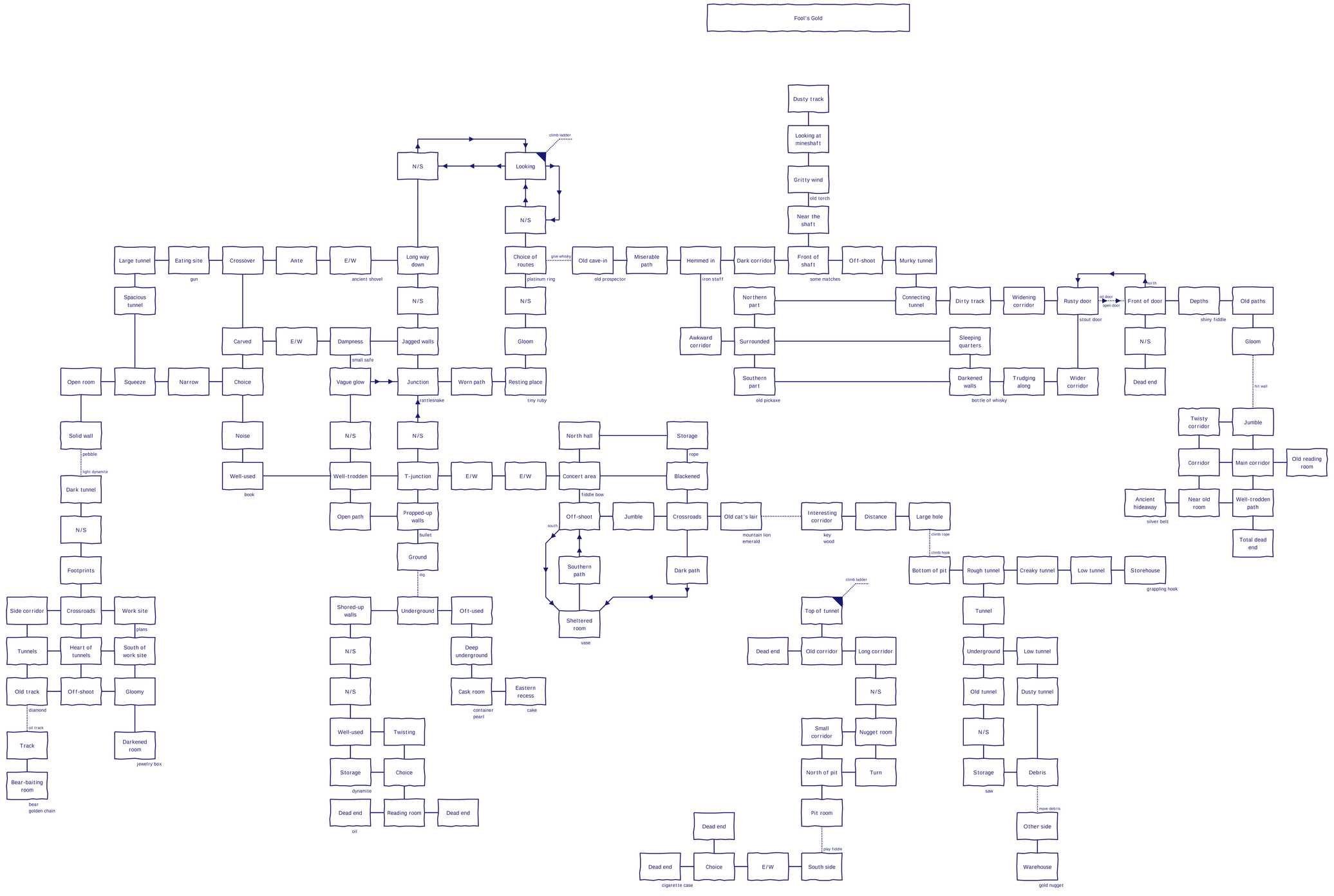

Fool's Gold
Dusty track
Looking at mineshaft
Gritty wind
old torch
Near the shaft
Front of shaft
some matches
Off-shoot
Murky tunnel
Dark corridor
Hemmed in
iron staff
Miserable path
Old cave-in
old prospector
give whisky
Choice of routes
platinum ring
N/S
Looking
climb ladder
N/S
Large tunnel
Eating site
gun
Crossover
Ante
E/W
ancient shovel
Long way down
Spacious tunnel
N/S
N/S
Carved
E/W
Dampness
small safe
Jagged walls
Gloom
Open room
Squeeze
Narrow
Choice
Vague glow
Junction
Worn path
Resting place
tiny ruby
rattlesnake
Solid wall
pebble
light dynamite
Noise
N/S
N/S
North hall
Storage
rope
Well-used
book
Well-trodden
T-junction
E/W
E/W
Concert area
Blackened
fiddle bow
Dark tunnel
N/S
Open path
Propped-up walls
bullet
Off-shoot
Jumble
Crossroads
Old cat's lair
mountain lion
emerald
Interesting corridor
key
wood
Distance
Large hole
climb rope
climb hook
Footprints
Ground
dig
Southern path
Dark path
south
Side corridor
Crossroads
Work site
plans
Shored-up walls
Underground
Off-used
Sheltered room
vase
Tunnels
Heart of tunnels
South of work site
N/S
Deep underground
Old track
Off-shoot
Gloomy
Cask room
Eastern recess
container
pearl
cake
diamond
oil track
Track
Darkened room
jewelry box
Bear-baiting room
bear
golden chain
Well-used
Twisting
Storage
Choice
dynamite
Dead end
Reading room
Dead end
oil
Top of tunnel
climb ladder
Dead end
Old corridor
Long corridor
N/S
Small corridor
Nugget room
North of pit
Turn
Pit room
play fiddle
Dead end
Dead end
Choice
E/W
South side
cigarette case
Bottom of pit
Rough tunnel
Creaky tunnel
Low tunnel
Storehouse
grappling hook
Tunnel
Underground
Low tunnel
Old tunnel
Dusty tunnel
N/S
Storage
Debris
saw
move debris
Other side
Warehouse
gold nugget
Northern part
Surrounded
Southern part
old pickaxe
Awkward corridor
Connecting tunnel
Dirty track
Widening corridor
Rusty door
stout door
old door
open door
Front of door
north
N/S
Dead end
Sleeping quarters
Darkened walls
bottle of whisky
Trudging along
Wider corridor
Depths
shiny fiddle
Old paths
Gloom
hit wall
Twisty corridor
Jumble
Corridor
Main corridor
Old reading room
Ancient hideaway
silver belt
Near old room
Well-trodden path
Total dead end