

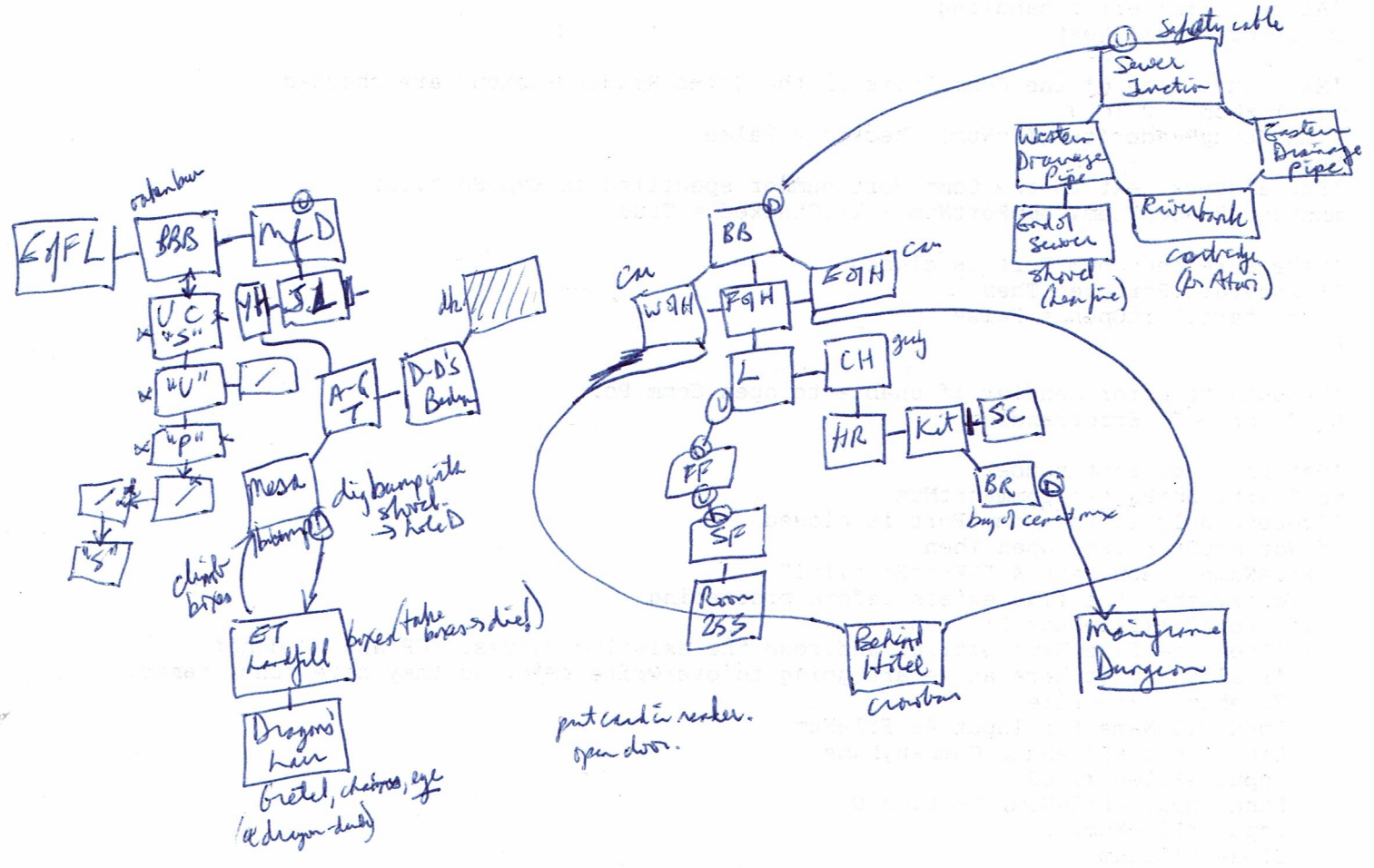
[Baer Boulevard] hotel S, alleys SE+SW, market, signs, people i {} - {}

