

NC  
X

FOUR MILE  
ISLAND  
Zoo  
by Chris Chalm

HELP (go, N, S, E, W, Talk, Rest, L, Search, Exercise, I, Health, Daycare,  
APPLY, SHOOT, KILL, ACCESS, PUT, DROP, REMOVE, GET, TAKE, CLOST & UNLOCK,  
BREAK, PRY, SMASH, HELP, OPEN, TRANZATION, SCARE.

N [Ctbl Conn] E, W      W → [Reactor Condu West] S → [Break Room]

~~Function~~ [Spine Office] blueprints, examine prints (more of area but some pithier <sup>relevant</sup> of exd)

[Dir off] open safe (accession)

2x kit (remove backing & apply patch - Allow 24 hrs for glue to set)

with  $g_{\text{or}} > \text{threster machand.}$

Sherten west (final ground?)

talk merchant  
(without gen  
— talk merchant)  
(I wait as long as  
shyest chance)

drop all (no way at

bank card  
afternoon

