

# PART ONE

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lower-left: menu beep upper-left: star running out top: broke (cape) upper-right: throwing fireball lower-right: 1up bottom: shell kick

cape

star fire menu 1up shell

WATER ZONE shellman: 16 bird: 9 fish: 23 snake: 11

TOWER ZONE 8 11 2 7

HOW TO DANCE: fives are face buttons, positional ones are directions, performed clockwise (so for 1, i.e. up-right, do up and then right)

ORIGIN ZONE:

glyphs of origin: u/lu l/lu r/rd l/dl r/ur d/ur

entrance numbers: 6 1 3 5 4 2 sequence: LAP1 XXXX XXXX l/lu l/lu l/dl d/ur d/lu u/lu r/rd r/dl r/ur r/ur r/lu r/rd l/dl l/rd l/lu u/lu u/rd d/ur

dead tree dance: u/ur ./dl l/rd

# PART TWO

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PAGES: each of these six lands hides an elemental orb. the spoken words of resting beings shall guide the curious one.

knowing how the lands connect is vital to revealing the essences. omit the land of beginning.

the atlas contains all information on the interior of the lands in this realm.

a dormant being rests in the deep. somewhere far, far below the chin. r/ur u/lu l/rd

SECRET? glowing words are engraved into the back of the tree. "the essence of a land is its center."

=== WORDS === BAT: the hanging four, lonely and cold, yet willing to share... approach it from below and simply stare...

./rd     ./lu

./dl u/ur u/.. ./ur

zone row col dance prec 4 1 l/dl towr 4 2 d/lu lake 3 2 u/rd cald 1 2 u/lu tree 3 6 d/ur subt 4 3  
u/ur

arrangement: towr cald 2 4 lake subt 3 6 tree prec 5 1 ~~ SOLVED ~~

r/rd r/ur l/dl d/ur l/lu u/lu u/lu r/rd l/dl r/ur l/lu d/ur

FISH: stand before the giant, remind it of those small and ignored... left-faced thrice, right-faced twice...

watch the hands of the giant as they converge. only they hold the means to unlocking its heart.  
points where the giant clock hands converge: 12 8 4 r/rd u/dl ./lu

silly ghost (r) 3 ./dl fiendish (l) 4 ./lu

11/6 12/16 1/11 10/12 2/9 9/10 3/12 8/23 4/8 7/21 6/19 5/21

12 16 d/ur 8 23 l/dl 4 8 u/dl ~~ SOLVED ~~

BLARGG: a performance to open the closed door... the missing sound, the fallen fruit, and stillness to follow...

the means to ascend into the heavens. "to the sky, to the sky, to the sky." u/lu?

dead tree dance: u/ur ./dl l/rd

cape            u/lu

star fire l/lu r/rd menu 1up l/dl r/ur shell d/ur

menu shell 1up fire 1up shell 1up menu fire star 1up shell ~~ SOLVED ~~

MOLE: follow the water's path, gather the hues along it, and omit that which means nothing...  
enact them above the right socket... purple green (white) purple red purple orange green purple  
2 1 2 4 2 3 1 2 d/ur l/lu d/ur r/ur d/ur r/rd l/lu d/ur

the old map shows the pieces as they were. rotate them as you did.

all blocks initialized to line facing down 5,3: l l/rd 1,2: l l/dl 2,3: u u/ur 1,5: r r/dl ~~ SOLVED ~~

GALOOMBA: those rows... that pit... number the gaps as you fall... then dance...

the left is the unseen reflection of the right. the unseen chamber shall offer the weights.

each jewel has its own weight. each must be used, by any means.

