[Control Rm] mag, terminal, chairs, roster, exits E/W, core below

x terminal {main coolant line broken, core temp is too high, possible leak,
"AUTOMATED FAILSAFE ERROR"} (run or manually engage the failsafe device)

map (ground level ("Level 3") is a straight line, W to parking lot, E to a catwalk to failsafe room,
deep reservoir, ladder shaft) ("Red Phoenix Valley - Unit 1")

x roster (only you and a maint tech named "Jones" are on duty tonight)

i {.} E [Catwalk] containment area is 2 stories below, closed door to control rm E, ladder D.

E (door doesn't open; and it should) x door (failsafe shall be behind this door.)

D [West Ladder Shaft - Level 2] U/D   D > [West Ladder Shaft - Level 1] U/E, toolbox

open toolbox (rusty, needs a lubricant)   E → [Backflow Control Room] ladder to hatch in ceiling, valve 'BACKFLOW',

hatch "L1" to E, light panel beside hatch.   x panel (three lights, center light "L2" glows blue,)

E (can't open hatch) west   x west hatch (port hole & immobilization bolt)

x port hole (reservoir is full of water, metal object floating in it)   x valve. open it (hear water moving)

U (the adjoining hatch doesn't open from this side.   x port hole (empty)   E [Reservoir - Level 1] hatches E/W, floor is unusual, length of rope

take rope (can't; one end is permanently attached to the reservoir)   x floor (it floats on the water;)

E [East Ladder Shaft - Level 1] ladder U, light panel on wall, metal plate "L1"   other

U [Drain Control Room] valve 'DRAIN', hatch W ("L2") U/D, can of oil.   take can

i. W. W. W. oil toolbox. open toolbox {wrench} take wrench . E. E. E. U. U. [East Ladder Shaft - Level 3]

W/D . x panel ("L1" is lit) {the wrench isn't for the failsafe door} (dunno what that did.) //close (backflow) valve //

// turn (drain) valve with wrench. open valve. (dunno what that did.) // [Overflow Control Room] valve (open) (L2)

close (drain) valve {water moving} x panel (L2) // [Overflow Control Room] valve (open) (L1)

close valve {water moving} x panel L3. d. turn (backflow) valve {open it} x panel (L1)

e. e. u. turn valve.. d. w. w. turn valve. e e u turn valve. x panel (L3)

U. W. W. [Failsafe Room] device

x failsafe {door or mechanism} plants, cabinet.

use failsafe {threat goes down}

x cabinet (keyhole 1/2 way up)   x door (damaged;
                                          won't reopen)
x plants (magnet hidden)

e. e. d. turn (drain) valve. d. w
tie rope to magnet - (doesn't work) tie magnet to rope (✓)

E. U. TURN VALVE. TURN VALVE. D. W. TAKE KEY. E. TURN VALVE. U. W. W.
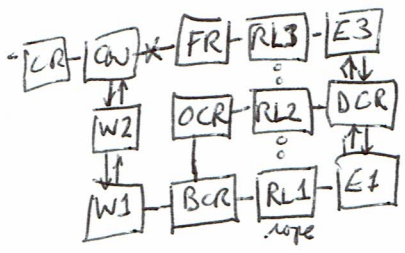
UNLOCK CABINET WITH KEY. OPEN IT (body falls out, NOT A SURPRISE) x body. x badge (Jones, A. - RPV-1 Maintenance)

E. E. D. TURN VALVE. D.   /// open exit door. W (win (ending 5 of 5))

(ending 5 is the ending without shutting it down)