

nearby Xmas 2003

[Front of The Office] N to exit, S to cupak, W/E ? iS-} (Jan 2006)

→ [The Main Cupak] yr car SE, deliv by W.  
SE → [Corner of the Cupak] your car (dead) appears in [Car] Gun.

// N, W, NW → [Main Cupak] W → [The Delivery Bay Gateway] gate W, control panel  
x panel (btn + speaker grill)

// W of Front → [West of Office] bushes S, E → Front, N, W → [Bike Shed]

// E of Front → [East of Office] bushes S, W/E, S → [Some Bushes] (Cornerland)

S → [Maintenance Stairwell (Top)] moss

d → [Maintenance Stairwell (Bottom)] NE → [Generator Room] cables, yellow label, dyet, generator.

x generator (missing a fuse) x label (Danger - 420v)

// E of East of Office → [Damp Corner] bushy S → [Storage Shed Door]

dysp E, bushes W, path N/S. e → [Storage Shed] long ladder, plant pots, coil of wire, Dragon Statue.

// S of Door → [Abandoned Well] well, plants, footprints (in acids) Zone can easily 1/2 well

d → [Bottom of the Well] water, Fuse. (32 Amps)

// E of Front → [Main Entrance] <sup>found at</sup> can see cup on desk. x doors.

// put fuse in generator (✓) // push button (gate opens ~~down~~ <sup>up</sup> permanently) W → [Delivery Bay]

N → [Store room] boxes, door N, chry film N → [Long Corridor, West End] doors N, S, E.

N → [North-South Corridor] N → [Vault Door] ~~to~~ vault + keypad N, doors E+S.  
(climber) (center)

E → [Cloakroom] N/W. N → [Kitchen] cupboards, water, doors E+S.

E → [Meeting Area] S to garden, water cooler, doors E+W.

S → [Garden (North Side)] flowers, trees, huge paper tree, door N; S, E.

chry paper tree [Up The Paper Tree] / S → [Garden (South Side)] fountain door S, shed E.  
(water)

E → [Garden shed] long key. doors N+W. N → [Garden (East Side)] shed S.

// S of G(SS) → [Long Corridor, Middle] E/W way, lobby S, ~~garden~~ N.

W → [Long Corridor, Middle] stairwell N, E/W. W → [Long Corridor, West End]

