

past 1 → 2
future 2 → 1

Day 148
note 147
-jc 1995

A NIGHT IN THE
MUSEUM FOREVER
(c) 1995 CHRIS ANGELINI
Rel?

Y are pro trouble-shooter

Yr mission: enter the museum, recover disorganizing while avoiding temporal paradox
i {siphon hose, sonic disruptor}

[Foyer] small. N, S, exit E, walls listey

x hose (used for siphoning). x disruptor (used to break glass; eg: disrupt {otij})
N [Garbott Hl] plinth, N/S, x pieces. disrupt case. take ring (doesn't exist yet!)

x plinth {case {ring}}

N [Lake] broken bridge N/S, lake can be drained x lake. x bridge Swim

S of Foyer [Cove] N, E, crack in floor {setting} take setting (read smthg study)

E [Time Platform] panel {red dial, nested levers, projector = machine
x machine. x panel {dial 1 [-1000 yrs], 2 [baseline], 3 [+1000 yrs];
lever (on/off)} x dial (at 2) x lever (off)

turn dial to 1. pull lever. —

past

W: x crack (rather) n. (Foyer) ~~(E. under)~~ die, paradox

N. [EH] ~~plinth~~ x exhibits

N [Lake] bridge (gone) sand. take sand (a pinch)

N [Glass Blower's] ^{S/E} machine turns "silicone" into glass

x hopper machine (hopper, chute) put sand in chute. look in hopper.

x cover take it. E [Future Exposure] unstable ceiling, dirt floor, plastic chair
i gum. x stick; take stick. look under chair (to get gum) put gum on stick
x dirt. (Present) put stick in crack (+10)

future: holes in Foyer ceiling. (dial settings 1 & 2!)

present: dirt in cove (pres) put hose in lake. (in past) Lake is now empty in future.

future @ lake: shovel revealed.

N. [Destroyed Workshop] e. [Future Exposure] chair, lump of coal, dirt. ^{take}

turn dial to 1. Pull lever. turn dial to 1. pull lever. (past)

in past: dig dirt with shovel. put coal in hole.

turn dial to 2. pull lever. turn dial to 3. pull lever. (fut)

future: dig dirt with shovel. x diamond. take it. put diamond in setting (+10)
x ring.

(at 200 turns: feel pedaled?)
215: really hungry

past: put ring on plinth (+10)
put cover on plinth (+10)

present: take ring
E ~~from~~ from Foyer = ring (+10) win!
rule: Very Rich Man!

Hilroy