WEIGHTS: green 1 purple 3 orange 4 red 5 blue 7 yellow 8 sum 28 Luigi 9 sum 37  $1+5+8 = 14$   
 $3+4+7 = 14$  what next????

rrrrrbbbbbbb pppLLLLLLLLL yyyyyyyyooooo (g in box) ~~ SOLVED ~~

BOO: of the overhead dancers, find the fatigued one... show it the proper dance, but only the second half...

with a glyph bound to each one, the ancient creatures are all attuned to a land.

scan the land as a clock would. reciting the connecting lands in this order, its essence shall manifest itself.

shellman: 16 d/ur bird: 9

fish: 23

snake: 11

blooper statue: 32 45 40 54 v o i d 35 50 46 48 36 e a r t h 49 38 33 s k y 48 40 41 35 t i m e

wrong glyphs: u/rd l/dl r/ur l/rd r/rd d/lu d/lu l/dl r/rd r/ur

u/lu

l/lu r/rd l/dl r/ur d/ur

void d/ur earth l/lu sky u/lu time r/rd

PRECIPICE (sky) u/lu <- SUBTERRANE TOWER (time) r/rd -> CALDERA <- LAKE CALDERA (fire)  
r/ur <- TOWER -> SUBTERRANE <- TREETOPS SUBTERRANE (void) d/ur -> PRECIPICE ->  
CALDERA -> LAKE LAKE (sea) l/dl -> TOWER -> SUBTERRANE -> TREETOPS TREETOPS (earth)  
l/lu -> CALDERA -> LAKE d/ur l/dl l/lu r/ur d/ur u/lu

baby muncher statue: 51 46 35 50 48 30 46 35 c r e a t u r e 45 53 35 50 46 48 36 o f e a r t h l/lu

shellman statue: 51 46 35 50 48 30 46 35 c r e a t u r e 45 53 32 45 40 54 o f v o i d d/ur

fish statue: 51 46 35 50 48 30 46 35 c r e a t u r e 45 53 49 35 50 o f s e a l/dl

bird statue: 51 46 35 50 48 30 46 35 c r e a t u r e 45 53 49 38 33 o f s k y u/lu



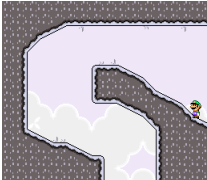
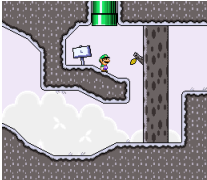
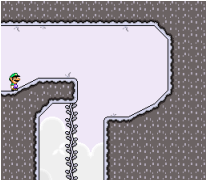
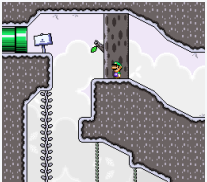




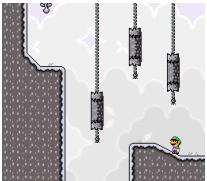



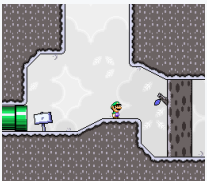







So we meet again, dreamwalker... I shall reveal a path to the Truth of this realm. Below Origin's center, relay its own meaning there.

## IMPORTANT NOTE

Everything seems to be flipped vertically in GENESIS zone. This appears to include number glyphs! They now count counter-clockwise instead of clockwise.

## GENESIS

### Map

0	1	2	3	4	5
1					
2					
3					
4					
5					

### GLYPHS OF GENESIS



u/dr  
l/ul     r/dr  
l/lb     r/ru  
d/lb

Zone Indices

2  
5     4  
1     3  
6



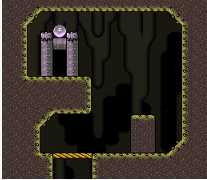

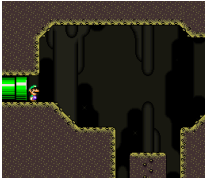






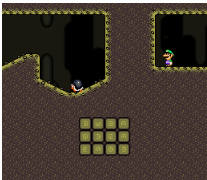



flipped vertically? (yes!)

