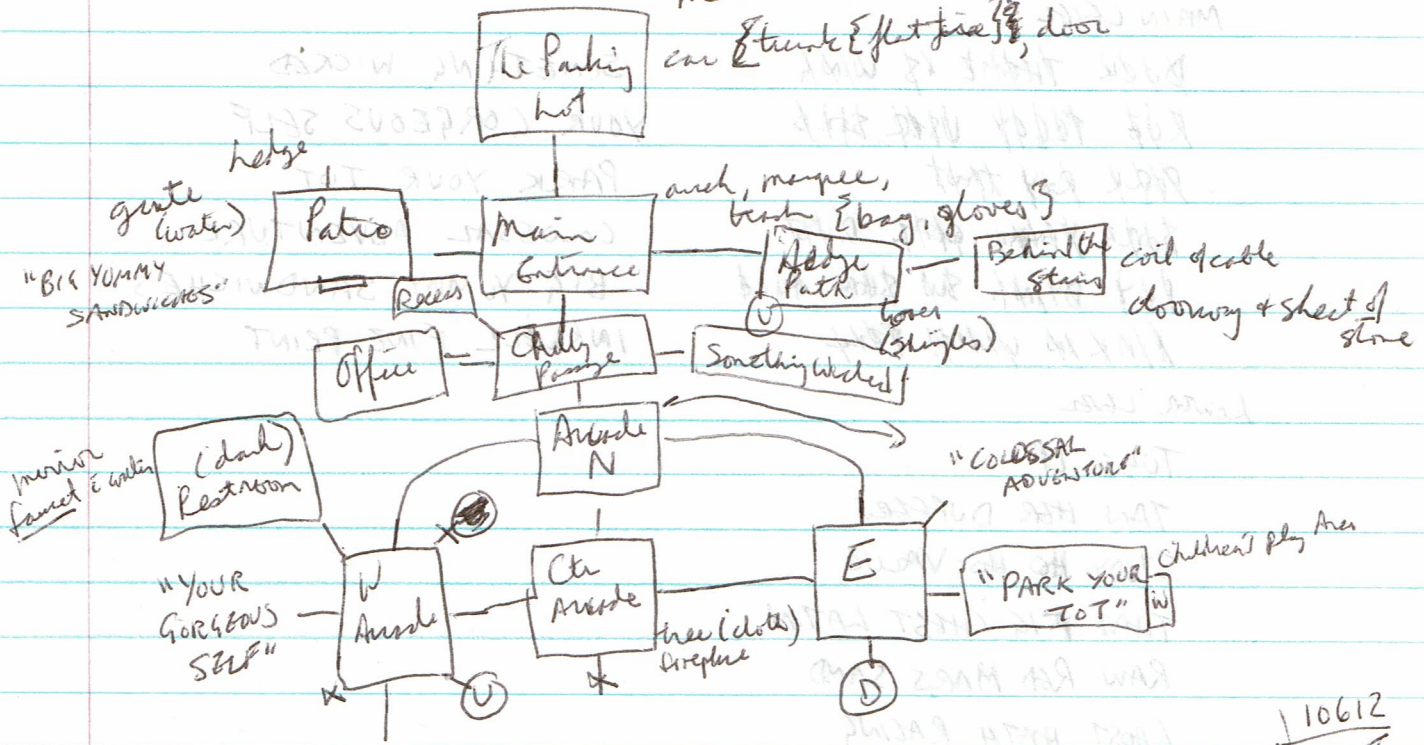


~~Ballerina~~
NOT JUST AN
ORDINARY
BALLERINA

me { coat { key, wallet { license } } }
car { trunk { flat tire } } door



10612
1008
322
28
0
0

2401 x 4 = 9604
343 x 2 = 686
49 x 6 = 294
7 x 4
1 0

Office - ground, key, monitors, metal box, desk
(nightstick, revolver, belt)
take revolver!

Play Area - dinky toy, poster, blackboard, cold,
teddy bear, plastic, alphabet blocks, clay
poster { 1: lemony beige, 2: rusty pumpkin, 3: pea-soup / aquamarine }
any as one two three

blackboard {
11426 34041 "Joseph's most important job"
+ 6505 + 2431
21234 42022 (house 5)
(base 7) 3125 625 125

blocks: {
EVLDCG CUDGEL 10612 25
GNWANI AWNING 5
CYMTIS MYSTIC 10612
ERRAPI RAPID/REPAIR 3 x 3125 = 9375
NEFSAT FASTEN 0 x 625 = 1237
CEARTS CASTER/RECAST 9 x 125 = 1125
112

WA 7202 TOM
KRAMER
AMSTERDAM

MAIN LEVEL

Duck theme is with
RUE Paddy Viper Siff
PARK RAY TRAPT
SODD XANXAL PATT DUTT
BOY DYING SW FATH MLEK
RICK IS WHITHT PELY

SOMETHING WICKED
YOUR GORGEOUS SELF
PARK YOUR TOT
COLOSSAL ADVENTURE
BIG YUMMY SANDWICHES
INKWELL FINE PRINT

LOWER LEVEL

TUBE LP
TAN HER DUFFERS
STUDY HO HO VALUE
THAT FIG CHEST LATIN
RAW RED MARS SAND
GHOST WATH RACING

UPPER LEVEL

MUTE NITE ✓
APE PALLY CAP
PINK THINK
PUT I OCLE SRY KAN
QUELL SONG CAST AND A BIB
SHRED FAY SLYM M ✓
TOPIA BEST CORE ✓

TUNE TIME
PLACE OF PLAY
IN THE PINK
HEADS LOOKING AT YOU
BIG ON BALLS AND RACQUETS
MY GREEN FRIENDS
THE FOOT SECTOR

Scrap in bag + electricity with code is 10612

- one monkey tells truth, another must mix truth + falsehoods

	1	2	3	4
a	M	M	M	O
b	O	O	S	S
c	O	M	O	M
d	O	O	S	M

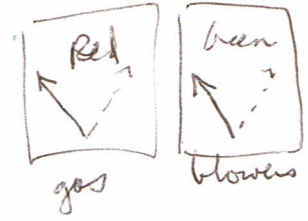
M = maybe
S = Semallouse
O = dark
green button (C)
red button (L)
yellow button (R)
dial (1)

b3 = display case in window

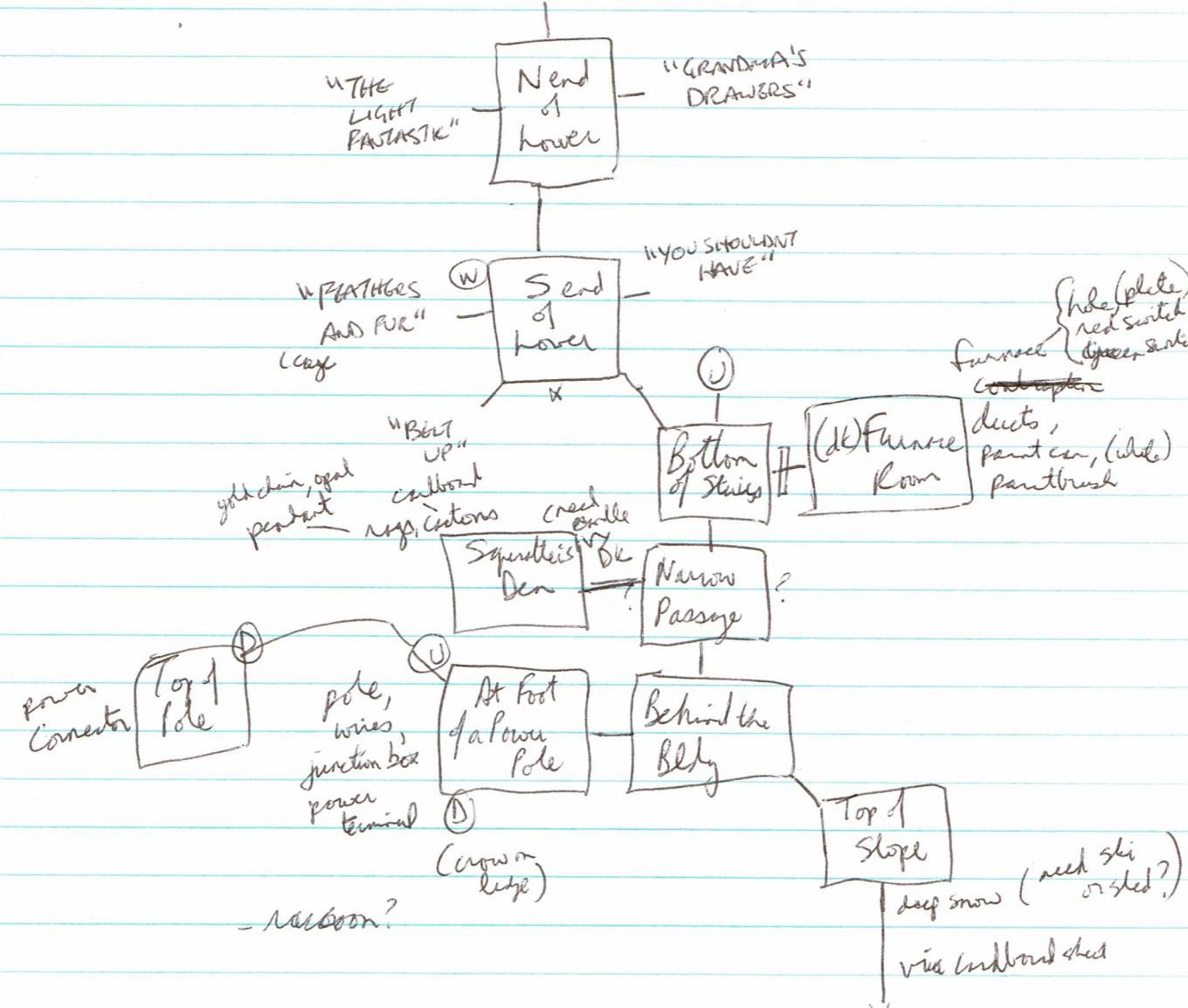
b4 = railing + 3 doors

d3 = outdoor base of power pole

side sheet (Narrow passage) → creek.



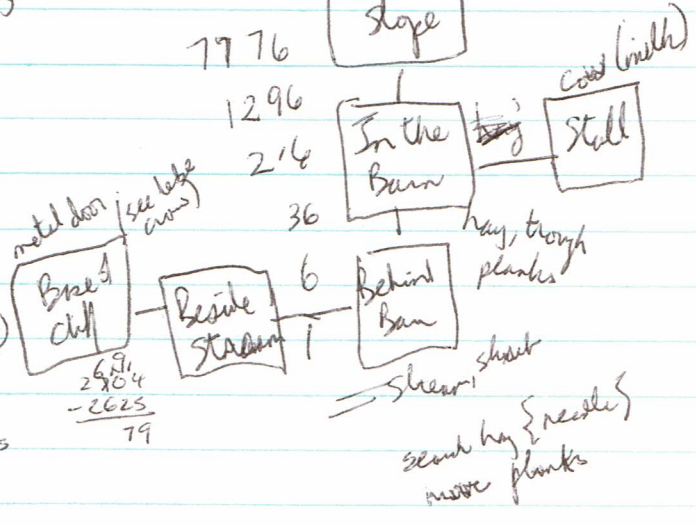
"HOT RAGS HANG RIGHT" (mannequins)

