

Baron challenges you, Agent Sanders, & walk through on other side of partition after disabling all the indicator lights.

I EXPECT YOU TO DIE

(sting pulls you into a chandelier)  
 'The Best' chandelier above, wardrobe. {E-}  
 x bed {Chandelier glows & hear a rope moving} look under bed (chandelier falls on you; die)  
 get off bed. [The wardrobe] door, red light on top right. x wardrobe door, handle, light

pull handle. (quietly noise from top of cabinet) take handle ('swish' above you; y reflects the handle, & keeping S)  
 open wardrobe (killed by spear in wardrobe). S. {spear misses you}  
 [Nightstand] alarm clock on yellow nightstand x clock (snore button) press snore button (die by <sup>poison</sup> gas)

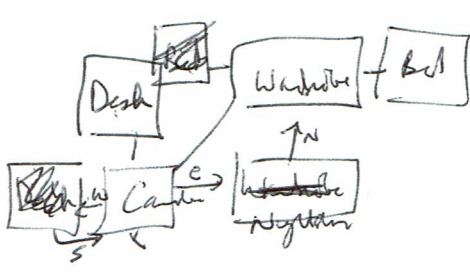
take clock. x it {no see on/off buttons} push off button. (+1)  
 w [Candelabra] 9 "candles" - middle is a red bulb; 7 coils are glowing red, 8th coil is?  
 break bulb. (+1) w [The Desk] helmet, tower i light, aquarium door to N, chair

sit on chair. (antagonist Baron's Room Escape) [The mirror and the Table] mirror, round table.  
 x mirror. take saw. saw table. x mirror (halves → flake → flows) (DIE)  
 l {right half, left half, mirror} take left. take right (hole) D {program ends}

stand. (+1) w [Exit] door, fish tank. {x tank (light on floor, can 'examine behind the tank') {FISH FOR (X)}  
 x aquarium (light is on floor of the tank; pointer) examine behind the tank (→ fishing pole)  
 pole (golden line + hook) fish for light (looks like a key)  
 x door (red not open) open it. (+1) open door {headlamp says "Shutdown protocol Juliet India Golf" and y

drop everything & shut down // Part 2 - The repair (you are technician 23)  
 [Exit] robot (meat, head (dead), tank key, fishing pole) open head (RAM chip) x note (has sting attached)  
 s. fish for chair. open tower. take chip s. [Candelabra] take bulb (need replacement & squish something)  
 take click

|| e ~~exit~~ (+1; auto hint chandelier & auto tie note). push spear. (+1) s. {push on button (auto pit hole) (+1)  
 @ Warehouse: take light. sw. take broken bulb (+1)  
 N. put futuristic ram chip in tower (+1) N. put meat on robot.  
 put key in tank {a purple cube enters it} take meat. put meat on hook {just lived in history}  
 fish for pointer {auto refreshly, pole, robot} (+1) [The Control Room] ('WIA!') - {eyes patch & auto headlamps}



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