

Hey! friend, new to this (or any other Detective Duo segments)?, do not worry! You are covered, just go to this page 3 now to learn how to start.

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Gamebook Start Guide

Welcome, Friend! To play this type of gamebook, you need to learn how rules are taught in this type of gamebook, rules are taught though objects which is called a "Note", a note is a blue ring with a small blue colored phrase wrapped around it, and a black letter or number in it's center, see example below...



An example of a note, see the object on the left.

So how it works is, When you do something that matches the blue phrase wrapped around a note, and you did that action to a element of the game that is near or contacting that note (or a element with no note but looks the same or close like the one that matching note is contacting/close to), that note is acted.

The blue phrase around a note is read clockwise, also a letter or number within parentheses that is in a blue phrase of a note pertains to another note with that letter or number in that note's ring. Now when you act a note or a note is acted, on the acted note will be a black letter or number within the center of the ring that makes up that note, if it is a letter.

Compare that letter to one of the letters underlaid in the tutorial box on the same page (except G, which is at the beginning, not underlaid) as that note, but what is a turotial box? See below...

A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.	A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.
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G A example showing that a explanation of a feature needed or used will be displayed here for you to learn at that moment.		

So, on the section of the letter underlaid or in front (the whole dotted box around that letter) matching the letter of the acted note, read everything in that section to understand the element. Now, if it is a number within the center of the ring that makes up that acted note.

Go to the page with a page number that matches that black number and read everything in that page to understand the element, after it's read, you are returned to the page and position before being taken to that page. It is recommended to pause your game session and test the newly learned feature as soon as it is learned by you so you can get used to it then continue your gameplay session after, as soon as a element is known, it can take effect immediately if it toke effect at/before knowing it.

Now if you come to a page and need to understand something, You can choose to act a note anytime (regardless of situation) in order to resolve this misunderstanding. Also, you can choose to ignore any notes that teach features or elements of the game that you already know of unless they are "Red" colored notes as those hint at features which contain slight changes and must be read when they are acted (every once per entry of page). You are done, please go back to the page that toke you here.



Credits: Characters, Story, and Music created and performed by J.N Pickee. - Game Rules written and designed by J.N Pickee.

The title picture, look at this at your leisure, this also tells what the segment's name is as well as the author of it. Nothing Here.	The segment table of contents, this is simply the table of contents of this segment, use after you done with picture. Nothing Here.	The save box, this tell you that you can save anytime during this game, fallow the instructions in this box to do so. Nothing Here.
Nothing Here.		

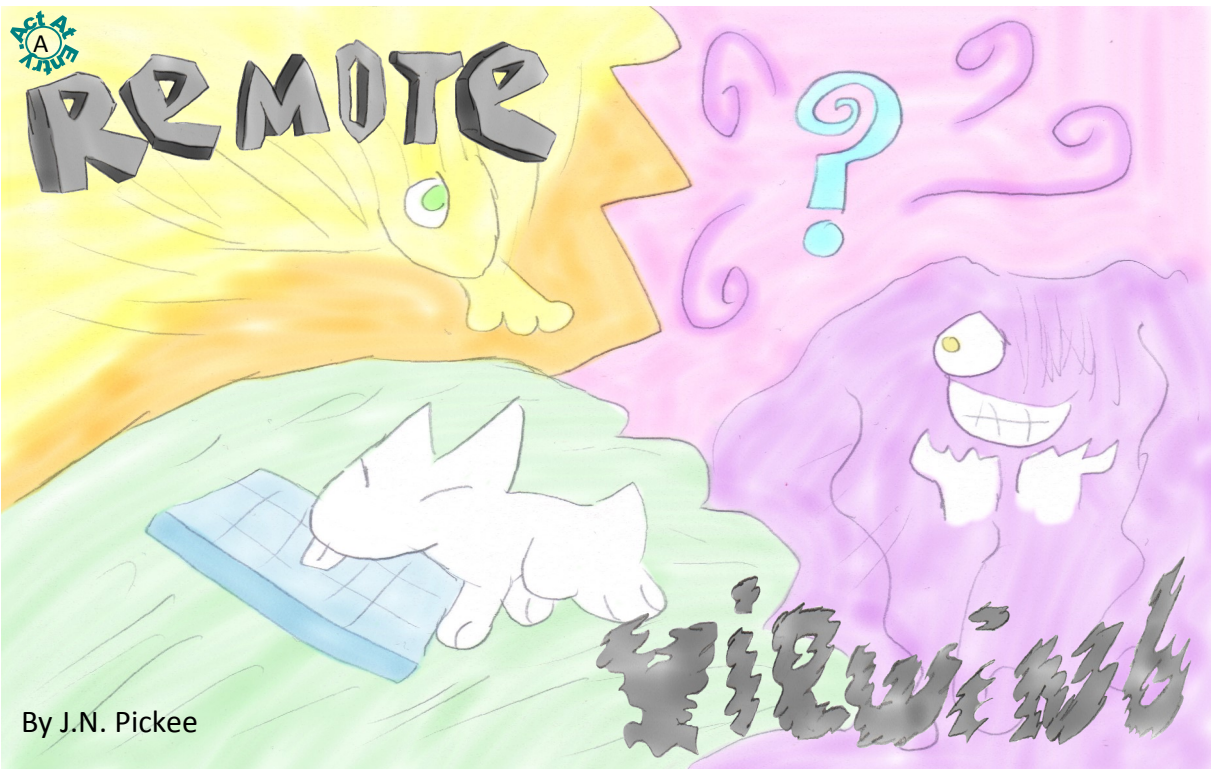


Table Of Contents (for this segment)

Page: 003 - Gamebook Start Guide

Page: 112 - Game Start (Start Segment)

Page: 122 - Clues

Page: 124 - 127 Character Index

Page: 100 - 105 Item Glossary

Bookmark Key: DD-MM Seg - RV

Like any other book, you use bookmarks to remember where you last left off in a book. but in gamebooks, if is a bit different.

To learn how to bookmark in this game, go to page 133. You have to use the bookmark key above. (sentence in red) to use a bookmark, to create a bookmark, and to edit a bookmark for this game, take this bookmark key above to do either of those.



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

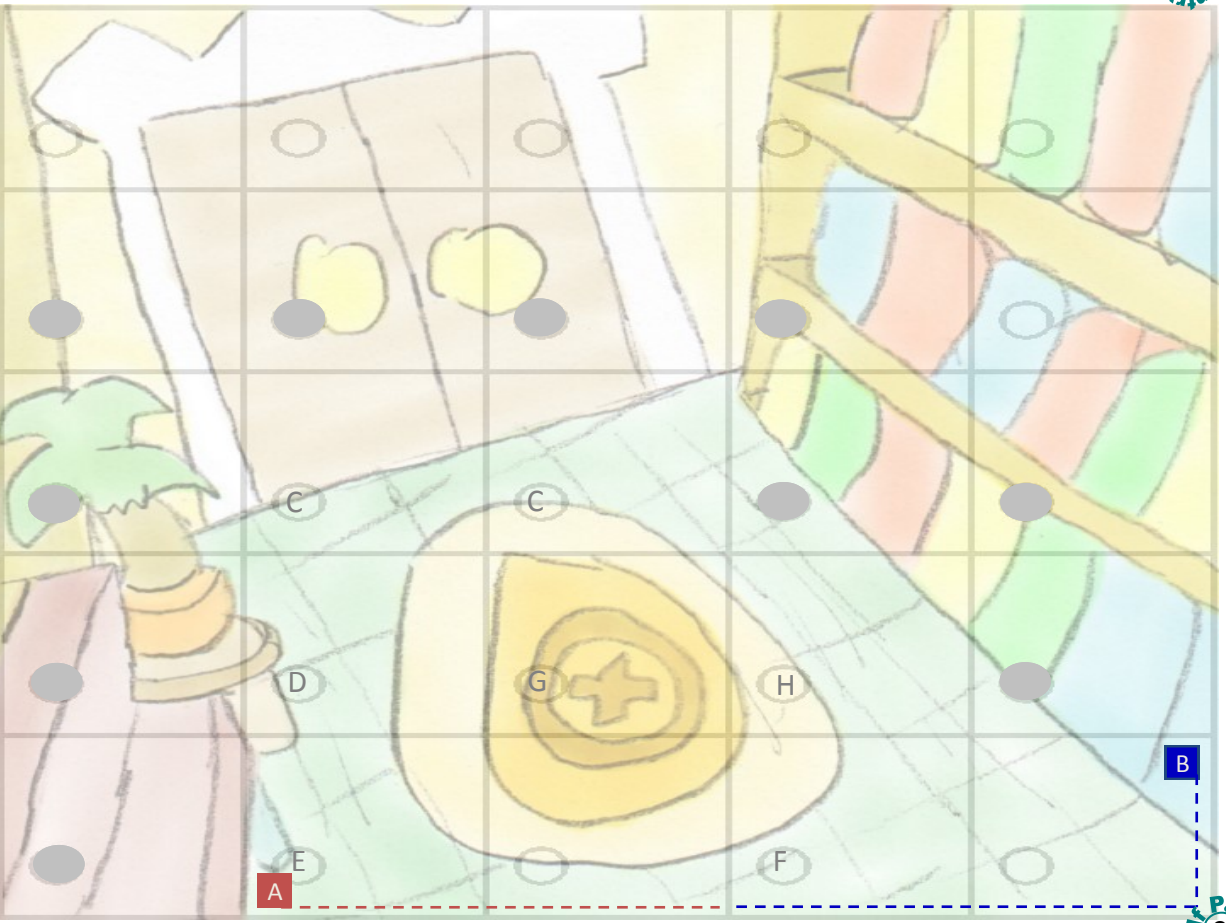
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: B
Listed: 005

Listed: A
Listed: 005

Listed: A
Listed: 061



D A nice potted plant, and good looking red velvet couch, nothing unusual.

H Books littered on the bookshelf, all about the town's history, I'm not interested at the moment.

4 **A** Item **B** Clue **E** On This Spot

Play Music: 02 (To use go to page 115)

129 Character Play **130**

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

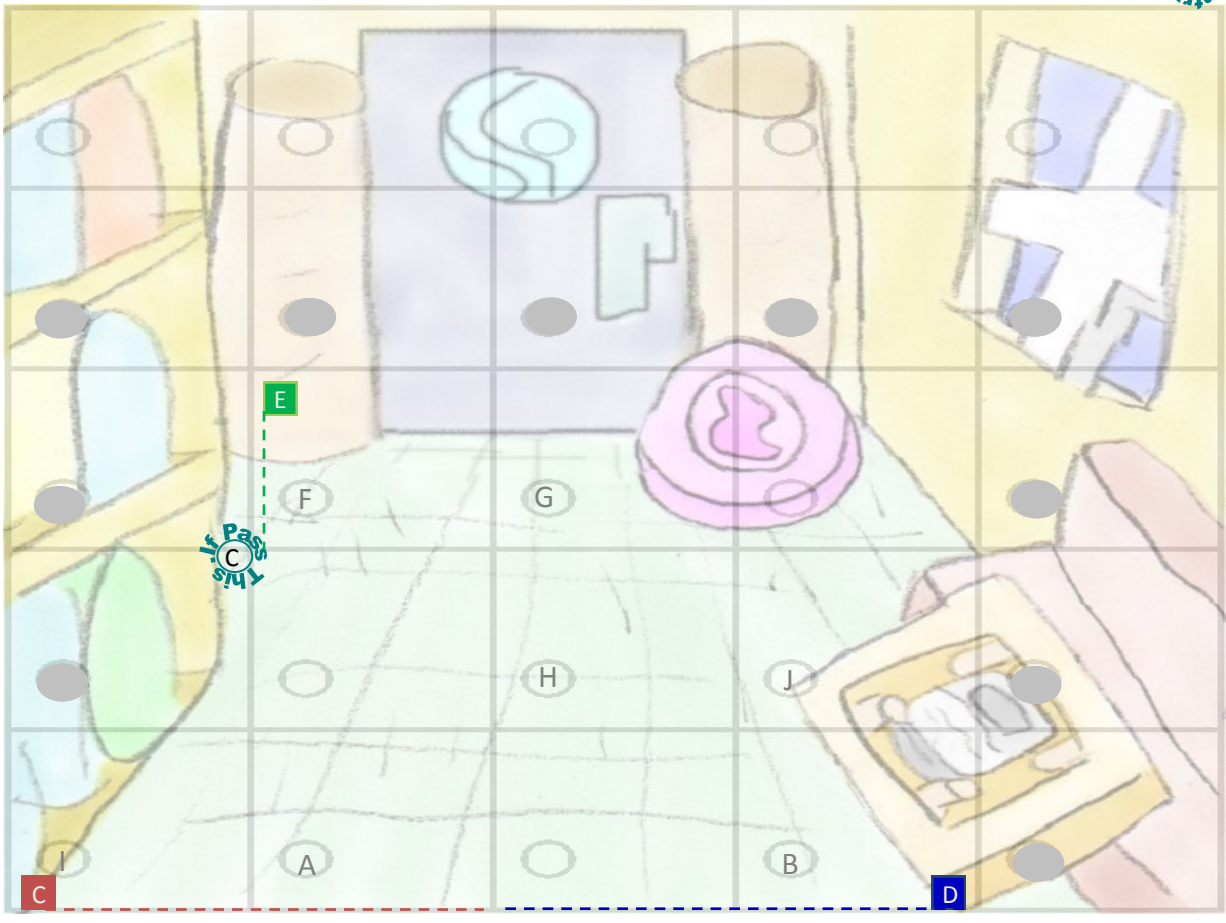
Nothing Here.

D Listed: F
Listed: 004

Listed: E
Listed: 004

Listed: A
Listed: 006

Listed: A
Listed: 078



I Oh, non fiction books are placed here, I would read, but I'm on a mystery right now.

J Leftover junk is on the ground, all bedroom related, was this room a bedroom at one point?

A Item **B** Clue **E** On This Spot

Play Music: 02 (To use go to page 115)

129 Character Play **130** **5**

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

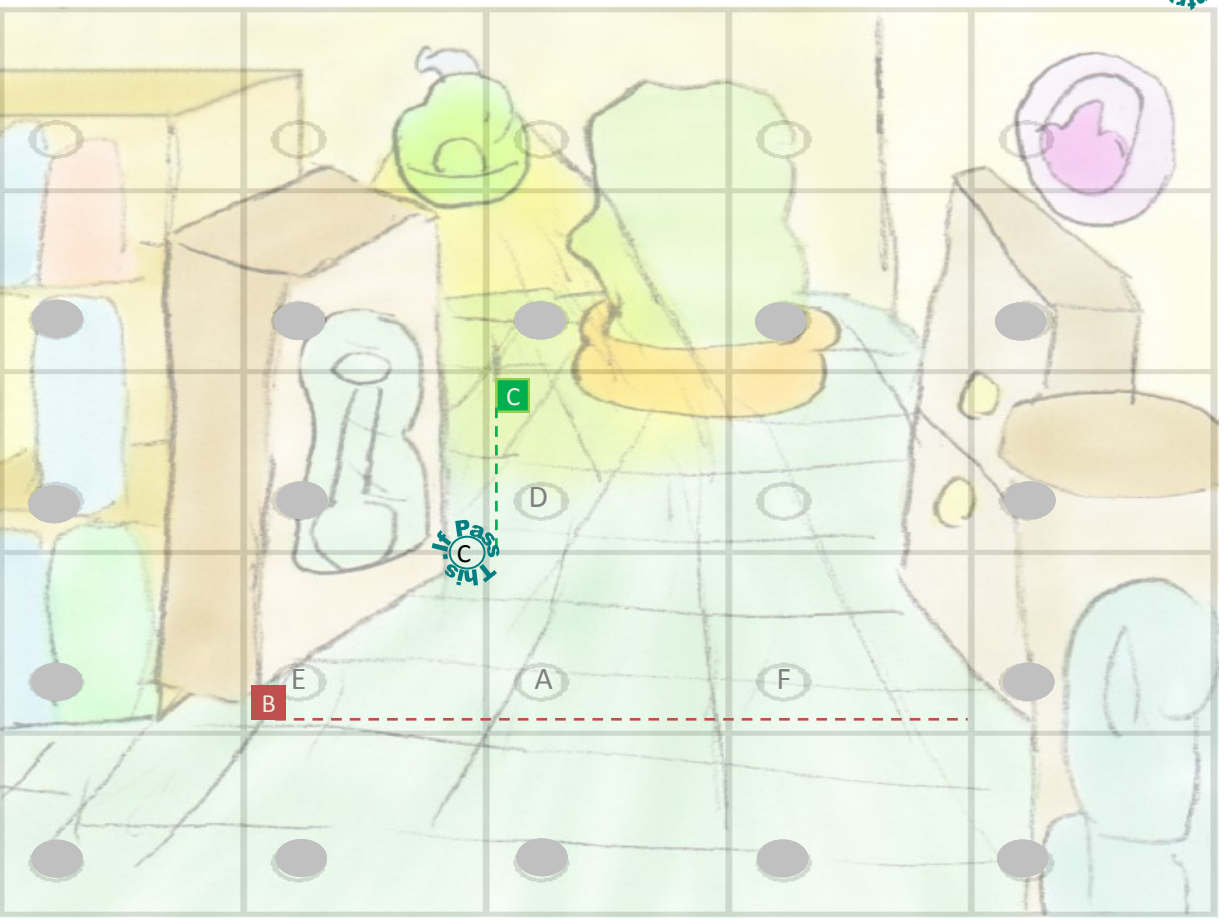
Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: F
Listed: 005

C Listed: A
Listed: 007



E A nice grandfather clock, it feels as if it is atleast 100 years old!



F Leftover junk is on the ground, all bedroom related, was this room a bedroom at one point?

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

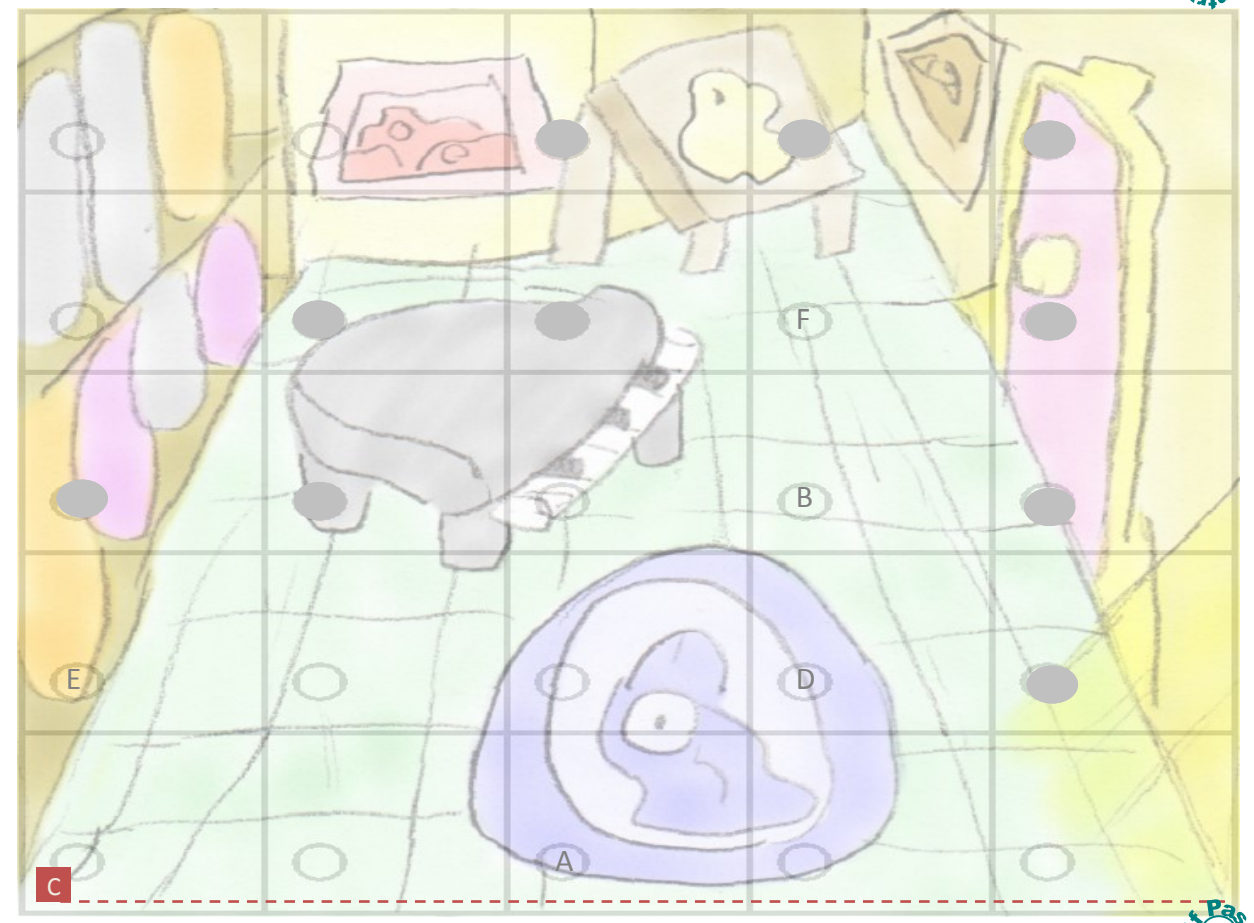
Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: A
Listed: 034

C Listed: D
Listed: 006



E Fiction books, are place on the bookshelf, action-adventure, fantasy, must reflect the owner's personality.



F A grand piano and a painter's canvas, how artistic.

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

D Listed: A **A**
D Listed: 010

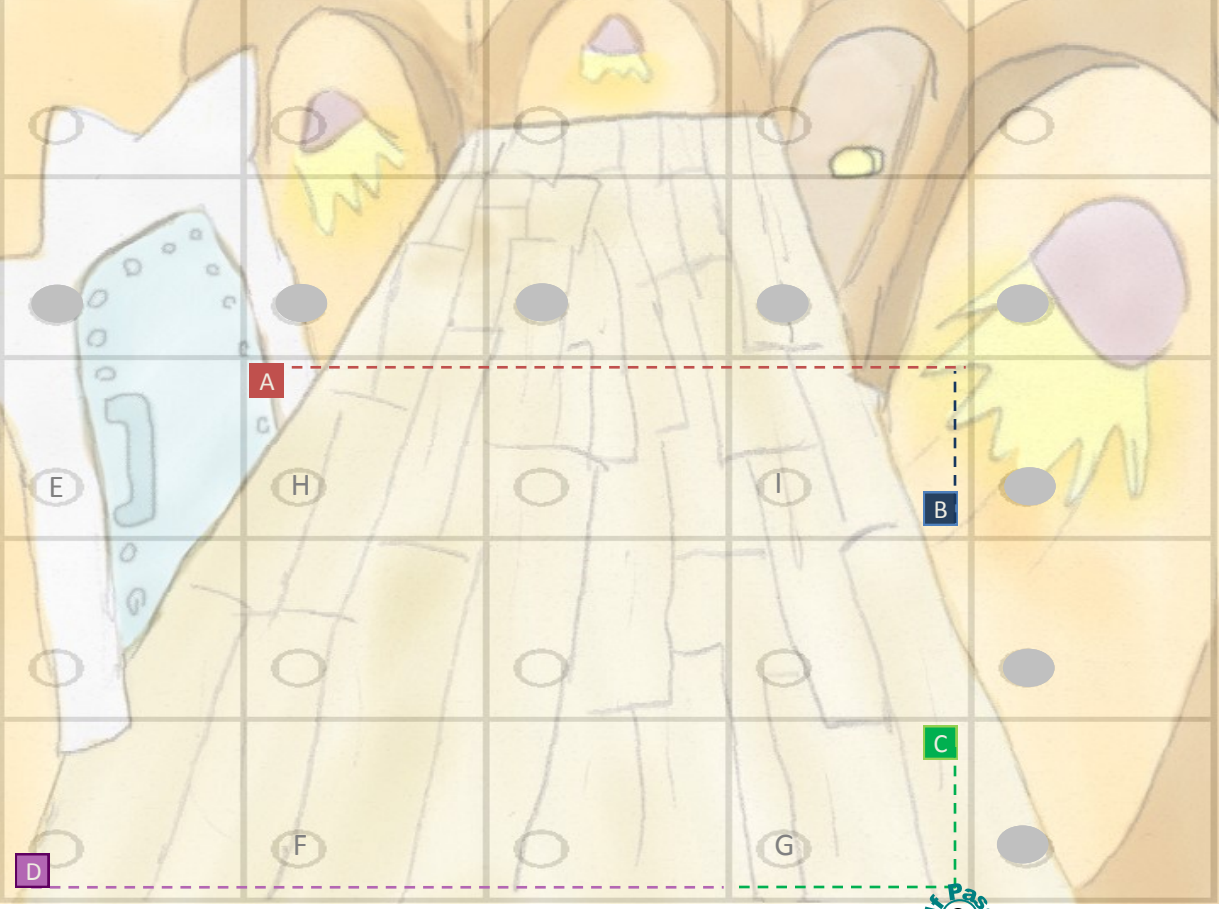
B Listed: B **B**
B Listed: 010

C Listed: A **C**
C Listed: 009

D Listed: B **D**
D Listed: 009

E Listed: A **E**
E Listed: 071

128



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A unity object, if you move onto the spot of this, form your token not playing as pair, using a Fusion Card.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

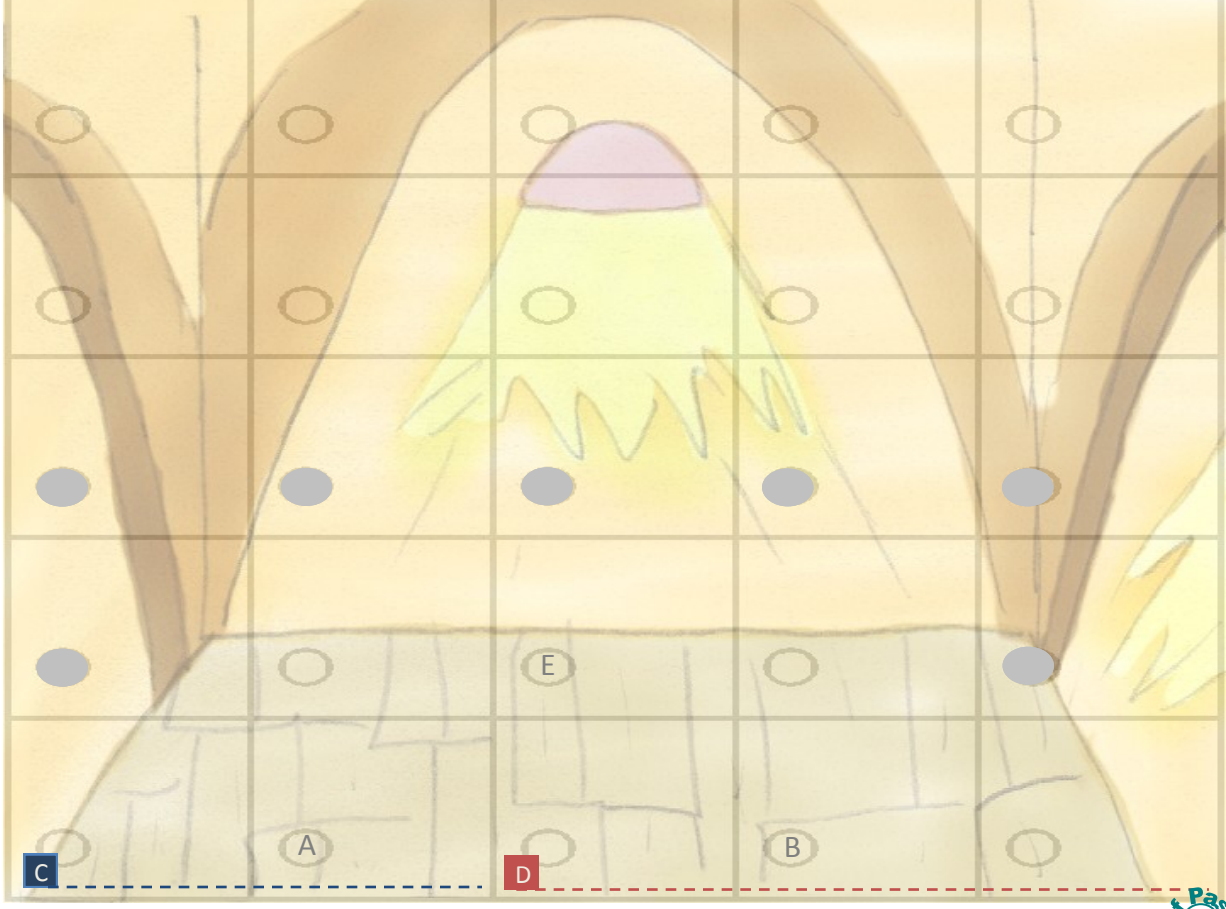
Nothing Here.

D Listed: G **C**
D Listed: 008

D Listed: F **D**
D Listed: 008

E On This's
E

128



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A clearing, when you enter this's page, if in Culprit Style, exit it and add red number within this as a switch number in your mind

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

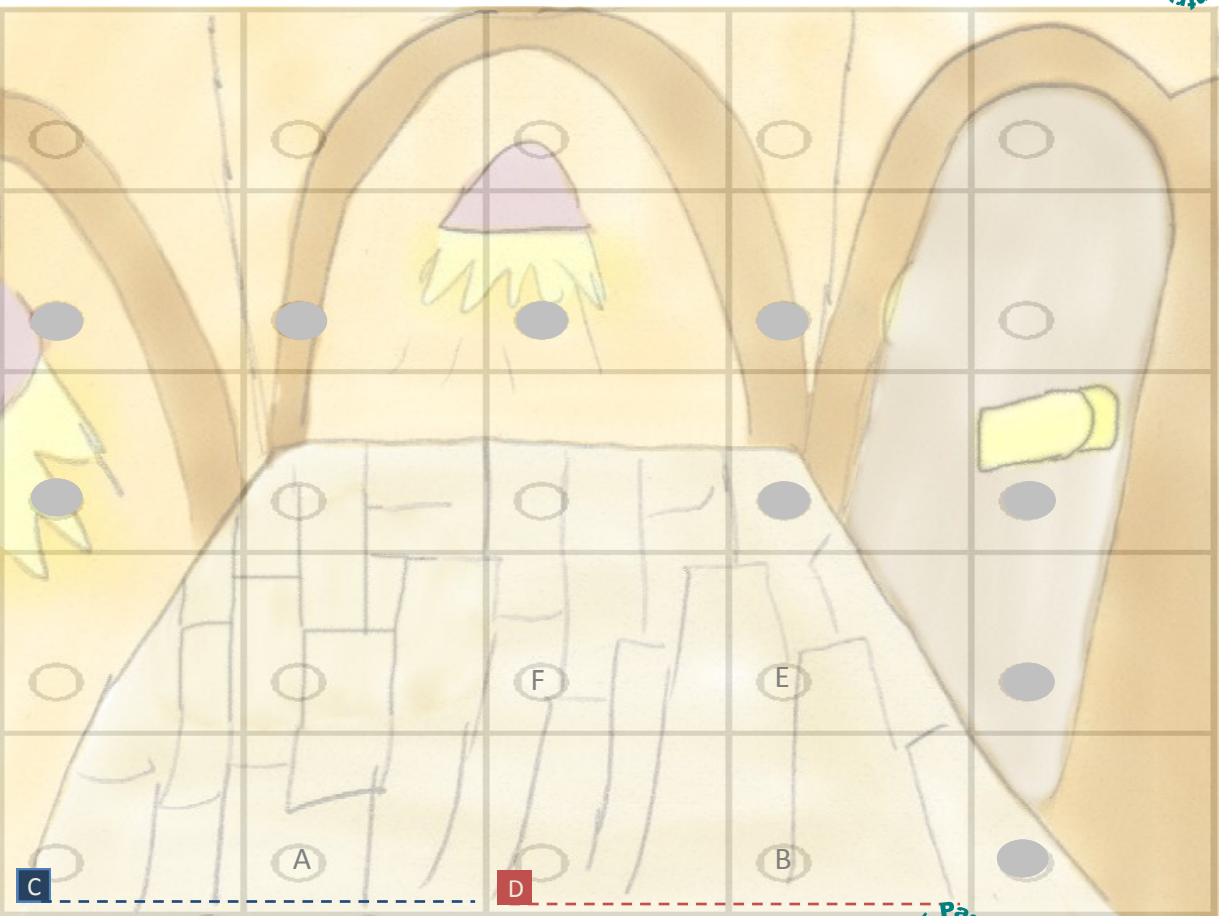
Nothing Here.

D Listed: H
Listed: 008

D Listed: I
Listed: 008

E Listed: A
Listed: 066

E Clear
001



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

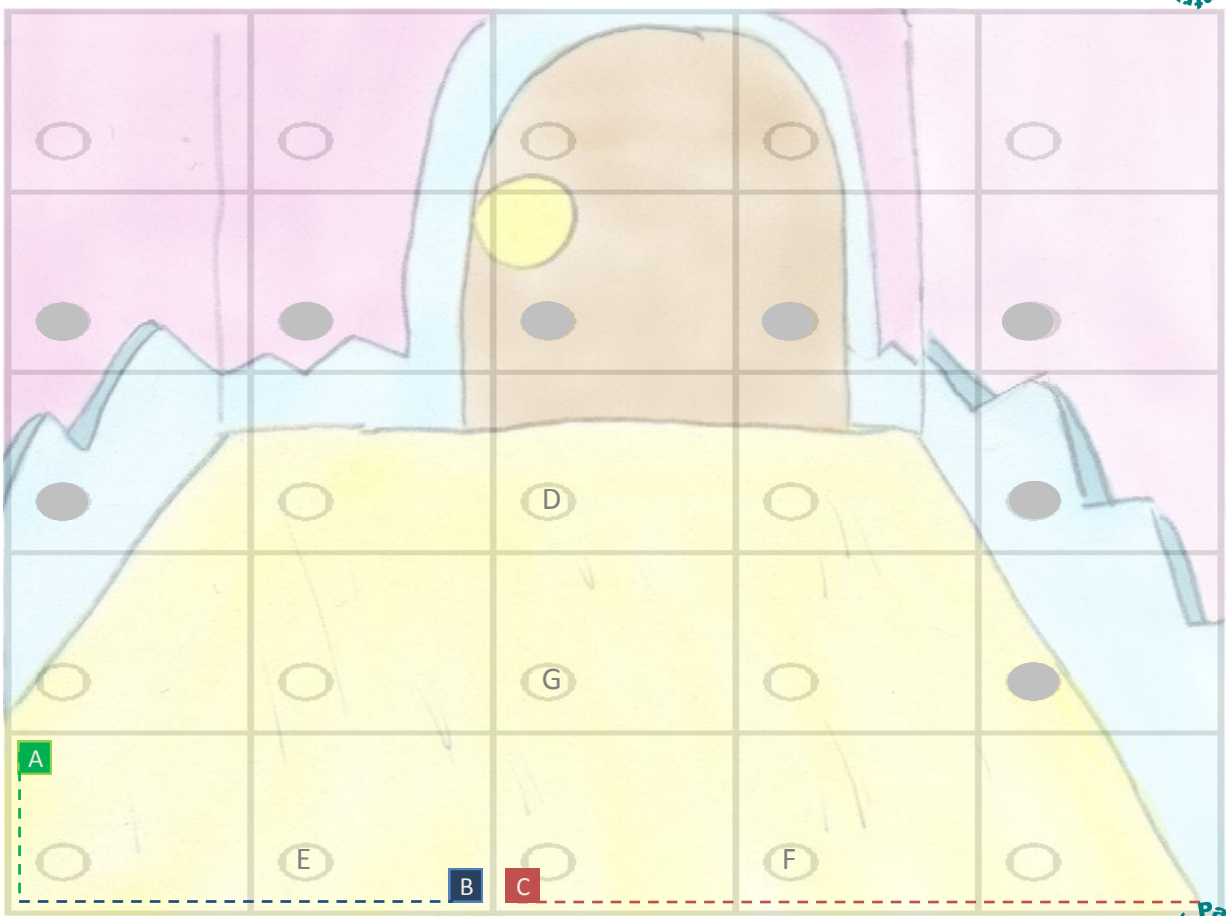
Nothing Here.

A Listed: C
Listed: 012

B Listed: B
Listed: 012

C Listed: A
Listed: 012

D Listed: A
Listed: 068



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Flip box, if you get/have a Switch matching this's blue number, take all tokens as is to the page listed, prioritize this over all else.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

Nothing Here.

Nothing Here.

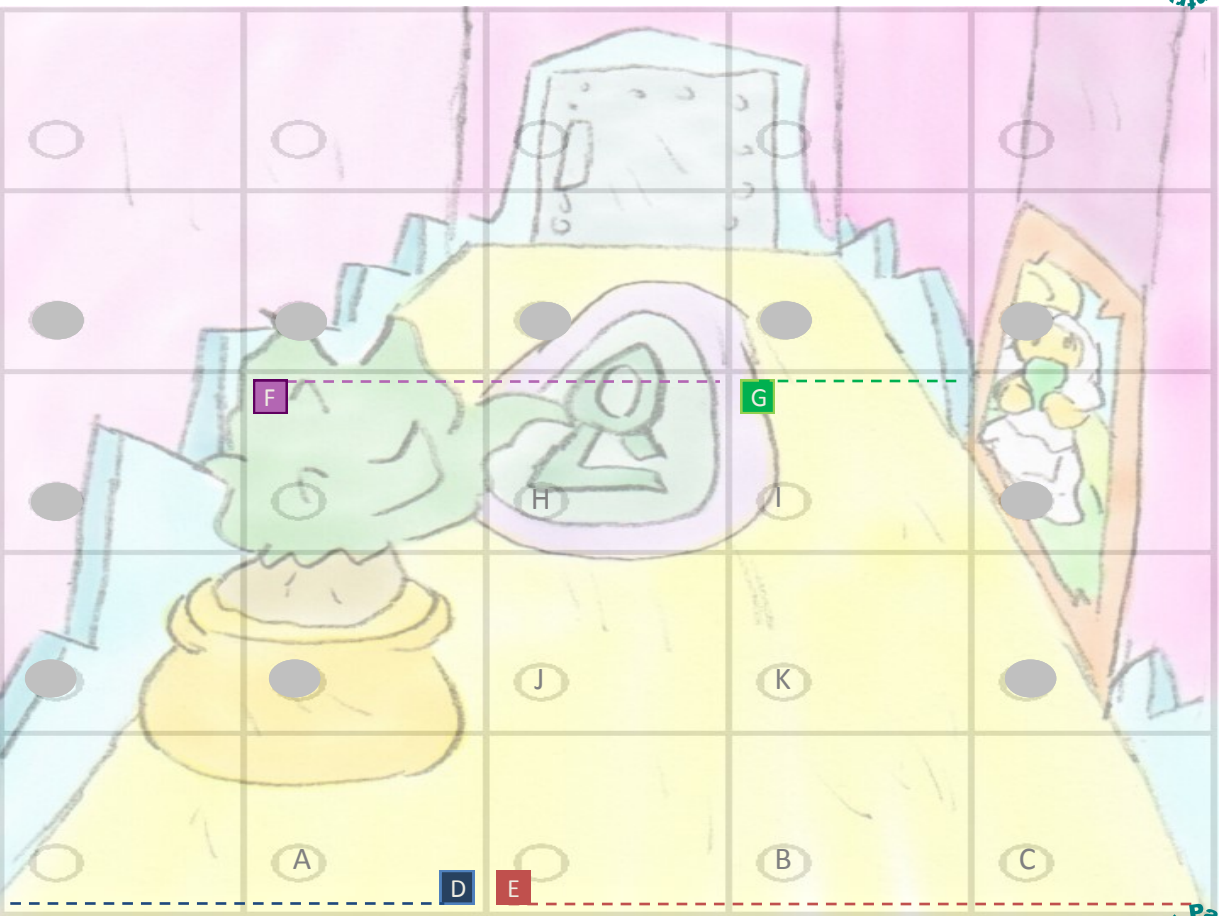
Nothing Here.

D Listed: F
Listed: 011

E Listed: E
Listed: 011

F Listed: A
Listed: 014

G Listed: B
Listed: 014



E **002**
Listed Page: 013

A huge evergreen potted plant.

It is a picture of a bride, it says "I face away from the clash of two loves", pretty silly if you think about it.



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A clearing, when you enter this's page, if in Culprit Style, exit it and add red number within this as a switch number in your mind

Nothing Here.

Nothing Here.

Nothing Here.

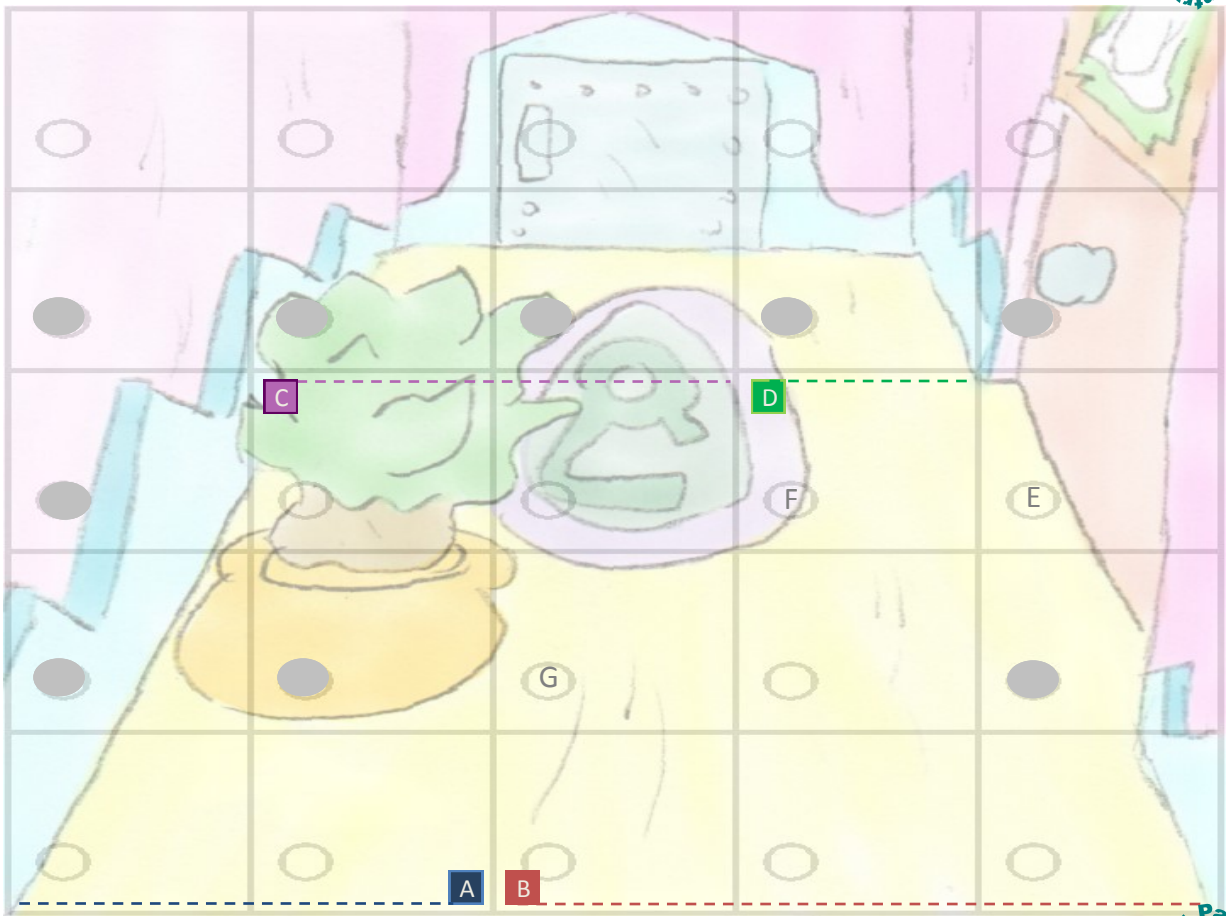
D Listed: F
Listed: 011

B Listed: E
Listed: 011

C Listed: A
Listed: 014

D Listed: B
Listed: 014

E Listed: A
Listed: 018



E **002**
Listed Page: 013

A huge evergreen potted plant.

Clear
004



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A clearing, when you enter this's page, if in Culprit Style, exit it and add red number within this as a switch number in your mind

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

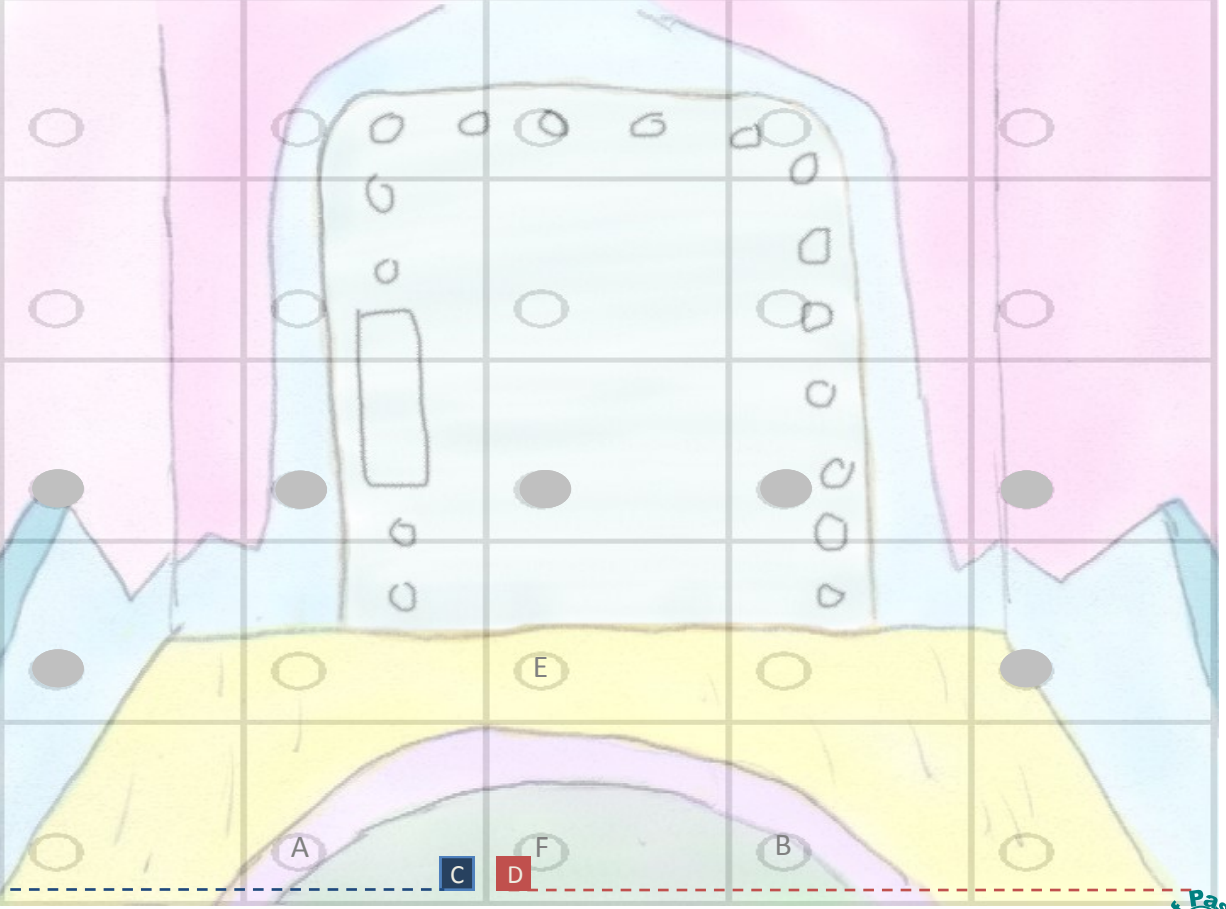
Nothing Here.

