

10:05p 11:25

[In the Caravan Park] caravan, someone trapped? in => [Inside the Caravan]
 man (dead), beam. x man (me!) => [Home Place (in the home)] shing thing, bunch, hay, water thing, boxes
 x me (@lmao) x shing. play shing (too far) x bunch. play bunch. x hay, x water. drink water.
 take bunch (but ~~can't~~ won't drop it?) get shing with bunch. play shing (BIAAAAM!)
 => [In the Caravan Park] ((can ~~change~~ TO ghost (Amedon) and the monkey (Jacquette).))
 S -> [Main Track] w/E. E -> [Beneath the Hedge] e -> [The Drizzle Court]
 roller coaster N, Orbis Atlas to E, Sweetheart Parlour to S. E (three iron doors) => [Orbis Atlas] lanterns,
 curtain to Big top E, mirror m x N, shutter to selkie aquarium S. E -> [Up in the Stacks] ladder lying down.
 (the curtain)
 d -> [Big Top West] hole v, robot, more tent E. x robot (box = fire truck, no arms)
 e -> [Big Top East] base of tightrope, toward S. S -> [The Backways] dressing rm E, big top N, kennels W.
 w -> (Jacquette has escaped her cage, good. but how to get her out of here?) => [Unauthorized hanky zone]
 ((now robot is a PC)) y = RQ-42 Shiroki AAV (core: damaged, arms gone, ~~ear~~, x-ray, no corner, battery 9%, ~~Utemonite~~ damaged)
 E [Leaky Zone Boundary] S/E, (various effort stunts) x structure (wood pole 0.73m dia, 6.62m height)
 S [Liminal Space] N/E/W E -> [Santorial Space] w, conveyor device, cuboid obstruction, friendly cat.
 (on ~~ENTER~~ it)
 enter device (cuboid blocking it; can't push without arms) // monkey with shing + branch. Too dumb to go b.
 // @ghost: [The Kennels] built, cage is high place/shops, empty cages. l (hydrobotic arm + branch)
 // as robot [Backdoor closure] right module, civilian discouragement unit, left entrance, cuboid structures
 // as ghost [The Dressing Rooms] change booths, taken, prop cupboard, service left packing crate.
 u. [The Service Corridor] rubble, D, W (E/W confusion) w -> [Control Booth] fuse box, crank, door W to equine
 w [Selkie Aquarium] equine, selkie skeletons, speaker system, door E, N shutter
 / as monkey: climb metal thing. // @Dressing as monkey [Unwanted Hayco Place] big box + we hay
 search for box (log stick) // as ghost: x stick (J's balcony stick for tightrope); "discouragement unit"
 is branch.
 [Eight Rye Platform] across N to outside (N. ~~unit~~ ^{unit}!) // as monkey: [Another High Place] hand walk,
 shing thing. play shing (drops down) // ghost: arm at Big Top West / get arm // push cuboid (battery now 7%!)
 as monkey: x going up (red btn, blue btn, green btn, yellow btn)
 as ghost: " opens left doors " going up " closes left doors " go down
 as monkey: push g. joshua b. (buttons not true?) // as character can access btns! 12:36
 too buggy!