

[Workspace] (pressure) x pressure ("PV=nRT") back pressure.

Dual Transform  
A meta-sequence of Co-ops

drop it → [Church] x carpet, piston, x pipes, x air

x altar, x candle ("heart") back candle, drop heat

→ [Longhall] (heat) free-wt, chest, mount, open chest (cut) x mound, dig mound, x fire.

x benches, take pressure → [Church] (small offering-box is new.)

x box (one spot ad chest) open box (empty) take heat → [Longhall]

(chest is now open) { knife inside } x knife ("light") take knife, i. drop light

→ [Cave] axe in stalactite to S, stream

touch pressure [Church] switch chalice (parallel of axe) x chalice (empty)

take chalice, take ~~pen~~ light [Cave] fill chalice - take heat.

[Longhall] pour water on fire (it hisses into steam well before reaching the fire)

drop chalice in Church; axe return to Cave; unlit torch (stuck) in Longhall - take stick.

light it (it's now burning), take light. [Cave] (the torchlight reveals a fat mushroom)

x mushroom ("charge") take mushroom, drop charge. → [Laboratory] beams, rein, glass roof,

apparatus (tanks, wires, tubing) x rein, x roof (iron antennas) x apparatus (cauldron, flasks, flasks, vapor)

x flasks (brown & gold flecks) x vapor (it swirls as lighting flasks) x flask (dry crust inside)

take heat, drop torch, take charge (the torch/chalice/axe is a compass here)

(The compass ~~transform~~ transforms into the chalice in Church; but stops a compass in Cave)

fill chalice (with water at Cave) / @ laboratory: pour water into flask {water boils, vapor rises}

x tank (red crystals start to form) x crystals, x snowflake, x crystal, g. (the ruby crystal is "weight")

drop weight → [Library] bookcase of books, w, with doors; bookshelves, shelves of weaponry.

open doors (locked, no keyhole) x books (green & brown) drop chalice → becomes a key, drop key.

take pressure [Church] now has a stained glass window depicting a green tree.

[Longhall] now has a gnarled tree with leaves. [Cave] if there's new, it's hidden in the dark.

[Laboratory] nothing new here. // chop tree (with axe): axe is too rusty & tree is stone hard.

chop leaves (one leaf, but it crumbles to dust) // break window with axe (the window frame is a hole, with a bookcase wall behind)

(the tree is now uprooted) (Library's bookcase is now open, books in a heap) search books (many, but none stand out)

burn tree → one leaf remains, gold. (painted on tree) / in library: a golden volume is chained to the bookcase & a golden

padlock. x book ("form") unlock padlock with key. <sup>take book</sup> drop form → [Stone Circle] stones, night sky, no stars.

x stones (8 of them, 1 taller than others) drop key → <sup>feel</sup> moon. x tall stone (not sure what direction it is)

// x compass (@ Stone Circle) ⇒ the compass crawls ~~up~~ <sup>to</sup> the ~~top~~ <sup>mouth</sup>. l. {smooth flintstone?}

- @ Church → moth here.
- @ Cave → moth is here, but bats attack, & it reforms as a fat snowflake.
- @ Chongball → the snowflake becomes a smoke-ring
- @ ~~Church~~ → the smoke-ring becomes a long silk thread
- @ Library → the thread becomes a miniature silver kite
- @ Laboratory → the kite becomes a gleam of pure light
- @ Stone Circle → the gleam shines up & up, stars appear, and <sup>a model of</sup> your workspace
- x model ("metasemantics") drop metasemantics
- [Room] furniture, desks, cube, exit S. fake pressure (~~at~~ denied)
- S → [Trapped] ~~not~~ be confined ~~xxx~~