

ENDLESS
HANDS
64x

y = vampire, remember breakfast @ 7pm, then pain in back of head.

[Skene's] touch head [y can't move] {sack removed from head; 3 people here; y's tied to a chair; on a moving truck; people are Vampire Queen + bodyguards
"y live in my town; y have to follow my rules" "y give the rest of us a bad name, so it's goodbye.
I'm not killing y. I'm just eating y in the middle of the desert for yr crimes {what crimes?}

[In The Back Of A Truck] ask queen abt crimes {"Drugs or murder? We haven't decided.
We've done stuff we need someone to blame"} ask queen abt rules {1. Do what I say. 2. Shut up {
x queen {beautiful, terrifying, actually the mayor, totally corrupt}
x bodyguards {suits, mean, large, muscular} i {shirt, jeans} ask queen abt name ("Bliza")
ask queen abt town {"Corruption is great for making money"}
ask queen abt desert {"You're not the first quite criminal anyone. 90% chance y'll die, but y must survive"} {tossed out of truck onto sand. Sunrise is at about 6:00 AM in a few hrs.
Find shelter or else POOF. And if y return, we'll kill y for real. 'Bye, loser.'}

[The Middle Of Nowhere] (night vision) ^{cape} cactus W, tall rock E, huge dunes NW+NE, gap N;
digital watch. take watch. 1:54 am > time prompt.

w [A huge Cactus] clothes caught in spines, oasis W, smooth rock E, dunes N + NW.
take clothes. x clothes {shirt + pants, inside ash + pockets full of sand}

w [An Oasis] pool, sapling, cactus E, dune N+NE {dive/swim: 6 min} x spring (stuck in leaves) ^{1m}
take it. e.e.e. [A Rock] rock 3x yr ht + carvings. x carvings {arrow up + handholds}

v [On Top of a Rock] home is way south, for N bldg, NE church? NW abandoned car,
far E gnat. d.e. [A Strange Hatch] hatch + keypad reader, skeleton
x skeleton {radio} take radio. turn it on {static; need antenna} turn it off.

w.w.n. [The Middle of Nowhere (2)] NW, NE, S.
NW -> [The Middle of Nowhere (3)] car N, tent W, path SE.

N [Abandoned Car] tent SW, path S. x car {crushed mirror, flat tire, good antenna}
take antenna {put antenna on radio; not wide enough; need to stick it somehow.
open door. enter car. {milkshak, glove compartment, sunshields, adult magazine (plot SAK)
open glove. take chocolate bar. move sunshields (spider!); auto door drive}

exit car. sw. [Outside Tent] garlic cloves, car not, path E, sealed car. take car. x car (CRASHED mirror)
(can't enter tent with garlic) move garlic with stick; enter tent {y want mortal in; y can't enter?}

[TMON 4] bldg N, cemetery NE, church E, back SW.

N [Outside Abandoned Restaurant] 'Come in' sign, door N, cemetery E, church SE, back S hybrid form.

N [Handle dent badge] Knock on door. {werewolf at door glances at you} x werewolf (female, pink dress)

ask werewolf abt building {imagine a stick to chase, something to chew on, and something to eat, then yes}

ask werewolf abt sign {no, I don't trust yet} {she likes can, but not chocolate bar}

{clothes aren't a cheat}

se [Church] door E, cemetery gates N, restaurant NW, path back W.

E (center approach the door) N [Cemetery] shock E (lights on), wall, many graves.

x graves {see one y like, symbol} x symbol {7 colored circles in circle; clockwise from top: ROYGBIV}

x graves {too won't g {there lies David} x graves {"GRO", empty coffin}

x empty coffin (creeps y out) e [Outside the Graveyard's Shack] door E, window, shed N, back W

x man (looks SD's x string) Knock on door. {he dies + now there's a dead body + ghost?}

open door (locked) {can't break window} {x book: "Dark Carnival"}

N [Shed] hole in ceiling, shelf c roll of tape. take tape. x hole (won't protect y from sun)

tape antenna to radio. fusion on radio {first... area, full...} {see you - messy reports}

{radio no better at 700) Kbh - "This - a - intend - swaying - of Spectrum"

" you're hearing - you heard - " "But - keypad to swipe on - "

