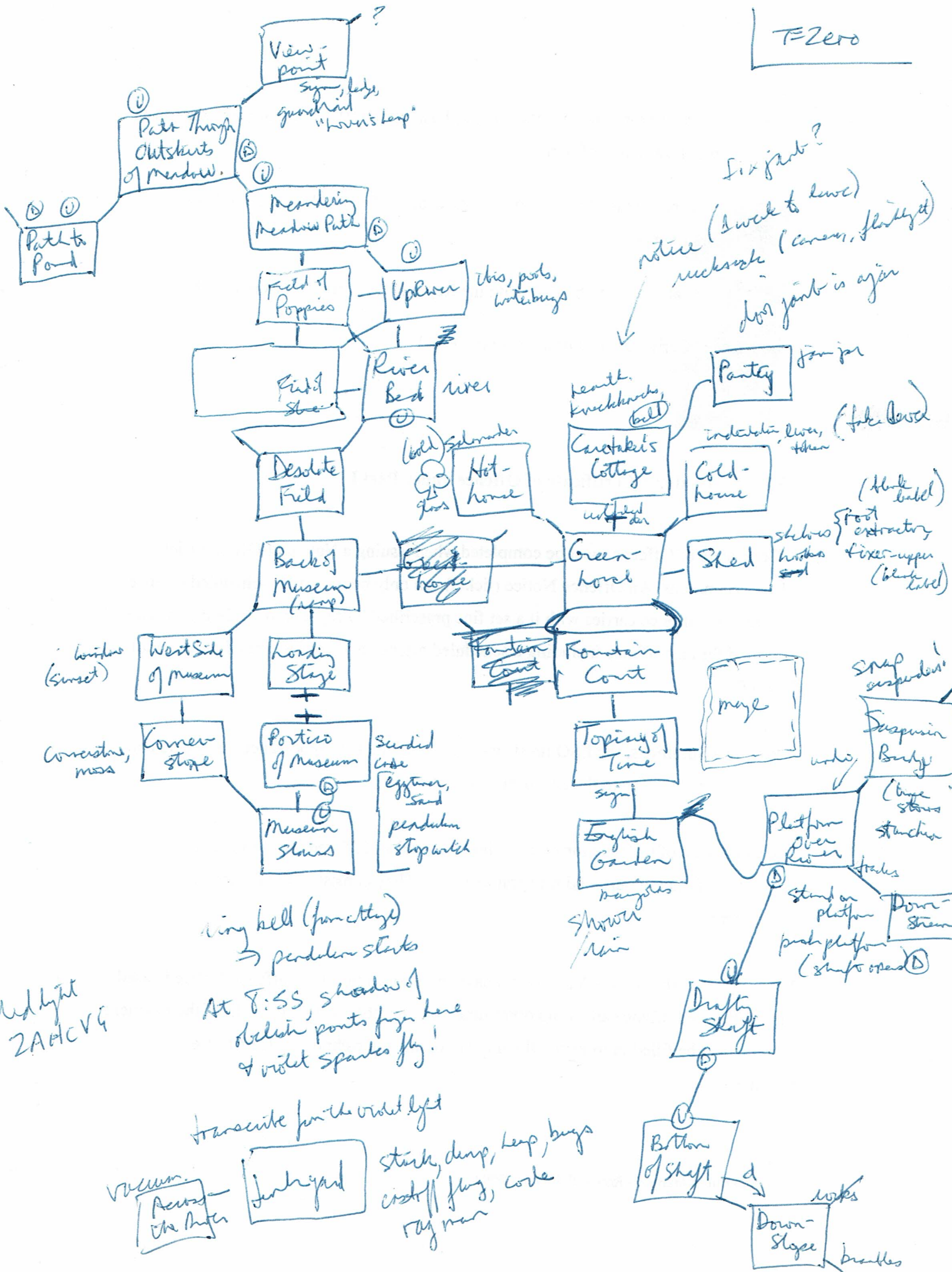


T=Zero



red light
ZACHV4

ring bell (from the top)
pendulum starts
At 8:55, shadow of obelisk points from here & violet sparks fly!

transcribe from the violet light

vacuum
Across the path
Junkyard
stuck, dump, keep, bugs
cistern, flag, coke
rag man

library

- (red) Scarlet
- (tan) tan
- (green) copper green
- (cyan) turquoise
- (blue) navy
- (magenta) purple
- (black) black
- (white) blank

