

1. kitchen (w/c/s/w) table (cutlery, plates), stool

Bedroom (blanket), wallit, bath, prosee/potem wish? door N, bed, window.

N → [Work Room] desk, phone, S/W, C, awiter, hanna, work folder (?), worklog (?)

look under desk → seration

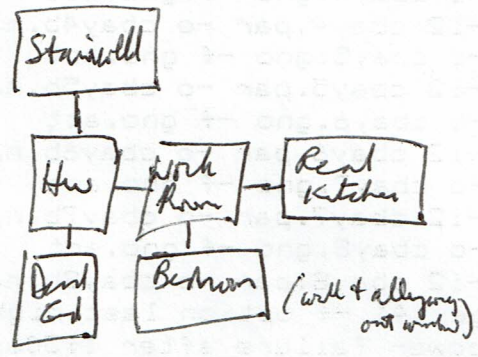
card 02312345673 phone #
photo
newspaper
- Chinese Corp Hly.

E → [Kitchen] brass, microwave, tv, donk
free

phone # 8 boxes 06634734521

W of WR → [Hw] lizard basket, light bulb (grapt), prosee N/S.

N → [Stairwell] . S.S. [Dank Ent] fire exit S.

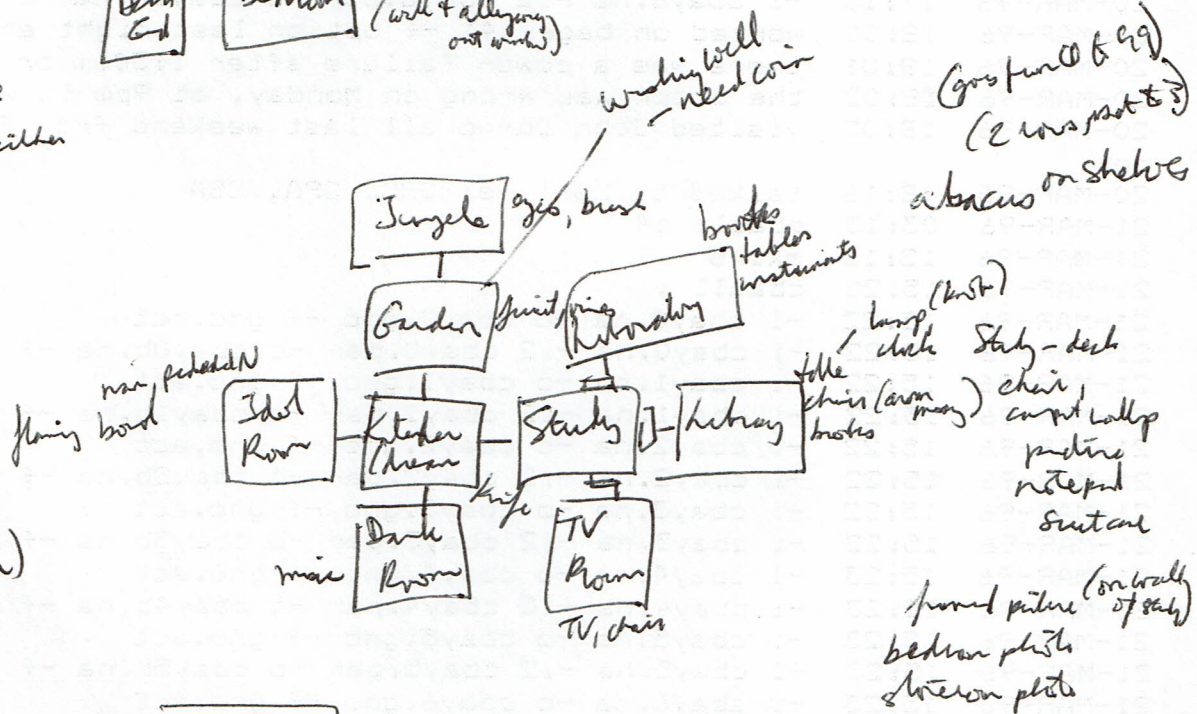


— dialing the taxi number puts a nightcap in inventory!

leaflet for taxi
052314532517

S - Street
- graffiti, contact, tree
rest, feather

blanket - blue
floor of kitchen
blueprint



ant newspaper (i knife)
→ newspaper picture
put it in frame

Myalicious Stream

- chest
- blueprint
- hammock

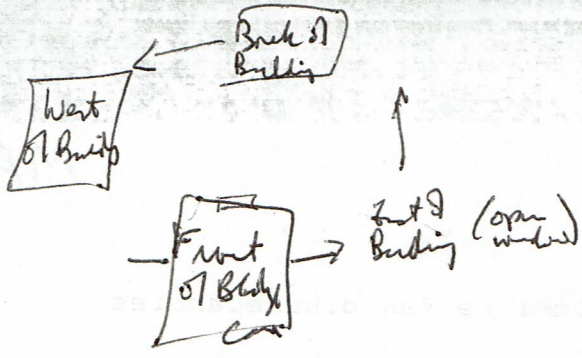
water (Imagination Soil)

desk - in-tray
- out-tray
drawer - mirror
bedroom photo held by screen.

abacus set to 3 (0, 99)
clock set to 1500 (0, 2359)