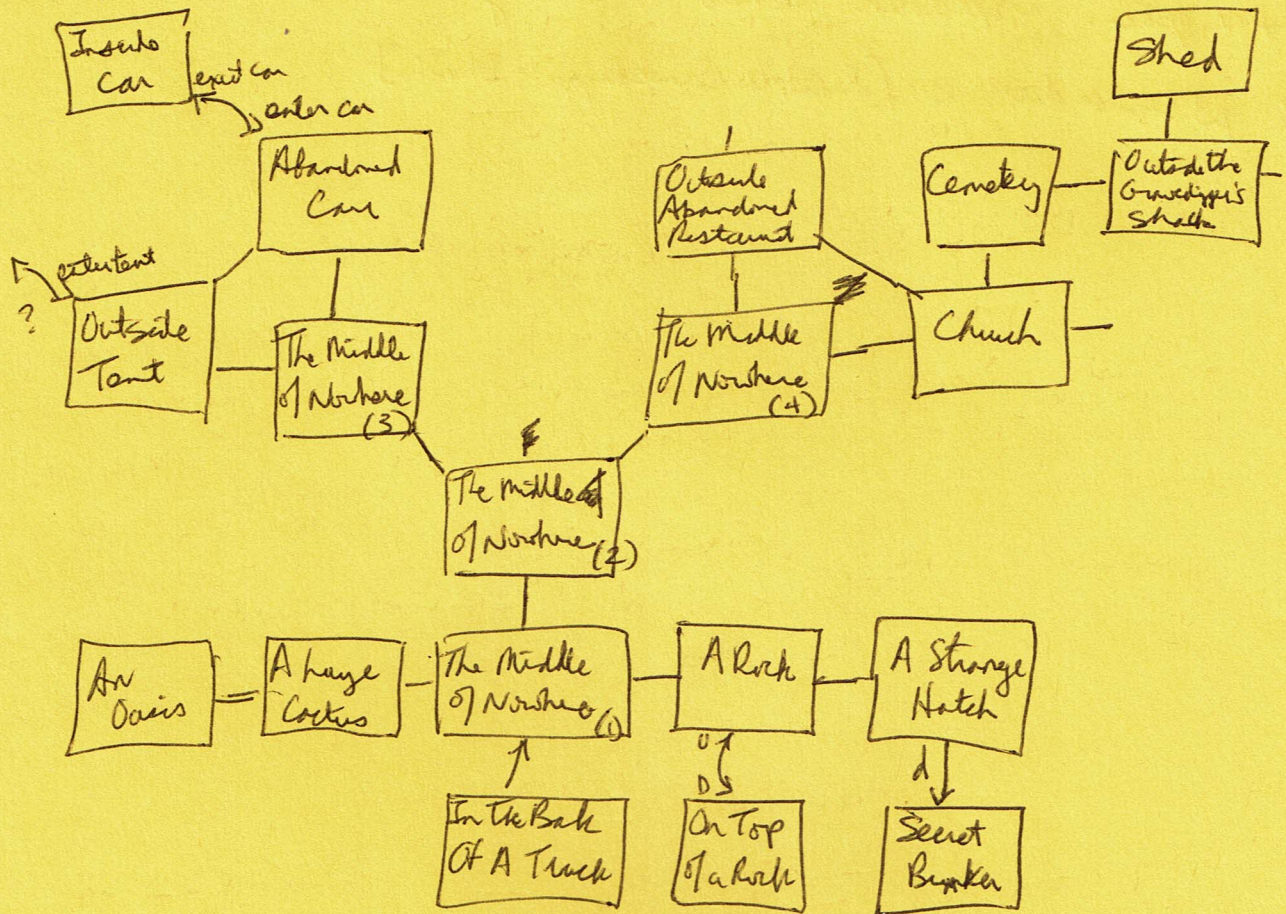
" big rock, - of a landmark " - safe under - rock - "

" the safe - look to - - six - nine, I repeat - seven, zero, - eight, nine "

" - you have the - it - the - - series of eight - and - "

" Once - - it - hatch - - of eight colored buttons

{ - - have the - swipe - - hatch to reveal a series of eight - and - colored - "



@ Shed: x floor. take phyl. take key. x key ("G.O.")

@ Outside - Shed: unlock door with key. open door. (ghost can't enter)

~ ^{name} werewolf is "Suzzy" ask Suzzy at church ("It's all bunnies outside")

~ Vampire queen. ~ specter ~ oasis ~ werewolf ~ deceit ~ tent.

@ Shed: put sign on door. e: [Invisible Grave-digger's Shack]

- * "Once you find the safe the code to ^{unlock} it is: two, seven, zero, six, eight, nine. I repeat: two, seven, zero six, eight nine."
- * "Once you have the keypad, swipe it on the hatch to reveal a series of eight lights and eight coloured buttons"
- * "Press the buttons in the following order: Red, green, blue orange, yellow, indigo, violet, do not press the grey button."
- * "I'll repeat that last part, it's pretty important. (In) Press Red, green, blue orange, yellow indigo, violet, and do not press the grey button."
- * "When the first seven lights are on, pull the lever to open the hatch."
- * "Good luck, and see you soon. (In) Message repeats."
- * "This is 1 recorded message intended for the surviving members of Spectrum."
- * "If you're hearing this, hopefully you found our bunker." (remove jeans) (x tattoo)
- * "But first you'll need a keypad to swipe on the hatch."
- * "Nearby there's a big rock, it's kind of a landmark."
- * "We buried a safe under that rock, just dig it up."

© A rock - dig. Find safe. it has dial (0, 9) turn dial to 2: (dial cracks off & safe opens. white keypad inside.)
 take keypad & swipe keypad. push red button ... pull lever (open, looks D.)
 d -> [Secret Bunker] you are alive! ***