

cithoropluses:

[Sindock] playpen ("SAY LIGHTS ON"), winch, bulkhead door S (Planet Keller) on rig, heavy door N @ window.

N → [Bolo Bay lower Promenade] West ship sheltered, E only party, more from N.

E → [Hedge Your Bets] mirror, slinky unit, topical salon  
 x unit (frictional but in steady mode, tubes) {when slinky, return to Sindock}

// N N. [Bolo Bay Upper Promenade] E+N blocked, hole W.

W → [hill] Sprouts] dark, top, Tahiti Tota {push black button; say snelly to read; push white btn to play it back} @ lower: push blubblub. E. W. S.

@ Sindock: push white button. "Welcome MOCA SA" {lights on + shutters open!}

N. W [Raidropes] (busts) taps at bar, bottle @ bonsai planet.

x taps {Bolo Budget Blend, Summerfresh Spritz, Topical Steam, Glacierwys Premier Blend, Mer du Key} x budget (2c), x spritz (5c), x steam (7c).

x premier (25c) - x mer (not for children). x bottle. x planet. (3" floats)

// @ Hedge Your Bets. x tip top. ask tip top abt leaf styles (unbreakable) (burred, draped, pop star)

W. N. furious in pass, hill N.

E of Upper → [Everything's One Credit] bin {Battle Carapace, Polithra actinifera, coloring book} (all abt Polithra of Balaban; carapace is like book)

// @ Sprouts: x case {all the Cellular Mold™ buckets are gone}

// N of Upper → [Raugny South] NW+NE, dark ran N @ sealed xylosphere (tests ecosystems)

NW → [Raugny West] dry W, low NE+SE, xylosphere @, security sphere from dryd.

(y cut talk to sphere) W. [Residated Ctyd] chate up to yr apls, pufferpod trees. take pufferpod. {sluggish in ctyd + raugny} (pufferpod inflates when at Upper)

(pufferpod shrinks at Raugny!) // [Raugny East] doors @ Oblong logo E.

E [Xyloforming hat] traps, equipt, Guide, chate U. take guide

- W. SE. S. read guide {
1. Turn on light switch
  2. Switch on sherry pump. {have a fresh sherry tank in tank housing}
  3. Place a pattern sphere in the pattern input chamber.

Then switch on the chamber + strand back. The chamber will seal itself.

x workstation { light switch, slurry pump control, pattern input chamber, tank housing }  
turn on light switch { sun in xylosphere room & Central Ring is lit up }  
look in tank housing (empty). U → [Observation lounge] +ashed drink machine.  
x machine (before off well, has hole, leaks water)

x xylosphere - 1. { currently featureless white phase abt a 1/4-mile across }  
↑ (I have no idea why that worked. '2' doesn't select the 2nd object)

W (You'd jump d shit for! You'd fracture yr core stone)

// [Ringway North] low SW & SE, security down N to control tower, xylosphere S.

N [Central Security] (no soln here) monitors, placard of rules, stairs U, stretch N,  
trouble tank & solar beam. read placard #1. Do not attach str personnel or property  
2. Maint vehicles used only in maint areas. 3. Minors to engage only in age-appropriate activities.  
4. Do NOT REMOVE THIS PLACARD. } open tank (no obvious openings) people put in here  
for bad behaviour) N [Darkness] N/S

N → [Parking] Planet Roller, yr mom is missing. most air N, office E,  
identisphere. take identisphere. {shyph} s. s. r.

x identisphere { it belongs to yr mother }

// U from Chyd → [Quiet Apartment] computer terminal, gift box ("for Zo") on table  
open d (new soln vest) drop junior vest. wear afterdark. {y won't stave it! tho! }

x computer { Tora her's file, Tora Zo's file, list of station issues,  
financial log, encrypted file }

read signs. (N tunnel blocked; E & W tunnel failures, Fatal accident in W engine adjacent road.  
shutters damage, derelict vehicle in str perimeter)

read Zo's: correct balance of 0 deposits.

read encrypted: two male plants growing together in unova of Starbridge series Stop don't end  
Capt Jelen

// U from Ctrl Sec: [Control Tower Tank] U [Control Tower Canopy] see maint air N,  
engine W, N & E. x yellow button ("OBSERVE AUTO-CORRECT") push it (please make sure all  
engines are active first)

- x east engine (lts in a frozen lake)
- x north engine (in chup of jagged rocks, rust, purple blotches)
- x west engine (deep in plateau; vents in cliffs for excess heat)

// N of Ctrl Sec: [Nox-Infested Hall] rock barnacles: purple & blk, liquid filled or jelly

// @ Parking: enter roller - operator's manual. { switch on/off headlights - not eddie light; SWAB, UNSWAB, smitthy (with snagpoon), HONK to make a noise } bath man.

e of Parking - [Engine Room] switchboard, calendar. (make Xylwinds to full bloom)  
read it: tech notes, "Leje B-Dy", "make appit @ HRS"

- x switchboard (3 switches: West, North, East)
- x west switch ("West Engine - Ro Highland": off)
- x north switch ("North Engine - Talba Lovers": off)
- x east switch ("East Engine - Lake Bin Galai": off)

