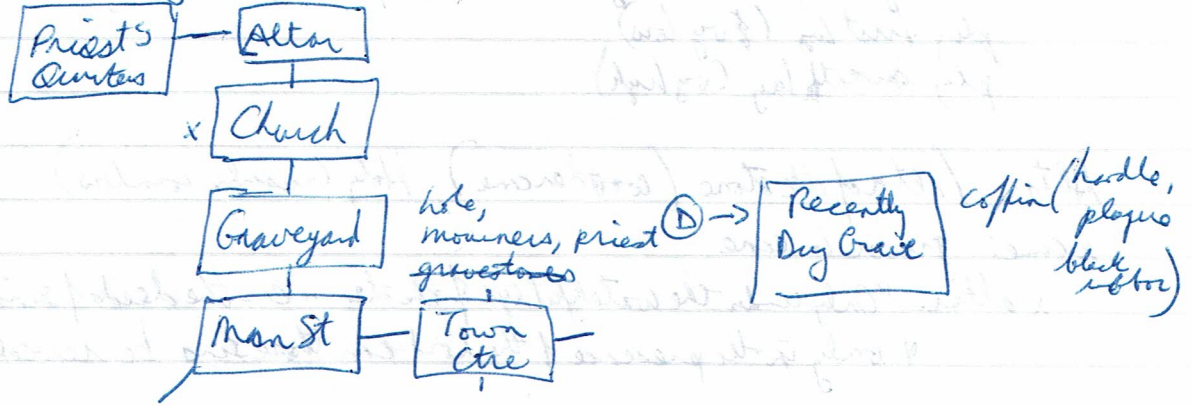


Chptr 1: Happy Family. ^{Oliver}
 - you are a niece at Uncle Henry's funeral @ Graveyd.
 i { black canvas bag } silver putname frame { a student's photo } }



at end of ceremony, a man gives you an envelope ("It is only after their deaths that we can truly begin to appreciate their achievements")

letter: get envelope, Rem the rhyme: One, Two, ...
 - begs you to take up the challenge & finish his dream for him

x frame - weird ancient script

answer yes (man smiles, gives you a plain wooden box)

[+1] "The box you hold contains his legacy. It will open only when surrounded by the essence of life"

plaque { "Henry ~~Henry~~ Charles Lambert, 1943-1997"
 "Who is 'a badge' not a badge?
 That is the question"

untie ribbon [+1]

push plaque [+1] (lid opens) revealing corpse (eyes, suit, shoes/laces)

untie shoes (something falls) - a glass cutter

take cutter [+1]

search corpse [+1] find colour photograph of a boy

- photo, small, of young boy playing c - Abnole controlled toy boat

Church - ~~altar~~, ~~press~~, statue of Mary (eyes), organ
x organ - only 7 keys, multitude of pipes, "A-G" on lid
ply first key (v low)
ply seventh key (v high)

Altar (alt of dk stone (wooden case), Holy Cross window)

x case: groove in case

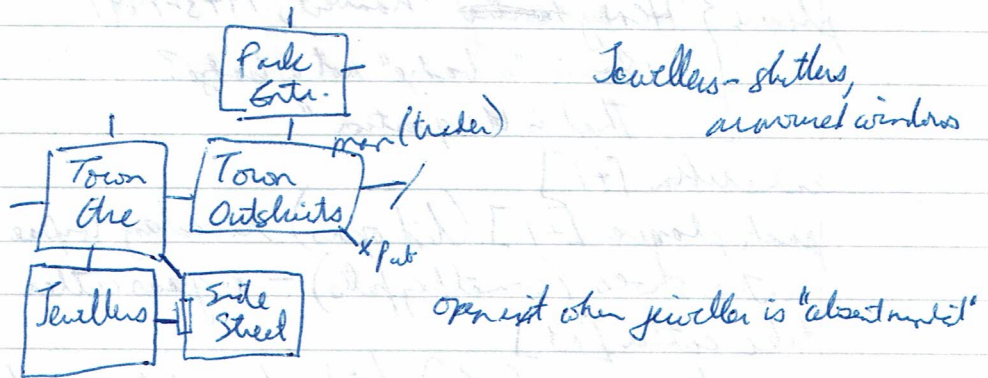
x altar: "Only under the watchful eye of the demon can the deeds of sinners be truly repented,
& only in the presence of the lord can those sins be revealed."

Prest's Q's - hole for above, large statue, deep hole at foot. (couple centimeters wide)
- statue of female pirate, v slender to you.
carries a sword, & wears a patch on one eye, other eye is a niche
- put case in hole (front click from statue)

At altar - cut glass. take red glass [+1]

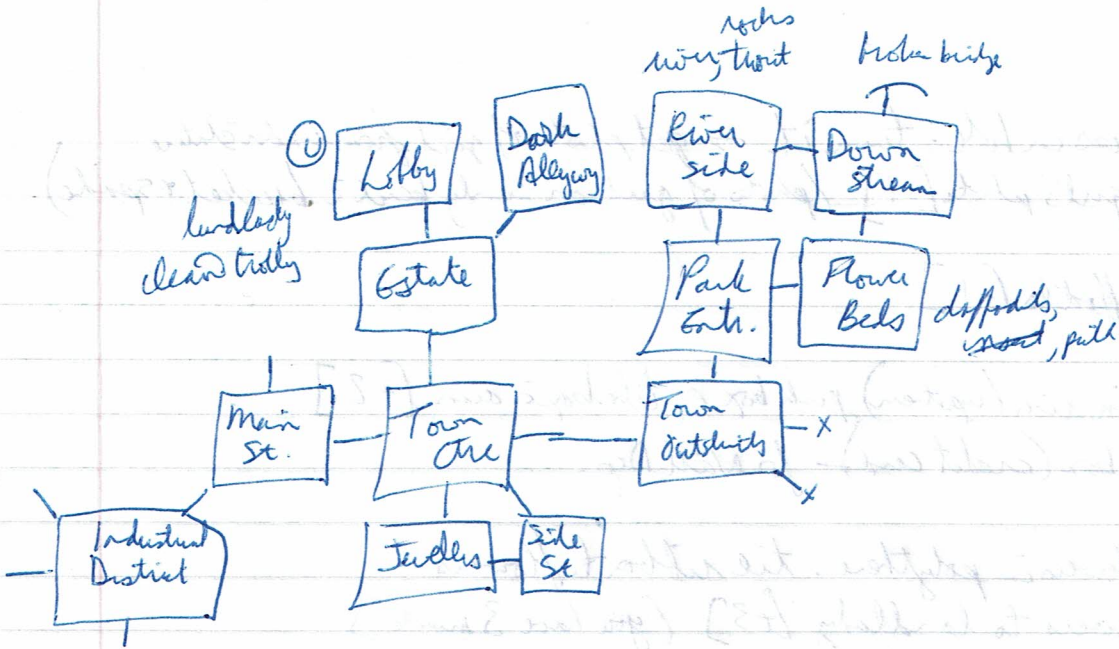
At P's Q's - put red glass in niche [+1] A panel opens in one wall
reveals a painting

Painting - lightning's beam falls on peak of a mita
"Five eyes for an eye -- Merciless Maria, 1698"



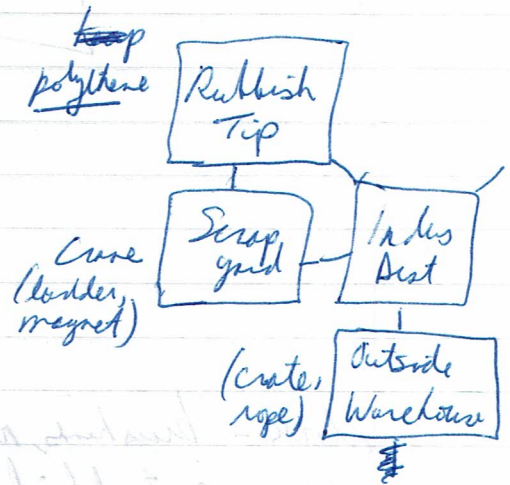
Owner
gold watches, earrings - see metal controls under cover
seems controller - contains Python's Eye (ruby decabedid)
fire exit (opening mechanism, green labelling)

ask jeweller about Eye [+1] "fashioned at end of 16th C, in Japan"



