

[1.1 km] y = janitor, bed SW, nightstand, TV, dresser W, exit N
(badge)

BIO (7052)
by David Linden

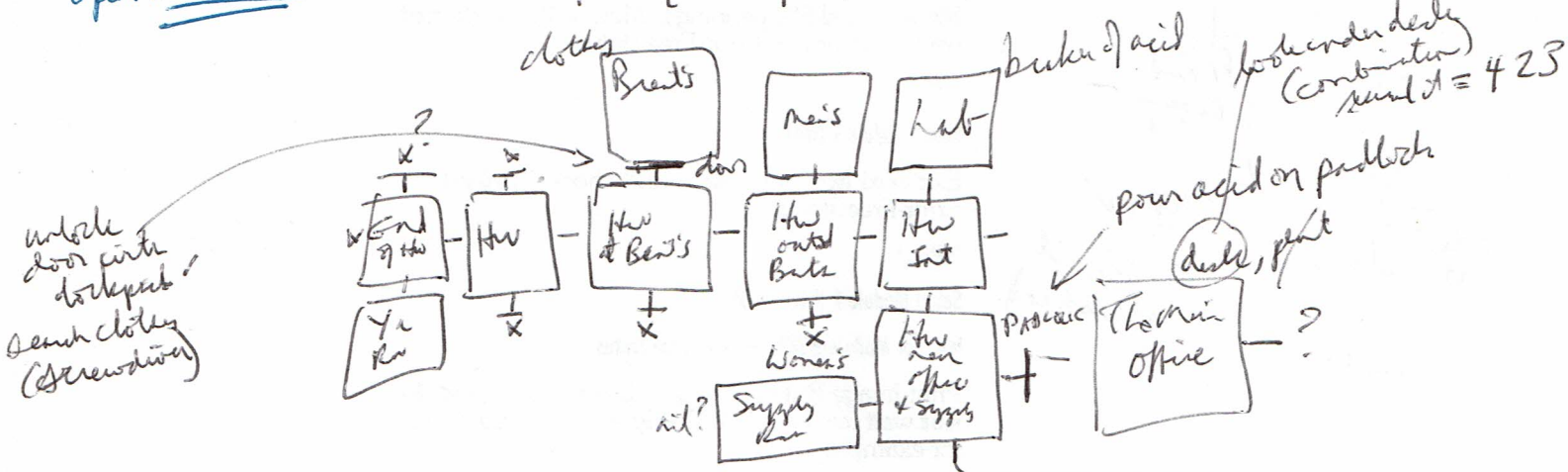
RATE: 2

x bed (gas extension) i §-§ look under bed (-) x dresser

x door. turn off fr wear badge (put on cutman?) x capt x apr x furniture
change card entered later x spray (I don't k. wld "x")

13:27-4:18

open ARMOIRE ?? wear mask. n [End of the] N/am z/



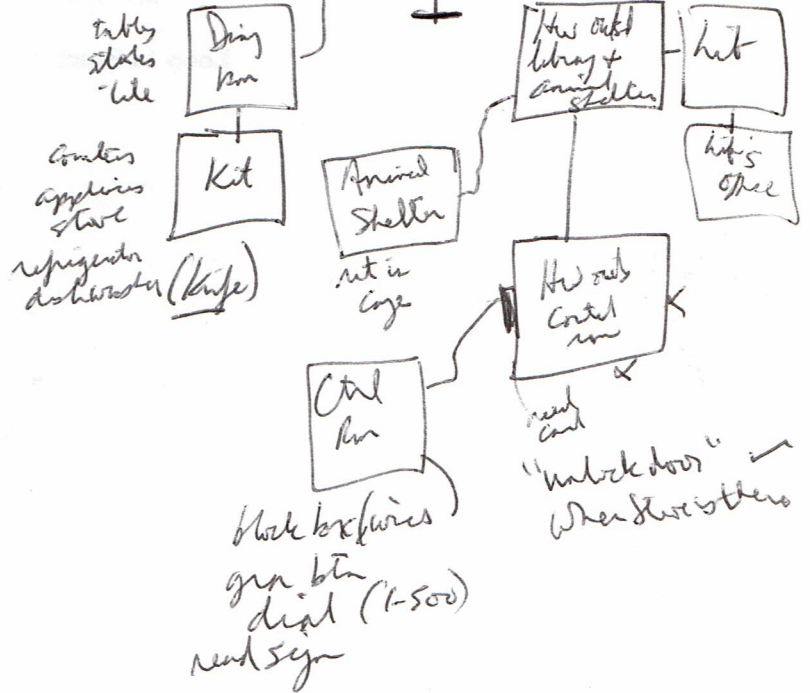
"You're tired"

men's: stall, toilet, sink, like, using, graffiti
open stall (body) - Cal x capt
enter supply room (get it) wear badge.

"Yet Another Hallway Intersection"

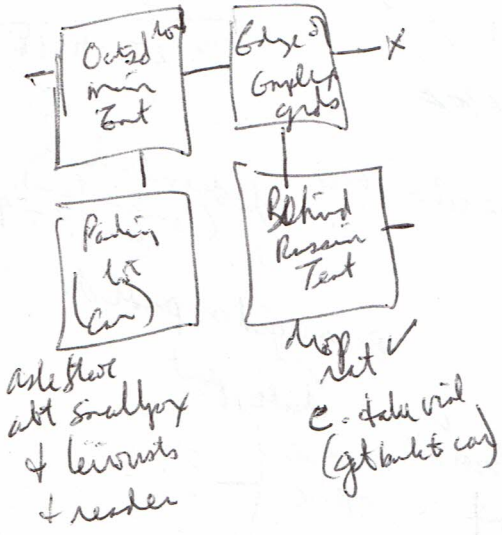
take lockpick back (lockpick)
lock & Security (take white)
Security (Steve (badge), lockers, monitors, keyboards (Steve follows you))

{ RED you DEAD
BLUE you THROUGH
WHITE you RIGHT }



turn dial to 423 & push green button

x text 2* (not found string)



Make a Card Flip pending in Module 2, and **do not** wait for Ready + Error-Free status:

`%MF`

Select Module 1 (INIT = 1)

Exit card from Module 1, and check for Ready + Error-Free status:

`%MO`

Select Module 2 (INIT = 0)

Wait for Module-2 ACK + Error-Free Status

Print Image Buffers using Link command, and **do not** wait for Module 2 Ready + Error-Free status, for example:

`%m 1 IS 0 [IS 1 [IS 2 [I [V xx`

Where:

- xx = 30 (do not move after varnish)
- xx = 31 (invert K for varnish and do not move after)
- xx = 10 (return to print-ready after varnish)
- xx = 11 (invert K for varnish, and return to print-ready)

Loop to Start