Listed: H
Listed: 012

Listed: I
Listed: 012

Listed: A
Listed: 069

128



Clear
001

129

Character Play

130

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A puzzle exit, if you are marked with any letters within this, upon entry of page of this, you are unmarked from those letters.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Listed: A
Listed: 016

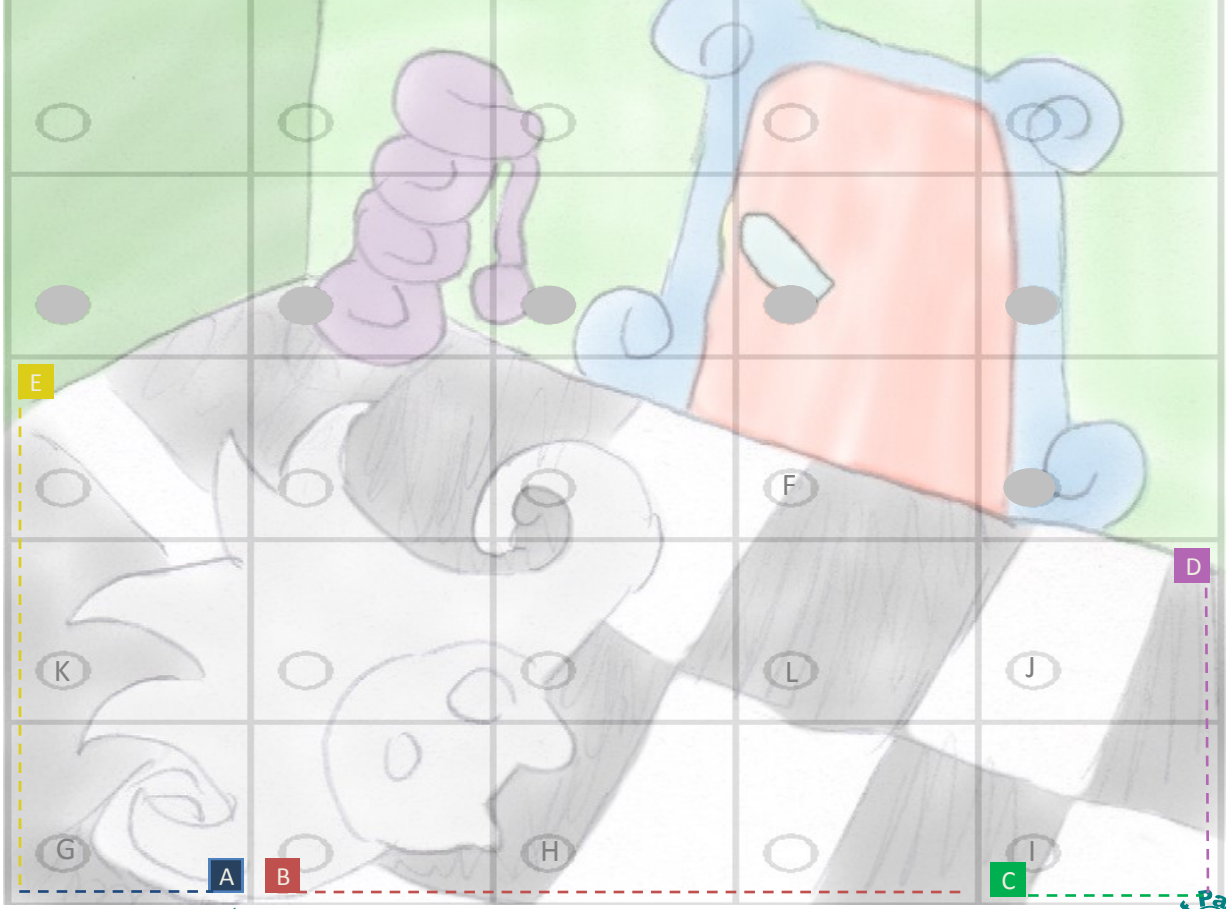
Listed: B
Listed: 016

Listed: B
Listed: 017

Listed: A
Listed: 017

Listed: A
Listed: 019

128



Listed: A
Listed: 067

129

Character Play

130

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

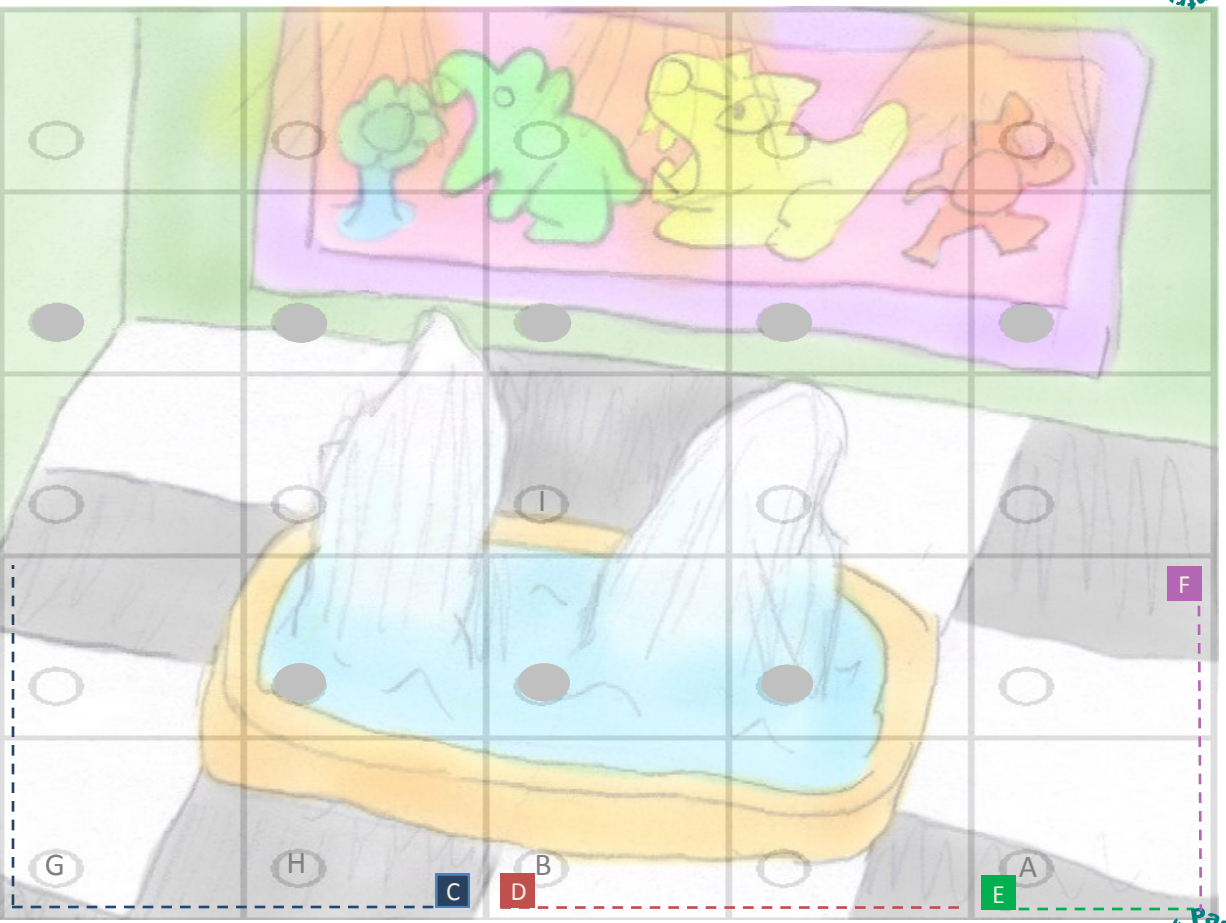
Nothing Here.

D Listed: C
Listed: 017

D Listed: H
Listed: 015

E Listed: G
Listed: 015

F Listed: B
Listed: 019



E Sure-Errr Sure-Ral.
(keep repeating as you are on this page)

A weird picture about the pecking order, the owner must have been a special individual.

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A scene, if you move onto spot of this from another, take this's page number and label as your Return, go to page of this's number.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. The puzzle result, add the numbers that pertain to a letter you are marked with each, into your "Count" and start it.

Flip box, if you get/have a Switch matching this's blue number, take all tokens as is to the page listed, prioritize this over all else.

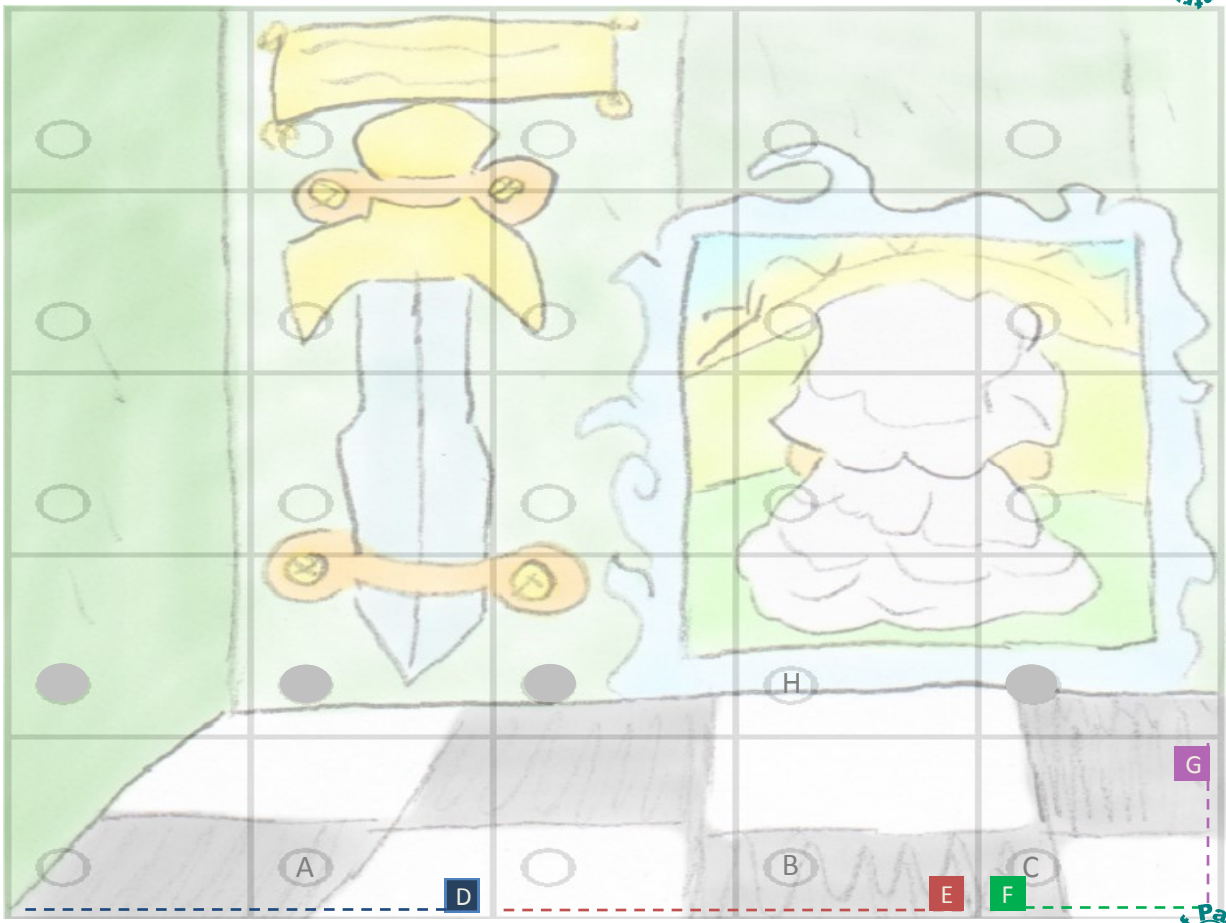
D Listed: J
Listed: 015

E Listed: I
Listed: 015

F Listed: H
Listed: 016

G Listed: G
Listed: 016

H 108



F 41 Pertains to "C" 40 Pertains to "F"
41 Pertains to "D" 41 Pertains to "E"

G 002
Listed Page: 018

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A puzzle exit, if you are marked with any letters within this, upon entry of page of this, you are unmarked from those letters.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

Nothing Here.

D Listed: J **B**
D Listed: 018 **B**

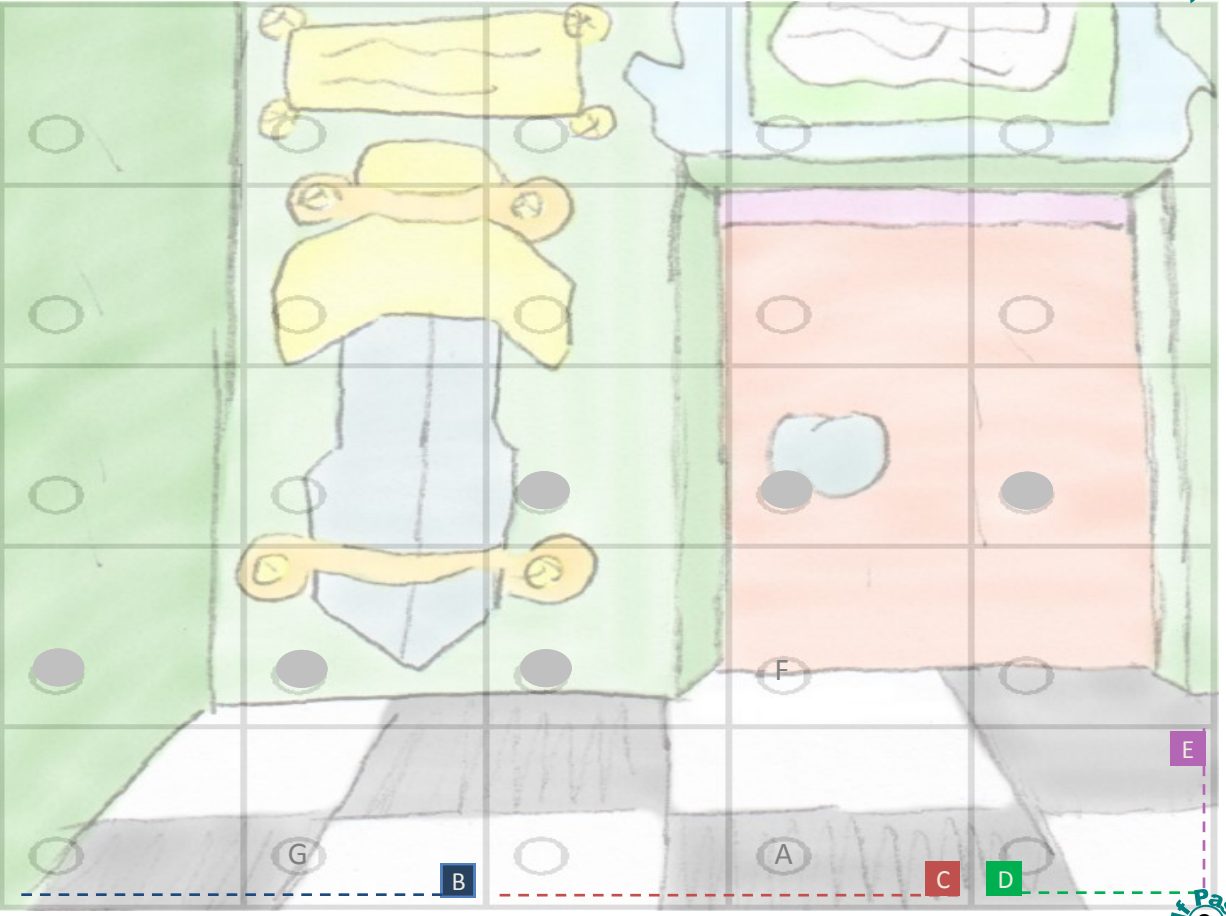
C Listed: I **C**
C Listed: 018 **C**

D Listed: H **D**
D Listed: 019 **D**

E Listed: G **E**
E Listed: 019 **E**

F Listed: F **F**
F Listed: 013 **F**

128



E **A** **F** **C** **D** **E** **F** **G** **H** **I** **J** **K** **L** **M** **N** **O** **P** **Q** **R** **S** **T** **U** **V** **W** **X** **Y** **Z**

A medieval sword, must be expensive, the plaque on top reads "the gold heir presented to the loved one"

129 **130**

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Reply, if move on this's spot picked marked with this's red letter, you are unmarked from it and marked with this's blue letter.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A flap box, if marked by all green letters in this, take all tokens as is to the page listed, prioritize flap boxes with more green letters

A Entity, if you move in this's spot, you are pick marked with this's letter, if picked marked with this's letter, it does nothing.

D Listed: C **C**
D Listed: 017 **C**

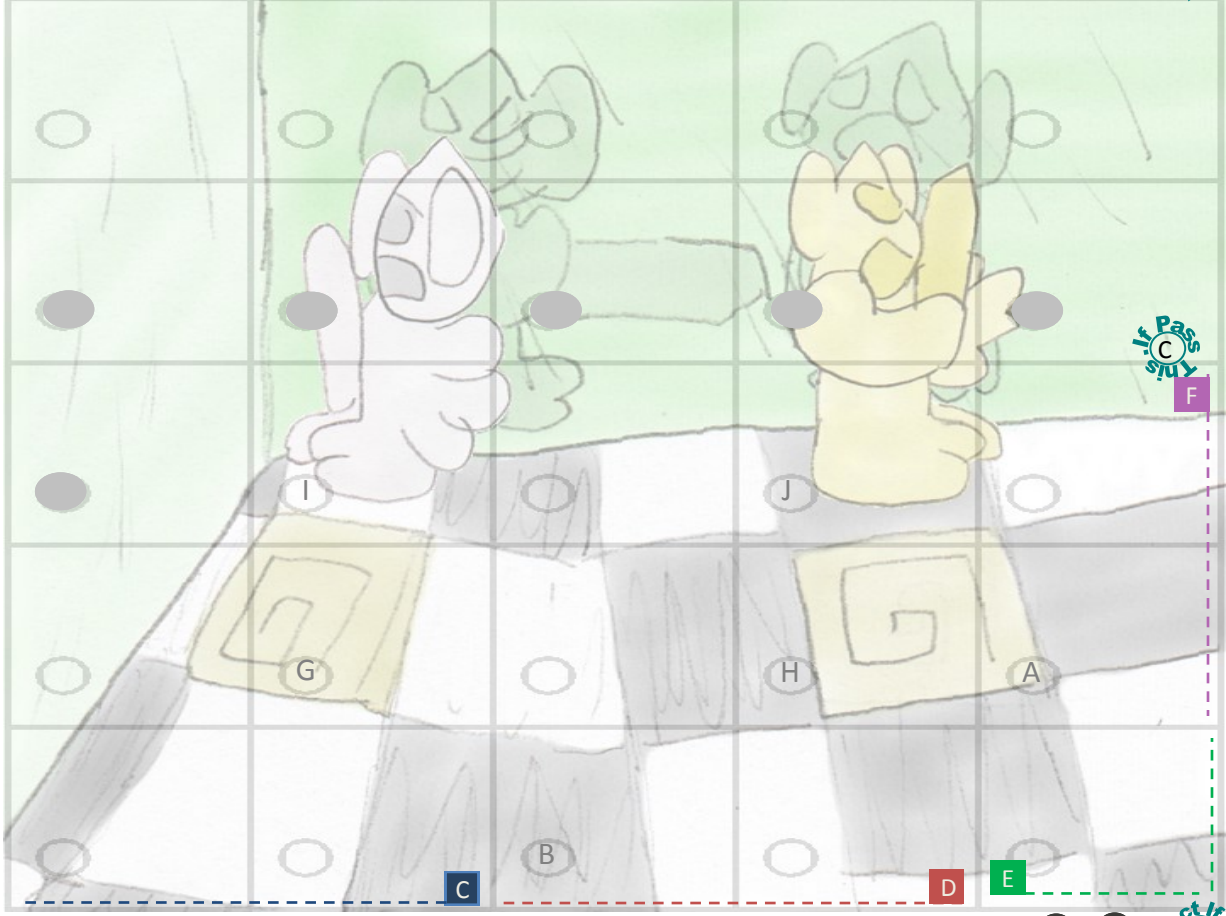
D Listed: C **D**
D Listed: 017 **D**

E Listed: G **E**
E Listed: 015 **E**

F Listed: K **F**
F Listed: 015 **F**

C **G** **H** **I** **J** **K** **L** **M** **N** **O** **P** **Q** **R** **S** **T** **U** **V** **W** **X** **Y** **Z**

128



F **D** **E** **F** **G** **H** **I** **J** **K** **L** **M** **N** **O** **P** **Q** **R** **S** **T** **U** **V** **W** **X** **Y** **Z**

Listed Page: 023 **D** **I** **E** **F** **G** **H** **I** **J** **K** **L** **M** **N** **O** **P** **Q** **R** **S** **T** **U** **V** **W** **X** **Y** **Z**

Listed Page: 022 **D** **E** **F** **G** **H** **I** **J** **K** **L** **M** **N** **O** **P** **Q** **R** **S** **T** **U** **V** **W** **X** **Y** **Z**

Listed Page: 021 **D** **E** **F** **G** **H** **I** **J** **K** **L** **M** **N** **O** **P** **Q** **R** **S** **T** **U** **V** **W** **X** **Y** **Z**

Listed Page: 024 **D** **E** **F** **G** **H** **I** **J** **K** **L** **M** **N** **O** **P** **Q** **R** **S** **T** **U** **V** **W** **X** **Y** **Z**

Listed Page: 025 **D** **E** **F** **G** **H** **I** **J** **K** **L** **M** **N** **O** **P** **Q** **R** **S** **T** **U** **V** **W** **X** **Y** **Z**

129 **130**

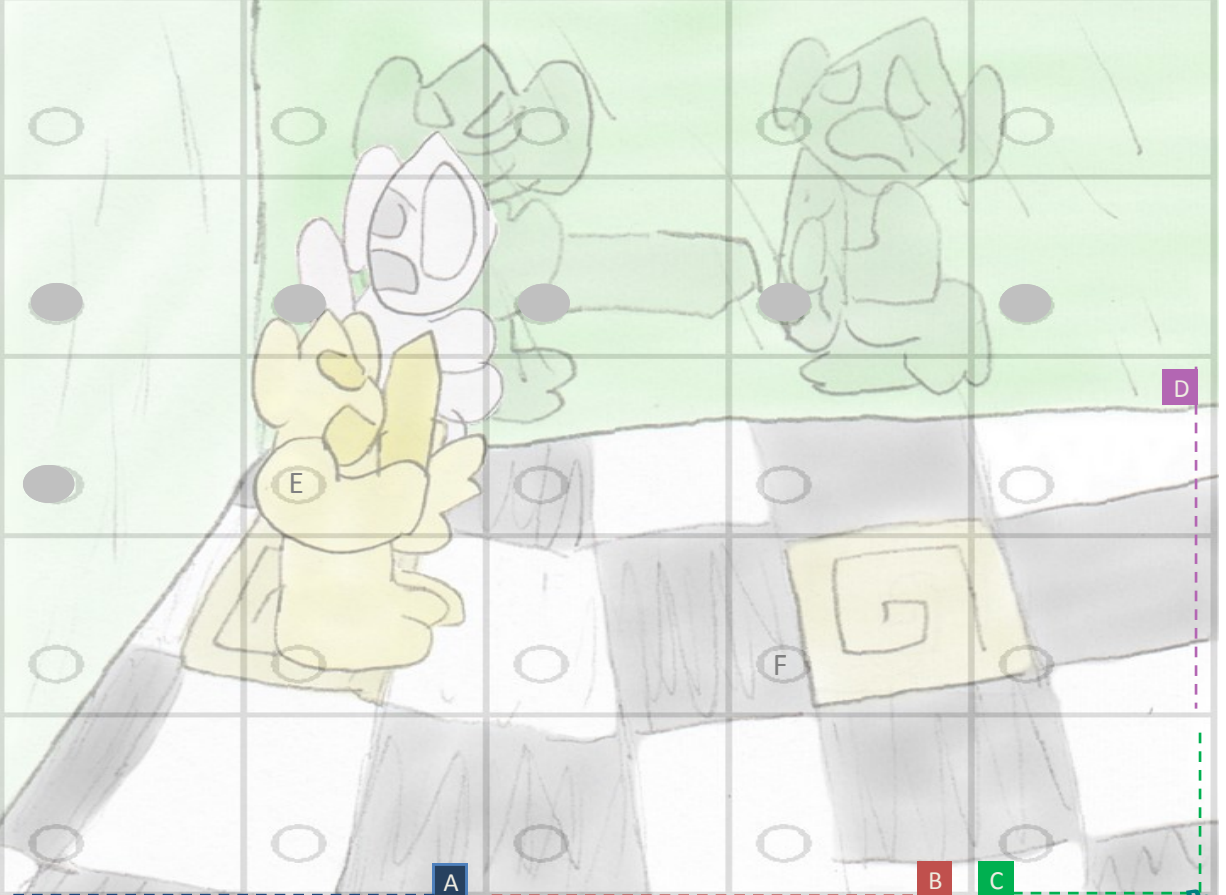
Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A Entity, if you move in this's spot, you are pick marked with this's letter, if picked marked with this's letter, it does nothing.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Reply, if move on this's spot picked marked with this's red letter, you are unmarked from it and marked with this's blue letter.

A flap box, if marked by all green letters in this, take all tokens as is to the page listed, prioritize flap boxes with more green letters

Act On This (D) Listed: C Act On This (A) Listed: 017
Act On This (B) Listed: C Listed: 017
Act On This (C) Listed: G Listed: 015
Act On This (D) Listed: K Listed: 015
Act On This (E) Act On This (A) Act On This (E) Act On This (131) Act On This (128)



Act On This (F) Act On This (F) Act On This (A) Act On This (G) Act On This (F) Listed Page: 024
Act On This (A) Item Act On This (B) Clue Act On This (No Music) No Music (Ignore this box) Act On This (129) Character Play Act On This (130)

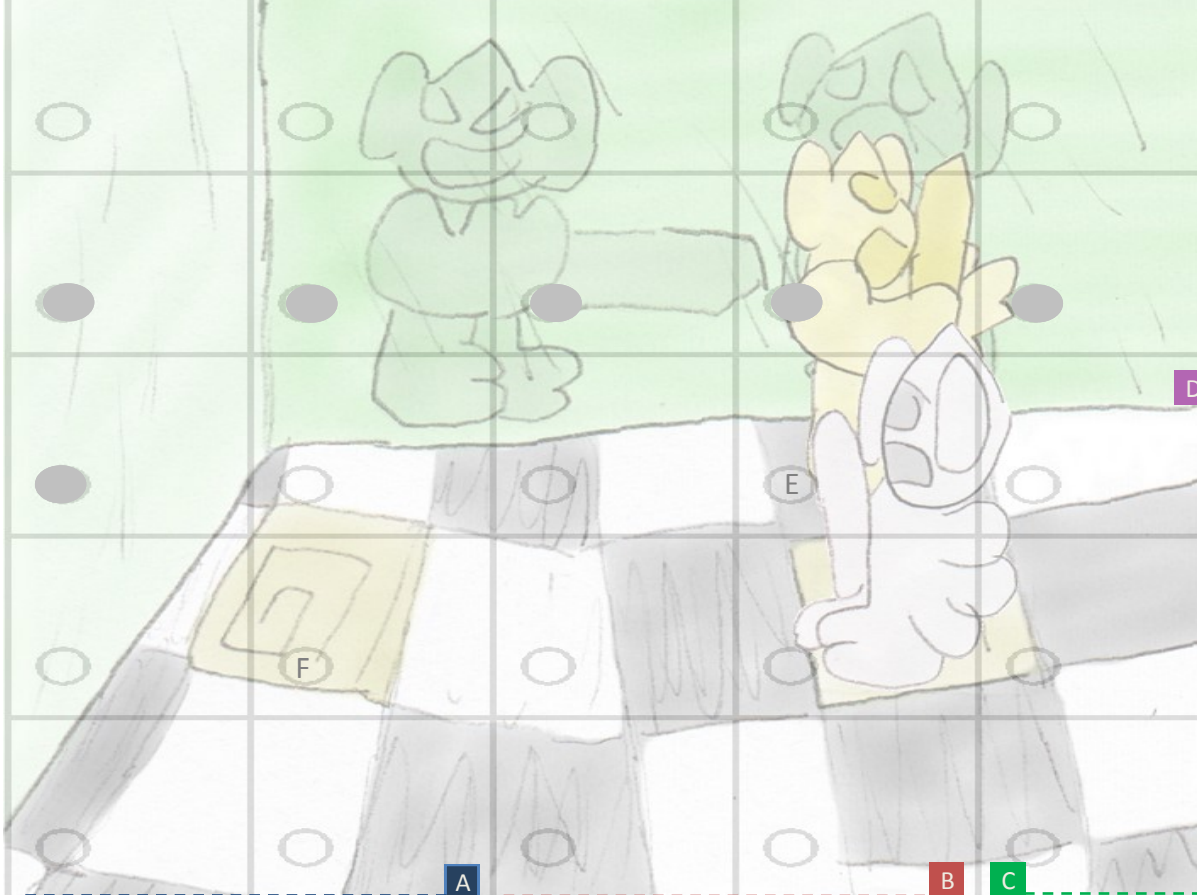
Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A Entity, if you move in this's spot, you are pick marked with this's letter, if picked marked with this's letter, it does nothing.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Reply, if move on this's spot picked marked with this's red letter, you are unmarked from it and marked with this's blue letter.

A flap box, if marked by all green letters in this, take all tokens as is to the page listed, prioritize flap boxes with more green letters

Act On This (D) Listed: C Act On This (A) Listed: 017
Act On This (B) Listed: C Listed: 017
Act On This (C) Listed: G Listed: 015
Act On This (D) Listed: K Listed: 015
Act On This (E) Act On This (B) Act On This (E) Act On This (131) Act On This (128)



Act On This (F) Act On This (C) Act On This (B) Act On This (A) Act On This (G) Act On This (C) Listed Page: 024
Act On This (A) Item Act On This (B) Clue Act On This (No Music) No Music (Ignore this box) Act On This (129) Character Play Act On This (130)

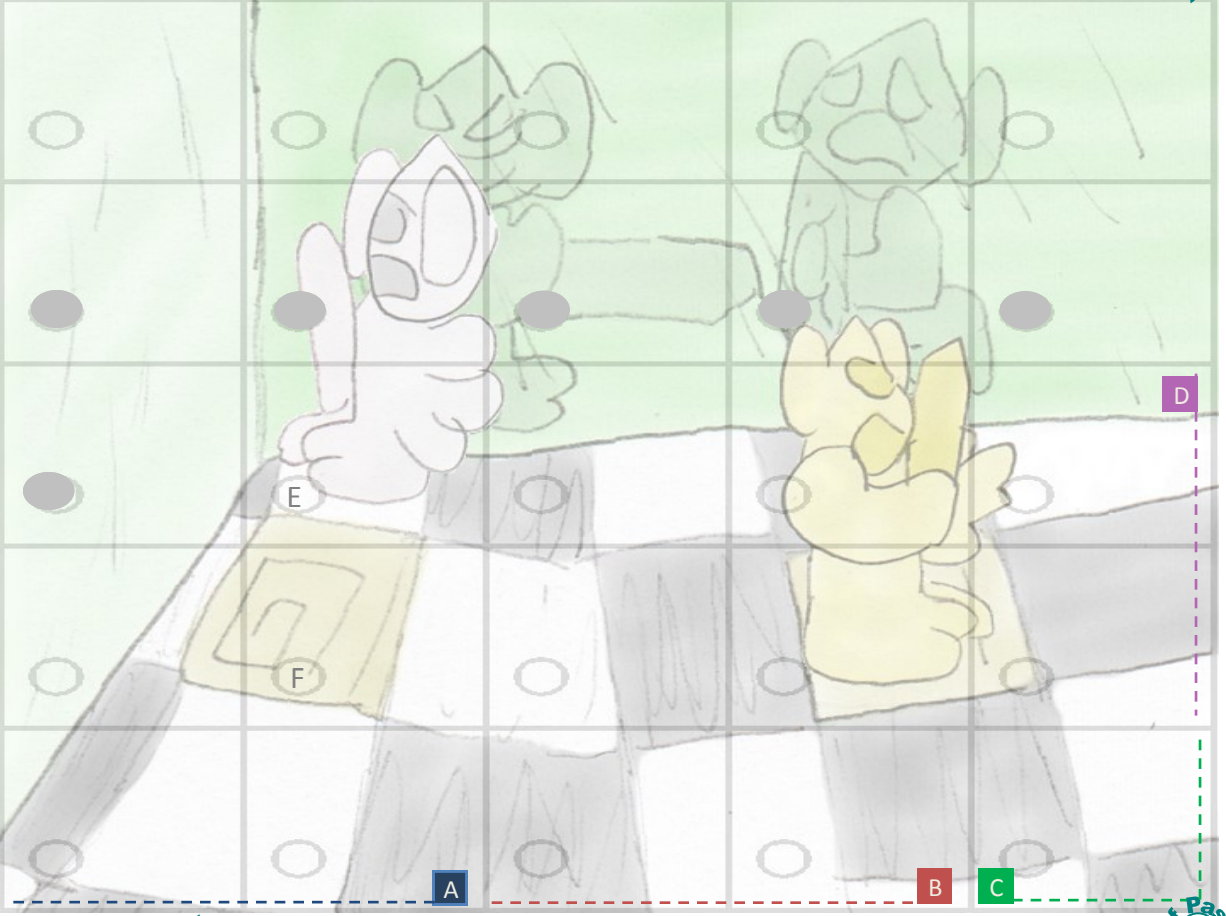
Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Reply, if move on this's spot picked marked with this's red letter, you are unmarked from it and marked with this's blue letter.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A Entity, if you move in this's spot, you are pick marked with this's letter, if picked marked with this's letter, it does nothing.

A flap box, if marked by all green letters in this, take all tokens as is to the page listed, prioritize flap boxes with more green letters

Act On This Listed: C A Listed: 017
Listed: C B Listed: 017
Listed: G C Listed: 015
Listed: K D Listed: 015
Act On This E A 131
Act On This F 128



Act On This F D Act On This G 1 Listed Page: 025
Act On This E A

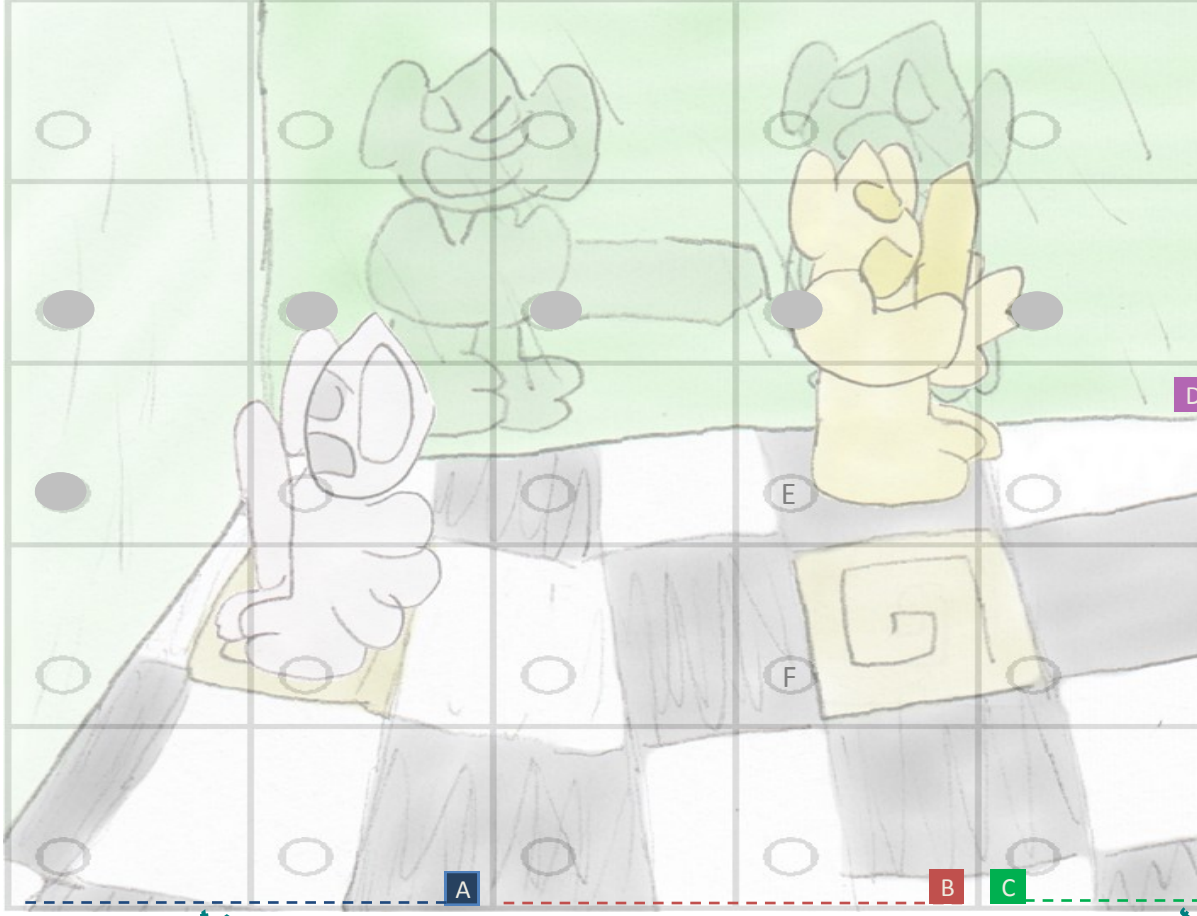
Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A Entity, if you move in this's spot, you are pick marked with this's letter, if picked marked with this's letter, it does nothing.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Reply, if move on this's spot picked marked with this's red letter, you are unmarked from it and marked with this's blue letter.

A flap box, if marked by all green letters in this, take all tokens as is to the page listed, prioritize flap boxes with more green letters

Act On This D Listed: C A Listed: 017
Listed: C B Listed: 017
Listed: G C Listed: 015
Listed: K D Listed: 015
Act On This E B 131
Act On This F 128



Act On This F E Act On This G ! Listed Page: 025
Act On This F B

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

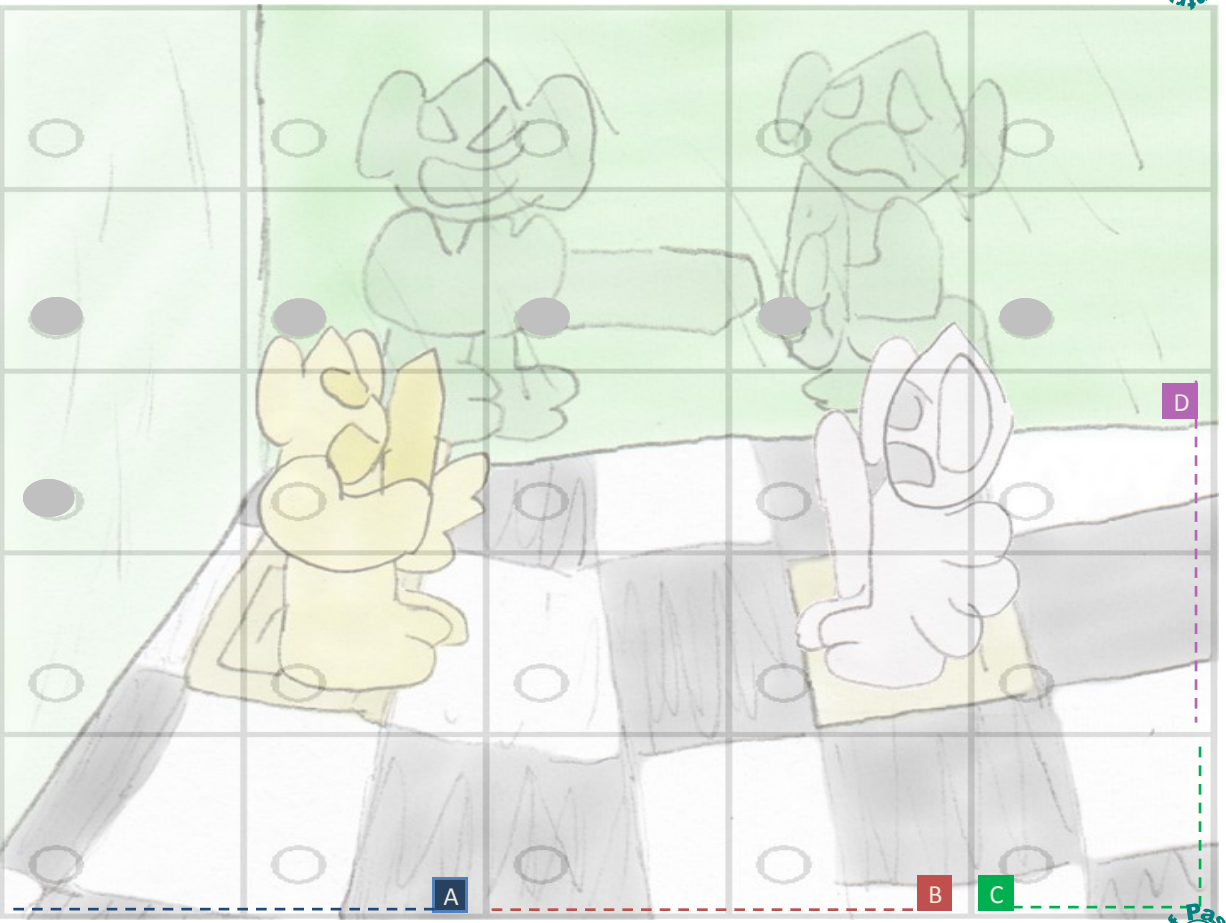
Nothing Here.

D Listed: C **A**
Listed: 017

Listed: C **B**
Listed: 017

Listed: G **C**
Listed: 015

Listed: K **D**
Listed: 015



A

B

C

D



Item

Clue



No Music (Ignore this box)



Character Play



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

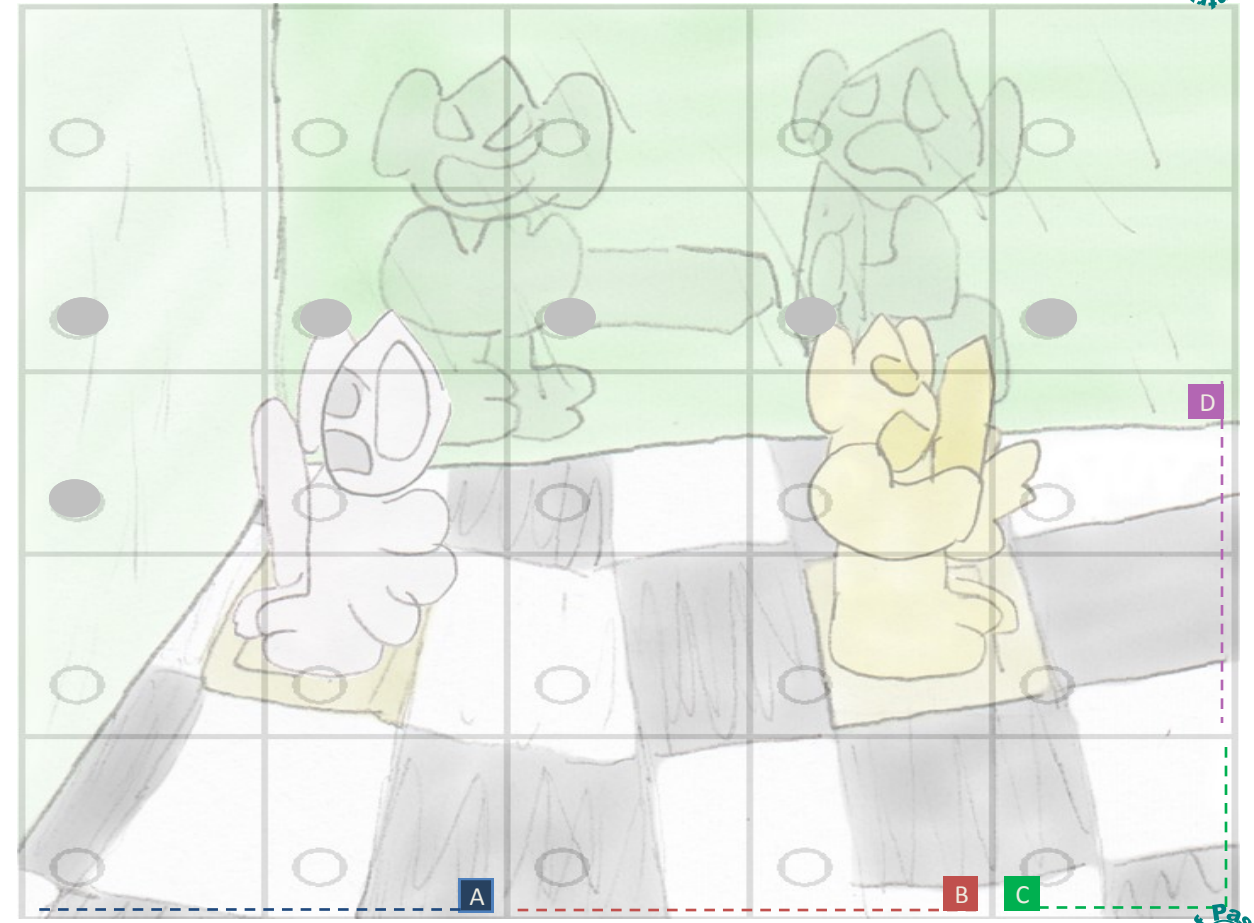
Nothing Here.

D Listed: C **A**
Listed: 017

Listed: C **B**
Listed: 017

Listed: G **C**
Listed: 015

Listed: K **D**
Listed: 015



A

B

C

D



Item

Clue



No Music (Ignore this box)



Character Play



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

Nothing Here.