Alleyway - dirty rear window (high), council refuse bin
 search rubbish - surgical gloves (take gloves [+1])
 Industrial Dist. - old fairground machine - padlock
 - coin collector device, complete hat, balls in glass case,
 mechanical arm on roof

cut case with cutter
 take arm [+1]
 pull ladder (runy falls)
 take runy [+1] - iron bar
 pry compartment with bar [+1]
 take glass sphere (~5cm dia)
 - dusty
 (the sphere resonates to the organ)



under counter
 - switch

ABCD6F4
 push switch
 play 1st 2nd 1st 4th 5th key (outside hole, sphere) => get steel key
 "a b a d g e"

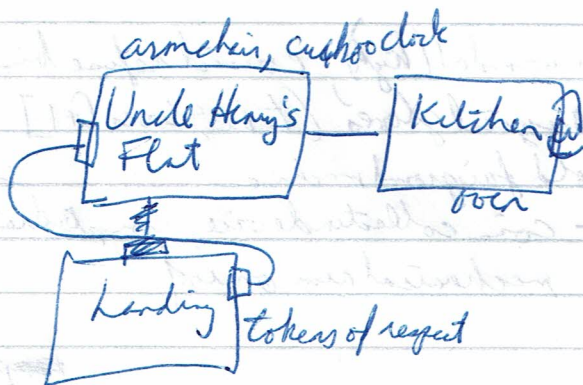
break cone, put short stick in groove => wooden cross

put cross in hole. turn it. → get photo of girl from under picture
take girl's photo [+1] (photo of girl on sandy beach bucket + spade)

take daffodils [+1]

put box in river (upstream), push box e. take box & run [+2]
open box (credit card) for Natl Dep.

wrap flowers in polythene. tie ribbon to flowers
give flowers to landlady [+3] (you have 3 minutes)



put flowers on tokens
unlock door with key
open door (gap between door + frame)
put card in gap [+2]
enter

clock - brass hands, numbers in silver, black face, no pendulum, closed hatch
over - central dial, red btn, green btn, pipes + ducts,
nasty lever, tiny metal tray, "CHI" on digital readout in yellow
- pull lever (created 5 sided topaz of glass)
press red btn (color of type to white, red, ...) dial (4 & 20)
green btn (→ "IND", "RUS", "JAP")
pull lever, take jewel want red/"JAP"/10

in Flat - x cushions → find photo of statue (+1)
 x photo (statue of knight in battered armor & shield)
 sit on chair (recording) ^{my}
 "Hello Blaine... not since birthday party"
 "13th August. Can still taste roast chicken at Steak Hse"
 "Today is also my bday & planning robbery that would make me famous"
 "You must steal the Crown Jewels of Denario"
 "The Natl Depository is just a bldg & all bldgs have a way in" [+1]

It is in the blood
 "You have to get thru
 this y in 26 pt of us"

day/mo/yy

search others - photo of musician. take photo [+1]

x photo (musician in violin & cheap shades)
 13/08/43 set hours to 1, set minute to 3 (cushion appears)
 hm hm hm 10 8 (quacking sounds)
 4 3 (chime, north wall opens)

Memorabilia Rm [+1]

glass cases, city model, Mona Lisa
 move Lisa → exposes hook
 put frame on hook (picture now shows uncle (as prof) gives you a bar of gold,
 & you're now shown in a black outfit in mesh)
 - map is illuminated at skyscraper of Natl Depository

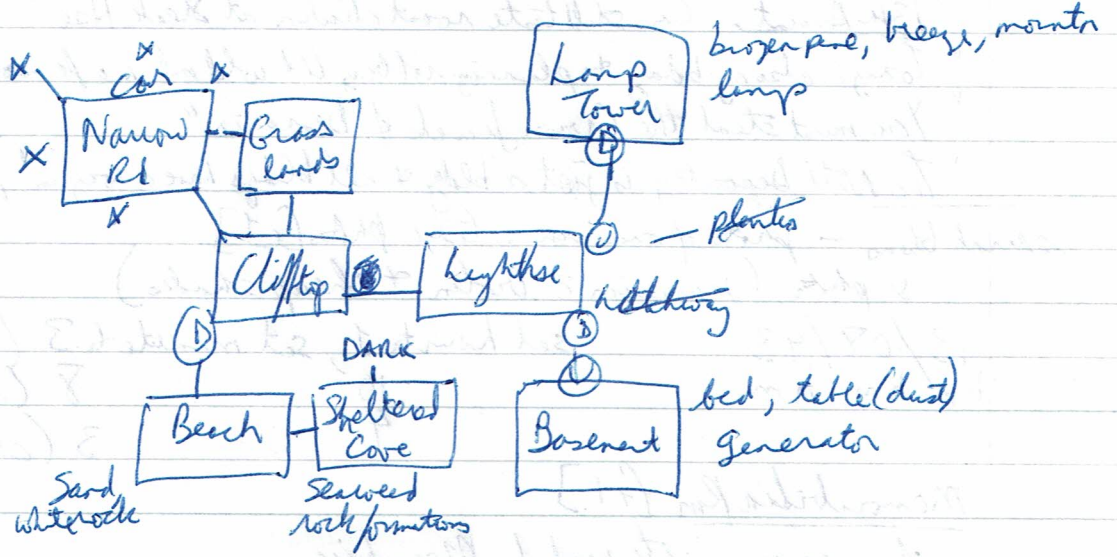
Take students!

boy's in frame → ship's capt'n besd vessel; map shows luxury cruise liner
 musician's → gangster in machine gun; map: mansion in countryside
 girl's → female pirate in cutlass; map: lighthouse
 statue's → tour guide in uniform in clipboard; map: museum of art

put fake jewel in case. close case [+3]
 (red/"JAP"/10)

show python's eye to man @ Town Quitskirts, & gives you ~~photo~~^a of medal's photo
 x photo (of toy plastic medal)
 put medal's in frame (armed forces medal; map: high security installation)

Kiss girl's photo → Chptr 2: MARCIA'S EYE @ Clifftop (gloves only) [+1]



lamp - yellow bulb, ^(off) curved mirror, moveable support, thin slit above top
 generator - starter lever is abt to fall off, wheels are gummed up,
 & cable is missing

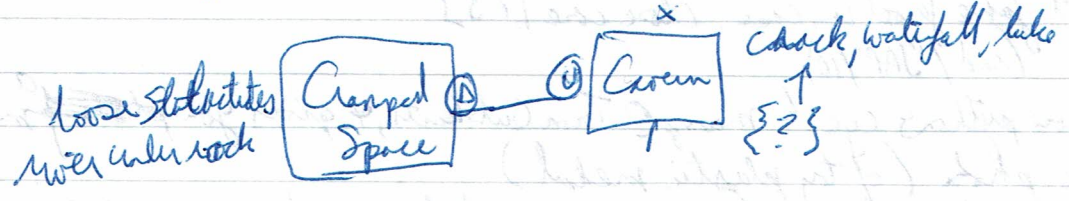
search seaweed - take ^{curved} ~~glass~~ [1]

x formation - two platforms c gap
 car { trunk, bonnet, wheels, engine }

sheet of metal
 cracked magnetic compass
 plastic rod (thinned)

take belt (grey plastic) [+1]

break rod (at flows) [1]



throw rock at slabs (unlit & shie)
 sun light enters! ~~slabs~~ on rock

throw rock at stalactites → ray of sunlight
put curved glass in light → magnifies light!
break casing → needle is free (+1) — fits in slit of bag + stays there.

