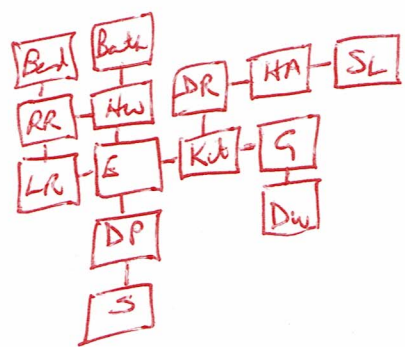


Uncle Floyd has new project in his lab; y sit in chair; he & assist Gilby strap y in; ASBOUT

8? INTERFACE
by Ben Vegiard (ZF)

2nd) [Living Room] couch, curtains, desk, coats E, N
 {y're interested in a 'backup robot unit'? Gilby can't he bothered to find it}
 {one {4' robot pyramid = 4 gripper/hands} {G takes keys}
 look under couch (y can't bend) x desk [empty computer desk, station; drawers] open drawers {papers, duff, pens, pencils, cards, postcards, stamps}
 x papers {mentioned payment schedule "Transfer mechanism" for robot} x card {2 Caber labor stories; song strips}
 x curtains {eventually y gain more control} x frame.
 N [Rec Room] furniture, easy chair, TV, stereo, snoring N, E, S. turn on TV (clapping on/off) x stereo (volume loud)
 N [Bedroom] mattress, box spring, sleeps Gilby, something in his hand, mirror (keys)
 S.E. [bath] w, s, bathroom door N, S → [Entryway] furniture, stain U, kit E, LL W, LW N {front door is locked}
 E. [Neglected Kitchen] stove, fridge, sink, cabinet, table, dining room N, side door E, knife, pool of water blacked N (darker)
 fridge {ketchup, mustard} cabinet {only add-widest eat meals} open side door.
 E. [Miscellaneous Garage] garage door S, button on nail outside reach, sheet of plywood, car.
 // can't go up stairs. // turn on stereo. get keys (+2) unlock front door with key. S. [Dilapidated Porch] (steps down)
 // find in cabinet in bathroom // put towel on pool (+10) N → [Dining Room] chair cabinet, table
 move cabinet (+10, cabinet revealed) E → [Hidden Above] metal door is slot.
 out cabinet in slot (+10) E → [Secret Lab] table is yr body, complex machine, property tags + harness.
 x machine {rectangle port, lever, switches, wires to harness}
 x lever {H to R" top; "R to H" bottom; lever is currently up} x port (curtains band)
 // throw knife at button (when garage) (+5, garage door is open)
 S → [Dinnerware] containers S, see porch + yard of house east, fence, mailbox. open mailbox. take package.
 x it. (from uncle) take knife. open package is knife (+5: curtain board + note)
 // put board in port. drop all. take harness. wear harness. push lever. push switch (WIN Scored 85 of 90)
 // put sheet on steps @ Porch (+10) S → [Sidewalk] S (rusty gate; red key) (can also reach the mailbox)
 95 of 90 → "Master Mind!" rule.



inter 09
 I7, 28
 IF Comp 2009 (8th)
 VEGIARD
 - what if G doesn't find his keys?
 Or if he finds y have them?
 - what if y lock door against him on Porch?
 - what if time runs out, when does it run out?