

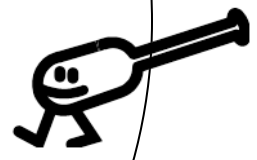
2nd Journey - Schematic



Leave home again! Sail to the "mainland."



Return home to old age



Carry the "Oar"



Plant the "oar" and make a sacrifice of a boar, a ram and a bull



Meet a stranger who thinks the "oar" is a winnowing shovel.