put belt on wheels - start generator (+1)
block lamp in rock. [+1] ?? turn lamp x 2 (illuminate a patch of grass) (+2)
dig grass (where beam hits it) - take cutlass

put cutlass in creek - secret compartment in chest [+1] "MM", lock

turn handle (of cutlass) → skeleton key! [+1]
open chest { pouch, scrap of parchment, red gem }
gem → 1/2cm dia, sphere.

gunpowder

"Join Maria in one of her little games,
Start in the first letters of her two names.
Despite all yr efforts + toils,
There is more to do before you claim her spoils.
You have nothing to lose + everything to gain,
If you know Maria's year of pain" (1698) MM+ XC
MDCXCVIII

put gunpowder on overhanging rock. put curved glass in light (overhang falls + forms dam) (+3)

N: Damp Tunnel (iron door at N end, wheel in markings beside it, human skeleton)
skeleton - scabbard, wooden leg, amputated arm.

door - handle of sinister black eagle

wheel - points to "L", three levers (left, central, right)

pull left lever (wheel rotates anticlockwise to "M")

pull central lever (whirring sound behind wheel)

MLIXVCD
1000 500 100 500 500

MMMDCCXCVIII open door [+4]

Merciless Marias Tomb

- female skeleton on throne
- rapier, keys of gunpowder, instruments
- tin pan hangs in front of MM. from a rope
- ~~eye~~ one eye covered by a patch, gold ring on hand, ~~mouth~~ (black gem in setting)
- mouth is in form of sadistic grin (white gemstone inside)
- move patch (take green gem)
- take white gem
- take black gem

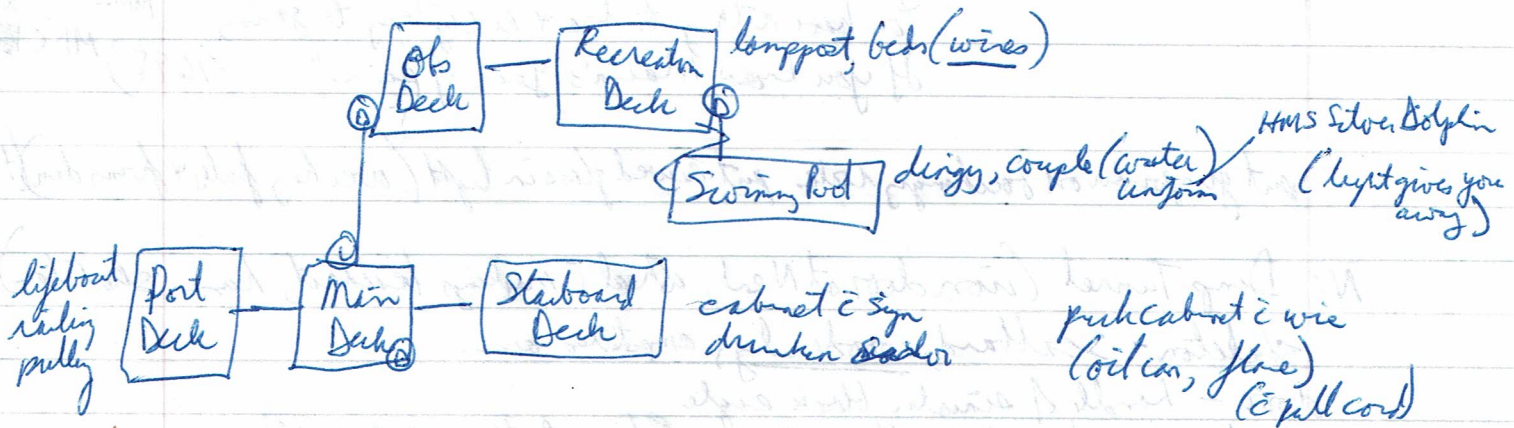
look in pan (hollow metallic circle)

put all 5 gems in pouch. close pouch. put pouch in pan.

take circle [+4]

kiss circle → [+1] returns to Mem Rm, girl's photo burns up

Chptr 3: Cruising to Success (Boys Photo) @ Observation Deck



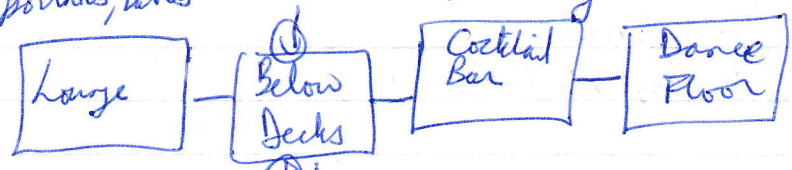
take wires (+1)

black cloth in lifeboat
take railing. take pole (+1)

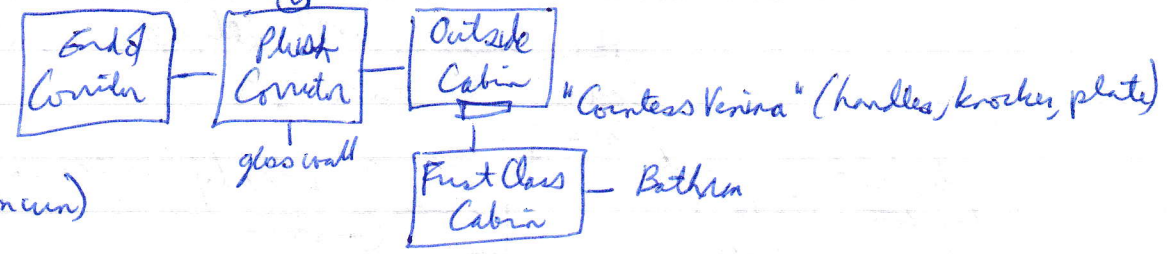
man c cards
bottle of champagne
portals, tables

grammophone
silver tray on bar

cufflinks necklace
& earrings
capt'n & lady
laser lights & globe



memorial { paintings
Union Jack
plaque
urn (latin on urn)



ask man abt cards (give the right answer 3 times to win the champagne)
put tray under table. l in tray. man, clubs. (win → +3 pts)

enter boat take cloth...
swing boat = get ladder → [+2] on port Deck
put cloth on lamp post. take uniform with pole. [+2]

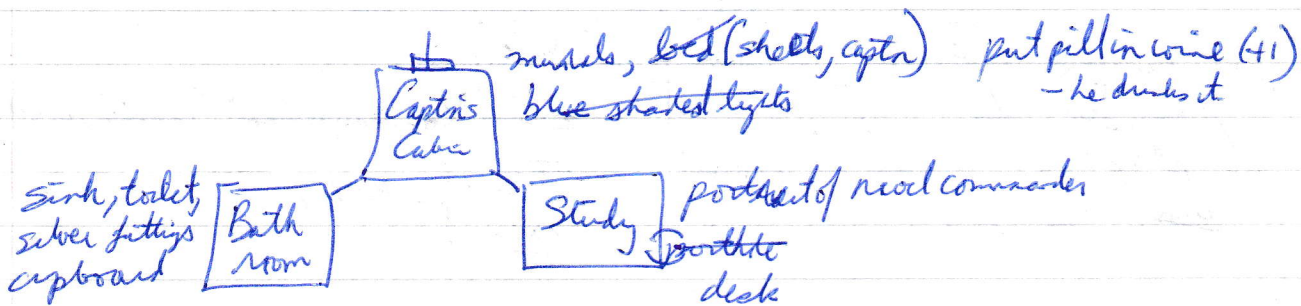
Countess screams that champagne must be properly served. (champagne bottle must be in an urn) ?

