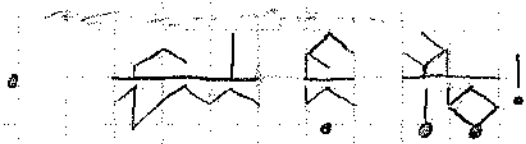
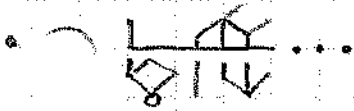
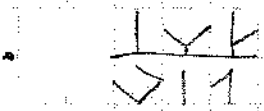


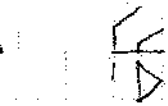
mailbox (empty)



got item - stick, key, effigy, red berry, blue berry, charm



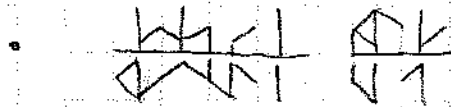
inventory sec. 1 - gold, battle fragments



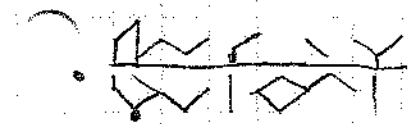
sec. 2 - key



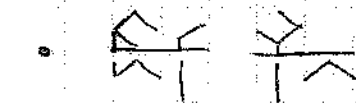
sec. 3 - cards? charms?



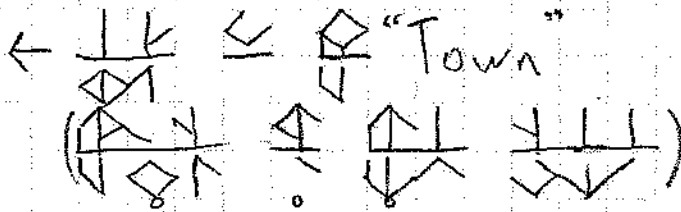
sec. 4



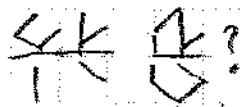
sec. 5 - equipment



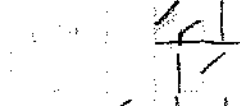
game played



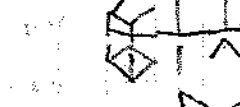
"Town"



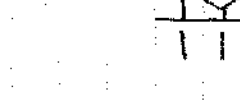
take key



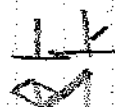
take page



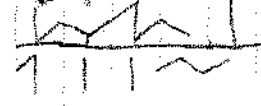
take lamp?



take lantern? light?




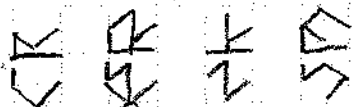
staff? wand?



magic orb?

same word is used for ice knife. Also appears in the "you found a" message for knife as potion

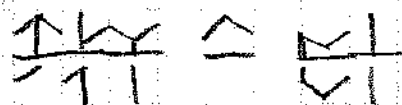
 we key, unlock door

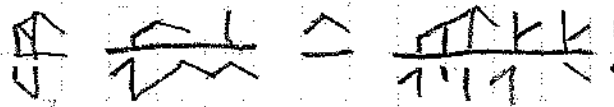
 statue plaques
repeats, re-ordered

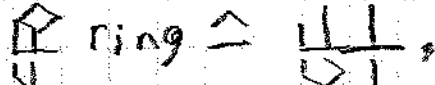
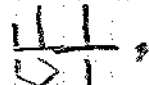
4 3 2 1
4 3 3 1
4 3 2 1

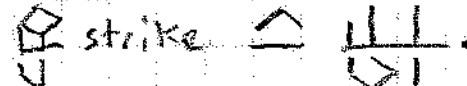

these correspond to compass directions from page 34

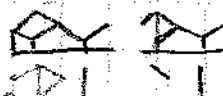
↑ → ↓ ↖
↑ ↓ → ←
↑ → ↓ ←
↑ ↓ → ←

 ? interact with well (no coin)

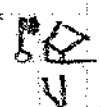

 you found a magic potion

 ring =  Prompt to strike the East Belltower tower fork.

