

y = novice, asked to balance time flow inhibitor for Maester Tubal.  
 - opps (colored white and not black) E sd stopped + W at 2x round.  
 - parchment: enter EC

9

THE EXPOSITION  
 CHAMBER  
 (graduate-gam)  
 (8:03-10:10)

score:  
Apprehensive

INFO. [Basement] S to EC. steps U+N, guard.  
 CREDITS. (interactions; 6 main endings + 268 combos to them)

ask guard abt chamber, peasant, keep, guard, me, open door. S. [The Chamber] with, and S, till (axe, journal, lamp (lit), flask).  
 x journal. (by Grand Maester Torval) read it (3 sections)  
 read section one (testing; consequences for actions) read section two (four sets, of Alchemical)  
 read section three (Warrior breaks; Alchemist transforms; Artisan finishes; Seer finds another way)  
 x axe (Warrior's blade) x lamp (oil) x oil (Artisan x flask (oil))

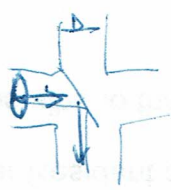
take journal, lamp, flask, etc. / S [War Rm] suit of armor, weapons, shields, tapestry, door S.  
 tapestry Battle of Benet. x door (hinges are rusted) look behind tapestry (passage W)  
 W -> (axt is lockstone! must leave axe to go that way)  
 drop axe. W [Antechamber / Perspective (seer)] Eloach, exits W+E. (W to leave keep, or E to cutting)  
 distilled to read basic Seer lore. read book (best soln is one i least effort; patience until soln appear)

a.h. M. dt X (denied) open east door. e [Gear Rm] Artisan's. gears, pumps, half stairs W, pipe  
 From left under stairs to N, another E. x gears (rotates floor above), x stairs, x lift (stairs)  
 when pressure supplies this pipe, stairs rise, but spring would bite if lift not connected. (choke stairs down)

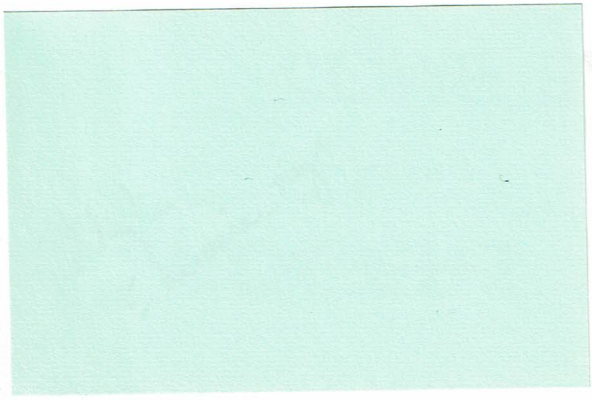
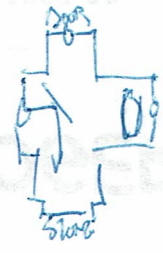
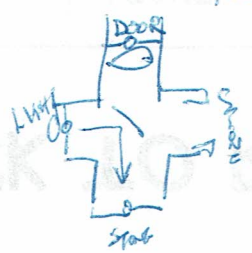
x chain (on one end of stair) x pipe (goes from left + N) N [pipe's end] tank i 6 valves,  
 meter (0..100) currently 0. / e [Break Rm] table i stool (had to fall for stool)  
 read it (42) - must keep it

put stool on stairs (go get other stuff) stand on stool [Mirror Rm / Sensitive] 4 exits, large mirror,  
 iron lever, wooden gear + shaft, western exit after. (x mirror (reflects W+S))

w [Lens Rm] large lens + arm lever, diffuse light  
 s [Grip Rm] hole in wall (lower?)  
 n [Archery] door + archery. e [Entry Rm] i hole



pull lever in lens Rm + all outer rooms  
 rotate clockwise



W (stepping into light)