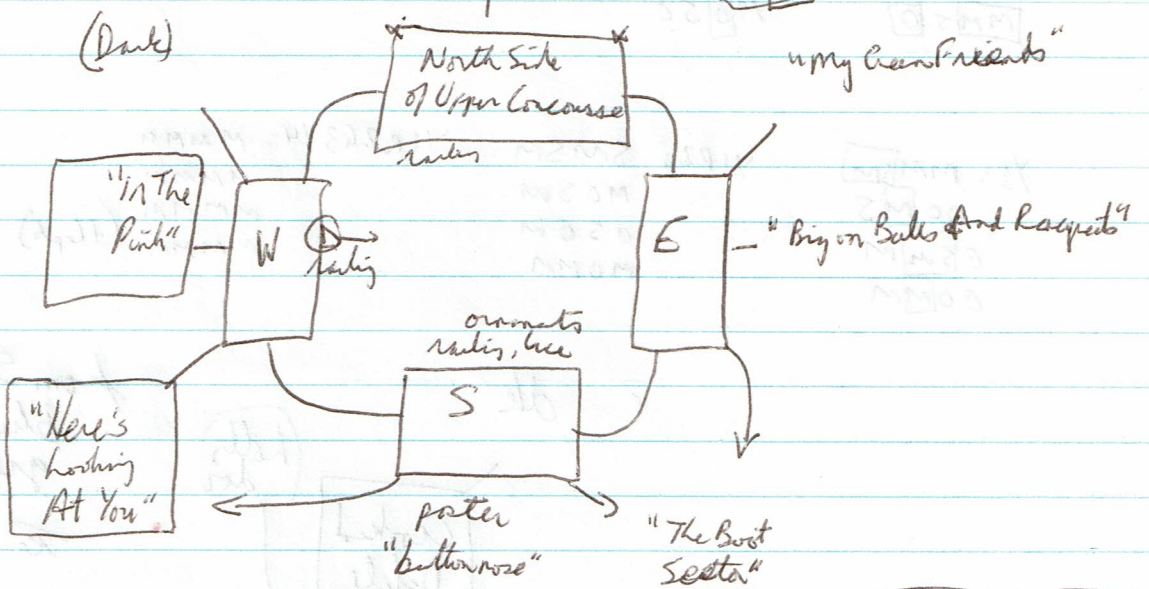
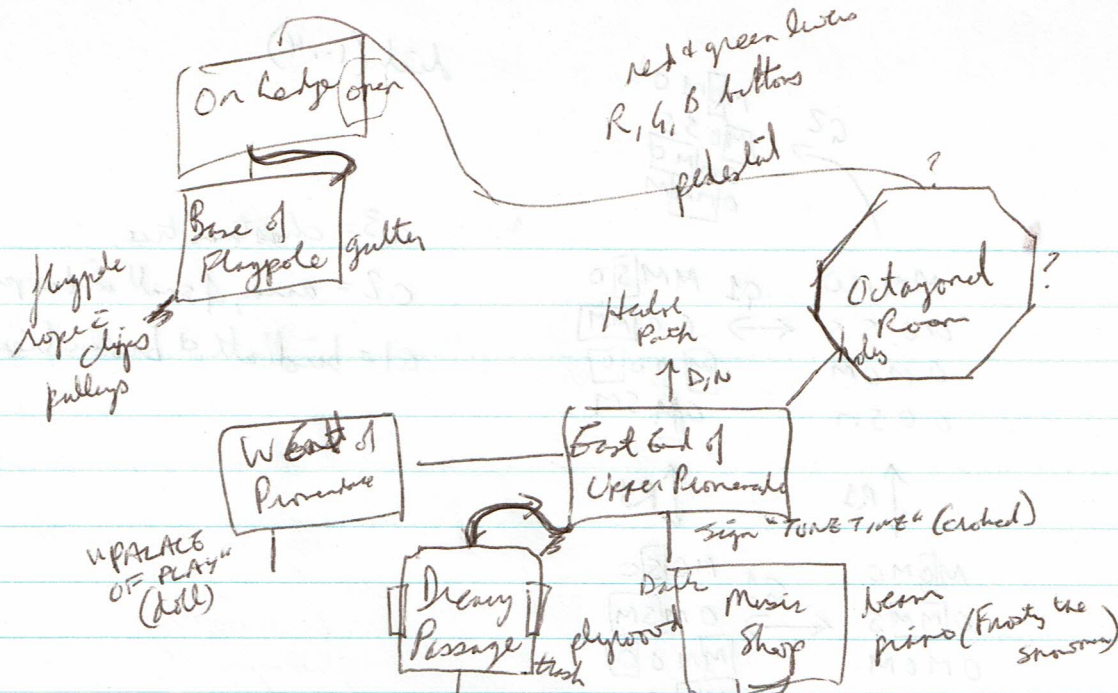


box - keypad (numbered buttons, CLR, display)
 - protuberance 1" tall, 1" dia

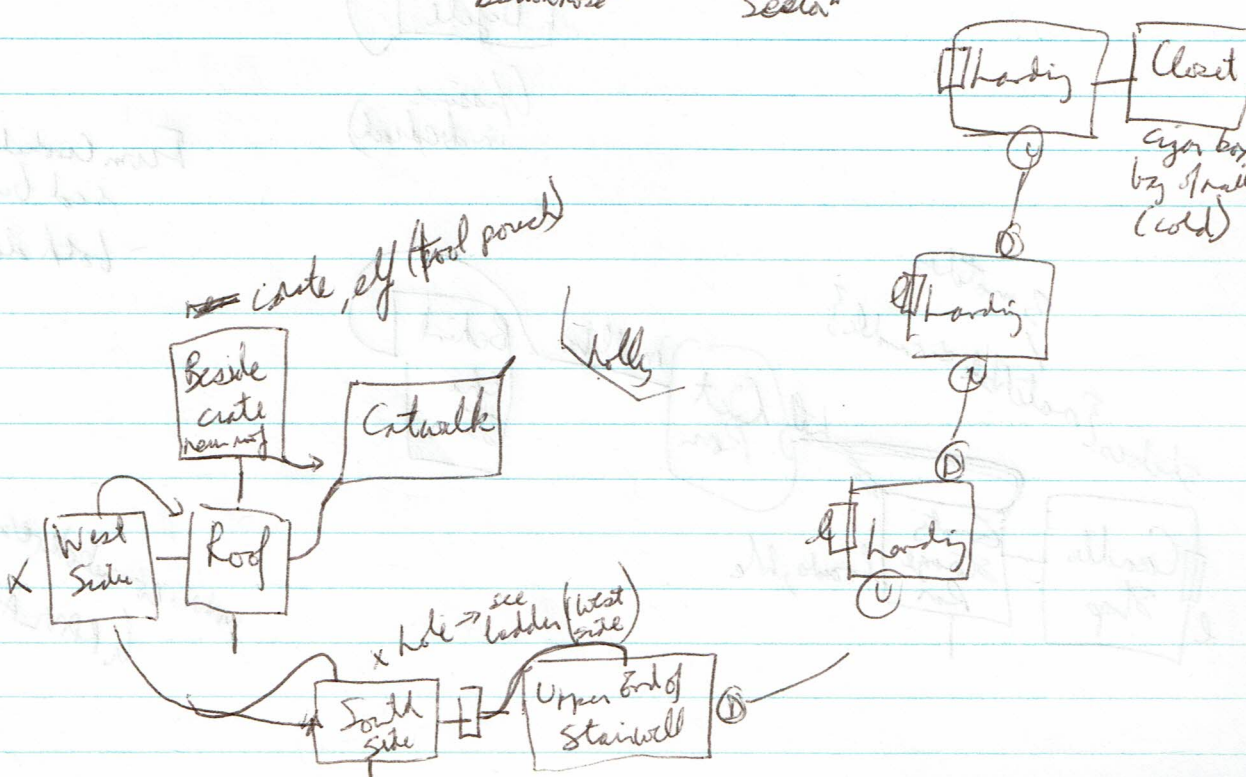
$$\begin{array}{r}
 10612 \\
 \text{(base 7)} \\
 2401 \times 1 = 2401 \\
 49 \times 6 = 294 \\
 7 \times 1 = 7 \\
 1 \times 2 = 2 \\
 \hline
 2704 \text{ (base 10)}
 \end{array}$$

$$\begin{array}{r}
 41304 \\
 \text{(base 5)} \\
 625 \times 4 = 2500 \\
 125 \times 1 = 125 \\
 25 \times 3 = 75 \\
 5 \times 0 = 0 \\
 \hline
 2625
 \end{array}$$

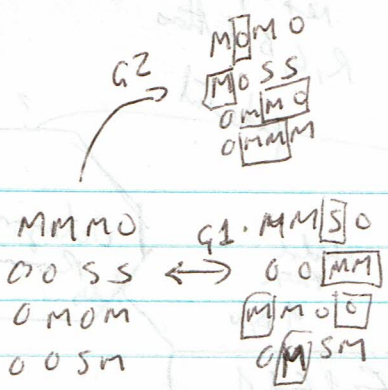




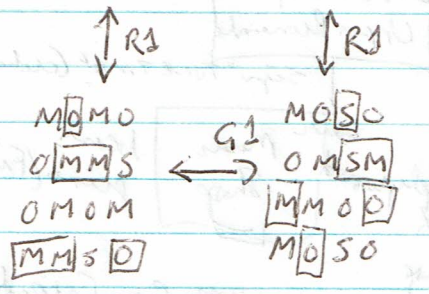
red down-up?
 green down-down?



diel (1..4)



a3 = christmas tree
 c2 = array of small window panes
 a1 = budbuds & broken trees

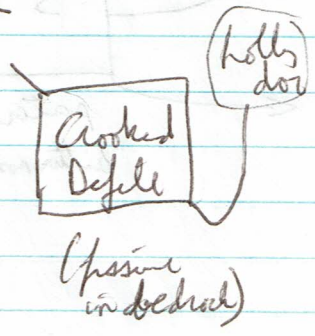


Y1: M M S M
 O O M S
 O S M M
 O O M M

Y1R2: S M S M
 M O S M
 O S O M
 M O M M

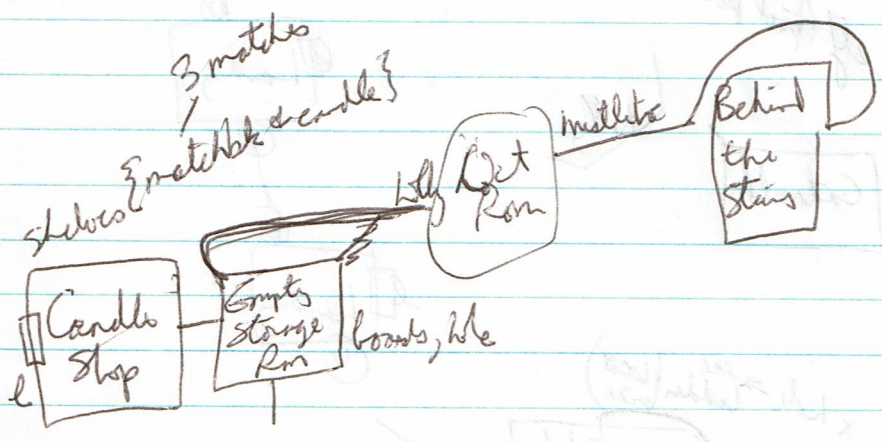
Y1R2G3Y4: M M M M
 M M M M
 M M M M
 M M M M (4 Lpts)

dk



from Slope
 blue button
 green lever x 3

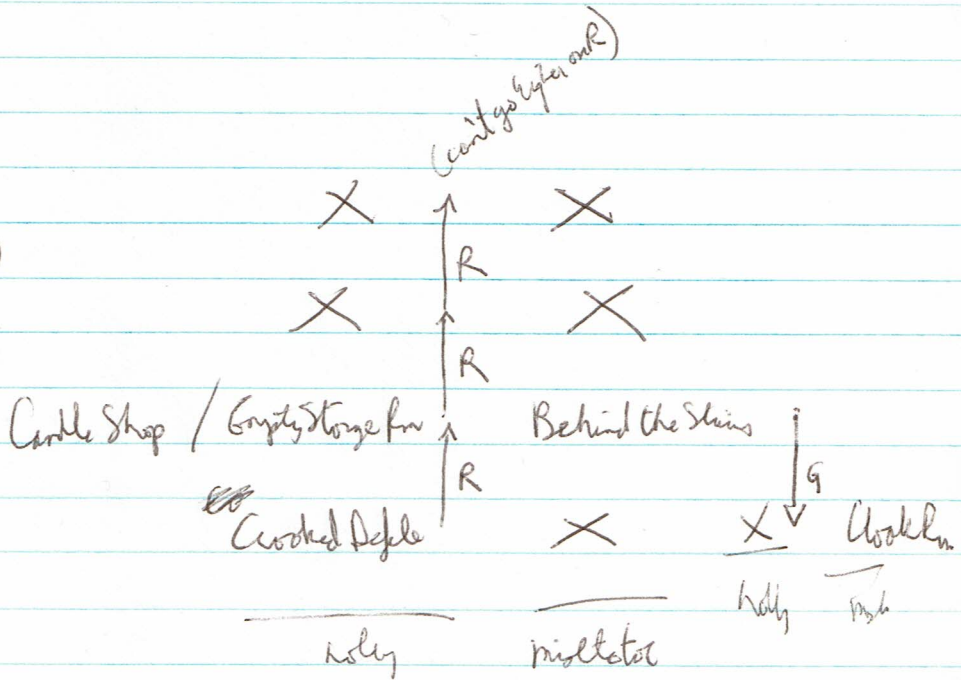
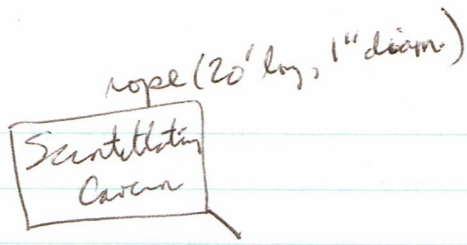
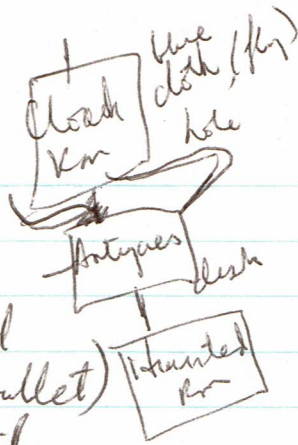
From Cooked Defile
 red button, red lever x 1
 - both doors open!



www.comicbookresources.com (Oct 21)
 Apollo & Nike
 GAVLAX

objs

- bag
- note
- cardboard
- gun (c bullet)
- bag of nails
- needle
- planks
- paint can
- paintbrush
- matchbooks (3 matches)
- cigar box (?)
- teddy bear
- plastic lamp
- climbing toy
- blocks
- gloves
- coil of wire
- brass key
- car key
- wallet (license)
- pendant
- piano roll



Not just on
Ordinary
Ballroom

[The Parking Lot] sedan, S. (room?)