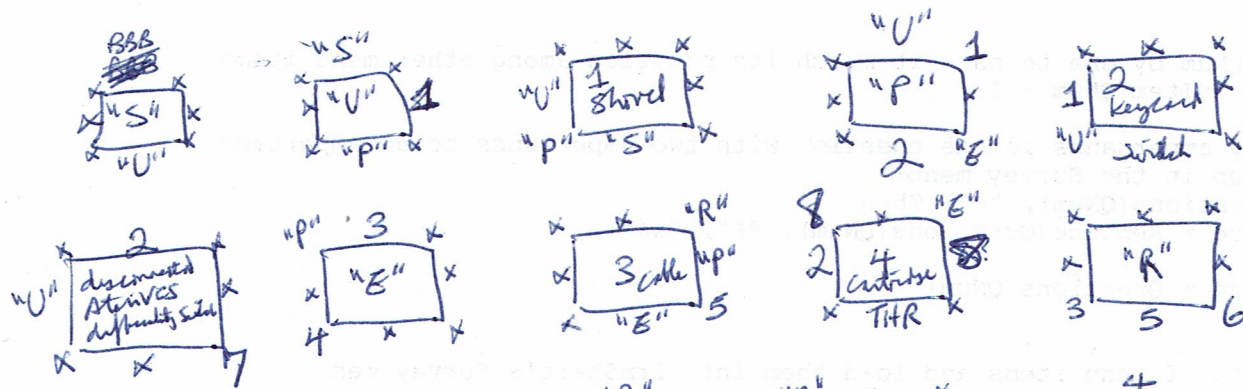
**FORK**  
by Chris Federico  
(2007, 25)

S → [Front of Hotel] in S, around SW, blond N  
 S → [Lobby] carpet, chandeliers, doors E, stairs U  
 e → [Convention Hall] exit W of S, defeated guy, tables, games, computers  
 ask guy abt convention, a money, ~~sign~~ Atari; thing  
 rip-off

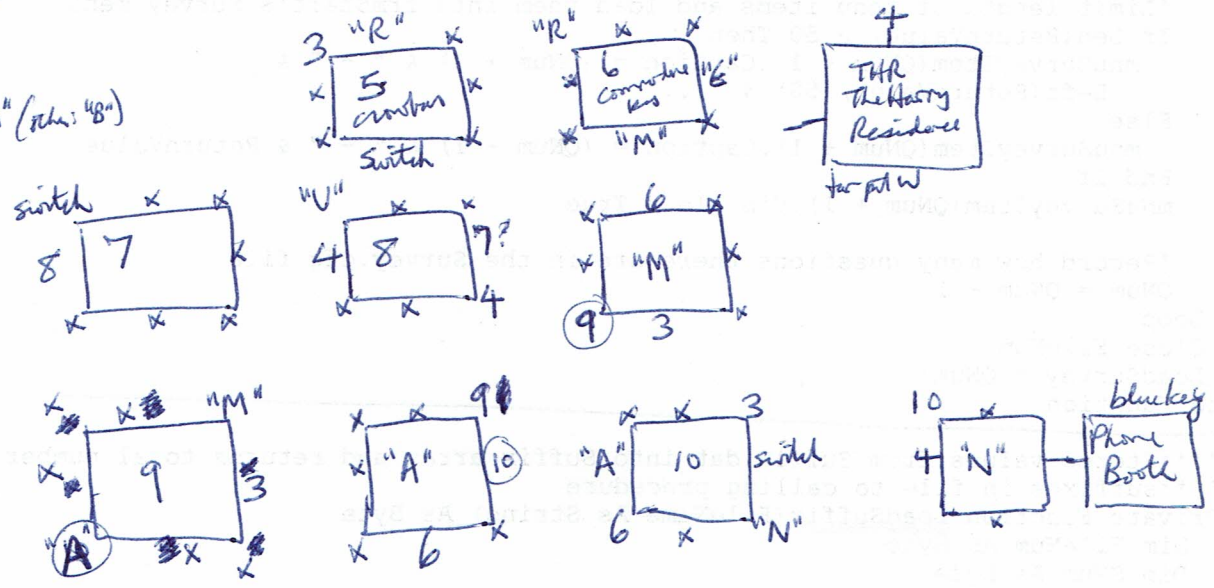
S → [Hotel Restaurant] menu, decor, exits N+SE.  
 E → [Kitchen] exits W+SE, ovens, grills, hoods, eastern hall + door painted. open door {painted shut}  
 SE → [Break Room] materials. exits NW x materials {buy cement mix} - {buy is too heavy to take; can't open it}  
 // U from lobby → [Print Room] door N+SE, stairs W+D, devices on doors, computer sofa (stuffy)  
 x northern door ("154"; locked). x southern door ("155"; locked) {devices are card readers}  
 U → [Second Floor] door S. ("255") // [East of Hotel] car, bumper stickers ("Orphaned Computers & Game Systems")  
 // [West of Hotel] car, sticker ("Atari Age") {the car is too thick to fit the painted door}

