

female PC, forgot cell phone at theatre, attached on way back.

BLIND v1.2

by Andrew Metzger

T2.

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[Bedroom] on the griny bed, collar, desk.

- x me {blind; metal collar, jeans, t-shirts} x collar (chain welded top to ceiling)
- x bed {diagonal; sheets torn, mattress, springs}
- x desk {drawers, stand, open drawers {beut nails}}

feel collar (2 halves, hinges, lock) feel hinge feel lock. pick lock with nail.

l {door at far end of room} x door (closed & locked) feel door (crack below knob) x crack.

x walls (pigeon) x sheets (one corner feels hard) feel crack (needs more force)

take collar. push crack. (door opens!) out -> [S end of hallway] (assuming door was west)

carpet, another door S, archway E. S -> [Craped bathroom] x sink (vomit smell)

x shower (closed) x toilet. open shower door (jammed) // E of S end -> [Dining rm] table, chair, folding chair

x table (rotive chindle) take candle. x wooden chair (bale broken) x folding chair (bent but stable)

N -> [Kitchen] open left cabinet (stew pot) x pot (empty) open right cabinet (spatula, stirring spoon, can opener)

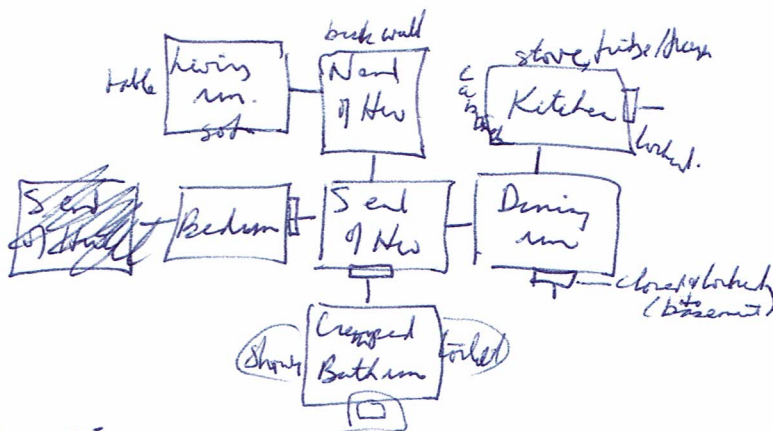
open stove (burned meat) x fridge. open fridge (cheese, milk, bread) open freezer (block of ice) x ice (never defrozed)

// feel brick wall {may be window on other side} N -> [Living rm] sofa, table. x table (radio, magazines)

x radio (battery-driven) open radio (wire, battery, cassette) take all from radio. x battery (corroded)

x sofa. feel sofa (fant jingle) search it (lighter). // @ Bathroom: turn on sink. x sink. take change

(in 'light candle' with lighter but can't burn/melt anything) // take ice. {pc of ice melts away; freezer seems to be constant supply; ice leaves nothing behind} // can't extinguish or put out candle. // jeans have left pocket & right pocket



small door @ Dining rm: {muddy cheese?}

@ fridge: take cheese {metal something handle} take key.

@ Ding man. Unlatch door with key, open door. → [Stairs] {but door re-closes, ~~if~~ there's no knife on the other side} ↓ → [Hallway under stairs] W, U, door to closet?

open door. in [Closet under stairs] shelves, basket bottom handle. take handle.

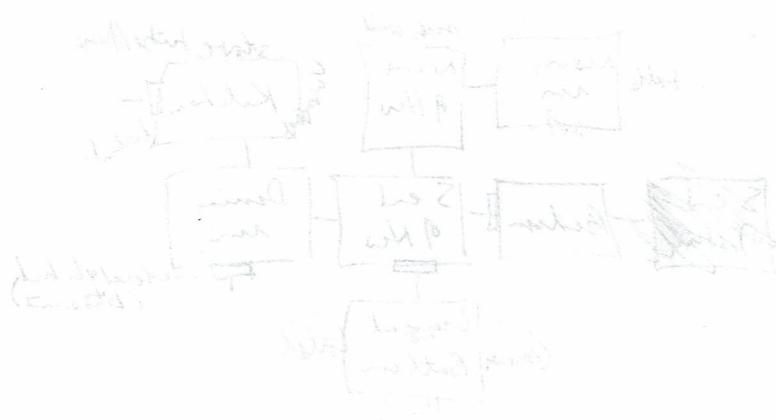
out. W. [West hallway] table W, picture from N, exit: E+NE.

NE → [large, open room] hum @ door W, oil smell @ door N, locked door E, floor S is cold, W SW, table, console N. × table (restaurant) × door {locked, workroom, deep freeze, or generator?} operate table.

N → [Workshop] benches, tool chest, rain boots, jacket. wear boots. wear jacket. × bench (note, east or west?) open chest {bottle, ribbon, ring, locked, casing, broken watch, toy brick}
 smithy, rilly, waste (simple) (broken + bear) paper waste

small bottle {with?} open bottle {teeth!; drop bottle, scatter teeth on floor}

W of large → [Generator room] generator, box, key blouse. × box (switch, fuse box is closed) × generator (there's a brittle label above the switch) read label ("Power Switch") {remove jacket. wear blouse. wear jacket} open box (blown fuse) take fuse. × fuse switch (currently off) × generator (fuse switch (currently on)) {turning off the generator will summon a man who captures y, strips y, & ties y to the operating table}



Handwritten notes at the bottom of the page, including the phrase "I think that's all" and other faint, partially legible text.