

- you are Janet Duffy, want to rent a movie
- buddies are Gibb, Criswell, & Pang
- violence & conversation are both needed
- Talk to X (out)
- FIGHT X (with fists)
- HIT X WITH X (weapon)
- SHOOT X (WITH Y)
- THROW X AT Y
- DIALOGUE; EXITS
- MUSIC ON/OFF; SOUND ON/OFF

[Academy Videos] {glasses} talk to Gibb (3) X movie (fantasy, horror, action drama)
 Search horror rack. (pick one at random) {clerk shifty downstairs. talk to clerk (1)}
 take movie. {clerkhead enters store} - ~~don't~~ rent movie {denizen checks desk}
 fight denizen. (it collapses; the movie is for free, door opens. out -> [Main Street])
 Criswell says 'I thought you knew that guy'. (car) open car. enter car. (zombie slams!)
 close car. drive over zombie. // Chapter Two: ~~Academy~~

[Living Room] 4 bedrooms. me, Pang, Criswell, & Leary (engineer). Pang is on couch.
 X movie (Blade DVD, Tanna Show DVD, or LOTR DVD) X Blade (blue) {knock on door}
 open door {let Audrey in; she looks at dvd of Pang} talk to Audrey (1) movie night.
 {Pang picks Blade in DVD} kiss Audrey (not good time) talk to Audrey (2) Did y want to see Blade?
 {not really} {Criswell says no. Leary says no} {Call for exorcism} (4) Get it out of there.
 {Criswell puts Tanna in} After 7 min, Pang is complaining, & auditing. Leary votes no. Pang puts
 in LOTR. Audrey says ~~no~~. ~~talk to~~ Audrey {both rejected, Leary leaves, Audrey to bedroom.
 Two to let Criswell & Pang have it. fight Criswell. fight pang (I hell with him)
 talk to Criswell (1) talk to pang (2). go to bedroom [Bedroom] shelves, Audrey.
 talk to Audrey (2) {Pang} {Audrey say 'I'm waiting yourself'} (1) what is juu? {shitty; not
 film-watching. 'I'm not ready to retire'} (1) look at neither {This things not what we need to talk
 all} (1) hang it on me {I'm going to move soon. To Texas. And I'd love it if y come w me}
 talk to Audrey (2) Why st Bangor? {Why are y there? Why are y defensive?} talk to Audrey (1)
 Go to work. {I'll call after at 11; all blow off Gibb if he wants to do video show.}
 X bed {Audrey yells up at me y changes dir? 'Goodbye!'}
 out. [Board Park] -> Chapter Three [Capitalist Plot]

[Beary's Gaming and Role Playing Emporium] Troll. {should be able to log out register &
 despite gate shut-to-line comes} talk to Troll (1) {Gibb arrives from NY}
 // Audrey arrives. (talk to Audrey privately). Troll says both burst on counter shelf.
 n. [Eastern End of the Mall] The lights go out! (kiosk, to west is Bead Store,
 Spiritz looks outland & Arcade) Lightning? talk to Audrey X2 (lights come on, down)

Need knife
(from east to west, find floor 1 mall):

Berji's RPG Emporium,

Chond's Sporting Goods - Berji's Arcade

The Bead Store

Jewels N' Things - Perfume Counter

Elevator to lower level



W [East Side of the Mall] (No Chond's, gate locked & sneaky),
Arcade to S, ched. table W of Chond's. X-box console in front of Arcade.

x table (sofas) yellowish, bulky. x x-box (it's huge)

W [East Side Corridor] Bead Store S. {Aid: We're here.}

S [Bead Store] pentagon, shelves, register, broken PC, Sydney, Casey, crystal ball holder

x PC - connects to mall hub via serial cable. Casey asks Guts to join search.

x table (plugged in incorrectly). Sydney (blonde)

Nysrogh, Verin, Valafar, Cyramour (sing in an order based on who's raised)

fix cable (plug in end falls into pentagon, flash of light, all fall)

fix cable (not imported now. Cable is in middle of floor. Casey: We have to do that again)

Sydney is in connection. Aid says a ghost was summoned. x Sydney. (She gets up & talks in purple)

talk to Sydney. (i). {Skeleton is sewerhead walks in. time to fight.}

[Academy Videos] Action, Drama, Fantasy, Horror; Gibs, Fang, Crowell, Clark.

g = Duff
movie
homemade
take it (LOTR)

TALK TO (NPC)

out - [Main Street] can open car

[Living Room] altered couch - green blanket + pillow
blue couch - Fang
table - Veeva's hat, Dresser, wine, cup, Bible, Truman Show, LOTR
D&D outpost
mid Aug 20/20

[Emporium] enter - postcard, MTG cards
on in

CF7 CF-ND

Big in game!
If you don't talk to
Gibs right away when
he enters the store,
attempts to talk to him later
may fail, + events won't trigger