⇒ [Main Entrance] E/W, sign, marquee, trash receptacle
jimbled. bag & gloves (+2)

⇒ [Chilly Passage]

W - office
E - "Smelly Wicked"
NW - shadowy recess
N/S - open

paper { auth code for
is 10612.
(one monkey tells truth)

MAIN

S	DOCK THEME IS WINN	D
Y	QUE FOGGY US&L SOLD	F
P	PORK ROY TAUT	T
C	SORE VENTAL COAL DUST	E
I	BUY DYING SW SHAMMICE	T
	PINK IN WINTER FELL	

MMMO
OOSS
OMOM
OOSM

B3 - see display case
B4 - railing + 3 doors.
D3 - outdoor men at base of purple
K did (set to 1)

NW ⇒ [In the Niche] E/SE

W ⇒ [Security Office] guard, brass key, monitors

(INFO ON MONITORS)
3 btms + 4 from dial.
(R, R, Y)
also
LARGE MONITORS
SMALL MONITORS
RESET MONITORS

box (brass key)

S of Chilly ⇒ [Arcade North] gets shy, E/W, S to ch, NE to COLOSSAL ADVENTURES,
railing

prairie S. ⇒ [The Center of the Arcade] bag object, flap
(hearth)

e from ch ⇒ [The Best Side of the Arcade] N, stairs D, NE to COLOSSAL ADVENTURE,

E to "PARK YOUR TOT" (again) ⇒ [The Children's Park Area] window to, chimney top,
poster S, blackbb N, teddy bear, lump of plastic (red + yellow)
alphabet blocks, wall of clay. (too cold to take anything!)

blackboard

11426	34041
+ 6505	+ 2431
21234	42022
(base 7)	(base 5)

W/ths	3EULDCG	CUDGLE
	GNWANI	AWNING
	CYMTIS	MYSTIC
	ERRAPI	RAPISR
	NEPSAT	FASTEN
	CEARTS}	TRACES

~~PORK ROY TAUT~~
~~SORE VENTAL COAL DUST~~

SORE VENTAL COAL DUST ⇒ COLOSSAL ADVENTURE.
DOCK THEME IS WINN ⇒ SOMETHING WICKED
PORK ROY TAUT ⇒ PARK YOUR TOT

(Bottom of the Stairs) U+N, S, down E, darkness NW.

S → [Narrow passage] out S, dk E, dk W. (E x, W → dk)

S → [Behind the Billy] signs, pulls W + SE.

W of AN → [The West Side of the Arcade] SE = U, N, SE "INKWELL FIRST PRIZE",

W to "YOUR GORGEOUS SELF", NW to location

// U → [West Side of the Upper Concourse]

W (IN THE PINK)

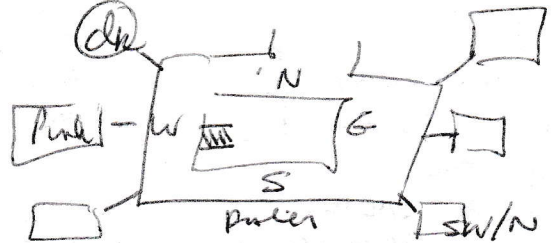
SW (HERE'S LOOK AT YOU)

SE of S → THE BEST SECTOR

N of N → [Dreamy Passage] trash

E (SIGN ON BALIS AND RACKETS)

NB (MY GREEN FRIENDS)



N of Dreamy → [East End of the Upper Promenade] (S - TAKE TIME, worked)

N → [Hedge Path] E → [Behind the Stairs] (cable)

W of Gate → [Patio] hedge N, down S to Big Yummy SANDWICHES, gate (see water below)
N (force to The Pink Lot)

// E of Gate → [Hedge Path] stairs U, tower to E E → [Behind the Stairs] cable, down E, ^{worked} stone way

U from HP → [East End of the Upper Promenade] NE to tower, N to stairs D, downy S to store, SW to anchovy S → (dk!)

W of E & UP → [West End of the Promenade] down S, window balcony! (PARADE OF AAY)

NB of E → (dk!) SW of E → [Dreamy Passage] (as exciting!) N to E, plywood,

S → [North Side of the Upper Concourse]

// @ South Side: x poster - push nose (click)

// [Top of the table] metal connector. wear gloves. attach cable to connector (paper: 10612)

D. [At the foot of a power file] connect cable to connector.

x fork 5 pins, @ to 4, red button

push 4. push 1. push 3. push 4. (+6 pts!)

$$10612_{10} = 314422_5$$

$$10612_7 = 41304_5$$

(www.coolmathgames9.com/level/

Oct Room

from {h: Empty Storage Room; m: Behind the Stairs}

push blue btn (dark cloth; gun pop up)

pull red lever → {h: East End of the Upper Promenade; m: -}

pull red lever → {h: -; m: -} pull red lever {no movement}

pull gun lever → {h: A Tiny Balcony; m: A Refuge in the jungle}

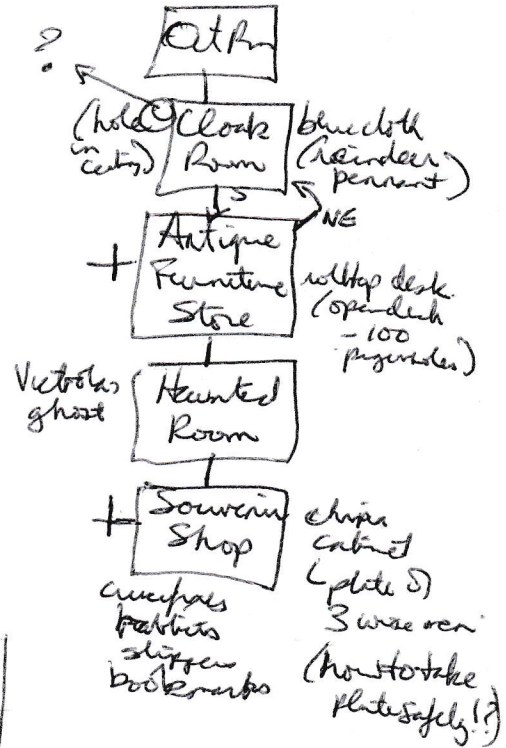
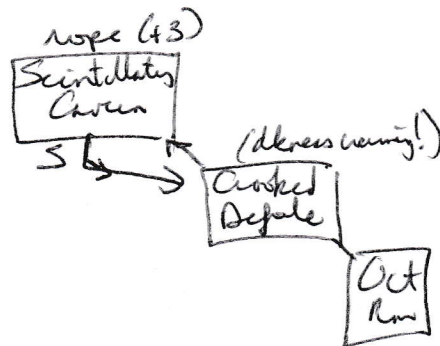
pull gun lever → {h: Empty Storage Room; m: Behind the Stairs}

pull gun lever → {h: -; m: -} pull gun lever { - }

pull red lever → {h: -; m: Abandoned garden}

pull red lever → {h: A Tiny Balcony; m: A Refuge in the jungle} pull red lever → {h: -; m: -}

pull gun lever → {h: East End; m: -}



3	Roof level	h: -; m: Oaksl	-	
2	Upper level	h: EE of UP; m: -	h: ATB; m: AR et J	
1	Ground level	h: ESR; m: BTS	h: -; m: Abandoned	XX!
B	lower level	-		

"take victorian" makes you free back to AFS.

ask monkeys about monkeys

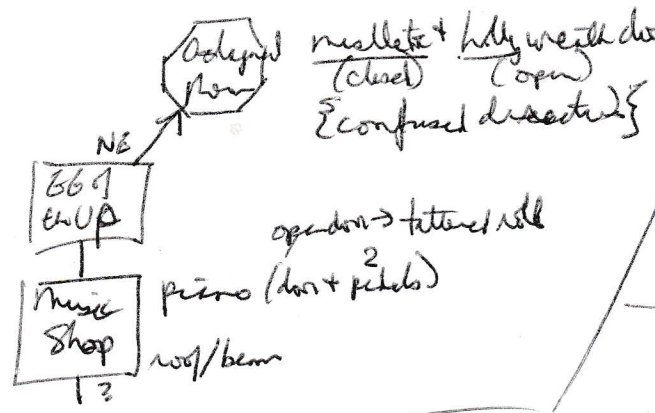
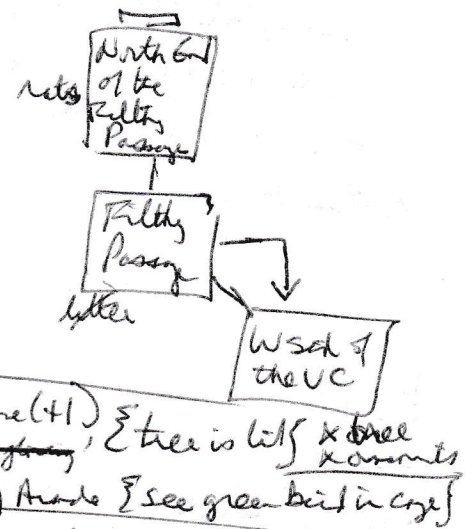
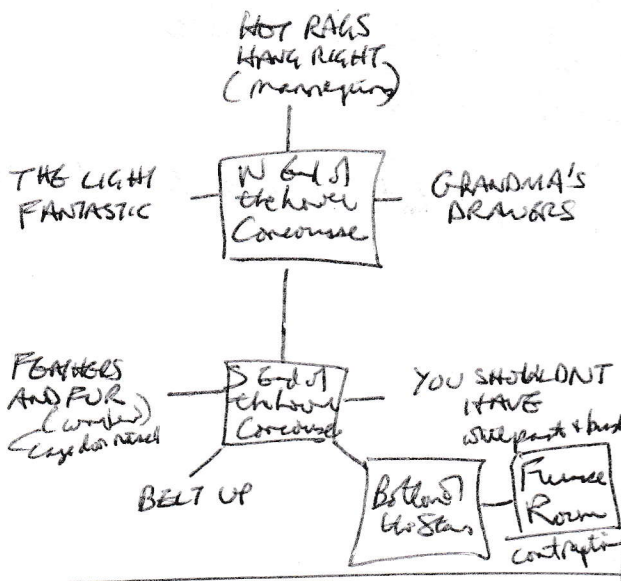
- R: To reach our home in Jacinto, subtract 1 from each digit Warburton gives for Lat + Lon
- T: True, but y should've added that our home is in Laos.
- C: Don't subtract, add 1 to each digit
- L: The correct code isn't derived from any single set of coords.
- T: Y can easily figure it out in yr head without a map.
- C: I remember now - take 1st 2 digits of each set of coords, considering countries in alpha order
- R: Alpha order? ~~What~~ ^{what} do monkeys know of lat? Combine 2-digit numbers in each set;
- L: Even if that were true, W gives 4 2-digit numbers, & the correct code is only 6 digits long.
- C: Our home is in the Congo, & to get there y reverse the order of the digits
- T: That's true, and y should have added that the digits for lat & long must be reversed separately
- L: One of methods mentioned is correct, but also misleading
- R: You're lying again.

4 OTHER LEVELS

TUBE UP	————	BELT UP	✓
TAN HER DUFFERS	————	FEATHERS AND FUR	(-A)
STUDY HO HO VALUE	————	YOU SHOULDN'T HAVE	(-N)
THAT FIS GHOST LATIN	————	THE LIGHT FANTASTIC	✓
RAW RED MARS SAND	————	GRANDMAS DRAWERS	(-G)
GHOST HATH RAGING	————	HOT RAGS HANG RIGHT	(-R)

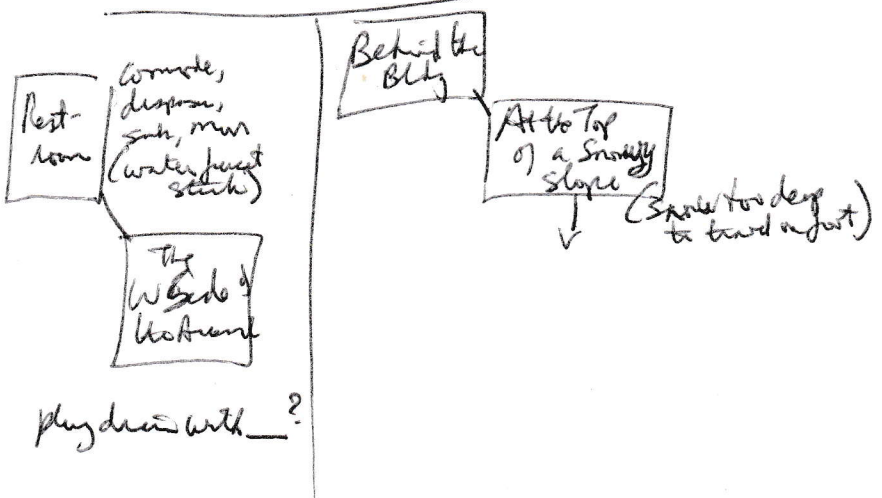
ask homeless man abt

- ✓ guard, elf.
- x Christmas, mall, tree, food, cookies, monkeys, rats, dentist, man, himself.



after tree on, homeless man @ East side of Area (wants food)
 ask man abt guard, ballerina, christmas
 (he'll leave for Narrow Passage drawings)

x contraption / furnace (hole near floor; two switches (red + green))
 x red (to left) - gas
 x green (to left) - blower
 (can die from gas fumes)



(Reach via bit candle) (+2 pts)
 Squitter's Den
 junk, rope, caters
 (sheet of cardboard)
 rope contains a gold pendant

Ⓒ At the Base of a Pilepole: put flag on pilepole, pull levered (+2 pt)

Ⓒ At the Top of a Snowy Slope: drop sheet of cardboard, set on sheet, S.

