

y are Prof Archibald Foster. (y has description)

city policemen captures y ~~via~~ via goggles? "Where is it?" (Hind)

The Blueprint

⇒ [Darkness] chain on leg. red. wires. steam? strip of white light above.

(Eindhoven, sheet, pants, socks, boots, capacitor, photographs)

later (bubbling + dripping). feel chain. touch light (rope?)

pull rope ⇒ light via mirrors, better air [Interrogation chamber] mirrors, rack, lava steam, wooden locker, table, armchair, door is peephole + no handle N, pipes S, trunkets on table, jacket on armchair, rope.

x photograph (sepia of Ione at 10 yrs). x capacitor (was charged in lab)

x rack (too far) x locker (too far) x jacket (too far) x air shaft (might be able to crawl thru it)

x door (too far) x table, trunkets (too far) x lava (too far)

x pipes (one junction is weak, rag wrapped, something stuck between pipes) look behind pipes (crossbar, but too hot (need hand protection)) take rag. take crossbar {via rag}

break chain {crossbar breaks too}

x locker (glass, ornaments circle it, figurine on base inside)

x figurine (Prometheus; conductive material) x glow. look behind locker ⇒ gem.

x gem (hollow amber containing fire of Prometheus)

x table (red stable?) (tuning, candlelabrum, poppers, ink, quill, stain)

x door (well underneath) x well (deep; coat seabottom)

x lattice (like a torch) x rack (x pulley - could be removed if unscrewing tool)

x jacket. search it ⇒ button. x button (thin, hard, rectangular) {climb rope: it breaks off}

break locker. take figurine - unscrew pulley with button. climb rope. take rope.

attach rope to pulley. attach pulley to well. {win, the game lights your way}

{probably missed tons of content; PC was researching electricity??}