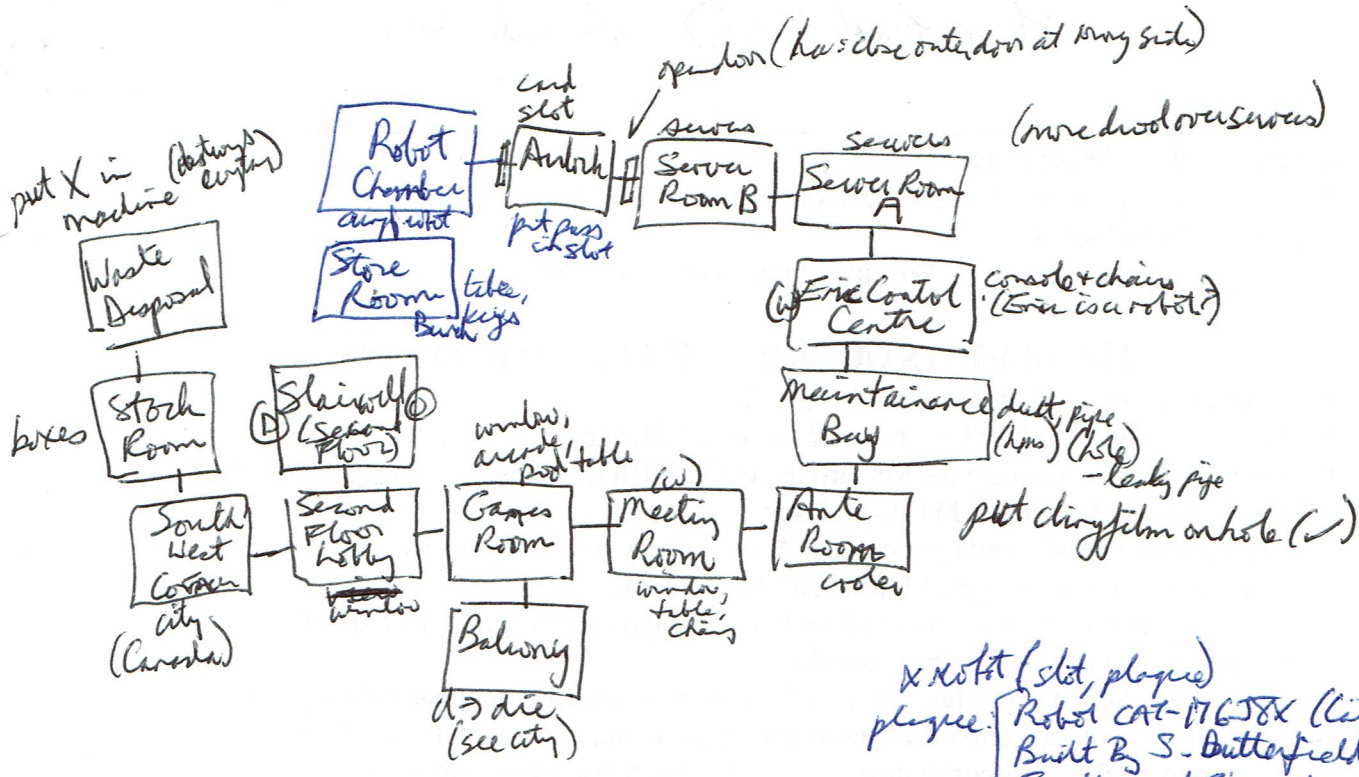
// S → [Entrance lobby] door, desk, cup (coffee)

N, E → [Long Corridor, Middle] E/W, door N. N → [Office] desks, computers

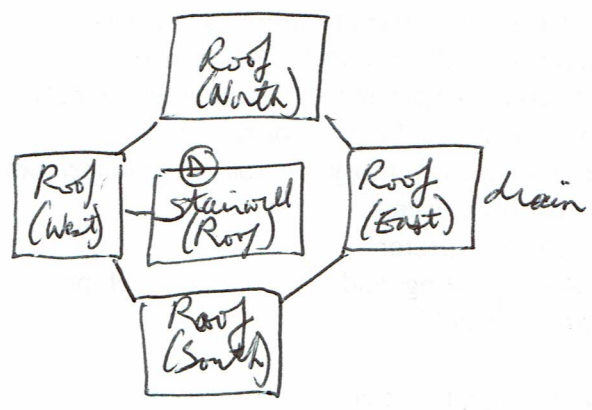
THE LUDICORP  
MYSTERY  
by Cal 'Bees'  
Henderson  
Release 12 / Serial  
number 031010 /  
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Library 6/10  
see  
//www.plover.net/  
//books/locurae.html  
Locurae  
(5/9 note/06)

IF-Raw: Sep. 1  
Sp 5  
has

14 - Afwul  
19, 25  
25 - Bad



X robot (slot, plaque)  
 plaque: Robot CAT-17658X (Citeiro)  
 Built By S. Butterfield  
 For the real Sk contest  
 (Build a robot wife for  
 under \$5000 million)  
 (need to put a proach card in it?)



pour water into drain  
 -> plastic card floats up (think to change film patch)  
 (i: security pass "AIRLOCK")