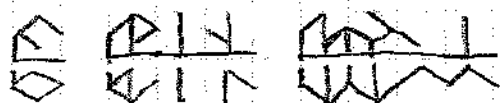
 strike =  Hyp: "You ring a ?, you strike a ?" error bell? Also appears in "East Belltower"

 digetic, above a gate in west overworld. slightly blurry, lines not quite aligned - handwritten look?

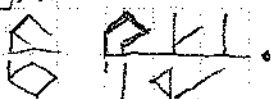
unseen
very

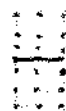
message for Old House key is  Old House - how does , which we glossed as "you" or "at", fit?


 !  ! "a shield! ?!"
when find shield

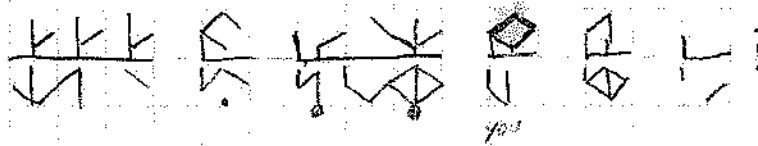
 ... interacting with some end of small pool or ditch behind waterfall


DANGER

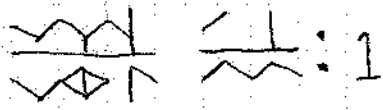


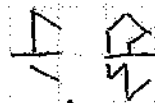


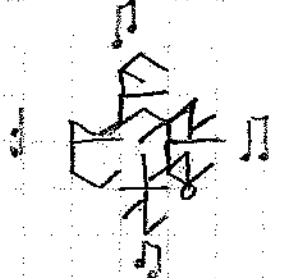
page 18 wraps a few words in 
(always short words)

 star upgrade prompt

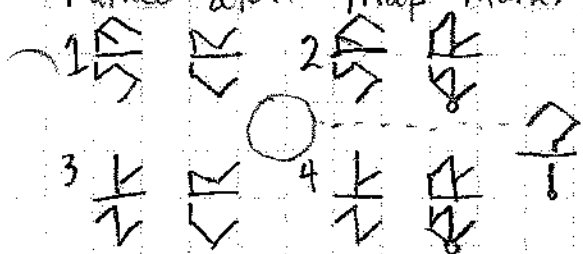
Dead.  until shrine in old burying ground, also library

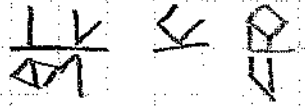
 : 1 after first coin in well
only change w/ more coin is number

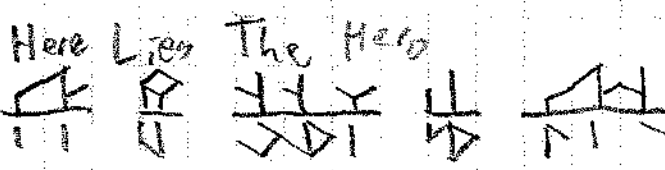
 300:0? buying item at shop (only price number varies)

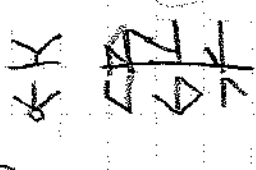
 compass rose on p. 34?
music notes and a bird
are in pen
ruined atoll map.

ruined atoll map marks corners 1 2 and center.

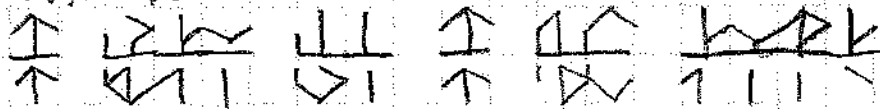
 so these are N E S W
or north east south west
or up down left right

 West Garden sign pointing to garden

Here Lies The Hero  on statue in west garden

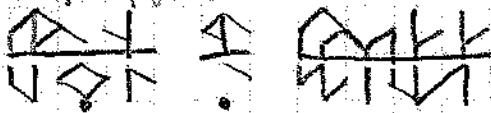
 stamina - manual p. 27,
matches special-move achievement
"It uses stamina"

East Belltower



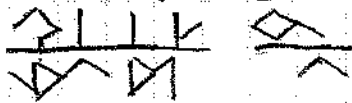
the 3 bell the 2?

East Forest



2 ?

