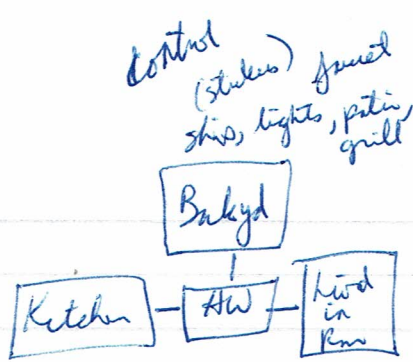


about
comms
hunt
needs

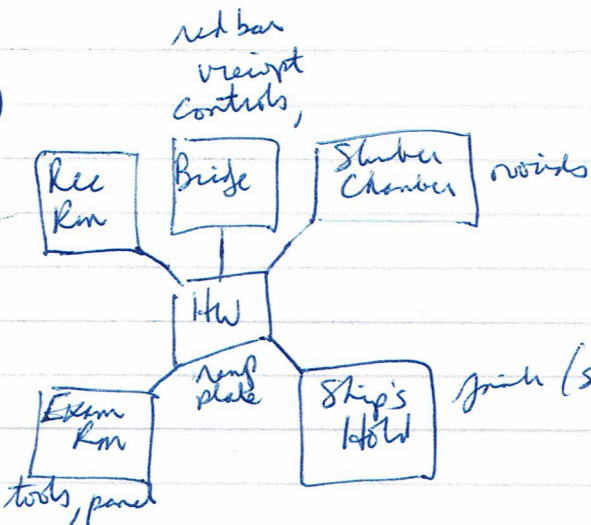


(action opening black hse) - has white bottle (pills)
 purple glass i box (Zigant)
 Generation (Florian) - red
 translator (turned on)

ARRIVAL
 arrival.gam

- they need rock salt, Hottos, + mementos → skip
 - long Rm (shelves, knickknacks, windows, parents, TV)
 mementos [Knickknacks, single Precious Mementos doll]

enter ship
 (ouch plate - virus?)
 counter (white bottle, translator, large bowl)
 ledge (road atlas)



sub plate (not yet touch)

- V'loxalkins have sonars (lack good vision, sensitive to light)
- they're looking for dry climate, & dim suns
- if natives are too smart (5.9 on L'kloral scale) bio-scrubbing!
- (put lid on white bottle?)
- (put hose on faucet)
- (spray ship with hose)
- (turn @ control clockwise ⇒ try bright lights!)

"display map"
 "remove map"

Zigant drops rocks (they shoot out lights)

- one console free at bridge (square button, lever, gauge)
- button (panel) - red hex, green square, blue circle, note
- low pitch moderate high pitch
- mech, glass

HMMLM

hide behind counter, take bottle, put lid on bottle, put bottle on counter

x note: Zigant, the idestiveif mech has field. Hit it to unlock fuel control subsystem.
 blue button - fuel intake cover latch
 lever - forward (intake), back (outflow)
 ↑ current