lady drinks brandy from a glass

First Class Cabin - # poster bed c gold colored sheets,
- rope to call servants
- wardrobe
"put champagne on table, then go, & close door"
- small pine table

put ~~the~~ urn on table. close door. hide under bed [+1]
(she gets into bed & snores.)
oil wardrobe. [+1] open it. l in it {evening dress}
- jewelry & rock of pearls
open door. knock on door (!) [+1]

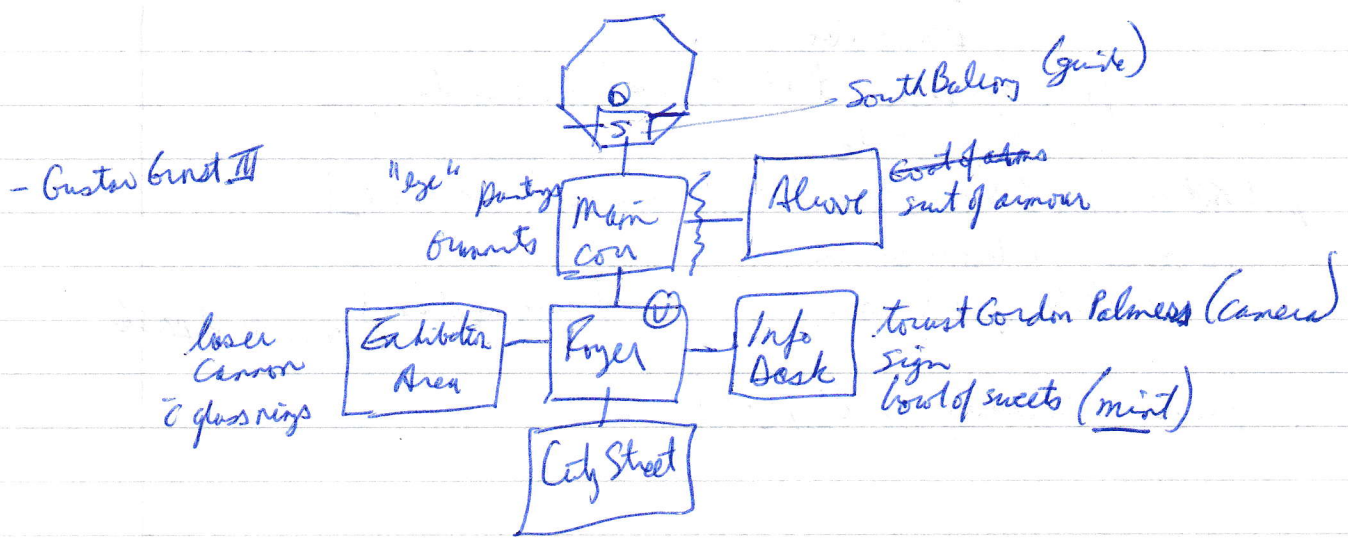
hit drink [+1] lady leaves.
dance i capt'n → Capt'n's Cabin [+1]



l under desk - gold fountain pen [+1]
 x pen: initials faded, small button
 turn pen. push btn (portrait slides to reveal safe) [+1]
 put fluc in keyhole. pull cord. pick keyhole & syringe [+3]
 in safe: hollow metallic square. [+1] kiss it.

statue's photo Chpt 4: A Guarded Tour @ City Street

City Street: children, museum to N.
 Foyer - guard, alarm point, posters, pillars @ getfield ("cot", "prime")



[Graveyard] monuments, priest, grave (of uncle), gates S, church N
i { bag } frame { student's photo } ^{identifying handprint}

(after X turns, non gives y an envelope) open envelope { y = Elaine } ^{letter}

P.S. Remember the rhyme: One, Two... { becomes a thief? "It's time to make the choice"

mean, yes (+1); gives y a plain box "It will open when surrounded by the essence of life"

d → [Recently Dug Grave] coffin { handle, plaque, black ribbon }

x plaque: "Henry Lambert, 1933-1997 // When is "a badge" not a badge? That is the question."

fake ribbon (+1) ^{Charles}

u - N → [Church] pictures, ^(A) Mary; organ; pews → A-G on lid

push ~~by~~ first. play second (B) play first (A) play fourth (D)

play seventh (A) play fifth (E)

N → [Altar] cross, altar, priest w/ umbra

W → [Priest's Quarters] statue, hole slat in ^{open} ~~open~~ ^{prate} (swart, patch)

put cross in hole. x eye (spherical niche?)

// S of Graveyard → [Main Street] E to town, SW to factories

E → [Town Centre] E/W, main rd N, store S. x store (SE part d)

S → [Jewellers] fire ext E; owner, conder. x case. look in case (Pythor's Eye)

ask man abt eye (+1); made in China 16°C { when the jeweller is distracted, y ^{impossible} ^{the door} open door }

E when y leave, he leave + looks up SE → [Side Street] (exit again)

E of Che → [Town Outskirts] park N, SE, shady man, E x

(SE way where Golden Hind pub was) N → [Park Entrance] near N, flowers E

N → [Riverside] front. E → [Downstream] broken bridge N, park S

S → [Flower Beds] daffodils

// SW of [Main St] → [Industrial District] machine, workshop, junk W + NW

x machine (balls, arm, collection device, computer i padlock), case

S → [Outsid Works] under, wire, concrete, rope

W of ID → [Grassyard] more N, crowd (dodgy ladder), cable

N → [Lullin Tip] polythene; junk heap SE → [ID]

N of Town Che → [Estate] N, NE

- // [Dark Alleyway] window, bin, search bin. take gloves (+1)
 // @ Jewellers: look under case. ^{wear gloves.} push switch. (close case sets off the alarm)
 open case. take eye. (can't leave while holding because open)
 // @ Sculptor: pull ladder. take ring (+1)
 // @ Carve: push plaque. x under. (shoes, suit)
 search under (+1, photo of boy)
 untie shoes. look in coffin. take glass cutter (+1)
 // @ Altar: cut glass. take red glass (+1)
 // @ Priest's: put red glass in niche (+1) (panel opens) (party)
 x panting (lighter is beam on mt top "Five eyes for an eye - Mercedes Marie '698")
 // @ ID: cut case & cutter. take arm.
 pry compartment with ring (+1) {not "open"}
 open compartment. take glass sphere. (NS in dia)
 // @ Church (sphere resonates to organ)
 ply first, second, first, fourth, seventh, fifth \Rightarrow steel key.
 // @ Priest's: break case. put short stick in groove. x crucifix
 put cross in hole. turn cross. take gold photograph (+1) x it.
 // @ Lobby: x lobby (trolly)
 // @ Flower Beds: take flowers (+1) put bunch in clear plastic
 tie ribbon to bunch.
 // @ Lobby: give flowers to lady \Rightarrow [henry] (+3; y have 3 minutes)
 x takes unlocked door with key. open door (tiny gap)
 // @ Kewside: put box in river. push box (surrounded by water) (let go 6)
 E. take box with arm (+2) take box. open box. take credit card. x it.
 // @ Landing: put card in gap (+2) e [Uncle Henry's Plot] close door. lock it.
 armchair, clock, E. x armchair. move cushions (+1) photo of statue.
 x clock. (hands, number, hatch) e [Kitchen] oven, window
 open window. x oven (control dial marked by red & green buttons, lever, tray,
 "CHI" digital readout, pipes)
 // x ledge. put bar in hole. tie rope to bar.
 (need to wear gloves to climb rope later)

(resolving) 19th March, visit checker at Steak House, my birthday
y must steal Crown jewels of Denario. (+1) you have to be part of us
x hour (at 12). x minute (at 12).