	PRECIPICE	
TREETOPS		TOWER
LAKE		CALDERA
	SUBTERRA	

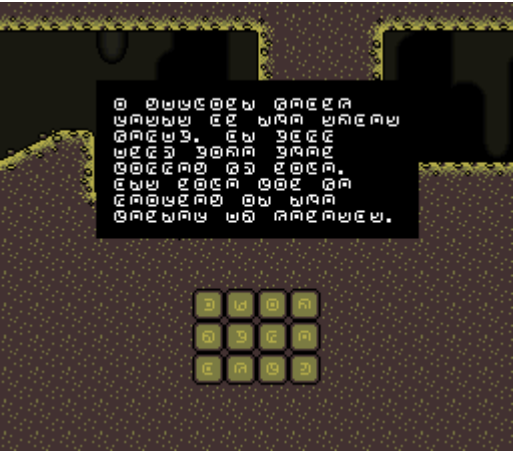
	GROTTO	
CENOTE		FISSURE
SWAMP		RUINS
	WELKIN	

GROTTO

Map

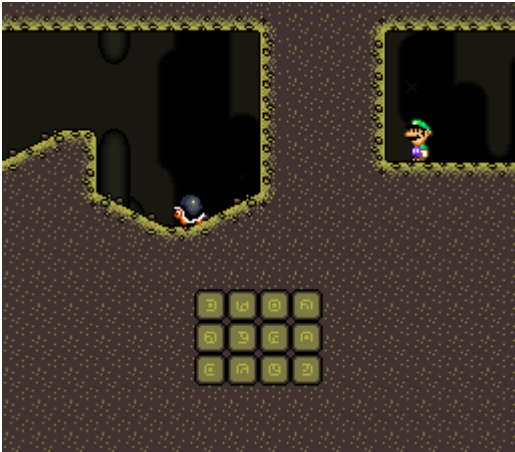
0	1	2	3	4	5
1					
2					
3					
4					
5					

Ancient Creature (Bony Beetle)



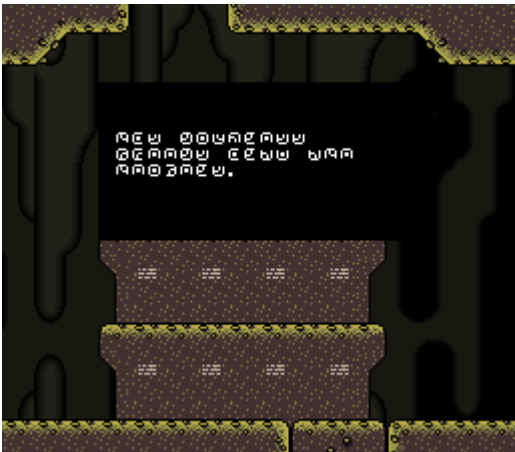
A DORMANT BEING  
RESTS IN THE SKIES  
BELOW. IT WILL  
ONLY WAKE WHEN  
CALLED BY NAME.  
ITS NAME CAN BE  
LEARNED AT THE  
CENTER OF GENESIS.

Stone Grid



U	Q	A	K
F	W	L	E
I	L	C	X

Central Tablets





HIS DARKNESS  
BLEEDS INTO THE  
HEAVENS.



HIS DARKNESS BASKS  
IN THE FLAMES.



WITHIN THE ABYSS,  
HIS DARKNESS  
FLOURISHES.



HIS DARKNESS IS  
EVERLASTING.



HIS DARKNESS WALKS  
AMONGST THE TREES.



THE INFLUENCE OF  
HIS DARKNESS ONLY  
GREW WITH TIME.



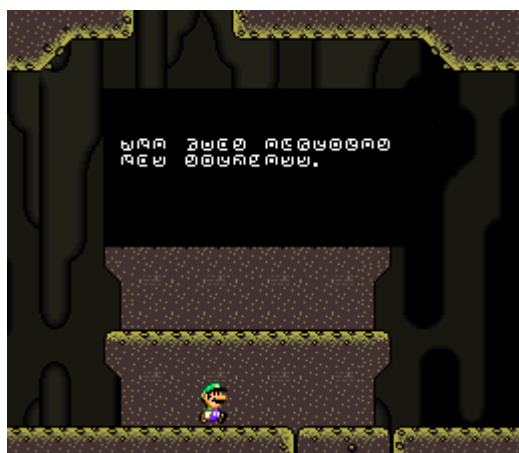
HIS DARKNESS  
DEFILES THE EARTH.



