

plant bomb in 6 min (in lab + run)
 [Foyer] north door, desk, stairs up, doors out S.
 { key, card, device } pipe & powder + timer
 x key (includes door to Deutsch lab) x id (Natalie Willings)
 x desk (4 bins (basement, first, second, alabon), screens)
 push alarm → screen. push first. n.

ALL THINGS
 DEVOURS
 . 25
 30 min

[First Floor Corridor] N/S, 3 doors E
 e → (Podley lab) ne → (equipment room) se → (Saunders lab)
 ↳ to by first
 // push basement btn. d. [Basement hallway] (automatic door closes)

n. [Basement Corridor] (via swing card), 3 doors E, Deutsch lab to N
 n. [The Deutsch Laboratory] your bench, prototype (open), battery, flashlight, work key.

take key, battery, flashlight. x key (for equipment rooms), push battery in flashlight
 x prototype (could be operated from outside?) x bench (research notes are missing)
 in [Inside the prototype (panel, timer @), silver bin] modify panel (need ribbon cable from equip room)
 out. s.s.u. push first. n. re [First Floor Equipment Rm] dk, shelves. turn on flashlight (need 2 batteries)

set button to 3. push button (you appear beside yourself) // set panel to 400. push bin (return in time)
 but former self sees Deutsch lab door open! (close lab door. lock it.) → still failed