Kitchen: pull lever: 5-sided typing imitation
x did (from 4 to 20, currently at 5) recoded: CHI in yellow
push red btn (CHI in white text) {eg: yellow → white → red → green → blue → yellow}

(So red btn controls the gem colors?)
push green btn → {CHI → IND → RUS → JAP → CHI}

(eye spyphics' octahed) set central dial to 8.
birth D M Y hour to 1, minute to 9
19/03/33 hour to 10, minute to 5
hour to 3, minute to 3 ⇒ secret door N opens

N → [Memorabilia Room] cases, model of city, Mona Lisa (+1)

take hisa {falls; reveals hook} take frame. put frame on hook (+1)

student picture transported, + National Depository on model is lit.

take photo (it slides out empty)

then museum's photo is in frame: gangster machine gun + glasses, rap: mensia in countryside
hisa photo {inventory list except for gloves} ⇒ CAMP/RA TWO: Rendezvous

[Conch Estate] (+1) forest W, globe N, gate S N → [Quiet block] leaves, agave, squirrel
search leaves → dent peg. take peg (+1). x it ("B.C.") {fruits S, SW}

SW → [Forest] trees, evergreens, NE + E. x evergreens. take leaves (+1) x leaf (anake) & large
// put leaf under gate. put peg in keyhole. take leaf. take key. x it.
unlock gate with key.

// @ Tour Outside: show eye. x medal's photo.

S → [Rear Garden] hedges, fountain, dog, side of house, fountain

E → [Corner of Garden] servant's exit S, look in fountain (water)

x fountain (Soban's hat, green light)

S → [Servant's Entrance] broken light, steps U?

U → [Kitchen] put barley on stove, table of apples, raw meat, only not N.

↳ onion, carrots, cheese wedge.

take chess. take meat. look under table. take peanuts (+1)

w of Servant's exit → [Side of House] N, NE, S, floors in baskets, windows.

x windows. x button (out of reach) break glass.

(throw x at bit file for key; cheese won't fit) (peanuts find)

// enter fountain (can see granbubs in cage) put cheese in column (+1; fountain dead dog)

pay cage with key. out. w. e. put meat in fountain. (+3; dead dog)

// throw peanuts at button (after being squashed open window)

break into S → [Library] (+1) note, books, desk

read note { Remington at airport, talk / artefact being brought in by plane.

/ "Doubt to be concluded decisively" (drawing of hexagon)

S → [Hoy Corridor] room S, cor E

S → [Drawing Rm] picture, perch doors, logs in fireplace, box of fingers, pool table, care.

E of hoy C → [Entrance Hall] coat pegs, sofa, door N (door closed)

look under sofa (too shabby). / put case under sofa → remote control.

fake control (+1) x control (transmitter + 3 btms)

x button (top, middle, bottom?) x top btn (code 1 among)

x middle btn (speaker Δ) x bottom btn (speaker ▽)

N of Entrance Hall → [Security Control Rm] fast guard, monitors, television, locked (key)

push middle btn. take key into case (+3).

// @ library. point remote at bookcase. push top button (+2)

x door → unlock iron door with iron key. open it. w → [Front Drive]

garage, limo S, shabby, poison fruit, female bodyguard.

x car (trunk is open) / throw key at shabby (other dgs can be thrown; guard goes to desk)

enter trunk { wait until I have the artefact, then do it }

[Limousine Trunk] (+1) expensive vesting, oily rags, exith.

x violin (tiny screws on back) take violin (when "The woman is about right on top of y

now";) open trunk → [Aircraft Hangar] doors + window, worm, just add it

x guard. take hairpin. open kit (bandages + stethoscope) (carrying too many things!)

at [Aircraft Hanger] U or E? \Rightarrow [Hanger] mats.

x down (game) x umbrella
x screws wastin with pin. take rifle. (must do something when man in dark glasses
backs away from the other)

x rifle. x sight (seen slightly off centre) adjust sight (+1)

shoot man $\{$ ya shot by bodyguard y left free to move around $\}$

// tie bodyguard with bandages (too bulky), take tie. tie woman's tie (+1)

$\{$ shouts from below want man $\}$ put bandages in mouth (+1) $\{$ game doesn't know (guy) verb $\}$

shoot man (+3; dk glasses guy dead; other guy flees)

e of Hanger \rightarrow [Mach, Aufhell] coupe, briefcase. take briefcase

put stethoscope on lock. set lock to 100 (nothing; +1)

set lock to 6000 (2 clicks!) set lock to 6500 (2 clicks!)

set lock to ~~6533~~ (3 clicks) 6534 (2 clicks) so 65-3

set lock to 6593 (4 clicks + slide) open briefcase (+3) look in briefcase (hexagon)

take hexagon (+1) $\{$ done; how to continue? $\}$ kiss hexagon \rightarrow (Memento mori kn) (+1)

(the museum photo hangs) $\{$ previous for rest of + hexagon $\}$

Ch: Cruising to Success (boy's photo)

- [Observation Deck] E/D, lower hull i {gloves}
- E → [Recreation Deck] sunbeds, lounge, pool D or B x beds x wines. take wine (+1)
- E/D → [Swimming Pool] dinghy, ~~water~~, uniform, couple
- // D from Obs → [Main Deck] hatch, decks E/W. listen (man)
- E → [Starboard Deck] island, cabinet (easy nearby) (locked)
- // W from Man → [Port Deck] lifebelts, railings, lifeboat, pulley system
take railing. l. take pole (+1) x pole. (can't carry pole completely)
- // D from Man → [Below Decks] bunk, lounge U, D, cigarette pts.
- E → [Cocktail Bar] of champagne, wifes, tray, dance floor
- E → [Dance Floor] globe, captain, lady. (ruby necklace, earrings)
- W, W. [Lounge] portholes, table, man, cards [He invites y to sit down]
- sit on chair. x man (dinner jacket) x cards
- ask man about cards. man, yes. (Get the answer right 3 times to win the champagne)
(what suit)
- D from Below Decks → [Plush Couch] E/W, hatchwell S.
- E → [Outside Cabin] door S x door "Countess Veniera" (locked)
- W of Plush → [End of Corridor] paintings, Union Jack, plaque (cash) x man (later worthy)
- take man (+1) // enter lifeboat (+1) take cloth. (check rope → tie. 2* → die.)

// speak about wifes wine (+1) open cabinet (can of oil, flame) take all from cabinet. door cabinet.
 // at house: look under table (it's down) put tray under table. ~~look man, yes.~~ look in tray.
 man, speaks.
 look in tray.
 man, drinks.
 look in tray.
 man, speaks.
 (+3, wait champagne)
 take tray. start.
 // put man on tray.
 put bottle in wine.



- @ Rec: put cloth on bag
- @ Swim: take uniform with pole (+2) take inform.
- @ Port: wear uniform. (get change near people)

knock on door \Rightarrow [First Class Cabin] bath (E), exit N, bed, rope to call servants,
wardrobe ("leave clothes on table, go, close door") (41)
x table (plan) x bed. put man on table. close door. hide under bed (+1)
{Coutess is asleep} oil wardrobe (+1) open it look at it. (change dress)
take dress. close wardrobe. {put them: air currents from cabin door}
open door. knock on door (!) (+1; Coutess shoos y away)

[Out of Cabin] remove uniform. wear dress

// @ Dore: z* (could body leaves captain for the bar)

w. [Cocktail bar] lady, drink. hot drink (+1; she leaves)

e. [DF] done with captain \Rightarrow [Captain's Cabin] bed, captain, exit N, more SS & SCL (41)

z. z. {phone rings & capt leaves}

sw \Rightarrow [Bathroom] capt. open it (sleeping pill + syringe) (too many times! ~~to~~)

x capt. {he has glass of wine}
put pill in wine (+1; while he's leaving)

se \Rightarrow [Study] portrait, desk, porthole E
x desk. look under desk. take pen. x pen, button

x portrait. point pen at portrait. push btn. (+1; safe)

x safe. (keyhole) put syringe in keyhole (need to dislodge gears)

pick fine in hole. pull fine. put syringe in hole (43)
(safe opens, revealing a square) & take square (+1) kiss square (✓)

kins medal photo: Basis Qualities

[Powellboat] look E, container of fish, diving suit, helicopter nearby
 take suit, wear suit, take ~~fish~~ net. d.
 x 2nd

search fish
 take device.