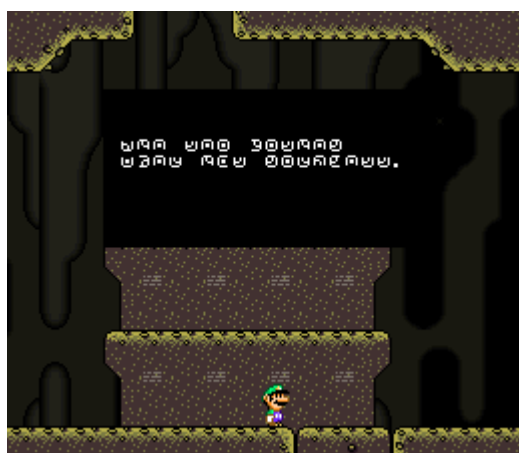
THE FIRE ENGULFS  
HIS DARKNESS.



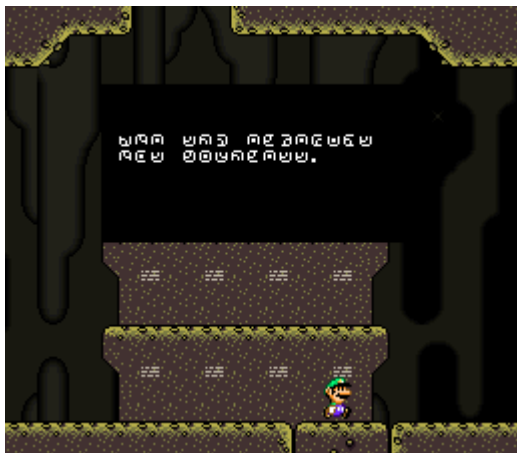
HIS DARKNESS  
POLLUTES THE DEEP  
OCEAN.



THE VOID EMBRACES  
HIS DARKNESS.



THE SEA WASHED  
OVER HIS DARKNESS.



THE SKY ENVELOPS  
HIS DARKNESS.

## Stone Grid Puzzle

THE 12 WRITINGS OF VOID CAN BE FOUND IN THE ABYSS ABOVE. THE STONE GRIDS MARK THOSE IMPORTANT, BY THE NAME OF THE VOID ANCESTOR.

ARB MOS V ANCESTOR OF VOID

### Marked Cells

	B	A	V
O	R		
		M	S

### Potential Sequence

- abyss
- time
- flames
- sea
- trees

- sky
- everlasting

Grotto

U	Q	A	K
F	W	L	E
I	L	C	X

Fissure

U	Q	H	V
F	W	L	E
I	G	C	X

Ruins

U	B	H	K
F	W	L	E
I	G	C	X

Welkin

U	Q	H	K
F	W	L	E
I	G	C	S

Swamp

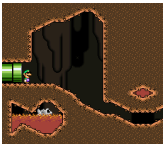


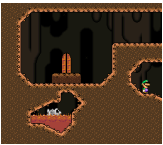

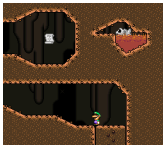
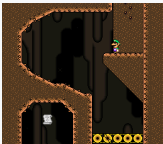


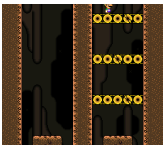
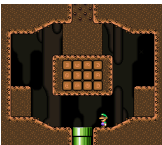
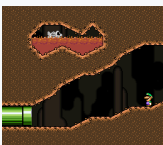
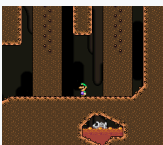
U	Q	H	K
F	R	L	E
I	G	M	X

Cenote

U	Q	H	K
O	W	L	E
I	G	C	X

## FISSURE

### Map

0	1	2	3	4	5	6
1						
2						
3						
4						

### Skeleton Fish

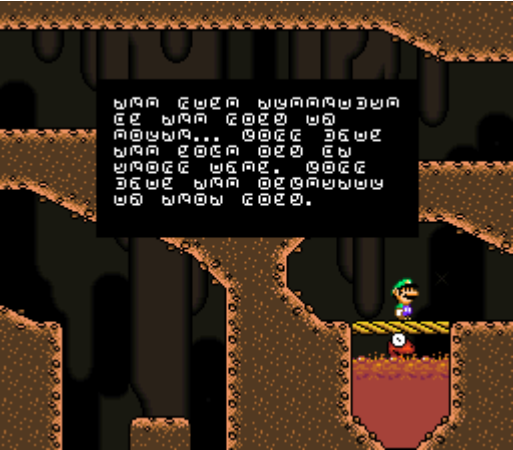
- 4,1 - right facing, two blinks
- 4,2 - left facing, four blinks
- 1,1 - right facing, zero blinks
- 1,6 - left facing, one blink
- 2,5 - left facing, three blinks
- 1,4 - right facing, five blinks

## Ancient Name (Fire)



THE ANCIENT NAME  
OF THE FIRE.  
...  
... FYR  
...  
...