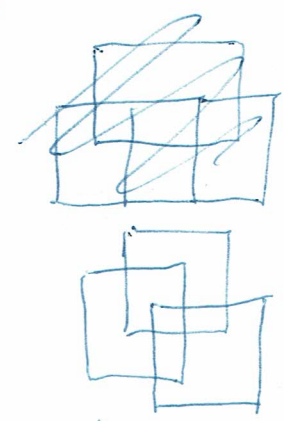
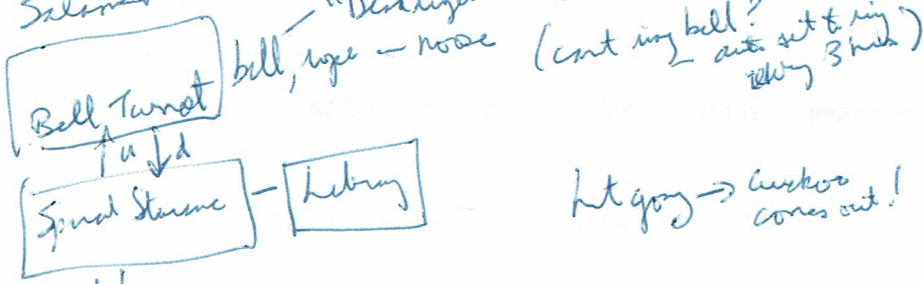
Zeno's paradoxes, owned by Obitrade
 Beatles' lyrics - Stood in the English rain & never got a tan. Watrous:
 400 400 400 400 400
 Through the looking glass - "The rule is, fun to-morrow and fun yesterday - but never fun to-day!" (remember read the paper)
 Don Quixote - felt at windmills
 - press + poetry of Poe - ring three times a bell (Pit & the Perfidian)
 - dictionary
 - (white; wants an author) → flyleaf flutters (green watermarks)
 * watermarks: green zeros slashed with diagonals

on Zeno - Geatrade write "There is no there there!"

dictionary - look something up
 "look up notes in blackbook"
 sticker: word currently being reviewed for possible exclusion from the language (all the words deleted)

look up alligator in green book - "See CROCODILE - as in 'After a while, crocodile'."
 crocodile - "See ALLIGATOR as in 'See you later, alligator.'"

reptoids (not birds)
 lizard - A denizen of the lounge. [...] He liches fancies with forked tongue.
 turtle/tortoise - He moves as if time ran backwards.
 walrus - (walrus carapace) to chill of its long slinky body.
 Salamander - lives in fine line
 "Denizen" (chopped) - small - most long.



let go → author comes out!

'Call a rag man a ragman!' (✓)
 read card - by removal sense.

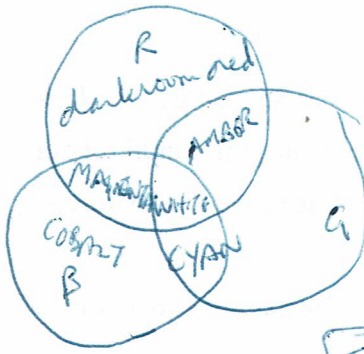
turn eyes when on track (line was way)
 → we pass at mistress tongue point
 turn eyes → fault is soap & leaves shell!
 wear shell (✓ points!)

give code to aragon (✓)
 → infinite loop.

stand in rain (✓ points)
 → walrus washes up here.
 (signature ē 2 tushes of mouth that doubles as a speaker)
 wear walrus (✓ points)
 directs mouth of walrus towards you ear.

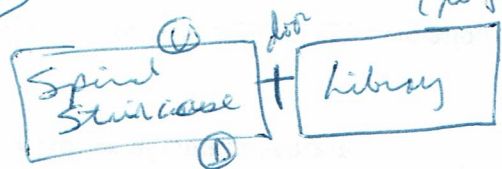
at River Bed → what command is available!
 → musher → camp (FWD) → takes you there
 rings are upriver

- loading stage door can only be unlocked from inside
 - open door (5) museum -> ports



