

[Your Cell] (y = worker for Merrivale Institute (MI) in Bizan'Toll, imprisoned by rival company. Eco-worker Scott Talbot was killed)

y & SAOI to escape) door E, window (too small), chair

i { SAOI (worn) } SAOI = Scenery Adjustment Device Interface

(it can ABSORB keys, then RELEASE them)

absorb door (+1) { now icon is a door } e [A Short Corridor] stairs N+D, alarm above,

work-pool E. release door (back where it was, but still locked) { can't take chair while wearing SAOI? }

D → [Bottom of the Steps] N to lift & voice, gate D. N (graphic; y retreat)

'absorb gate' has no response? U. absorb panel (storage room release)

E. [Storage Room] shelf, table x table. x comp (+1) { frozen line in y cell + symbol indicator 'darkness' }

~~(release door in storage room)~~

(release panel at bottom of steps) / release door at Storage Room

(absorb chair) (release chair at Corridor) stand on chair. disable alarm (+1)

(absorb panel) (release panel at Cell) (+1; it covers the window)

l. x marks touch marks { hidden crashpore opens up }

x crashpore { not safe to use yet }

(release door at Bottom of the Steps; locked door now blocks N corridor) (+1)

@ Cell: enter crashpore (+1 win) (10/10)