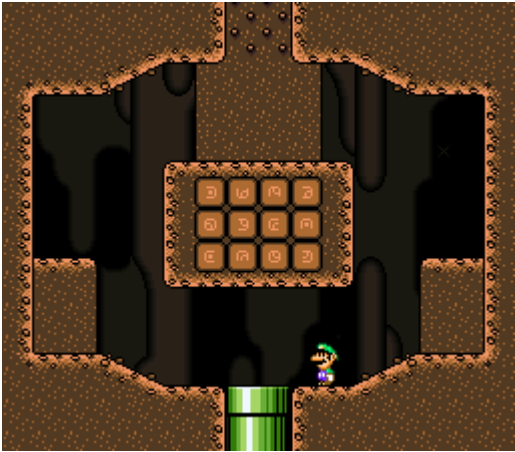
## Ancient Creature (Snake)



THE LONE TREEHOUSE  
IN THE LAND OF  
EARTH... CALL UPON  
THE NAME AND IT  
SHALL OPEN. CALL  
UPON THE ANCESTOR  
OF THAT LAND.

## Stone Grid



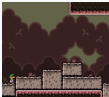
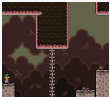

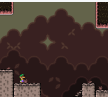


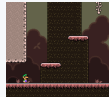
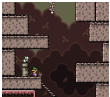


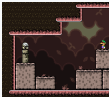


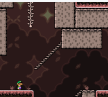
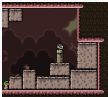
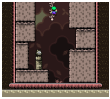
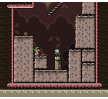




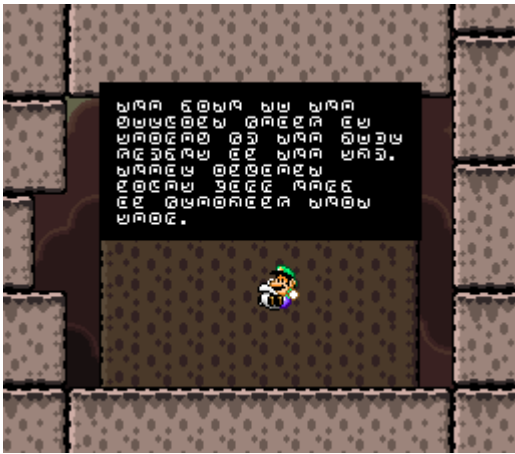
U	Q	H	V
F	W	L	E
I	G	C	X

RUINS

Map

0	1	2	3	4	5	6	7	8
1								
2								
3								
4								
5								
6								

Ancient Creature



THE PATH TO THE  
DORMANT BEING IS  
SEALED BY THE FOUR  
GLYPHS IN THE SKY.  
THEIR ANCIENT  
NAMES WILL HELP  
IN BREAKING THAT  
SEAL.

