

crsk.txt message from author + walk through
crsk.inf
crsk.25

[Base Room] stand door W, another in E, switch on wall, wire on ceiling, chair
- stand on chair. take wire (die - it's live) (score 0 of 31) 'Trapped like a rat!'
(light switch was on) (chair appears purple)

- turn off switch. stand on chair. take wire [+5]. stand
x wire (rusty) take chair. e.

[Wire Room] machine, drum, dust, hole in drum, rusty saw, drum cover,
x machine (button, writings, panel) x writings: {
Operational Director:
To op ET EE DFSine. PrDF the 42 to GDFEG.
So F4x SFR in HNET SDCWire in paGSDW.
SERnins SID FKe ASDPK wF46 RKR

open panel. x panel (wire missing)
x cover (heavy cylinder) x drum (tall, big crop to cut it)

push button -> green. push button -> red.
put wire in panel (die, while button red) or green
sub-writings. x writings {
Operational Director:
To operate the machine: Push the button.
To fix the machine: Open panel. InsVt Error in it.
Warning: Make Sure there's Yo AleItro Oct 1988

stand on chair. u. (cover needs to be opened first)
(back in 1st room, turn on switch -> this electricity is in one or the other room; not both)

put wire in panel (+3 pts) turn switch off. 13: Worker
push button (-> green, 'Zhuang') 2 (wait a few turns; cover open +5 pts)
push button (red) stand on chair. u. [Inside drum] hole, bundle (+3 pts) 16 'Worker'
open bundle (dead rat) take all from bundle (there's a golden key not mentioned);
blank line in inventory) wrap saw ^{with} bundle. cut hole with saw. w

-> [Wire Room] look in rat. take key (+5) (21: 'Smart Worker') (24: 'Smart Worker')
w. unlock door with key. open door. w [Small Garden] elephant charges you.
drop rat. (+17, 'Master of the form')

/quest/competition 97/informs/crsk/crsk.inf
/crsk.txt
/crsk.25