→ [Foot of the Snowy Slope] (+2 pt) stand, take sheet, x bar.

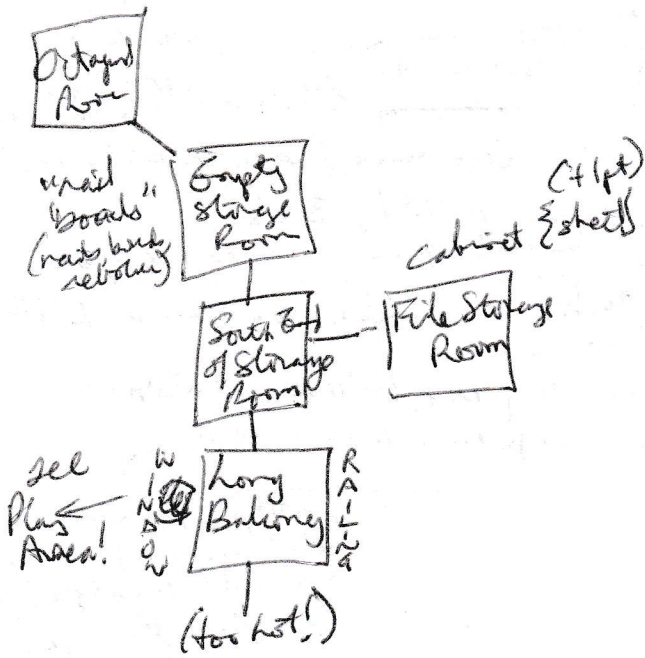
S → [In the Barn] hay, stall 6, high splunks (holes)

push plank (+1) S → [Behind the Barn] // search hay (+needle)

x stall (cow) x cow {hasn't been milked recently}

S [Stuck in the Stall] cow, pet cow.

Ⓒ Antique Furniture Store: x sideboards, x loveseat, ~~put~~ on loveseat, stand, take loveseat



	1	2	3	4
a	M	M	M	S
b	S	S	S	S
c	S	M	S	M
d	S	S	S	M

- b1 - gen area \bar{c} tile floor + several shop windows
- b2 - showroom dummies
- b3 - shop window \bar{c} lit display case
- b4 - railing + three doors
- c1 - infact floor + pedestal
- c3 - display area w/ward \bar{c} bic-a-brac
- d1 - dented file cabinet \bar{c} only one drawer
- d2 - boiler
- d3 - base of a power pole

bluesy G
R
7
deal 1..7

push green
MMSS
SSMM
MMSS
SMSSM

- a3 - christmas tree
- a4 - blackboard + large chandelier
- c4 - skis + tennis rackets

push green
MMMS
SSSS
SMSSM
SSSM

push Red
MSMS
SMMS
SMSSM
MMSS

- a2 - countertop \bar{c} console + large metal door
- d4 - wall of wine cages

push red
MMMS
SSSS
SMSSM
SSSM

push yellow
MM(SM)
SSMS
SSMM
SSMM

- c2 - array of small window panes

push green
MMMM
SSSM
MSMS
SMMM

push red
MSMM
SMMM
MSMS
MSMS

"2" red

SSMM
MMSS
MSSS
SSMS

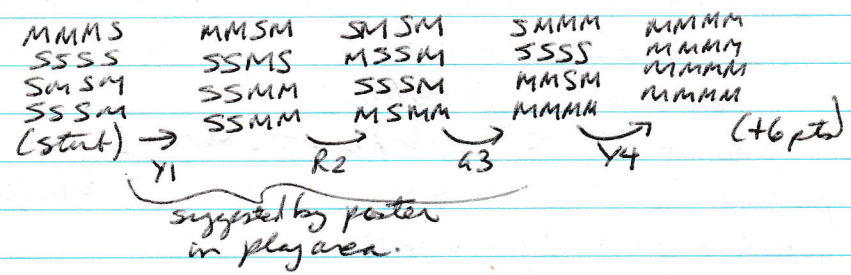
- a1 - buddha + broken stunted trees

pattern tower \downarrow

(Are we trying to get all M's?) yes

- take revolver (+2 pts)

Y1 R2 G3/4



@mini store
push pellets \Rightarrow "Freshly the Snowman"

Octagon room { red lever, green lever, red button, green button, blue button }
push red button (Click) pull red lever (room spins westward) } mistletoe open, holly closed

go mistletoe → [On a high, sloping ledge] doorway N, drop? S, (wall W, nothing E)
S → [At the Base of a Flageolet] gather S+E, walls N+W x flageolet (2 layers)
x lockyard (thin 2 chips 18" apart) pull it. { y think y see a reindeer in clouds }
NB back.

(red button still depressed) pull red lever → nothing
pull green lever (move to?) { holly open; mistletoe closed } go holly → [East End of UP]

push green button (red button pops up)
pull red lever { move } l { both blocked }

pull green lever { move } l { both open }
go holly → [A Tiny Balcony] goblet falls off railing & crashes on paving below;
see garden... x garden { garden, birdbath, crystal shards } tower SW.

go mistletoe → [A Refuge in the jungle] fessies, S, SE (dense), archway N (to tower)
S → [Plant Store] mulch, snail poison, planting Catli, door W, more N+NE.
NB → [Somewhere in the depths of the plant store...] (locked)

// pull green lever (grabbed) → { m open, h closed }
go mistletoe → [Abandoned Garden] (+2 pts)
birdbath, sleighbells, tower W, NW to paved area beneath balcony, trees
(ice, 4 monkeys x monkey (one on top, other three L to R); one combated)
x ice { something in it } NW → [Beneath the Balcony] E + SE, shards

// pull green lever → { both blocked }
pull green lever* → { unchanged }
pull red lever → { both open }
go holly → [Gusty Storage Room] loose boards, open doorway W, archway NW, ^{hole} more S (danger?)
x boards, x hole, look in hole (long way down)
{ cover hole with boards, but S → death } { need nails & hammer }

W → [Candle Shop] shelves, door W x shelves { matchbook, candle } (+1 pt)
open matchbook (3 pretzels)

// go mistletoe → [Behind the Stairs]
pull red lever → { both open } go holly [A Tiny Balcony] / go mistletoe [A Refuge in the jungle]
pull red lever → { both blocked }
pull red lever → { nothing changes }
pull green lever → { h open } go holly [East End of the Upper Promenade]

help @ rats - not yet

help @ edf - not yet

@ ice - N/A

@ birdbath - N/A

@ garden - N/A

@ lamp - beach ball or lump of coal?

@ pump - not tricky; use 'inflate' and 'pump up' when holding it.

@ needle - don't need it; y can pop balloons into it, but that won't help

@ plate - y've seen something that'll help get yr hands on it without disturbing anything nearby.
(pill in health food store)

Shoot gun outside office, NW to truck (guard makes to control) Z Z Z. SE. W. take key (+5)
- ^{take} bus key. ^{try} ~~open~~ ^{work} lock with key. } two black buttons: X & O, purple light is blinking }
e. new. Z + S

push X => purple light goes out. } (Park Van Tot door is closed & locked!)
push O => purple glow brightly }

X => none of shops are unlocked

O -> shops open! Something weird = code stop (the door is closed & locked behind me!?)

ne for Amade North -> [Travel Agency] booth, exit SW. enter booth. x booth. x panel
(0.1.9, red btn "CLR", 6-digit numeric keypad, blue btn "TRIP") -> @ back of Amade.

w of W St -> [Hairdresser's Salon] doorway S, scissors, magazines
(stick to counter & study sup)

S -> [Tacky lounge] Elvis portrait, cot. take photo => DIB.

look under cot => device. move cot. x device (crank, cable through hole)

read magazines: Warburton describes The Monkey Palace in {Borneo or Congo or Laos}.
codes based on latitude & longitude. I scrubbed the digits

{ 1N, 114 28' E ; 19.8' N, 103 E ; 2 47' N, 23 9' E }

S of W Arc ⇒ [Rare Book Shop] door E to staircase, doorway S, books, sign, counter.

x books ("Pung Mean", "The Curse of the Jugglers" - "Nikar joke"; "Buddhist Sex Slave")

- the stairwell door is one-way; it looks behind you.

S ⇒ [The Print Shop] machinery (book binder) - red btn, hexagonal hole < 1" wide, hopper (for blank paper), conveyor belt (output), rectangular slot for books.

x slot (see blades inside)

// W of W UC ⇒ [In the Pink Health Supply] pamphlets, pill bottle (agility), bottles.

x pamphlets ⇒ loose sty (scattered note) take note. next d.

(Tommy shouted - "What are y doing to my key?"; T plays black game master began

r	n	b	q	k	b	r
p	p	p	p			
						q n
				"p"		
		N				
p	p	p	p		p	p
R	B			K	B	N

1. P-K4 P-K4
2. N-QB3 P-KB4
3. P x P N-KR3
4. Q-KR5ch P-KN3
5. P x P P x P
6. Q x NPch

Probably worried that N-B2 would not by B-B4, T did K-K2, & N-Q5 put him out. Cheerful now, but cry of despair rings

// SW of WUC ⇒ [Optician's Display Room] door NE, stairs down E, binoculars, spectacles, hands
- the spells don't help c rats. (look through binoculars at _____) (all is grey & blurry)

// SE of EUC ⇒ [Shoe Store] boot of red vinyl, ext NW.
↳ too small

// E of GUC ⇒ [Sporty Goods Store] pump, tricycle
↳ oversized, has rubber wheels.

// Palace of Play is still locked.

// S of Patio ⇒ [Snack Bar] tables, chairs, poster, case, console, metal door SW (locked)
x poster. x Skittles. Ice - I've fixed signboard. x case (cookies) How to open case?
from a console { type code + take what you need. ----- (6, 8)

// W of SLC ⇒ [Pet Shop] carry comb, cage, counter, machine (NW/NE)
↳ cable to ceiling.

NW ⇒ mastiff (dog) appears (blocks access to machine).

// SW of SLC ⇒ [Heather Books Shop] exit N, stairwell E, bench (awl, bottle) (glass) Universal solvent.

MONITORS

A1:
Abandoned
Garden

A2:
Snack Bar

A3:
The Center
of the
Arcade

A4:
The
Children's
Play Area

B1:
South End
of the Lower
Concourse

B2:
Fashion
Boutique

B3:
~~Palace of
Play Toy Shop~~
West End of the
Promenade

B4:
East Side of
the Upper
Concourse

C1:
Octagon
Room

C2:
In the
Solarium (?)

C3:
Souvenir
Shop

C4:
Sporting
Goods Store

D1:
File
Storage
Room

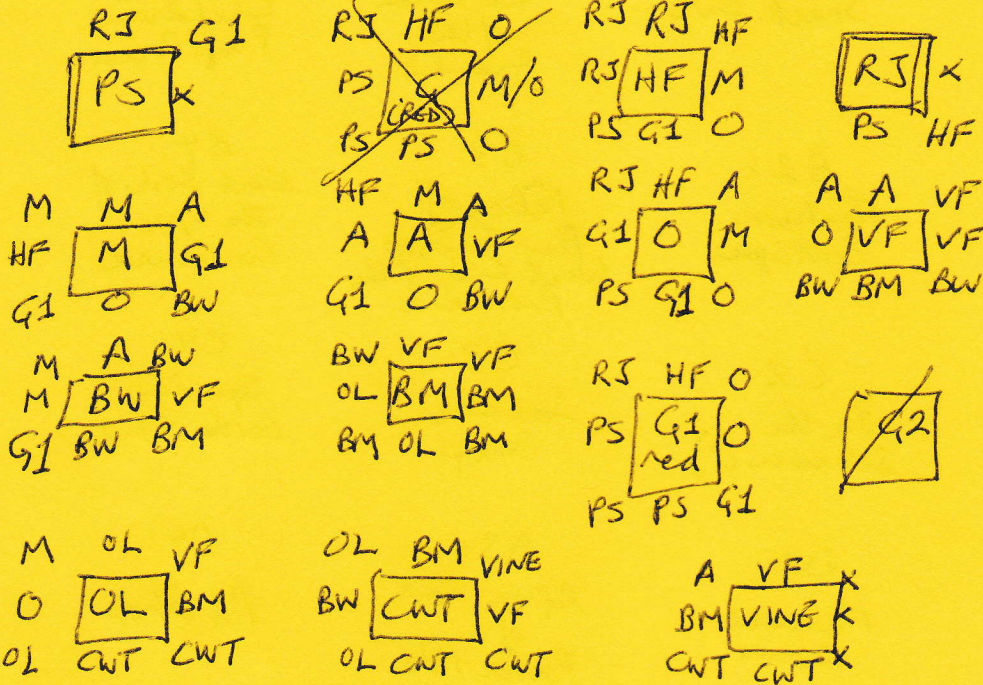
D2:
Furnace
Room

D3:
At the Foot
of a
Power Pole

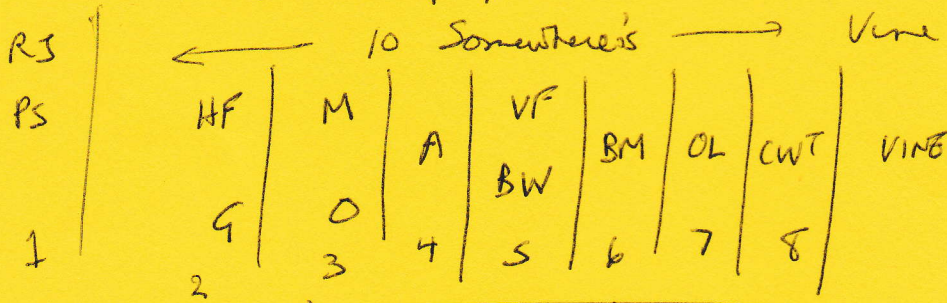
D4:
Pet Shop

PLANT MAZE (REDUX)

~~PS~~



Somewhere in the depths of the plant store...



