

(Capt Ambassador in shuttle. Y go to fighter. shuttle lifts. Straps in. Grab stick, flip switch → id) [Rocky Terrace (in the ALT/EF-32)]

lights, console, engine switch on, pouch?  
ABOUT {EASIER, HARDER, MODE, X all. CREDITS, WAKTARU}  
i {pouch, uniform, utility belt, shoes (bottle, pistol)}  
x me (38 yr, Cmdr Turner) x lights (AIR intakes at yellow)  
x console (joystick, canopy release, engine switch) knobs, gauges  
pull switch (all lights out) x pouch (seal of Alliance)

remember (the Domin Ambassador - disliked him. Two yrs ago (before treaty) y might  
he got a medal for shooting him; today, executed for failing to defend him)

out [Rocky Terrace] N, S, U, D. x fighter (winds + rain make exams impossible)

x rain. sea. d/s. x gully x belt (missing yr utility tool (lensed))  
u [Ps'Quad] (storm goes) + men, statues, channel, field, ziggurat.

remember (being young) - full of purpose + energy. Looks loved soldiers like y.

g. (rem Corps) - try to remember what like to believe in salty.

g (rem youthful ideals) - of shudder.

x field x ziggurat (5 tiers of blk stone, secrets unclear). x statues - other than zig? feel watched.

x channel (between e + w towers). x towers (red + pyramid)

x gully. x water (cascades down). s. [Rocky Terrace] plane, dents, fog, chuffs, rim,  
stairs, rocks, gully, terrace, shore

x plane (rusty dent near air intake) x <sup>nest = hole</sup> air intake (small hole + severed wire)

open pouch. read orders. (bobyat Amb)

remember (order or tool?) rem tool - one dent say no to an Amb. baked c guards.

rem orders (should have walked, but y wr highest ranked pilot.)

d. [Rocky Steps] N, W, S, U. (hear a cry)

rem cry (was on playing field, hushed crowd, marked beginning of end)

rem crowd (they whispered "Malakh-Rok", but never said cry)

w [Below the Waterfall] N, E, S, U. waterfall, cave 10' up, see creatures under or water

x creature (grace, power, cry) x waterfall, x rocks, x cliffs (used to be a volcano here)

x cave (high? large? other caves?) large (ballas gear)

s [Caldera Sea] N, U, D. x ser. d. [Beneath Surface] ziggurat #2 (c'ledge),  
fish, coral, plants x temple (10a, wooden), shadows E temple

d [Underwater Temple] shattered column, dolmen, paintings.

x column - exploded from inside? x dolmen (bar of deeply colored stone) x bar (held in the light)  
x paintings (light is too dim) like bar. u. (bar is of blue crystal) Hilroy

> xyzzy / "Xyzzz": "you say, calling on the gods of old..." but nothing changes.  
> plugh / "Plugh" (etc)

x bar (1" dia. + 8' long)

N (or ~~base~~ ~~base~~ ~~core~~) [Niche] rubble, claw marks, dirt crevice  
x sea (works below surface a bit random)

x rocks (4 pieces: 3 form a triangle, "forth" is between)

on set to Ps' Quid - a 2nd storm, worse, appears in South.

n from Ps' Quid (heatable re plane, must be just porous)

s (work as pass between statues)

n from Ps' Quid (as y pass between the statues, y feel the heat on the bk of yr neck too  
[Channel])

Search (west) tower - western face is outside, cupstone gone, 6' wide hex core of black stone,  
inlaid rectangle almost like a door.

push door (it opens!) -> [Inside West Tower] - soft dirt at hill.

- hex core protruding to floor into rect. cistern.

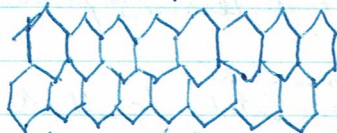
- circular opening in wall above cistern, near closed black box.

entrance  
n

- large wedge of stone held by small wedge.

- game board is metal when.

2x8 hexes on black stone (board is tileable)



x stone - narrow hole in center (wider than, 3" dull grey)

x hole - contains a small plug, no bigger than tip of little finger

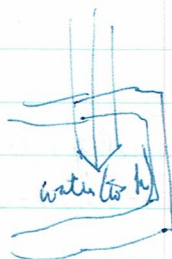
x core - flawless, except for long wide rectangular groove on north side

x circular opening - 10" dia.

x box - embedded in the wall - 6" wide, 1' tall, small hole in a bottom corner + plugged.

open box (seal of base) - silver + copper disks on a post, separated  
by disk of fibrous material, white powder (take it -> salty)

x dishes - ends into copper + tattered, room for one more.