N of Parking [Access Tunnels] (they go W, N, & E; N tunnel blocked by energy wall)

x energy wall (see 2 energy purposes behind it) x bypasses (blk speks & antennae)

E → [East Engine Access Tunnel] knee-deep in icy water (cant go further on foot)

W of AT → [West Engine Access Tunnel] W → [Chasm Station Side] 50' gap with only a thin support beam across. x beam (construction machines can build onto the beam)

// in roller, e of EAT → [Submerged Tunnel] e → [Lake Bin Galai Substation]

can go N/S, substation ~~has~~ { missing fuse } thick cables

N → [Under the Ice] N & S N & E → [Dragonweath Nest] dragonweath e fuse

x dragonweath { still abandon one tremore for a better one }

// S of Lake Bin → [Drop-off] D → [Deep Lake] rusted starship (opening is face up, squashed into swim) D → [Ancient Wreck] x vault cover. snag handle. U.

⇒ [The Vault] cube of fool's flub here. snag flub. N. U. U. N. N. N. E. unsnag flub. { plant doesnt react } hooks. { it drop here + takes cube } snag fuse.

Sw. S. unsnag fuse. (blue strip lights go). W. W. W. S. - [Parking]

turn on east switch. // McTyd ~~rest~~ x trees. read plaque.

// @ Cham Station Side: spray beam. w.  $\Rightarrow$  [Cham Highlands Side]  
 w  $\Rightarrow$  [Ro Highland Substation] w/e, substation (also missing a fuse)  
 w [The Painted Forest] shack N, round w. x words ("BEWARE THE HERSIVORE")  
 x sunlamps. x moss. x weeds. x gravel. out.  
 N [Engineer's Shack] book, cot, sherry tank, new fuse, sleeping pot.  
 rent hole (planet, suns, herbivore). read herbivore. (a rockbeast, weakens. sunlight,  
 tears lifelines & stuffs them into its mouth to break them further) {non-plant life is mostly threatened}  
 read suns. read planet (gerase) take tank. take fuse.  
 S. enter roller. E. out. put fuse in substation. // turn on west switch {burst of static  
 & loud creak?} ((the energy well is gone))

@ ~~the~~ Kylaforming hut: put tank in housing (v)

// take bottle. x certificate. read it. (ROMANA - request by Shell Co. (No 1037  
 079999)  
 It's a full ecosystem, good work OLIVAS & PARE (sold separately). take it.

// put pod in bottle: S. (to RN)  $\Rightarrow$  pod shatters bottle + it + planet falls take pod + planet. bonnai

// turn on pump - (entire chamber coated in glycol)

put bonnai plant in chamber. turn on chamber. {unforced!  $\Rightarrow$  solar pistol gift!

(you can shoot a object to ballast in light) // @ North-Infested Hall:

shoot rock. g. g. g. {now Non-Infested Hall}

// (we can't spray the bypasses) N  $\Rightarrow$  [North Engine Access Tunnel] N/S duct & <sup>N</sup> rocks, burrows. D  
 d (not in roller) out. d.  $\rightarrow$  [Burrows] N/N N  $\Rightarrow$  [Tulaba Caverns Overlook]

D to corner from, S into tunnel, guesses above. D  $\rightarrow$  [Crystal Prairie] path N/S.

N/S [Makeshift Camp] fire-pit, lean-to, engine above, cooking unit. (sucked out but still on)

in  $\rightarrow$  [Cooking Unit Interior] mother in deep tower, ~~gassy~~ arm, block of Cellulose  
 x arm (chewed?) x block (chunks dug from it)

take mother. out. (cable quires & rockbeast speaks)

shoot rockbeast (dust; drops antebucate) - it probably used this to drain energy

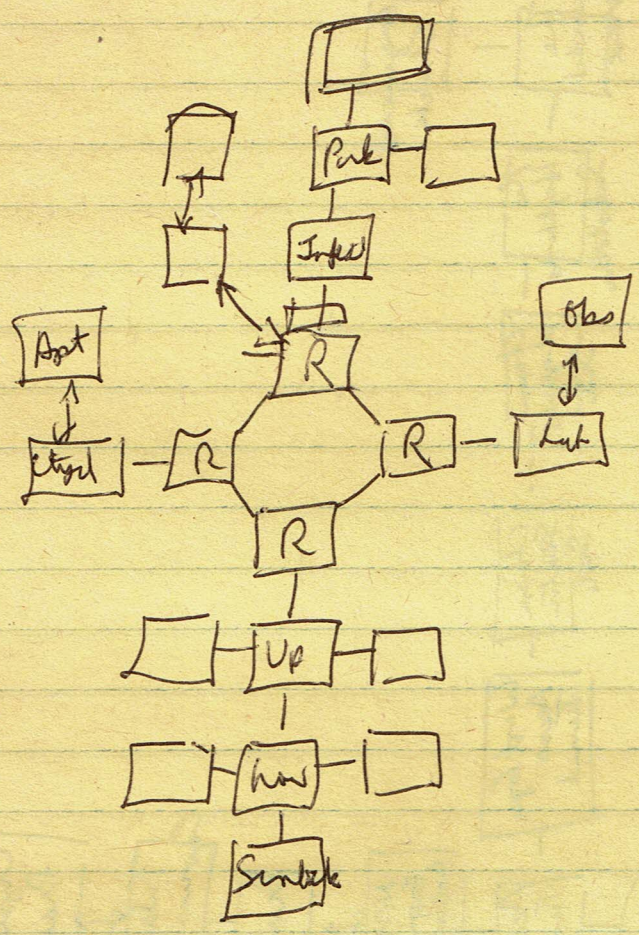
drop it - N engine should now work. SW. U. S. U. S. S.C

