

[The lobby] desk, seat, receptionist on floor, steel door S to outside,  
door to con N, office door NW, lab-door N6.

LOCKDOWN  
Rel 1 Gby  
by Richard Ditter

Above claim game can't be made unwinable, although some solutions can close }

x me { Peter Williams, jr tech at Bodminster Alternative Power Institute;

i: list, burlersuit, gloves } { bags on outer door }

x receptionist { desk, Rachel(?), shot several times in chest, notepad & silver necklace }

x list { TODO list of yr master plan; First one done }

read list { graphics: TO DO LIST / 1. ELIMINATE / 2. FIND CRYSTAL / 3. POSITION CRYSTAL  
4. POWER / 5. REMOVE DISK / 6. BATTERY OFF / 7. RUN TEST!

take notepad. read it { You destroy least pg which had yr name on it }

x desk { yellow button. visitor book. Y book - it was under the desk }

look under desk { find handgun where y threw it }

put gun under desk. read visitor book { list from to sign into Sector 5 at 1:35 am }

x yellow btn { "Main" & presid in; R tried to open the door, but too late }

NW -> [Office] desk, filing cabinet, exts S & E, John Myers on floor.

x John (shot, has pen) gold x desk { document: Energy Crystal is brittle; cracks can be repaired by inserting (Iron? Gold? Silver?) & using a Thermal Rod. open cabinet (locked)

NE of lobby [The hat] test tubes, apparatus, shelf, manual, small, fuse box, exts W & SW, with active battery }

Wally Taylor (pen) read manual { crystal to be inserted into transmitter in testing chamber, until sunrise } W. [Main Corridor] N/S/E/W, clock. (2:40 am); "only a few hours"

x Tom (buss key) W [Accumulator] the "Battery", bin - plastic badge  
(pen) { grey button ("Accept") }

x badge { Maintenance, Peter Williams; 'I will never wear it again' }

N of Main Cor 2 -> [Control Room] window, open steel door N to chamber, control panel, Groce Chambers.

x groce (stopwatch & memo) read memo (from J re: what if Battery turned off during an experiment)

x panel { display screen, btms B, R, O } x blue ('Door Control', pressed out)  
x red ('Activate', pressed out)  
x orange ('Reset', pressed out)

N { hair growing behind } [Test Center] pillar = transmitter, recesses in walls,

Bill Edwards, combat. x Bill { gold ring } search bill (take crystal.)

x crystal (cracked) (long as a hand)

/// rods in hat (but not mentioned ??) Bill disappears from testing center (why?)

Why does accumulator-door keep closing?



// unlock cabinet with key. { appraised 4 letters }  
read appraisal { Was in anger/depressed/suicidal, & intro's self as Jr Technician }  
read letter { Y explain that tests should be run without the receiver disks.  
Myers 2: Wms needs serious psych help! }

// lobby & chair (not sent) // lab: shelf ~~can~~ be destroyed with crowbar.

hit shelf (goal: manual, nail revealed. take nail.)  
& fuse { purple bin labelled "Main Fuse" & pushed out }