

y: Juvie Stern, young intergalactic spy.
Martin Grey, invited y for a drink in bar but hotel drink has drugs (it knows y a spy)
& has to put y in a death trap. hands chained behind y.

The Martin Affairs
Prologue
(juneper)

[Cargo Room] i {handcuffs, dices} l: metal bar (horizontal?),
cabinet, airlock door S, sliding one N. x handcuffs (no key?)
x cabinet (opens to voice command) say open. {it opens} x tools {screwdriver, loose spinner}
x shelf (junk) kick shelf. take spinner. x it (almost out of power)
turn on spinner. cut handcuffs. x sliding door (flat panel) unscrew panel.
x panel (flashed wire) take wire. (door opens N)

N {in shuttle, forw'd blocks chks, heading straight for white screen}
[Back of Shuttle] engines below, bed, table, logs. (forw'd blocks computer, chair, view screen)
x logs (hatch) open hatch. A [Machine Room] engine N. x equipment. x wires
drop all. N. [Engine Room] hatch, ^{light in eye, cord, engine} _{offline} _{power to engine} sign: 'Continue!'

PCD, top & botm disks, cord from bottom.

u [Front of Shuttle] view screen, communication etc, navigation etc, engineering etc
(no power) (no power)
gunter, gloves, chair.
handle, lens, power switch, power unit. (turn off generator - one of the computers explodes)
communication etc is still improved. / take unit / attach unit to communication center (navigation)
(need to halt or change course)