

[Near the Hatch] S, hatch, caddy space (newspaper)
 read newspaper (Oct 1962). {muscle crisis, UFO lights, found disappearances}
 i {-}. S. [Living Quarters] table, chair, shelves (6), stools, albums in crate,
 bunk area S, gally W. On shelves: canned goods, gas mask.

(eventually) {knocking noise from labine}
 S [Bunk] cot, {pillow, blanket}, letting W
 W {bathtub} toilet, shower, gally N. shower (receptacle, stall, drain)
 x drain (UNSEEN to S south?) {noise coming from it}

N [Gally] counter, sink, cabinet, fridge. open cabinet (can opener)
 take opener. {great for unsealing}

// unseal drain with opener. {pull stranger into room}
 x stranger {naked, bloody, filthy, dying} talk to stranger.
 ask stranger abt stranger {gives you something, says 'Destroy that thing down there'
 dies}. i {green crystal, can-opener} x ~~rod~~ ^{crystal} (10" long rod, glows green)

D → [Vertical Tunnel] D → [Muddy Cave] road, U, SE.

SE → [Muddy Tunnel] NW, S. S → [how Caven] water W, light S.

S → [North Side of Unidentified Object] light W, exit N, count SE + SW

SW [West Side of U.O.] NE + SE (also [E Side of U.O.] NW, SW)

SE [S Side of U.O.] honeycomb pattern x pattern

touch pattern → [Strange Chamber] pattern S, passages NE + NW.

NW [The "hall"] table, tubes, wires, NE, SE.

x tubes (body parts + clothing of four people) x wires. x table (low ground)

NE [The Bridge] panel, seat, SE, S, SW x panel (patches (blue, red, yellow))

{alien enters from SE} x alien (from Zeta Reticuli, has an orange crystal);

he touches his crystal to panel, but nothing happens) {computer says they have a

hive mind + other 3 are dead} SE [Crew Quarters] 4 alcoves

x alcoves (3 dead alien bodies; alien is trying to create a hybrid)

NW. S. [Engineering] console + 3 slots {green, purple, orange; computer

says y need all 3 to overload the ship} purple yellow patch (status, weak)

push blue patch (N wall transparent) push red patch (star map)

// look in empty alcove (purple crystal)

// pull wires x 2 @ lat

// wear blanket + wear gas mask ⇒ alien thinks y'r a VIP
 + gives y his orange crystal.

// put green crystal in green slot

" orange " " orange "
 " purple " " purple " (BOOM, WIN)