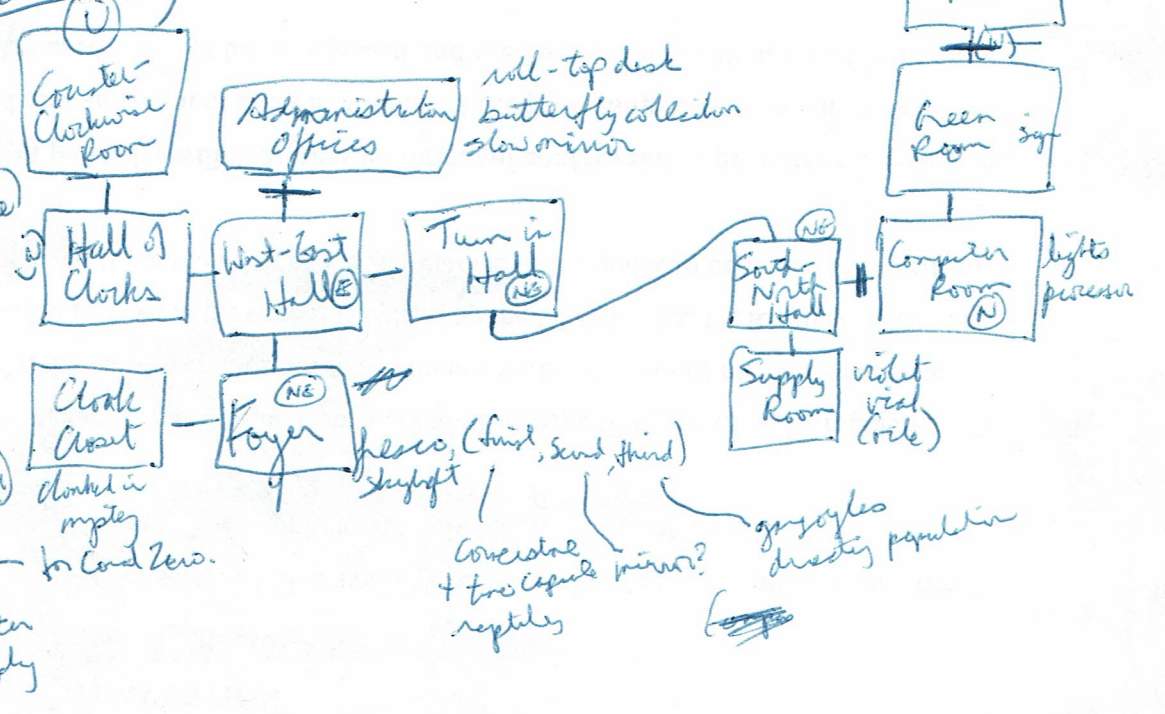
color coded days
 Sundays are white
 Saturday no attraction till lighting

windy, 3 btms (red, green, blue)
 - a pipe flows here in the dark
 (no flashlights allowed)



Jump counter clockwise

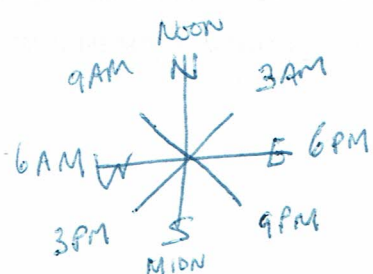
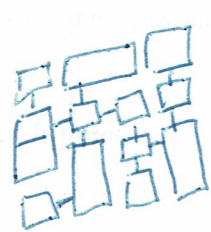
windows
 Curiously
 cuckoo
 gong



(use flashlight)
 time punch
 time card
 punch slot
 next counter
 digital display

pescos (first, second, third)
 skylight
 concrete + tree capsule reptiles
 guzzles directly population

W-F H: 'Counter clockwise / staircase in disrepair / Due to time warp...
 Jump against the clockhand / to counteract'
 Green Room sign: look thru window to detect presence of deadly gas. Gas is white; Safe on Green.
 - however, green gas is also lethal, given time.



ZYXWVUTSRQPON
 ABCDEFGHIJKLM
~~OPQRSTUVWXYZ~~

8:40 - sunset, obelisk visit

Pond: vines, pods, stone

* cones (stick below t-1 & t0)
 push plunger (2 hr passes?)

5:30: obelisk faces at dawn

read strip in (red) light
 "ZFLTFW"
~~ASOGG~~
 YEKSEV

"leave no stone unturned"
 → clue (clay, wood, tape)

5' obelisk - meter?