East Tower cistern, small black cube + circular opening below top of cistern.

- large wedge of stone against hex core

- core (flawless)

x cube - pure black, area around it is worn.

push small wedge to close door

touch cube (glows faintly blue) - on core

push cube (beats + returns)

take in can go on post.

[Playing Field] <sup>N</sup> SW S SE 4D. / shallow into SE + SW. with E scent of flowers.

SW → [Above West Channel] N, NE, E, D. Narrow dirt dyer in view N. West turn is S across channel

N [Storage bin] shattered pots & shelves. Mounds, short rods, thin stone dishes, black stone. Footprints in dirt

remember flowers → remember woman, what was her name?

remember woman → remember eyes (green) & way she smelled of wild flowers.

- remember her conviction when told y that the RAJAN would save them all & you. <sup>Have faith</sup>
- remember that cold empty bench, y wished that y had let her.

remember woman → No.

remember playing field → Y shouldn't have returned. They were fools, misguided by their leader.

- You wouldn't deny them their beliefs; y wish y hadn't witnessed them.

remember throny - 1000s; used to be a million; soon they'd be none → the next morning

search pots - one good rod, one good dish

(16" long, 2" wide, deep ridges on length) (10" dia., with 1" thick single 2" ground hole in inside)

E → [Above East Channel] NW, W, D. (Looking eastward, d. over edge of channel wall,

x wall - see opening & water stains  
some distance down

see avenue stretches NE)

x opening - 10" diameter.

put dish on rod (yes, but permeantly)

[Playing Pch] x dirt. (nothing grows here)

remember faces - see terror & betrayal, rem <sup>your</sup> hate for their Rajan

" " - No - y just quit.

[Foot of the Ziggurat] NE, U, E, S.

narrow dirt path NE, trees, ascend just to E  
↳ unique to here.

NE [West of Avenue] N, E, SW, edging. N to tower, 8' pole & white flag, stones

x pole (2" dia, 4 evenly spaced grooves)

remember flag - sheet, flown & such foolish hopes. Did they really think it would help?

take flag - it crumpled to dust. take pole. (Y see <sup>me</sup> only in shadows)

E [Avenue] N, W, E. inlays, edging, pole in edging. debris near slit in ziggurat.

like <sup>holder</sup> x d. (y had it on, gift from dying man that y hated)

Remember the gift - 9 hated Rajan. Y job was to get ppl off planet before the Domin attacked. Plenty of transports & time, but no. He stood there smiling as if begging them to come. He went smiling at the end. Neither were you.

x debris (chips & dust from path, not zigzagged or slit).

Y wonder again at true intent of Amb's visit

rem the Domin Ambassador's visit (odd request; odder it was granted)

Y still rem sounds of Domin ships & way the Zig roared when they shot it, & silence afterwards

x slit (see eye utility tool! also space below is quite large)

take tool (well out of reach)

N → [Intersection] N, SW, S, SE - hole in ~~floor~~ ceiling. Black stripes in SE ave.  
Tower N, SE to deck ed, SW to — ?

x hole - it's a sphere, 2" dia, 8" deep, 4 evenly spaced ridges

put rod in hole. turn rod (edging sands until it lies flush in the access)

[SE Ave] well, circ opening, black circle in path, trees by tower N6, shrubs, bench

x bench (i cut outs in legs)

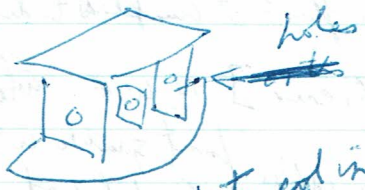
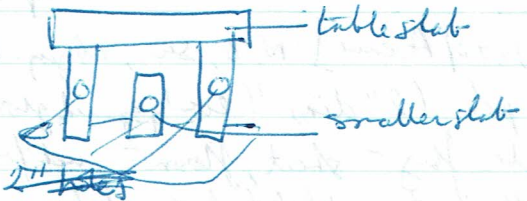
[N Tower] core - an hole, 1" in dia in south side  
casing - hex stone 4" down, 8" per core.  
put bar in core (one in angled stone, other in core, loud grating noise)

[Inch Zig] <sup>high</sup> openings, core, dolmen, flat semi-circ stone, etchings on south wall (bar of blue crystal). Nothing of this day

rem zig - y remember their faces, but not his face (Rajan)  
- how did Domin completely destroy them, but not mark the zig?