D Listed: A A
 Listed: 064

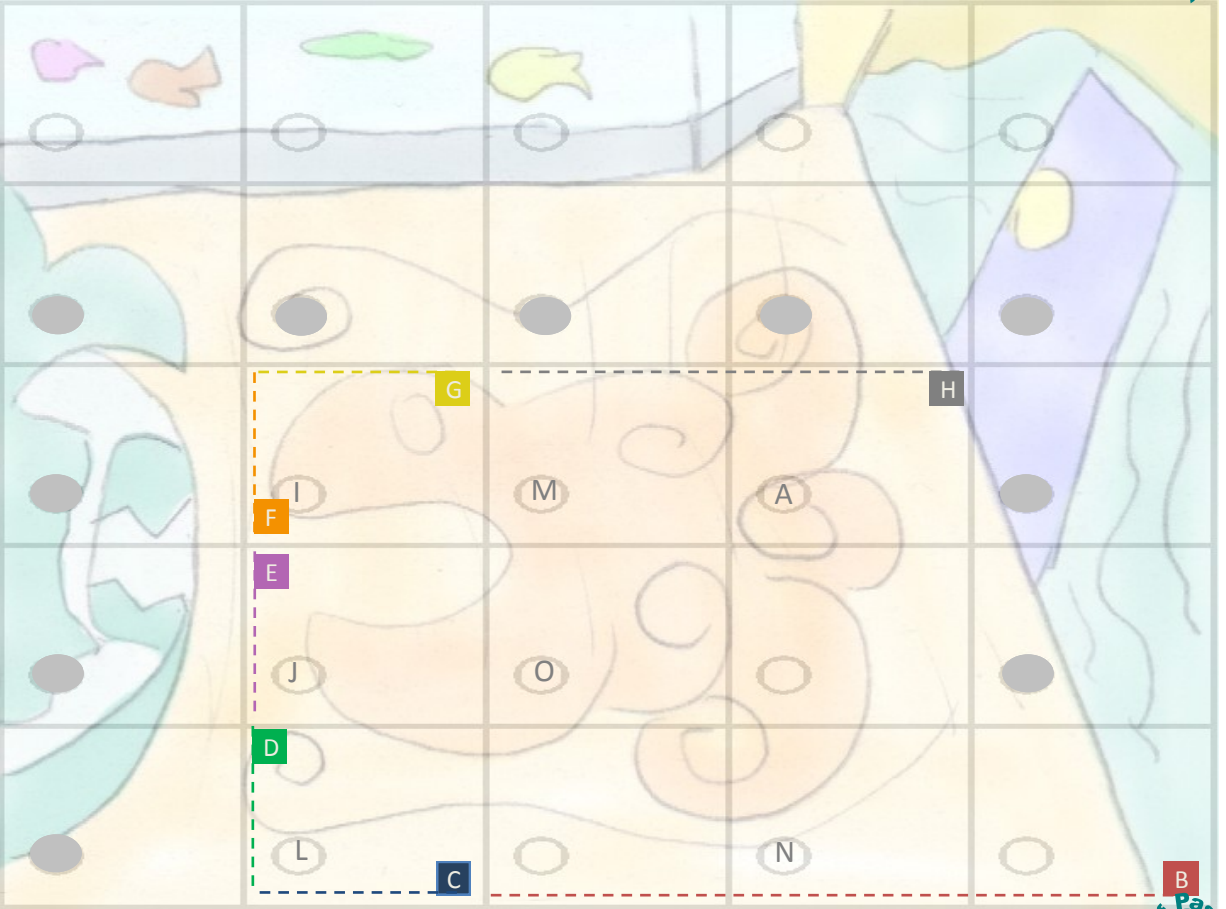
B Listed: A B
 Listed: 030

C Listed: B C
 Listed: 030

D Listed: A D
 Listed: 027

E Listed: B E
 Listed: 027

128



F Listed: C F
 Listed: 027

G Listed: A G
 Listed: 028

H Listed: B H
 Listed: 028

O A statue of a mermaid can be seen from here.

C If Pass This
F On This Spot

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A item, if you move on this's spot, you use this, if used, add red name in this into your mind as a "Item" if you do not have it there.

Nothing Here.

D Listed: I D
 Listed: 026

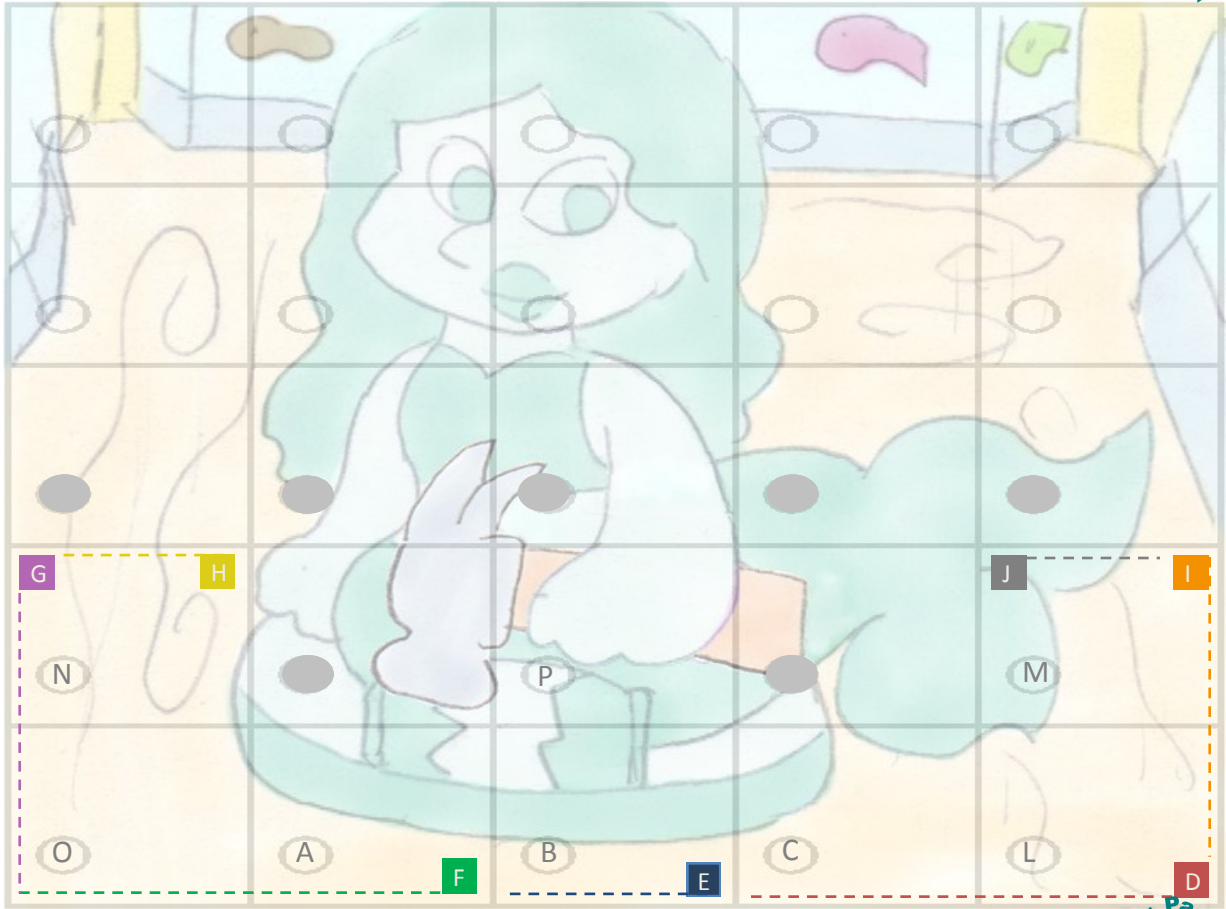
E Listed: J E
 Listed: 026

F Listed: L F
 Listed: 026

G Listed: B G
 Listed: 031

H Listed: A H
 Listed: 030

128



I Listed: A I
 Listed: 028

J Listed: A J
 Listed: 029

P The mermaid statue is holding something, it is holding a hammer, it seems to be shoved in recently.

F On This Spot
P Hammer

C If Pass This
F On This Spot

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

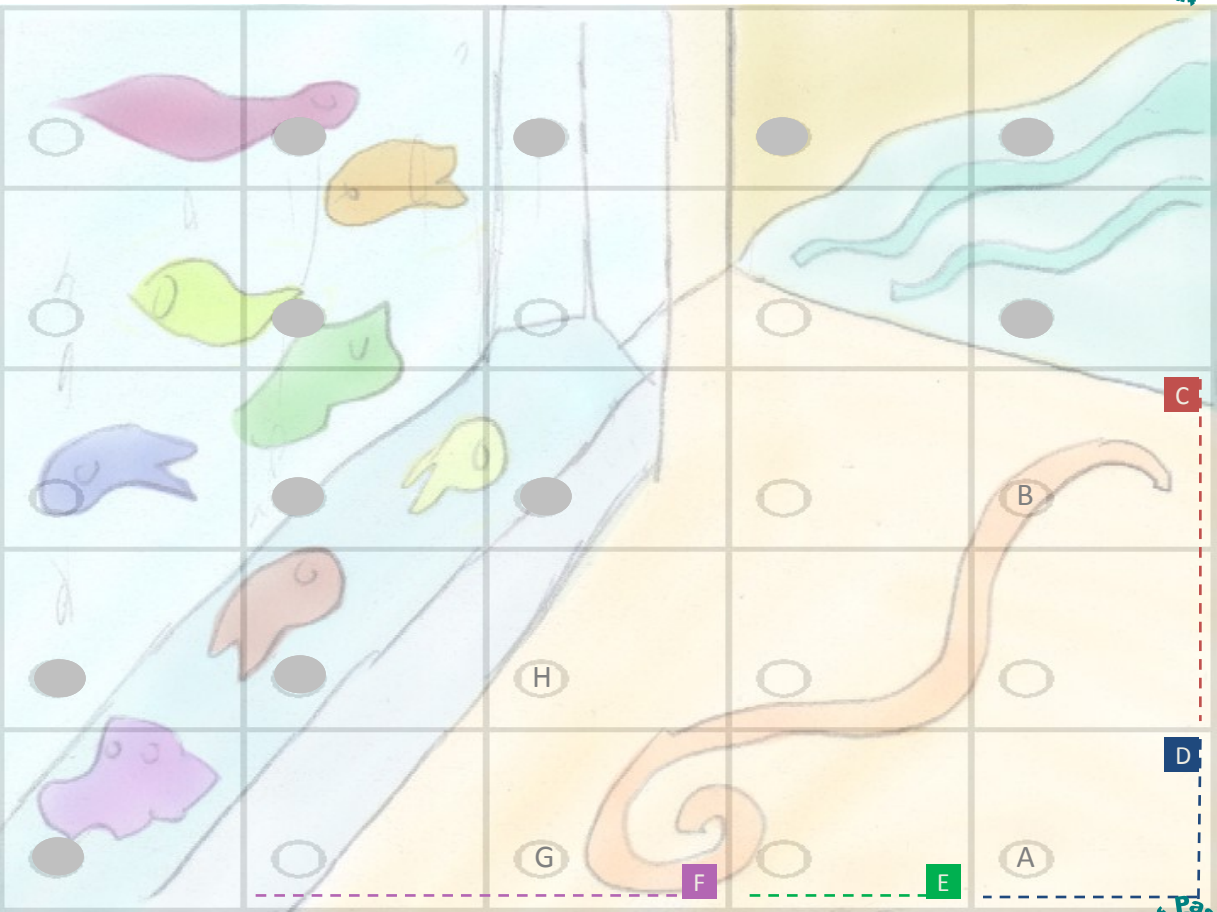
Nothing Here.

D Listed: M
Listed: 026

D Listed: I
Listed: 026

E Listed: L
Listed: 027

F Listed: B
Listed: 029



A aquarium with live fish! How cool!

H



28



Item



Clue



Play Music: 02 (To use go to page 115)



Character Play



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

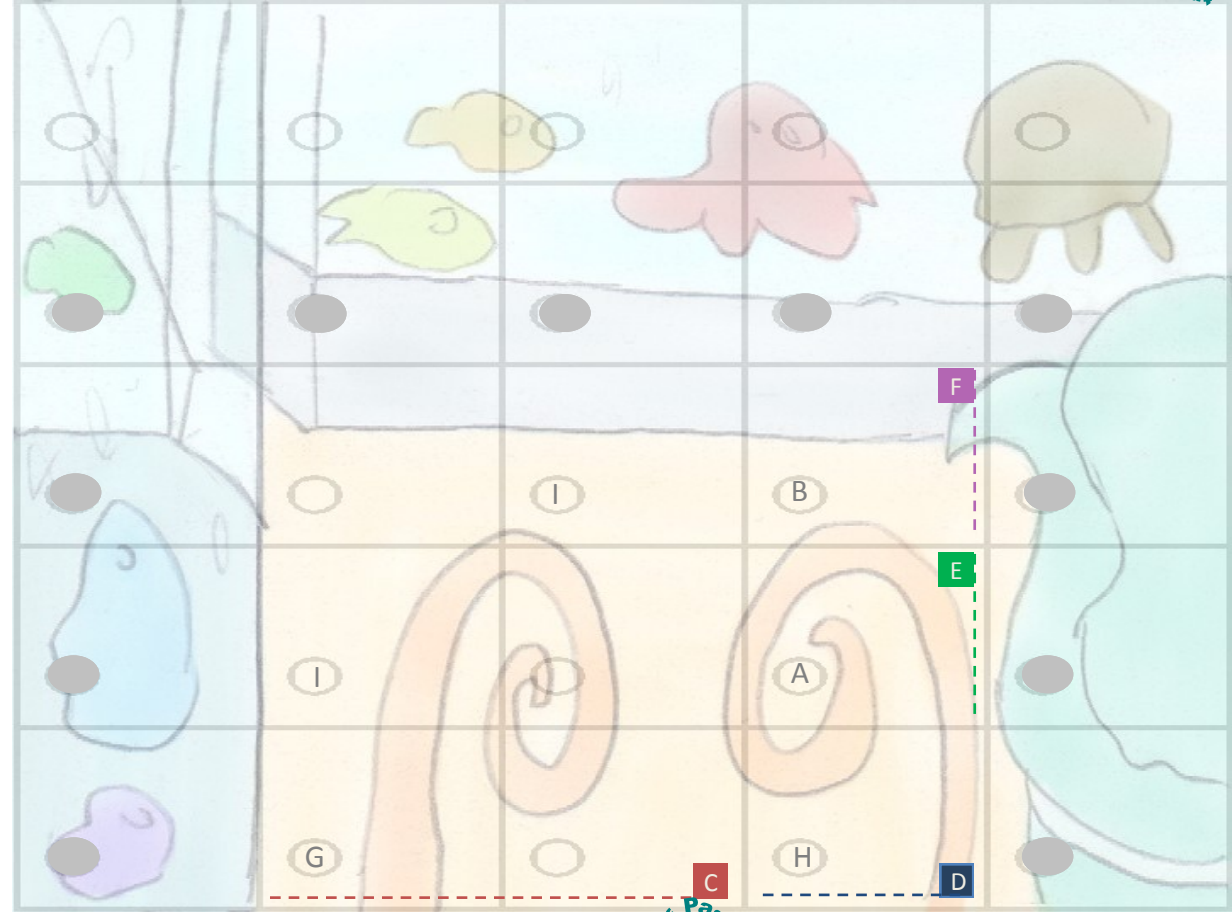
Nothing Here.

D Listed: B
Listed: 030

D Listed: C
Listed: 030

E Listed: M
Listed: 027

F Listed: G
Listed: 028



A aquarium with live fish! How cool!

I



Item



Clue



Play Music: 02 (To use go to page 115)



Character Play



29

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: C **D**
D Listed: 031

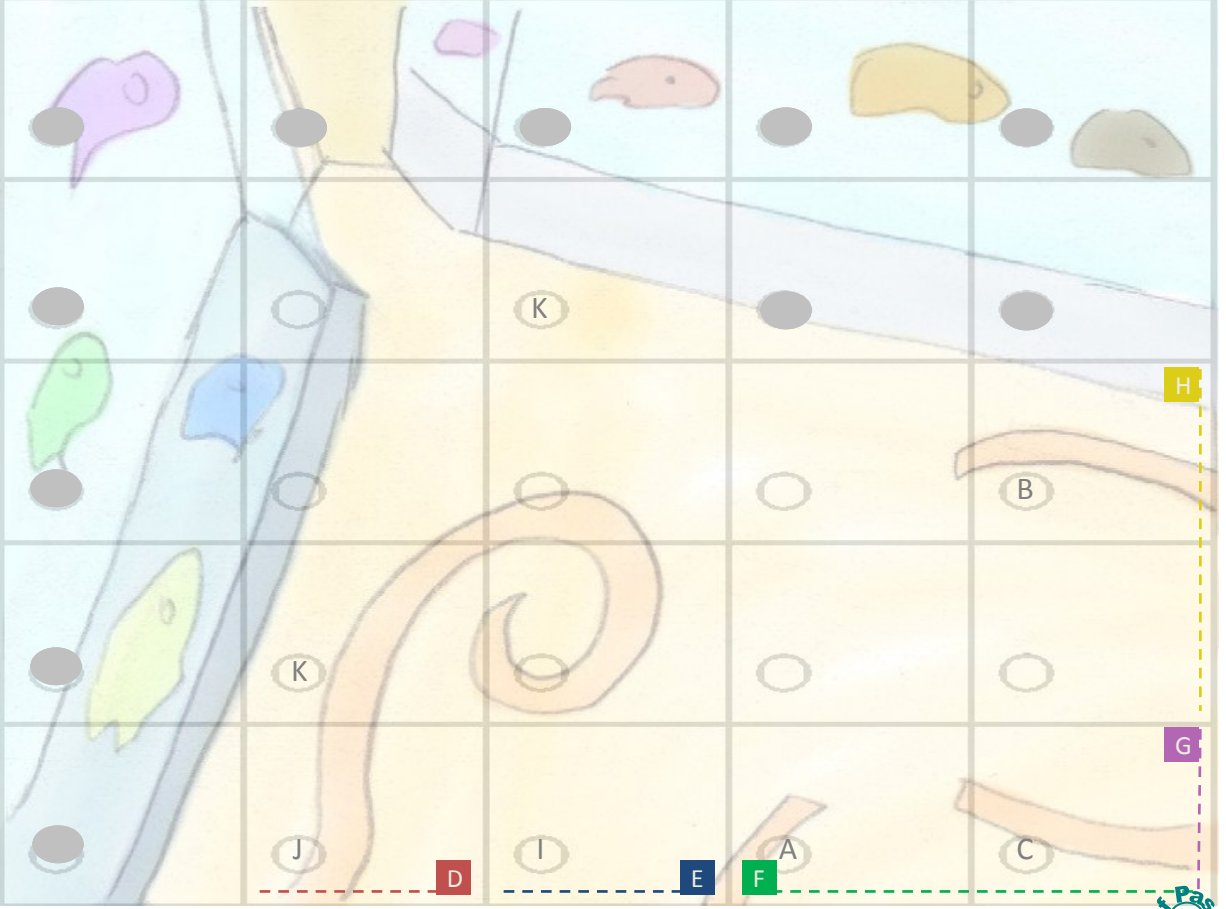
E Listed: D **E**
E Listed: 031

F Listed: N **F**
F Listed: 027

G Listed: H **G**
G Listed: 029

H Listed: G **H**
H Listed: 029

128



A aquarium with live fish! How cool!

K **A** Item **B** Clue **E** On This's spot
E Play Music: 02 (To use go to page 115) **F** Character Play **H** 130

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

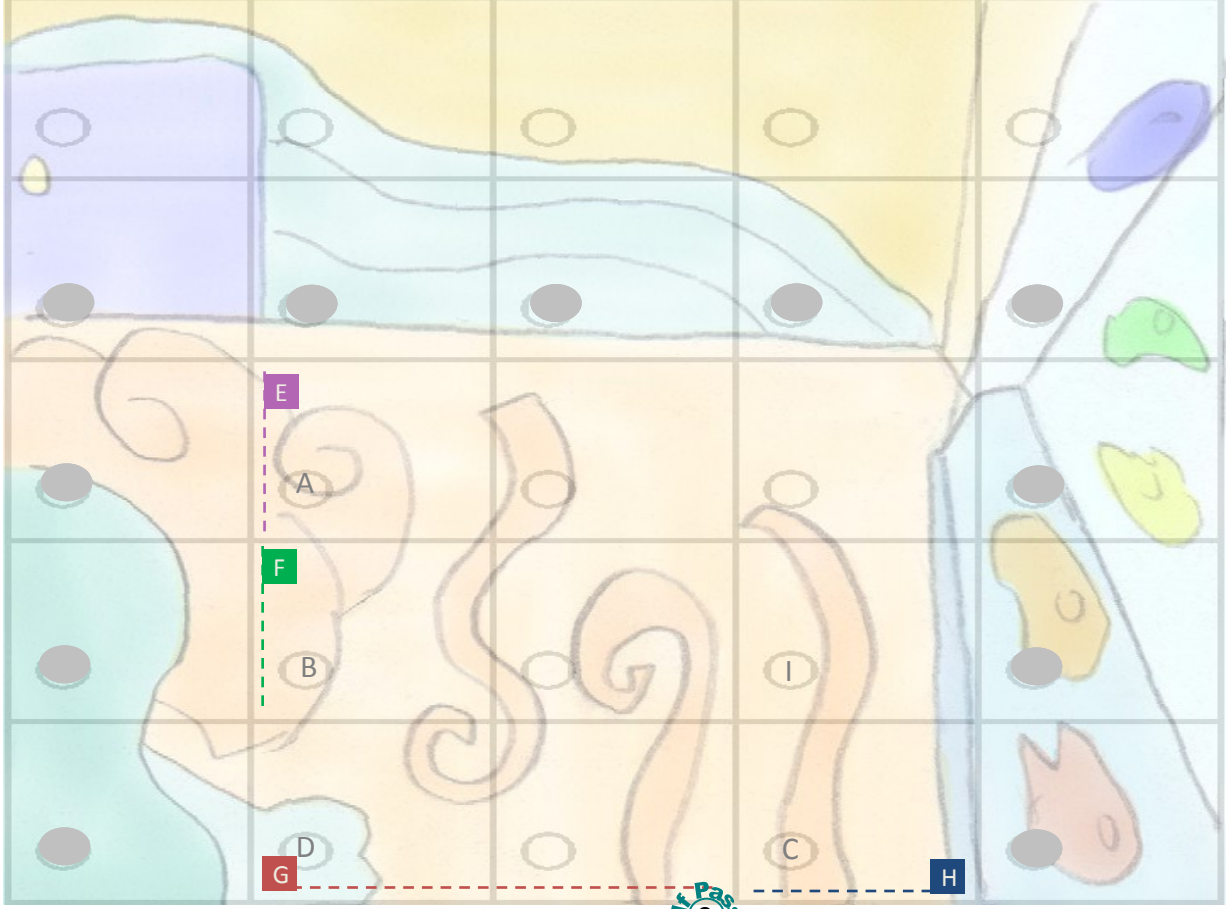
E Listed: N **E**
E Listed: 026

F Listed: O **F**
F Listed: 027

G Listed: I **G**
G Listed: 030

H Listed: J **H**
H Listed: 030

128



A aquarium with live fish! How cool!

I **A** Item **B** Clue **E** On This's spot
E Play Music: 02 (To use go to page 115) **F** Character Play **H** 130

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

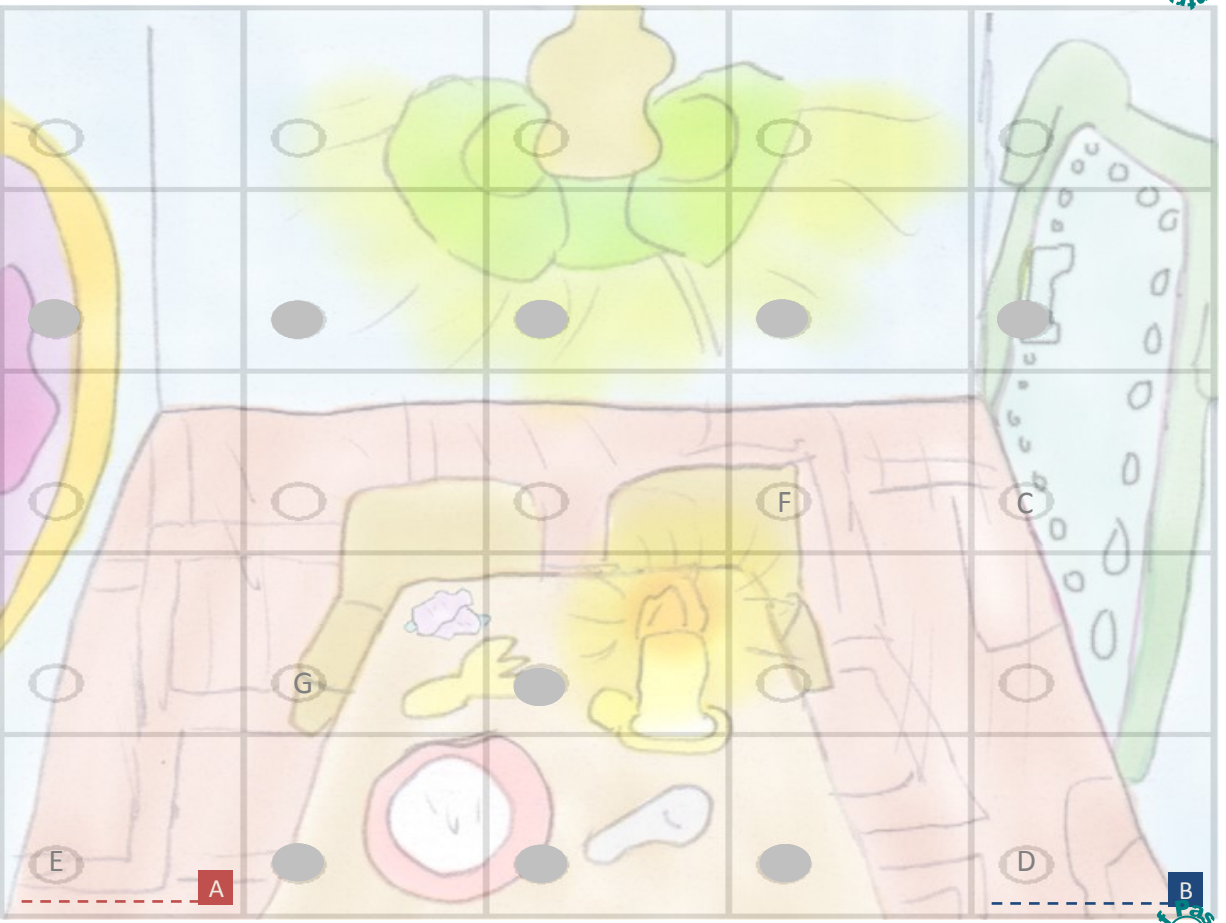
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A item, if you move on this's spot, you use this, if used, add red name in this into your mind as a "Item" if you do not have it there.

Nothing Here.

D Listed: A
Listed: 033

Listed: B
Listed: 033

Listed: A
Listed: 075



Wait, there are some smashed batteries on the table, unusual.

F On This Spot
G Smashed Batteries

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

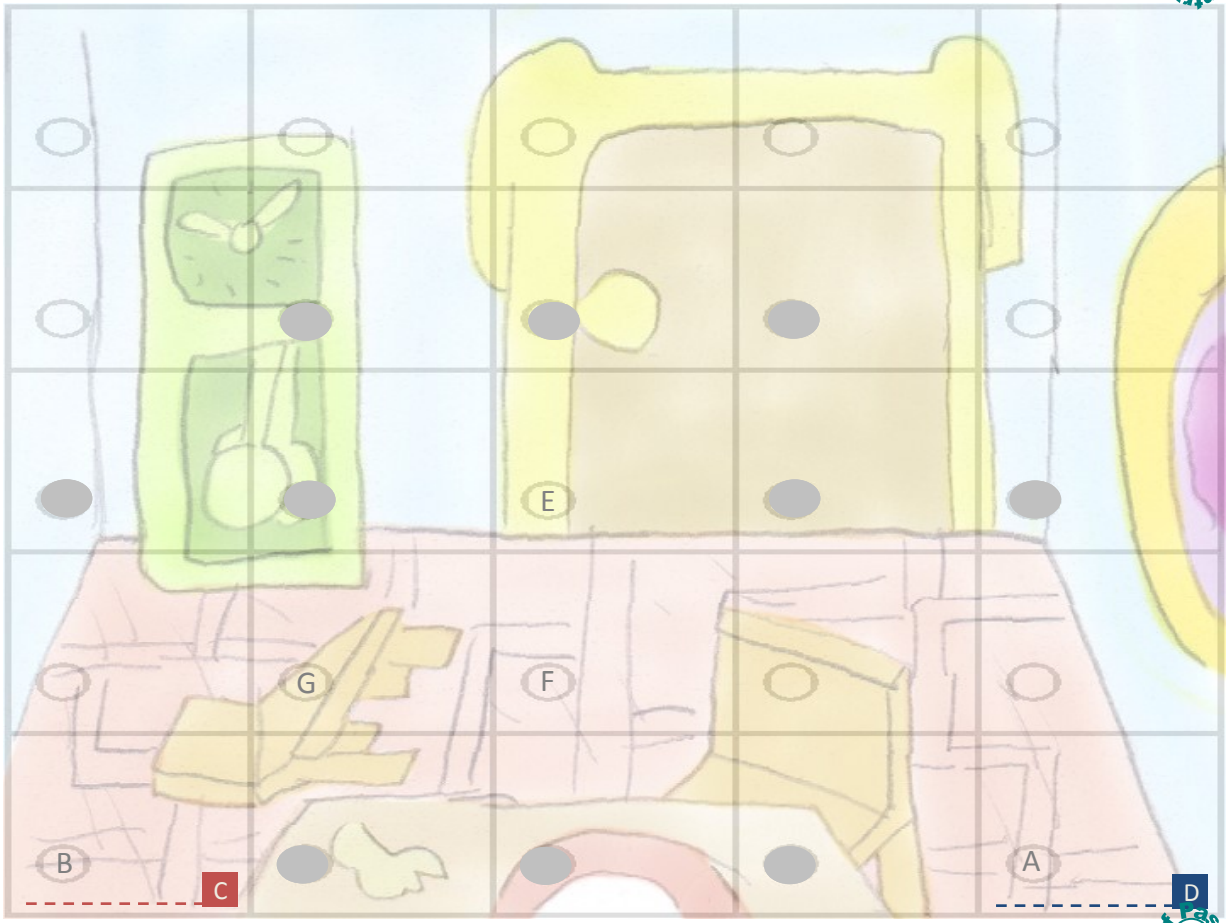
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: D
Listed: 032

Listed: E
Listed: 032

Listed: A
Listed: 042



This place is a mess!, it seems someone trashed it recently.

E On This Spot

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

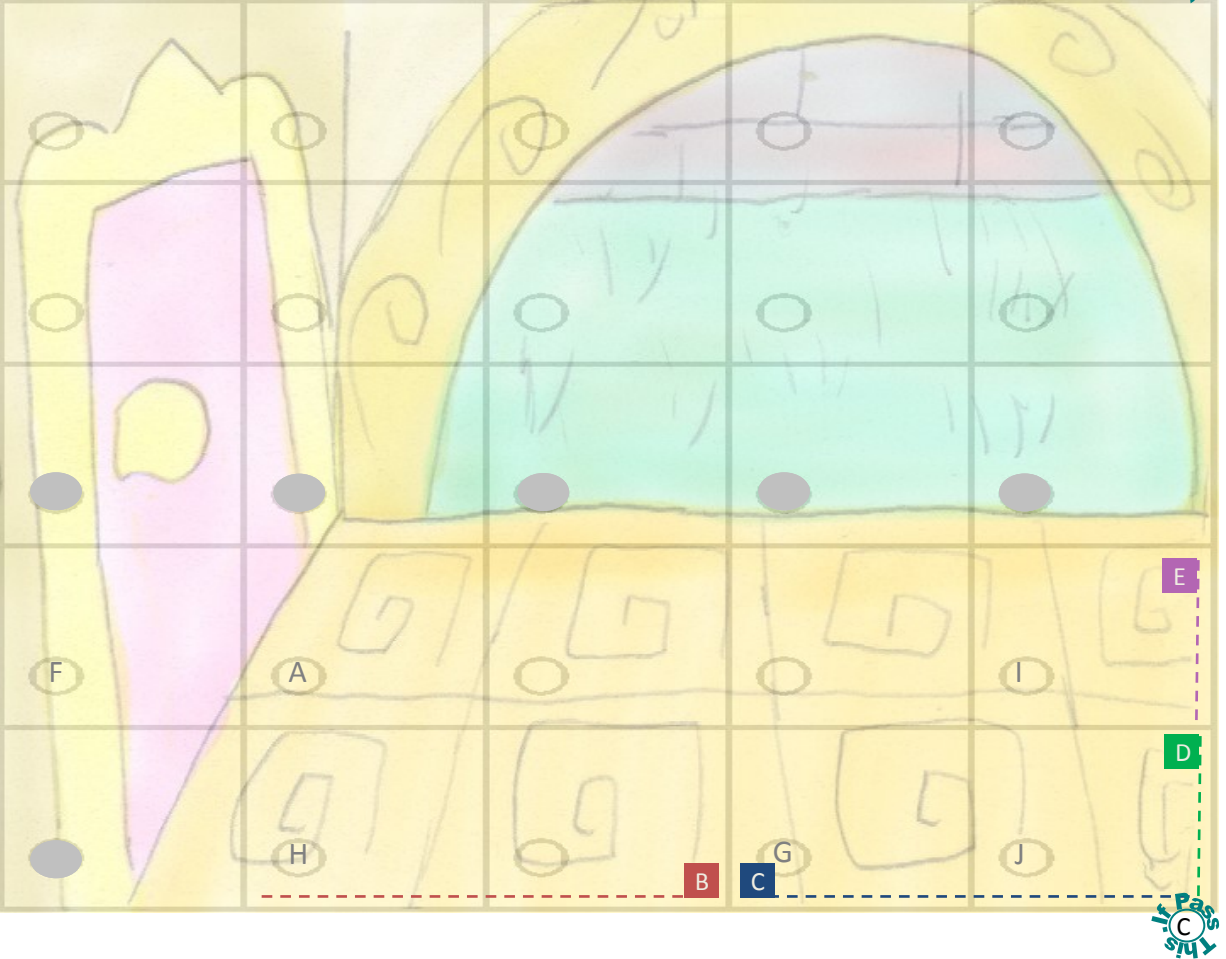
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

D Listed: A **B**
E Listed: B **C**
F Listed: A **D**
G Listed: B **E**
H Listed: D **F**
I Listed: 035
J Listed: 035
K Listed: 036
L Listed: 036
M Listed: 007
N



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

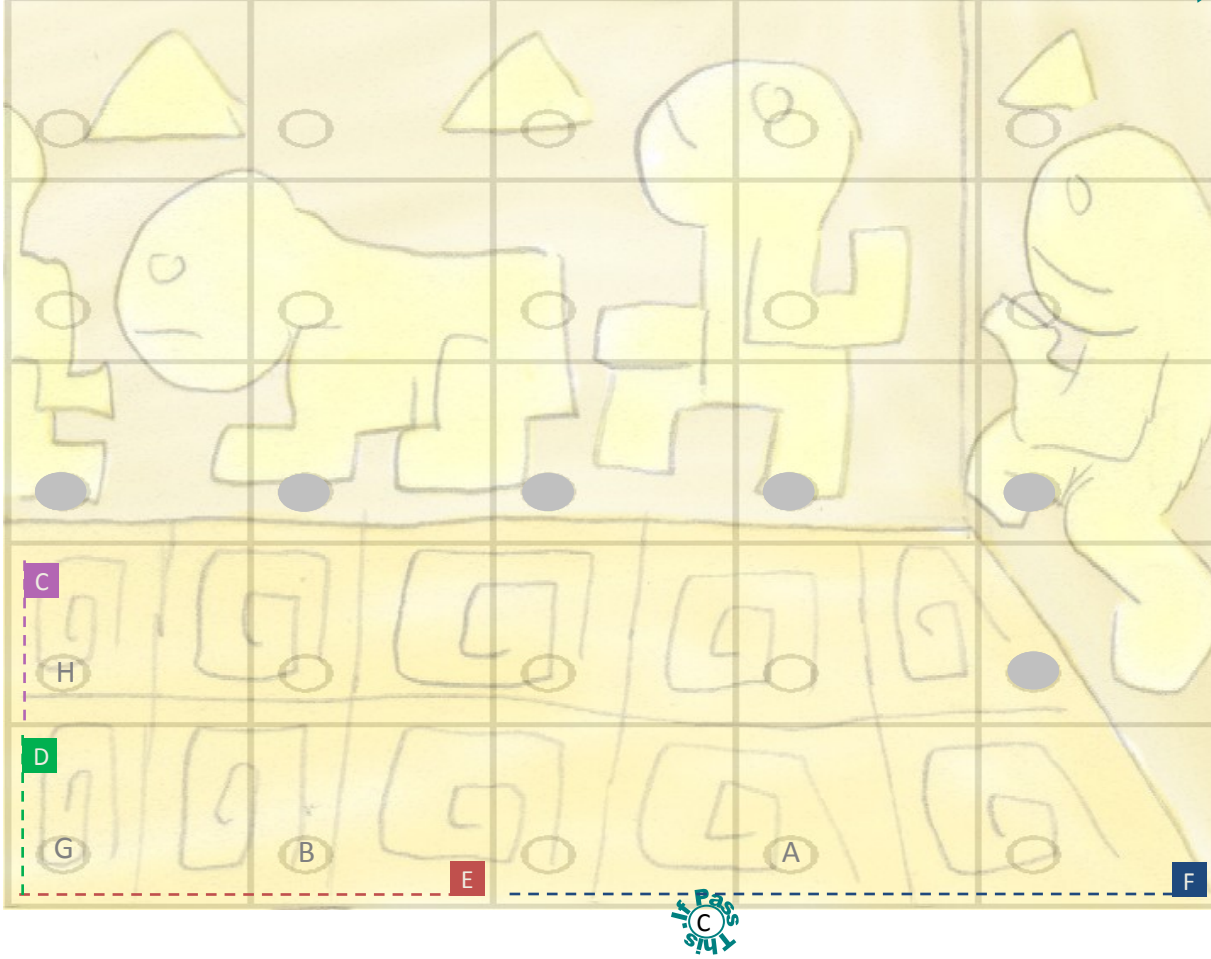
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

D Listed: A **C**
E Listed: B **D**
F Listed: G **E**
G Listed: H **F**
H Listed: 037
I Listed: 037
J Listed: 034
K Listed: 034
L



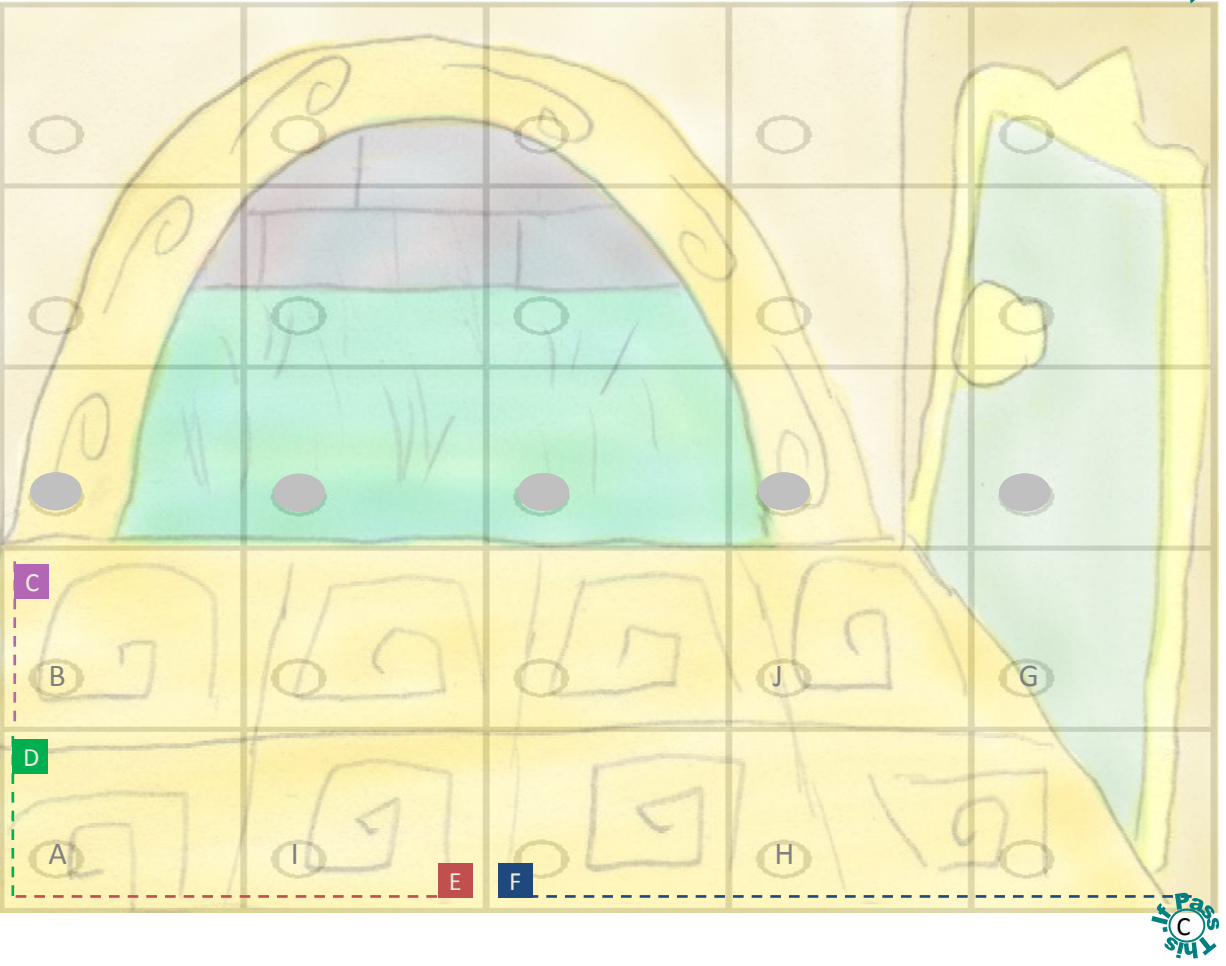
Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: I Listed: 034 C D Listed: J Listed: 034 E F Listed: D Listed: 037 G G Listed: A Listed: 039 128



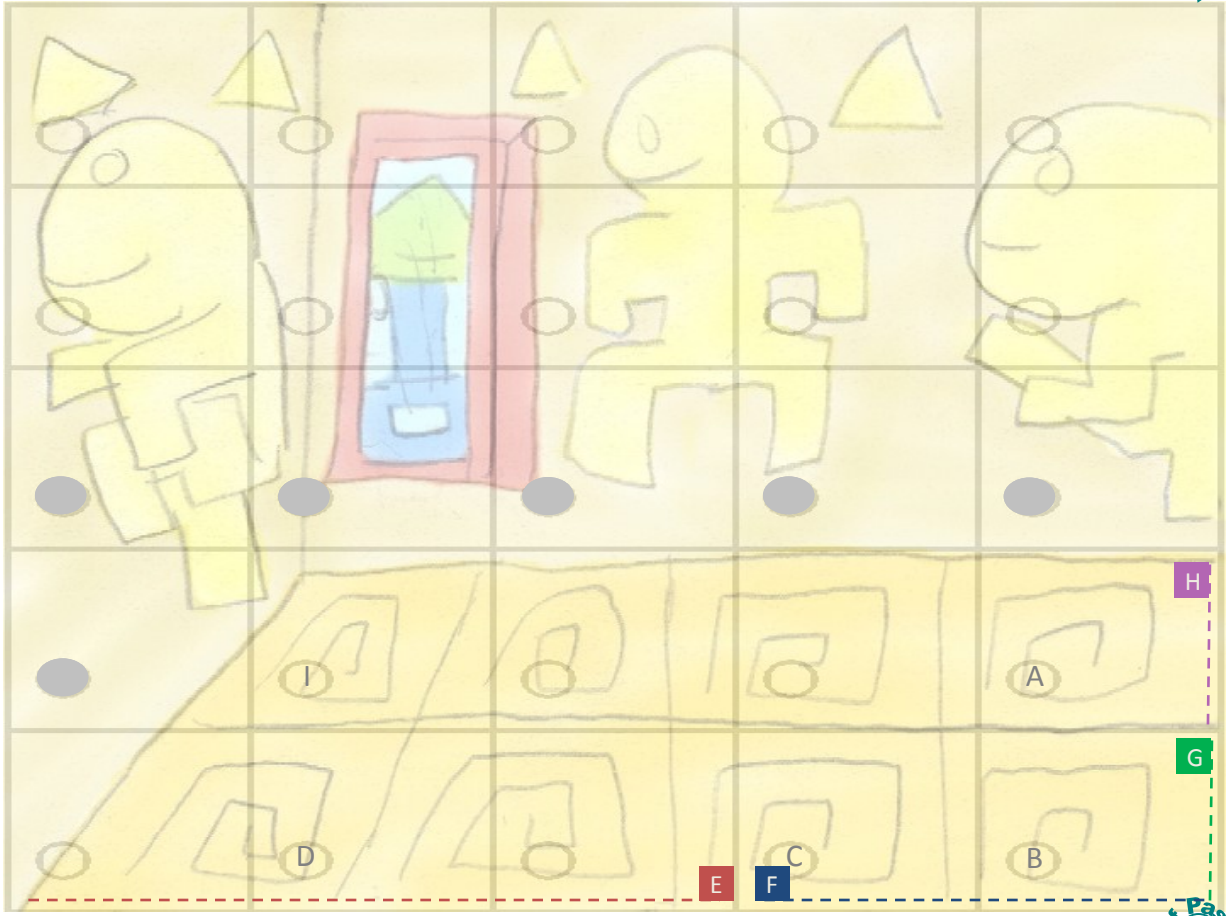
Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A item, if you move on this's spot, you use this, if used, add red name in this into your mind as a "Item" if you do not have it there.

Nothing Here.

D Listed: H Listed: 036 E F Listed: I Listed: 036 G H Listed: G Listed: 035 H H Listed: H Listed: 035 ! G Scratched Shovel Listed Page: 038 128



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

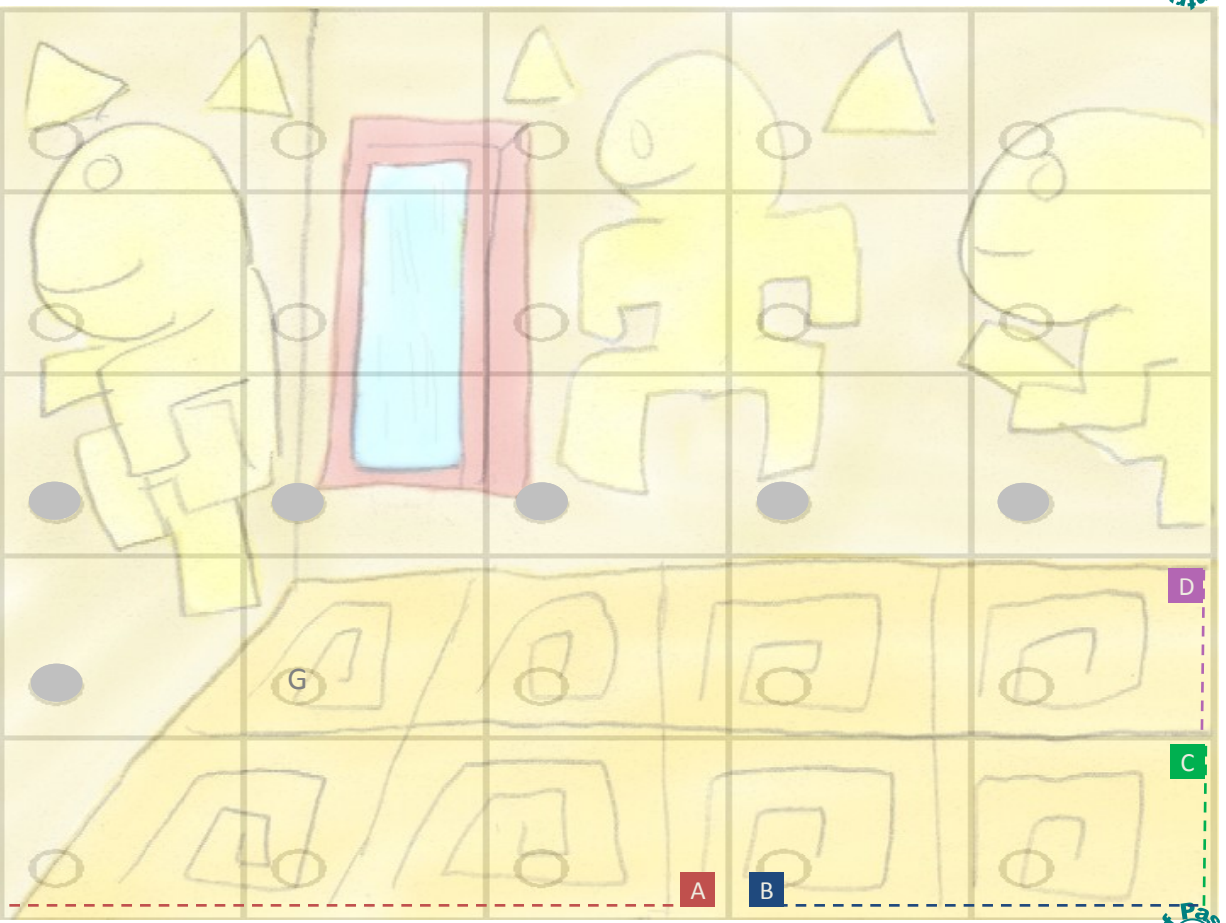
Nothing Here.