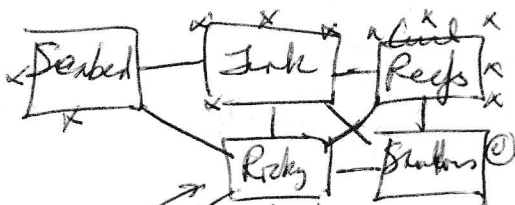
→ [Seabed] (+1) E, SE, something ~~climbing~~ in.

SE → [Rocky Territory] E, N → [Underwater Fungus] contain, mine,
 x mine (sharp point) x container (corrosive)
 ← cut betaker, labeled

e of body → [Shallow] ladder U, pebbles, & seashells

e of junk → [Coral Reefs] anchor, fossils
 ↑ heavy E sharp point.

killed by ~~advice~~!
 (must deal E distance
 before entering shallow)



take anchor. d.
 open container with anchor
 (green liquid)
 take liquid with device (+3)
 put crate under passage (!)
 take mine with net.
 put net in passage.
 take all from crate (+1)
 {~~fish~~, clips}

The crate can be
 lifted, but not
 thru the passage
 Your suit's net
 sets off the mine

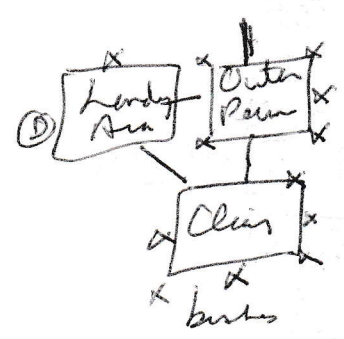
Send notes
 move back
 Underwater
 Cavern (+2)
 crate
 (metal strips)

recess
 (hollow)
 take reef (+1)

U find Shallow → [Landing Area] track SE.
 SE → [Clear] bushes, "I've got the container on me. Meaning, it's present form.
 Re voice wide, with my nose, I wouldn't forget that"

Guard from N finds y & accidentally kills y.

// N of Clear → [Outer Perimeter] (S side) watchtower, mine etc
 N → die. NW, NE, E → X
 W → landing Area



take them - put them in ~~reed~~ (blow pipe)
 blow reef at guard (+2)
 x guard. take uniform - wear it. x shorts
 x guard. take watch. x it (+/-" by button)
 push button ("10:40" @ Clear)
 x uniform ("Corporal Bates")

✓ hide in bushes
 not hide under bushes

N of Outer Perim → [Military Compound] (+1), inner perimeter N, bldg E ("Power Room")

N → [Inner Perimeter] fence is barbed wire. x fence (electrified) N.

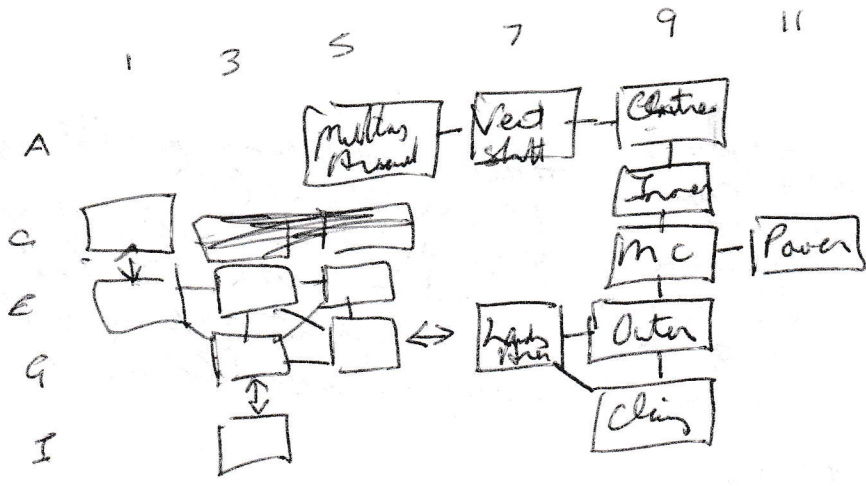
// x door (cut slot) pour acid on door (+1) open door. E.
 [Power Room] battery, cable in black plastic, cut off switch. {no door on this side}

↑ cut ~~the~~ cable. put clip on battery. put clip on black cable. pull switch (+2).
 turn knob (+1) (stepped the cable only) // turn knob. cut fence. N

→ [Centre of Compound] (+1) grating, enter N, bldg W, helicopters.
 open grating. W → [Ventilator Shaft] piping, dust, fan blocks W.

pull piping, take pipe. put dusty pipe in fan. W

→ [Military Arsenal] (+1) sign, weapons, weapons, drawers (2 desks)
 x sign (G-A Sewers; Z-Z-Phi Defence; B-S-T Offensive; weapons O-Theta class)
 x left dial (0.99) x right dial.



kiss statue photo: A Guarded Tour

[City Street] children, etc N N → [Foyer] posters, kiosk E, pillars, W, stairs N, guard, alarm post. x guard (around info, loose bags) x alarm (red btn)

{guard in broel, hugs?} E → [Information Desk] tourist = Gordon Palmer, desk, sign, bowl of sweets, clerk. x tourist (cane) x sign (upside down?) x cones (one blk btn, sliter rear) take sweet.

W → [Exhibition Area] ^{entrance} loser cannon (fake); glassy around barrel

Pop N of Foyer → [Main Corridor] paintings, curtain E, ornaments, N to oct chamber

open curtain. e → [Above] suit of armor, low bulb.

// @ main: x paintings "The fire will arise (etc) - Gustav Brunel III"

N → [South Balcony] stairs D, guide, E, W. {trapped by guide tour}

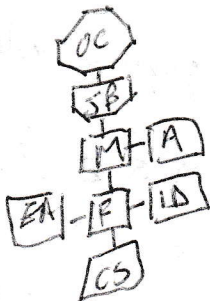
(auto D ⇒) [Octagonal Chamber] case on pedestal. look in case (metal octagon)

{octagon belonged to Chinese emperor, found in tomb} x guide (clip board)

{floor filled w pressure plate sensitive to metal; case locked by system only museum personnel have the code; find pressure - ?} ⇒ [S Balcony] vanilla ice cream lugged(?)

x ice cream (mating rapidly; guard tells y museum is closing)

⇒ [Main Corridor]



tell tourist about camera ✓ (he leaves desk) — you must see the camera first.
 take camera (while tourist is engaged with the camera) (+1) {only one photograph can be taken}
 turn bulb @ Alarm {it gets dark}
 take arm (reverses detector device inserted) (like a photo cell)
 — wear it (y can do it) // chew sweet. put sweet on alarm.
 (get thermos. open thermos. (not lick) {what about taste? ✓ } }

take ice cream. put it in thermos. close thermos (+1)
 (we need another sweet on the detector cell?)

lick sweet. put sweet on device. drop arm. turn bulb (or).

take arm. // after getting ice cream → e. ^{take} ~~take~~ arm. wear arm. close curtain (+3) ^{2*}
 (it is not required to drop thermos or camera.) ↑ required.

remove arm. drop it. open curtain. w.

[Main] steel shutters now block S.

N → [South Balcony] see someone on E sd!

W → [West Balcony] table, gong, pillar, black cordon.
 ↑ Jungles. ↓ almost go all the way up.

N → [North Balcony] video camera points at ~~camera~~ ^{display case below}
 box market "Authorized Personnel Only". (locked)

E → [East Balcony] night watchman, crossbow. {arrest on entry}

hit gong (watchman approaches from S; he stays at W)
 — random, he might approach from N!