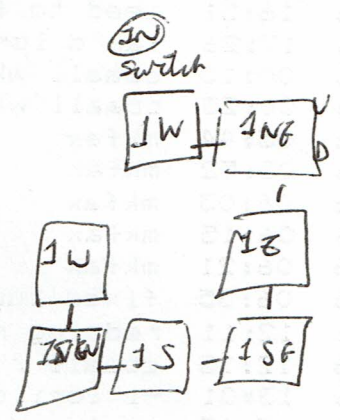
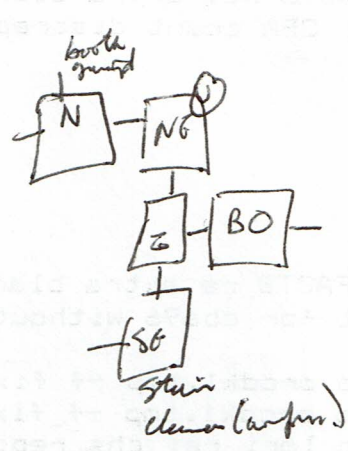
Goof hand to 99
(2 rows not to 3)
abacus on shelves

found picture (on wall of study)
bedroom photo
screen photo



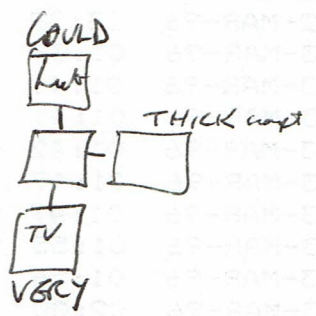
Breezy office
 - desk, paperwork
 - box of highlighters
 W3 Ground Floor East (N/S)
 N3 Ground Floor North East

Drop highlighters when sleeps just closes eyes.



Trophy case appears in East Room if slept & kept up.
 - in case is a lantern "To light the space without form"
 - case is locked (no keyhole)

give items to Red (he plays with them)
 give blueprint to Blue (he goes to hub)
 - he points to door with left hand & makes stony motion & eye
 - close door (he points to you, him, instructions, then you again)



X apartment door @ work room => take key (is this what Mr Blue wants?)
 give apartment key to Mr Blue {he gives ~~it~~ to you}
 - strange gadget
 - a cube of metal

Mr Green
 ↓
 Mr Red
 ↓
 Mr Blue
 (it's not counting sleeps, but who you saw last)

put baby in fountain (✓) {Society changed, virus instead}
~~X trophy case {it's not a trophy}~~ {orienting study: here is the chryp}
 X in tray {stone tablet ✓}

fire brightly, sundial 1/2 past 5, letters XLII.

- lamp to brightly
- set abacus to 42.
- set clock to 1730

one book falls onto the table
 - X mission book:
 target: SDE files
 location: Chinese Corp, Sec Rm 2, 1st Floor
 Address: Room 606 28635
 (attempt to take book -> it flies from you.)

break nest \Rightarrow feather (pure white)

CACOPHONY

put gadget in depression $\checkmark \Rightarrow$ {the chest click} (only in storeroom!)
exact phrase

open chest \Rightarrow cloak blueprint + disemporter (black disc with small switch).
(a stealth device)

- give cloak blueprint to Blue
- give blanket to Blue
- give mirror to Blue {now mixes during sunrise, makes as if to strain his eyes}
- give feather to Blue \Rightarrow garnet } a grey cloak
- wear cloak {now you're invisible!}

use cloak, disemports on 1st floor guard, disemporter on
enter bath, turn bath switch on. W \rightarrow [1st Floor North-West]

security door (2) to N, with keypad. type 28635 on keypad \checkmark

N \rightarrow [Security Room 2] shelves + cubes x cubes. take cubes (Cube 5) {how to deliver it?}

CF14 — give pad ("HELP") to Green \Rightarrow remote control.

push button in study \Rightarrow all 3 doors open/close (also works in library, laboratory
(doesn't work in real kitchen, work room)

put cube in ventratory (\checkmark) {briefly stops; it drops} \rightarrow ~~xxx~~ offline ~~xxx~~
Delivered (2nd)

- remaining puzzles

SOIL. FRUIT. TROPHY CASE/LANTERN.

DARK ROOM. VOID. LIZARDS. TV'S.

REMOTE, IDOL - RED.

show ('HELP') notepad to Green #3
 \Rightarrow remote, give me aka egg,
suicide pill.

Cat suicide pill \Rightarrow (2nd entry Piece)

- give Crowbar to Red @ 1st Room \Rightarrow trophy case pryed open

- see figures of flesh in Dark Room via lantern

- turn on lantern in Void, see trail west \Rightarrow [Grotto] leprechaun, plants, rock, pool

2* \Rightarrow Cenoflozer (should help get things out of hand)

2 \Rightarrow ~~stone~~ stone (to learn my past)

- break wood stone with hammer \Rightarrow seed

put seed in soil \Rightarrow leafy plant
 put plant in bowl \Rightarrow bowl disappears, trapdoor revealed.
 open trapdoor. d. \rightarrow [Archive] x pages

take pages, drop page.

- page 1 - Report - The Recent Failure of the Machine Protection
- page 2 - Report - Analysis of Energy Field (lifeforms in field!)
- page 3 - Report - Analysis of lifeforms (plan to entrap one creature by altering the field properties)
- page 4 - Report - lifeform Entrapment (condition the mind to respond to orders, then it can be used as a tool)
- page 5 - Report - Further Action (creature has mutated to new form of life & may alter further, attacks other Chinese - they have valuable tech which we lack.)

give cenoflyer to red \rightarrow Mr Red benodates with the cenoflyer.

- benodate cenoflyer @ Idol Room. push statue \Rightarrow it's gone.
- benodate cenoflyer @ Jungle. { lizard crawls onto left } kill lizard.
- benodate cenoflyer @ TV Room. turn off tv.
- benodate cenoflyer @ Dark Room. listen \Rightarrow ~~Free~~ (mind/body expand, away from class)