D Listed: H
Listed: 036

B Listed: I
Listed: 036

C Listed: G
Listed: 035

D Listed: H
Listed: 035



A emergency fire box, nothing unusual.

G **A** **B** **E**

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

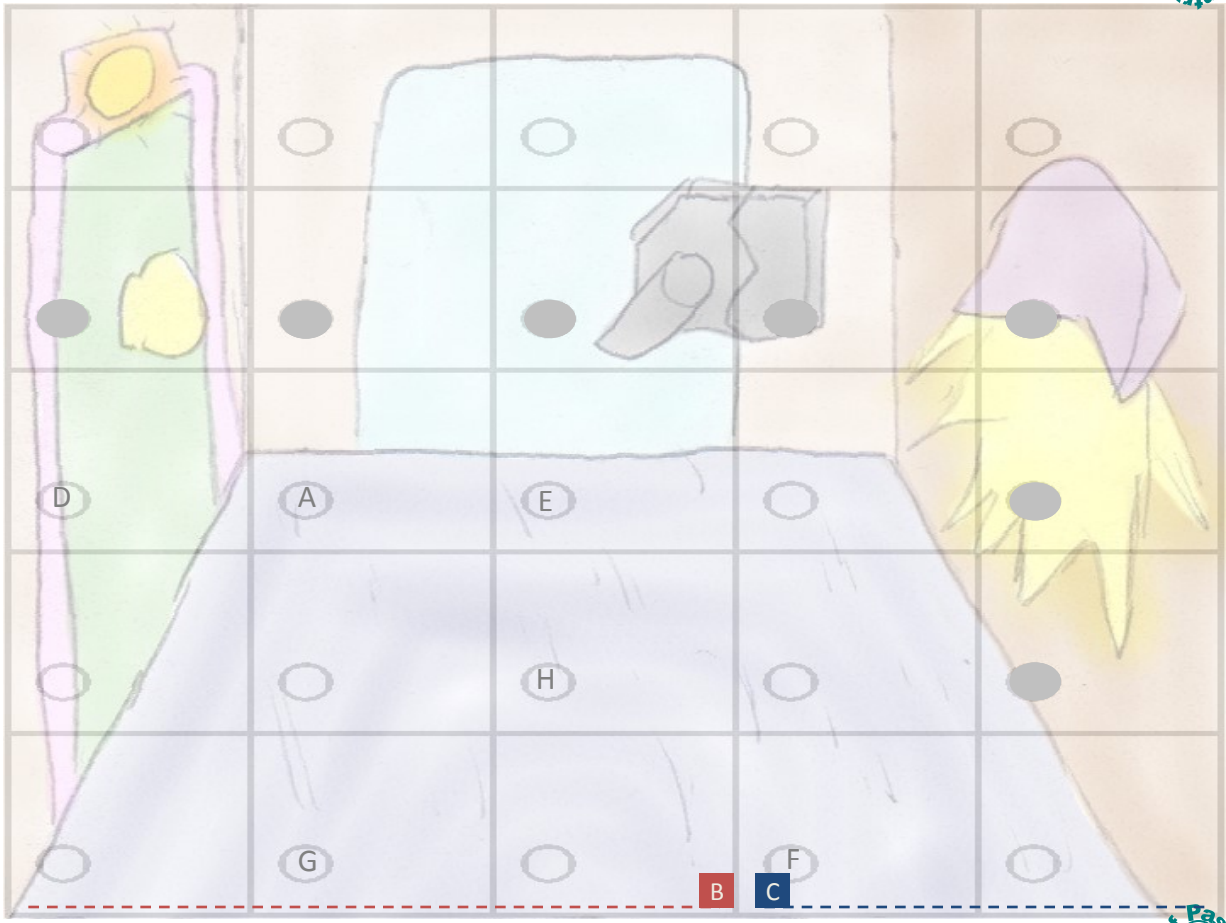
Nothing Here.

D Listed: A
Listed: 040

C Listed: B
Listed: 040

D Listed: J
Listed: 036

E Listed: A
Listed: 043



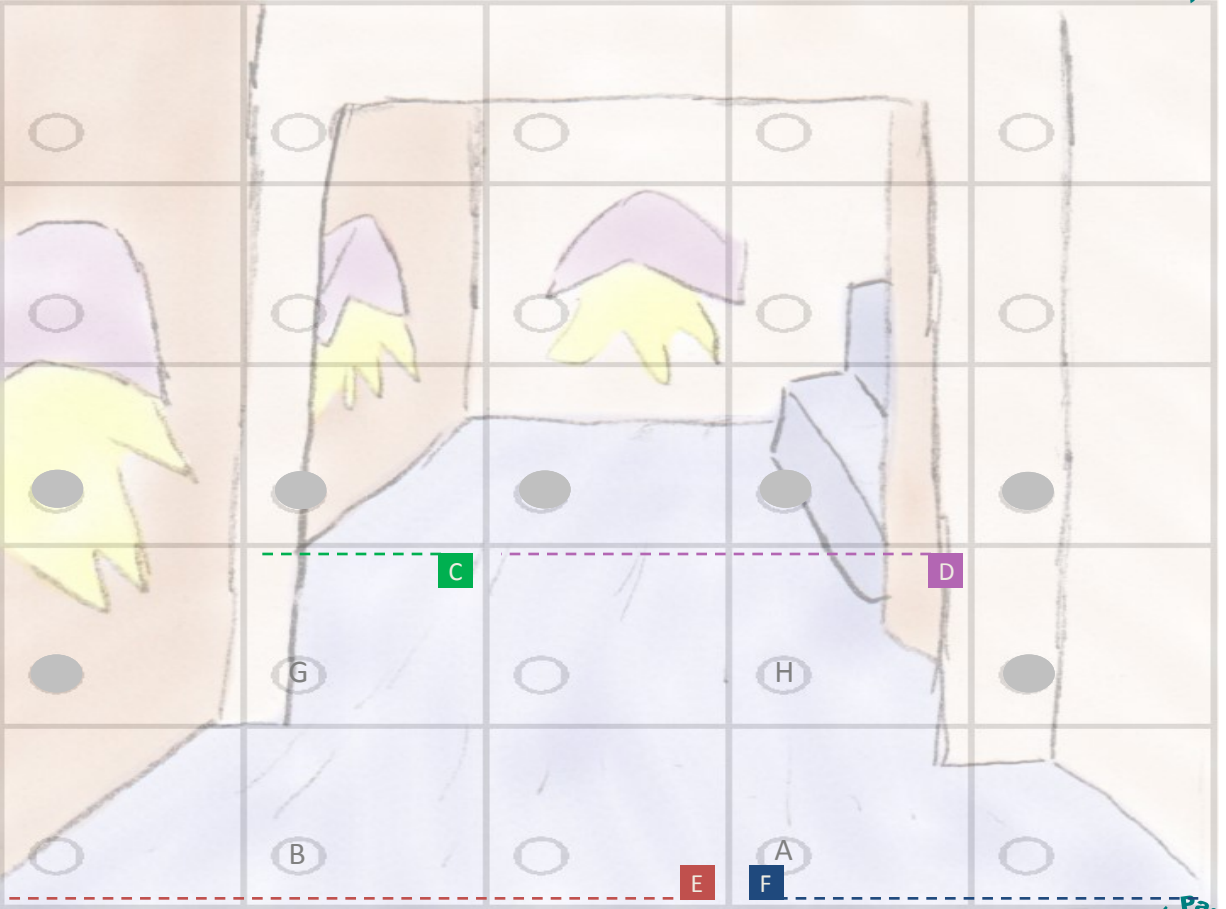
Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A clearing, when you enter this's page, if in Culprit Style, exit it and add red number within this as a switch number in your mind

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: A C Listed: 041
D Listed: B D Listed: 041
E Listed: F E Listed: 039
F Listed: G F Listed: 039
E Clear ! 003 128



Nothing Here.

D Listed: B C Listed: 042
D Listed: C D Listed: 042
E Listed: D E Listed: 042
F Listed: G F Listed: 040
G Listed: H G Listed: 040
E On This Spot ! 001 128

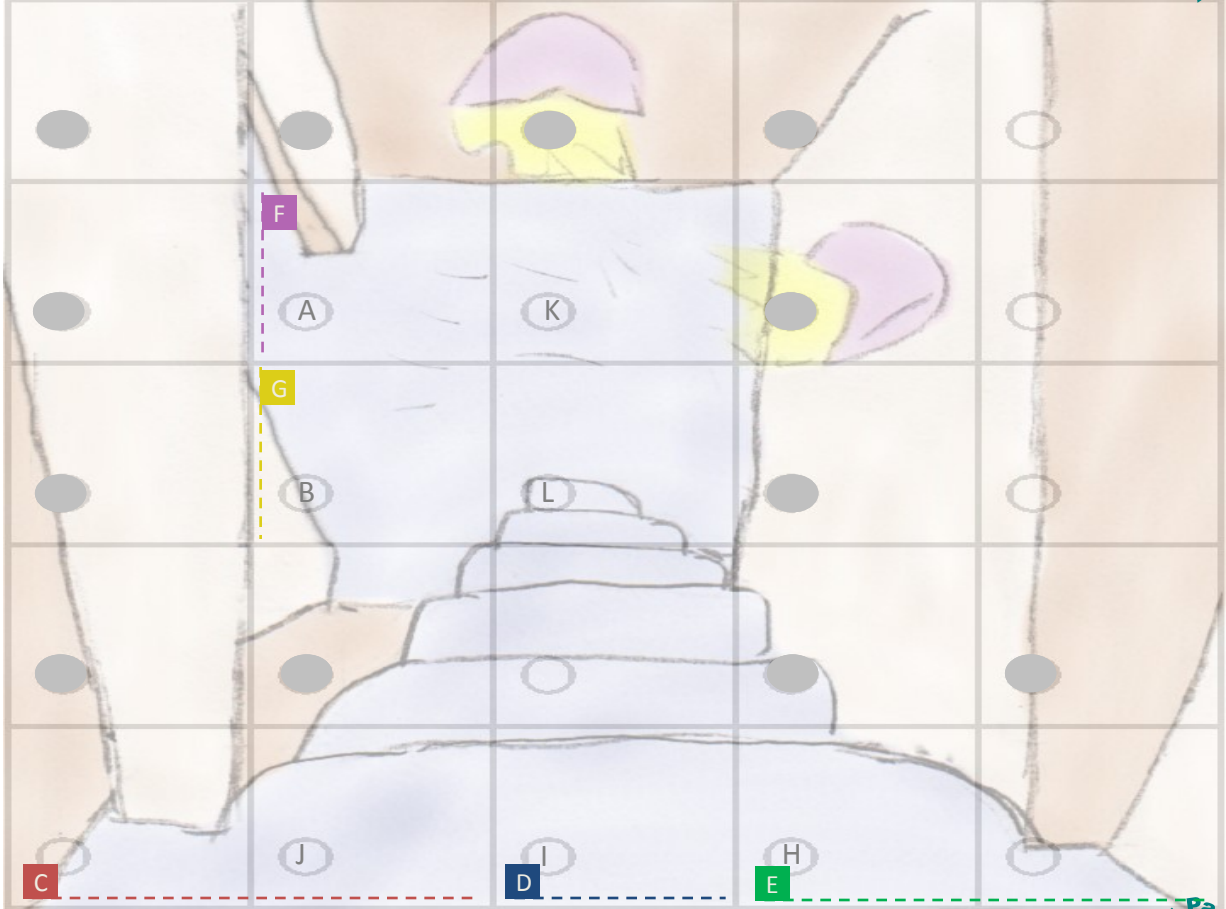
Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A zoom out, as long as a token is on this's spot, envision the picture of that token's height as long as this's spot's height.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A clearing, when you enter this's page, if in Culprit Style, exit it and add red number within this as a switch number in your mind

Nothing Here.

D Listed: B C Listed: 042
D Listed: C D Listed: 042
E Listed: D E Listed: 042
F Listed: G F Listed: 040
G Listed: H G Listed: 040
E On This Spot ! 001 128



Nothing Here.

E On This Spot ! 001 128
A Item B Clue B No Music (Ignore this box)
129 Character Play 130

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A lock, the "Link" attached to this does nothing if you do not have the "Item" with a name that matches the name in this.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: A **I**
E Listed: 056
 Triangle Key

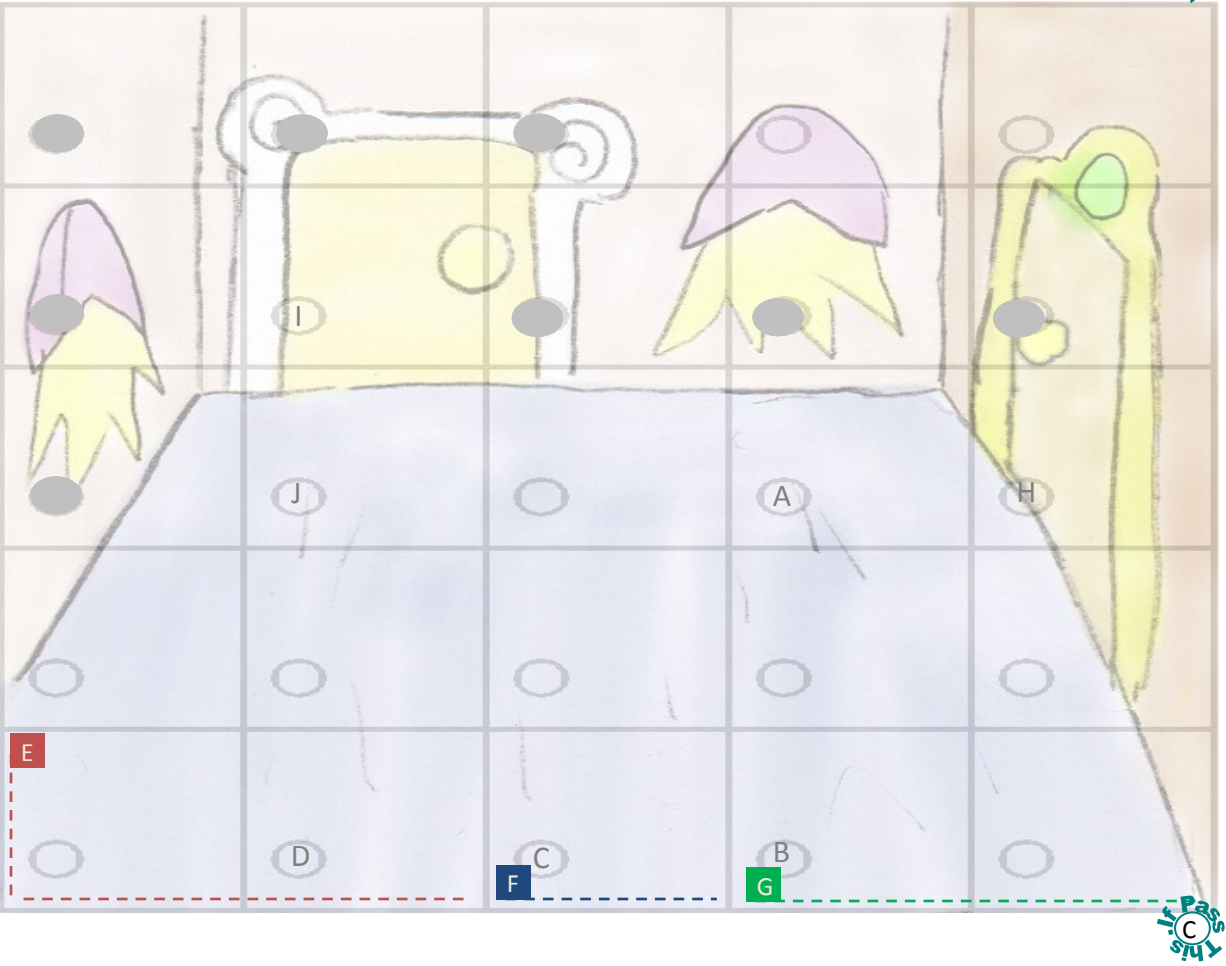
E Listed: H **E**
 Listed: 041

F Listed: I **F**
 Listed: 041

G Listed: J **G**
 Listed: 041

H Listed: F **H**
 Listed: 033

128



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

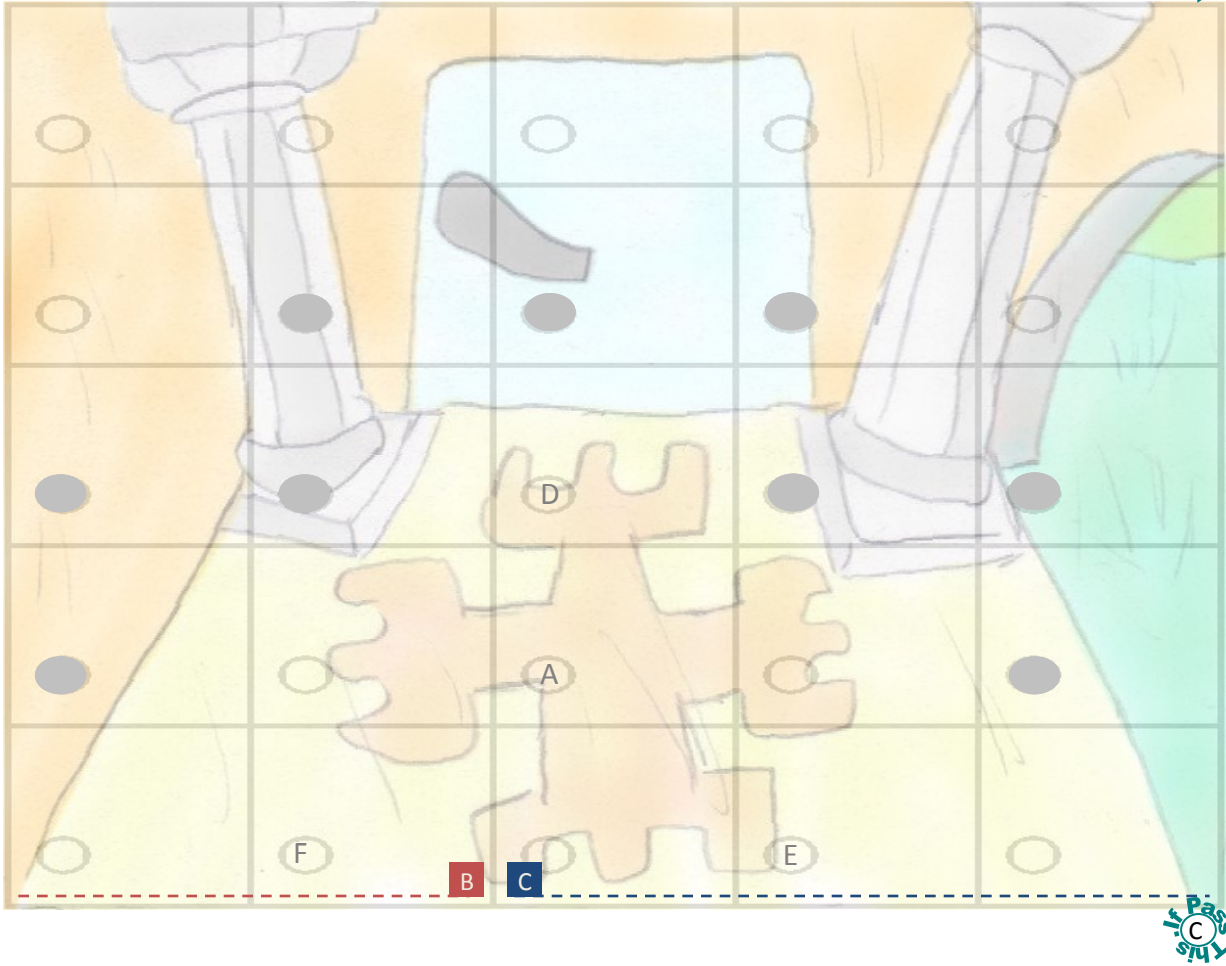
Nothing Here.

D Listed: A **B**
E Listed: 045

C Listed: A **C**
 Listed: 044

D Listed: H **D**
 Listed: 039

128



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

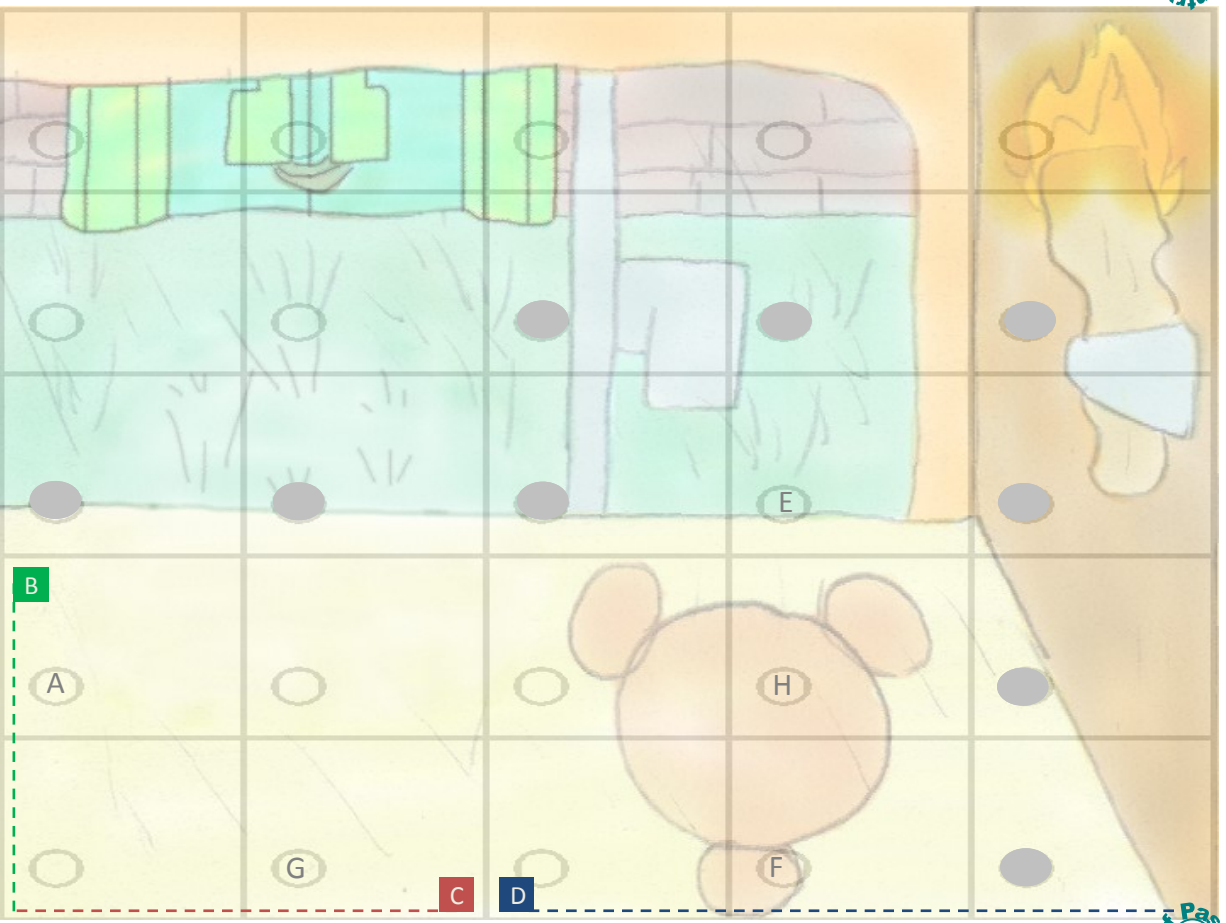
Nothing Here.

D Listed: E **B**
Listed: 043

Listed: B **C**
Listed: 045

Listed: C **D**
Listed: 045

Listed: A **E**
Listed: 046



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

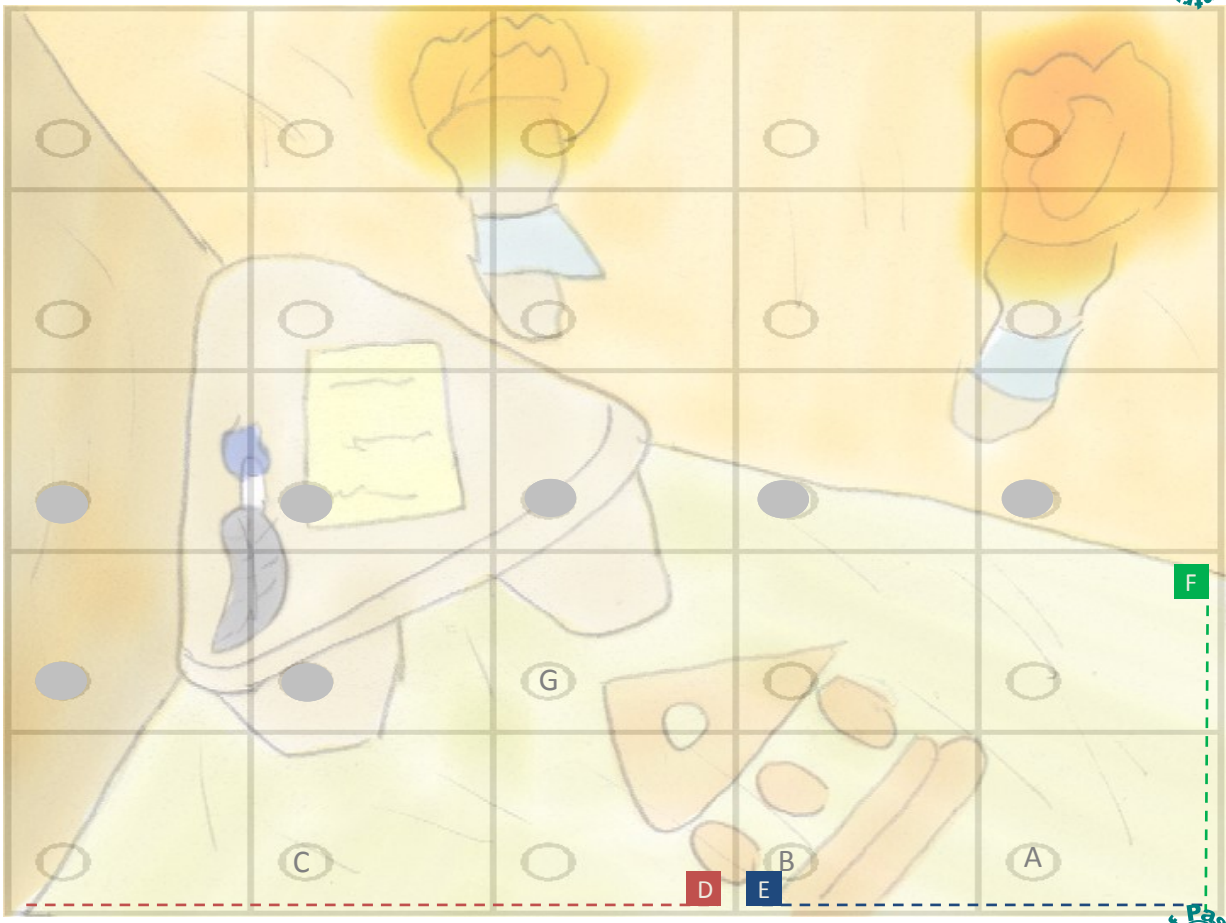
Nothing Here.

Nothing Here.

D Listed: F **D**
Listed: 044

Listed: G **E**
Listed: 044

Listed: F **F**
Listed: 043



A nice little medieval desk, now that is pretty old school.



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

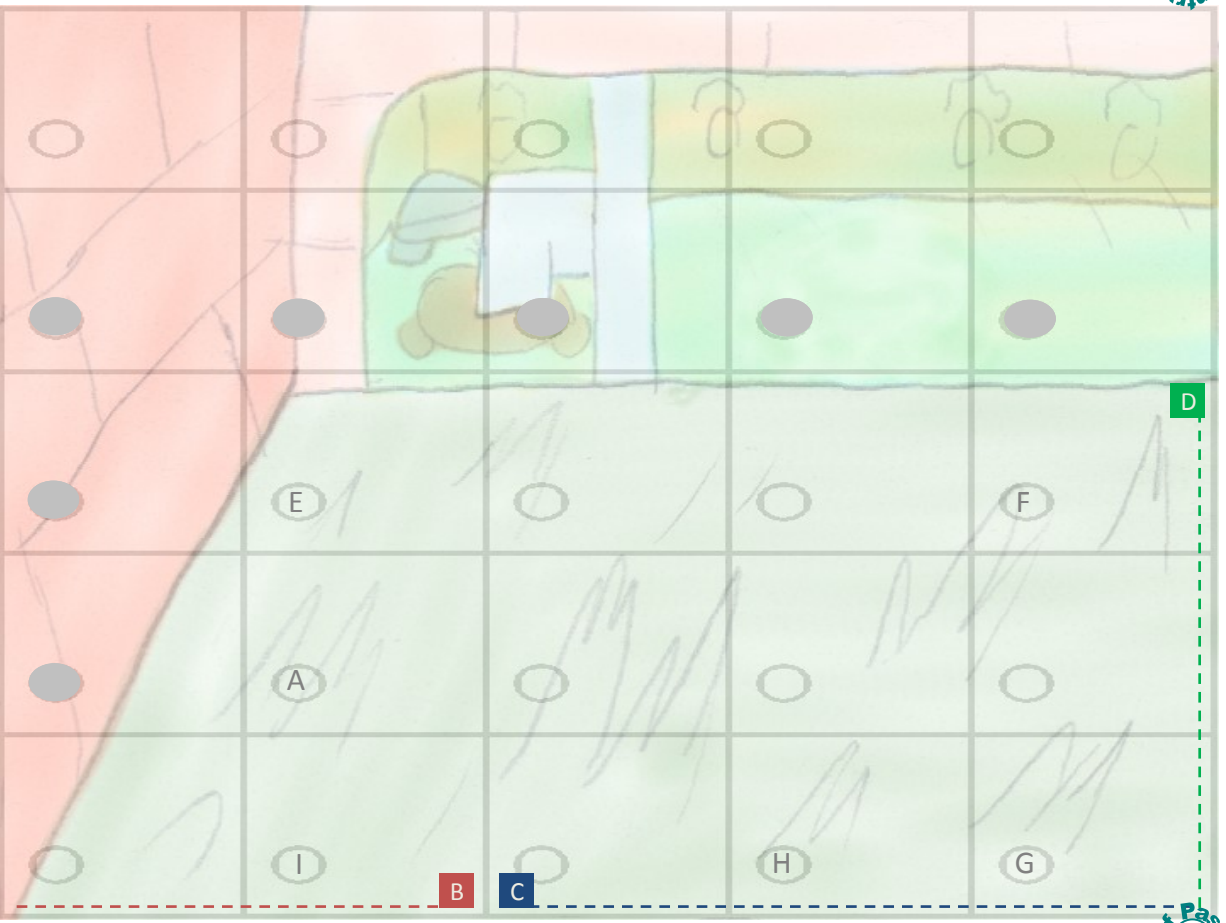
Nothing Here.

D Listed: A
Listed: 050

C Listed: B
Listed: 050

D Listed: A
Listed: 047

E Listed: H
Listed: 044



E Whooooooooooooo Whaaaaaaaaaaaa
Whoaaaaaaaaaaaaaa
(keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

D Listed: F
Listed: 046

C Listed: G
Listed: 046

D Listed: C
Listed: 050

E Listed: A
Listed: 048

F Listed: B
Listed: 048



E Whooooooooooooo Whaaaaaaaaaaaa
Whoaaaaaaaaaaaaaa
(keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A item, if you move on this's spot, you use this, if used, add red name in this into your mind as a "Item" if you do not have it there.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A scan, if have a item that is the blue name in this, take all tokens as is to the page listed, prioritize over everything else.

A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

128 Act A Act B Act C Act D Act E Act F Act G Act H Act I Act J

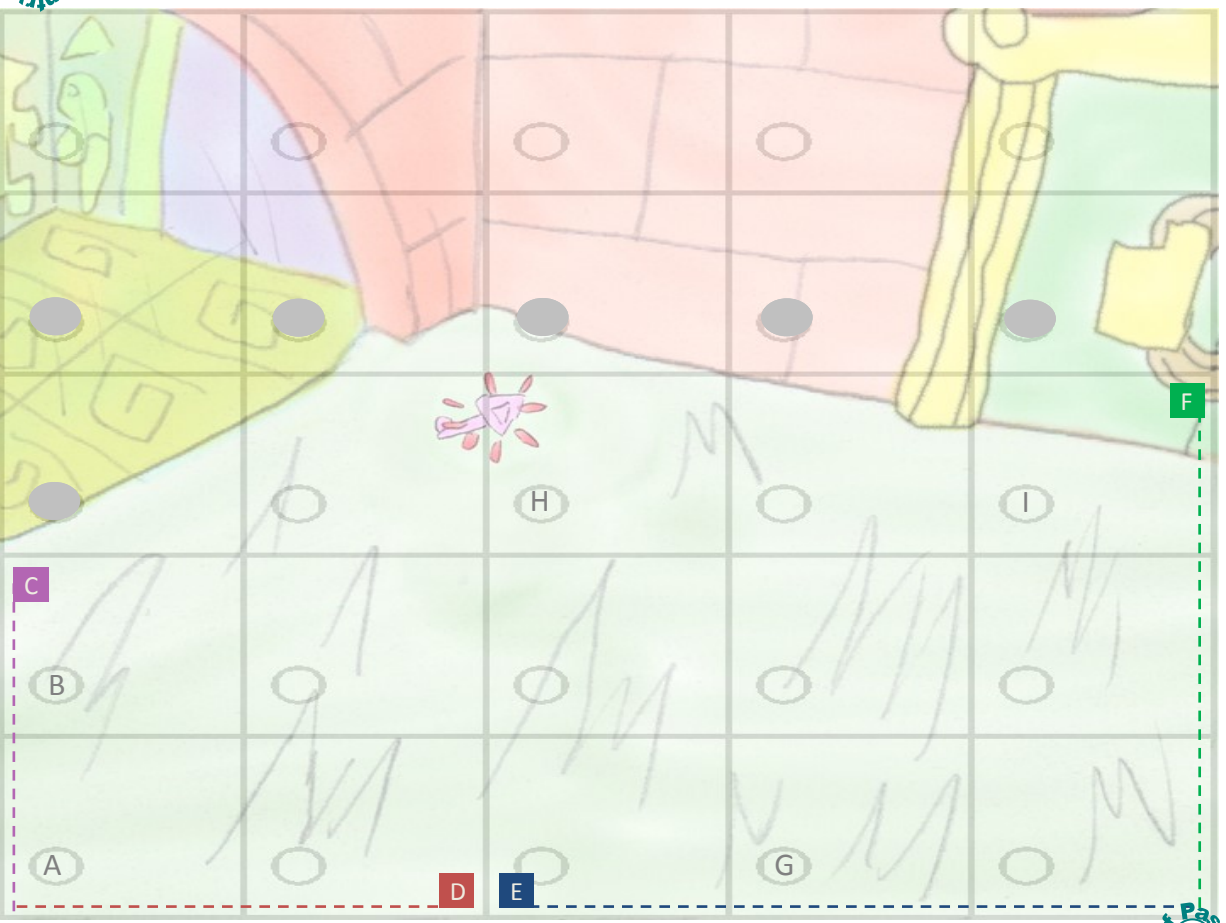
Listed: G C
 Listed: 047

Listed: H D
 Listed: 047

Listed: C E
 Listed: 050

Listed: D F
 Listed: 050

Triangle Key
 Listed Page: 049 I



Act A Act B Act C Act D Act E Act F Act G Act H Act I Act J

Triangle Pin H

The door is tied down good, it appears to lead back to the main hall, but who would want to do this? I

No Music (Ignore this box)

Character Play

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

Nothing Here.

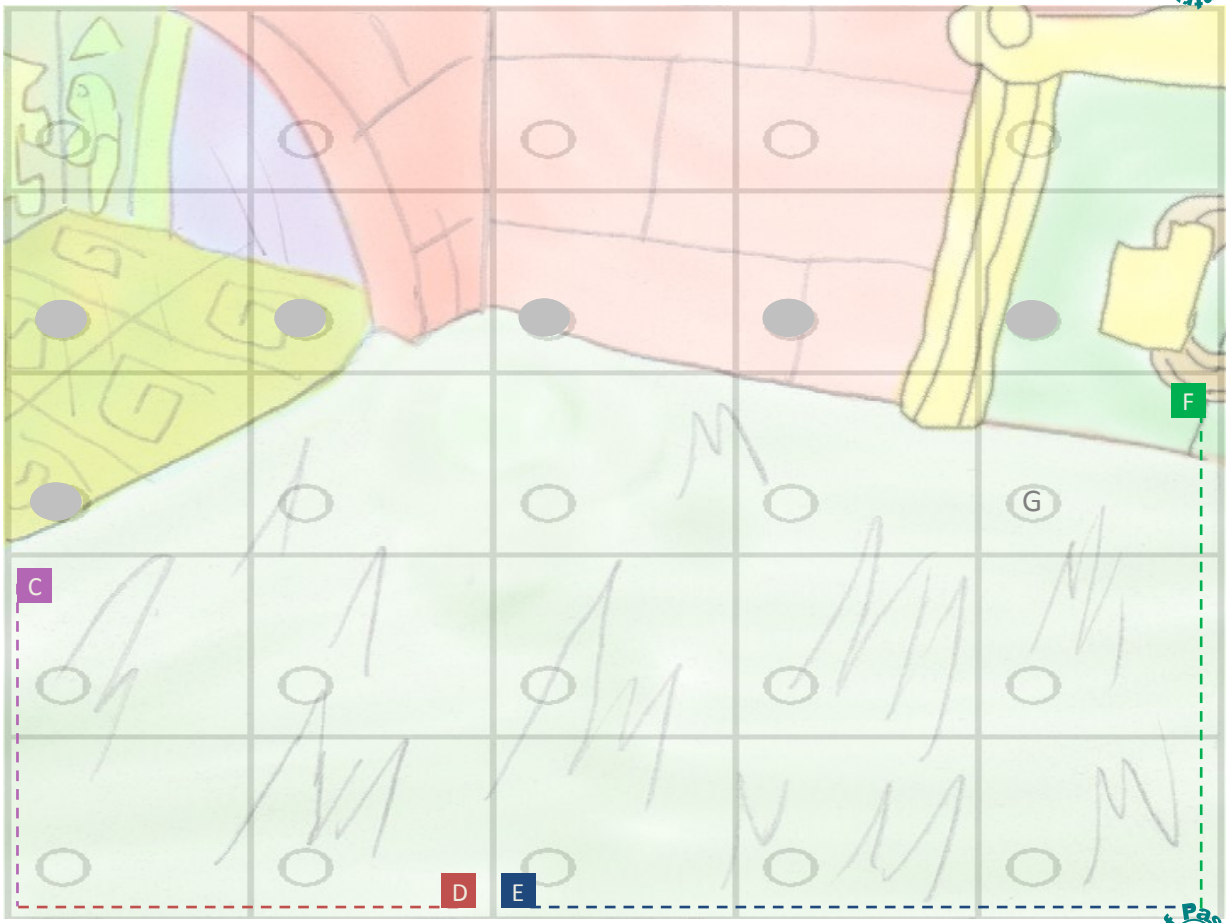
128 Act A Act B Act C Act D Act E Act F Act G Act H Act I Act J

Listed: G C
 Listed: 047

Listed: H D
 Listed: 047

Listed: C E
 Listed: 050

Listed: D F
 Listed: 050



Act A Act B Act C Act D Act E Act F Act G Act H Act I Act J

The door is tied down good, it appears to lead back to the main hall, but who would want to do this? G

No Music (Ignore this box)

Character Play

Whoooooooooooooo Whaaaaaaaaaaaaa
 Whoooooooooooooo
 (keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

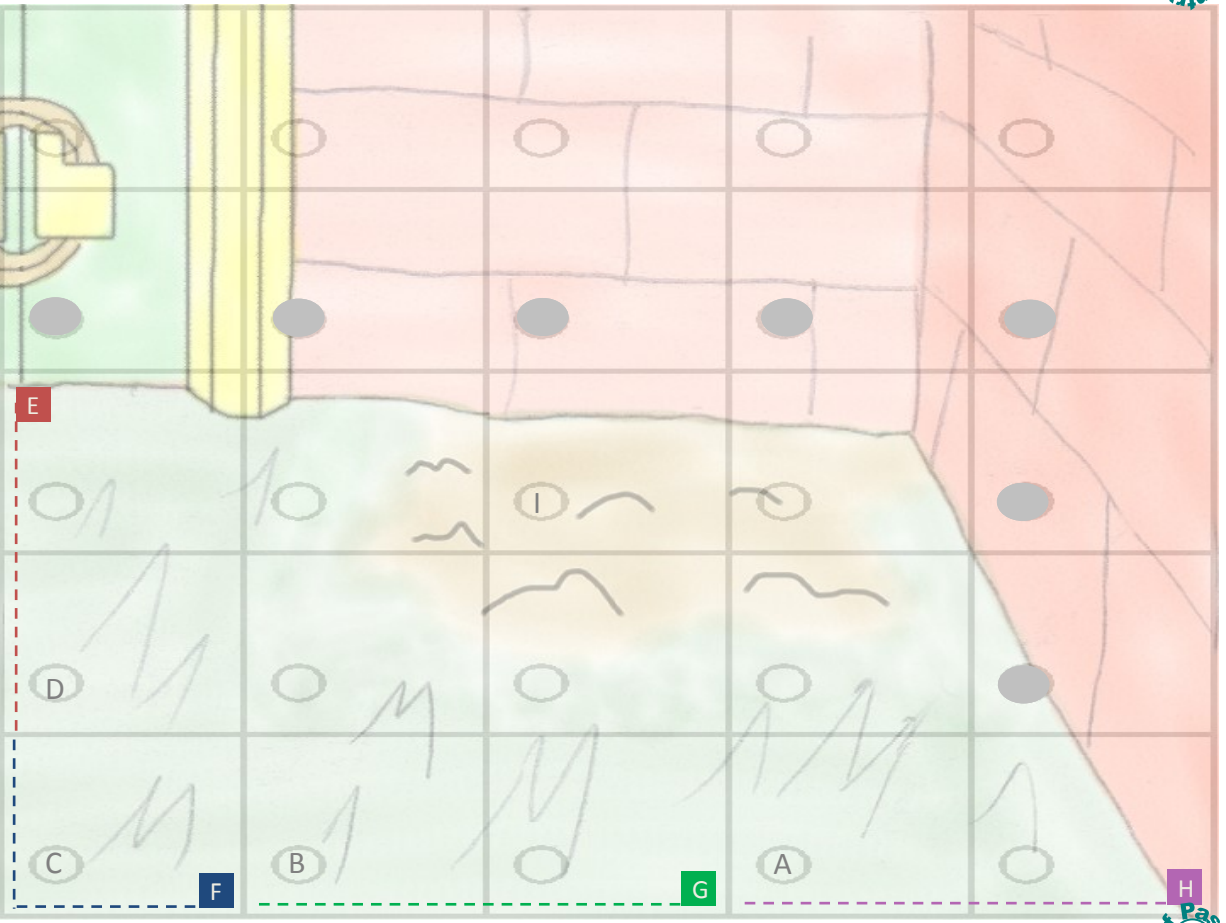
Nothing Here.

D Listed: G **E**
Listed: 048

Listed: I **F**
Listed: 047

Listed: H **G**
Listed: 046

Listed: I **H**
Listed: 046



I There is some disturbed soil, maybe the culprit thought of burying the remote here, but did so in the front yard.

F Whooooooooooooo Whaaaaaaaaaaaaa
Whooooooooooooo
(keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Sense, add this's white number, into your "Count" and start it, this does nothing if you have switch that matches this's red number

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

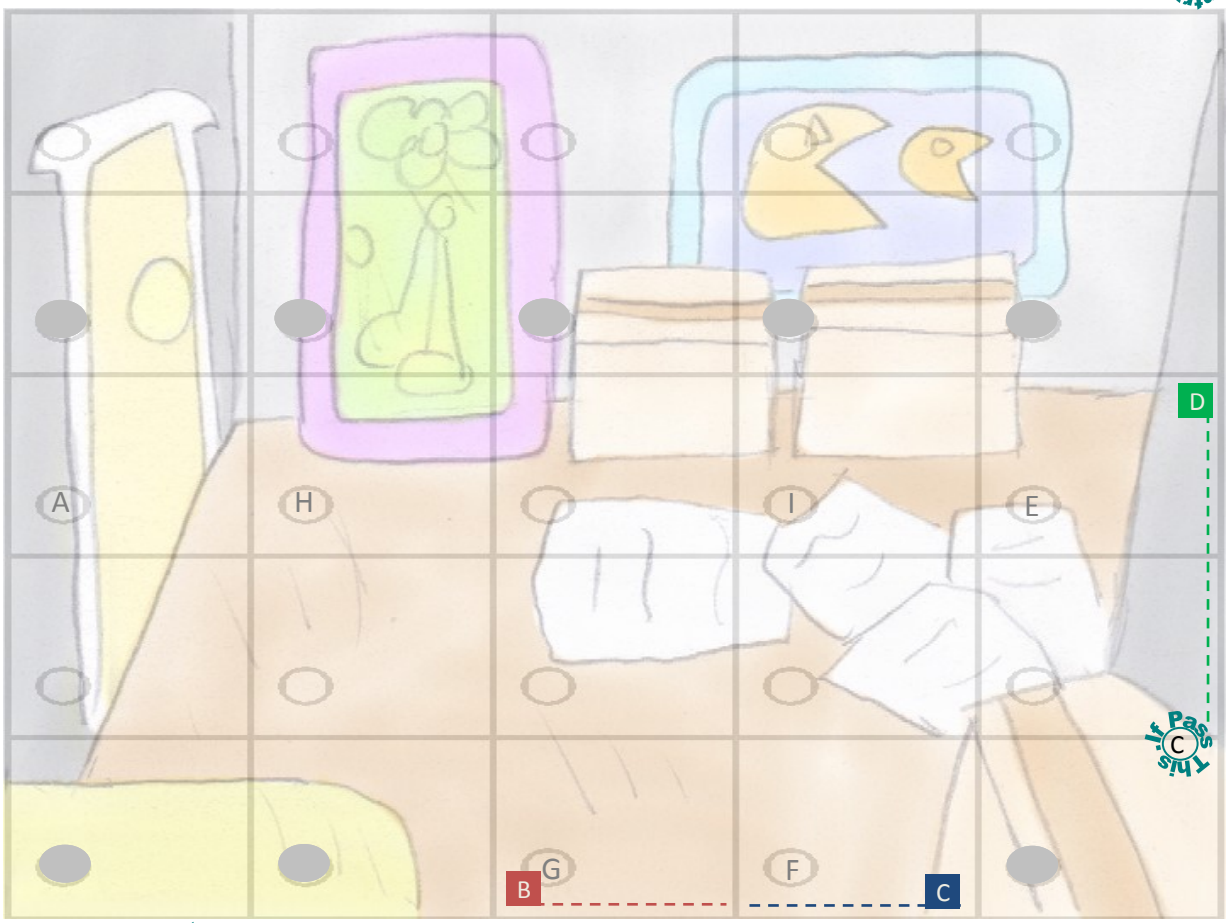
A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

D Listed: A **A**
Listed: 055

Listed: A **B**
Listed: 054

Listed: B **C**
Listed: 054

Listed: A **D**
Listed: 052



I Sense: 56
001

The whole room is cluttered with documents all over the floor, with boxes packed everywhere.