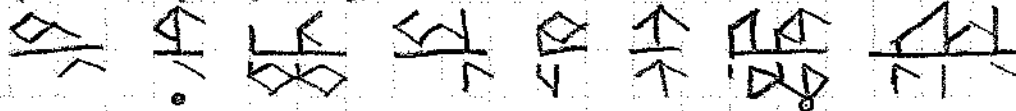
Guardhouse 1



Guardhouse 2



Path to Hero's Grave



the 3 bell the 2?

Guard Captain

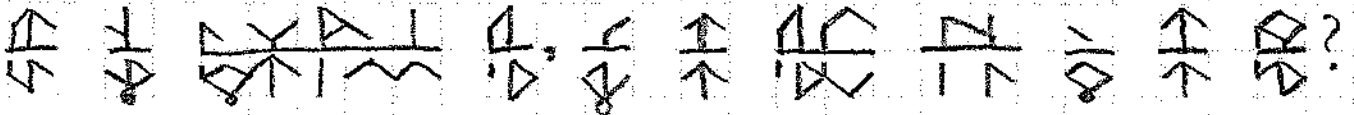


hypothesis: "Captain of the guard"

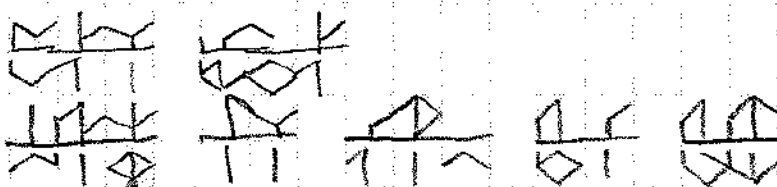
???



Dark Tomb



Beneath The Well




these two lines are from the purple-lit room with the tower and lantern

[illegible]

$\frac{W}{V} \cdot 3 \frac{W}{V} \frac{W}{V} \frac{W}{V} \frac{W}{V} \frac{W}{V}$
 $\frac{W}{V} \frac{W}{V} \frac{W}{V} \frac{W}{V} \frac{W}{V} \frac{W}{V}$
 $\frac{W}{V} \frac{W}{V} \frac{W}{V} \frac{W}{V} \frac{W}{V} \frac{W}{V}$
 $\frac{W}{V} \frac{W}{V} \frac{W}{V} \frac{W}{V} \frac{W}{V} \frac{W}{V}$


sign just past gold door,
also three hexagons

slightly further from three of them
in different colors of hex









the area from gold
square playing

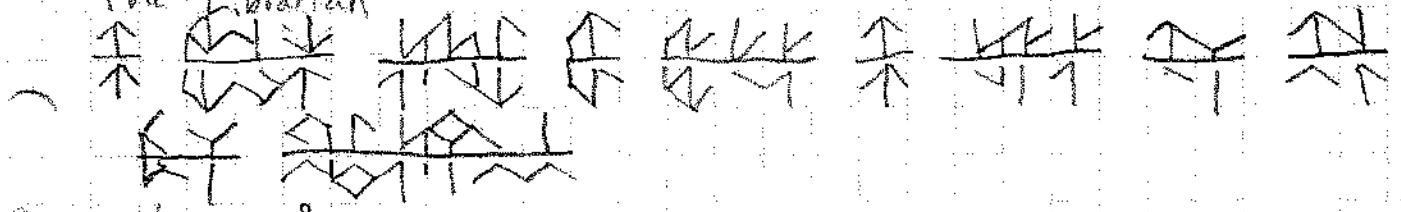
???



gold square only under stairs of
interchange

The Librarian

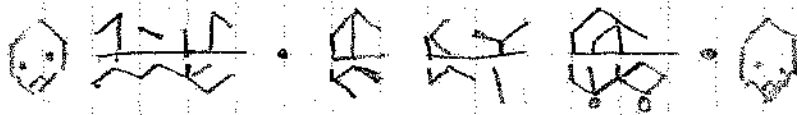


Beneath the

1:45ish

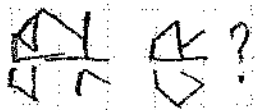
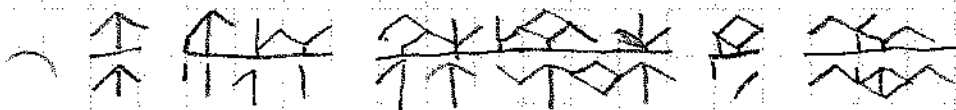
Interior of the Eastern Vault