- ① PS = Plant Store (read guide)
- ② G1 = common garden geranium (there's two!)
- ② HF = horsehair fern
- ① RJ = Refuge in the Jungle
- ③ M = Marigold
- ④ A = aspidistra
- ③ O = ~~Some~~ rare South American orchid
- ⑤ VF = Venus flytrap
- ⑤ BW = badly wilted
- ⑥ BM = bonsai maple tree
- ⑦ OL = oleander
- ⑧ CWT = covered with thrips
- ⑨ VINE = By the Hazy Vine

The rules follow you as you play bagpipes. (where to take them?)

x tiles

ICIC
TGTE
WING
HCK-

 instructions on panel { move/t (letter) (up/down/left/right)
reset tiles/puzzle

"CHECKING IT TWICE"

www.synth.co.uk/~gay/angyrar.html (Andy's Anagram Solver)

CHBC
KING
ITTW
ICE-

(+ ~~25~~ pts)!

N> [Palace] Play Toy Shop
dinosaur, main door N, open doorway SW case,
counter with not-quite cash register

x ballerina - thread & barcode tag. x machine (light pen, 'pen' button,
date revert) sw> [The Model Train Room] coal, timetable, windows (blinds
and)
apparatus, track, train, trains, watches, cups

pull cord -> it breaks! (Usable portion of cord is only a few inches below ceiling)

x train (3 cars: engine, open toy car, caboose; track on turntable, jump.)
x apparatus (red btn, blue btn, gold btn, switch (~~left~~ sets to left or right)
set to Right initially)

x coal (big as a bowling ball) exit is E.

At the ballerina - DINO blocks: "play ball?"

[Long Store] step ladder. // [The Center of the Arcade] drop ladder. v. take back (+2)

x bird {light}

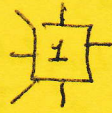
// (Astronaut to Long Back) drop triangle. side of S.
[An Overheated Room] w/S \rightarrow [In the Solarium] window pane E+S, paint peeling, helium tank.
take tank (+3)

N of NHC ⇒ [Fashion Boutique] figure 2 gown + wings, mirrors, E doorway
 x angel (wings seen separately)

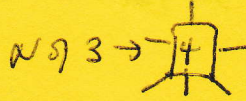
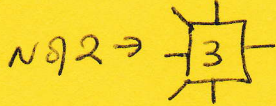
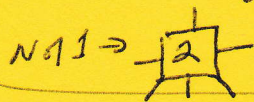
E ⇒ [Anteroom to the Dressing Room] W, NW, N, NE

NE ⇒ [Small Mirror Room] {expensive 2 ant.}

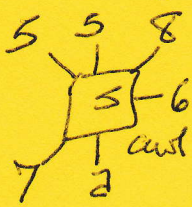
N. paint mirrors [Small White Room] exit E, N, NW, W, SW, S.



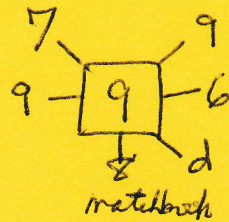
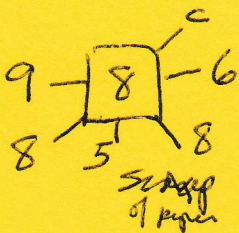
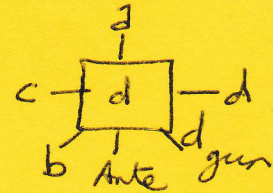
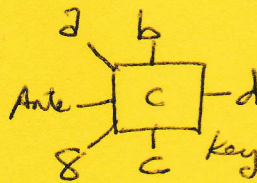
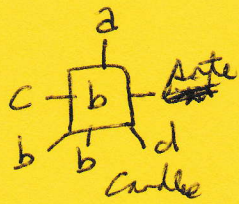
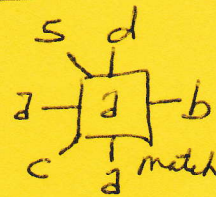
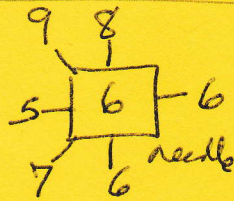
a, b, c, d



N of 4 ⇒ 1 of 3?

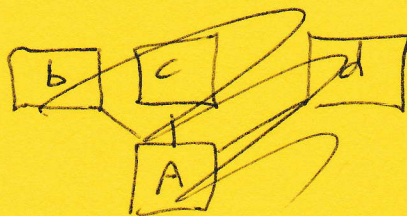


eqs



ADR = [A Dressing Room] pins, exit E, hand, looks
 Coathanger (+2)
 E to 7

[Ante] $\begin{cases} \text{nw. n.} \\ \text{n. nw.} \\ \text{ne. n.} \end{cases} \begin{cases} \text{nw. (a)} \\ \text{sw. (5)} \\ \text{N. (7)} \end{cases} \begin{cases} \text{ADR} \\ \text{S. (7)} \\ \text{S. (5)} \\ \text{e. (a)} \\ \text{e. (b)} \end{cases} \text{ [Ante]}$



WHAT IF SAYS

- ✓ DOCK THEME IS WING
- ✓ RUE FOGGY USGR SOLO
- ✓ PORK ROY TAUT
- ✓ SORE VENTAL COAL DUST
- ✓ BUY DYING SW SHAM MICE
- ✓ PINK IN WINTER FELL

- ✓ TUBE LP
- (A) TAN HER DUFFERS
- (N) STUDY HO HO VALUE
- ✓ THAT FIG CHEST LATIN
- (G) RAW RED MARS SAND
- (R) GHOST HATH RAGING

- (A) MUTE NITE
- APR POLLY CAP
- ✓ PINE THINK
- (ER) OUT I OGLE SHY KOAN
- (R) QUELL SONG CAST AND A BIB
- ✓ SIREN FED GERM NY
- ✓ TOOTH BEST CORE

WHAT IT SHOULD SAY

- SOMETHING WICKED
- YOUR GORGEOUS SELF
- PARK YOUR TOT
- COLOSSAL ADVENTURE
- BIG YUMMY SANDWICHES
- INKWELL FINE PRINT

- BELT UP
- FEATHERS AND FUR
- YOU SHOULDN'T HAVE
- THE LIGHT FANTASTIC
- GRANDMAS DRAWERS
- HOT RAGS HANG RIGHT
- TUNE TIME
- PALACE OF PLAY
- IN THE PINK
- HERE'S LOOKING AT YOU
- BIG ON BALLS AND RACQUETS
- MY GREEN FRIENDS
- THE BOOT SECTOR

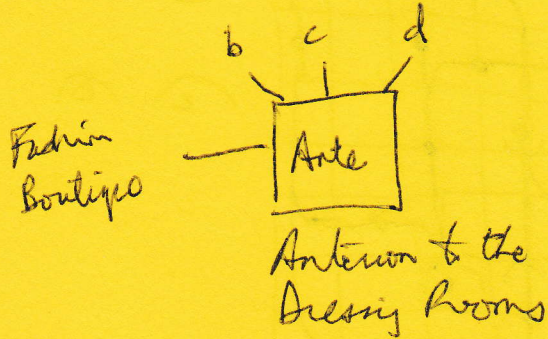
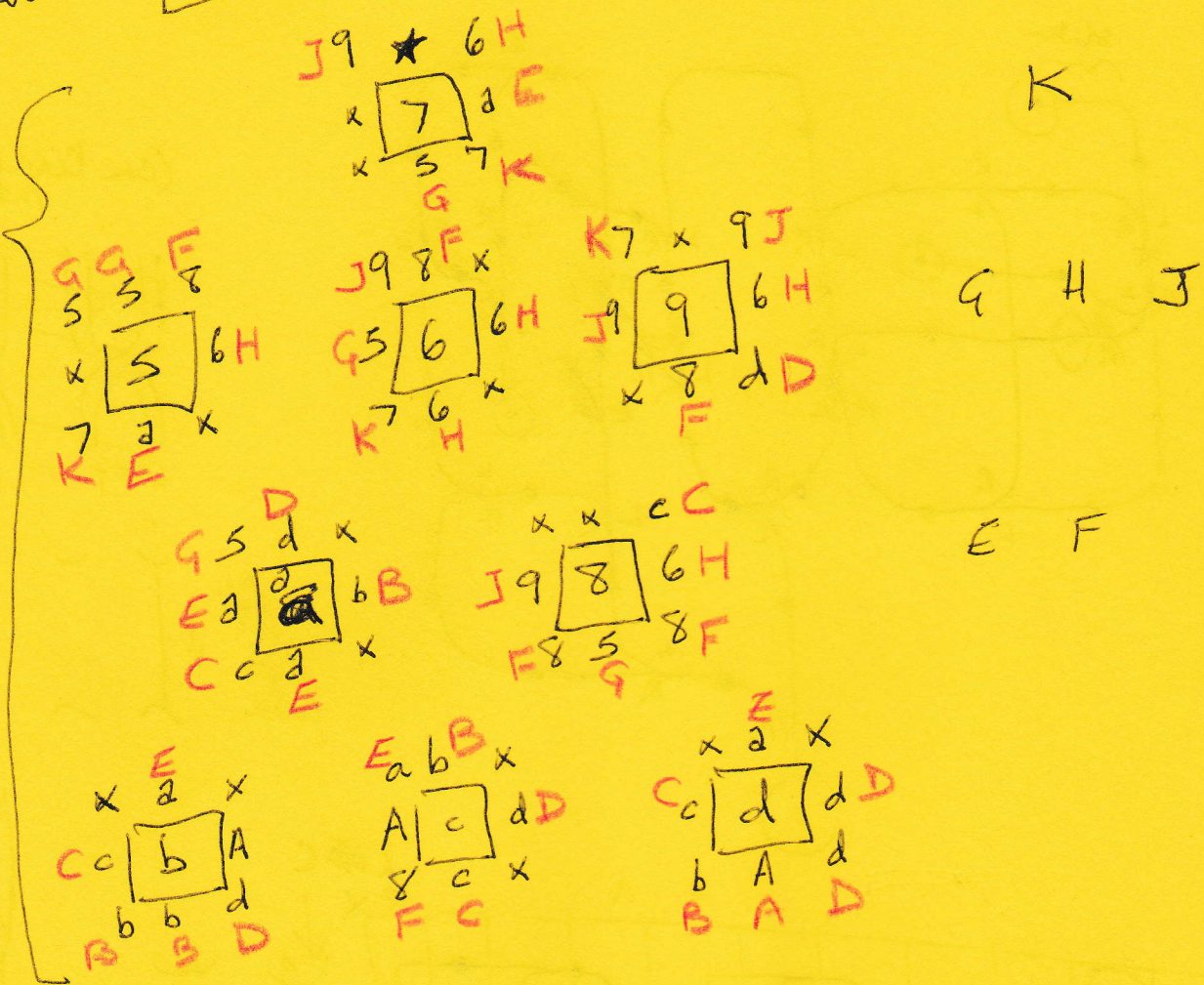
ANGRAERR ⇒ ARRANGER

[Walk-In Refrigerator] steak, bacon.
(exit N)