G Hewwwwwwwww Royte Royte Royte
Newwwwwwwww Royte Royte Royte
(keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A item, if you move on this's spot, you use this, if used, add red name in this into your mind as a "Item" if you do not have it there.

A scan, if have a item that is the blue name in this, take all tokens as is to the page listed, prioritize over everything else.

D Listed: E B
E Listed: 051 C
F If On This's G
E If On This's C Aluminum Can I
G Receipt I
I Listed Page: 053



F Hewwwwwwwww Royte Royte Royte
I (keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

Nothing Here.

D Listed: E B
E Listed: 051 A
E If On This's I
I It is a trash can, nothing unusual.



F Hewwwwwwwww Royte Royte Royte
I (keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

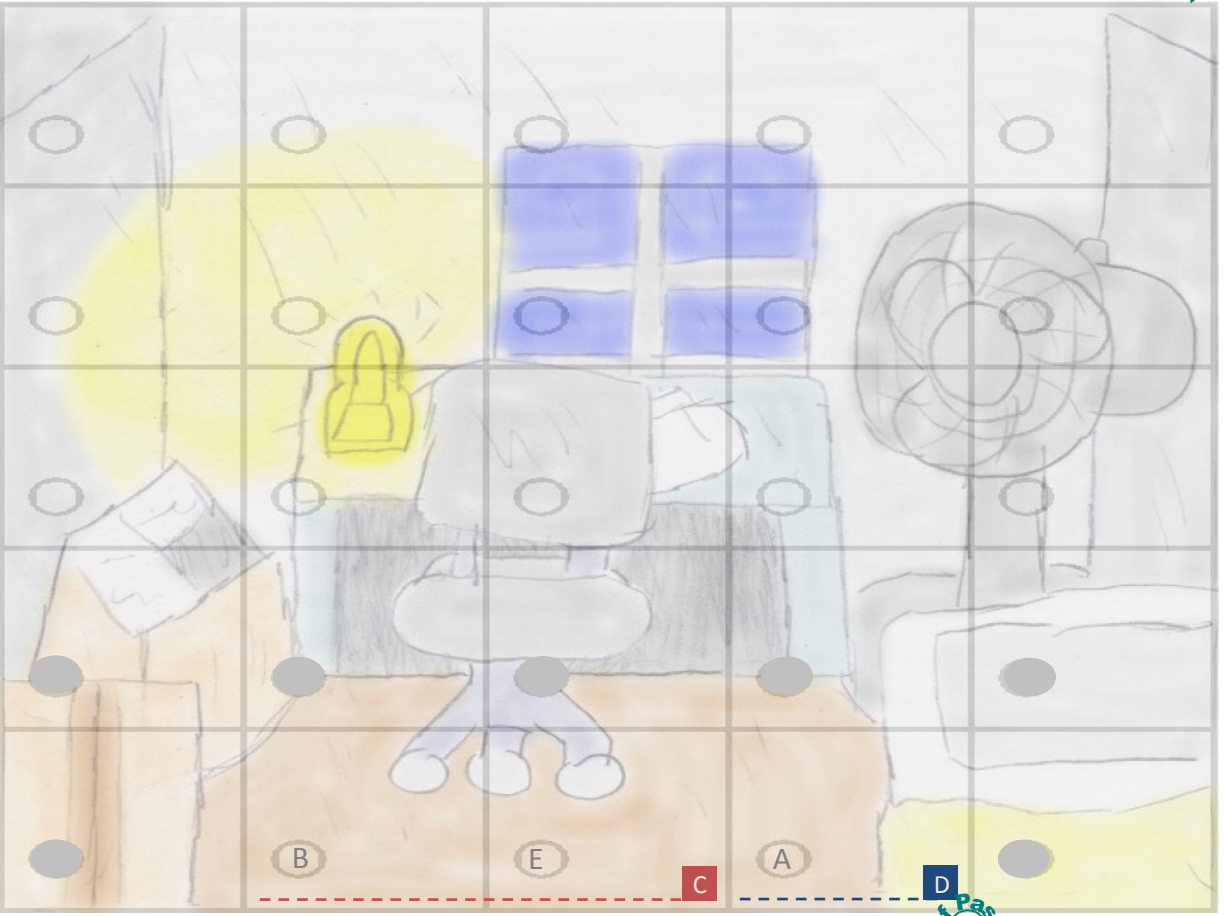
Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

Nothing Here.

D Listed: F
Listed: 051

D Listed: G
Listed: 051



E The whole room is cluttered with documents all over the floor, with boxes packed everywhere.

F Hewwwwwwwww Royte Royte Royte
Newwwwwwwww Royte Royte Royte
I (keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

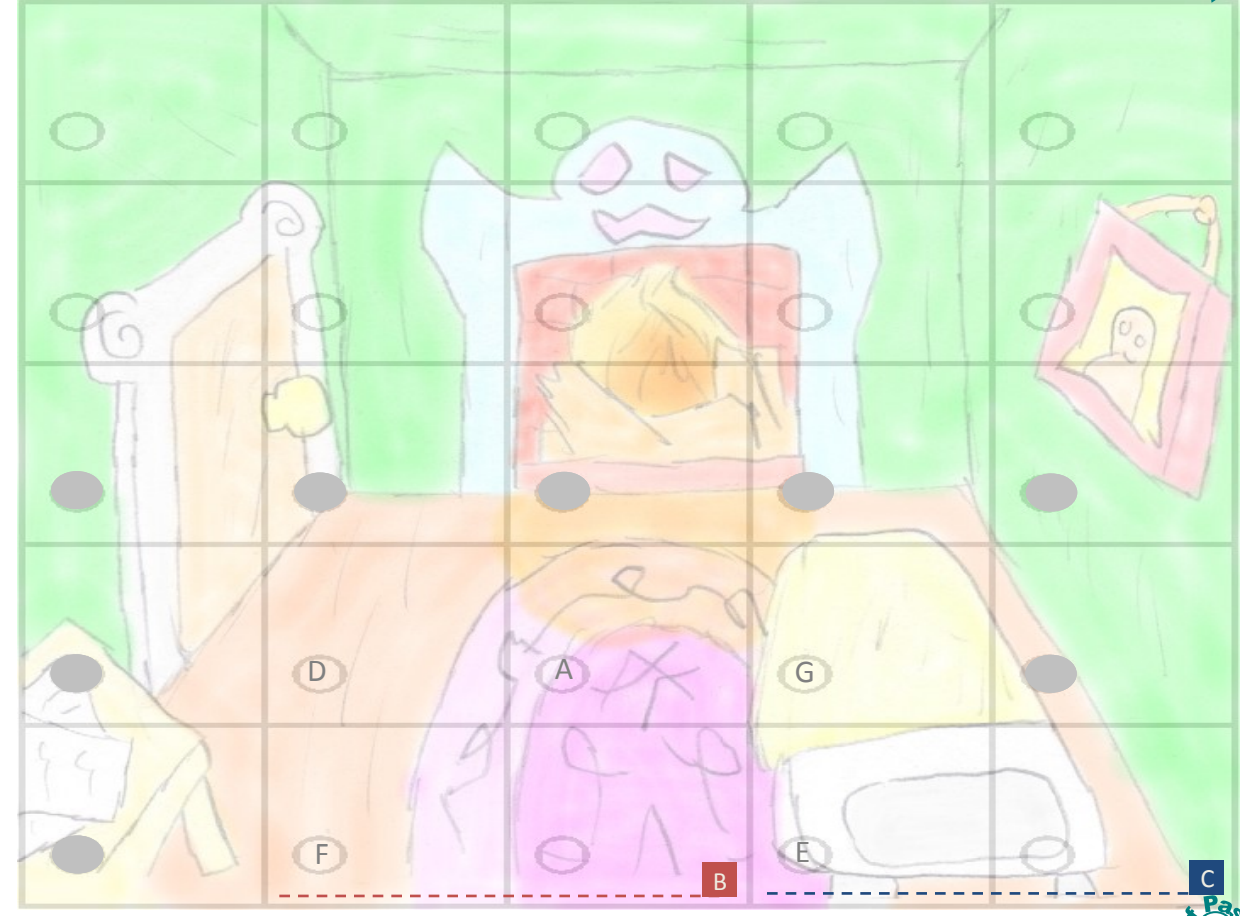
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: B
Listed: 056

C Listed: C
Listed: 056

D Listed: H
Listed: 051



A The fireplace is nice and warm, but nothing unusual none the less.

G The bed has been made recently.

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

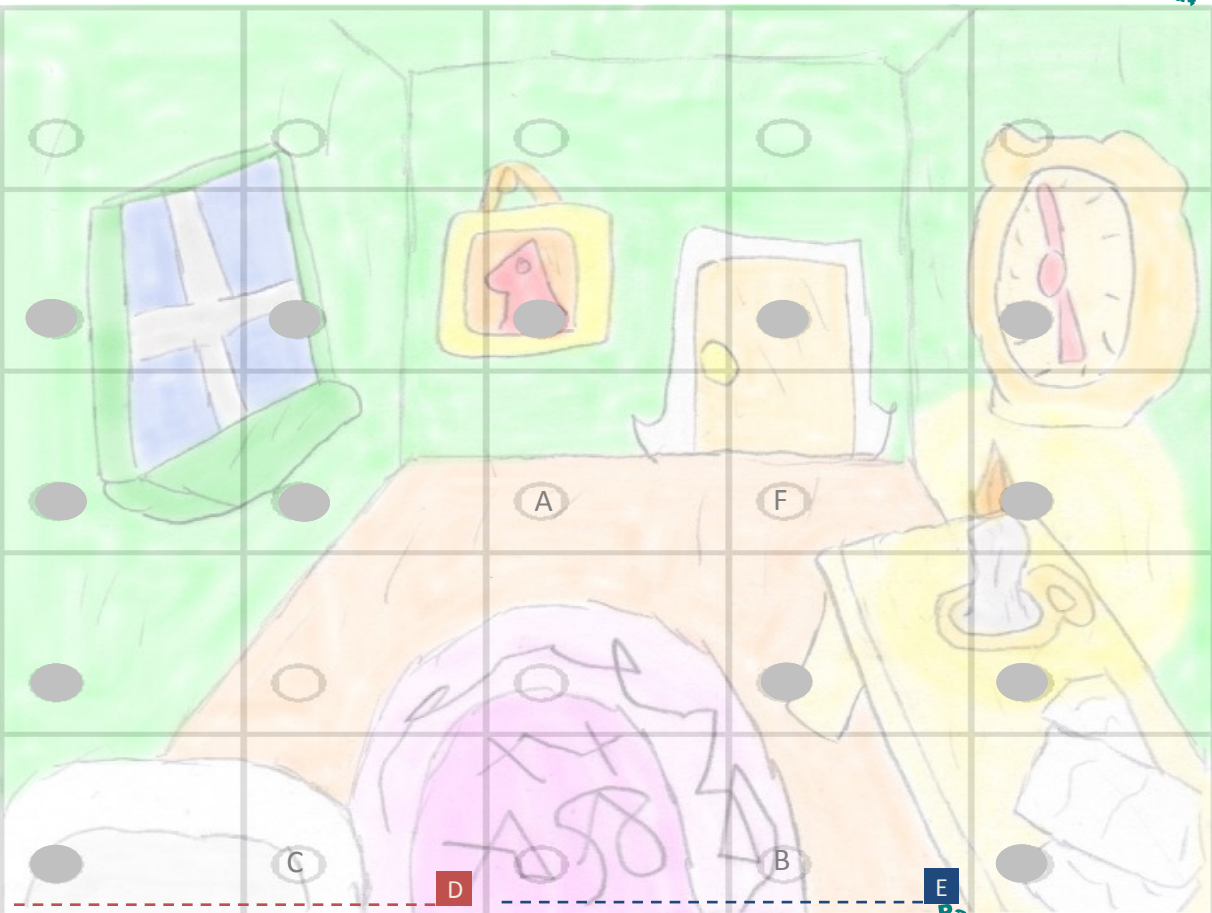
Nothing Here.



Listed: E
Listed: 055

Listed: F
Listed: 055

Listed: J
Listed: 042



A nicely lit candle is on the desk, the papers appear to be financial documents, not vary nice to snoop.



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.



Listed: A
Listed: 058



The lamp is shattered, maybe old age?



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

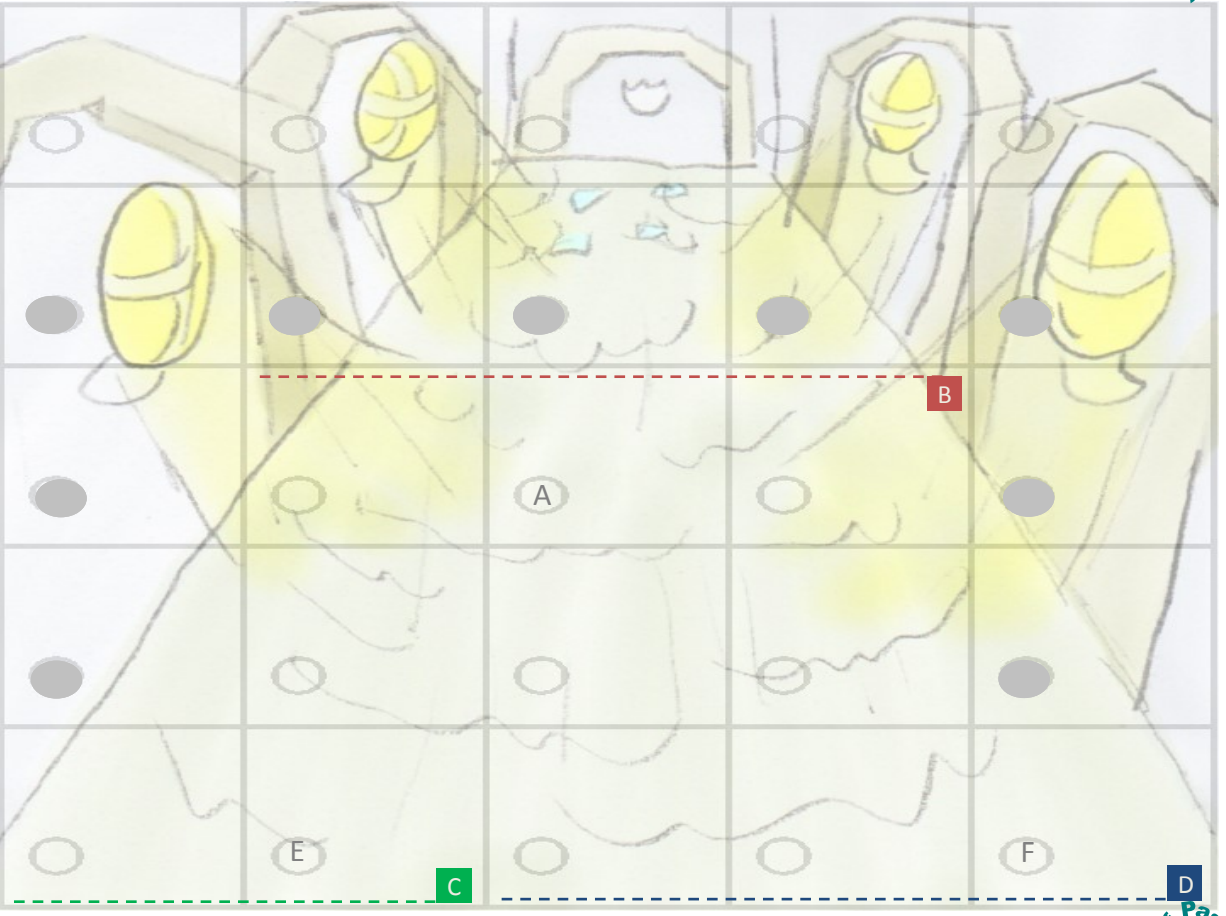
Nothing Here.

Nothing Here.

D Listed: B
Listed: 057

C Listed: A
Listed: 059

D Listed: B
Listed: 059



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

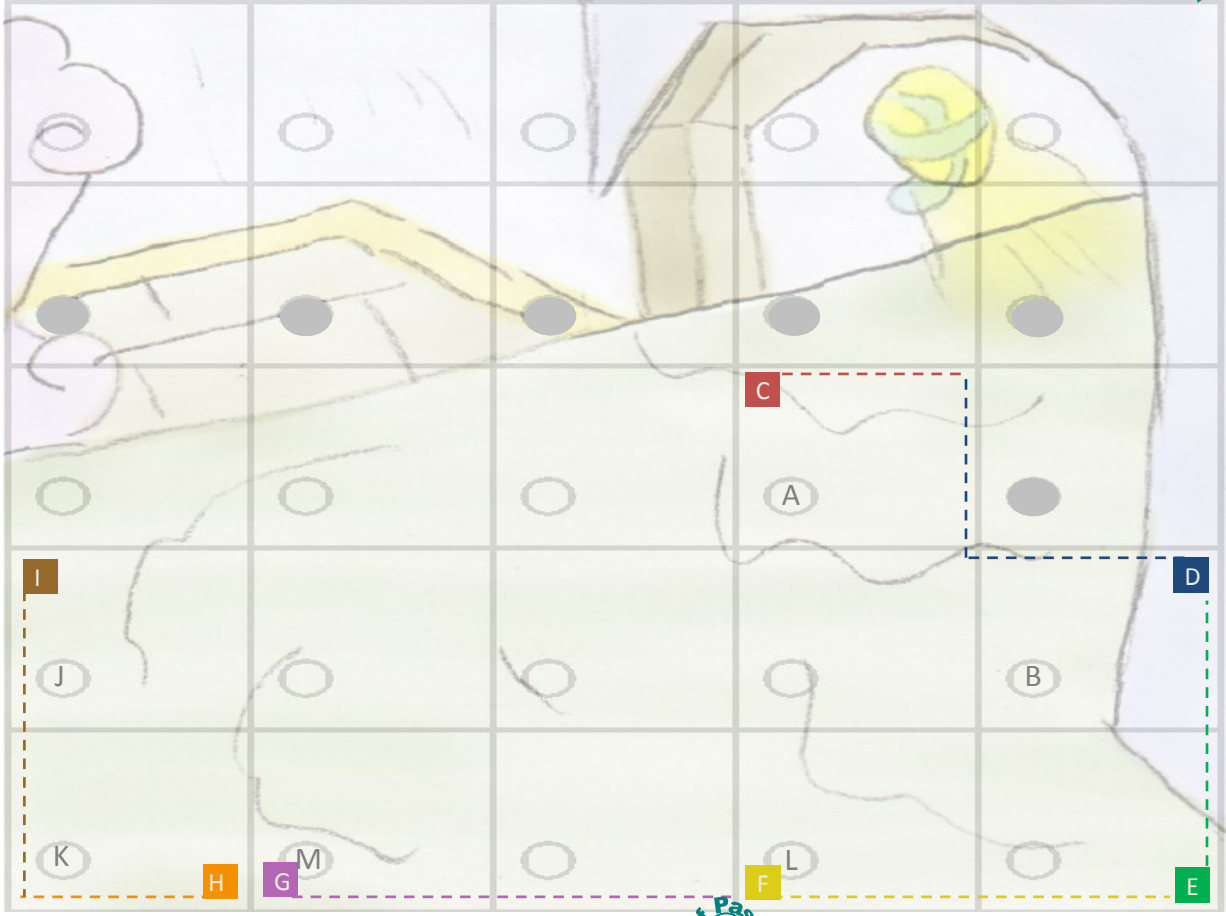
C Listed: E
Listed: 058

D Listed: F
Listed: 058

E Listed: B
Listed: 064

F Listed: C
Listed: 064

G Listed: A
Listed: 062



H Listed: B
Listed: 062

I Listed: A
Listed: 060



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

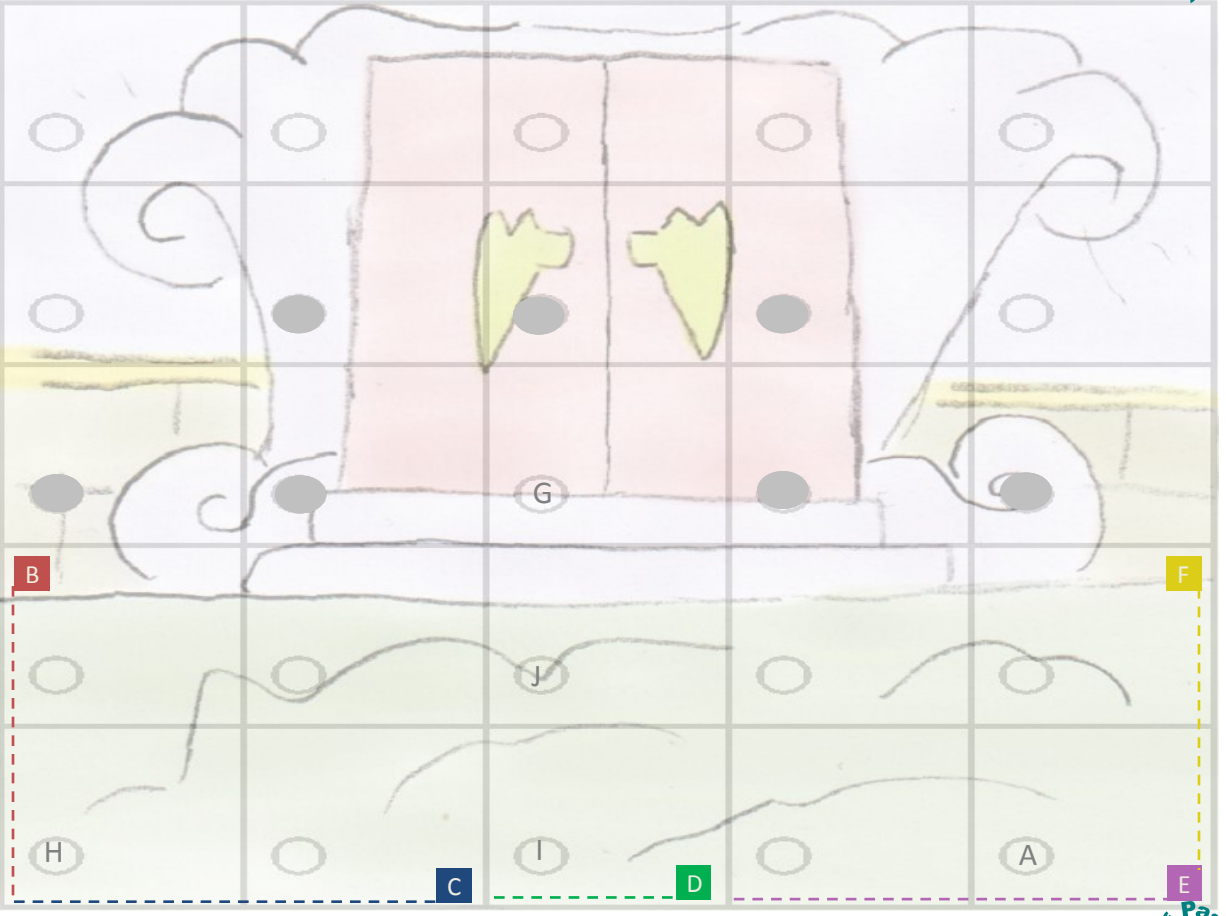
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

 Listed: B ^B
Listed: 061
 Listed: C ^C
Listed: 062
 Listed: D ^D
Listed: 062
 Listed: B ^E
Listed: 062
 Listed: J ^F
Listed: 059

 Listed: A ^G
Listed: 089


Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.







Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A clearing, when you enter this's page, if in Culprit Style, exit it and add red number within this as a switch number in your mind

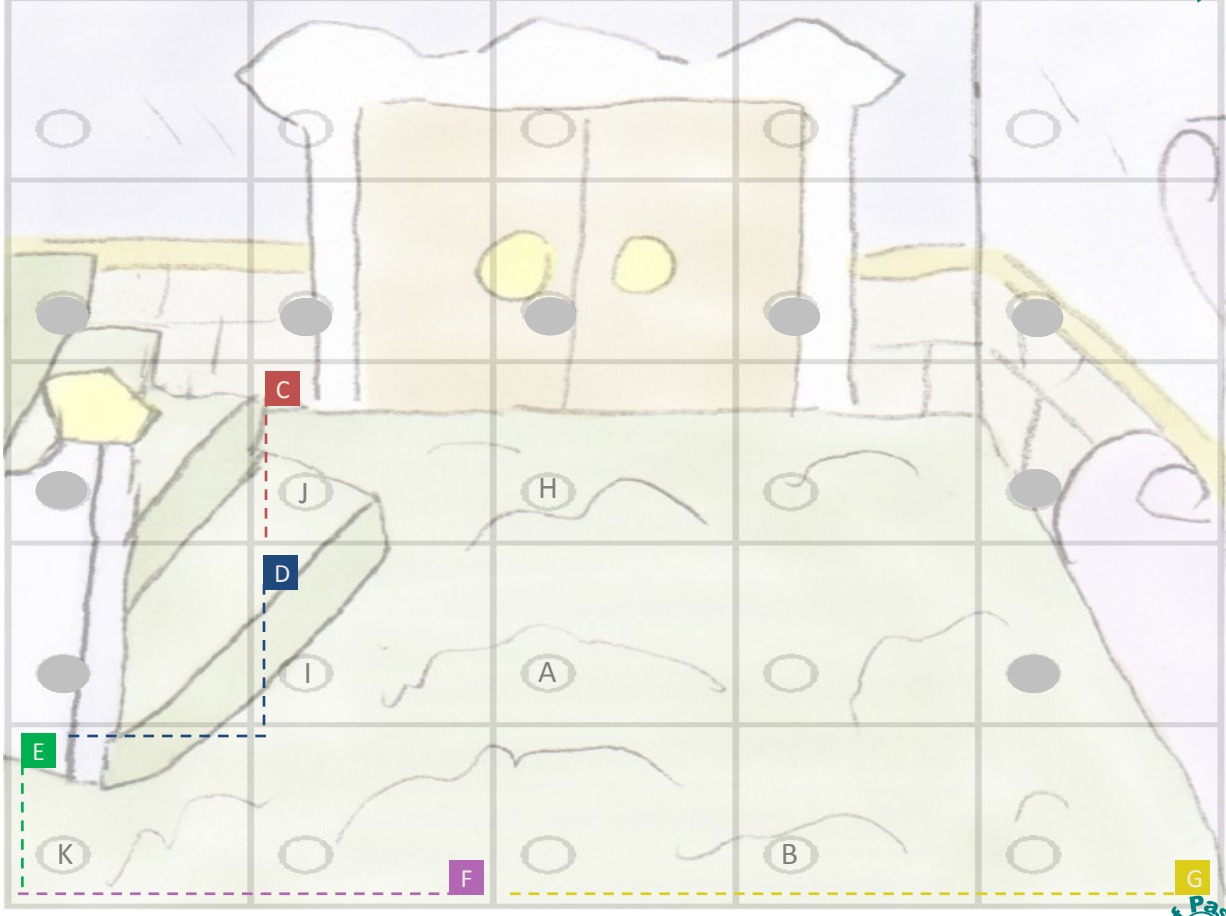
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

 Listed: A ^C
Listed: 065
 Listed: B ^D
Listed: 065
 Listed: F ^E
Listed: 062
 Listed: E ^F
Listed: 062
 Listed: H ^G
Listed: 060




 Listed: G ^H
Listed: 004

 Clear ^I
003

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

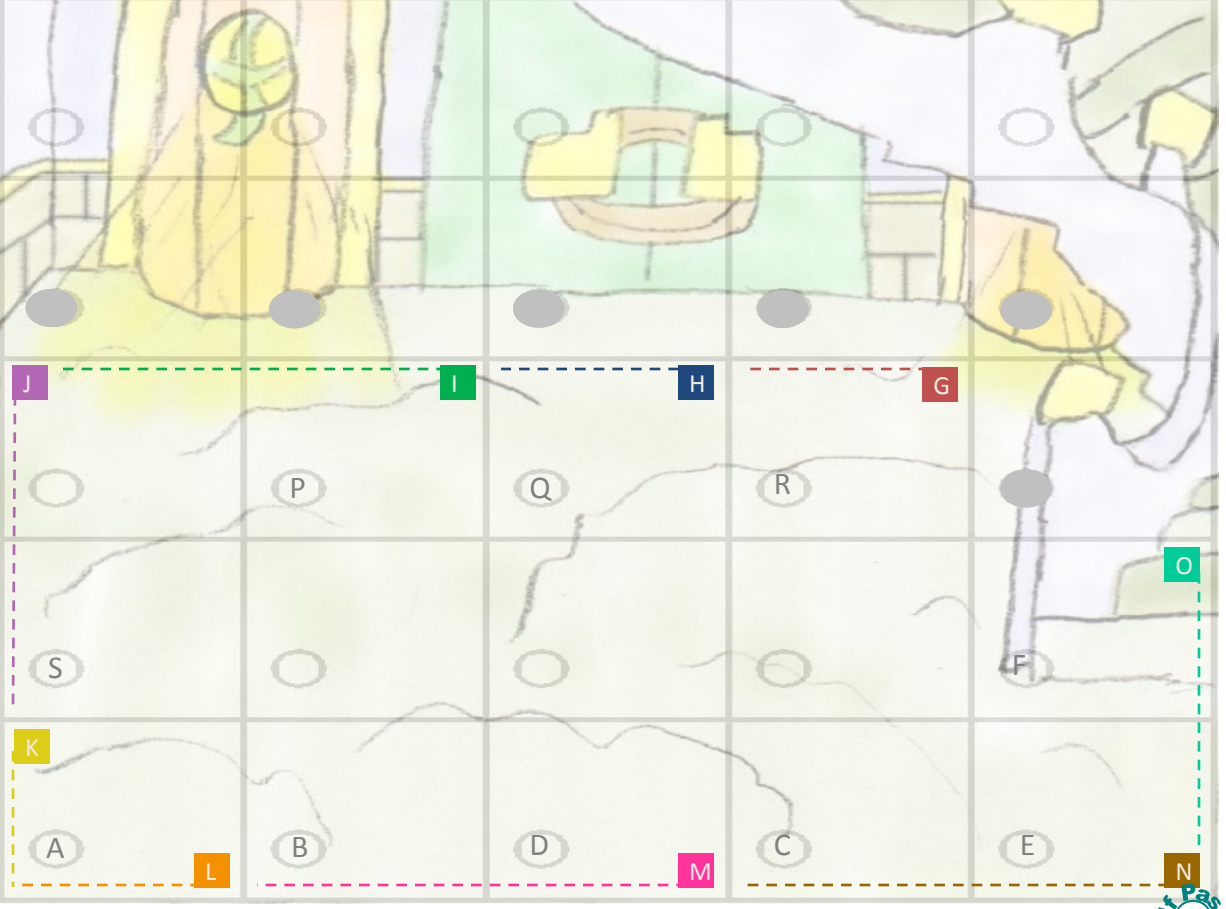
D Listed: A **G**
D Listed: 063

H Listed: B **H**
H Listed: 063

I Listed: C **I**
I Listed: 063

J Listed: D **J**
J Listed: 064

K Listed: K **K**
K Listed: 059



L Listed: A **L**
L Listed: 060

M Listed: I **M**
M Listed: 060

N Listed: H **N**
N Listed: 060

O Listed: K **O**
O Listed: 061

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

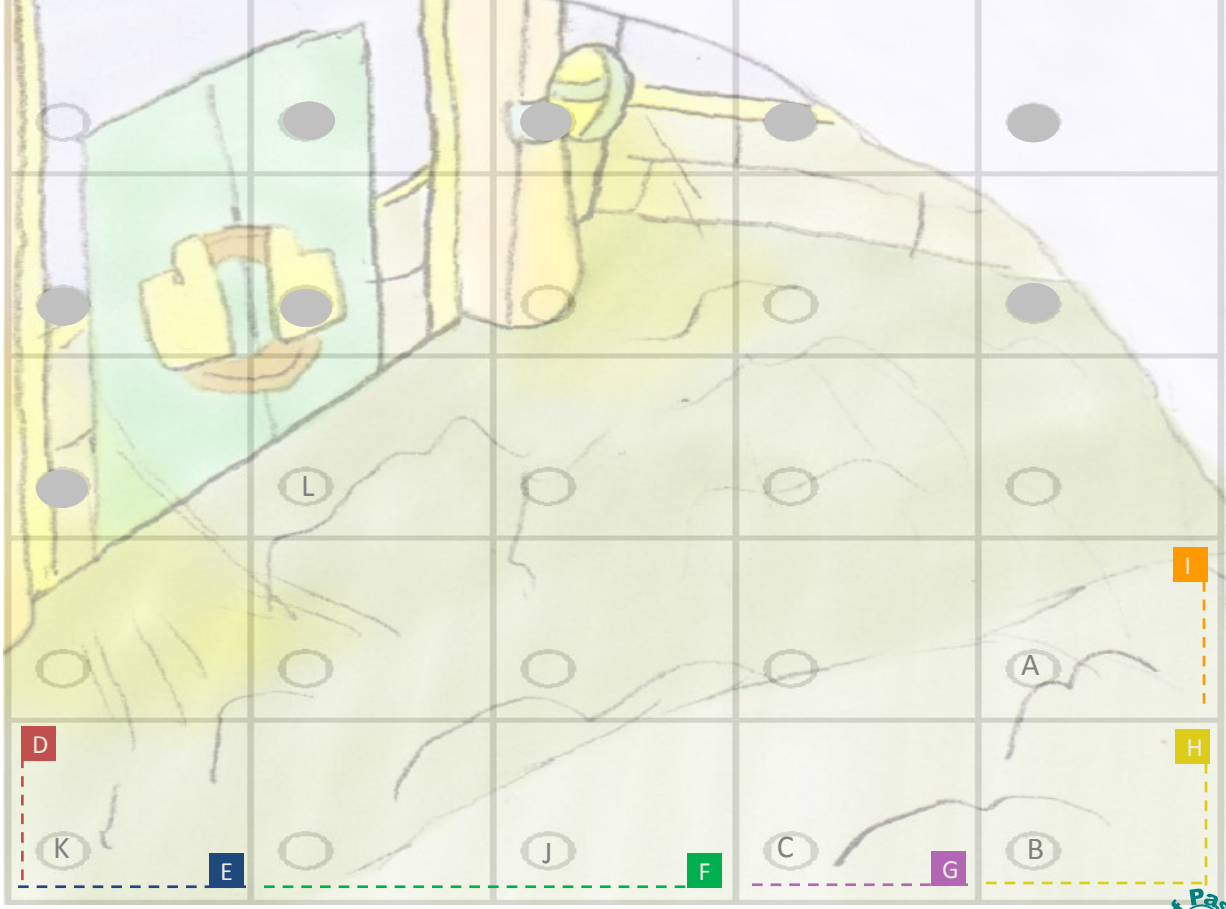
D Listed: E **D**
D Listed: 064

E Listed: F **E**
E Listed: 064

F Listed: D **F**
F Listed: 064

G Listed: P **G**
G Listed: 062

H Listed: Q **H**
H Listed: 062



L Listed: R **L**
L Listed: 062

E The door is tied down good, it appears to lead back to the courtyard in the back, but who would want to do this?

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.



Nothing Here.

Nothing Here.

Nothing Here.

 Listed: L ^G
Listed: 059
 Listed: M ^H
Listed: 059
 Listed: A ^I
Listed: 060
 Listed: S ^J
Listed: 062
 Listed: J ^K
Listed: 063




 Listed: K ^L
Listed: 063
 Listed: M ^M
Listed: 026

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.






Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

 Listed: I ^C
Listed: 061
 Listed: J ^D
Listed: 061
 Listed: B ^E
Listed: 066
 Listed: C ^F
Listed: 066




Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: B
Listed: 065

E Listed: H
Listed: 065

F Listed: F
Listed: 010



A boarder fence is down, I have no choice but to take the other side.



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A lock, the "Link" attached to this does nothing if you do not have the "Item" with a name that matches the name in this.

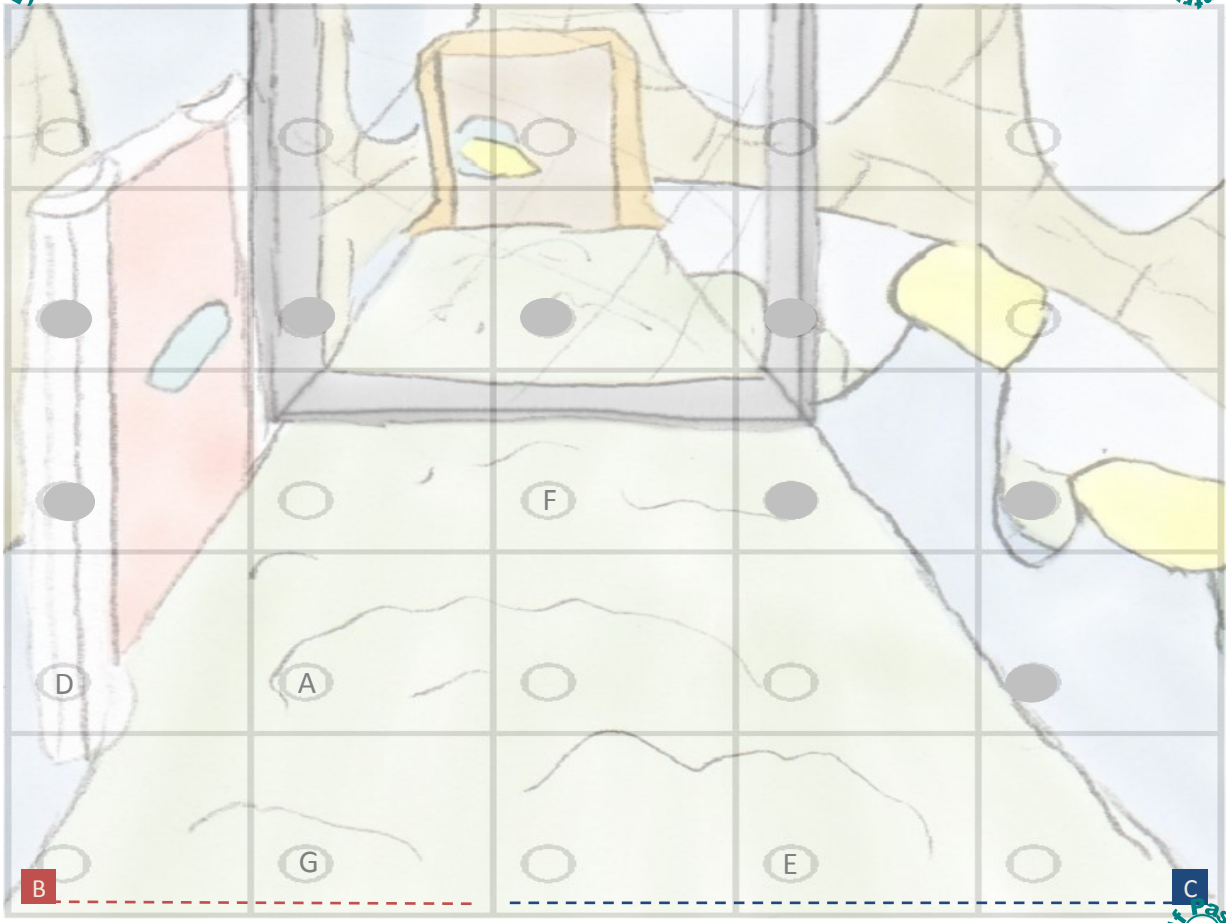
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

Nothing Here.

D Listed: L
Listed: 015
Swirl Key

C Listed: C
Listed: 068

B Listed: D
Listed: 068



A boarder fence is down, I have no choice but to take the other side.



G Clear
004

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

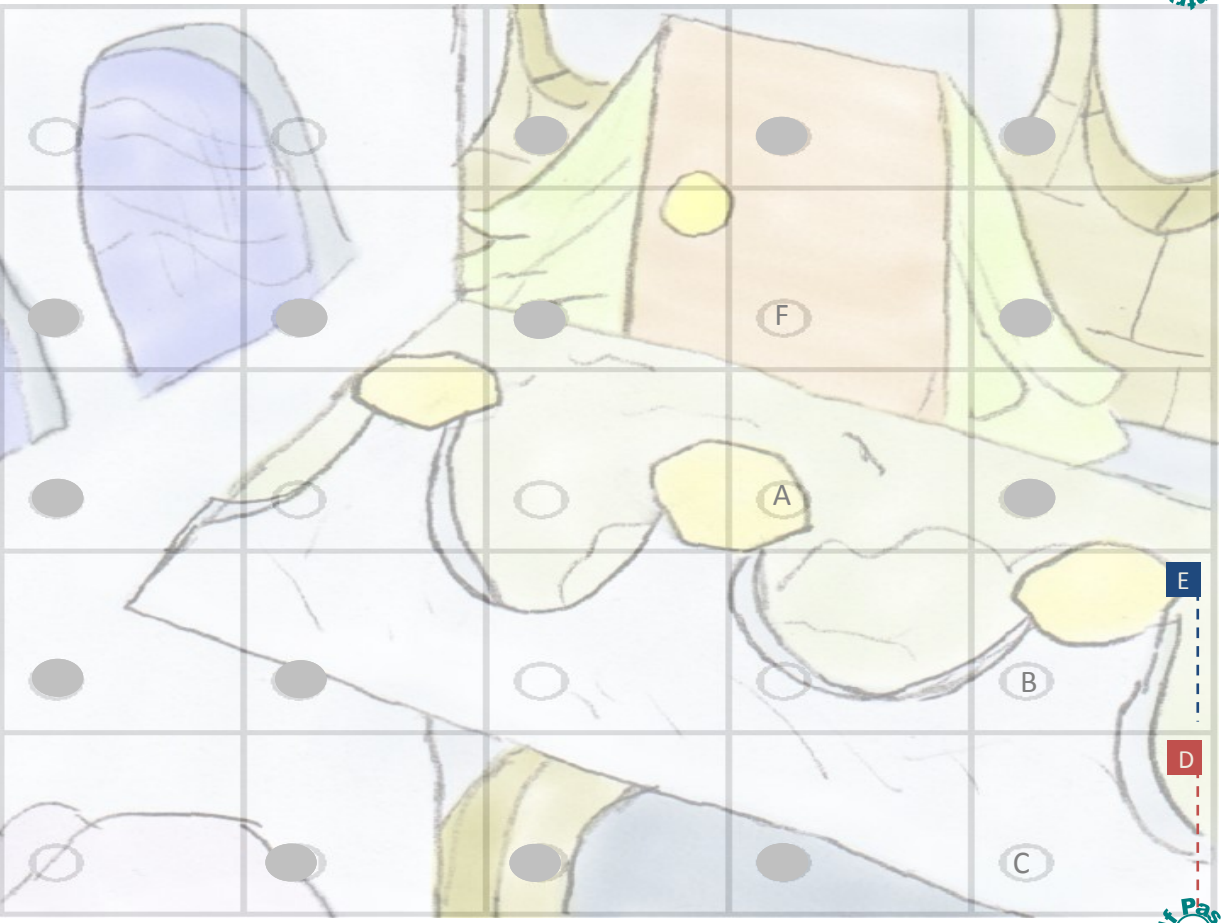
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: E
Listed: 067

E Listed: G
Listed: 067

F Listed: G
Listed: 011



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: A
Listed: 070

C Listed: F
Listed: 014

E Whooooooooooooooooo Whaaaaaaaaaaaaaa
Whooooooooooooooooo
(keep repeating as you are on this page)



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

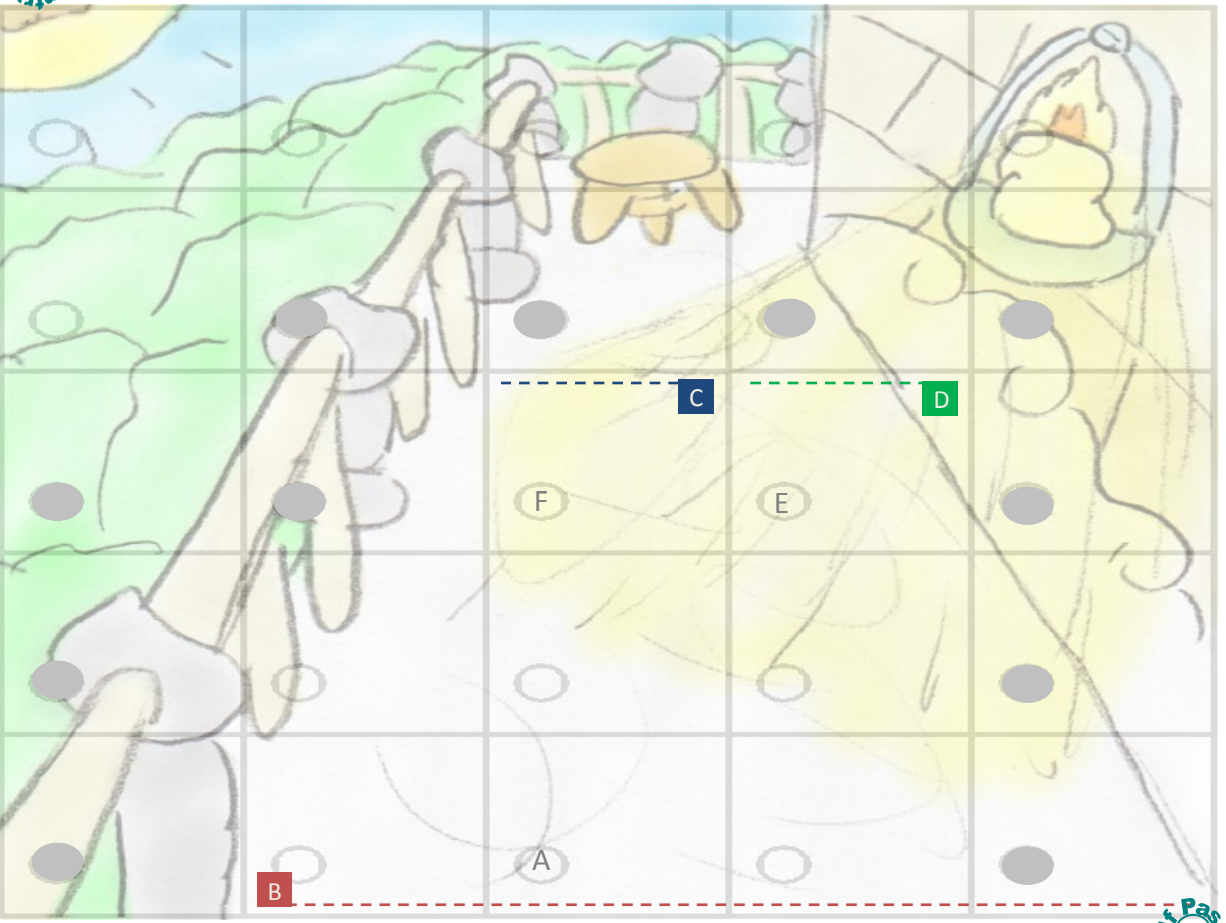
Nothing Here.