2:00



outside boss fight in the eastern vault

Siege Engine

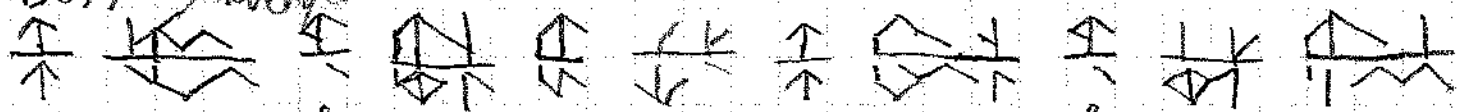


appears on
after boss beat. Prompt now says OK/no

missed text at 2:54

△ on picking up gun. Theory "A gun?"

Boss Gwenger



? } more by mailbox
 ?

SWAMP?

second ghost,
 not L + O
 carrying prayer

CATHEDRAL?

GHOST

ghost
 near the
 tower
 outside
 the burning
 house

SOMETHING BAD
 ghost outside golden door

many more ghosts in Discard, Sept. 1 2007

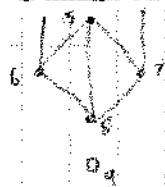
secret treasure #5 (the skulls)
 #9

The Cathedral

? on combat shines over Cathedral

dash right of start beach

pretty sure every glyph fits this pattern:



with a note that I don't think I've seen a descender from 4 unless at least one line connects 5. However, I've got notes of cases with no 4-down feature & populated 5, so I don't think that can be ruled out (see equipment section of inventory)

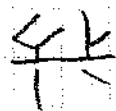
as such, codification must include those as well.


~~This is very annoying both the only~~
was going to say only vertical asymmetry
but actually it might correspond to the circle
below the bottom half?


This is now a sixteen-segment glyph that might
break down to eight-segment halves - no way it's
this easy, though, right?

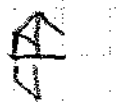
Even so that could make transcription much
easier


glasses (hypothetical)


 take, get

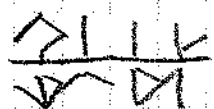
 item
(also on p. 12)

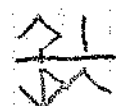
 use
(also on p. 12)


 you
(p. 11, potion set)

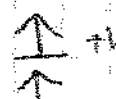
 a?

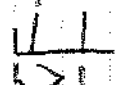
 found, obtained, got

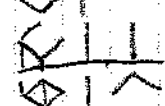
 guardhouse

 guard
(from guardhouse, guard captain)

 of

 the

 bell

 shield, block
(p. 12, p. 29)

 it  uses  so  also  is

Phonetic theory (English)

△ /ɛ/ or /ɜ/ "a", "eh"

⌞ "you", "yoo" sound

✱ /z/ or /s/ ? or "se"

✱ /b/

shared components
"gun"

⌞
✱
✱

"guard"

✱
✱
✱

"captain"

⌞
✱
✱
✱
✱
✱

/g/ or
"gu"

⌞
✱

"n"

✱

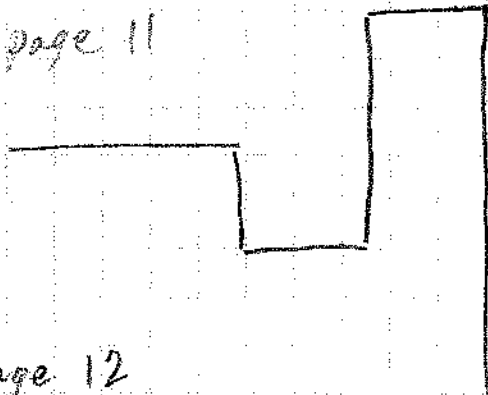
"at"

⌞

maybe?

pen dots page 11

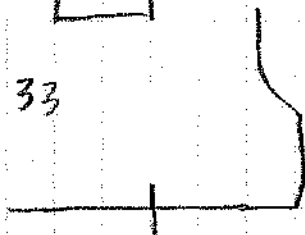
[Signature]



page 12



P. 33



Lower Forest has large broken gold tablet

soul fairy room