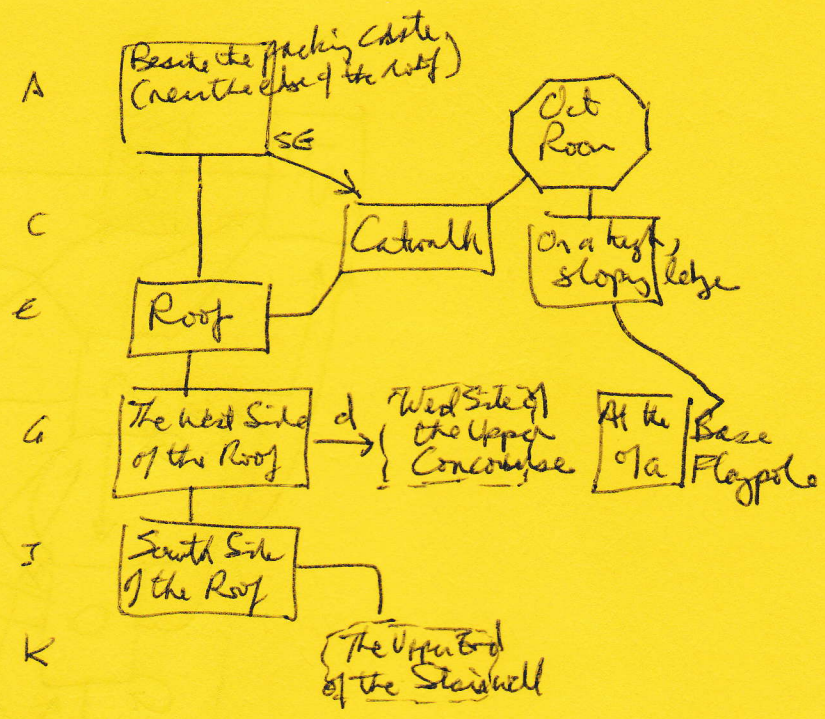
A Dressing Room

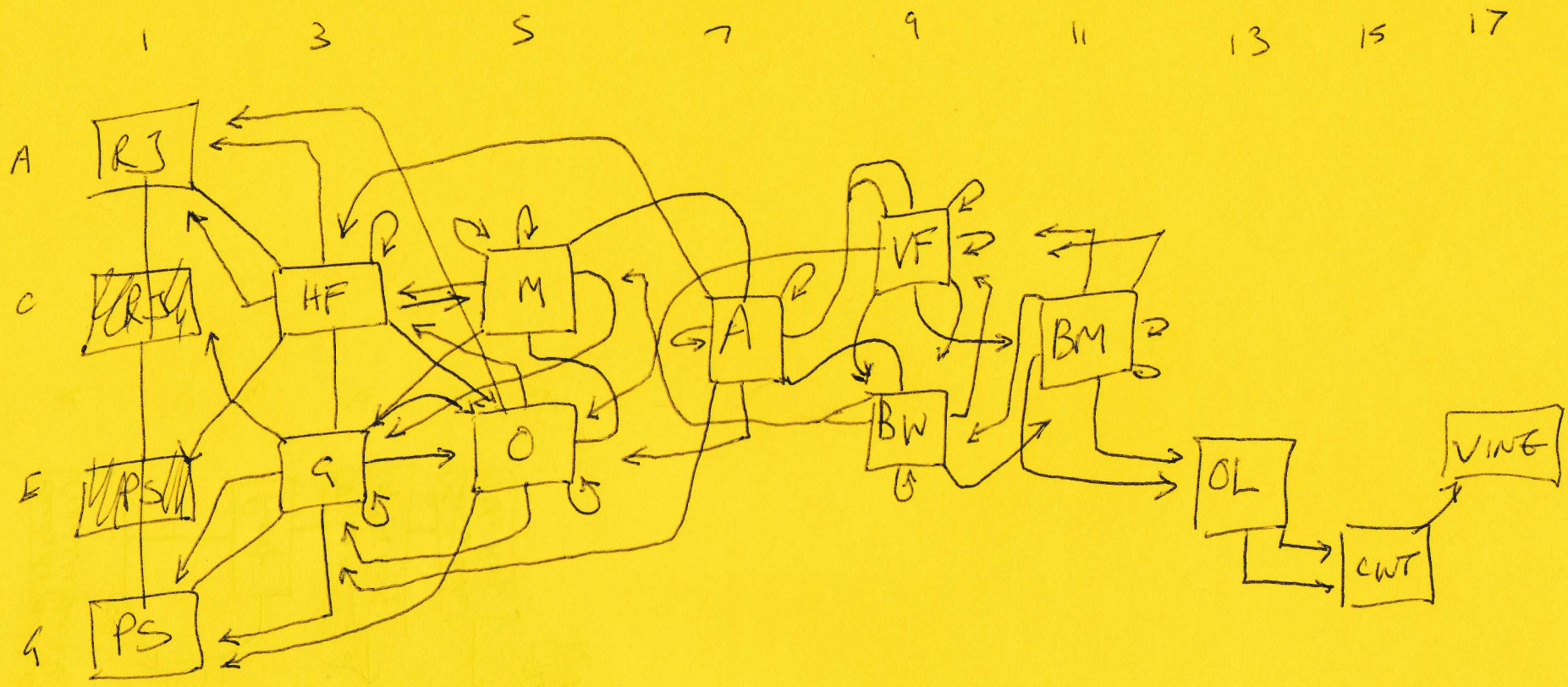


Small
Mirrored
Room
↓
Small
White
Room



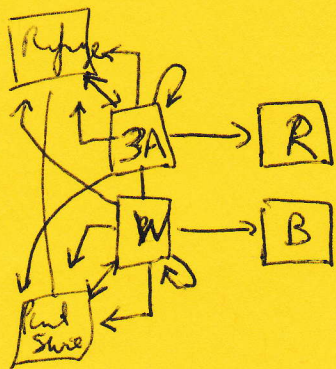
ROOF LEVEL





PLANT MAZE

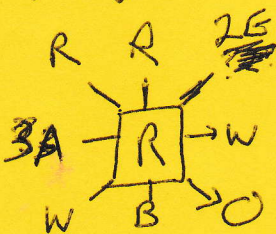
inflate red balloon (white hairy tank)
→ helium filled.



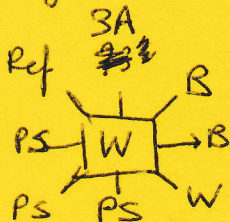
from PS: ne e e se se s se ne
(W) (B) (R) (O) (Y) (1A) (2H) (Vine)

from Vine: n w sw
(G) (B) (PS)

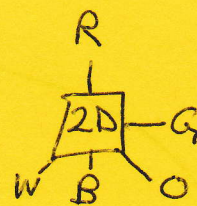
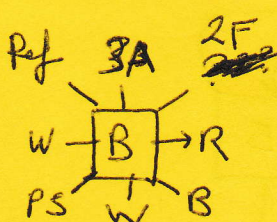
marijuana



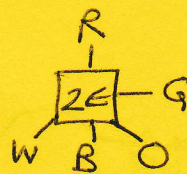
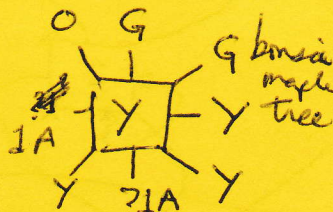
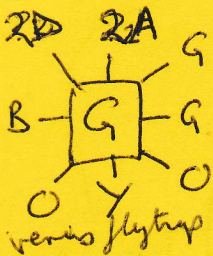
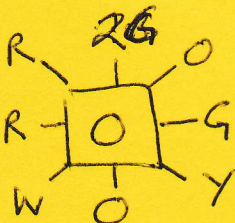
Common garden geranium



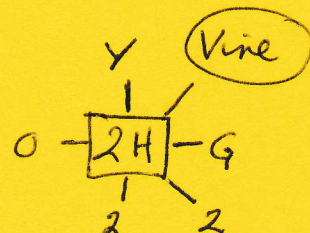
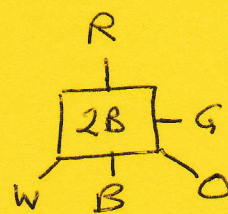
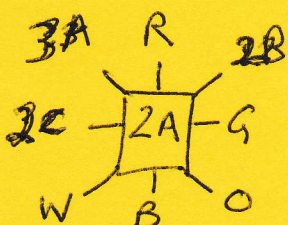
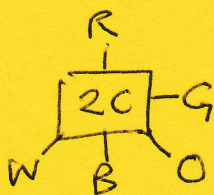
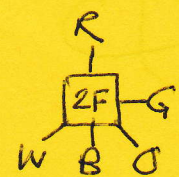
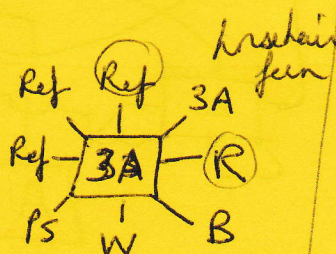
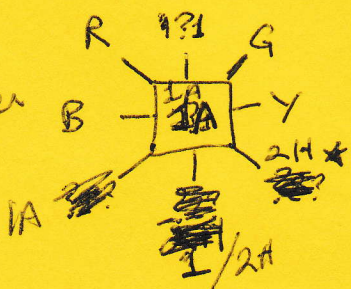
rare South American orchid



baldly
collet



desider

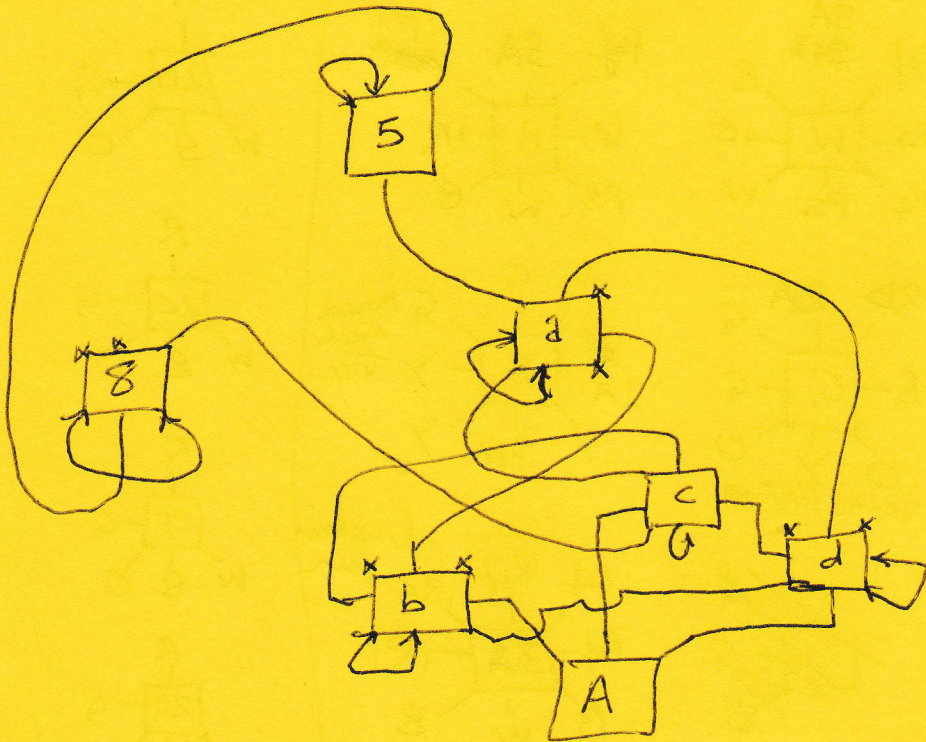


cover
with things

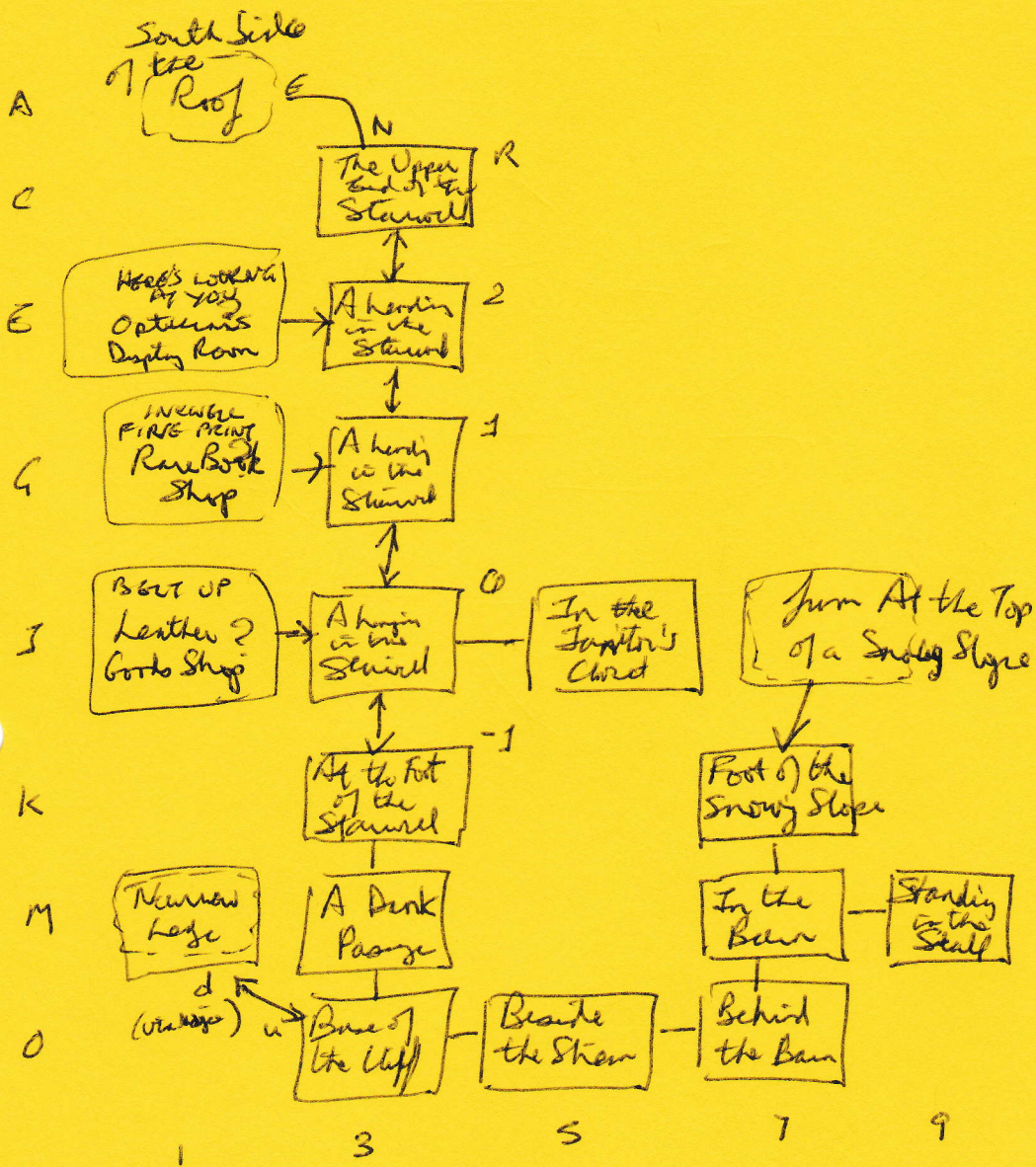
"look up plants in guide" (needs take weight off the bagging)
tie helium balloons to vine!