D Listed: D
Listed: 069

C Listed: A
Listed: 072

D Listed: B
Listed: 072

E Whooooooooooooo Whaaaaaaaaaaaaa
Whooooooooooooo Whaaaaaaaaaaaaa
(keep repeating as you are on this page)



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

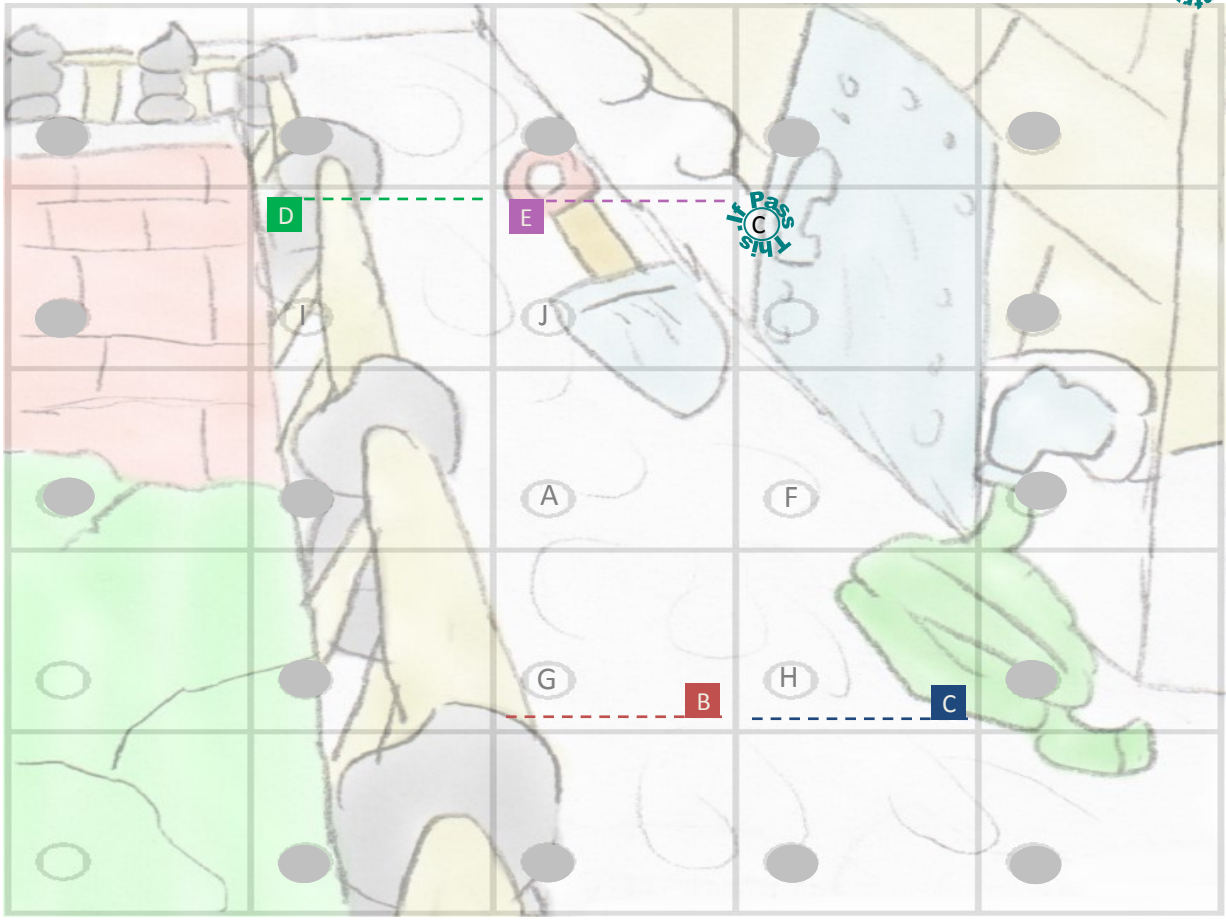
D Listed: C
Listed: 072

C Listed: D
Listed: 072

D Listed: A
Listed: 073

E Listed: B
Listed: 073

F Listed: H
Listed: 008



E Whooooooooooooo Whaaaaaaaaaaaaa
Whooooooooooooo Whaaaaaaaaaaaaa
(keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

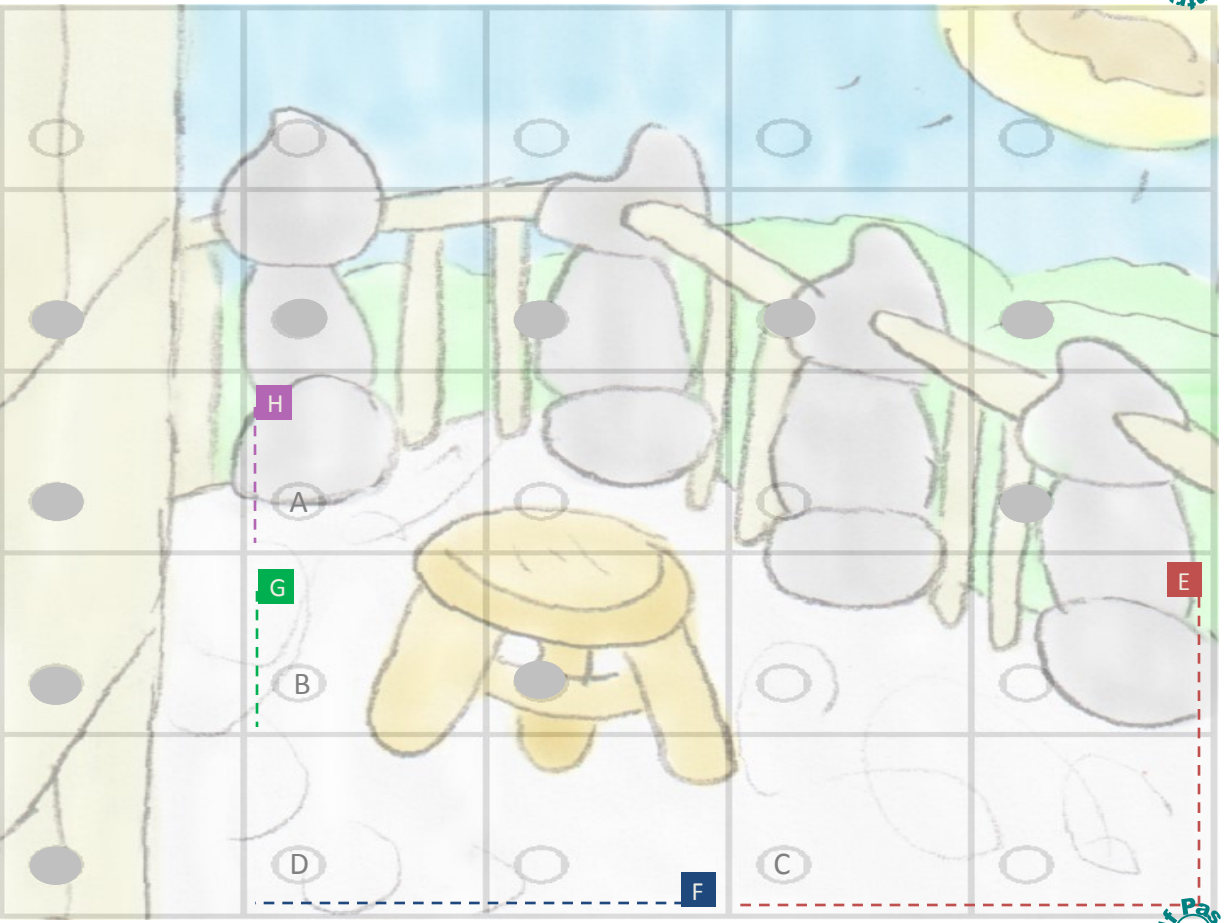
Nothing Here.

D Listed: G
Listed: 071

F Listed: H
Listed: 071

G Listed: E
Listed: 070

H Listed: F
Listed: 070



E Whooooooooooooo Whaaaaaaaaaaaaa
Whooooooooooooo Whaaaaaaaaaaaaa
(keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

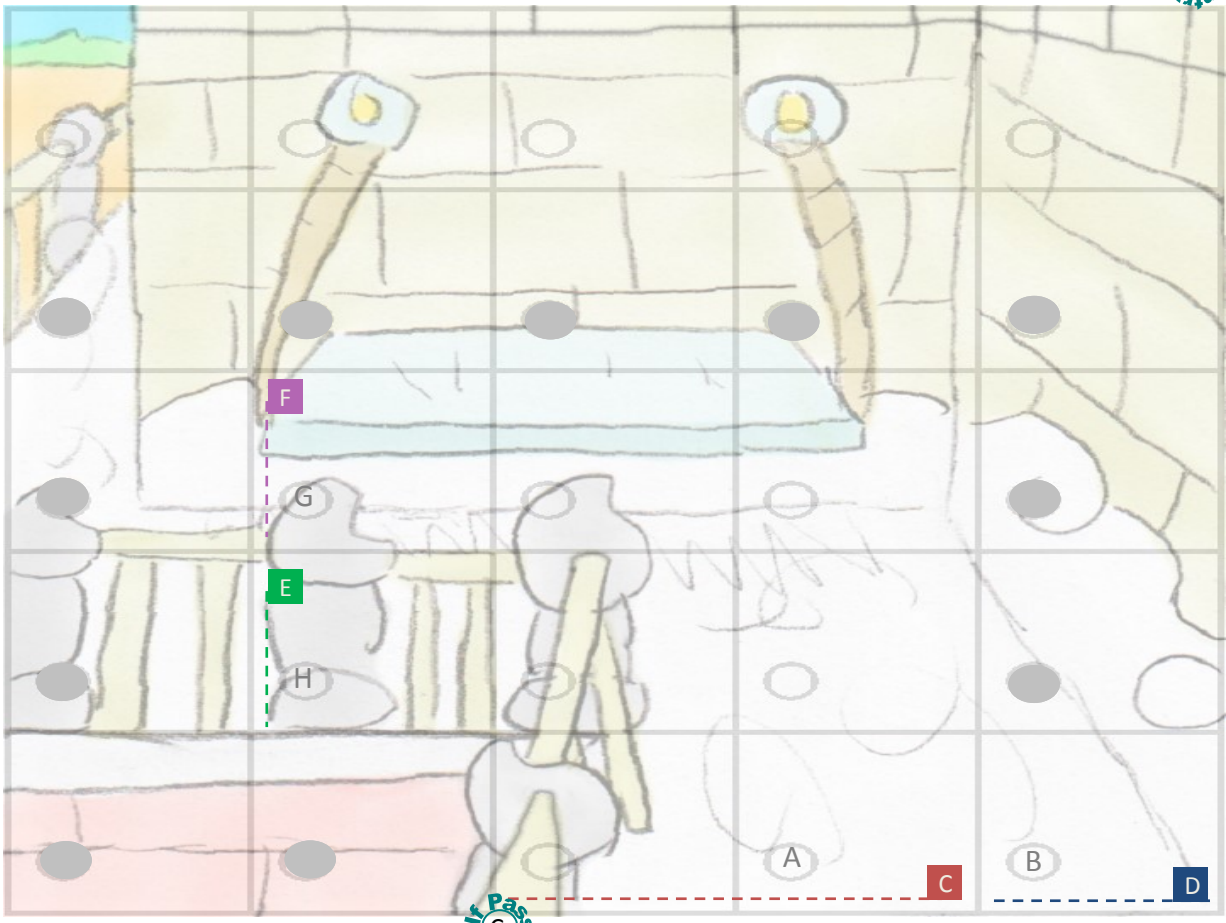
Nothing Here.

D Listed: I
Listed: 071

D Listed: J
Listed: 071

E Listed: A
Listed: 074

F Listed: B
Listed: 074



E Whooooooooooooo Whaaaaaaaaaaaaa
Whooooooooooooo Whaaaaaaaaaaaaa
(keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

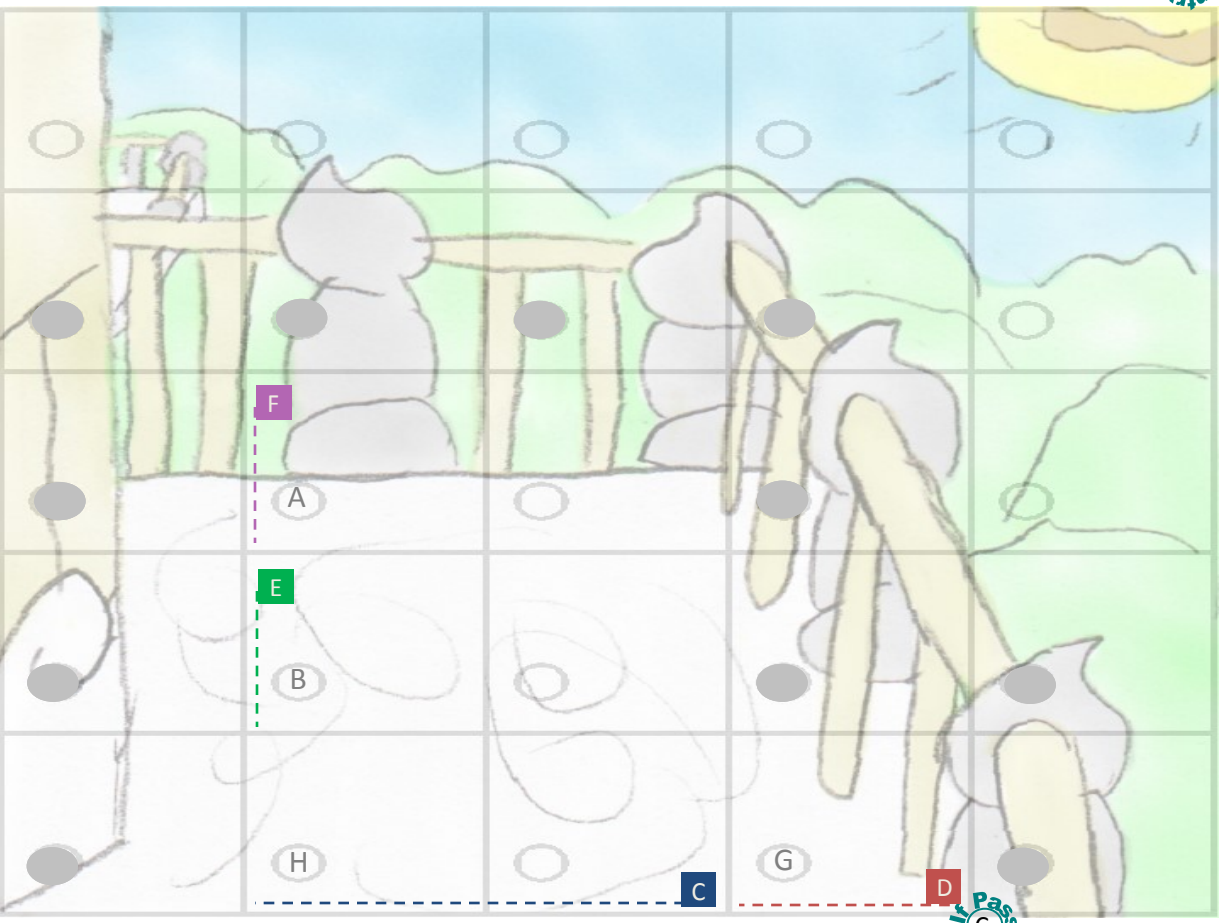
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

D Listed: B
C Listed: 075
D Listed: C
C Listed: 075
E Listed: G
E Listed: 073
F Listed: H
F Listed: 073



E Whooooooooooooo Whaaaaaaaaaaaaa
 Whooooooooooooo Whaaaaaaaaaaaaa
 (keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

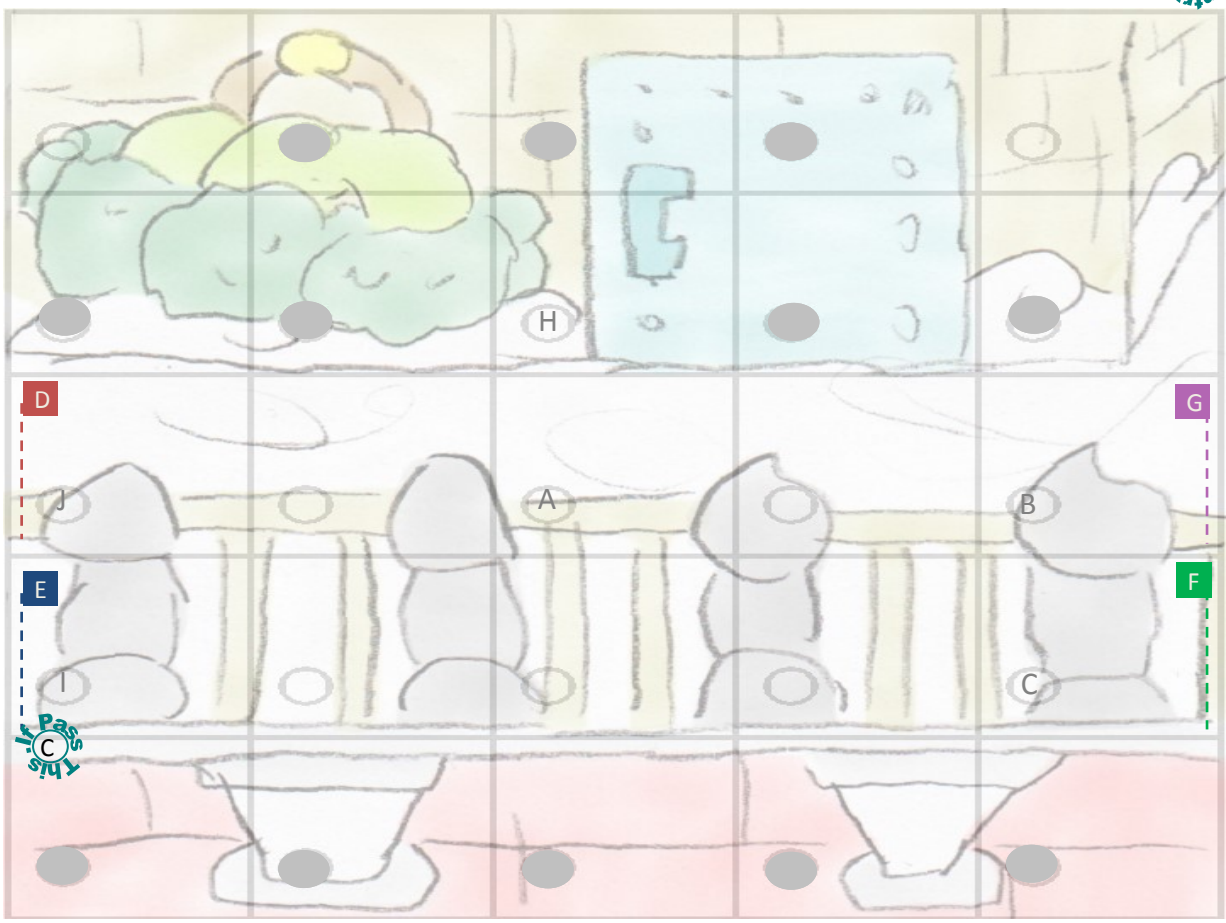
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

Nothing Here.

D Listed: A
D Listed: 076
E Listed: B
E Listed: 076
F Listed: G
F Listed: 074
G Listed: H
G Listed: 074
H Listed: F
H Listed: 032



E Whooooooooooooo Whaaaaaaaaaaaaa
 Whooooooooooooo Whaaaaaaaaaaaaa
 (keep repeating as you are on this page)

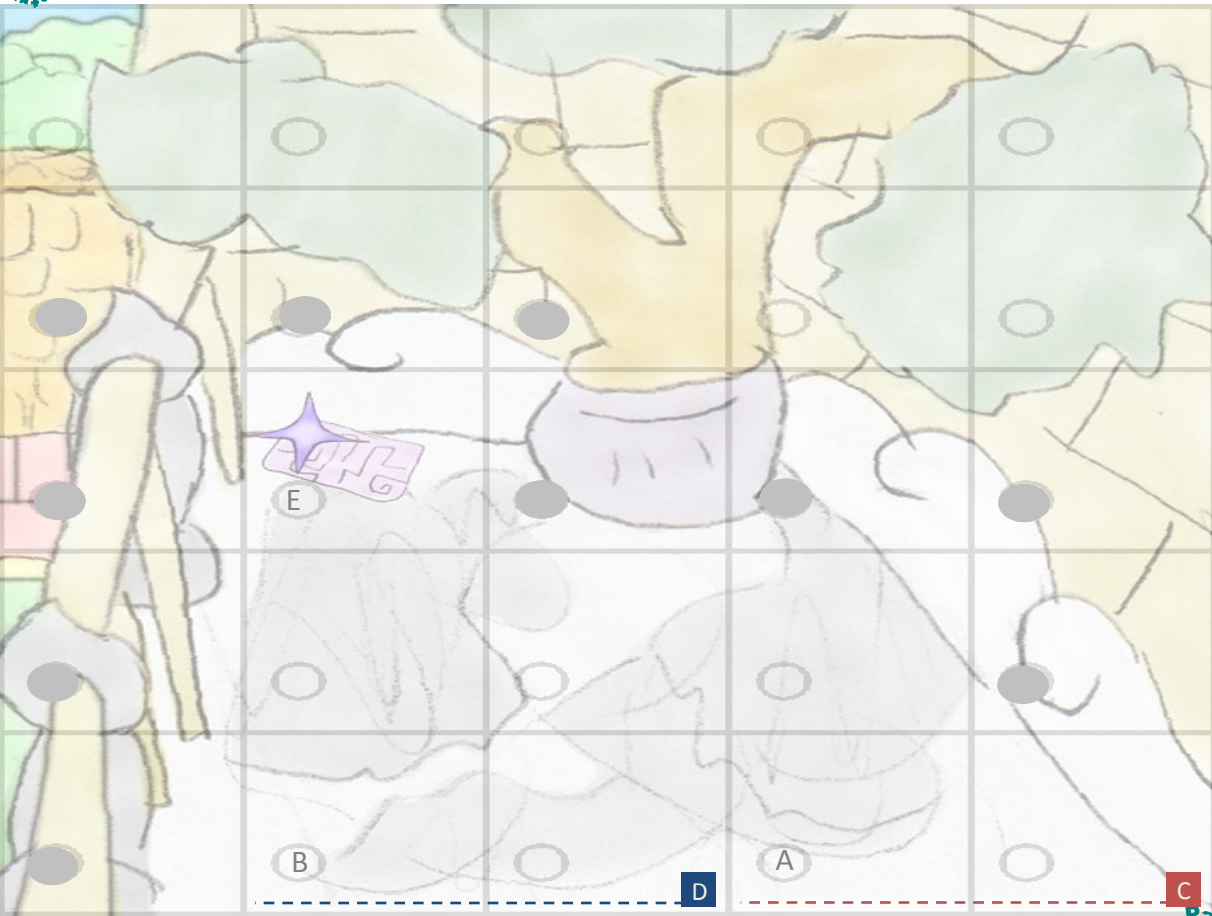
Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A item, if you move on this's spot, you use this, if used, add red name in this into your mind as a "Item" if you do not have it there.

G A scan, if have a item that is the blue name in this, take all tokens as is to the page listed, prioritize over everything else.

D Listed: J
C Listed: 075
D Listed: I
D Listed: 075
E Whoooooooooooooo Whaaaaaaaaaaaaa
Whoooooooooooooo Whaaaaaaaaaaaaa
(keep repeating as you are on this page)
G Swirl key
Listed Page: 077



F If On This's Spot
E Puzzle Box

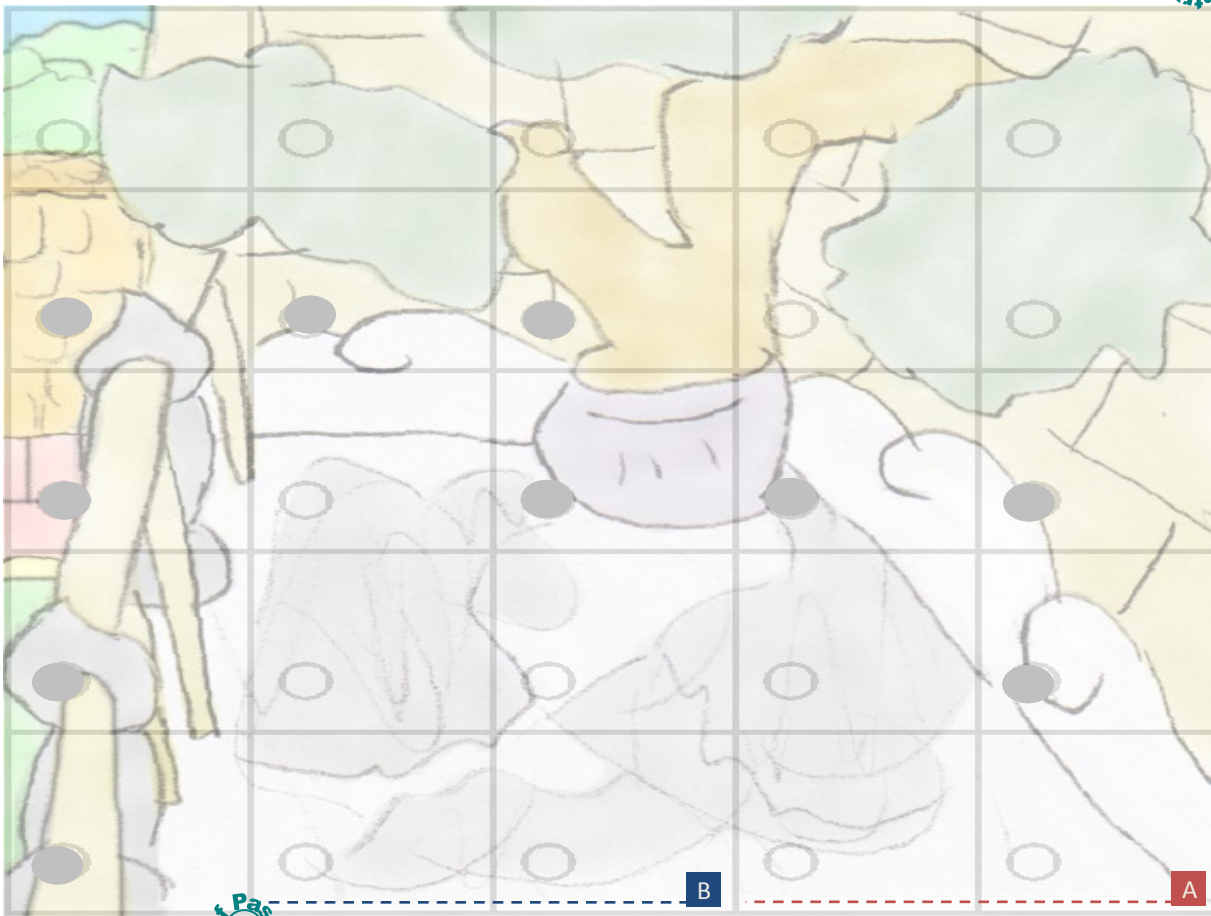
Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

G Nothing Here.

D Listed: J
A Listed: 075
B Listed: I
B Listed: 075
E Whoooooooooooooo Whaaaaaaaaaaaaa
Whoooooooooooooo Whaaaaaaaaaaaaa
(keep repeating as you are on this page)



C If Pass This's

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: A **B**
D Listed: 079

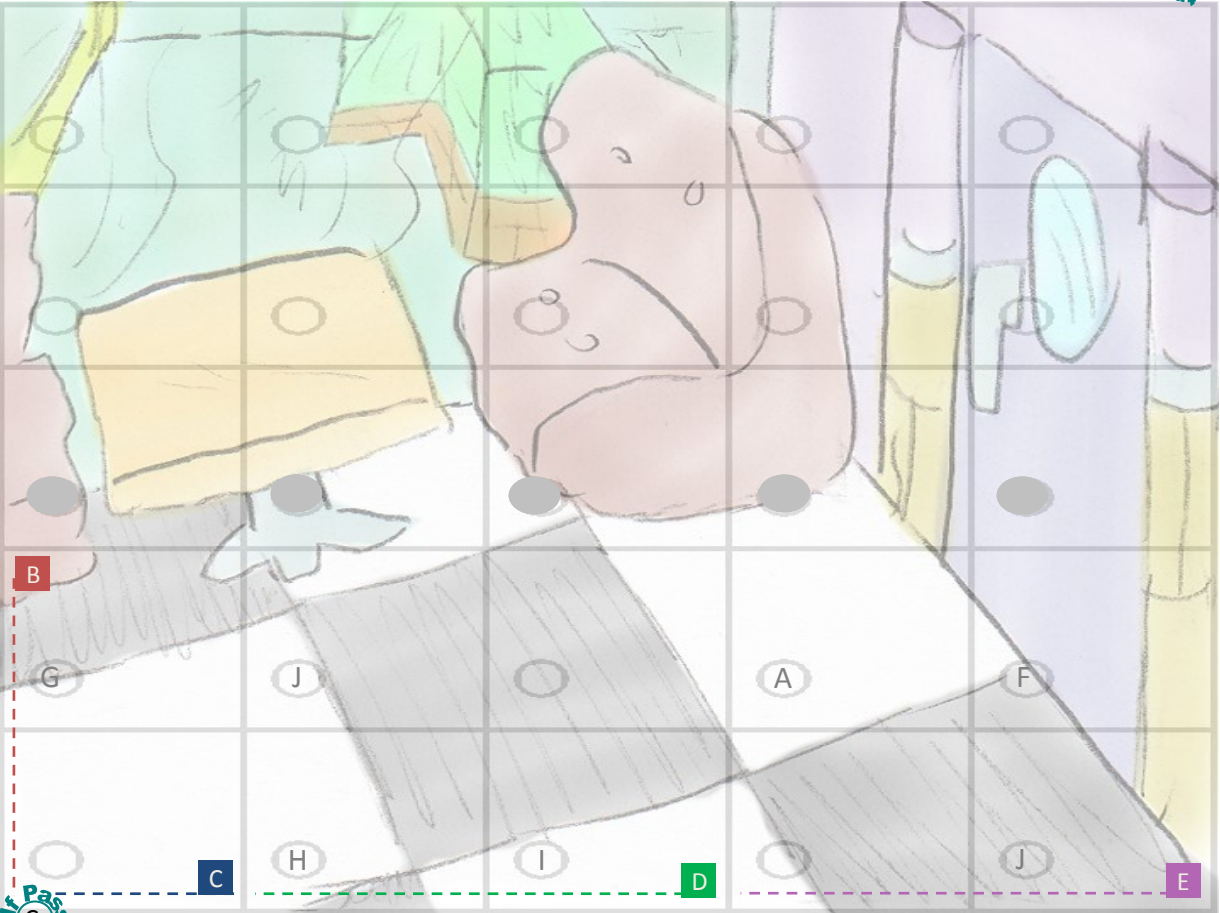
C Listed: B **C**
C Listed: 079

D Listed: B **D**
D Listed: 084

E Listed: A **E**
E Listed: 084

F Listed: H **F**
F Listed: 005

128



C A dining chair and table, hey, a nice view of the front yard can be seen from here.

E On This Page

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: G **C**
D Listed: 078

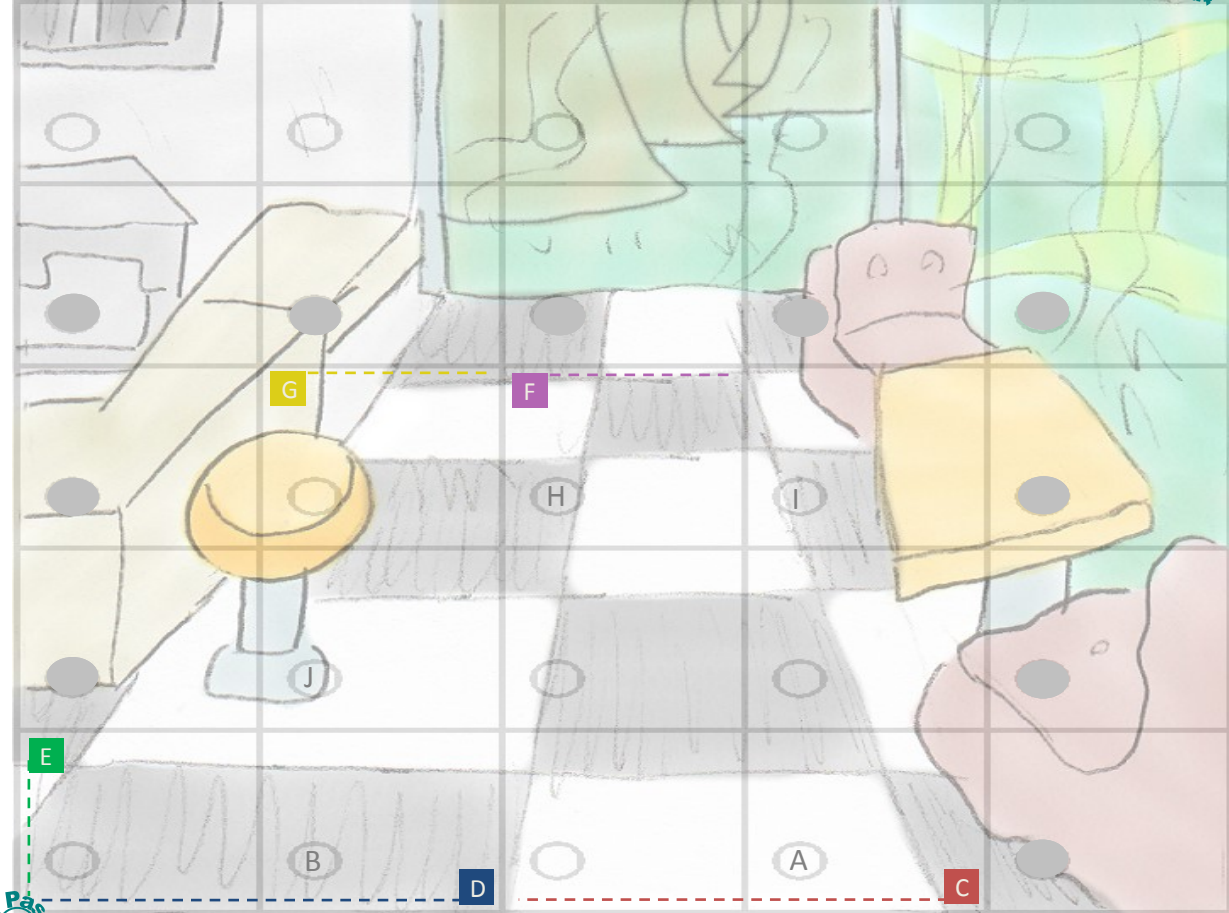
D Listed: H **D**
D Listed: 078

E Listed: B **E**
E Listed: 084

F Listed: B **F**
F Listed: 080

G Listed: A **G**
G Listed: 080

128



C A dining chair and table, hey, a nice view of the front yard can be seen from here.

E On This Page

J Oh hey, it is a bar! Nice! This place has everything!

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

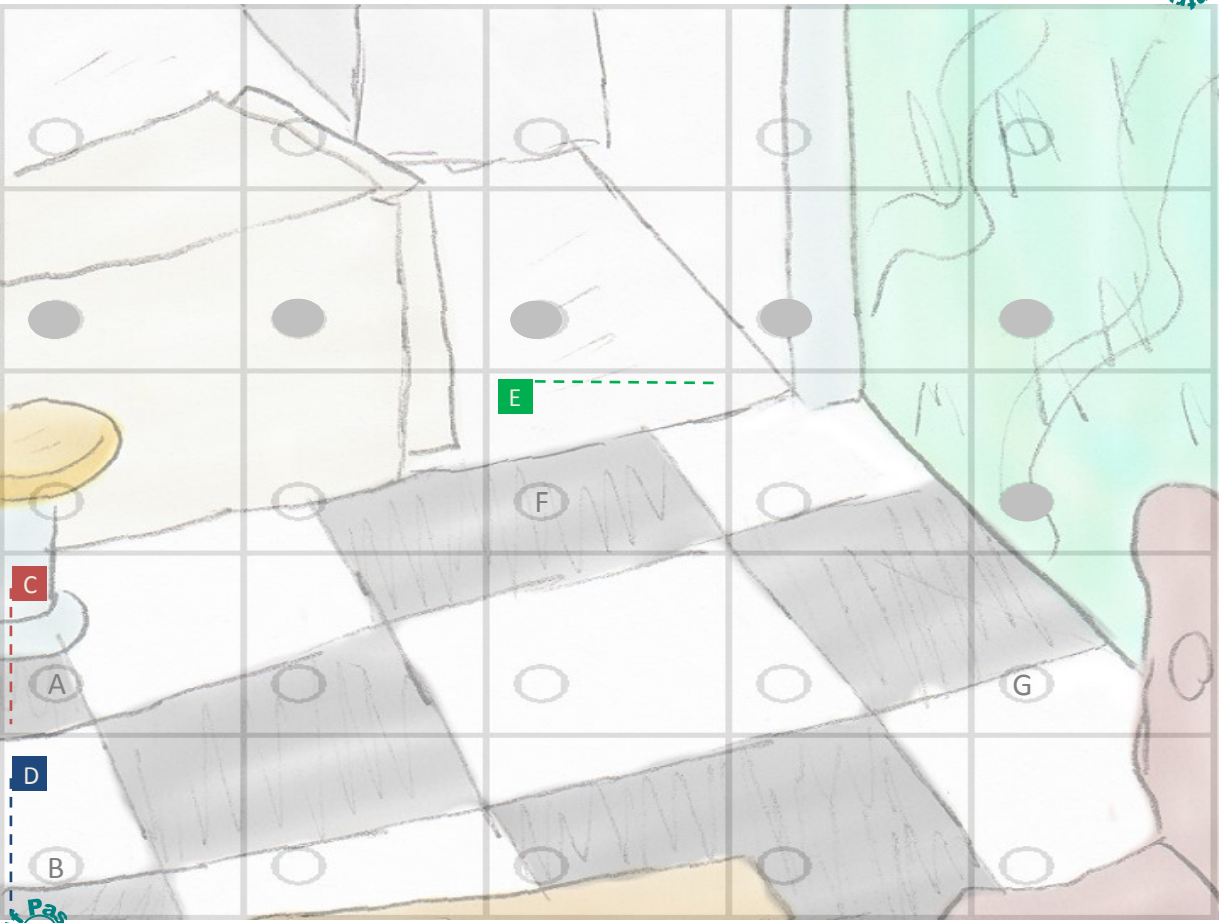
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: H
Listed: 079

D Listed: I
Listed: 079

E Listed: A
Listed: 083



C You can see a dense forest from here, and some of the city too, nice view, but not important.



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

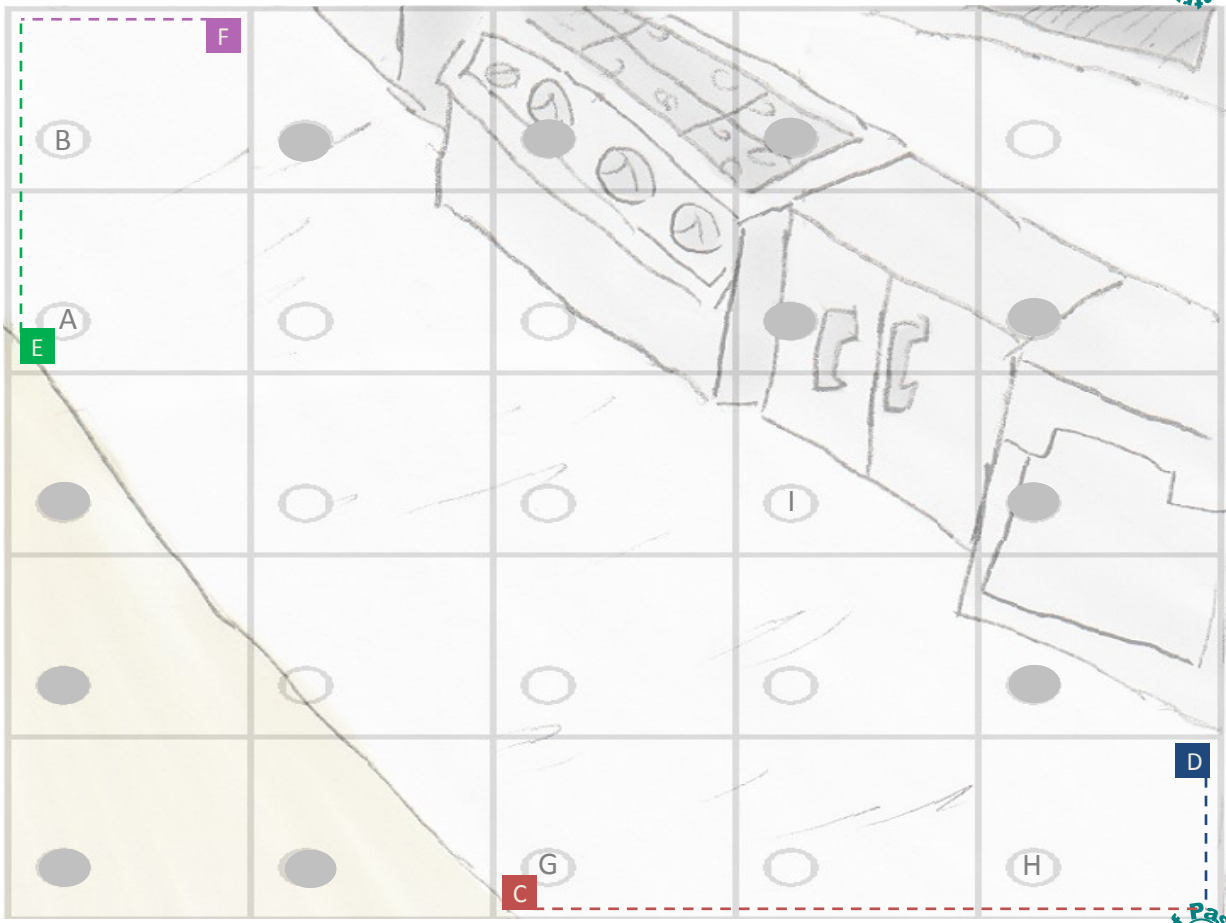
Nothing Here.

D Listed: C
Listed: 083

D Listed: B
Listed: 083

E Listed: A
Listed: 082

F Listed: B
Listed: 082



I Kitchen equipment, nothing out of the ordinary.



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

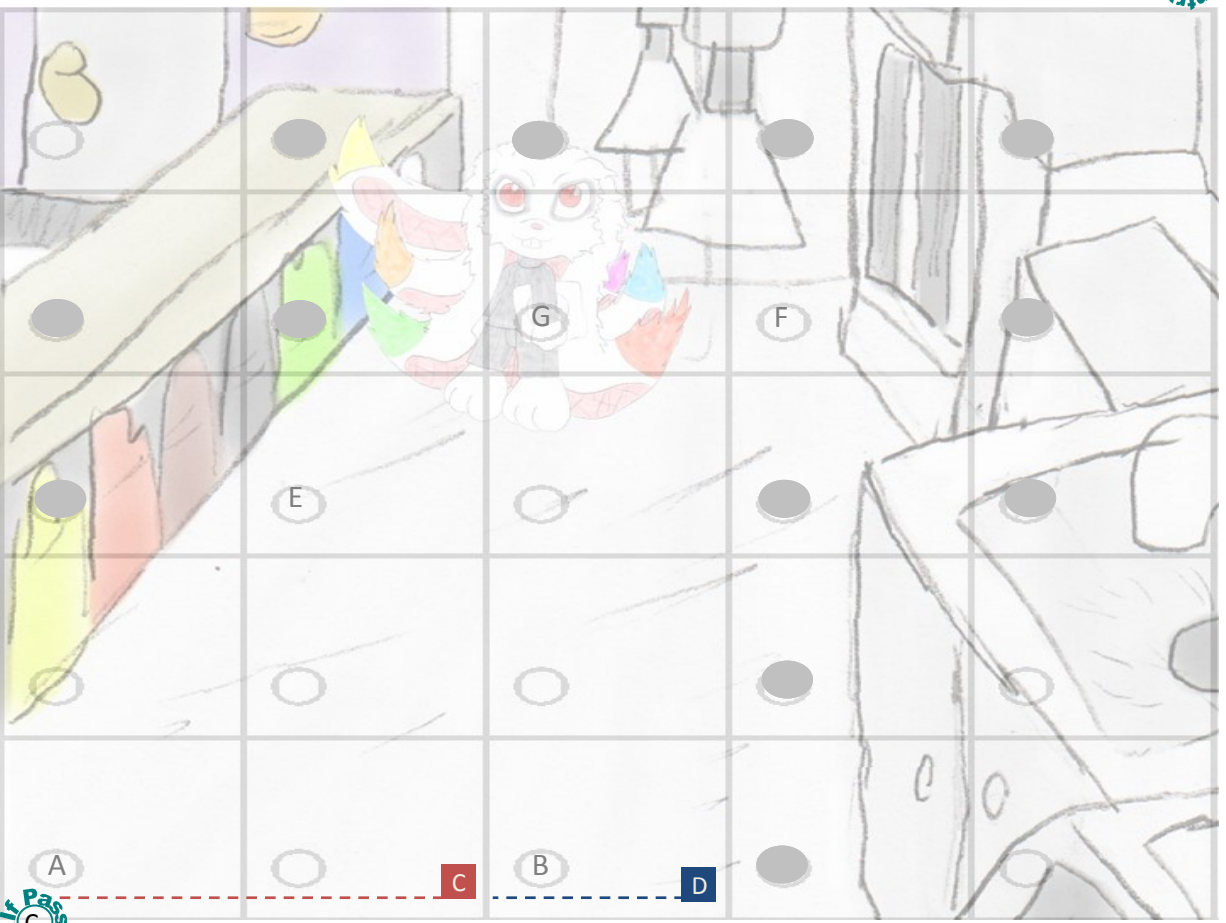
Nothing Here.

Nothing Here.

D Listed: A
C Listed: 081

D Listed: B
D Listed: 081

G "Hey, my name is Tekker, I'm the young master of this manor, I'm hiding out from the sex-headed phantom, as should you"



C Kitchen equipment, nothing out of the ordinary.

E Oh wow, look at all the wine, spirits, and liquors on display here, if I weren't on a mystery now, it would be happy hour.

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A clearing, when you enter this's page, if in Culprit Style, exit it and add red number within this as a switch number in your mind

Nothing Here.

