

Dec 31, 2014

- report on Simons @ his island

Flight of the Hummingbird

⑥ 2 blots.

2:30

[Shalestone Shingle] rocks, sand S, ocean W, force fields N+E.

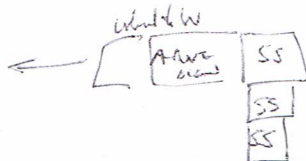
SPECIAL STATUS on/off

Hummingbird Energy drink ^{x me!} - energy, physics arms will let y fly. & huge pass
↳ enough to supply you for the duration of the mission

S → [Saddle Island] W ocean, coastline S. Rocket leaves

S → [Shattered Shards] fed birds S & E, wreckage. Search wreckage → crowbar.
double handle (2) u {25 ft} u {50 ft} 75 ft.

[Senator's Isle Store] ^{Shalestone Shingle}
- somewhat west of
- tower to SW



SW → Dr Simons's Tower (300 ft above sea level)
- access which

on landing - 1) ~~try to get~~ ^{NO to 100 launch}; I can still stop him (+3)

2) yes, do it. How far?

open hatch with crowbar. d. [Hanger Catwalk] (45) airlock W to yellow arch, launch U+D, fly?

W [Rocket Interior] chair, panel (has next btn)
(restrain)

E.D. [Hanger] (roof solid, smash rocket thru it?) NW S.

S [Staging Area] base abandoned? more E, narrow to W.

W [Monsieur's Cabin] E/W, beds, desk W.

W [Dr Simons's Office] desk, chair, smaller than W.

X chair (wadded to floor?) sit on chair. open drawer (silver key in drawer) (floor retracts - wooden crate & large wadded bag below)

unlock door with key W [Control Room] bed S, controls N

X controls (defense grid switch: ON, launch hatch switch: ON, master power hold: OFF, main door switch: OFF; TRAP TOGGLE button.)

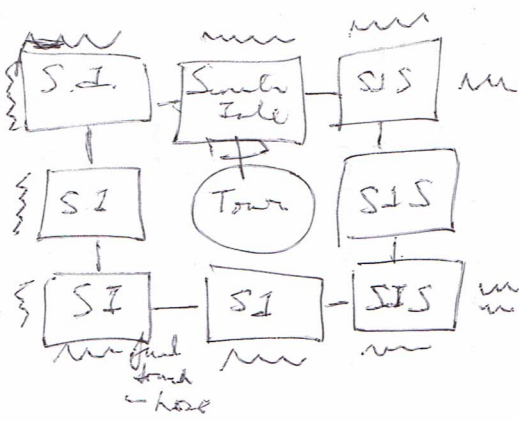
[Pot Tray] crate. X key. take it (for vehicle?) open crate (empty)

[Control Room] switch power switch (45) ^{if hanger open, hanger sealed from main hall.}

switch defense (stuck, like it crumbled) switch main door (door doors open) push tray toggle (put down)

E of Staging Area - [Main Hall] tapestries, floor, exit N

N [Antenna Hill] N [Senator's Isle] exit S, path W



stick track N (+S)



Switch power - main doors & large hatch close & staging power off.

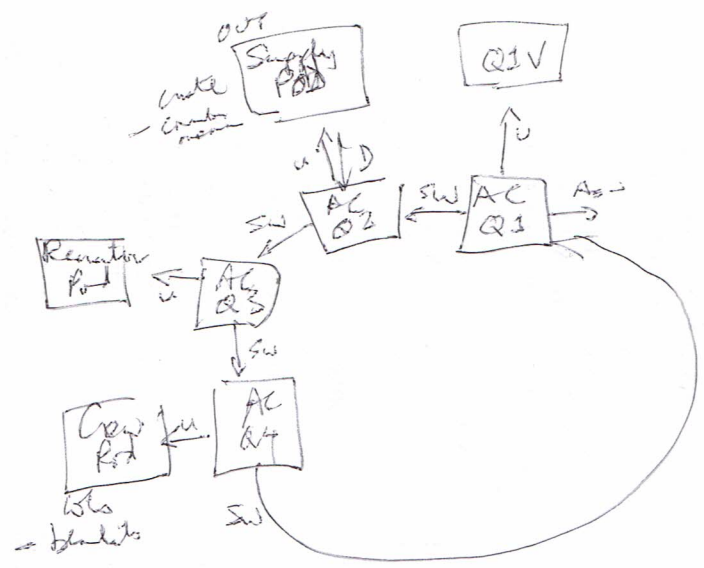
refuel rocket (+S)

// ~~is~~ is on chain. push btn. Σ station to W, docking arms when it (1, 0, 0).
 E to W orbit, control stick. POS: (10, 9, 0) VOR: (0, 0, 0)

x stick (use directional control)

stick out [Stair Rocketry] Σ rocket is D, hatch is U. (out) read
 dumb dumb. U. (Cabin packed d). U Σ 4 yeons Σ they root of seed the charty

[Vestibule] portholes spread, anti spin, out & down (only D is unsealed)
 search dispenser Σ take center Σ S+ now fully back to the hub; S's cursor is charging
 enter passageway \rightarrow Access Corridor, Quadrant 1. (see/ASW, hatch U) @ 1V.



- looks in with - having fun (ASFO) too that sleep the Ethereal Wonders into the physical side.
- g - vests of bromine compounds (Mr. Mysterious hates 'aluminum')
- g - reflective dust (negates Justice Bot's program)
- g - delipnator blocks (negates Star-K-Star)
- g - potassium-studded rope (negates Colonel Spectator)

Rec Pod - bookends, game coache, kitchen nook, sink, coffee maker.
 (grove want office)
 put provide in coffee (use potassium bromide)

// drink drink out (3:47:32 - full bean change)
 [Central Bridge] 1) fenced silver ends!
 2) constant on footed in
 3) punch him
 3 -> what I do to you { 1) Super-shards
 2) orbital Brown Curves
 3) it doesn't matter what you do to me!

2 -> win (45 out of 51)
 3 -> 2 (lost player)

Great Justice ending (2 other ending, but need to make a different decision on Simole Lake & find one)
 Saving the Day in the Nick of Time (45 pts)