(Balloons: R G B Y W) at stiy (+3 pts)
tie string w/ e model Train Row (with ladder there) (+4 pts)

[By the Hanging Vine] (+5pt) cuts N, S, SW, W, NW ^{into} x vine, x string (x') ^{cut} ^{cut it.}
 cut string (i scissors) \Rightarrow the vine crumbles to flour.

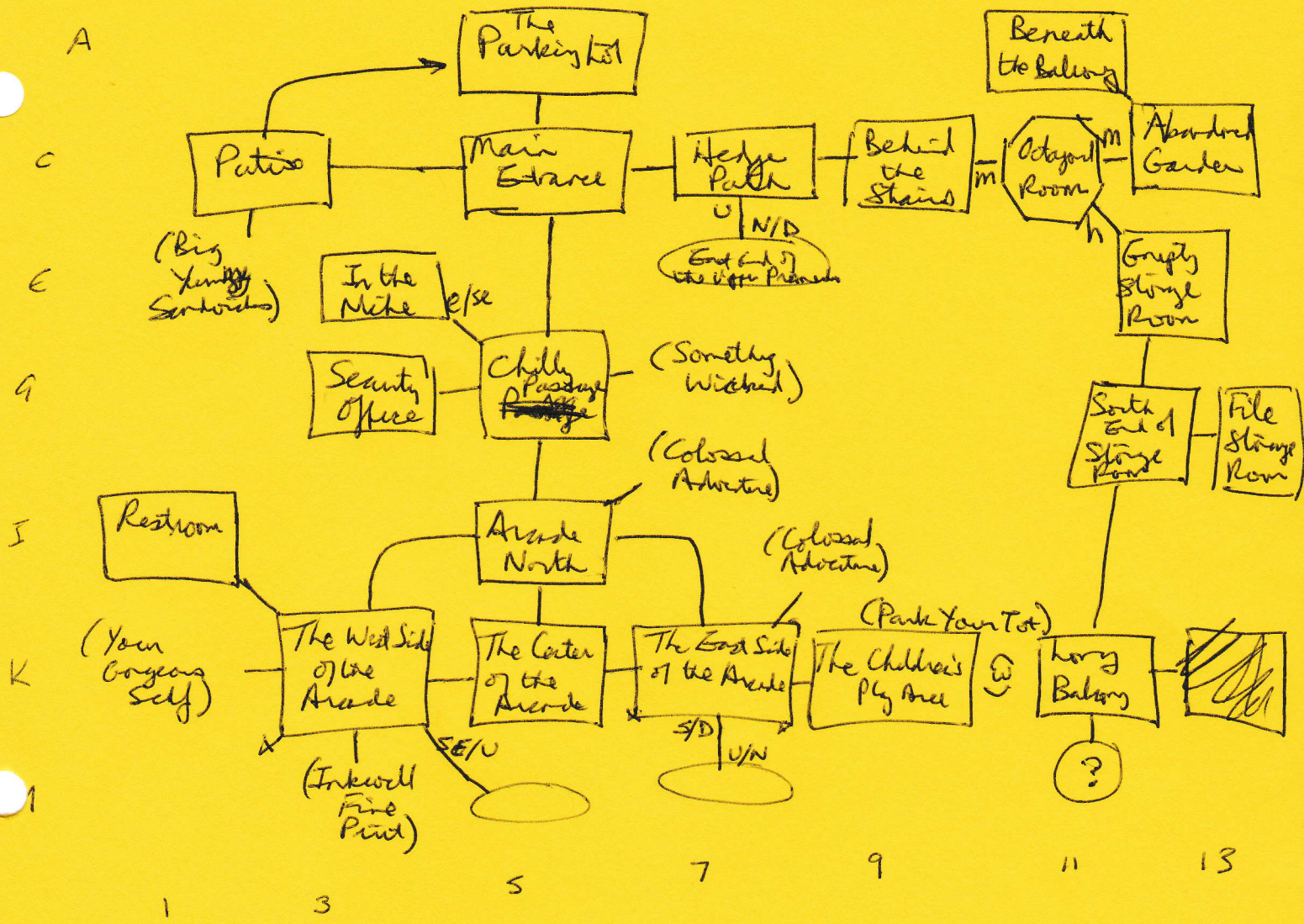


BARN, STREAM, STAIRWELL



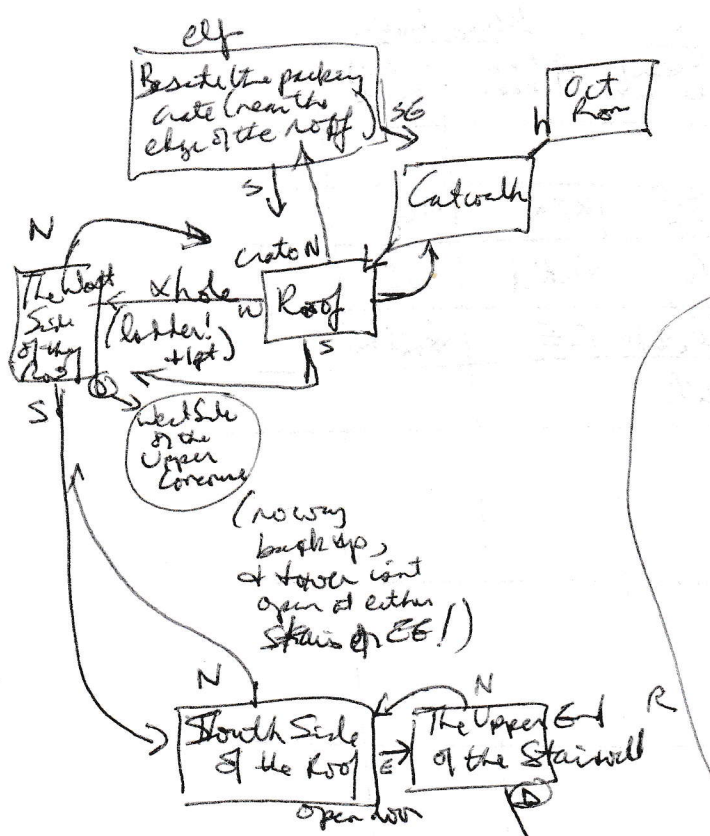
GROUND LEVEL

NOT JULY AN ORDINARY
BATTERMAN



	From	Red-btn		Grn-btn		Blue-battn	
		↑ Red level	Green level	↑ Red level	Green level	↑ Red level	Green level
R	OL		EE				
2	EE	OL	XX1	XXR	SS	XXRc	AG
2	BJ	Cat	XX1c	XXRb	AG	XXRd	SS
1	SS	XX2	CD	BJ	Cloak	EE	XX1b
1	AG	XX2b	XX1c	EE	XXB		
	XXB						
	XX1	EE					
	XX1b	BJ					
	XX1c	BJ					
	XX1d						
	XX2		SS				
	XX2b	XXRe	AG				
	XXR				BJ		
	XXRb				EE		
	XXRc						BJ
	XXRd						EE
	XXRe		XX2b		EE		BJ
	XX1c	AG	X	XX1b	X	XX1c	X
R	Cat	X	BJ				
Q	CD	SS					
Q	Cloak	XX1c					

Cat: {h: Catwalk; m: - }
 CD: {h: Cooked Defile; m: - }
 Cloak: {h: - ; m: Cloak Room}

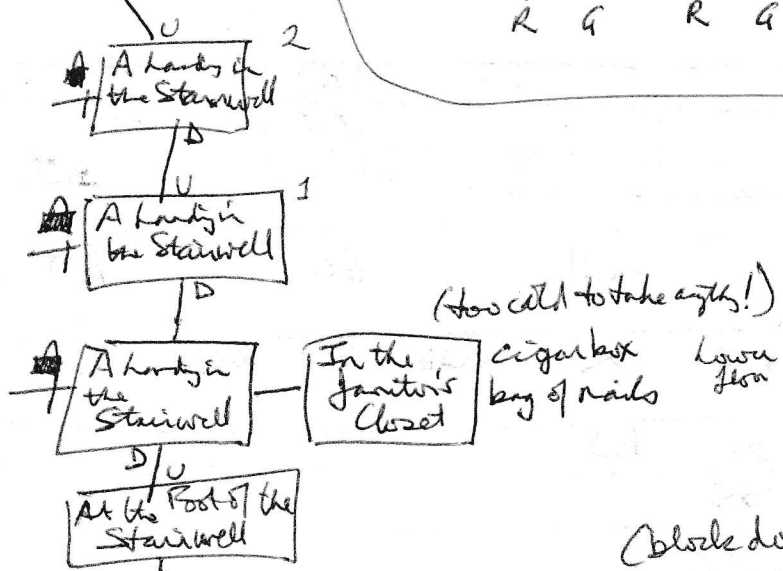


(no way back up, at tower isn't open at either stairs or EE!)

x elf (food pouch)

R	OL	X	Cat	X
2	EE	X	BJ	X
1	X	SS	X	AG
0	X	CD	Clock	X

Ret-btm ↑ ↓ R G
 Gun-btm ↗ ↘ R G
 Blue-btm ↖ ↙ R G
 flevus



(How cold to take eggs!)

Close door with what?

A Dark Passage metal door (bolts, gaps, ratchet) opens on N side, auto closes, unopenable from S side!

x cliff (ledge = cross) Base of the Cliff stream — Beside the Stream — Behind the Barr — x barrier x gap.

(The game realizes y're fatally stuck, and y lose a few turns later)

[Behind the Pet Shop counter] expts 6/w, machine slot, hopper/tray, dials (R, G, B)

325
-248

77

325
+279

46

↑ for a bill ↑ for a credit slip ↑ no coins

\$497 red → \$248 + \$249 slips (1/2 + 1/2)

248
+83

331

(remember: ballerina costs \$325)

\$249 green → \$166 + \$83 slips (2/3 + 1/3)

\$166 blue → \$123 + \$43 slips (3/4 + 1/4)

excess to smaller bill

41 41
x3 x3
--- ---
123 123

41
16

6
4

2

	red	green	blue
497	248, 249	330, 167	372, 125

372	186, 186	248, 124	(279), 93
125	62, 63	82, 43	93, 32
82	41, 41	54, 28	60, 22
93	(46), 47		

298
+43

291

497
-330

167

165
x2

330

124
x3

372

497
372

125

382
-124

248

41 125
x2 x3
--- ---
82 372

782
54

28

93
x3

279

31 125
x3 x3
--- ---
93 372

497 blue → 372, 125

↙ blue
(279), 93
↘ red
(46), 47

@ Toy Shop
put 279 in slot.
put 46 in slot
push print (+6)
take receipt

show receipt to guard
@ Parking Lot
215 out of 232

AMUSING

- put coal in basket & press button (alt sofa for _____?)
- breathe helium?
- 'listen' during bagpipes or Vichole
- shoot toy store windows?
- other codes in jaunts?
- rope & wings to ballaboo above causeway {shoot out!}

also - can we wear the boot at Long Beach?