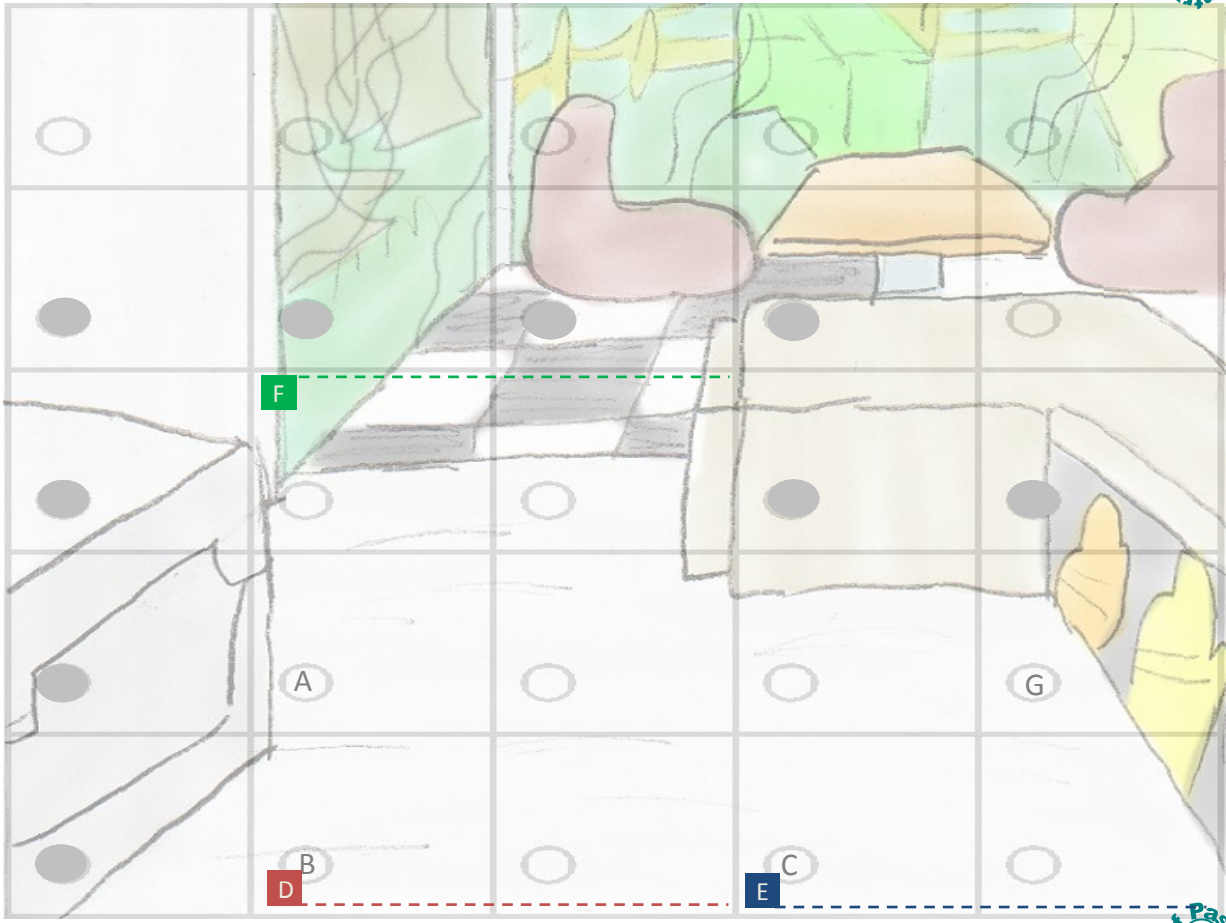
Nothing Here.

Nothing Here.

D Listed: H
D Listed: 081

E Listed: G
E Listed: 081

F Listed: F
F Listed: 080



A Kitchen equipment, nothing out of the ordinary.

G Oh wow, look at all the wine, spirits, and liquors on display here, if I weren't on a mystery now, it would be happy hour.

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

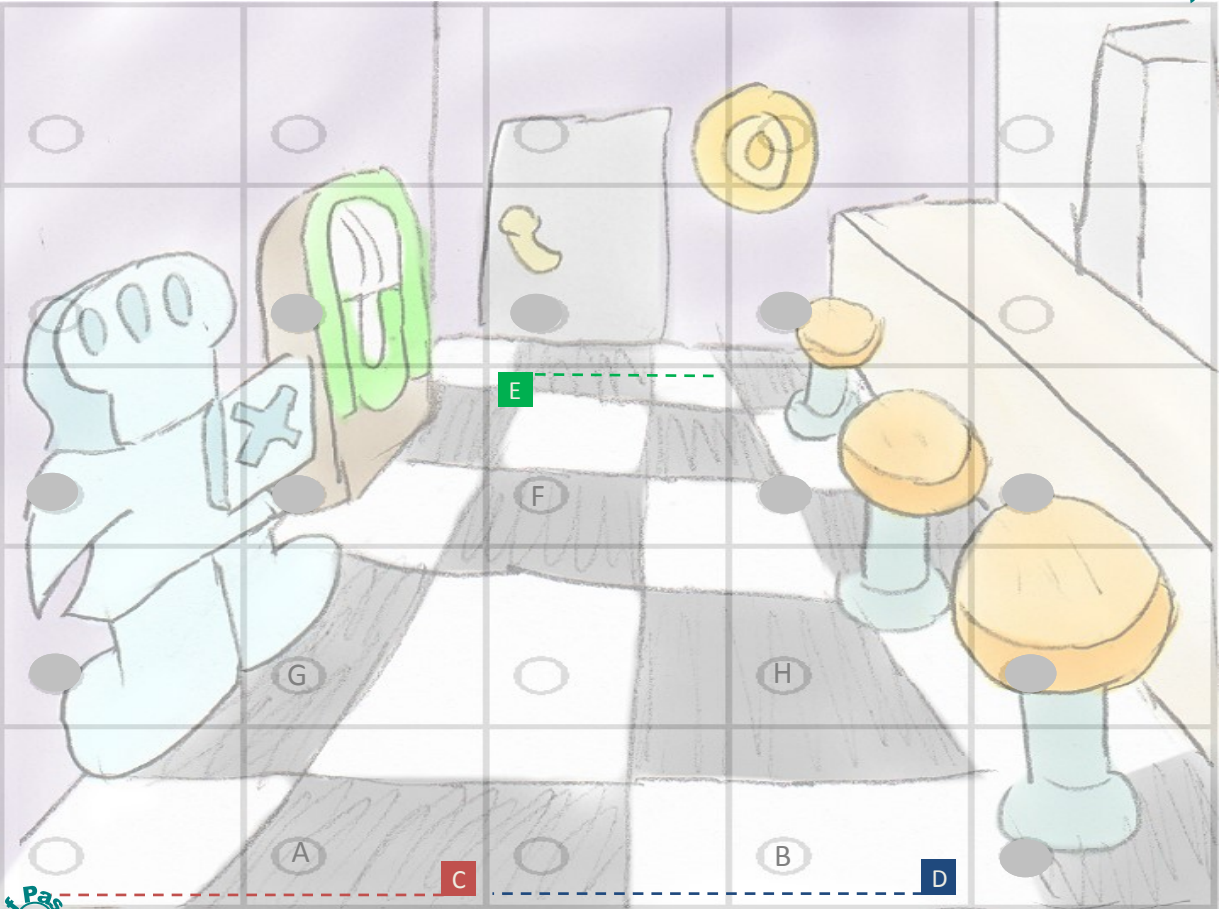
Nothing Here.

Nothing Here.

D Listed: J
Listed: 078

D Listed: I
Listed: 078

E Listed: A
Listed: 085



C A nice suit of armor, it looks old and fragile, better keep my distance so I wont break it.

H Oh hey, it is a bar! Nice! This place has everything!

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

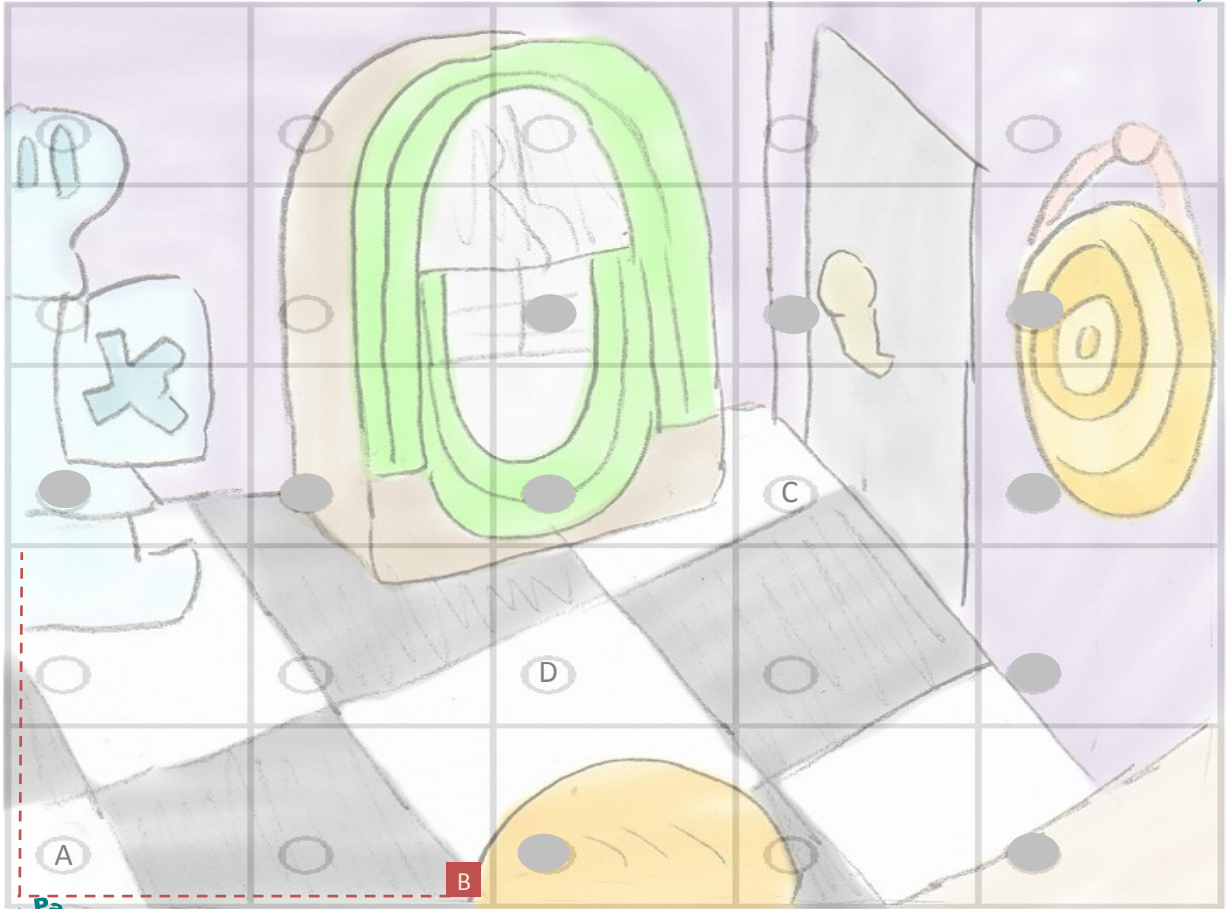
Nothing Here.

Nothing Here.

Nothing Here.

D Listed: F
Listed: 084

C Listed: A
Listed: 086



C It is a old timey jukebox, it appears to play, but right now, I'm on a case, so I'll pass.

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

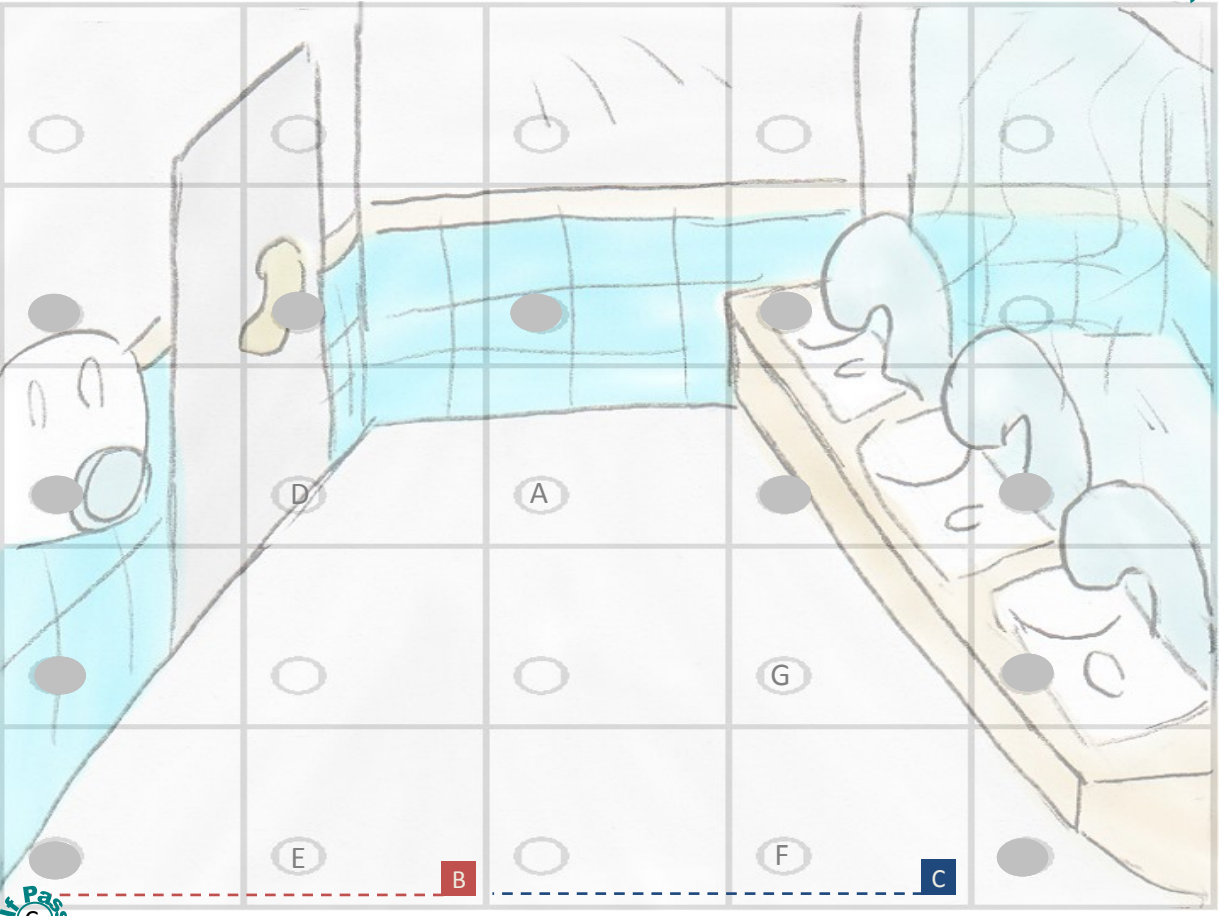
A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Act As This
Listed: B
Listed: 087

C On This Mode
Listed: A
Listed: 087

D Act As This
Listed: A
Listed: 085



C Act As This
Bathroom sinks line up, nothing unusual.



Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

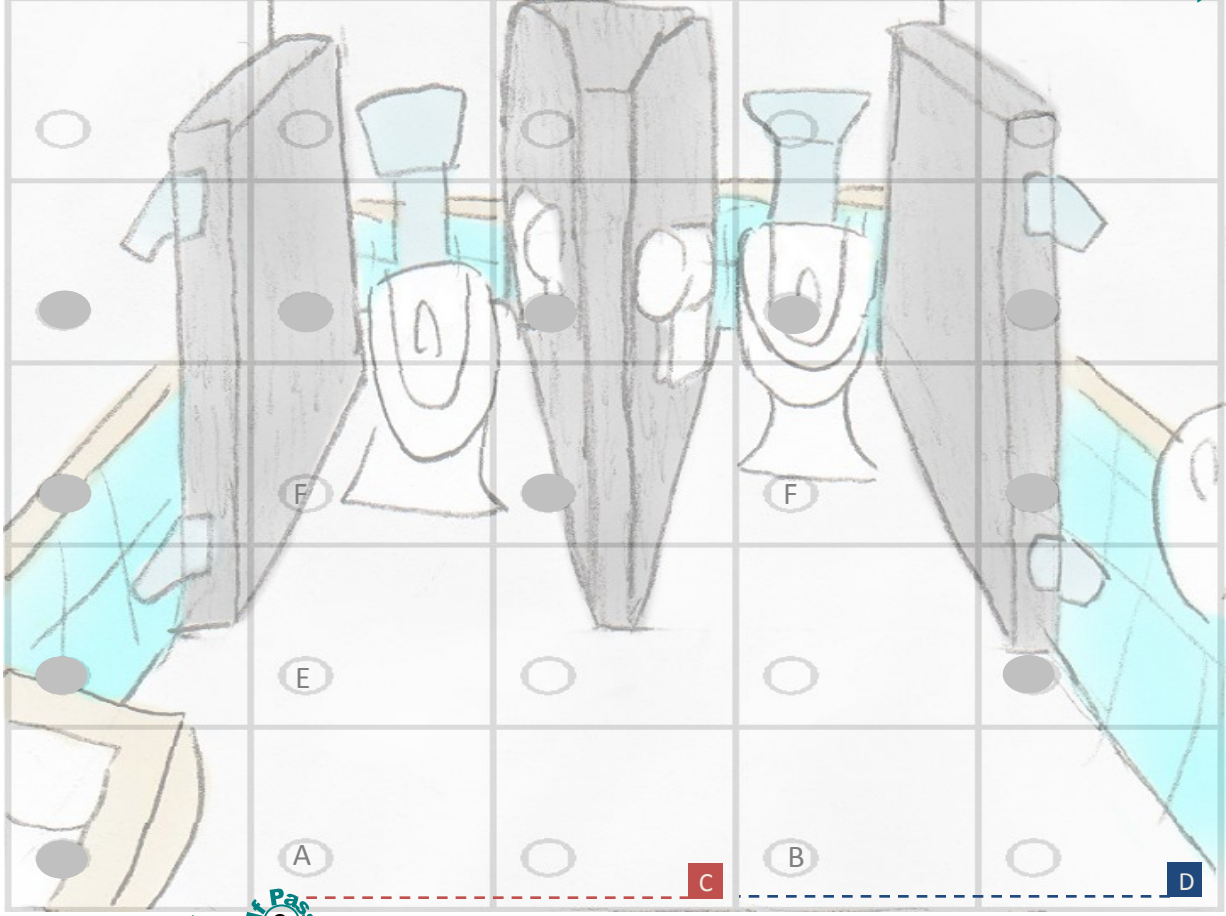
Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A unity object, if you move onto the spot of this, form your token not playing as pair, using a Fusion Card.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

Sense, add this's white number, into your "Count" and start it, this does nothing if you have switch that matches this's red number

D Act As This
Listed: F
Listed: 086

D On This Mode
Listed: E
Listed: 086



Sense: 10
003

C Act As This
It is a toilet, I do not have to use the restroom now, so I'll pass.



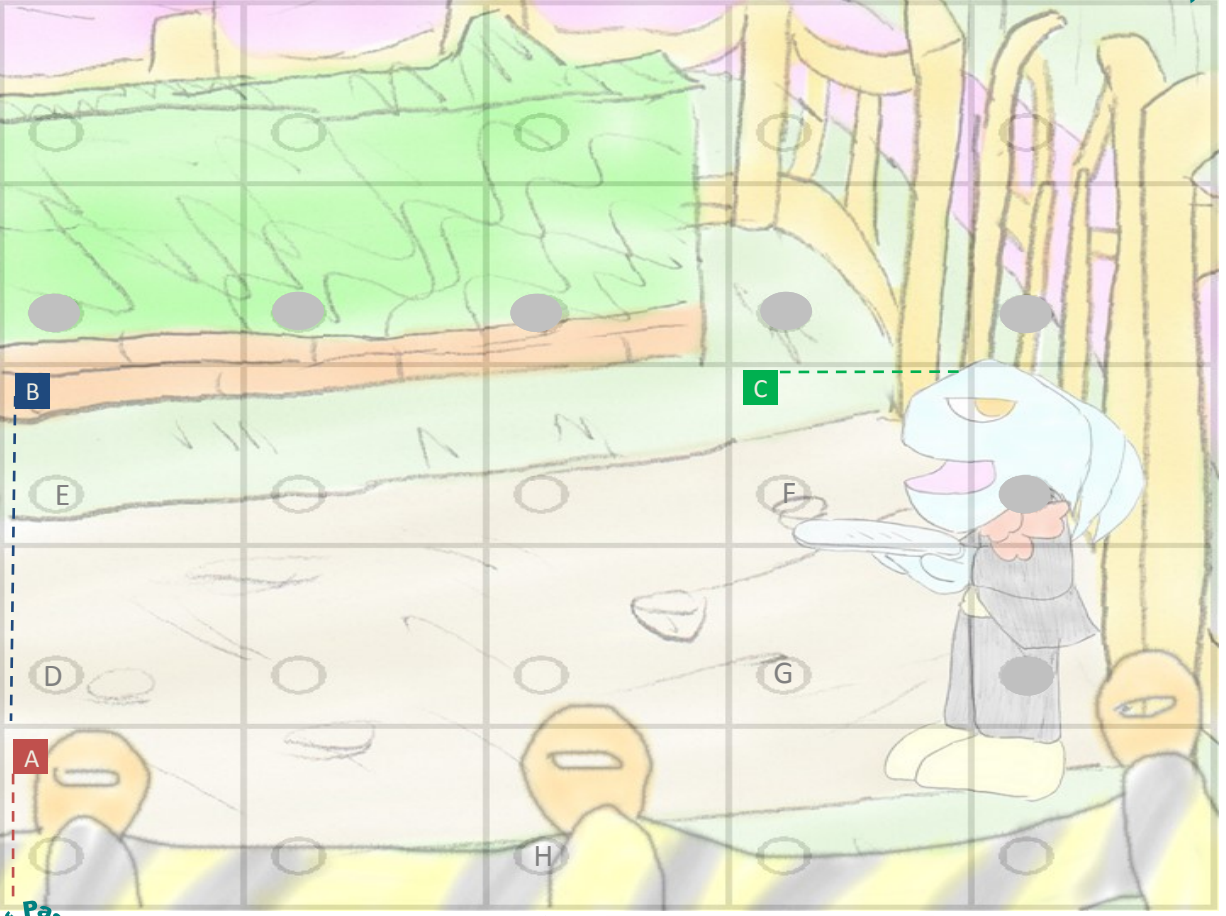
Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A scene, if you move onto spot of this from another, take this's page number and label as your Return, go to page of this's number.

A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

Act On This Listed: B Listed: 089
Act On This Listed: C Listed: 089
Act On This Listed: A Listed: 090
Act On This Listed: H Listed: 110
Act On This Listed: F Listed: 128



Act On This The butler says "stay on the mission, the young master is somewhere inside the manor, be care the culprit is about".
Act On This Whoooooooooooooo Whaaaaaaaaaaaaa
Act On This Whoaaaaaaaaaaaaa
Act On This (keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A scene, if you move onto spot of this from another, take this's page number and label as your Return, go to page of this's number.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

The start point, when you are taken to the page of this from the "Start", if you know of the playfield, move onto spot of this.

Act On This Listed: D Listed: 088
Act On This Listed: E Listed: 088
Act On This Listed: A Listed: 092
Act On This Listed: J Listed: 060
Act On This Listed: G Listed: 110
Act On This Listed: J Listed: 128



Act On This Whoooooooooooooo Whaaaaaaaaaaaaa
Act On This Whoaaaaaaaaaaaaa
Act On This (keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

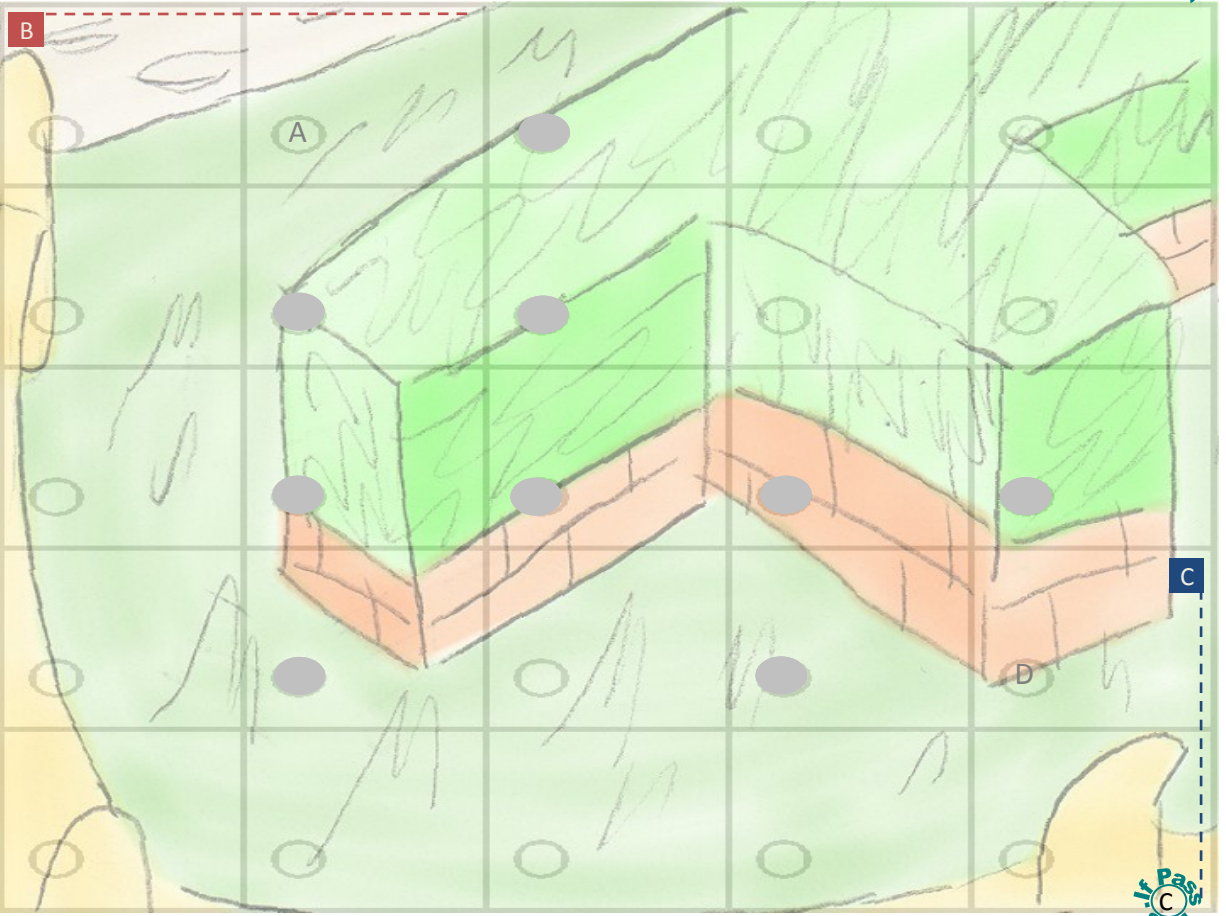
Nothing Here.

Nothing Here.

Nothing Here.

D Listed: F
Listed: 088

C Listed: A
Listed: 091



E Whooooooooooooo Whaaaaaaaaaaaaa
Whooooooooooooo Whaaaaaaaaaaaaa
! (keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

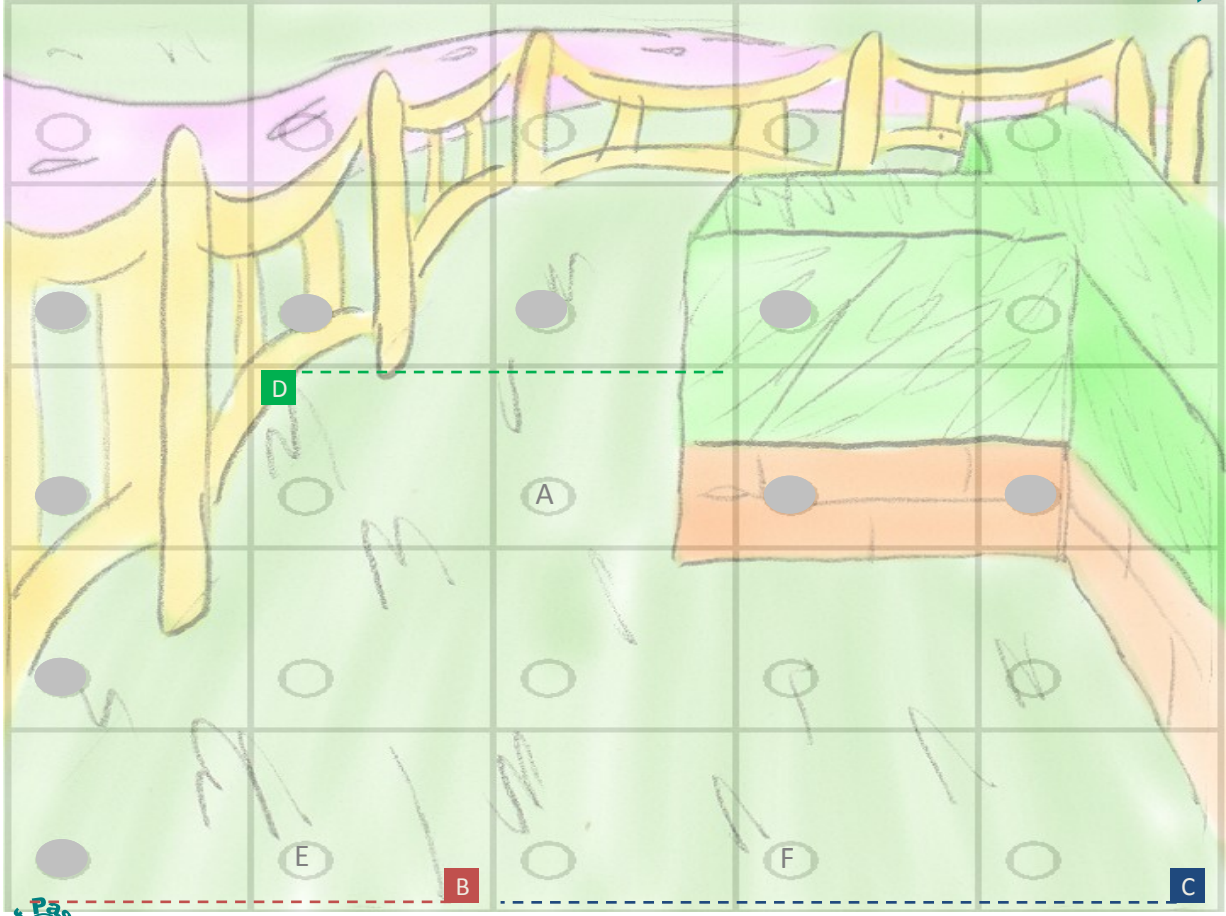
Nothing Here.

Nothing Here.

D Listed: C
Listed: 092

C Listed: B
Listed: 092

D Listed: D
Listed: 090



E Whooooooooooooo Whaaaaaaaaaaaaa
Whooooooooooooo Whaaaaaaaaaaaaa
! (keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A description, you can select this if on spot of this, if you do, simply read the what is in this box as a piece of dialog.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. A din, while on this's page, read/pronounce the green words in this box then do the sound of that pronunciation in your mind.

Nothing Here.

Nothing Here.

Nothing Here.

D Listed: H
Listed: 089

E Listed: I
Listed: 089

F Listed: F
Listed: 091

G Listed: E
Listed: 091



C You can see what looks to be a restaurant through the glass here, also you saw a figure pass by in there?!

F Whooooooooooooooooo Whaaaaaaaaaaaaa
Whoaaaaaaaaaaaaa
I (keep repeating as you are on this page)

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". The culprit spawn, when this's page and not in Culprit Style, you enter it, but the culprit token is created on the spot of this.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Nothing Here.

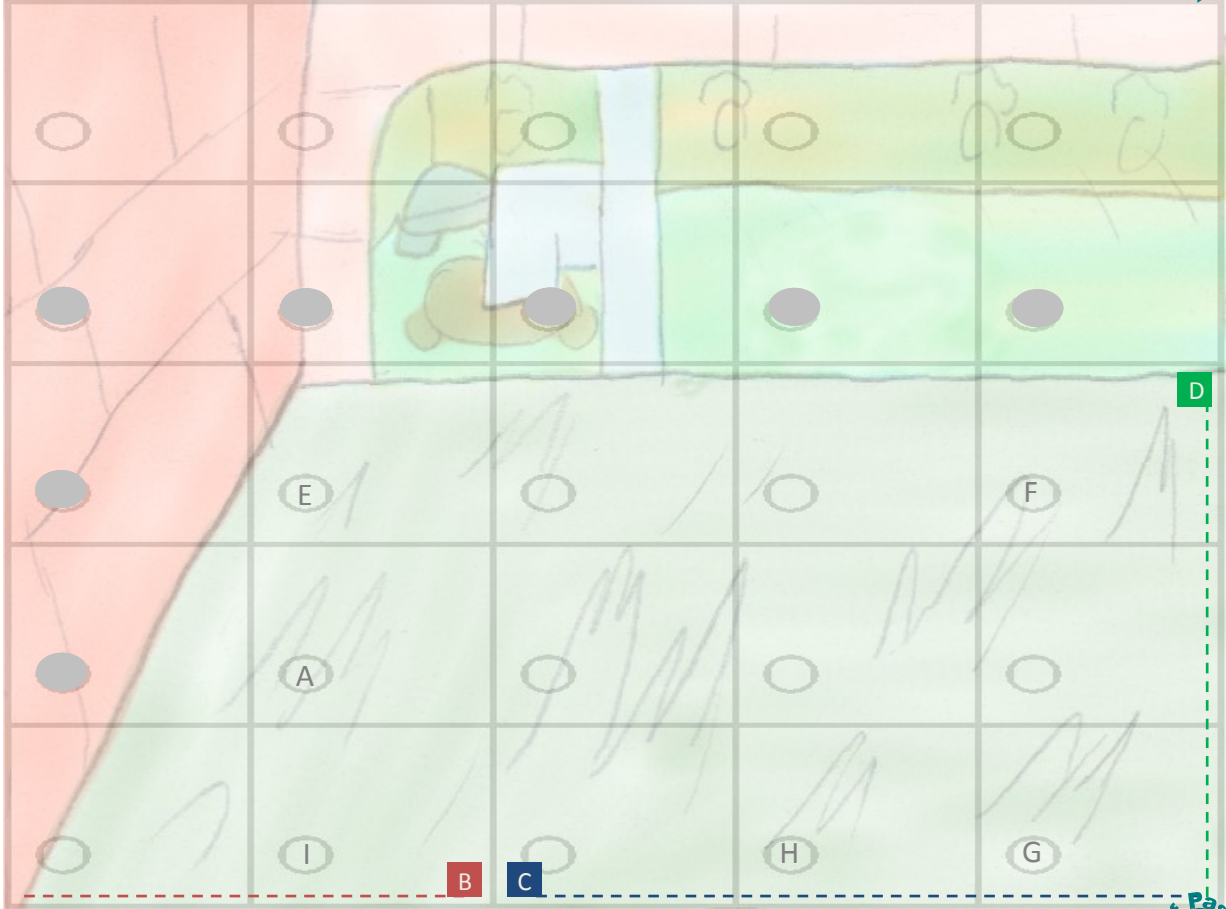
Nothing Here.

D Listed: A
Listed: 096

C Listed: B
Listed: 096

D Listed: A
Listed: 094

E **132**
ON THIS SPOT



A Item **B** Clue **Play Music: 04** (To use go to page 117) **129** Character Play **130**

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". A unity object, if you move onto the spot of this, form your token not playing as pair, using a Fusion Card.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

Listed: F
Listed: 093

Listed: G
Listed: 093

Listed: C
Listed: 096

Listed: A
Listed: 095

Listed: B
Listed: 095



Item

Clue

Play Music: 04 (To use go to page 117)

Character Play

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". Nothing Here.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

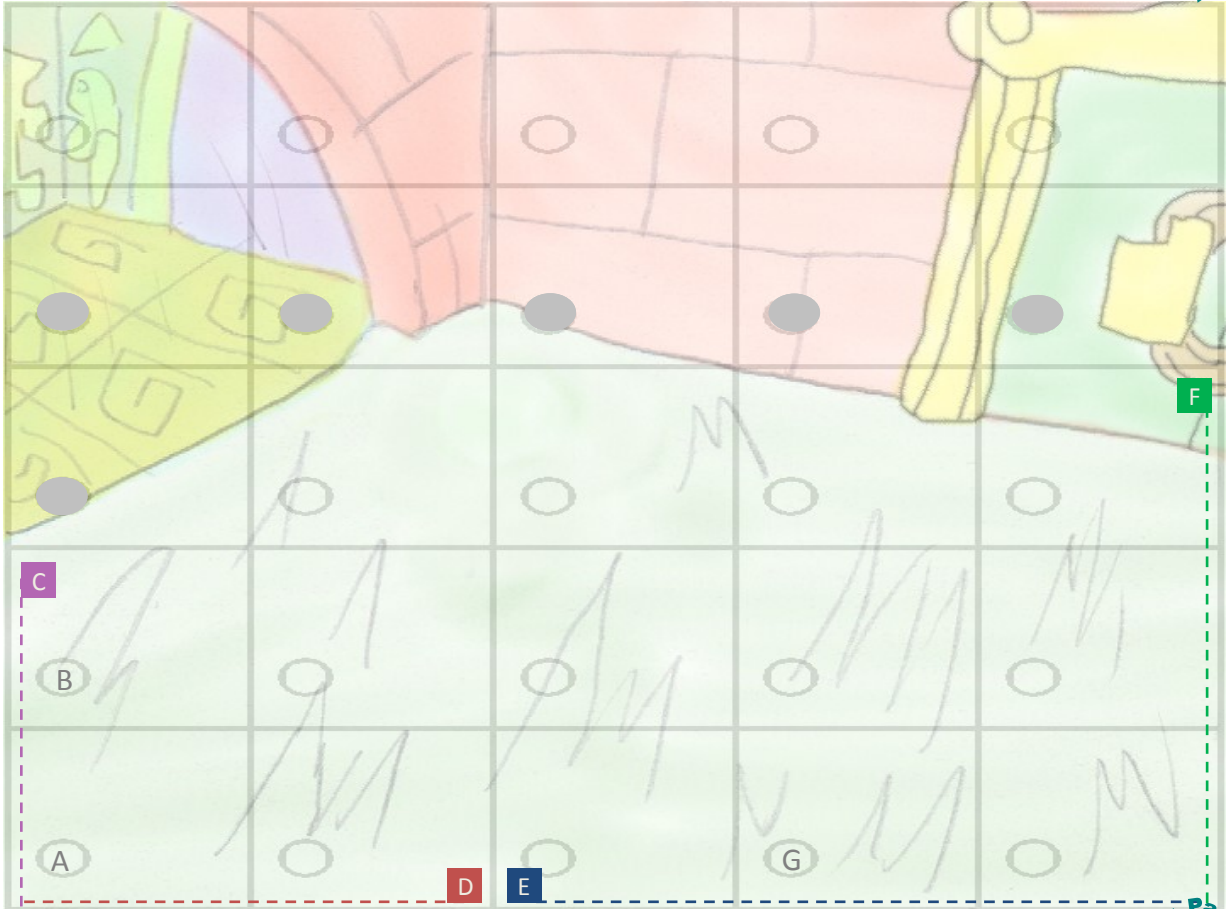
Nothing Here.

Listed: G
Listed: 096

Listed: H
Listed: 094

Listed: C
Listed: 096

Listed: D
Listed: 096



Item

Clue

Play Music: 04 (To use go to page 117)

Character Play

Item Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Item Glossary" Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Clue Examine, you can select this, if you do, go to page 2, in the table of contents, look amongst the pages listed as "Clues". The trap, if culprit token moves onto this, you exit Culprit Style and go to the page of this's listed number above this.

A colored dotted line, if you pass this, room link with mark that is of the letter of this's square is used regardless of conditions. Nothing Here.

Nothing Here.

D Listed: G **E**
D Listed: 095

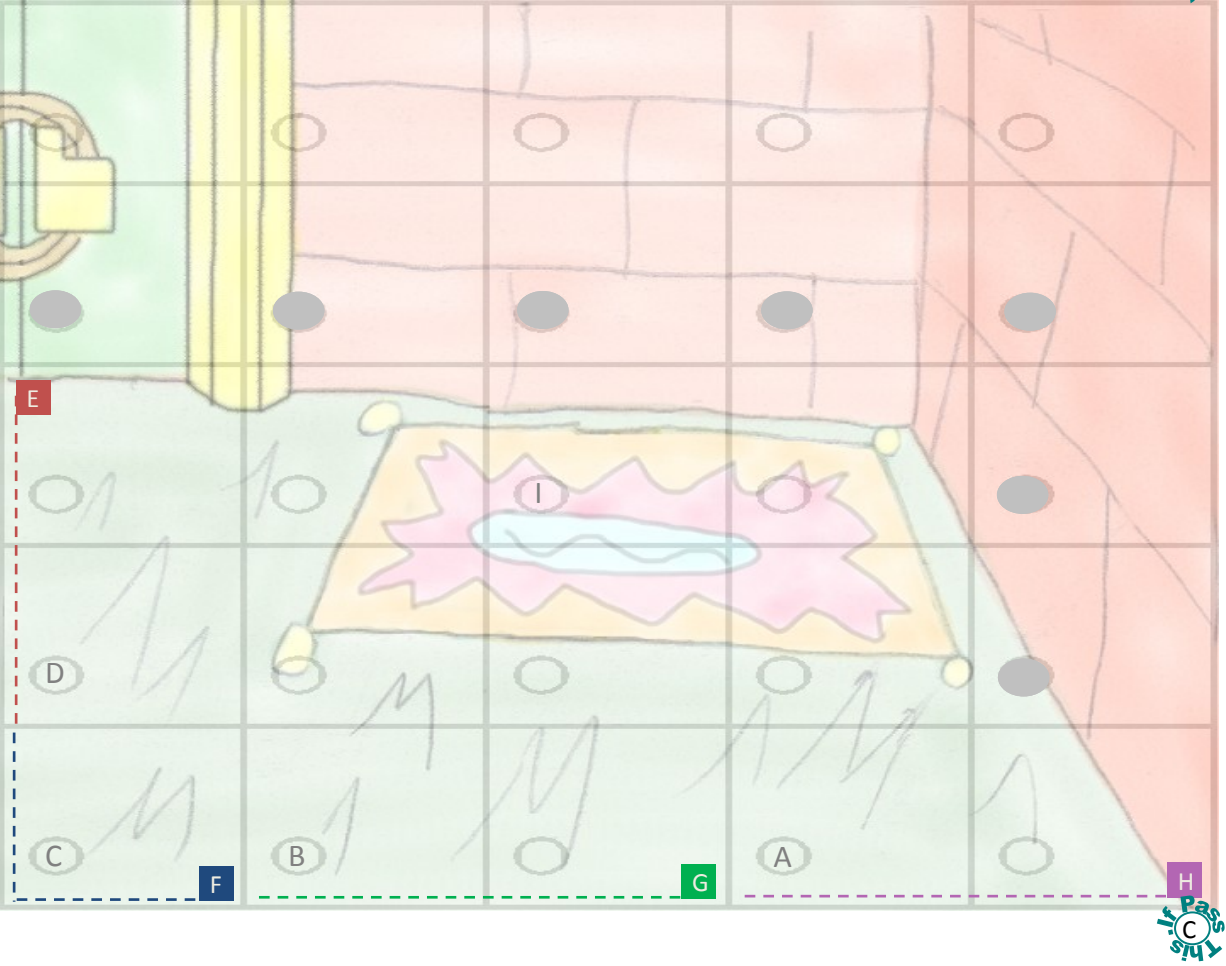
F Listed: I **F**
F Listed: 094

G Listed: H **G**
G Listed: 093

H Listed: I **H**
H Listed: 093

Page: 109

I **E** **128**



This page is left blank on purpose.

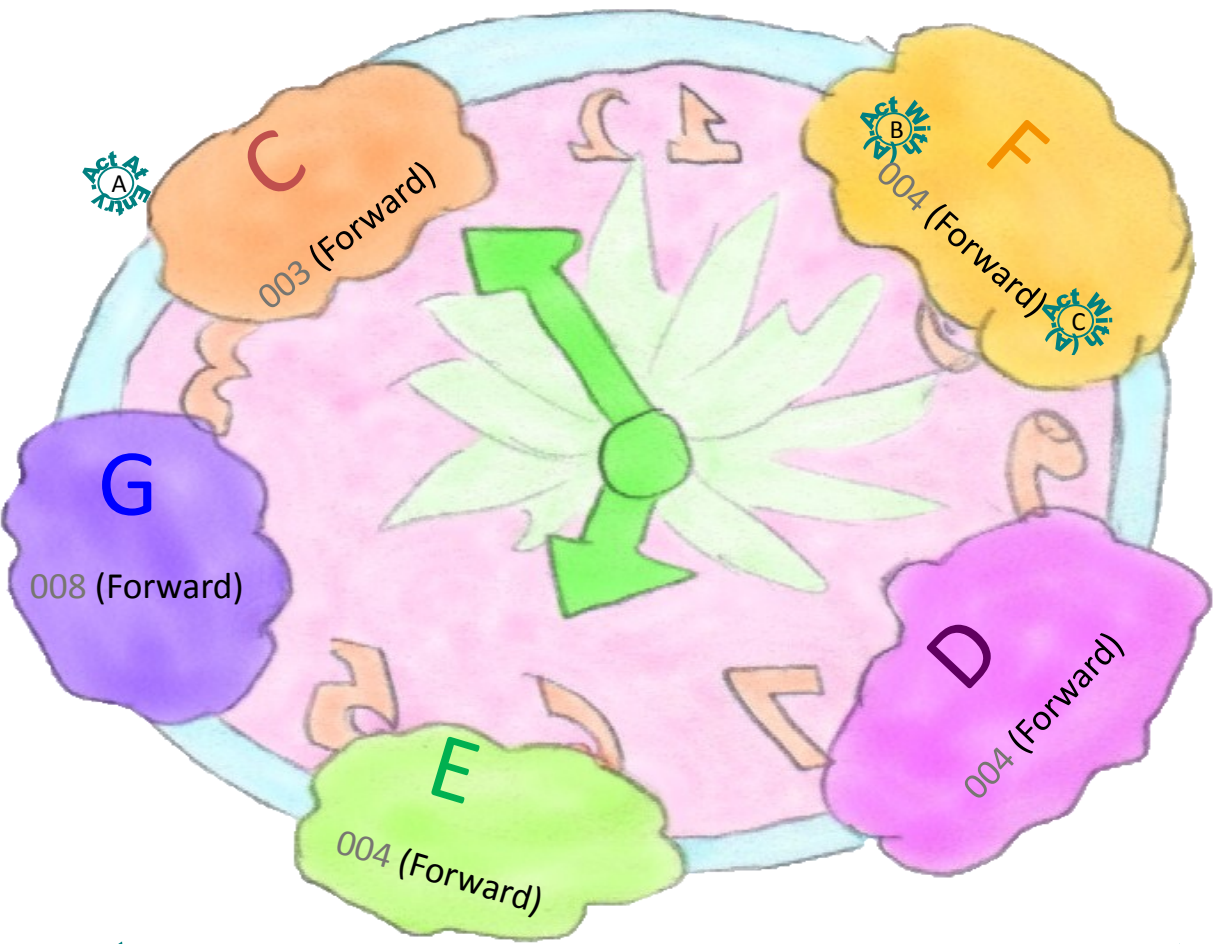
Colored Cloud, this with a colored big letter that matches a letter you are marked with, is confirmed until you leave this's page. Twist Countdown, start count after all gray numbers as possible on this's page has been added into the count.

Gray Number, add this gray number, into your "Count" if this's color cloud is confirmed once on this's page. Twist reject, if none of the color clouds on this page are confirmed, return to the return page then.

Forward Direction, if black word "Forward" in parentheses is in more conformed color clouds, do the next countdown foreword. Nothing Here.

Nothing Here.

Twister Page



This page is left blank on purpose.

Item Box, you can only look and select stuff on this with a label that matches a item you have, label for this is top red name in this. Examine Pont, selectable, if you do, look for a item box with same label as this's item box, with parentheses letter as letter of this **G** Nothing Here.

Item Exit, when you want to leave this page, go back to page of the last playfield you were on, on spot were you last left off. Nothing Here.

Edit, if at look/find this's item box, add blue name in this as item, remove item of this's item box label (ignore parentheses letter). Nothing Here.