## Stone Grid



U	B	H	K
F	W	L	E
I	G	C	X

## Statues

### Piranha Plant



SEROLF  
ANCESTOR  
OF EARTH

## Dino Rhino



OGEUF  
ANCESTOR  
OF FIRE

## Flying Beetle



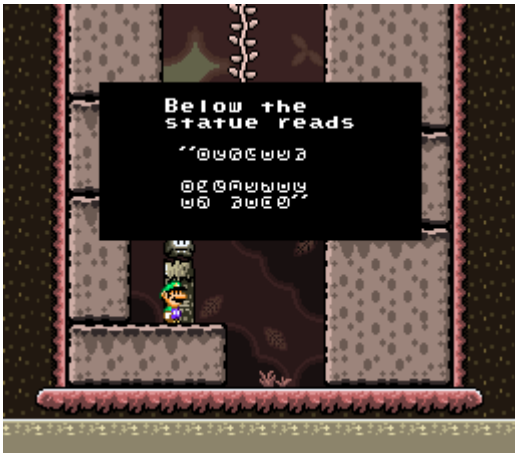
OLEIC  
ANCESTOR  
OF SKY

## Bony Beetle



JOLER  
ANCESTOR  
OF TIME

## Ninji



ARBMOVS  
ANCESTOR  
OF VOID

## Goggle Fish

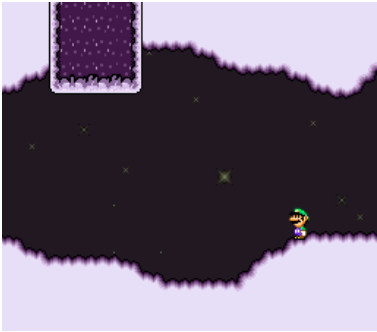

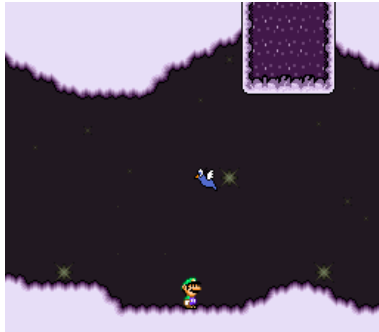



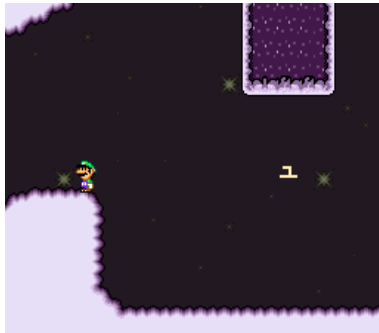
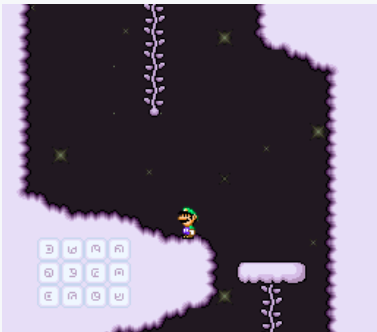




RAMLE  
ANCESTOR  
OF SEA

## WELKIN

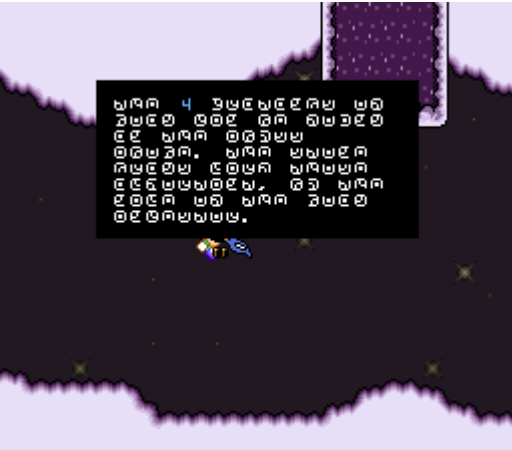
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## Map

0	1	2	3
1			
2			
3			
4			
5			

0	1	2	3
6			

Ancient Creature (bird)



THE 12 WRITINGS OF  
VOID CAN BE FOUND  
IN THE ABYSS  
ABOVE. THE STONE  
GRIDS MARK THOSE  
IMPORTANT, BY THE  
NAME OF THE VOID  
ANCESTOR.

Welkin Compass Scroll



```
.....O.....
.A.....P
.....N...
...I....C.....
.....
W.....
.....S....X....
...E...L.....K.
```

Stone Grid

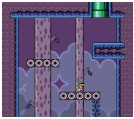
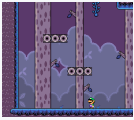



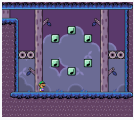

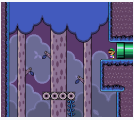
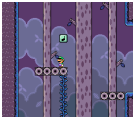
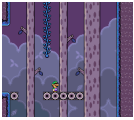
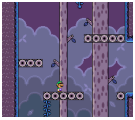
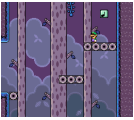