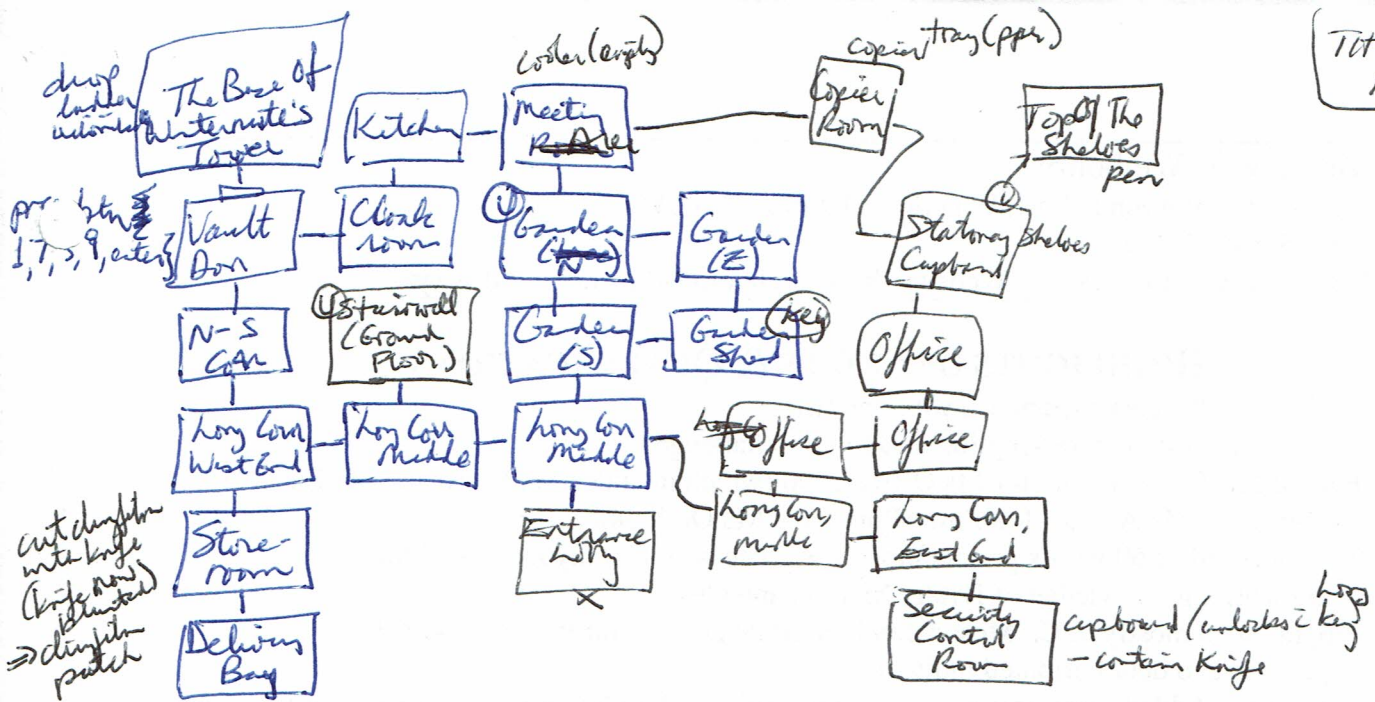
The "Bunch of Keys" from the store Room  
 - doesn't unlock the front doors.  
 - nor the kitchen cupboards.  
 - unlock door with keys (at top of tower)  
 rank 150: "Master of the WORLD!"

(Ludicorp crew locked up by robot Cat;  
 the game ~~started~~ became sentient + pretended to be us.  
 - cooler bottles here, Jason missing  
 - you recognize Stewart?)