Item Box, you can only look and select stuff on this with a label that matches a item you have, label for this is top red name in this. Fuse, selectable if have item of green name, if so, find same label item box as this's item box with parentheses letter as blue one. **G** Nothing Here.

Item Exit, when you want to leave this page, go back to page of the last playfield you were on, on spot were you last left off. Combination, if look at/find this's item box, remove items of green name and item box label (ignore parentheses letter) of this 1st.

Edit, if at look/find this's item box, add blue name in this as item, remove item of this's item box label (ignore parentheses letter). Examine Pont, selectable, if you do, look for a item box with same label as this's item box, with parentheses letter as letter of this

Toy Shovel

A toy shovel, the plastic on the handle is vary sturdy, the end of the shovel appears to be made of a titanium alloy colored yellow. You can probably dig yourself a good hole with this....

Toy Shovel (A)

This becomes "Scratched Shovel"

The handle of the shovel, looking closer, it appears to have some scratches on it, it must have been used recently.

Scratched Shovel

A toy shovel, it has been used recently by someone as evidenced by the scratches on the shovel. It was used so roughly that the paint itself is coming off, someone was digging in a hurry....

Toy Shovel (B)

A toy shovel, the plastic on the handle is vary sturdy, the end of the shovel appears to be made of titanium alloy color yellow. You can probably dig yourself a good hole with this.

Toy Shovel (A)

It appears to have writing on the back of it, it reads "Ashford Manufacturing". Possibly the maker of this shovel?

Gold Ornament (A)

What?! It appears to be hallow, like something really thin, possibly key like can be fitted into this.

Gold Ornament

Combine this with "Triangle Pin" for (B).

A strange ornament, it appears to be a key, but it's edge is not large enough for any kind of locking mechanism, it seems to be missing something somehow.

Gold Ornament (B)

This becomes "Triangle Key"

Combined with "Triangle Pin" Successfully.

Oh! Look! The triangle pin fits into the ornament, now it looks like a proper key!

Item Box, you can only look and select stuff on this with a label that matches a item you have, label for this is top red name in this. Examine Pont, selectable, if you do, look for a item box with same label as this's item box, with parentheses letter as letter of this
 G Nothing Here.

Item Exit, when you want to leave this page, go back to page of the last playfield you were on, on spot were you last left off. Nothing Here.

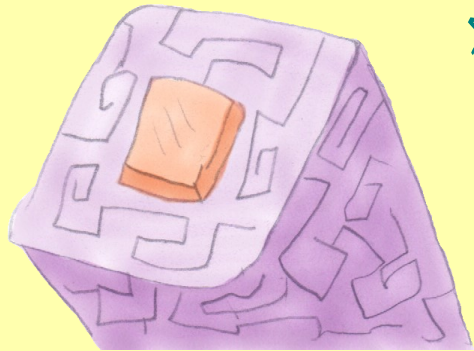
Edit, if at look/find this's item box, add blue name in this as item, remove item of this's item box label (ignore parentheses letter). Nothing Here.

Item Box, you can only look and select stuff on this with a label that matches a item you have, label for this is top red name in this. Fuse, selectable if have item of green name, if so, find same label item box as this's item box with parentheses letter as blue one.
 G Nothing Here.

Item Exit, when you want to leave this page, go back to page of the last playfield you were on, on spot were you last left off. Combination, if look at/find this's item box, remove items of green name and item box label (ignore parentheses letter) of this 1st.

Edit, if at look/find this's item box, add blue name in this as item, remove item of this's item box label (ignore parentheses letter). Nothing Here.

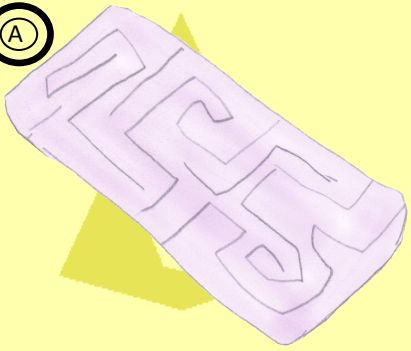
Puzzle Box (A)



This becomes "Swirl Key"

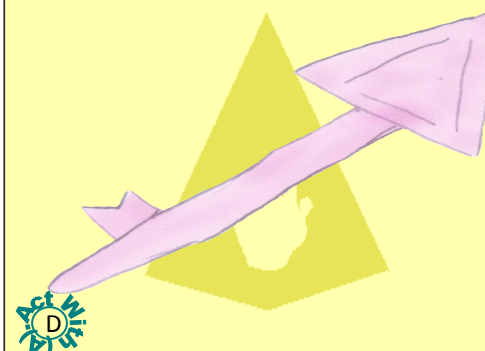
It appears to have a button on top of it, you have pushed the button, a key is inside!!

Puzzle Box



A box with weird markings on it, other than that, nothing is unusual.

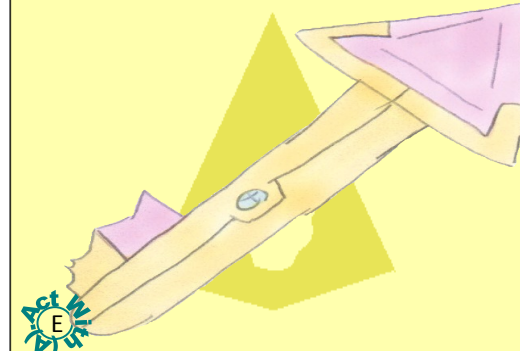
Triangle Pin



Combine this with "Gold Ornament" for (A).

It looks to be a key, however, not only is it way too thin, but also its edge is not big enough for any kind of lock mechanism.

Triangle Pin (A)

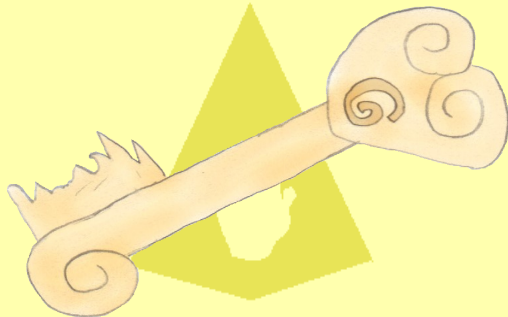


This becomes "Triangle Key"

Combined with "Gold Ornament" Successfully.

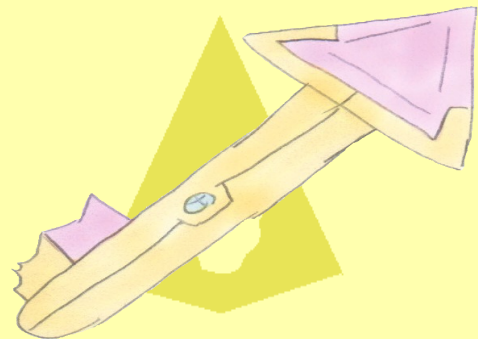
Oh! Look! The triangle pin fits into the ornament, now it looks like a proper key!

Swirl Key



A copper key. It has a vary beautiful swirl design to it, also a swirl is etched on to it.

Triangle Key



The triangle key was formed from the Triangle Pin and Gold Ornament, with both edges, it is now a full functioning key.

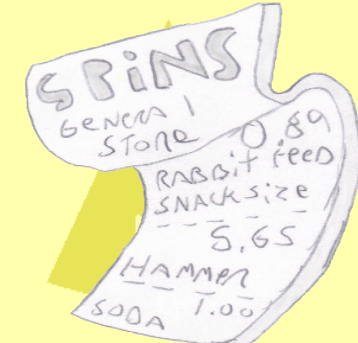
Aluminum Can



This becomes "Receipt"

An ordinary can of soda, it seems someone was drinking from this recently..... Wait! Inside is a grocery receipt!

Receipt



This was rolled up in a can by someone, the date on this is only a few hours ago, purchased is "Soda", "Rabbit Feed Snack Size", and "Hammer". Nothing strange...



Item Box, you can only look and select stuff on this with a label that matches a item you have, label for this is top red name in this. Nothing Here.

D

Item Exit, when you want to leave this page, go back to page of the last playfield you were on, on spot were you last left off. Nothing Here.

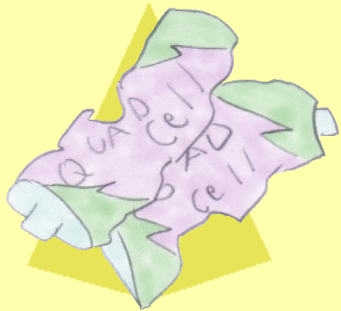
E

Nothing Here.

F

Nothing Here.

Smashed Batteries



These match up to the brand of batteries that the stolen remote had, they are even the same size. Smashed up by something hard. The battery acid seems to be already drained.



Hammer



Just a ordinary hammer. It looks brand new, though there seems to be white hair on the handle and a dried chemical on the head of the hammer...

This page is left blank on purpose.



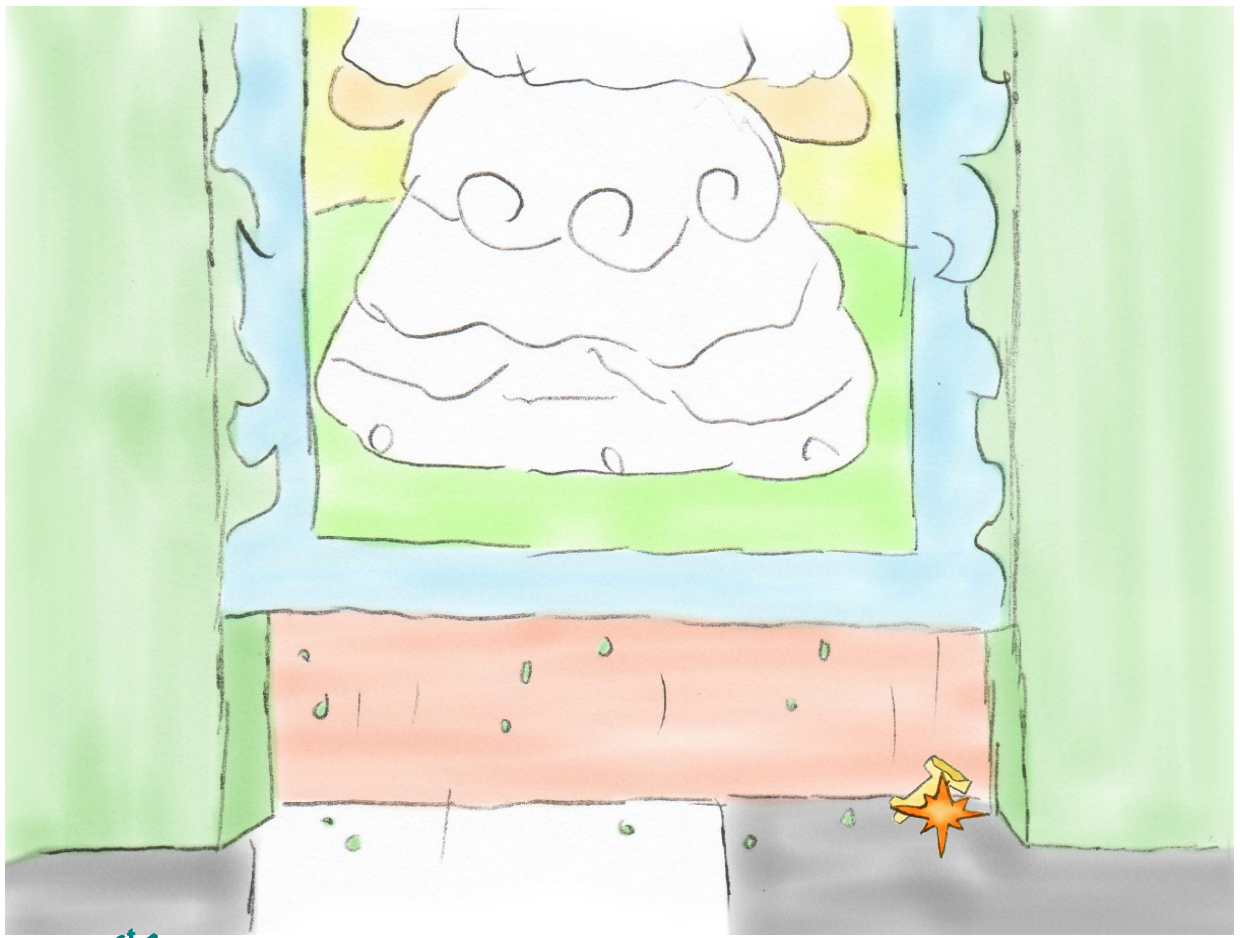
Result page, read this box when you are on this page and open your eyes on this page, and look at the picture as well.
On Switch, moving on this's spot uses this, when used, add the number within this as a switch number into your imagination.

Result reward, when done with this's result page, use everything on this's page and return to return page afterward.
Nothing Here.

A item, if you move on this's spot, you use this, if used, add red name in this into your mind as a "Item" if you do not have it there.

Nothing Here.

Result Page



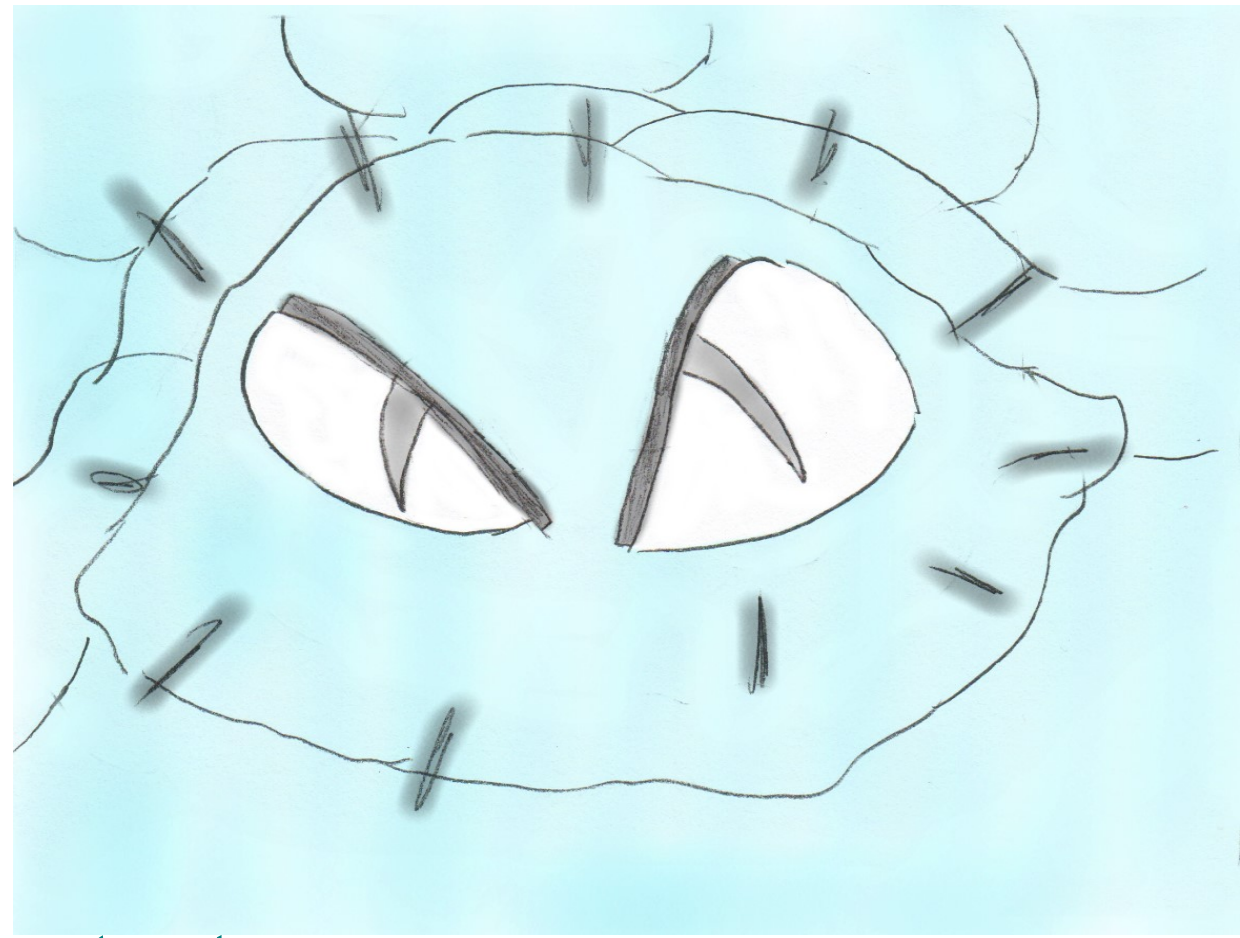
Result page, read this box when you are on this page and open your eyes on this page, and look at the picture as well.
Nothing Here.

Result reward, when done with this's result page, use everything on this's page and return to return page afterward.
Nothing Here.

Culprit, when this is used, you enter Culprit Style when you come to the next playfield.
Nothing Here.

Nothing Here.

Result Page



Scene Page, when you are sent to this to this page, just read the what is in this box as a piece of dialog, when read, it's done. Scene Exit, this is selectable, if selected, go to the page with page number same as your return, there move onto spot of that return. Nothing Here.

Scene reward, when done with the scene page, use everything on this's page but the scene page and anything else selectable. Nothing Here.

Return rule, if you are taken to a playfield (when you learn of it) from this page, remove the taken "Return" when there. Nothing Here.

Exit Reward

You and your partner stare at the handwriting on the picture, it says the following....

“Two men stand off over the same bride, the bride fears the bloodshed for her heart remains closed because of it, when the bloodshed is stopped even for a moment, the bride’s heart will open with relief of that moment.”

Scene Page, when you are sent to this to this page, just read the what is in this box as a piece of dialog, when read, it's done. Scene Exit, this is selectable, if selected, go to the page with page number same as your return, there move onto spot of that return. Nothing Here.

Scene reward, when done with the scene page, use everything on this's page but the scene page and anything else selectable. End game, when this is used, the game ends, you may close the book and stop playing now (or replay as a new game).

Return rule, if you are taken to a playfield (when you learn of it) from this page, remove the taken "Return" when there. Nothing Here.

Exit Reward

The phantom is hot on their tail, they run towards the carpet they had set up. They jump over it, without notice the phantom falls though into the hole.

The costume falls off revealing it to be “Tekker”, they appear in view from the high ground, and says “Ha Ha, Ha Ha, Ha, Ha,” while Tekker is yelling gibberish at them from below.

The butler appears and yanks Tekker out of the hole, “Bad Bunny!” he yells at Tekker, he turns to them and says “I would offer you a drink, but my thanks will have to be good for now”.

Congratulations! You have just solved your first mystery, you are on your way of being a great detective!

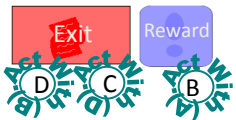
The End

The End
 Thank You For Playing
 Ignore This. Play Music: 01 (To use go to page 114) Ignore This.

Scene Page, when you are sent to this to this page, just read the what is in this box as a piece of dialog, when read, it's done. Scene Exit, this is selectable, if selected, go to the page with page number same as your return, there move onto spot of that return. G Nothing Here.

Scene reward, when done with the scene page, use everything on this's page but the scene page and anything else selectable. Nothing Here.

Return rule, if you are taken to a playfield (when you learn of it) from this page, remove the taken "Return" when there. Nothing Here.

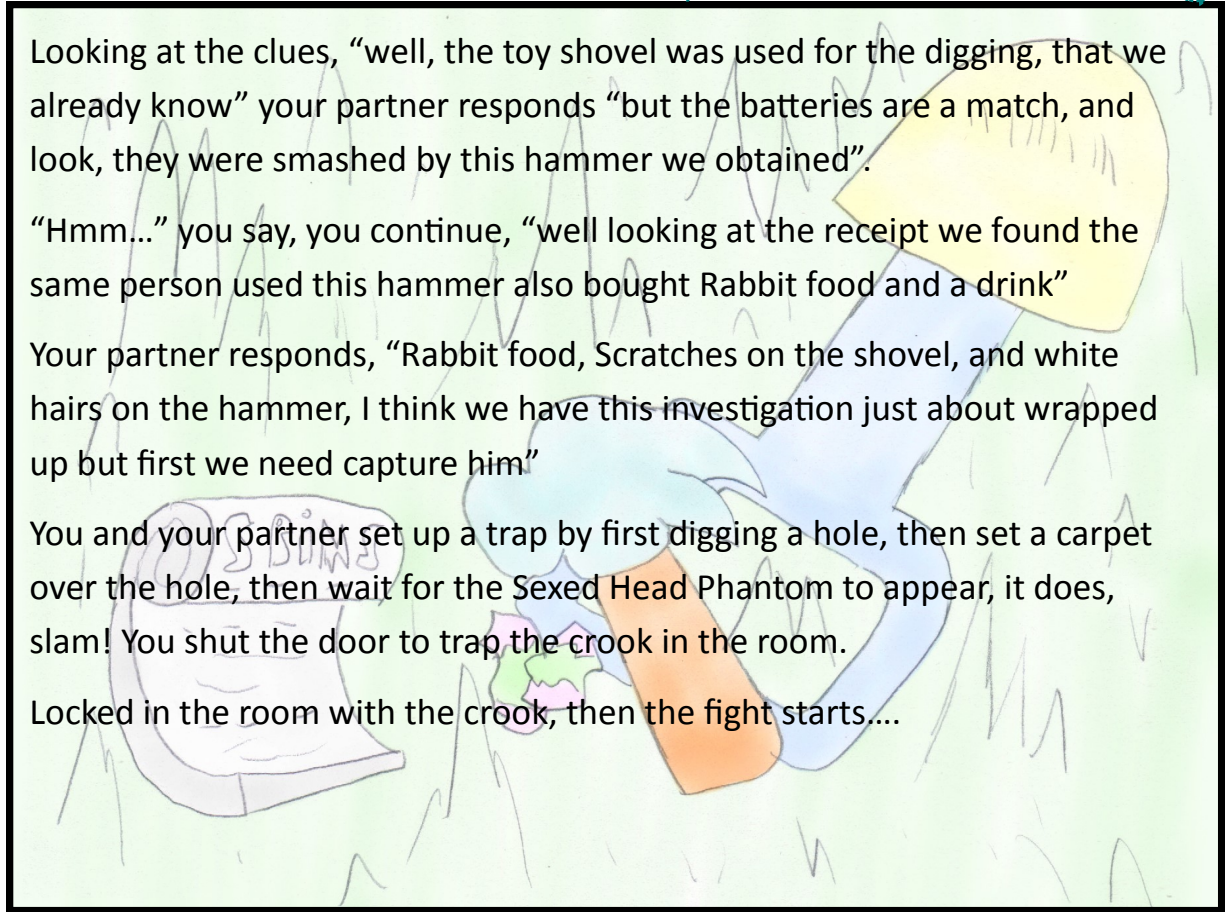
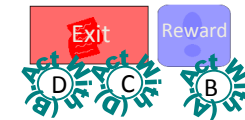


You take a look around the crime scene area over the police tape, so there is where the culprit allegedly broke the remote, the butler comes up to you and says "yes it is, you have to figure out who destroyed and buried the remote, until then, the investigation is not over, please, think logically about your findings then you can catch the culprit"

Scene Page, when you are sent to this to this page, just read the what is in this box as a piece of dialog, when read, it's done. Scene Exit, this is selectable, if selected, go to the page with page number same as your return, there move onto spot of that return. G Nothing Here.

Scene reward, when done with the scene page, use everything on this's page but the scene page and anything else selectable. Link, moving on this's spot uses this, when used, go to page of this's listed number, there, move on spot of this's listed letter.

Return rule, if you are taken to a playfield (when you learn of it) from this page, remove the taken "Return" when there. Nothing Here.



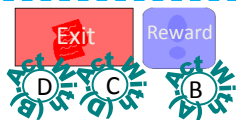
Looking at the clues, "well, the toy shovel was used for the digging, that we already know" your partner responds "but the batteries are a match, and look, they were smashed by this hammer we obtained". "Hmm..." you say, you continue, "well looking at the receipt we found the same person used this hammer also bought Rabbit food and a drink" Your partner responds, "Rabbit food, Scratches on the shovel, and white hairs on the hammer, I think we have this investigation just about wrapped up but first we need capture him" You and your partner set up a trap by first digging a hole, then set a carpet over the hole, then wait for the Sexed Head Phantom to appear, it does, slam! You shut the door to trap the crook in the room. Locked in the room with the crook, then the fight starts....



Scene Page, when you are sent to this to this page, just read the what is in this box as a piece of dialog, when read, it's done. Scene Exit, this is selectable, if selected, go to the page with page number same as your return, there move onto spot of that return. Nothing Here.

Scene reward, when done with the scene page, use everything on this's page but the scene page and anything else selectable. The start, when this is used, go to the page with a page number that is the same as the number within this.

Return rule, if you are taken to a playfield (when you learn of it) from this page, remove the taken "Return" when there. Nothing Here.



Quietly dark, Ring! Ring!, you can smell the wet pines outside, you open your eyes, it is 3AM, Ring! Ring!, it is the telephone, Ring! Ring!, you pick up the phone, and say "hello?" in a tired voice.

"Hello, are you a detective?" says the man on the phone, You answer, "yes" in a tired voice, "I require your services, Detective Duo as you advertise", says the man on the phone, you wake up in glee "A case! We are there!" you say, "good I'll wait for you to explain more" says the man on the phone.

"That's fine" you say then you hang up the phone you see your partner tumbles and shuffles in your partner's sleep, you wake up your partner and say "Yo, we have a mystery, let's go" your partner replies "this early? Fine let's go" you both leave their headquarters.

The man on the phone was a butler, and his master's TV remote was stolen, but he warns you of the rascal called the "Sex-Headed Phantom", find out who stole the remote and report it back to the butler, the butler than shuts the main gate, leaving you in the front yard, near the crime scene, let's go!



This page is left blank on purpose.

Den Done Doon Done ^Dan Den =Dee, Den Done Doon Done ^Dan Den Dee,
 Den Doon Den-Deh Den-Deh Dee, Den Doon Den-Deh Den-Deh Dee, Den
 Done Doon Done ^Dee =Deh, Doodeh, Doodeh, Doo. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

Play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, if there is the phrase "Sub to" under the music page phrase of this page, using the number after that phrase, pair that page with another "music page" with music page phrase "sub-track" and number that matches the number you are using to pair (go to that page when done with this page to continue explanation) there are Sub-Characters that can change how words are pronounced, below for their workings....

The note type character only affects a single word at a time meaning if one word has this character in front of it affects only that word not the next word (S) unless they have their own note type character in front of it, the note type characters are below....

Right Arrow(>): When this character is before a word, you must fade out the sound of the word after this character by lowering its tone softly in till you hear nothing then you go on to the next word.

Left Arrow(<): When this character is before a word, you must fade in the sound of the word after this character by raising its tone from nothing (silence) in till you hear it at its normal tone then you go on to the next word.

Comma(,): When you reach this, you pause for a moment before reading on to next word after this character (the pause is perceived by you as a brief enough the separate two sounds from each other), additional commas extends to pause period.

Apostrophe('): when this character is after a word, you must hang the word's end sound for a moment by extending end's sound, the sound can be hanged longer with additional apostrophes after this one.

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Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Oh'''' Noh'''' vNoh'''' =Nol'''' Ruh'''' Reh'''' Rah'''' ^Rah'''', Rah'''' Reh''''
 Ruh'''' =Doot Deaddit Doot Deaddit Doat, ^Rah'''' Reh'''' Ruh'''' =Doot
 Deaddit Doot Deaddit Deet. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

Play music box (of the same number), if there is a vertical line (|) within a music box, when a repeat occurs, start the repeat after that line, if there is the phrase "Sub to" under the music page phrase of this page, using the number after that phrase, pair that page with another "music page" with music page phrase "sub-track" and number that matches the number you are using to pair (go to that page when done with this page to continue explanation) there are Sub-Characters that can change how words are pronounced, below for their workings....

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^Tit Teddet, Tee, Too-Doon Too-Doon, Tit Teddet, Tee, Doon, Doon, Tit Teddet, Tee, Too-Doon Too-Doon, Tit Teddet, Tee, Doon, Doon, =Tit Teddet, Tee, Too-Doon Too-Doon, vTit Teddet, Tee, Too-Doon Too-Doon. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

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+Doh ^Didda Day" =+Dit-Doe Dat-Doe, Doh ^Didda Day" =+Dit-Doe Dat-Doe, ^Doat Diddut Doat, =+Dit-Doe Dat-Doe, +Doh ^Didda Day" =+Dit-Doe Dat-Doe, Deeduh-Doh Duddut Deh -Duhdut Day Duddut, Dehduh-Doh Duddut Deh-Duhdut Day Duddut. (Repeat)

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+Err Eh Urn, =Reh'' Rah'' vRer'' =Eww Ing, Eww ^Ing, =Reh'' Rah'''''''' +Err Eh
 Err, =Reh'' Rah'' vRer'' =Eww Ing, Eww ^Ing, =Reh'' ^Rah'' =Rer''
 Reh'''''''' (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

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- Equal(=): All words after this are read in your Traditional (Normal) Speed as well as your normal tone, Of course you always start on this speed and read on this tone when reading a music box unless a character at the vary beginning of the music box.

Music Page "Play Music 05"
Sub to "01"

Nun, Nun. (Repeat)

Do not continuing reading this if you do not know how to use the green box above. You do not read the music box on this page directly, instead read the music box on the page that is paired to this one.

Keep in mind that you treat this page and the one that is paired to this page as one music page, with that being said, on the music box of the page paired to this one, you will notice some colored dotted boxes around some words or group of words or even in some cases blank.

When you start reading the words in a colored dotted box or come up to a blank one like word in that music box, look at both the music boxes of this page and the one paired to this page at the same time if possible or closely together.

Find a dotted box with the same color as the one you starting reading on or came across like a word that is on the music box of this page, if both dotted boxes of the same color on both music boxes have words in them, read and pronounce the words in those boxes at the same time by mixing the sound of each pronouncing (hum) together as one.

If one pronunciation's sound (hum) seems longer than the other when getting mixed, extend the shorter sound in the mixing so both sounds are equal. Now if only one dotted box has words in it and the other of the same color is blank, then just read the one that has words in it as if those words where placed in the position of where the blank dotted box is on the other music box.

There is a special Sub-Character just for dual pronunciations and that is the "Percent (%)", when this character is in colored dotted box, both dotted boxes of same the color are not pronounced at the same length, you read the words of both dotted boxes at the same time however, the short sound ends but the longer sound continues alone to end pronounce.

Now because both boxes are read simultaneously or inter-twined, the music boxes of both paired pages are treated as one song, and you classify it using the play music number on the side of the page that is paired to the sub-track page (this page) and you classify that number to the song that is of both boxes.

Music Page "Sub-Track 01"

-Doo Dooom ->Eee, =Dohoon ->Eee. (Repeat)

-Ooong, Ung Oh Ung, Ooong, Ung, Ing, Ooong, ^Ung Oh Ung, =-Ooong, Ung, Ing, Ooong, ^Ung, Eh, Oh, =-Ooong, Eww-Eh, Oh, Ooong, ^Ung, Eh, Oh, =-Ooong, Eww-Eh, Oh. (Repeat)

This is optional, but to use, read and pronounce the words in the box above in your imagination then hum the rhythm of that pronunciation, the words are colored so that you can read it in pieces and understand the whole song once all the pieces are understood, once understood, classify the play music number on the side of this page to that song, now return to the page that took you to this page, when on a page with a "Play Music" Box, you can hum the song classified to that number in your mind while on that page, now the word within parentheses at the lower right corner of the box determines if the song is repeatable or not, if it says "Once" after humming the whole song you just stop, if it says "Repeat" after humming the whole song, repeat it again endlessly while on a page of matching.

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Keep in mind that you treat this page and the one that is paired to this page as one music page, with that being said, on the music box of the page paired to this one, you will notice some colored dotted boxes around some words or group of words or even in some cases blank.

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Music Page "Play Music 06"
Sub to "02"

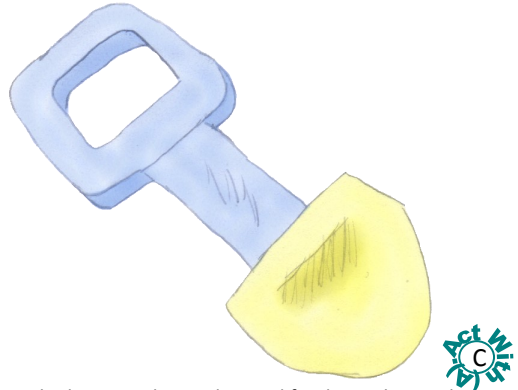
Music Page "Sub-Track 02"

A clue box, you can only look at and confirm this with a colored name on top that matches a item you have.
Clue Conclusion, when all clue boxes on page of this are confirmed, go to the page of the number listed on this.
Nothing Here.

The clue exit, when you want to leave this page, go back to page of the last playfield you were on, on spot were you last left off.
Nothing Here.

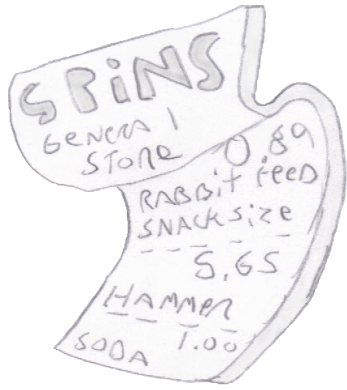
Clue examine, you can only look at/read this on a confirmed clue box, simply read what is said here if you wish.
Nothing Here.

Scratched Shovel



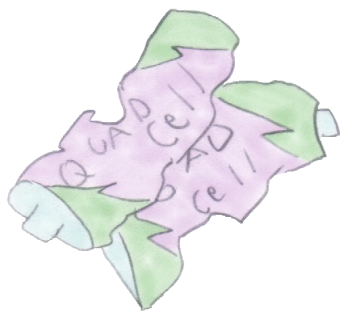
Come on! It has scratches and is used for digging! Typical crime scene material, it is likely the perpetrator dug the evidence with this recently since the scratches are fresh.

Receipt



Why is this clue? It seems everything purchased would be to take a quick break, oh! But there is this hardware hammer, why a hammer, to destroy evidence? Let's keep it just in case.

Smashed Batteries



What does this have to due with being a clue? Well upon closer inspection, these batteries match the battery brand of the batteries in the remote in the photos.

Hammer



This has white fur on it, and a weird nasty smelling liquid on the head, upon closer inspection, the liquid smells like sulfur, also the hammer itself looks to be new?!

This page is left blank on purpose.



A person card, the big box and the little squares (with arrows and numbers in them) in the green box is the person card. Nothing Here.

A match guide, the arrow in this implies whatever is being stated in this applies to what card that arrow is pointing to. Nothing Here.

Gender assign, if seen, and you have no "Gender", select either "Boy" or "Girl", what you selected is now your "Gender". Nothing Here.

A person card, the big box and the little squares (with arrows and numbers in them) in the green box is the person card. Nothing Here.

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Gender assign, if seen, and you have no "Gender", select either "Boy" or "Girl", what you selected is now your "Gender". Nothing Here.



←
First select this person card, if your "Gender" is "Girl".
B



←
First select this person card, if your "Gender" is "Boy".
B



←
Second, Select this person card, if your "Gender" is "Girl". (this is the 2nd Person card)
A C



←
Second, Select this person card, if your "Gender" is "Boy". (this is the 2nd Person card)
A C

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Gender assign, if seen, and you have no "Gender", select either "Boy" or "Girl", what you selected is now your "Gender". Nothing Here.


Nothing Here.

Nothing Here.




←

Select this Fusion Card, if your "Gender" is "Girl".






←

This person card is and called "Culprit", Only select this, when creating the culprit token




←

Select this Fusion Card, if your "Gender" is "Boy".

A

A Spot



A Mark 

A gray square with a portion of a background picture under it with ring a on the lower left corner of it is called a "Spot", and the ring on the lower left corner of that spot is that spot's label. A black circle with a white letter within it is called a "Mark", spots are the main way you interact with this game, and this is done by you, yourself, existing on spots, but how do you exist on a spot? Well you command a "Token" around as if it were yourself.

This token is called the "Token You Control" or "Your Token", that token is you in this game, yourself (you) in this game refers to the token you control (your token), and where it is taken, you are taken with it. But what is a token? A token is a imaginary object that you envision on the spot that it is on, basically it is not actually there, but you project the imaginary image onto the spot it is on using your imagination as a imaginary apparition, on the actual page itself.

In cases that you imagine something already on the page as something different then what it really is, that change itself is considered a token because it is a imagined, the difference is, it is considered a part of the element that the change take place and applied to where it take place, if a change (as a token) is taken to another page, it is applied to the element that matches (or matches most) the element it was taken from and applied in the same place.

When you leave a page normally, all tokens are removed from that page upon your departure (except any tokens taken to the same page your going to, as is), your token is taken with you to the spot on that new page, with that being known, for now you can imagine your token as a ball or circle for now where it was placed. Now, if there is another spot right next to the spot a token is on (where they are sharing a line/wall) in one of the 4 cardinal directions (Left, Right, Up, Down), that token can move onto that spot, however, it can only do this once per second that you think have passed, the multiple spots all connected to each other as a grid on a page is known as the "Playfield" for that page.

Now if there is a element that a token is allowed to move into or pass that is in a "Illegal zone" (which means it is not within a spot or on a spot that token cannot move onto), and it is right next to the spot that token is on in either case, that token is allowed to do so, however, that action is not done, instead consider it moving onto that element or passing that element.

There are some rules for passing features like lines in general, like the token needs to be on a spot directly right next to that line meaning it needs to be right next to the line or wall that makes up that spot, and when a token is passing a line that has other lines in-between the spot of that token doing the passing and that line, that token passes all those lines (or consider if considered).

So the label of a spot can be blank, a letter, or a fill in (where the ring becomes a solid circle), a blank label is where the ring is outright ignored (it does nothing), a fill in label means a token cannot move onto a spot of that fill in label, and a letter label means two things, one, the spot with that letter label is the spot of that letter, and two, that spot is the spot of (or belongs to) a element outside the playfield with a mark near or contacting with that element that has a letter that matches the letter that is the letter label of that spot. If a mark has a exclamation mark (!) as a letter, it means the element near or contacting with that mark of the exclamation mark takes effect when just existing on the page of that mark.

Not related, but a "Switch" is just a number is your imagination (or mind as it is the same) titled as

"Switch", a switch you have also means a switch number that is in your imagination (or mind).

 Character Play

This stamp on the left tells that you play as a character in this game, this is done using your token.

When you start the game, after creating the token you control, form (or reform) your token as your character, when told to form a token as a character, unless told not to, form it playing as pair (you will learn more soon), then forget it's current appearance and go to the table of contents (page 2) and look though pages of and in between those labeled as "Character Index", and select a person card according to the rules stated in the pages.

After that is sorted out, a person card being composed of 12 little squares in a green box, and a large box towards left of that green box, check the green box of the selected person box, create a form for the token being formed using the little squares with pictures in that box.

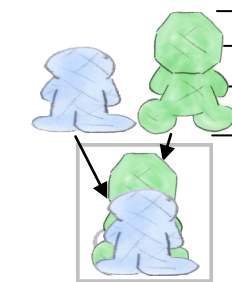
To create a "form", study (Stare and memorize) all the pictures (or animations) in all little squares of that green box and input those pictures into your imagination (you can paraphrase those memories if easier), group those pictures from those squares together into a group called a "Form".



At the time of imputing each picture, classify it's purpose using the arrow and number at the bottom of that picture (for each square), these pictures are purposed as the appearance for the token being formed, so the arrow classifies that picture as it will only be used when that token is in the direction of what that arrow is pointing to and the number classifies that picture as one of the pictures in the order for that direction.

Now, finish up that form, by labeling that form as the "Walking Form", this completes that form's creation, now, associate that form with that name then pair that form with the token that is being formed. Now if told to use Fusion Card with that form your token, do not select a person card but instead select a fusion card (amongst the person cards) according to the rules on that card's page.

Normally you play as pair, when you play as pair, form your token as 2 characters by doing this form process twice, first normally, second do not forget it's current appearance and use another 2nd person card according to the rules in those pages, now, instead of having 2 forms combine the 2 forms gained into 1.

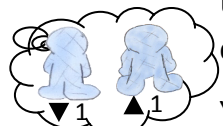


You do this by altering the 1st (original) form to mix in the pictures in the 2nd form then you remove the 2nd form and just have the 1st form, the pictures are mixed by placing (attaching) a picture from the 2nd form onto (overlying) a picture of the 1st form that is classified the same as that 2nd form picture.

Half the size of the 1st picture and declaring that fusion a single picture belonging to that 1st form instead of the original picture, do this for every picture in the forms, then remove the 2nd form. If told to forget the token's current appearance, it means to also remove the form that the token was using as it's appearance.

With a understanding how tokens are formed, the real way you envision your token is as a character, that is to use it's paired form projected on the playfield and that projection is the token itself, you will be thought how to do just this now.

So you envision the your token as the picture that is classified as the direction the token is in and order number pertaining to the action that the token is doing at the time.

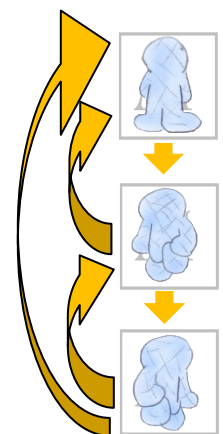


You envision the picture of the token's size of a width as large as the spot's (square's) width the token is occupying at the time, with the height of 2 spot's height (the spot the token is actually on is the lower spot of the 2 spots), when a token is placed on a spot it starts in down direction.



If you forget some or all of the pictures that make up a form, you can return to the page where you got the pictures for that form and refresh the memories from there when needed.

A token's appearance changes when it moves, this gives life to the token as if it is that character moving through that environment. See below...



Envision the token as the picture 1 of that direction it is in of it's form as the main appearance if the token is not moving (or stopped).

When the token moves 1 spot from not moving or changing directions, first you envision the token as picture 2 of the direction it is moving in of that form, then imagine the picture (token itself) sliding into the next spot after to complete the change.

When the token moves 1 spot in the same direction it is in from the last spot as picture 2, you first envision the token as picture 3 of that same direction and form, then imagine it sliding into the next spot after, if the token moves 1 spot in the same direction it is in from the last spot as picture 3, repeat this step except envision the token as picture 2.

In this game, you can be marked by a certain letter, when you are told you are marked with letter, that letter is added into your imagination as proof you are marked with that letter, If you are told you are unmarked from a letter, remove that letter from your imagination as proof that you are no longer marked with that letter.

If you are "Pick Marked" with a letter, it is just like being marked with a letter regularly, however, if there is a image or a piece of picture containing a object (in that picture) or character that you can make out as a object or character, and it is pertaining to that pick marking.

Using your imaginary creativity, literally envision the character that is your token grabbing (and holding), tugging, or carrying that object or character as long as you are pick marked with that letter, you can only be picked marked by 1 letter at a time, if a attempt to be picked mark by a letter is made while you are picked marked by another letter, negate that element trying to pick mark for that attempt only.

When a mark becomes a "Fade Mark" you are still marked by that mark, however, it is treated as if you are not marked by that mark when pertaining to the use of it in a element in the game.

The main thing for marks is the get a result, this is done when your "Count" is mentioned, your count is just a number that exist in your imagination as long as it is not 0, if your count becomes 0, it is automatically removed from your imagination, if you do not have a count and a number is added to it, add that number into your imagination as your count.

When a number is added to your count and you have a count already, simply increase the number that is your count by that added number, when your count is started, (first remember the page and spot that the count was started on as the return page if starting count from a playfield) close your eyes and countdown on your "Count" (if not stated, do this countdown forward).

Every time your count is reduced by 1, depending on if you are doing the countdown "Forward" or doing it "Backward", if a forward, move onto the page that is next of the page you are currently on blindly, if a backward, move onto the page that is previous of the page you are currently on blindly.

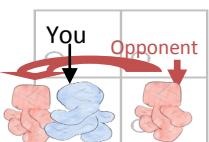
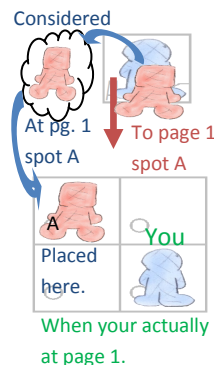
when the count becomes 0, it is removed and you open your eyes to see what page you are on, if it is not a "Result Page" or "Twister Page", then return to the return page (which means to go back to the page and spot matching the return page, then remove that return page), you will learn of the "Result Page" and "Twister Page" when you find them.

Whenever you enter "Culprit Style" create a token on a spot next to the spot of you (of your choice), and form it not playing as pair, but finding and using a person card called "Culprit" for it, this token moves on its own but you envision movement for it, this token is called the Culprit Token, once per second, move the culprit token 1 spot in the (most possible) direction of your token from itself.

If the culprit token leaves the page to another, it cannot leave your perspective, so consider it going to the page and spot it was supposed to go to in its leave attempt in your imagination and remove the culprit token from that page.

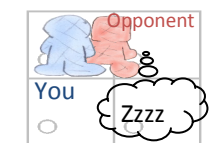
When you enter a page where the opponent token is considered to be at, it is placed from your imaginary consideration onto a real spot of that page with a label that matches the label of the spot it is considered to be on.

it is then no longer imaginarily considered as it is on a real spot of that page.



If you leave the page to another one, before your departure, if the culprit token is not already considered in another page, then the culprit token tails you by going to that page and spot you were going in before you go there.

if you (your token) and a culprit token are sharing the same spot from the culprit token coming to that spot from imaginary consideration, the culprit token "Rests" for 2 seconds, when the opponent token rests, both you and the opponent token do nothing to each other and the culprit token does not move, after the 2 second rest period, and you are still on that spot, the culprit token moves onto the spot next to that spot (you must choose).



If you want to save mental energy, and both you and the culprit token move at the same time, or you can envision your movement first then the opponent's after 1 by 1. if the culprit token moves onto the spot you are on, if not playing as pair, form your token playing as pair and the culprit "Rests" for a second, if you are playing as pair, then you lose.

When you lose, forget everything about this gameplay session (that game) such as switches, gender, your token's look, and any marks you are marked with, and go back to the table of contents and start over. When you exit "Culprit Style", remove the culprit token at the time you exit culprit style when it is on a page with you (your object).

Bookmarking

You will learn how to bookmark for this game, it is the same as normal bookmarking, but you need to also write down what you did in this game on the bookmark itself, so first upon your bookmark's creation, write the taken bookmark key from this game on the top part of the bookmark then cut it off from the rest of the bookmark with a dotted line.

Now write small notes about everything you did during your play session at the time you are "bookmarking" on the rest of the bookmark as well as its backside, the side with the written bookmark key is the front side, it is recommended that the notes are phrases which are around 3 words long so you can fit as much as you can.

When you want to change or read a currently existing bookmark, first compare bookmark keys by comparing the taken bookmark key with the one written on top of the bookmark of its front side, if it is a match, that bookmark can be used for changing or reading, if not, then attempt to use another or do not use a bookmark.

When you want to change a currently existing bookmark, after checking that it can be used, just erase notes that do not match your situation at the time of "Bookmarking" and add notes that do not already exist on that bookmark that match your situation at the time of "Bookmarking".

When you want to read from a currently existing bookmark and continue where you last left off, after checking that it can be used, just remember what your notes meant and form your situation from all the notes you wrote on both the front and back sides of that bookmark

Remember to go to the person cards of the tokens paired to character to have them re-become to their character (if you do not know what a "Person Card" is, then you will when it is appropriate), Please return back to the page (and position) that took you here when done with this page.