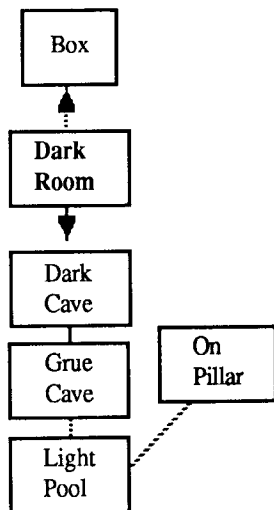
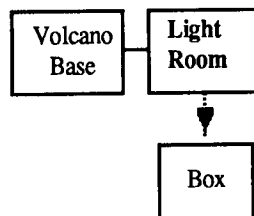
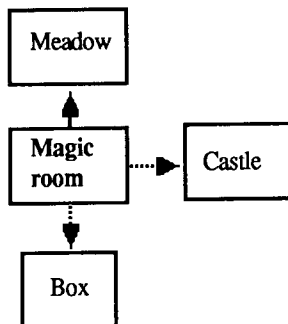
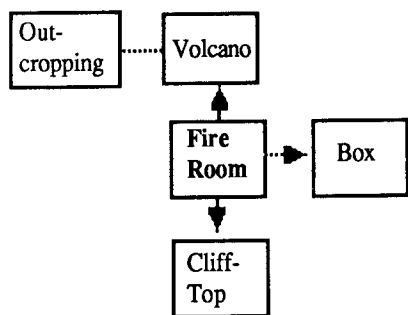
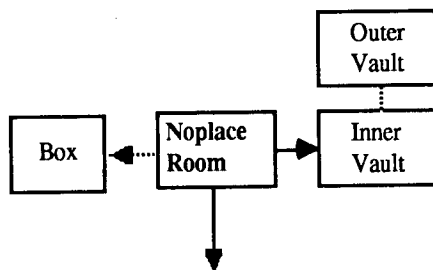
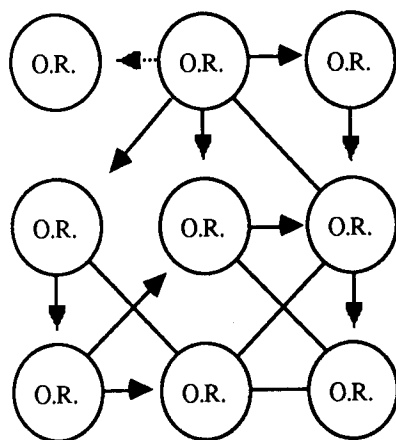


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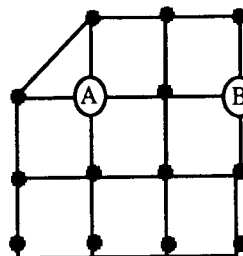


## NOTES:

- Names of locations to which you travel via Blurple spells appear in boldface.
- Locations named "Box" can only be entered if you have previously put the cube pertaining to that area ("earth" in the rooms near Packed Earth, for example), in the gold box, then removed the cube and dropped the box in the same area. Entering the Box room takes you to the box's current location. (This is the key to one puzzle's solution.) Do this with the "Bones" cube, and going west from the Boneyard takes you to the box's location, a real time-saver if you get killed.
- In the Octagonal Rooms, you can only open and use each exit once.
- Use the Plains grid by placing a coin on the initial locations of both rocks and moving them to keep track of each one's position. Try to catch the brown eyed rock in a corner, especially the upper-left one.

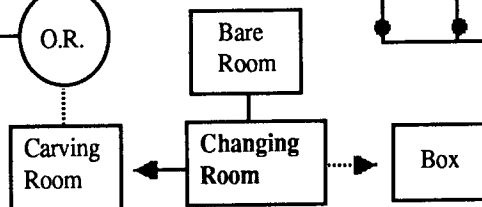


Plains



A = Green-eyed Rock

B = Brown-eyed Rock



O.R. = Octagonal Room