[Damp Room / Discerning] actions become less discernable, visceral, the problem becomes the solution  
Resonant intuition co-mingle. / gate blocks N, smaller opening E, pipe in drift S

in flow: copper drain  
x gate (no hinges; panel in wall) open panel (clamp to hold small stem)

e [Glowing Pool] Alchemist rm. pool of glowing liq.; alchem symbols on stone, charts (stars + planets),  
glass vial. x pool (liquid, black + white sand, serpent + symbols for fire + water on head,  
wings have Cancer + her; body: planet Mars)

S of Damp [Water Pipe] shuts U to S (water for S + N, smaller pipe E)  
E → Glowing Pool. S [Wt] S\* → [Water Source] closed valve, leading.  
open valve. (Wise) n\*6 (washing sand in ~~flow~~ drain + grate raised.)

N [Change Chamber] emerald tiles, 4 heads of the order + GM Toward.  
choice to leave W, continued Plus, gains more Seer knowledge. x book (very few absolutes,  
but to say there are none is foolish. Acceptance. Accept + mold them first.  
Choosing is far more important than the choice: open door. East. [Marble Hall]  
Welcome to the Seer Sect. (Seer 4: Warrior 0. Alchemist 0. Artisan 0) End.  
Master Seer (earthworm @ Cox.net)

1) break door = axe. S → [Antechamber] rug, Perat, exits W + E book (quick + direct  
/ confident → [Book])  
2) hit left = axe u. [Mirror / Determined] (Warrior must know ~~how~~ use force + where to hold back  
Push or Pull)

Door can't be broken = axe  
In detail: pull lever (catches gear) ~~wooden~~ / ~~chop gear = axe~~  
Chop gear = axe  
(pull lever in lens Kn \*?) until Archway + Open Door coincide. (Artisan win, gun)

3) [Damp Room / Determined Diligent] (~~Artisan~~ Artisans are observant  
cannot break drain! put ~~vial~~ in clamp (2 wires slide into vial)  
fill vial with liquid. put ~~vial~~ in clamp. N. (Artisan / Accurate) from Tubal  
(Even a Warrior can turn a gear, but an Artisan sees how the gear must work)

e [Marble Hall] equally Warrior + Artisan (2 each)

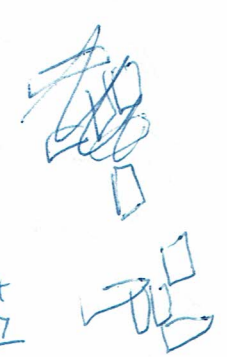
Ranks	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	Master
Warrior	Confident	Determined	Resolute	Strong	Perat
Artisan	Deligent	Accurate	Precise	Acute	Tubal
Alchemist	Ductile	Mutable	Transient	Protean	Drummord
Seer	Perceptive	Sentient	Discerning	Wise	Eloash

THE GRUDDITION CHAMBER

- oil hinges. open door (Artisan)
- ~~table~~ x table. e. read table (42)
- x left. pull chain (Alchemist)
- pull ~~central~~ lever once + ~~other~~ levers 4 times (Artisan)
- Put vial of liquid in clamp (under pump) (Artisan)

can pull chain after left broken?

(1st Alchemist)  
successful  
lock other



- value one = 9
- value two = 1
- value three = 27
- value four = 8
- value five = 31
- value six = 24

4-000  
3-1-00  
2-2-00  
2-1-10  
1111

large chamber  
or metal ball

27  
49  
36  
+8  
49

24  
+17

(Artisan)

- burn door (Alchemist)
- ~~pull (ctr) lever~~ burn gear. pull (ctr) lever. N.N (Alchemist)
- ~~burn gear~~ fire + water on head  
cross + keo on ~~swings~~ wings  
man on body.
- pour liquid on iron (it disintegrates?) (Alchemist)  
must x pool, stars + planets find?? (also put eye in pool)

Solution + Digestion  
Iron (the grate is iron)

5) pull (ctr) lever x 3  
w. w.

steel doesn't fit  
in pool.

When floor  
description of door  
doesn't alter

- break gear + use. pull (ctr) lever. N.N.
- lift grate (Warrior)

cup (after broken)

break steps/stuff  
is = are