// x crossbow tie cordon to bolt // put photograph on video (right syntax, bad timing)

// tie cordon to ~~pillars~~ table. tie cordon to pillar. hit gong. S. Z (+3)

w. take keys. '9K9BIN' on arm

// insert box with keys. open box. x yellow button ('CAM')

x blue button ("ZERO") x red button ("ONE") x meter ("Artifact Temperature")

81 in binary

$$\begin{array}{r} 101 \\ 64 \\ \hline 17 \\ 16 \\ \hline 1 \end{array}$$

64 32 16 8 4 2 1
 1 0 1 0 0 0 1

push yellow button. photograph use
 push red button blue, red, blue, blue, red (✓ +4)
 (use arms.) (artefact on blue cordon)

tie rope to case. short lead. d (+1)

(Oct chosen) look in line, (artefact on blue cordon)
 // put ice cream on another (+2) take artefact. Kiss it.

kiss girl photo: Maria's Eye (1698 on party in Priest's Quarters)

MDCXCVIII

→ [Clifftop] by the E, grass N. → [Lighthouse] photo, U, hatchery

↳ [Lamp Tower] lamp, ^(off) brass
↳ belt, mirror, support, thin stick

// N of Clifftop → road w. tree, grass W → [Narrow Road] car, NW
↳ [Grasslands] breakcomp → needle (+1)
x car. x bank. open trunk (compass, rod) - glowstick

x logua. x belt take it (+1) ^{broken}
// D from lighthouse → [Basement] bed, table, generator (lever, wheels, cable, ^{ground} mess)

put belt on generator. turn on generator (+1) // @ lamp: put needle in stick
// D @ Cliff → [Beach] take rock. → [Sheltered Cave] seaweed, formations
search seaweed (glass) take glass (don't touch) x formation (gap) N. [Darkness]

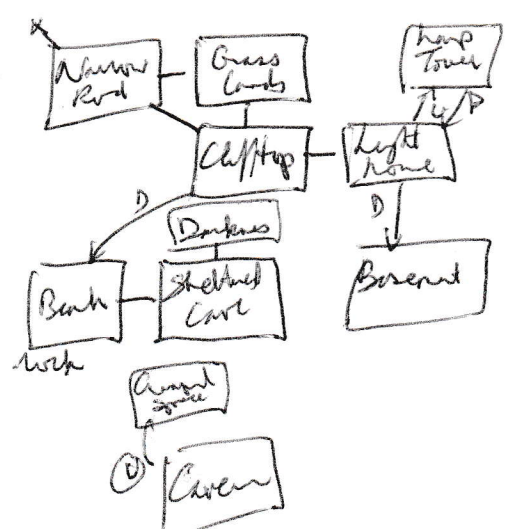
break rock (+1) [Cave] search, waterfall N. look in crack (something)
x waterfall (pate dagger) U → [Cramped Space] stalactites, overhang rock
show rock at stalactites (sunlight rough into overhang rock)

// restue. blocks lamp x rock (+1, it stops) turn lamp - 9 (+2) {ghosted cabinet}
dig patch (cactus) x cactus. x handle (yellow) turn it. look. take key. // take rock.
// @ cave: put cactus in crack (chest!) (+1) unlock chest with key. open chest
x punch, punch, red generator drop by. drop cactus. take punch. rest it.
ZMM+1698 } take punch. open (generator)

U // @ Cramped: take generator. put it on overhang, rest
put glass in light (+3) d. {water tunnel}

N of Cave → [Damp Tunnel] exit!
wood door, skeleton, wheel, ~~car~~ ^{car}

save. x skeleton take key.
x wheel x lever (left, right, central)
pull left lever. (L → M, antebellum)
pull central. (M → D) when
pull left (M → D) pull right (D → M) door
pull central (MM...)
g. (MMM...) left. central (MMMD)
left central (MMMD C)
left left central (MMMD C X)
right right central (MMMD C X C)
left central (MMMD C X C V)
left left central. g.g. (MMMD C X C V III)
open door (✓ +4) {no find thank to
let's love it's safe}



N → [Mermaids Maria's Tomb]
skeleton on throne, tin pan - (pan on nose) (skeleton: eye patch, gold ring)
move eye patch (+ green generator) take black generator. L pink generator
x mouth. look in mouth. take white gen. look in pan (cave)
// @ Sheltered: put key on formation. break by. take blue gen. put all gen on punch.
// Put punch in pan. take cactus (+4) kiss it.

bias student photo → Chapter Seven: The Jewel In The Crown

[Abandoned Toy Factory] office U, W, S. (+1)

U → [Supervisor's Office] desk (draw) open drawers look in it (pornographic poster)

x poster (Sawyer) // W of ATP → [Production line] machinery, panel, safety glasses, belt
x machine (arm, detectors) x panel (two slides, green button)

x green button ("Smet") x first slide (1 uS) x second slide (1 uS) x belt
W → [Packing Room] belt, boots x belt (try "output") x booth (decide clean walls)

// x belt @ PL: trays "Input" & "Reject".
// S of ATP → [Store room] shelves, for left, box {cottery, plastic ring, doll}

take box (+1; handle cover needed) open cover (can't get grip)
= more

// Only one meter in input tray at a time // @ office: take down look in socket.
x gas cylinder ("like me good light") x terminal (power switch, black cord)

take terminal (+1) take gas.
// cylinder passes detectors, but too fast for arm (5, 1) (4, 2) (3, 3) (2, 4) (1, 5)

(1, 5) - belt slightly too quick for arm
(1, 4) - "
(1, 1) - slightly too slow
(1, 3) - ✓ (+2; gas now in packing room)

// x platform enter booth {reach arm with hollow core need}
x cam (arm is left & slightly behind gas cylinder)

S. (now left of gas) (W) no e (no) jump (arm slightly up)
S. (now left & slightly in front) jump (arm up)
S.S. e.N. (just above) turn. (+2)

(can on gas & put at output tray). look in tray. take aerial cam. (3?)
// re: doll: take head (spike!?) (+1) plug cover & spike. d. [Sawyer System] (+1)

(answer) {mug?} (can't drop trays) follow arrow's gas back to store
[mug] NUDE SWEDEN → [End Of Tunnel] (+2) U.
x breadcrumb. take brick (+1, socket needed)

x terminal push switch → [Information Superhighway] (+1)
down, black cube, can of spray paint. { } U → {return to BOF} = (back to sum)
x glass. take dump. x rim. turn in (can in now R&D) → N, Y, G, B, K
touch wire → sphere → tetrahedron → octahedron → cube

U → [Car Park] Nat'l Depository to E x dead (green spray can, wood)

e → [National Depository] security, elevator to vault, guards
(revolver in holster)

// look in car {Thief Protection Device" shelves, closed window lever,
near view mirror, Identity Card, tiny silver key} (man leaves & takes car)

z* (a blue lotus car; same dead) - x lever (inside of passage door)

// EIS scatter tubes (die) // put spike under car - z.
throw ring at lever. take card. take key.
look in mirror (black hair, green eyes)

enter cubes (green ~~spike~~ ^{≡ green spray} _{or ID}) → [Central Chamber] burst on pedestal, grey doorway.

x bust (red hair + green eyes), symbol (empty circle & arrow in upper right) ♂ (male)
furn symbol (cross bottom left) ♀ (female)

// show card to secretary → [Elevator] (45; mgr) spray mass {sleep gas} gold key, +2

take key, w → [Outer Vault] x sign (security deactivated 8:41 AM)

vault door S; plates x door (5 slots, two numbers under each)

- x slot (top, central, left, right, bottom)
- x top slot (square, 000, 045)
- x central slot (square, 000, 200)
- x left slot (000, 036)
- x right slot (000, 048)
- x bottom slot (000, 048)

- put triangle in top slot (1st → 045)
- put circle in central slot (1st → 200)
- put hexagon in left slot (1st → 036)
- put square in right slot (1st → 048)
- put octagon in bottom slot (1st → 048)

