

B&ING  
ANDREW  
PLOTKIN  
(8) (bap. 25)  
5:28p-7:25

new order (2, 2-4, X1)

File km: cabinets, windows, copier m. i {nil}  
↳ lid, panel of buttons, big green button

(supr: Melvin Pinfrock)  
1, 3, 2 → sort folders, reverse sort folders, give folders to M.  
M. asks you to file folders  
Zefferekin (put folders in 2)

Zarf: Classified — patent on new cup holder  
Zarf: Declassified — blurry photo of employee record

Open 2-4, pull 2y # 2 → door in wall! (3' high, custom Ego 4' floor)

Wind Tunnel (+3) organizing walls  
① → At Zarf's Desk (in Z's head)  
workdesk (monitor, keybd, notes, toys + knickknacks)

↳ metal cubes, ~~in~~ gold cube  
(space) (torso sculpture)

fall to → Hedge (stand)

Kitchenette (as Valerie), coffee maker  
Melvin: 2, 3, 1

→ Val's Desk (computer & email, ring phone, messy pile of work  
answer phone (Debra); Peter enters: 2, 2, 1, 2, 1 (next him in file room)  
[M. watches]

Around the Corner (as "Melvin")  
Peter Danielson Feeny 696095  
Valerie Ann Michelle Conrad 374904

Analysis: TERMINATE Action << Show >>  
Hit Savel << 286016 OROR\_ID(904)[##coverp] >>  
Helse << TERMINATE ID(696095) >>

Follow, Wait, Kill 1 → Follow Mode Active

~~1~~

File Rm (as V) 1, 1

open z-y, pull z-y, pick up papers

M: 4, 1, take papers

lock Rm. 1

1 → In Z's Kitchen (<sup>inside</sup> lights, shadow)

- stove, bottle of wine, 2 measuring cups, bowl, <sup>plate</sup> paste

touch shadow → Inside Z's Brain (all in)

- control panel (1 button, rect plate 4"x6") on stalk  
↑ white vert. line

- <sup>curious</sup> gentleman (thief i stiletto & bag)

NW Campus (as P)

Val falls on helix; help V

Col. Pho's Rest.

= need Z's photo to prove to Z's ID that we were Zarf.

File Rm V: 1 // open door 2

Z's Apt (Z is scanning ISBN #s)

- touch shadow  
- put photo on plate  
- push button  
→ microphone (+3)

talk to Z: 1, 1, β

→ Dead end (helix) thief says you have something of his

→ Helix, NW Campus, n, carry valerie

Z's Desk (as Z)

x window 1, 1, 1

File Rm (coding file, wall socket empty)

open door, enter → M: stop! cabinets are robot arm!

Inside Z (In Z (In Z (In yourself)))

"return 1" & as often as needed

File Rm (as P) open open

- 1) go out window, 2) attack M, 3) break for portal, 4) do Kuhl
- take to M. 1) Kill throw cat at M, you go for portal  
pick up cat, throw it at M. (lets open instead, +3)

Inside Z's Brain (punch, V, Z)

Z wants thing apt to rather in cue from now on.

M appear i gun. Z goes NW → <sup>New</sup> tunnels

Z sez we'll need a few things - Z goes D. (D) → Canyon Wall

Canyon Wall (carcass of Wampus, crossbow (loaded + cocked), Z sez take it. (Take it)

Z go E. (E) → Small Cave (Z: "take blanket") (Take it)

Z go S (M. caves) (S) → Storage Tent "take shovel" (Take it)

Z go V. (Tunnels) (S) → In Roc Nest "take scroll" (V takes it)

Z go W (W) → Control Rm "take scroll" (P takes it)

Z ~~see~~ go NW, walk for M + incase he in. key at trap. Z touches shadow.

(NW) → Dead End

crossbow

blanket

shovel

scroll 1 (bottle: kulcod (dispel magic spell))

scroll 2 (bottle: caskly (cause perfection))

dig ground

cover pt with blanket

shoot reload (43)

V. (Z has cube, spell book + uses blorp spell → File Rm)

kulcod door, caskly copies.

Z: But he's not really the way it happened 2 → You have not a diff