MONKEY MAZE PART 1

to Palace

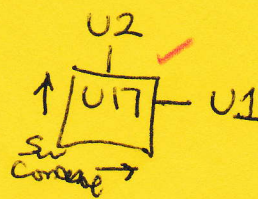
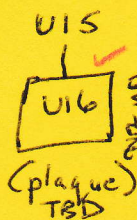
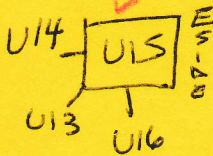
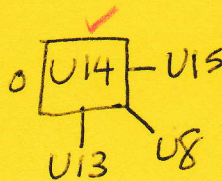
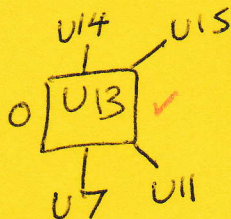
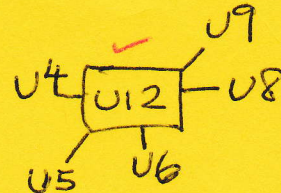
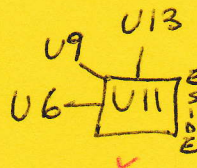
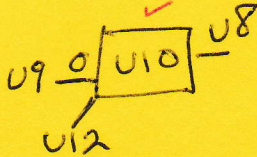
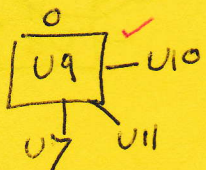
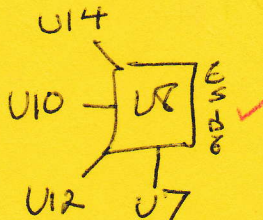
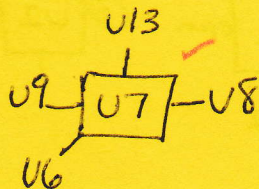
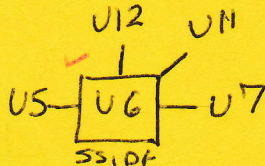
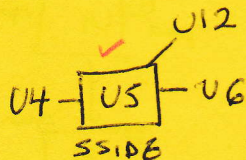
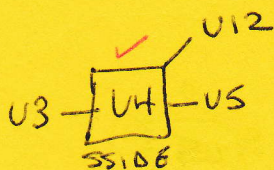
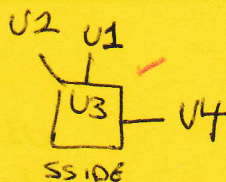
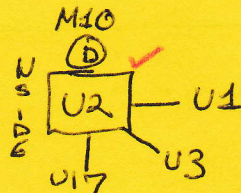
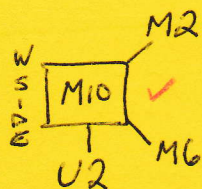
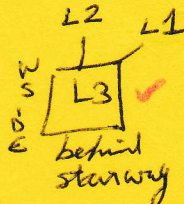
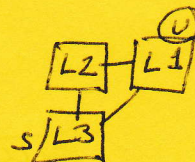
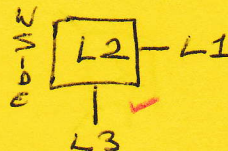
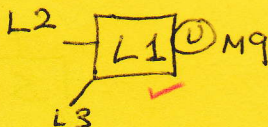
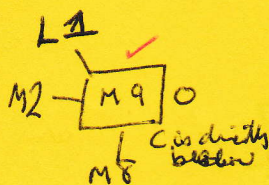
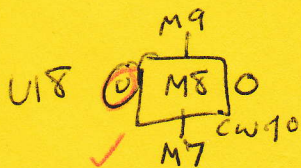
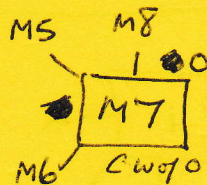
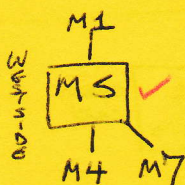
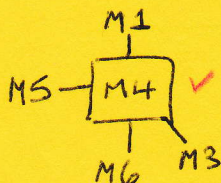
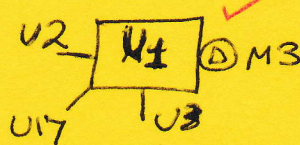
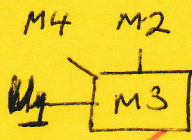
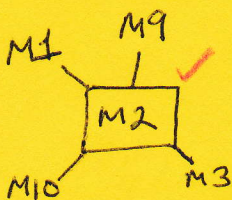
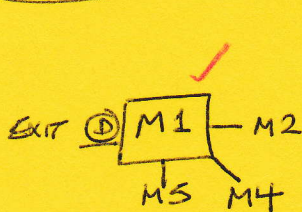
to return

112419

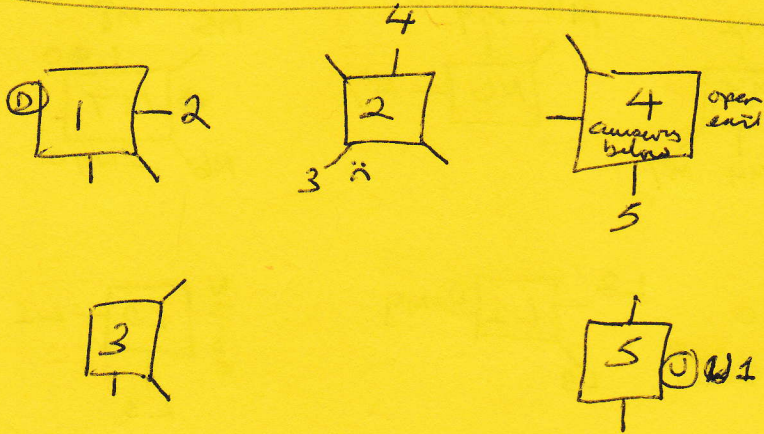
914211

M1 M2 M9 M8
E N S W
M8 M9 M2 M1
N W NW D

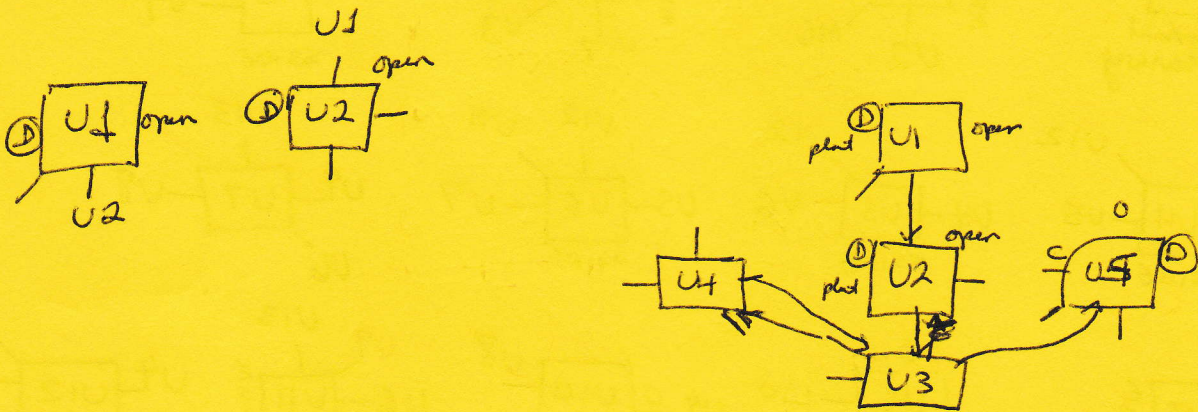
(booth is inside?)



[In the Mahy Palace] (middle level) S, SE, E & D/W to leave
~~after~~



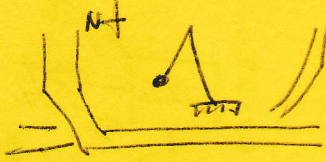
TOP LEVEL



X layout (avoid Y-junctions, dead ends, crosses, mt 2 2f openings (2 corners on south), loading tower & crane (R btn, B btn, gold btn, south (R or left))

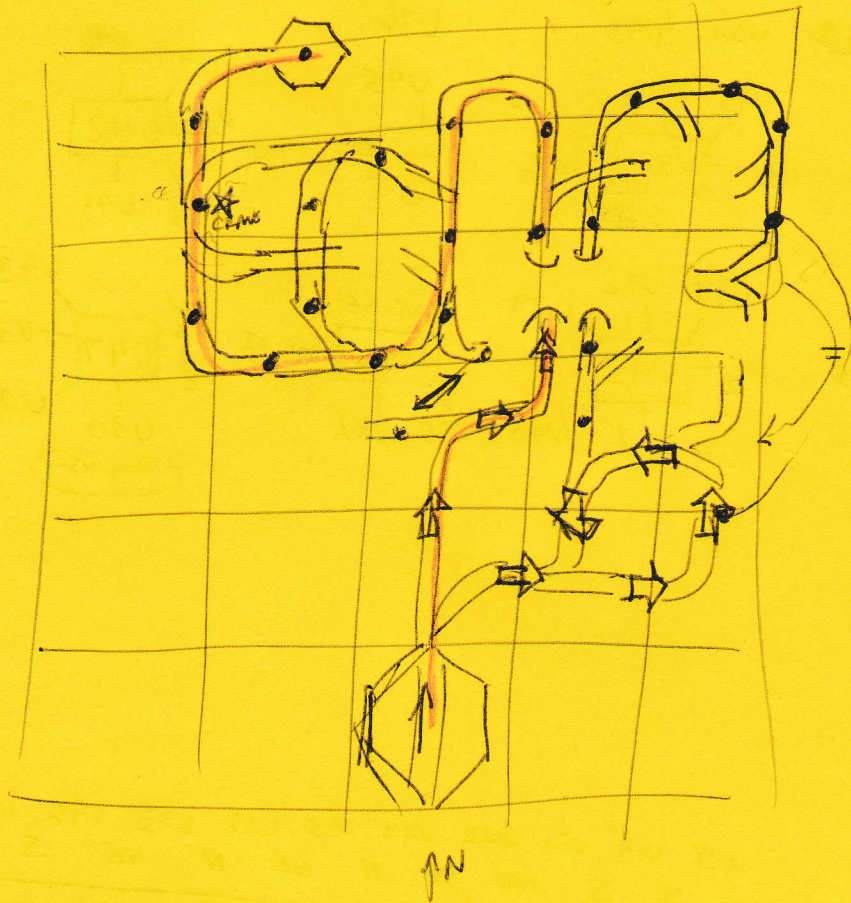
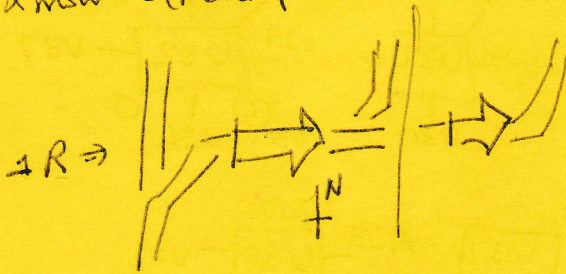


Crane has a gold key; the gold btn design it



red four
blue four
170°

X monitor (messy layout)



[On the Causeway] (+4 pts) E/W x monkeys

E → [On the Platform] exit W. alarm clock (take clock ⇒ monkeys deny you vest & Causeway instead)

listen to clock ⇒ (Stack overflow!
FATAL ERROR)

(perhaps an exchange? Do we have something better for the monkeys?)

use 'GIVE _ TO MONKEYS' syntax. (Not specs, binoculars, unwound rightzale, ...)

- Vietole??

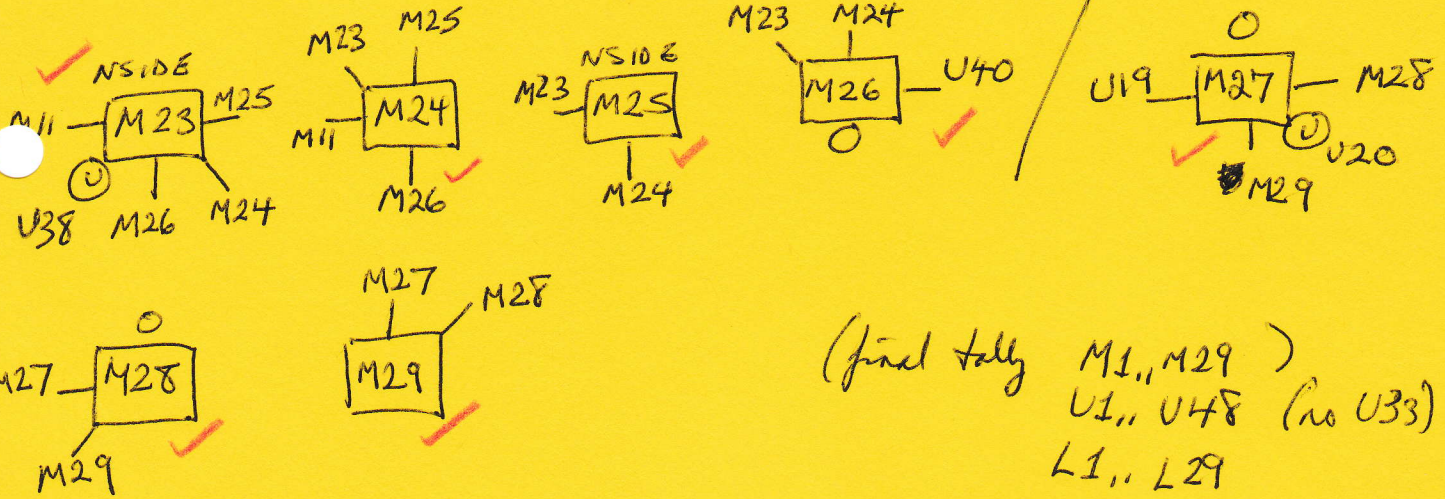
- also, why would we want an alarm clock?!

x clock (when holding it): black hour hand, minute hand, red hand,

2 knobs (black & red, brass base)

hands spring! (black: 6:31; red: 12:15) ← times keep changing!

MONKEY MAZE PART 4



(final tally M1..M29)
 U1.. U48 (no U33)
 L1.. L29

106 rooms.
 called "In the Monkey
 Palace"