+3, vault open

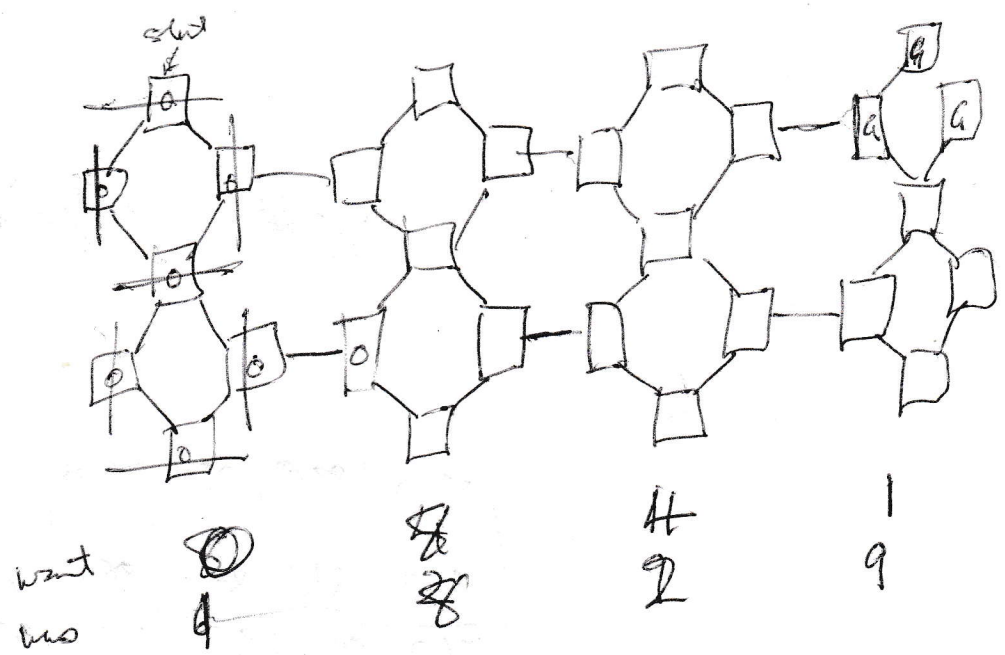
□ top 060, bottom 024, right 048
S → [Inner Vault] hatch in floor, Jewels on platform, laser beams.

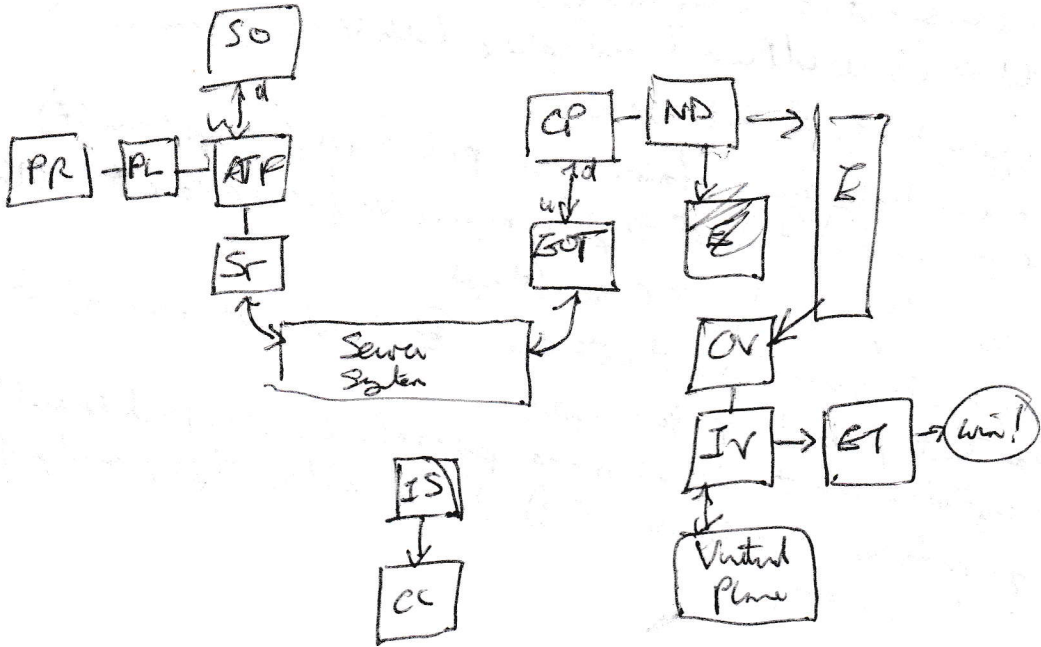
x Jewels (crown, mass, crown diamond)
x hatch (two keyholes, a metre apart)
put silver key in left keyhole. put gold key in right keyhole.
trace cotton to silver key. fire cotton to gold key. pull cotton (+2), pull glass

x pencil (x stopwatch 6:29 PM; Socket, lever)
 plug turned in socket (screw has 3D wings)
 push switch \rightarrow [Vertical Plane] red sphere, lights SO + SW, gray passage D
 touch it (yellow bar \approx W), it turns green

// D. take crown, take arrow. take more. pull lever (escape tunnel)
 \rightarrow [Escape Tunnel] (41) \rightarrow You missed the final piece ~~xxx~~ 196 to 200.
 take diamond (from crown) x arrow (sharp)

// touch platform (feels groove) pry it with arrow {still spike out good enough} (42)
 look in compartment [black opaque crystal]
 put black crystal in mount. touch more. ~~push~~ take lever. push lever
 {Uncle speaks to you from across!} (42) {ways of abilities not for personal profit}
 e {xxx You have won xxx}



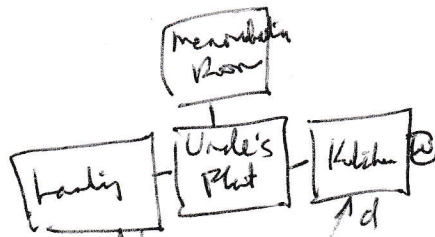


~~20/10~~
 $\frac{8}{2} = \frac{20}{5}$

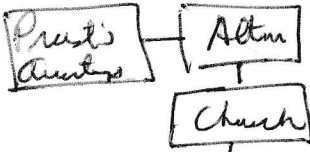
Shape	100	200	300	400	500	600	700	800
Circle	045	090	135	180	225	270	315	360
Triangle	060	120	180	240	300	360	420	480
Square	060	120	180	240	300	360	420	480
Pentagon	072	144	216	288	360	432	504	576
Hexagon	090	180	270	360	450	540	630	720
Octagon	120	240	360	480	600	720	840	960

1/2
 1
 1/5
 3/10
 2/5

A



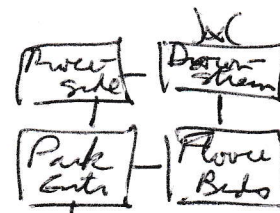
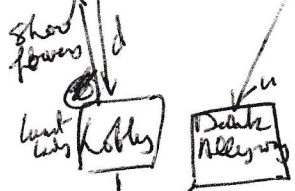
C



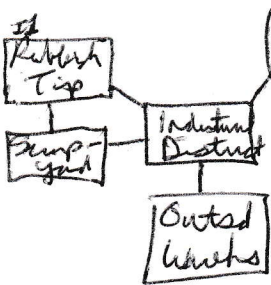
E



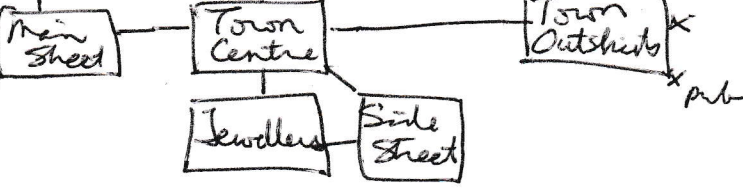
G



I



K



M

5