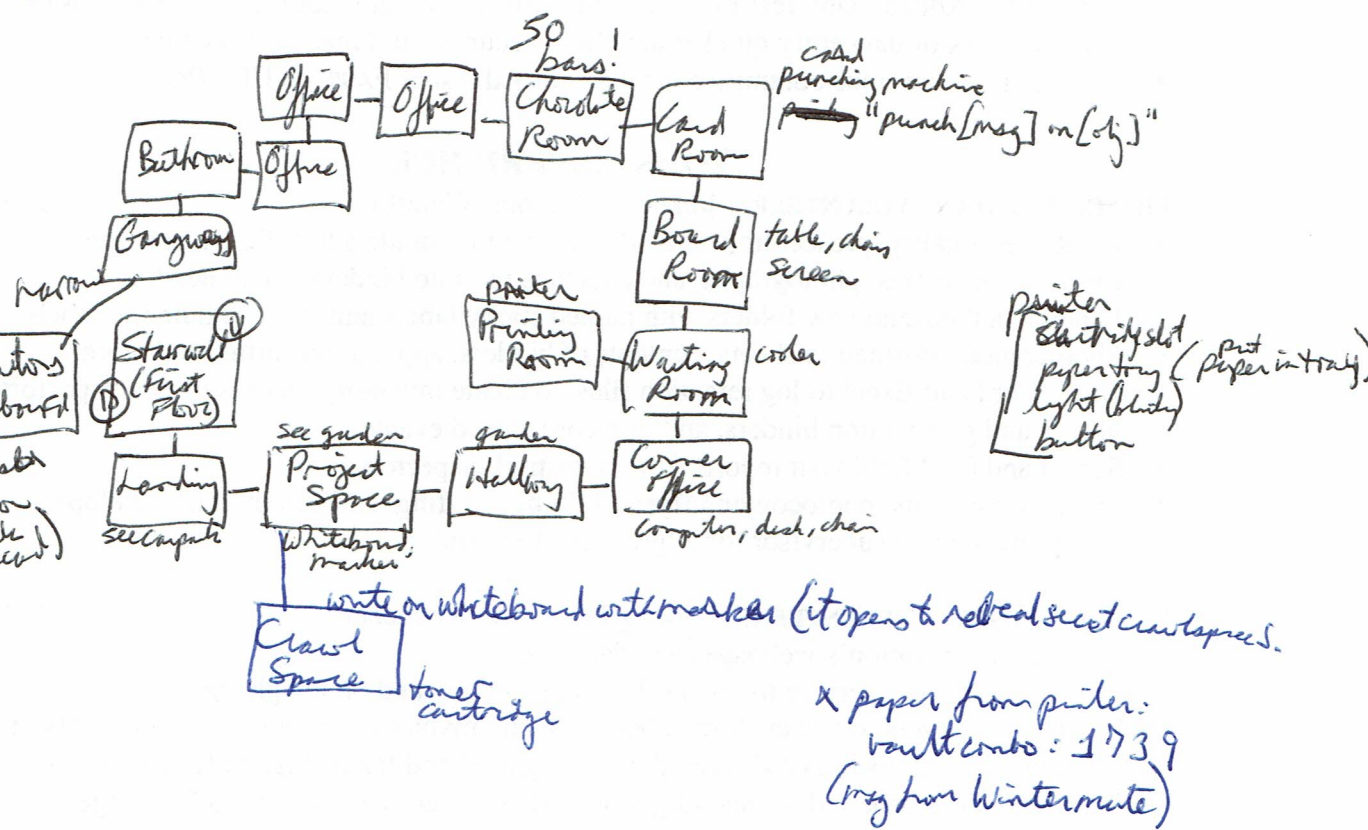
Ludicorp - is a real company.  
<http://en.wikipedia.org/wiki/Ludicorp>  
 "GNB" probably means "Game Neverending" (Ludicorp.com)

Canada: Vancouver, BC.  
<http://www.ludicorp.com/about.php>

TOTE LUDICORP  
MYSTERY



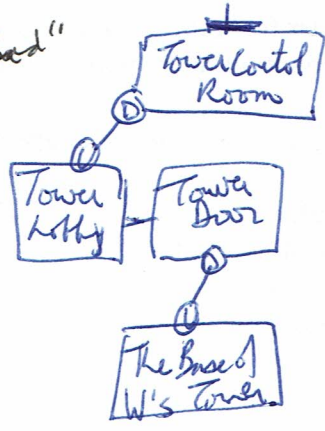
cut through with knife (knife now destroyed) → change patch



cash dispenser - push button (get blank punchcard)

x paper from printer:  
vault combo: 1739  
(copy from Wintermute)

graph 75 "Quite Bad"



game-engine → start();  
cut\_robot → desist();  
code → debug();

push cut\_robot → desist(); on card.  
put card in slot (@robot) → it leaves to one side.