// move bag @ Break Room → hole d → [Mainframe Dungeon] computer, W, S, hole U.  
 x computer (slot, logo: ENCOM) w → [Bounty Bob's Bar] stools, pick-axes, torches, bar, crackly W, S, E.  
 w → [East of Fire Poles] broken body w over laptop, E. // S of BBB → [Underground City] / S of MFD → [Jaguar Library]  
 shelves, exits N, W (basin), door E is just lock. w [Yar Hives] 'you' home files block pass S. drop car (you stuck to it)  
 S → [Adventure Game Tunnel] N, E, SW, plastic card. ("255") E → [Dig-Dug's Bedroom] bed, chest N, E.  
 Room 255 x job: Commute key



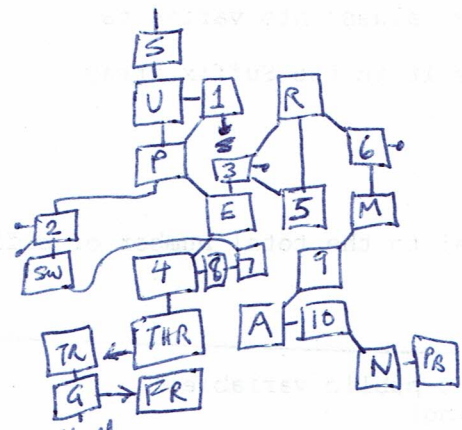


the switch is set for "A" (aka: "B")  
(takeable)



- ✓ Shovel
- ✓ Switch
- ✓ Keycard
- ✓ Cable
- ✓ Cartridge
- ✓ C key
- ✓ Crowbar

- in the movie
- switch
- blue key
- 'SUPERMAN'
- Harry Residence



- |  |   |  |
|--|---|--|
| <ul style="list-style-type: none"> <li>✓ cheese</li> <li>✓ trackball</li> <li>✓ spoon</li> </ul> | <p><u>unused</u></p> <ul style="list-style-type: none"> <li>switch</li> <li>cartridge</li> <li>C key</li> <li>blue key</li> <li>crowbar</li> <li>coin</li> <li>plate</li> <li>Andri's head</li> </ul> | <p><u>used</u></p> <ul style="list-style-type: none"> <li>shovel</li> <li>keycard</li> <li>cartridge</li> <li>cable</li> <li>cheese</li> <li>switch</li> </ul> |
|--|---|--|

Show cartridge to guy @ Computer Hall  
→ get coin ('One Plug') (gold token)

put cable on trunk @ The Harry Residence ✓  
Swing cable → [Treasure Room] condor's head, exit S. take head (hearts plate)  
x plate (finger hole, "Ellington") take plate. S → [Garage] guys door S, exit E+N. ↔ [Pried Room]



[Fredholm] W → {blackberry ©}; N → [Bounty Bot's Bar]; S → stair on parallel line  
E → Works

- // in Room 255: look under pillow {what pillow?} take trackball.
- in Kitchen: hit door with water. E → [Supply Closet] cheese. (inedible)
- // at main junction: put cheese in slot {passage EAST open}
- E → [Prototype Vault] pistons, cubes, relics, exits W+SW
- SW → [Chestboard] fog, unicorn horn. {when fog gets v/dk, the Commodore key in your inventory becomes an ex-commodore key (shape of scorpion)}
- SE → [Belly Chamber] plinth, keyboard, spoon, ~~keys~~, eat NW (x horse → see mess below)
- tip switch {spoon is gone from keyboard} {spoon is now at Hotel Restaurant; no idea why?}