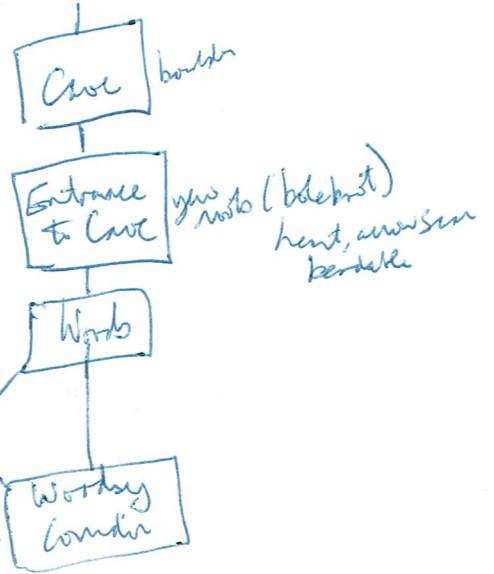
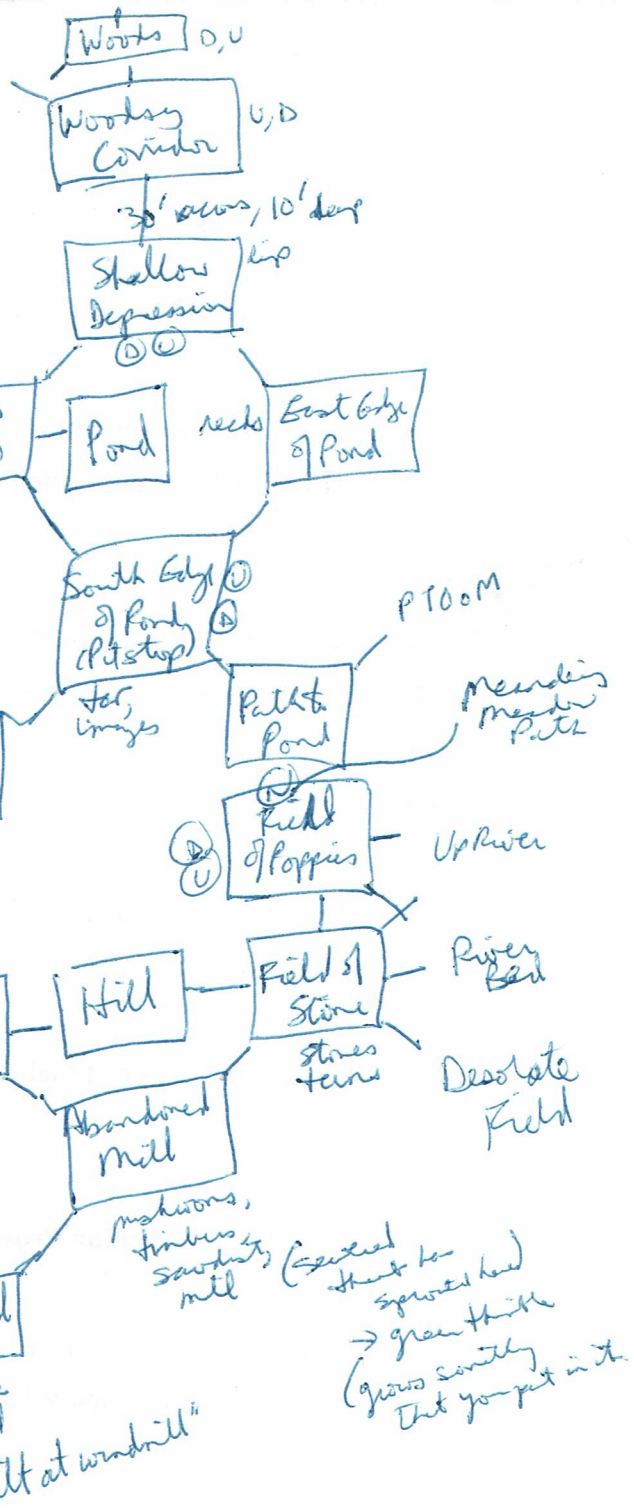
"fill at ~~the~~ windmill with lava"
 → windmill starts, lava breaks,
 sawdust blows away

open for for → Sacks all air!

giant ship
 stone/obelisk
 tortoise
 here
 step

plateau
 obelisk
 sky
 position

man { dragon }
 "FLAWSTAFF'S OLD TIME
 FORGE"
 avoid, forge
 blacksmith
 sign
 arrowheads



look in slow mirror: [Cleared Field] (from any inside museum)

@ Cornerstone: [Time-Capsule Corner] dig out here + lined with lead, by reptiles

@ West Side + Back [Weedpatch] Dandelion Rd

@ Laundry Stage [Laundry Stage] neon kiosk, ionized by you remained being until it flicks green. Reptile grants.

