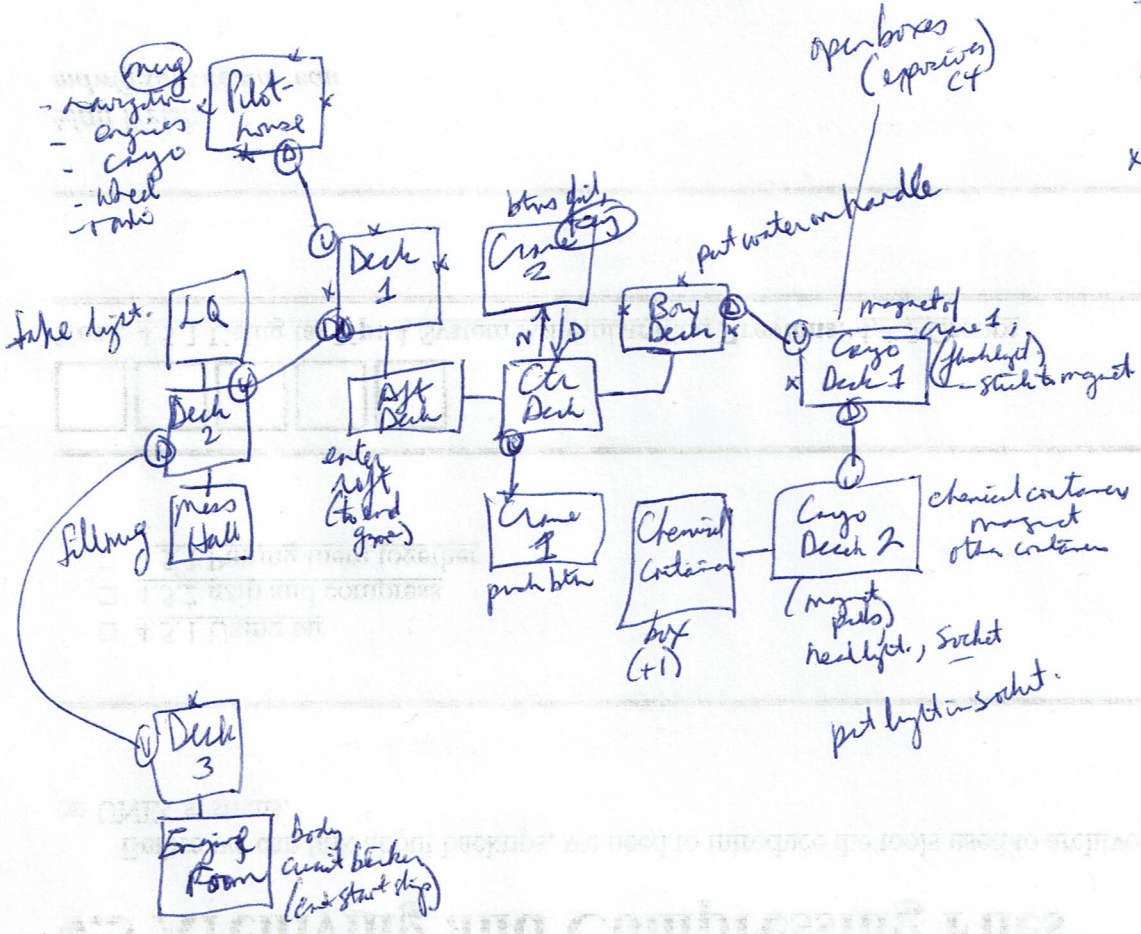


(wave on ship)

Dead in the Water
by Nicholas Mezger

[Living Quarters] bed, trunk, Alarm clock, blanket
 S → (deck people; kitchen utensils must've leaked, med vital in ayo, engines stopped (must prevent it))
 [Deck 2] 2 door, v/d S → [Mess hall] pot of water boiling on stove
 d → to Mr. / u → [Deck 1] out/up S → [Aft Deck] t/c left (S/W) e → [Center Deck]
 stairs u, walkways. u → [Crate 1] btw (stop) / e → [Both Deck] door. d (frozen, too cold)
 // trunk {packing / batteries} x clock (4 AM battery)

- x Cargo
 - "baby food" is on 2nd cargo deck.
 - explosives + derbies on Cargo deck
- x navigation
 - ship will drift to shore in hours.
- x engines
 - starter not working.



- put battery in flash light. turn on flashlight.
- put alarm on C4 (got engine room) drop = 4. turn on C4. (is ticking)