

cube of light from WHERE?

[The Beginning] choose to BREAK or D gobble. U → die

(wide scan) d → [The Ground] rusty looking glass with no glass.

look through glass → (Flys "i") [Dump] trash, mirror
take mirror (Pernando says run W or S or U) i { shiny, pretty mirror }

w [Back Alley] gang follow? e → [Little Way Up Staircase] flashy

take flashlight. turn it on. d. w. [Back Alley] Bob! (gopher i huge)

shine light at Bob. look. Entered light, advising to defect is Pernando; focus crystal; light broken?

Darkness. e → s. [Front Street] N dump, — bar, W flower shop, S mech shop, cars.

w [In Front of Flower Shop] metal door. (darkness pervades)

// s [A Mechanic's Shop] George / d → [In Front of a Non-Alcoholic Bar] door.

> show light

A LIGHT'S TALE

by ~~vtang~~ lighttale.gam (2)

30 min

The cars
and crystal