@ Greenhouse [Green Trellis] trellis + jungle vines
Hottone
Colossus

@ Griddle's Collyer Party [Orchard] junipers

@ Fountain Court [Fountain of Youth] tadpole gushing water (upturned mouth)

@ Toping (entr) + inside + English garden [Garden of the Ash Tree] tree: two branches per creature in myth kingdom. If branches planted in pairs, sprout army of monsters

@ Platform Over River [Top of Shaft] shaft leads down to NB.

@ Down Slope [Down Slope] slope d to SE

@ Across the River [Across the River] no bridge yet.

@ Junkyard [Pristine Spot] abacus + vines.

@ Drift Shaft [≡ same]

@ Bottom of Shaft [≡ same]

@ River Bed [Waterlock Site] waterwheel, gondola, 96 spokes, "15 minute" ticks.

@ Upliver mending [Straight and Narrow Path] mud, quicksand, swamp gas

@ Path Thump [Path to Pond] post + tight-rope-like footbridge

@ Viewpoint [Point of View] post + tight-rope-like footbridge

@ South Edge of Pond [Tar pits]

@ Mobius Strip [Warphead] air in loom?

@ Pond [Mellow Marsh] things float instead of fall?

@ Shallow Depression [Meteorite Site] reptiles put meter in sting to catapult it north.

@ East Edge of Pond [Bog] thatch + cranberries + muck.

| p10n chow min
8450

- @ Woodsy Conifer [Conifer] [Woods] cork trees + stacks of corkboard.
- @ Woods [Youthful Forest] short trees + fog
- @ Blacksmith's [Black Forest] funny calls of cuckoos.
- @ Exit to Cave [Site of the Yew Saplings] sapling in silk ribbons, ledge (plant)
- @ Cave [Open ~~to~~ Mewesed Cave] no boulder.
- @ Hill Slope [Slime Trail]
- @ Obelisk Plateau [Obelisk Construction Site] reptiles making it.
- @ Over the Hill [Under the Hill] roots
- @ Aban-mill [Sawmill] mill, belts, saw teeth
- @ Windmill [Windmill] fully operational
- @ Field of Stone [Rubble Roost] pterodactyls!
- @ Hill [Slip Slide]
- @ Field of Poppies [Oriental Poppy Paddy] paddy is syrupy.

- new seed pod after had seed pod. (no, it's empty)

* spotlight @ Portico sundial's shadow reads 9 o'clock.

ring bell at chimes → pendulum will in a few turns smash the cage

- you can take the egg timer. turn it, & time reverses!

- you can't take stop watch (someone stops you?)

flag is staff + banner. grab banner from flag (✓)

give banner to flagstaff (get a arrowhead) (arrowhead is part)

connect arrowhead to staff (arrow)

throw arrow at bobblehead (copying needed; arrow is gone)

take head (of flag) - snag it in your hand

(pocket head relative to going on the head)