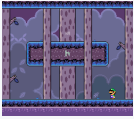




U	Q	H	K
F	W	L	E
I	G	C	S

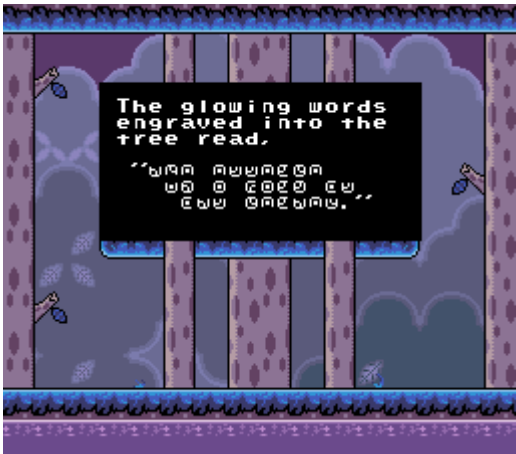
SWAMP

Map



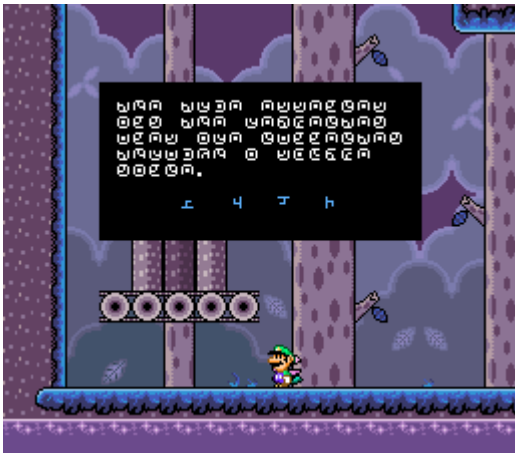
0	1	2	3	4	5	6	7
1							
2							
3							
4							

### Tree Message



THE ESSENCE  
OF A LAND IS  
ITS CENTER.

### Ancient Creature



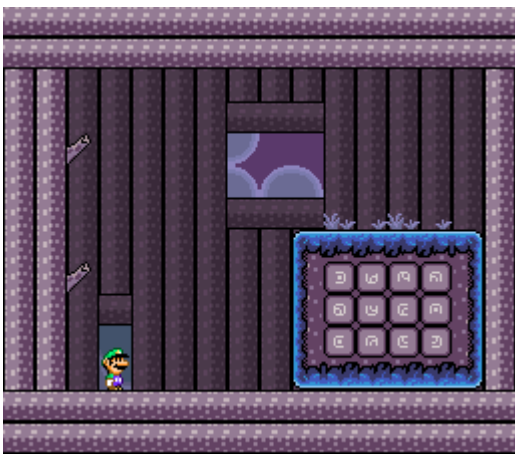
THE TRUE ESSENCES  
AND THE REFLECTED  
ONES ARE CONNECTED  
THROUGH A SIMPLE  
DANCE.

d/rd	r/ur	u/lu	l/dl
(17)	(12)	(9)	(23)

It is possible to teleport between CW and CCW worlds at the essence points.

The dance is flipped and reversed according to the side you are currently in.