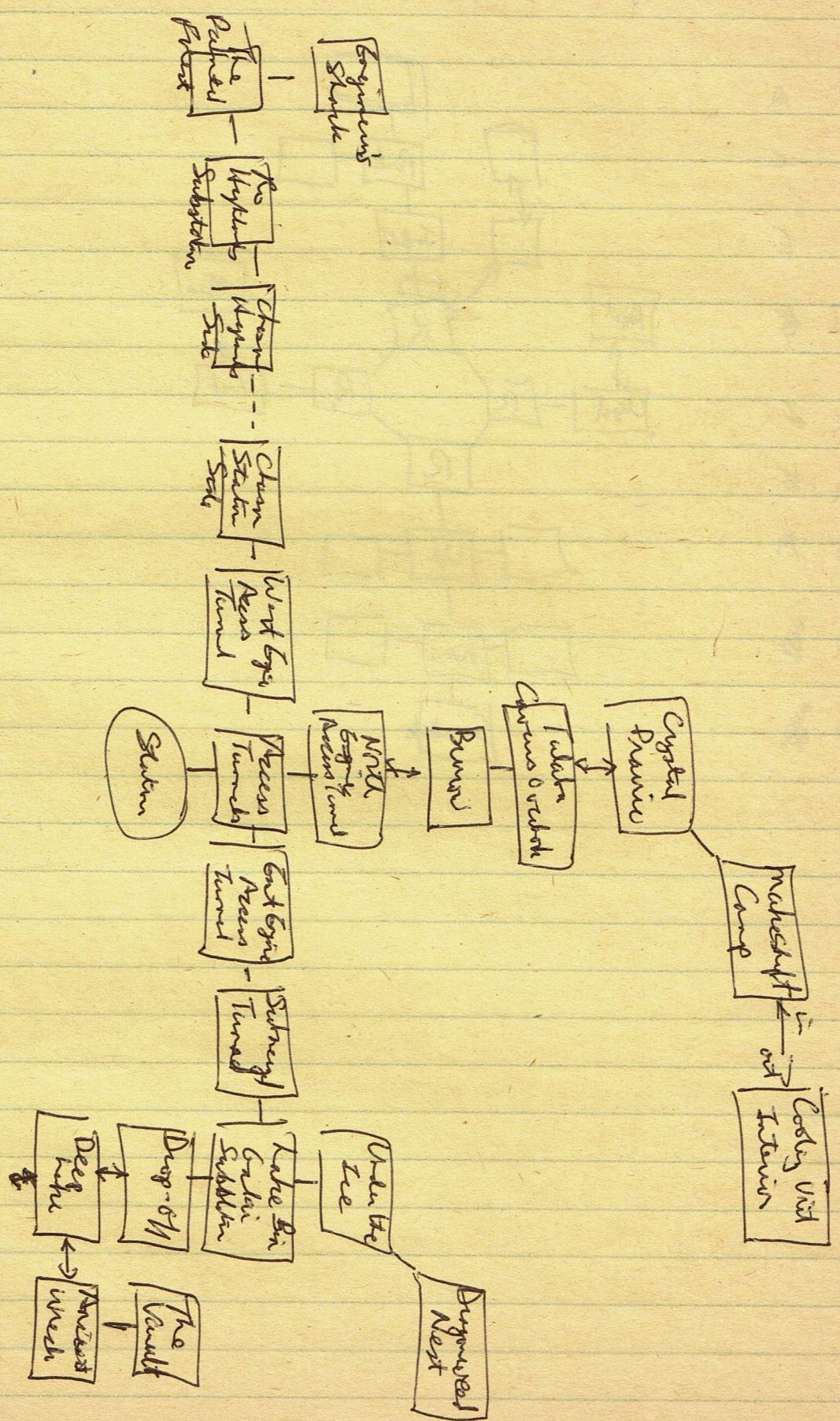
[Engine Room] turn on N switch. // @ Control Tower Conroy: drop mother:

push yellow button (son!) "Z? ... I'm so glad you're safe" ~~the~~ The End

1 3 5 7 9

A  
C  
E  
I  
K  
M  
O  
Q  
S





Engineers' Shrine

The Pulverized Forest

No Hydrant Substation

Charm Hydrant Side

Charm Station Seal

West Engine Turns

NAD Engine Turns

Station

East Engine Turns

Submerge Turned

Take Bin Galai Subbler

Drop-off

Deep hole

The Vault

Ancient Wreck

Under the Ice

Engineered Nest

Mushy Camp

Cooling Unit Intain