dig in dump with claw (excavating) - view of secret trail

wear ring (it points W) → points up at obelisk

open jar @ Greenhouse

ject flyleaf from blank book

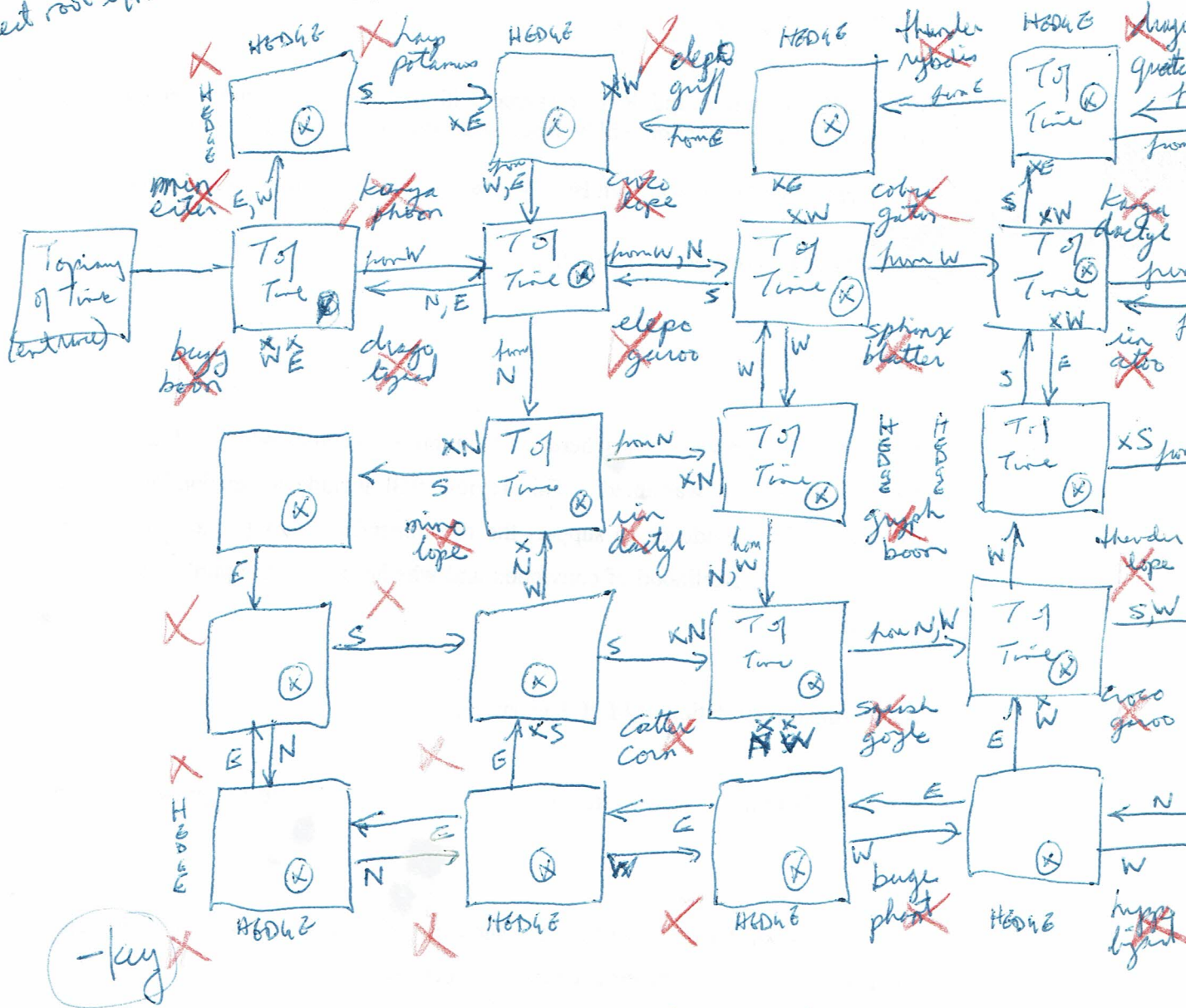
@ vision: put ring in pool (not river)

key to maze is to root around
 will you
 fix upon smithy to lock on to.

Connect root extractor to ~~fix~~ ^{upper} ~~litchley~~ ^{line}

Dennis Lingham

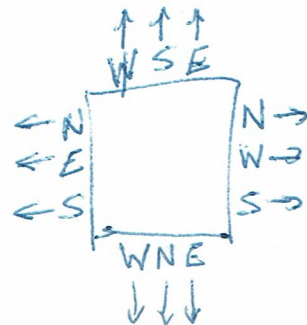
put bad seed in chest
 leave no turn untraced.