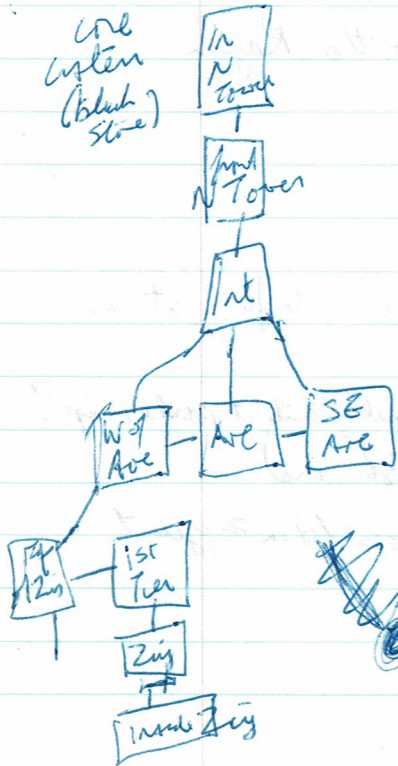
x core - massive, 3' across back face, long crack on one

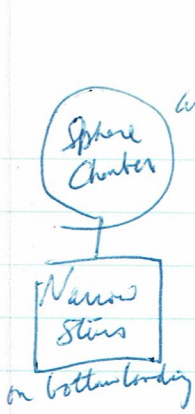
x dolmen



etchings - pain of hands  
x south wall - chipped bar (planned by nervous small chips)

push like - spin 1/4, revealing stairs  
(+1)





water. 20' sphere on pedestal, under puller hanging (10' dia)  
water entering thru slit

X sphere - 4 lead rods from top, sphere is black

X puller - black + 4 deep holes in end

X slit (X through (X tool), X tube) X plumb

take tool - tiles rises, sphere rises; sphere + puller + ped glow,  
opening south gate.

put rock on tile (tile sinks, sphere unblocks, south open).

push btn. wave hit over wire. push btn.

enter ship. push switch. pull joystick (planet explodes?)

put assembly on tile (S → feel rocks to base disk around base)

push goes thru slit onto rock

- won't have bottle, disk assembly

put orders on tile.

water?

		put X on pile?	put X in slit (from outside)
rock	- will leave ✓	X	X no room
lower pistol	- won't leave X	X	X bed idea
holster	- will leave ✓		
disk assembly	- won't leave X		X bed
water bottle	- won't leave X		<del>X no room</del>
pack	-	X	<del>X no room</del>
ponch	- will leave ✓	X	✓
orders	- will leave ✓		✓
tool		X	X rings
belt		X	X bed
shoes		X	X bed
flagpole			X bed idea

turn off water - (door open) - get orders (cubes ship)

bin dish (white rocks on tile) - see flash of blue at base

love glows, crack doesn't.

shoot rock with pistol?

(flowers overwhlm, stay in zig)  
- touch core → Inside Zigport (dozens of ppl.)  
1 { tool, shoes, clothes }

Free table

Roky Terrace [in the ALT/EF-32] engine sword, light  
(ABOUT, EASIER, HARDER, CREDITS, WAZHAW)

i { punch, uniform, belt, shoes } belt { water bottle, laser pistol }

remember (you miss)  
remember (Dorian Ambassador)

D/S → ? (not dy pt) N → [Ps' Quad] N/S, statues, zygurat

x place. x intake (rem utility tool is missing)

remember: utility tool, Dorian Ambassador or being young?  
↳ gave it to Ambassador.

remember young  
remember cages  
remember ideals  
remember tool

S → [Rocky Strip] (N/U, W, S)  
x fog. x rim S → (condemned) x water.

W → [Below the Waterfall] (N/U, E, S)  
x creature, x waterfall, x caves. x cave (high, large, rotten?)  
(water pour)

remember cry  
remember about ("Malach-Rde")

S → [Caldera Sea] (N, U, D)

d → [Beneath Surface] pile of rocks, fish, coral, plants, temple  
(U, D)

d → [Underneath Temple] (U) (shattered column, rubble, collapsed dolmen, paintings)  
x dolmen. (see bar) - lit light after 3 tunnels, U → Caldera Sea (direct)

N/U → [Niche] claw marks, creature, sha. rocks.

N of Ps' Quad → [Channel] (N, W, S, E, U) stripe.

W → [West Channel End] empty pools (S, E, U)

punch door (S) → [Inside West Tower] core, aster, black box & opening, large web, small web.

S → [In front of the West Tower] (N, S, D)

