

Lid - no junk food! - \$1 - NO MUSCLE!
friendly

"paged"

[Street corner] (S/E) (N to open, W to adj, NW to go back to store)
x older woman (handbag, lost) talk to older woman (lost? No! have no doc!)

N → [The Middle of the Street] (marked) covers

N → [Opposite St corner] (empty, sewer grate) (young woman in body + stroller)

W → [In Front of the Candy Store] (N in E, sign S)

N → Inside the Candy Store (N to broken, cashier, counter, shelves, sweets)
ticket to cashier (suckers in back are the cheapest)

Bush bin (dust, box: Super! - Son! - Suckers! Only 99 cents! by sucker (JARL!) many counterfeit!

[Toad Y1 Cell] window, toilet, sink, cot, book shelf, door, bottle, walls
bottle has cork. Scavenges island

x toilet (seat, lever, water) x sink (knob, faucet)

x shelf (able to collapse; 3 holes: K, B, R)

read black book ("Kalamazoo" unlocks doors) paper (blank)

read blue book (message in bottle, send to sea) cry for help

read red book (2 workers break into lighthouse, tell keeper, turn off light, boat comes, kid goes down)

look under cot (pen) write on paper. read paper.

put paper in bottle. put cork in bottle.

x man. talk to man. g. (man found bottle in sewer)

g. (He gives you a small knife) g. (cut self & it, yell & run, stab guard)

Once out, stay low (blue is sunny & guards)

x knife. x marking (candle litters, non-existent word)

Read marking: Salsafat Gograms

cut me & knife. yell. kill guard & knife. scare guard. (wet stops blinding (!))

e. [Narrow Passage] (E/W) e → [Z End] (light bulb, radiator, S)

x radiator. (bolt, no pipes), S → [Entryway] metal door E, sliding doors S,

mop + bucket. x metal door. read writing (VTHLUT door; Auto PDRs only)

look through windows (stairs, cold blocks, guard)

look in water (rusty key) unlock metal door & key

E → Utility Rm (bulb, shelves, fusebox)

x shelves (large wrench, small wrench, flat-head screwdriver, glove)

x fusebox (closed) take glove & d. went (asleep)

open fusebox, look in fusebox. x switches (R, G, K, S, Y, W)

Three WSA Windows? Probably ~~not~~

Hilroy

R H K B Y W

X red switch (on, fogarty)

- all are on & fogarty turn off X switch (not push)

R - exit passage

G - sonethy above you

K - nut?

B - utility rm

Y - sonethy below you

W - all lights on the wall

turn bolt w/ large wrench

move radiator (vent)

X gate vent (grate)

X gate (two screws)

unscrew left screw & screwdriver

unscrew right " "

V. Scrope

C. [Inst the Vent]

e [Bush F f - Vf o]

e [B Fest] (can't go further) (2.)

[The Hole] door

window. X walls (N is bush) food tossed in (spoon + apple)

X apple (moldy + worms)

X cement, chip cement & spoon. g. n [Border Run]

Door N, water, gray walls, stem, boilers, pipes

open door n [Quiet Hw] (automated door N, or E/W hall)

X door (intercom needs voice recognition)

kalmazoo - N [At the Base of the heighthore] plaque, stairs U

U [At Top] too bright. (in The Hole - fallen star.

(maybe K switch is for intercom?) No. (but isn't heighthore light, or boilers other)

~~use~~ E → [On the Perch] porch (cloud, cliff) X porch (red button)

push red button (nothing. clouds must be bypassed)

want (lightly hit it) ⇒ On the Shore

Z. (motorboat sounds) X wrecks X anchor

X chest (raft, oar) take all from chest. inflate raft.

put raft in water. board raft. paddle raft.

[Far Away from the Shore] g.