## Stone Grid



U	Q	H	K
F	R	L	E
I	G	M	X

## Note Puzzle

Position	Tone
4,7	1
2,6	2
3,3	3
3,7	4
2,4	5
4,4	broke

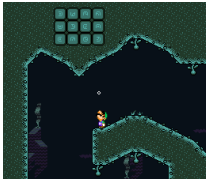
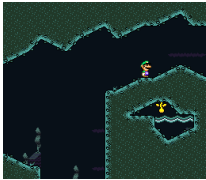
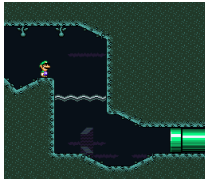
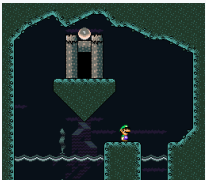
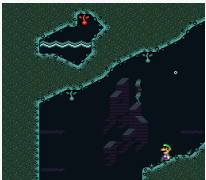
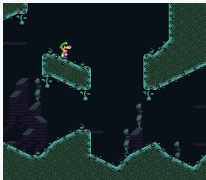
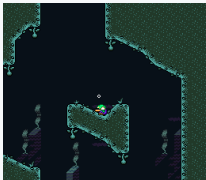
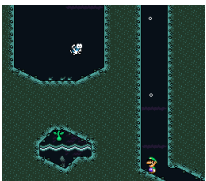
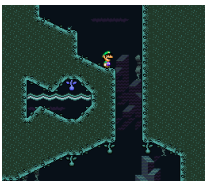
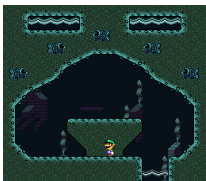
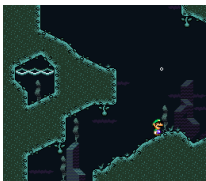
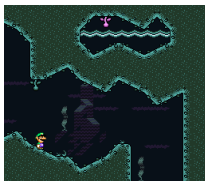
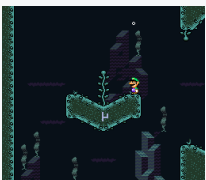
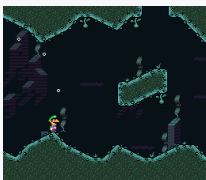
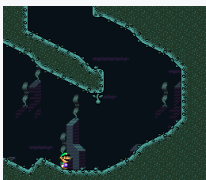
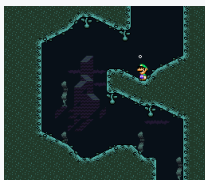
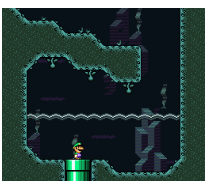

## Opening Treehouse

Reciting the ancestor's name requires inverting outer lines, vertically flipping inner lines, and proceeding counter-clockwise.

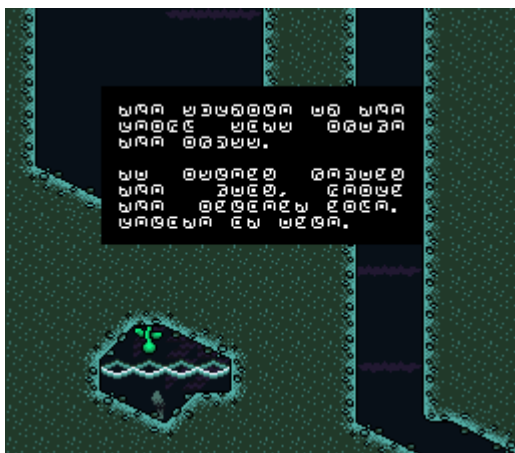
## CENOTE

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## MAP

-1	0	1	2	3	4
1					
2					
3					
4					
5					

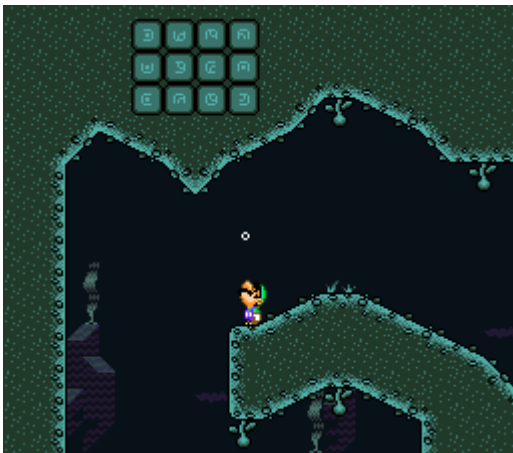
## Ancient Creature



THE SURFACE OF THE  
REALM SITS ABOVE  
THE ABYSS.

TO ASCEND BEYOND  
THE VOID, LEARN  
THE ANCIENT NAME.  
RECITE IT ONCE.

## Stone Grid



U	Q	H	K
O	W	L	E
I	G	C	X

## Skeleton Fish Puzzle



1. Blue - I/Id

2. Yellow - u/dr

3. Purple - d/ld

4. Orange - r/dr

5. Green - l/ul

6. Red - r/ru