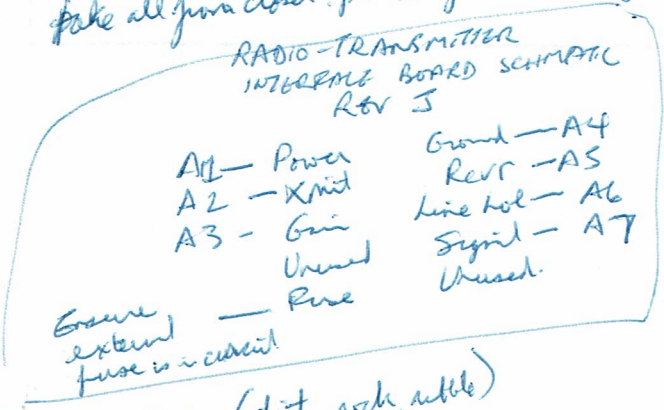


(doomed ship with sole survivor, wants memory & ~~get~~ a way home)
 headsets, bump, mother **fake**

IDENTITY
 identity .25
 Dave Bernazzoni
 vol 6

[Cryotube] window, panel } { computer }
 (pilot's seat)
 x computer (on arm, 3 ways of red light (inner, middle, outer))
 computer, help } { computer, ~~screen~~ X
 , laser X
 , interface X }

x panel (inner, middle, outer ring pattern)
 computer, interface panel (door lock override activated) 39.
 open door. out [Inside Spacecraft] on port bulkhead door. (4 tube is empty; control panel, viewshut, electrical fire, smoke, supply chest. open chest (fire extinguisher, first aid kit, shovel, specimen jar (pouches))
 fake all from chest. put out fire & extinguisher. take paper. read it.



x panel (wires) x viewshut (sunlight, rocks)
 x hatch. x tray (Escape Pod 1)
 x upper hatch (high up)
 club tubes. [On top of Cryotube]
 x hatch. x tray (Escape Pod 2)
 upper hatch - u (y help test escape pod)
 (Seat, panel) handle, sign - close hatch,
 straps - occupants must be secure
 - pull handle

d. doger box. (dirt, rock, rubble)
 (door hatch is broken)
 // close hatch. sit. buckle strap (to the pod chain) pull lever.
 unbuckle strap. stand. open hatch. out. [Crash Site] freeze, S engine, N chair, pod, bushes, trees
 x pod. x spaceship (opening on top) s [spacecraft engine] cock, green gas (light-headed)
 computer, scan gas (toxic!) 27 min [North of Crash Site] vines, path
 x vines (red berries, blue berries) computer, scan blue berries (sleeping agent)
~~computer~~ red berries are extremely poisonous. e -> [Mountain Path] e, yoke, grass, rocks.
 x yoke (front foot damaged?) x front foot (spherul) // fill jar & gas. // open jar (@ yoke)
 remove spherul & batteries. ride yoke. e [Valley] fork e + s (smoky) dismount
 e. [Cliff edge] grass, transmitter, ocean. x man (Kanera, ate red berries; y both worked for Stellar)
 (dead) (Ant take radio (too bulky))
 x transmitter (panel open, new board mounted, wires, burnt board nearby; off, freq set to 0,
 RADIO, Help. } { radio, dial #
 { radio, transmit message
 x board (stickers, wires A1-A9 from radio, 13 jumpers on board (J114, - J116, J121,
 J235, 236, 238, 239,
 242, 243, 244, 251, 252
 x sticker (fuse, J114 - Signal (A7), J115 Ground (A4)
 J116 - Delay, J121 - Kick Out (A6)
 J235 Select, J238 - Xmit (A2)
 J239 RevF (A5), J242 - Power (A1)
 J244 - Gain (A3), J253 Fuse
 x fuse (fuse is out of circuit
 when panel is open)

Sof Valley - [Village Center] S (more), part E, N (E has tanks),
small hut, medium hut, large hut

[Small Village Hut] boy painting. ask boy abt villye (elder is like a fitter; busy c Hawes)
~~part~~ part (want to see 'gift' at Sacred Grounds), gift (from sky; permission from elder needed)
ask by old man; gods (sun + twin moons), Sacred Grounds (need a villye seed) + 32 mi