

taking?

[Darkness] tied + blindfolded + ~~knives~~.

- what doesn't work: i, remove blindfold, untie hands, yell, shake head, move, smell, nod, left arms, jump

listen (saw-like buzzing just behind left ear)

set up (hard rope stops you from sitting up)

x me (wearing dinner jacket, wrists bound + stretch behind head, legs splayed + fastened to slab, handkerchief in mouth; lying down on slab.)

note: HANKERCHIEF must be used.

note: touch ≠ feel.

find jacket (part of you)

(after X turns, a sawblade sliced through your skull)  
(180°)

- it's hard to know if the game understands many of the commands (or nouns) I'm trying to use.

shake X { what's here: slab, blindfold, jacket

break X { what's not here: head, rope, arms, wrist(s), leg(s), eyes

kick X { handkerchief, buzzing, saw, blade, metal, ankle(s), voice

move right (hands free) remove blindfold [Morgue]

clock, wall screen, saw, dead corner, door (locked), panel to locker,

x slab (lower + forward cloth) still no rope to untie x lever (up is "L", down is "R")

move lever down (slab rotates 45° up; saw is right middle)

g. (saw now bottom right) untie legs (too thick + too tight)

move lever down (saw now at foot of slab)

x console (blue button labelled "go") (hard to read; blue on black)

push bton (when saw at bton right; it frees your right ankle)

move lever down = g. push button. (stand: clock flashes 2:10)

take cloth. x jacket (jacket + shirt + camera band + bow tie)

{ screen covers to live to haunt you. } x console (green screen; chain connects him to door)

x chain (stretches from wrist, neck, ankles to main door)

x panel (Scanner) x scanner (black panel + microphone)

put body on slab. push button. (hand drops + take hand.)

put severed hand on panel. [Dr Quincy] in [Locker] bronze case, clock,

~~shiny~~

(not put console on slab!)



[hooker] bronze case, clock, screen, storage lockers,  
 women, craps table, croupier, roulette wheel, men, poker table.  
 x bronze case (cabinet) {can't say "x case"}

18 53 10 11

$\begin{pmatrix} B \\ (r) \end{pmatrix}$  0  $\begin{pmatrix} M \\ (r) \end{pmatrix}$  B

(the 0 & B are only visible in Edit mode)

18 - white text on red	x women - old corpse, dress, no lips
5 - black on blue	x craps table (green die & blue die)
3 - black on green	take green die, take blue die. throw dice (B 5, G 1)
10 - pink on white	spin roulette wheel.
11 - black on white	(croupier is a MIA agent you were training)

stop wheel (marble - rests on 4)

x men (3 you killed waiting for curio death, fourth y dont know)

x poker table. (divot by dealer, see  $\frac{J\heartsuit}{2}$ ,  $K\heartsuit$ ,  $Q\heartsuit$ ,  $Q\heartsuit$ ,  $A\heartsuit$ ,  $4\heartsuit$ ,  $7\heartsuit$ ,  $2\heartsuit$ ,  $9\heartsuit$ )

x divot (space for 2 cards)

fake marble. put ~~jack~~ in 18. (click in cupboard)

put ace in divot (click) (no click for jack)

take all from table.

put Jack in divot (sometimes works?!)  
 (after ace is in)

roll dice. works