-key

message in window at 8:50:
 Credits due to a fine testing team:
 Robert Norton (lead tester)
 Scott Blight
 Jay Shaffstall

the picture of token ✓
 (one step closer to a photo finish)



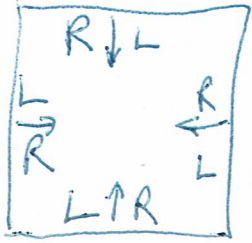
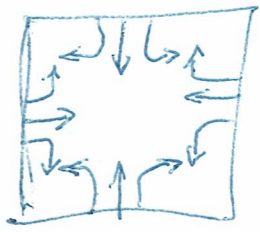
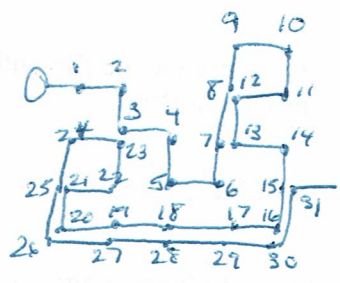
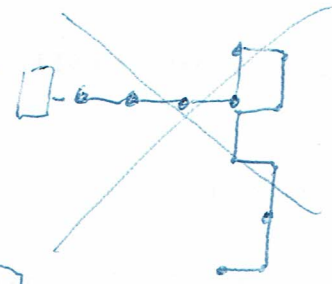
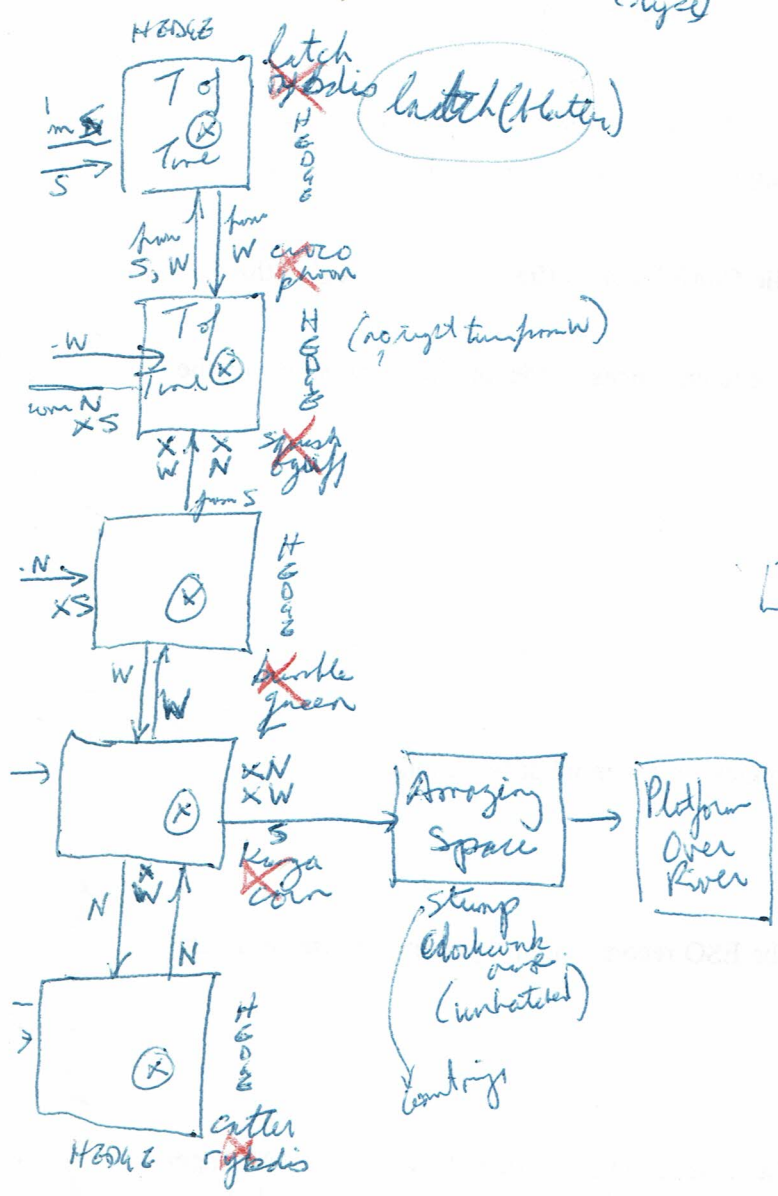
pull hippogriff with
extruder (lyce)

pull thendulose with face-upper
(lyce)

catter-pillar
uni - coin
- goyle
hippo - potamus
mink - otter

The creatures change on every visit!

X poppies
- take seed.
(it goes in yr pocket!)



(back 9) inside
compass points to museum?

NE from Portia
NE from Limestone
W from Frontier Court
NW from Toping (city)